



Official Game Accessory

NEW TALES: THE LAND REBORN

BY JOHN TERRA

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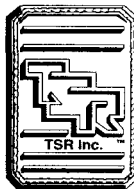
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INTRODUCTION

Once more the land of Krynn beckons to the Heroes of the Lance. For though Takhisis has been defeated, still her minions roam the lands, oppressing good folk everywhere.

The call has gone up for heroes to help clean up the dregs of Takhisis's Dragonarmies. In this booklet you will find adventures in the post-war world of Krynn. Players will once again play the familiar roles of Tasslehoff, Caramon, Raistlin, Goldmoon, Riverwind, Tika, Tanis, and Laurana. Many dangers await these bold heroes, for draconians and other evil monsters still rule large parts of Ansalon.

In the adventures contained herein, the Heroes of the Lance will be called to Kendermore, Abanasinia, Ergoth, and many other locales throughout Ansalon. In these places and more, evil still holds sway and must be routed before the wounds of the War can be healed.

Some of the adventures call for certain heroes to be present, but for the most part players are free to choose from the eight pregenerated (and very familiar to fans of the DRAGONLANCE® saga) player characters detailed on pages 92 to 95.

A FEW WORDS ABOUT DRAGONLANCE® ADVENTURES

A proper DRAGONLANCE campaign bases itself around the struggle of good versus evil and around the characters' relationships in and with the world. Not every adventure is an earth-shaking event, destined to alter the history of Krynn. However, every one of them should embody the struggle that characterizes the epic quality of the DRAGONLANCE game world. While most campaigns are simply a collection of adventurers' stories, the DRAGONLANCE saga draws these stories together into a coherent whole of epic proportions.

DRAGONLANCE adventures promote the power of truth over falsehood, justice over injustice, and good over evil. Good actions will generally be rewarded with blessings, while evil actions entail grave consequences. Though evil may gain a temporary foothold in a story, good should eventually win out.

DRAGONLANCE adventures tend to focus less on the combative aspects of the AD&D® game, and more on thinking and role-playing. Interpersonal relationships are a key facet of DRAGONLANCE game play.

The world of Krynn is markedly different from others. Any DM who runs adventures within Krynn should be aware of these differences. A good place to gather this information is in the *DRAGONLANCE Adventures* hardbound book, or the *New Tales* boxed set. The features that are most distinct include new races, the moons of Krynn and their influences on magic, and the Knights of Solamnia. The races unique to Krynn include the kender, draconians, and Krynn minotaurs. Each of these lends a unique flavor to the game.

The effectiveness of magic on Krynn depends on the three moons. When one's "patron moon" wanes, so does the efficacy of one's magic. The DM must pay careful attention to the phases of the moons when magic is in play.

The Knighthood of Solamnia is the enforcing arm of good. Its goals are not so much to win more land and glory for good, but to stem the tide of evil on Ansalon. The knights are the main force for chivalry, law, and goodness on this continent, and they constantly seek to keep the people aware of the knightly ideals.

And now, the people of Ansalon cry out for the return of the Heroes of the Lance, for much evil is afoot in the lands. On to adventure!

SCENARIO ONE: WAYWARD WAYLAN

In which Tika Waylan finds a clue to the whereabouts of her wandering rogue of a father, Alleran Waylan.

Start Up: This adventure requires the characters of Tika Waylan and Caramon Majere. It takes place after the War of the Lance, but before Tika and Caramon get married.

Caramon's brother Raistlin could also be included, as he was a protege of Alleran Waylan. Tasslehoff is another good candidate.

The party should consist of four to six PCs. The action begins in the ruined village of Solace, in the midst of rebuilding after the War.

This adventure, besides allowing the players to role-play Tika's search for her father, provides them with a whirlwind tour of certain portions of postwar Ansalon. This is an adventure of travel, complete with overland journeys, a sea trip, inn-hopping, and other such niceties.

DMs should play up the feel of Ansalon as a place that is rebuilding after the War of the Lance. Remember, the restoration of the Knights of Solamnia and the return of the gods are big news. Though the people may still be a bit dazed in the wake of the recent war, there is also careful hope and enthusiasm.

