





Official Game Adventure

DRAGONLANCE® Classics, Volume 2

by Hickman, Niles, and Dobson

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Prologue

The DRAGONLANCE® saga is a complex epic filled with detail, legend, and history on a scale 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 toward 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.

Some of your players may have read the DRAGONLANCE novels. The novels are similar, but not identical, to these adventures. A secret door in an adventure may not be in the same location as in the book, and the PCs may not act the same way as their counterparts in the book. The adventures develop their own feeling and texture.

It is recommended that players use the pregenerated character cards on the back cover of this book. If players wish to use their own characters, however, allow them to do so. The characters start out with the equipment listed on the character cards. If your players have played previous adventures, their characters may have other equipment than that listed on the cards.

If you do not have enough players to take all eight DRAGONLANCE heroes as PCs, use the other characters as NPCs or allow players to run more than one character. In any event, it's a good idea to keep the party to a size you, the Dungeon Master, are comfortable with.

The Obscure Death Scenario

Several important NPCs, both friend and foe, appear throughout these adventures. If one of them is bested in battle, and you know he needs to reappear in a later adventure, use the "obscure death" scenario. Make sure that the NPC's body is not found: It's buried under rubble, burned to a crisp, or something similar. When the NPC reappears later, make sure to have a story ready to explain their "miraculous" survival. If recurrent use of this scenario makes your players suspicious, be prepared to create a similar (but not identical) NPC to take the dead NPC's place later on. If you choose this option, you may not wish to use the obscure death scenario at all.

Sivak draconians, which polymorph into their slayer's likeness when killed, are another good way to explain the apparent death of important characters.

Some characters do die permanently in the story. This is noted in the text. The character will not reappear in later modules.

Events and Encounters

Each chapter in these adventures begins by listing several Events. Events always occur at the times indicated, regardless of the actions the PCs take.

Encounters are simply areas the PCs might visit.

For both Events and Encounters, read boxed text aloud to the players.

NPCs

Two NPCs require special mention.

Theros Ironfeld was briefly introduced in *Classics Volume I* as a friend of Gilthanas and the Qualinesti elves. He paid for that friendship with the loss of his right arm to the draconian invaders. He reappears in Chapter 7, "The Wilds of Ergoth," in the camp of the Qualinesti. A magical arm replaces the lost limb. Theros has a tale to tell regarding the Arm (see Appendix), and will accompany the party to Huma's tomb.

Fizban the Fabulous is a powerful wizard of indeterminate level. His powers are apparently hampered by his befuddled mental state, as his spells often result in spectacular failures. Play him for laughs, but use the "obscure death" scenario in situations where he is killed.

Ability Checks

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

The World of Krynn

There are several important differences between the world of Krynn and the standard AD&D® campaign. While those who have played previous DRAGONLANCE adventures will be familiar with these changes, new players should be told this information.

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

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

All PC dwarves are hill dwarves. Other dwarven races were introduced in *Classics Volume I*, but these races only appear as NPCs.

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

The value of gold and other trade items is completely different in this world than in most others. Steel is the main trade metal and 10 gold pieces are worth only one steel piece. PCs who enter Krynn from other campaigns may be allowed to trade their gold pieces for steel—though they will find their personal

wealth greatly reduced.

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

Prologue



Chapter 1: The Fall of Tarsis



This adventure begins in the ancient port city of Tarsis. If you are continuing from *Classics Volume 1*, read the "Campaign Start" section to your players. If this is the first **DRAGONLANCE**® adventure your group has played, begin with the "New Game Start" section. Give the players the character cards on the back of the module cover. If you have played *Classics Volume 1*, you will notice that the party has changed significantly. The following Events and Encounters explain these changes.

Campaign Start

The refugees from Pax Tharkas are in the dwarven kingdom of Thorbardin, the safest place for them until the wars are over. True safety will come only with the Dragonarmies' defeat. You came to the port of Tarsis to get passage for the refugees to a safe place far from the conflict. Tarsis, a bustling center of trade and travel during the days before the Cataclysm, was the only hope you had of finding ships for the refugees.

But here, as in much of Krynn, things are not as before. The Cataclysm caused the sea to recede 40 miles, leaving Tarsis a plains town. Beached ships still lie scattered about the dusty bay. Many have been overturned and are now homes and businesses.

With no hope of sending the refugees overseas, you must attempt to achieve the downfall of the Dragon Highlords. This larger purpose shall guide your actions. The eternal battle between good and evil rages once again and the free peoples of

Krynn call upon you to play your part.

Your visit to the city governor (to appeal for aid and to warn him of events in other lands of Krynn) has convinced you of the futility of expecting help from the Tarsian government. In the governor's audience chamber you found, much to your surprise, a draconian acting as trusted adviser!

The Knights of Solamnia used to protect this city, but the name of the Knights has fallen into disrepute. You have learned this from a party of Knights who have come from Solamnia, far to the north of Tarsis, to find help in their struggle against the Highlords. Here also you meet Alhana Starbreeze, a princess of the Silvanesti elves who has come from Silvanost to find help for her people, also hard pressed by the dragonhordes.

You, Alhana, and the Knights have banded together after realizing that Tarsis is a dangerous place, offering no hope of aid. Some of your companions remain at the Inn of the Red Dragon to discuss plans with most of the Knights, while you had a pair of the Knights wander through Tarsis and beyond, if necessary, seeking sources of aid and advice in your struggle.

Leaving your comfortable quarters at the Inn, you have agreed to meet the others back there in several days.

Begin with Event 1, played anywhere in Tarsis.

New Game Start

The world of Krynn is racked with turmoil. War rages across the land. Evil armies led

by great dragons spread outward in a wave of conquest. The people serving the cause of right and freedom grow fewer and fewer with each passing week.

You have all served the cause of good during this war. Your wandering has led you to this city of Tarsis. You met each other while staying at the Inn of the Red Dragon and have become friends.

Now draconians, the monster vanguard of the Dragonarmies, have appeared in the streets of this ancient city, and you smell treachery in the air. It seems that Tarsis' days of freedom are numbered.

So far, nothing has stopped the dragonhordes. There are rumors of weapons that might aid your cause—powerful lances that slay the serpents, and mystical orbs that give control over the monsters. But no one has seen these mighty weapons, no one knows where to find them. Somewhere in this beleaguered and gloomy city you must find a ray of hope.

The following Events cover the time period the heroes are in Tarsis. Use these Events to fill in details of the events preceding the start of this chapter.

Events

DAY 1: The heroes arrive in Tarsis after completing a rigorous journey from the dwarven kingdom of Thorbardin. The city is quiet and seems nearly deserted. The heroes rent several rooms on the second floor of the Inn of the Red Dragon.