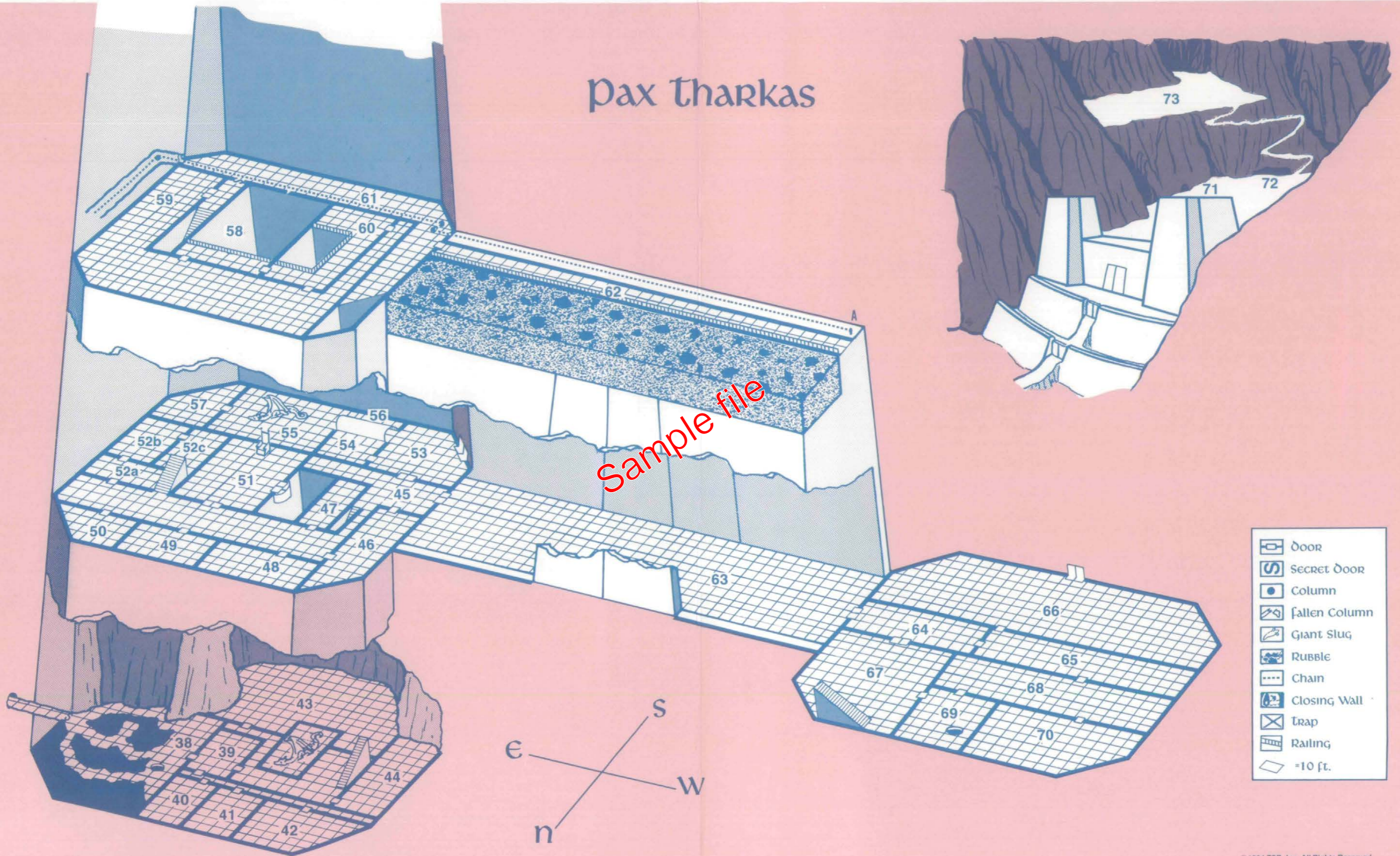


Pax Tharkas



-  Door
-  Secret Door
-  Column
-  Fallen Column
-  Giant Slug
-  Rubble
-  Chain
-  Closing Wall
-  Trap
-  Railing
-  =10 ft.