TRACKING ALLERAN

There may be a temptation for PCs with the Tracking proficiency to try to use it to follow Alleran's tracks. This will not work for several reasons: first, no one knows what Alleran's footprints look like. Second, Alleran has been missing for over a month, and his tracks are sure to have been obliterated by the elements, animals, and other travelers. (The DM, however, has the advantage of Map 1: Waylan's Route.)

A DISGRUNTLED LEAD

Read the following to the PCs:

The War of the Lance has been over for ten months now. The citizens of Solace are busy rebuilding their devastated town. As Heroes of the Lance, your skills at warfare are not what is needed, but rather your strong shoulders are required for the task of reconstruction.

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On one sunny morning, three riders gallop into town. You watch as they talk briefly with some of the other townsfolk. Eventually, one of the townspeople points in your direction.

With renewed purpose, the trio rides toward you. At about a hundred paces, the men dismount and walk toward your group. The middle man wears a noticeable scowl. The other two men walk one pace behind him on either side, their hands close to the hilts of their sheathed swords.

The three men come right up to your group. The first man, the scowler, looks you over. Though he wears a sword, he seems to be less of a warrior than the two other men, who bear the scars of many campaigns.

The first man clears his throat. "I seek Tika Waylan, daughter of Alleran Waylan. Are you she?" His tone is harsh.

Wait for the group to respond. Providing the response is not hostile, and one of the PCs is identified as Tika, continue reading.

The man nods his head with satisfaction and a bit of relief, though anger is still foremost on his mind. "Very well, then. I want my money. I want all of it." He folds his arms and waits. The two men take a step forward, their hands now resting casually on their sword hilts.

Again, allow the PCs to react. It should be stressed to them that the men have not made any overtly hostile moves. The first man, Ansun, seems genuinely upset about something. When pressed for information, the man's cheeks turn crimson and he barks his explanation.

"Not two months ago, while visiting Newports, I purchased a warding charm from a so-called wizard. Oh, he seemed friendly enough, and his words spoke much of his level of com-





petence. These are uncertain times we live in, and a little extra magical protection may be all that stands between safety and an attack by wayward draconians.

"Several days after this purchase, my three bodyguards and I did indeed run afoul of some draconians, and we received the bad end of it. As you can tell, that is, if you can count, I now have two bodyguards. The charm failed.

"It became obvious that the wizard was a fraud. I paid good steel for that worthless charm! Well, I was determined to hunt down the miscreant and teach him a good lesson, as well as to get my money back, but the charlatan had already left town! There was talk that he had taken a boat to Port o' Call.

"During our business negotiations for the charm, the charlatan identified himself as Alleran Waylan. He assured me that the charm was genuine, and told me that he had a living relative in Solace who would be able to speak on his behalf. That relative, I guess, is you.

"I decided that traveling from Newports to Solace was far easier than traveling across

Newsea to Lemish. So this is what brings me here, anxious to be recompensed for my troubles. Well? What have you to say?"

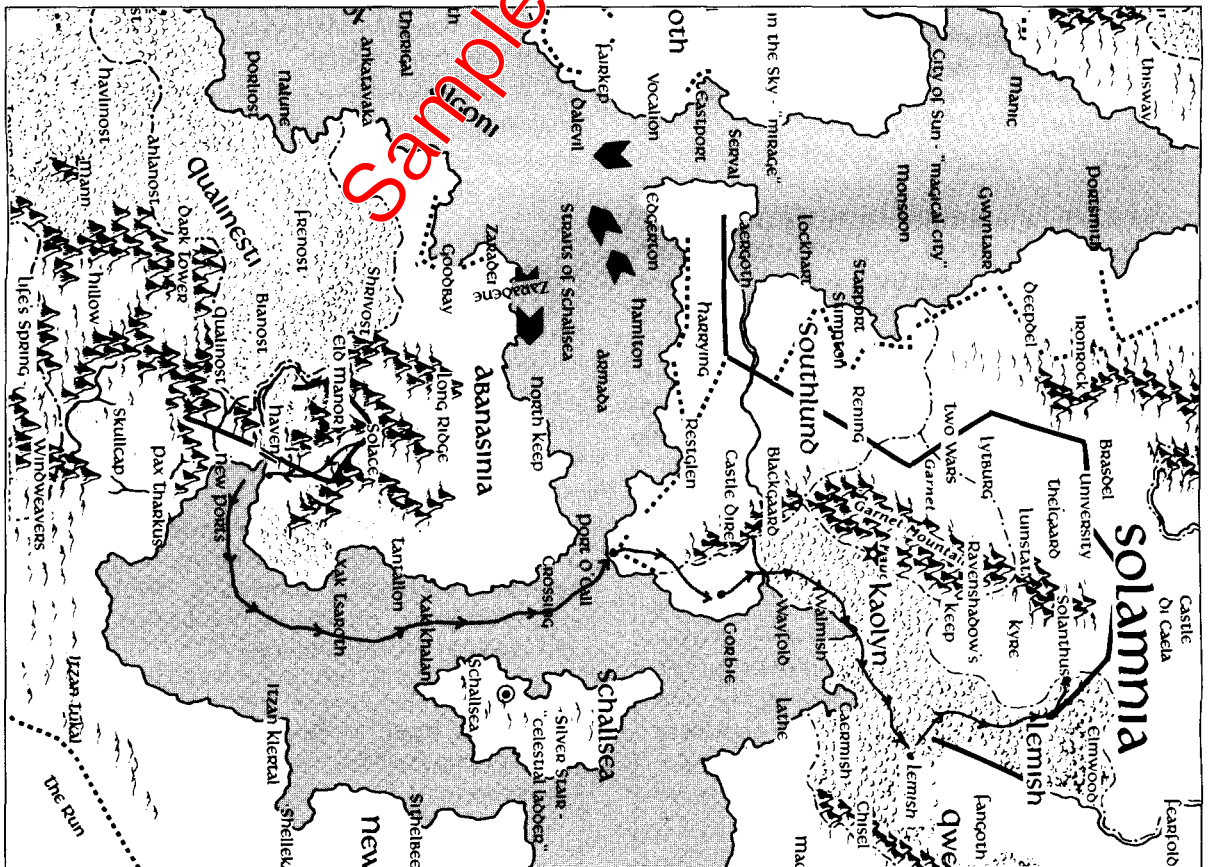
Getting through this encounter is going to take some diplomacy. The man has clearly been wronged. He wants some sort of compensation, and he will not leave until he has been satisfied.

Since Ansun paid a thousand steel pieces for the charm, and Tika does not have that kind of money, there is *only one civilized course: Tika must find Alleran*. Ansun will agree to this if Tika suggests it. If none of the PCs suggests it, then have Ansun offer the idea.

The terms are simple: Ansun will meet Tika and her friends at the Inn of the Last Home two months from now. During that time, Tika should either retrieve her father and bring him to Solace, or at least get Ansun's money back.

Tika and her friends already have a solid lead—while in Newports, Alleran caught a boat across Newsea.

Once the agreement has been reached, Ansun is somewhat mollified and is even apologetic for his earlier outbursts.



Just in case things between the PCs and Ansun's group get testy, the NPC stats follow:

Ansun Surehand: AC 5; MV 9; F6; hp 48; THACO 15; #AT 1; Dmg 1d8 (long sword); AL LN; ML 12; XP 300

Ansun wears chain armor and wields a *long sword +1*. He has a purse with 1,000 stl. In a pouch in his cloak he has some hastily scribbled notes, useful especially if the PCs kill him before he can explain the situation. The notes tell everything that Ansun would have said if he had the chance.

Ansun is a former warrior, now a merchant from Palanthus. Though he is abrupt and easily angered, he is a fair man.

Mercenaries (2): AC 5; MV 9; F8; hp 60; THACO 13; #AT 3/2; Dmg 1d8 (long sword), 1d6 (short bows and flight arrows); AL N; ML 13; XP 700

Each man has a purse with 25 stl. The mercenaries are loyal to Ansun and defend him to the death.

The trio does not accompany the PCs, but rather conducts some business in Solace, and stays at the Inn of the Last Home.

The DM should run the journey from Solace to Newports as a typical overland trip, possibly with a random encounter or two, but no great threats. The trip is 30 miles long, provided the PCs stick to the roads.

MAP 2: NEWPORTS

This small town located on the shore of Newsea is the only decent place to get a boat. Unfortunately, Alleran Waylan has already been here and has made quite an impression.