Sla-MORI

25

26

27

28

32

Sample file

=20 ft.

29

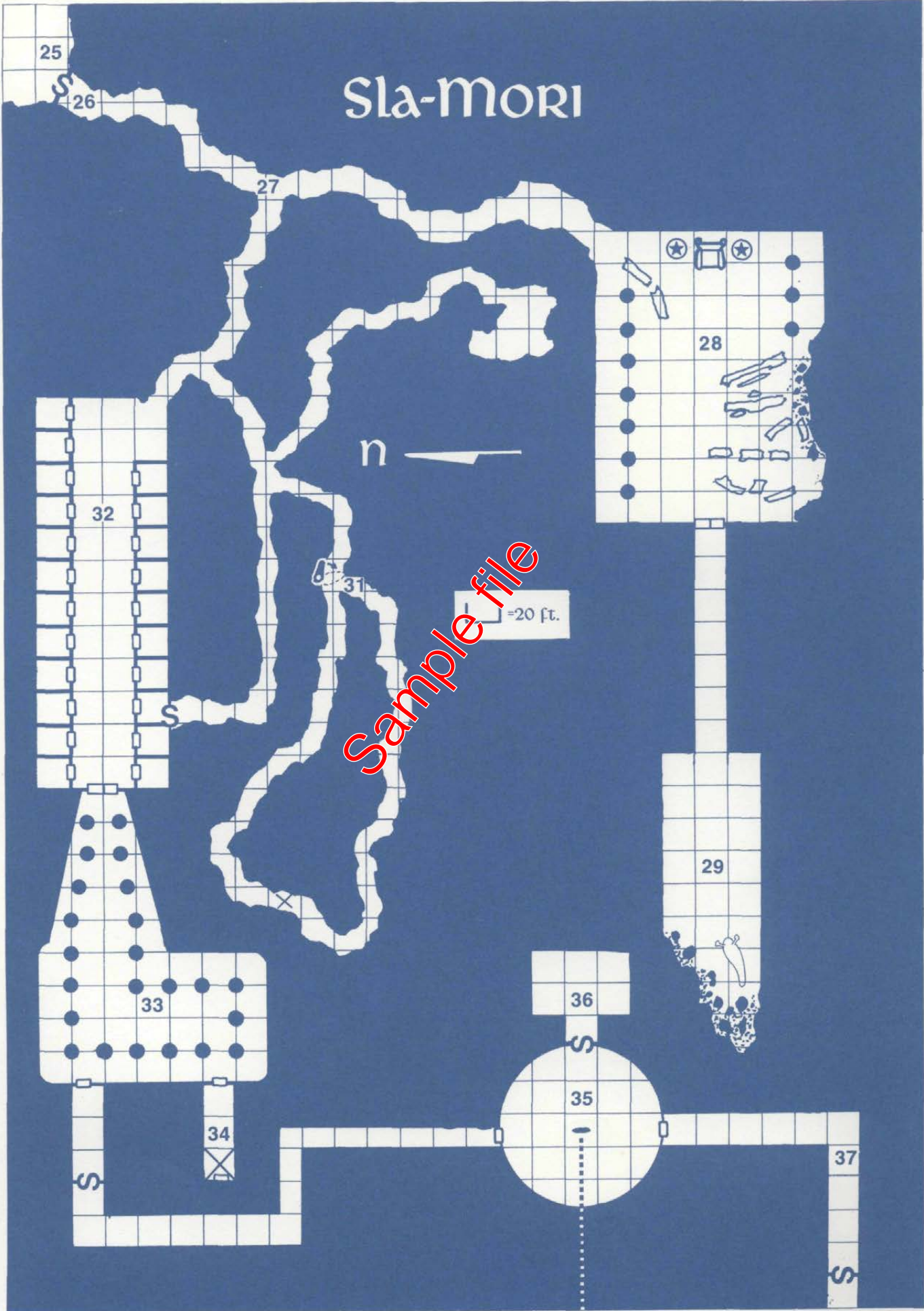
33

36

35

34

37



Advanced Dungeons & Dragons™

DRAGONLANCE™

Official Game Adventure

Dragons of Flame by Douglas Niles

TABLE OF CONTENTS

PROLOGUE	2
<i>Astinus the Lorekeeper returns, reflecting upon the past and uncertain future of Krynn.</i>	
THE STORY:	
<i>The heroes endeavor to resist the growing might of the Dragonlords, playing their roles in the midst of war and destruction.</i>	
Chapter 5: Que Kiri and the Plains	4
<i>In which the fires of the Dragonlords spread over Abanasinia.</i>	
Chapter 6: Solace	6
<i>Where the dragonmen hold sway over the first holy land and the Last Home.</i>	
Chapter 7: The Slave Caravan	8
<i>The ox-drawn wagons move toward Pax Tharkas and its slave mines.</i>	
Chapter 8: Elvenhome	11
<i>Where the party rests for a spell, hears song and legend, and learns of the Sla-Mori.</i>	
Chapter 9: To the Walls of Pax Tharkas	19
<i>The perilous tunnels of the Sla-Mori—the secret entrance to the dragonmen's fortress.</i>	
Chapter 10: The Tharkadan Towers	22
<i>The quest presents its greatest challenge, here in the heart of the fortress.</i>	
EPILOGUE	29
<i>Thus is concluded another portion of the epic. The heroes again are journeying, through their road remains unclear.</i>	
 APPENDICES	
<i>Here are the tools of the story. That which is new is explained, as are encounters by fate alone.</i>	
Appendix 1: Random Encounter Charts	30
Appendix 2: Monsters, Creatures, & Men	31
Appendix 3: Treasures and Tomes	31
Appendix 4: Canticle of the Dragon	32
 PLAYER CHARACTER CARDS	17
<i>These are the Innfellows, the heroes of DRAGONLANCE</i>	

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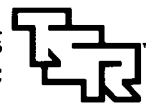
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 Distributed to the toy and hobby trade by regional distributors.
 Distributed in the United Kingdom by TSR (UK) Ltd.

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PROLOGUE

Let your mind float free, Dungeonmaster; cast your thoughts toward the troubled world of Krynn—to the Age of Despair after the great Cataclysm that brought ancient civilization to an end. Now Krynn is threatened once again: this time by the domination of the Dragonlords and their inhuman minions. Now, Dungeonmaster, 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. . .