The little town of Newports lies quietly on the shore of Newsea. As you reach the town limits, you can easily make out the docks, two inns, a marketplace, and an official-looking building, perhaps serving as a town hall or similar function.

At the docks, a number of boats bob gently at their moorings. All in all, Newports appears to be a quiet seaside town, apparently prospering in the postwar times.

TOWN KEY

1. The Docks: This area is a series of wooden piers and warehouses. No one but the minotaurs knows anything about Alleran.

There are currently eight boats moored at the piers. Of these, five are fishing boats and are not for hire. The remaining three are:

The *Rockhull*, a gnomish steam-powered paddle-wheel vessel. The vessel is not going to Port o' Call, but the 48 tinker gnomes manning the ship are more than glad to give the PCs a free sail to San-crist. Half the time the ship is at sea, the steam engine does not work and the crew uses the backup sails. There is a cumulative 1% chance per day that the ship simply turns turtle and sinks. The chance is reduced to zero whenever the ship makes port.

The *Sealance*, a human-owned vessel from San-ction. It plans to cast off at dawn and head to Port o' Call. The fare is 5 stl/person. The crew consists of 24 able-bodied seamen and their captain, a fat, old, slovenly salt named Captain Lump.

Sailors (24): AC 8; MV 12; F2; hp 12; THACO 19; #AT 1; Dmg 1d8 (cutlass), 1d4 (dagger); AL CG; ML 13; XP 35

Each sailor has a suit of leather armor, a cutlass, and a dagger balanced for throwing.

The *Sea's Horns*, a minotaur vessel from Mithas. This was the vessel that Waylan took. He paid for his boat fare with magically altered coins, and also managed to swindle the crew out of some of their valuables in some loaded games of chance.

If the crew finds out that a friend or relative of Waylan's is around, that person is challenged to an honor duel, a one-on-one non-lethal combat.

If the PC loses, he must forfeit all cash to the minotaurs, or serve for four weeks aboard the ship. Should the PC win, the crew takes the PC and all companions wherever they wish to go.

Minotaurs (18): AC 7; MV 12; F6 (Mariners); hp 36; THACO 15; #AT 1; Dmg 1d10+1 (lajang polearm); AL LN; ML 14; XP 650

The lajang is a polearm with a crescent blade. The shaft can be used to bludgeon opponents. This is the favored weapon for the honor duel. Each minotaur also has a pouch of 10 gp.

The minotaur captain is called Naytaugh. If asked, he explains that Alleran hired the minotaurs to take him to Port o' Call a month ago. Naytaugh remembers hearing Alleran say "A blue lady waits for me!"





2. The Sign of the Whirlpool: This is a dive, a place where the dregs and lowlives gather. It is also the place where the minotaurs enjoy drinking and brawling. There is a 40% chance per hour that 1d4 minotaurs are present.

None here (except the minotaurs) know about Alleran Waylan. There is a 65% chance that each PC gets involved in a fight, and a 30% chance that each PC has his pockets picked.

Rooms are 3 sp and are poor quality.

3. The Sea Gem: This is a place that middle class and better folk frequent. It is also where Alleran stayed, and his tab remains unpaid (current debt: 25 stl). If the innkeeper or barmaids learn that Tika is here, they demand that she pay her father's bill. Refusal results in a summoning of town guards equal to twice the number of PCs.

Rooms here are 3 gp, and well worth it.

4. The Market: Between sunrise and sunset, this is the place to purchase general supplies, food, drink, and anything else that the PCs need.

There is a 30% chance per hour that each PC has his or her pocket picked.

5. The Town Seat: This building functions as the city hall, constabulary, and general meeting hall. The basement contains ten cells for rowdies and other miscreants (such as those who do not pay their father's inn tabs!).

The constabulary has a notice of a bounty on the head of one Alleran Waylan, wanted for fraud and cheating. As long as Tika and her friends act in an honest manner while in town, they are not given a rough time.

The town seat always has six guards on duty.

Town Guards: AC 5; MV 9; F2; hp 14; THAC0 19; #AT 1; Dmg 1d6 (short sword), 1d6 (club); AL LG; ML 12; XP 35

Each guard has a suit of chain mail with the town's coat of arms, plus a short sword, club, badge of office, and whistle. When patrolling the town, the guards are encountered in pairs.