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

...Darkness has fallen over this world, poor, suffering Krynn. Thus it has been since the great Cataclysm, when the old world fell. Curse the High Priest of Istar, whose pride caused him to give orders to the True Gods, rather than to ask humbly for their aid. 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. Clerics 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 was 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 elf halves, and has found the wanderlust strong within him. He has roamed the world and seen much, yet 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 sorcerer gone cynical, a doubter. They have survived great and terrible trials. The rests that Raistlin underwent to become a sorcerer left him with skin the color of worthless gold and pupils the shape of hourglasses—he sees the constant, terrible effects of time.

Sturm Brightblade was the son of a Knight of Solamnia raised in secrecy. 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 oc cadaver—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 dwarf 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 Bufffoot 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 were the original Innfellows, but the puzzle was not yet complete. For, on the day of their return to Solace, they met Goldmoon, a princess of the Que-Shu tribe, and her lover Riverwind, a Ranger of great strength and few words. Riverwind, a poor man's son, had quested far to prove the worth of his love to Goldmoon's father. After many trials, he obtained the Blue Crystal Staff that belonged to the Goddess Mishakal. His tribe nearly stoned him to death, not recognizing the power of the staff, but when Goldmoon came to die with him, the staff transported them away.

Fate was at work. The True Gods, working through subtlety, as is their wont, had begun the redemption of Krynn.

Yet good cannot triumph over evil before evil has had its day. From the north, the dragonarmies marched, laying waste to the land and enslaving the people. Solace, Gateway, and even the ancient elfhome of Qualinesti lay in their path.

Was the meeting of the Innfellows and Goldmoon and Riverwind chance or fate? No one knows but the Gods. But however it happened, it proved to be the first key to the salvation of Krynn.

The Heroes, led by Tanis, first found the Forestmaster of the Darken Wood, a unicorn

of great wisdom. And so they learned of Xak Tsaroth, an ancient city fallen to evil. Now occupied by draconians, the mysterious, evil servants of the Dragonlords, Xak Tsaroth proved to be the home of the darkest of evil: Onyx, a Black Dragon.

Ah, you say. A Dragon. A creature of myth. The great serpents are only tales with which to frighten young children, you think. Yet though dragons have not entered Krynn in over one thousand years, they have returned. How have the Dragonlords brought the serpents into Krynn? How have they gained such power? How can mere man stand against an army of dragons? These questions plague me, and I cannot sleep.

But the power of the True Gods shone forth. The Crystal Staff was blessed by the Goddess Mishakal, whose great power is that of Healing. The crystal staff destroyed the dragon Onyx, and so were discovered the Disks of the Gods, which brought knowledge of the True Gods back to Krynn.

And miracle of miracles, Goldmoon became the first true Cleric of Krynn after many dark centuries! Truly fate has shined upon us.

But even now, as the weary adventurers journey back toward the imagined safety of Solace, the Dragonlords' armies are on the march. Solace has been laid waste. Even mighty Pax Tharkas has fallen to the invaders. Imprisoned there are the families of many brave northmen, hostages for fathers and husbands toiling in the iron mines surrounding that fortress.

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. . .

Here ends this chapter of the Iconochronos.

"Dragons of Flame" is the second in the epic DRAGONLANCE™ series, and is designed as a sequel to DL1: "Dragons of Despair."

DRAGONLANCE is a story. The modules in the series should ideally be played as a whole, a continuing saga. Players may take on the roles of characters in this epic quest; the character information on pages 17-18 may be given to the players. (Permission is hereby granted to copy pages 17-18 only for personal use in playing this module) You may also choose to allow players to bring their own existing characters into the game. If so, you

will need to adjust certain characteristics to bring your characters in line with the world of Krynn, which is different from many AD&D™ adventure settings.

If you allow players to bring in their own characters, but still want to play out the DRAGONLANCE epic, the following DRAGONLANCE characters must be either

player characters (PCs) or non-player characters (NPCs) active in the story: Tanis, Goldmoon, Caramon, and Raistlin. (The player playing Goldmoon should always play Riverwind as a Henchman NPC; Caramon and Raistlin may be played by the same person if necessary.) Tika Waylan and Gilthanas the Elf are initially encountered as NPCs, but

may be taken by players thereafter and used as PCs for the rest of the epic.

You may also choose to adapt the settings and encounters in this module to fit your own campaign, and not play this as part of the DRAGONLANCE series. In doing so, you will lose much of the richness of this world, but may use the material as you see fit.

the world of krynn

There are important differences between the world of Krynn and standard AD&D campaigns. Characters who adventured in “Dragons of Despair” (DL1) will know most of the following information. Those players and characters new to the world should be given the following background.

True clerics have been unknown in Krynn for centuries. There are clerics, but they do not have spell powers since they worship false gods. In DL1, the adventurers gained knowledge of the gods, and Goldmoon has become the first true cleric (with spell use) since the Cataclysm. Goldmoon wears a Medallion of Faith bearing the symbol of the Goddess Mishakal. (Any PC cleric brought in from outside the DRAGONLANCE milieu should serve the Goddess Mishakal, and wear a Medallion of Faith.) When a new true cleric

comes into being (as Elistan does in the next module), the Medallion magically duplicates itself, and the new Medallion bears the sign of the god that cleric worships (in Elistan’s case, the God Paladine).

All PC elves in this adventure are Qualinesti elves. Other elves—the Sylvanesti—will appear in later DRAGONLANCE modules.

The equivalent of a halfling in this world is called a Kender. Kender look like 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 other by verbal abuse. Any creature the Kender taunts must save vs. Spells or attack wildly at the end of 1-10 rounds at a -2 penalty to hit and a +2 penalty to their armor class.

DUNGEONMASTER NOTES

to life somehow. This does not apply to PCs other than those who are part of the story.

The text of the module refers to player characters in various shorthand forms: PCs, adventurers and/or heroes. Read boxed text sections aloud to your players.

If you are playing DL2 without having played DL1, you must get your group embarked on a journey to the tree-city of Solace. They should hear tales of this elegant community, and perhaps find that it lies directly in their path. In particular, a trusted NPC should tell them about the magnificent hospitality and good cheer offered by the Inn of the Last Home. This NPC should also mention Tika Waylan as an old and trustworthy friend.

Once this background is established, the adventure begins with encounter 1 below (Que Kiri).

The first 24 numbered encounters and events in the module occur at various times and in various sequences, depending on the decisions the players make. Things are hap-

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

Of course, PC elves and halflings will be aware of the above information.

Gold is nearly valueless in the world of Krynn. Steel (abbreviated “stl”) is the basic trade metal. One steel (stl) is the same weight as 1 gp. See DL1 for details. PCs that enter Krynn from other campaign environments may find their personal wealth drastically altered.

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.

DRAGONLANCE is a complex epic, filled with detail, legend and history not found in most modules. To run this module 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 module 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 and *ad lib* from time to time. Successful improvisation is the sign of a good Dungeonmaster.

This module introduces several enemy NPCs, members of the Dragonarmies. Since these NPCs appear in later DRAGONLANCE modules, 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 in later modules, you have a chance to explain their presence. Be creative; think up an explanation for their “miraculous” survival. The same rule applies to the PCs on pages 17-18. Most of them have roles in future modules, and must be able to return

pening rapidly in Krynn: the draconian army is invading from almost all directions, and certain things should happen to the characters whatever path they take across the wilderness.

However, when the adventure “moves indoors” into Sla-Mori and Pax Tharkas, it is structured more like a traditional dungeon adventure. This is to reflect the more stable nature of the ancient Sla-Mori and the well-organized draconian fortress.

At certain times in the adventure, characters may have to make a Characteristic Check. If such a Check is necessary, the player rolls a d20. If the result is equal to or less than the PC’s ability score in the area called for in the check (Strength, Wisdom, Dexterity, etc.), the check succeeds.

The third panel of the module cover contains a color map of the area where these adventures take place. Refer to this map throughout the adventure, and show it to the players when the heroes are talking to the elven speaker in Qualinesti.

Chapter 5: Que Kiri and the Plains



Start the characters at the spot marked “X” on the area map. They are moving westward on a cloudy, chill afternoon.

Great pillars of smoke rise from beyond the Sentinel Peaks—a grim sign that there is trouble in Solace. How much of the once-mighty forest of vallenwood trees has fallen to fire? The grasslands that stretch toward Que Kiri—a town at the gap in the mountains—are hot and dry. The smoke adds an eerie touch of darkness to the autumn afternoon.

“Your journey is not complete; you must leave here, must search for a true Leader of the People.” This strange message, spoken through the statue of the goddess Mishakal, suggests that your mission is far from over. Where in the vast world of Krynn will this search lead?

Here on the barren Plains of Abanania, the late autumn wind bites sharply. The yellow-brown grass withers in the rushing cold, but the feeling is much more disturbing than that of a normal change of seasons.

At many places, the plains are marked by the tracks of crude, two-wheeled carts and many clawed footprints. Thousands must have passed this way. Nothing is alive here—neither the wild animals that normally inhabit these areas nor the occasional settler scratching a living from the harsh land.

Most ominous of all these signs are the great black scars stretching for hundreds of yards along the ground, often through the charred remains of farmhouses. Fire has gutted and collapsed these dwellings. The thick smell of death and decay fills the air, and even the wind is silent.

The PCs should have no random encounters during this trek, since the Dragonlords’ army has laid waste to the area. As the PCs approach Solace, this army is sacking the southern cities of Gateway and Que-Teh and advancing to the White-rage River. To the South, they have seized the fortress of Pax Tharkas, aided by treachery from within the citadel. Even now, their slaves are working the Tharkadan mines.