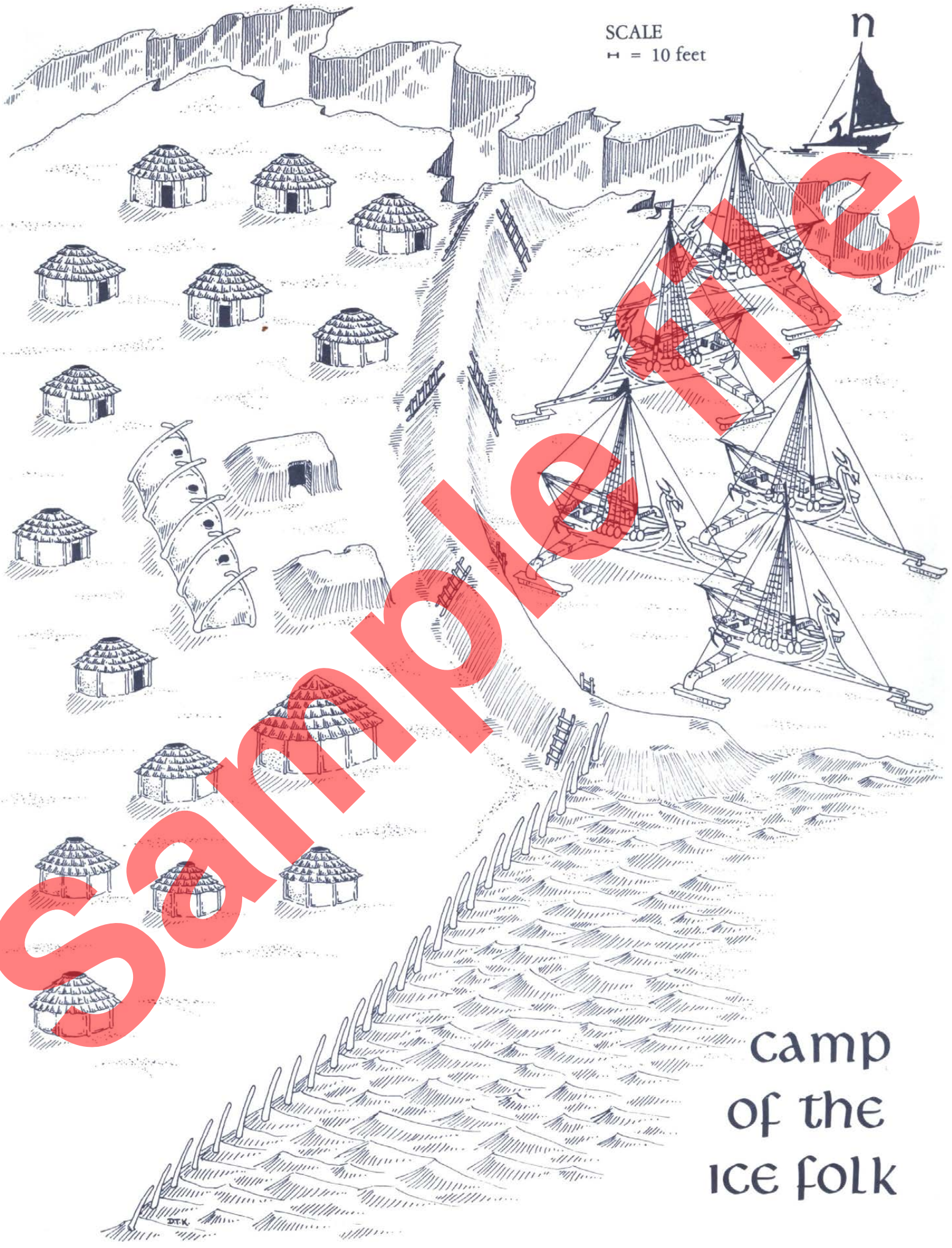


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Advanced Dungeons & Dragons®



Official Game Adventure

Dragons of Ice

Douglas Niles

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since the Cataclysm. Curse the High Priest of Istar for his pride! Trying to command the Gods, he called down their wrath. Krynn was punished with fire and flood, and much is forever lost. The greatest loss was knowledge of the Gods themselves—the world of Krynn has sunk into blasphemy these many generations, and clerics have lost the power to heal.

Mankind's separation from the True Gods opened the door to renewed evil. Dragons are once again in the world. They are commanded by human Dragon Highlords, and assisted by strange creatures called Draconians.

The Dragonarmies have now conquered much of Krynn, and soon all the lands will be under their sway. Evil, it seems, may soon triumph over good.

Through my Crystal Globe of Wisdom, I send my spirit to gather knowledge. And so I have found a glimmer of hope.

Five years ago, seven adventurers set out from the town of Solace to seek the True Gods. They did not succeed. In time, six returned: Janis, Flint, Jasslehoff, Raistlin, Caramon, and Sturm. Of Kitiara, the seventh, beloved of Janis, nothing was heard.

They were joined by Goldmoon and Riverwind. Goldmoon possessed a gift from the Gods: a crystal staff that healed any wound. With its power, the Innfellows recovered the Disks of Mishakal, the writings of the Gods, and thus did knowledge of the True Gods return to Krynn.

Armed with these powerful weapons, the heroes returned to Solace, only to find the

people taken to a terrible slavery in the Dragonarmy's fortress of Pax Tharkas.

The heroes entered Pax Tharkas and rescued over 800 slaves, foiling the evil designs of the Dragon Highlord Verminaard.

Refuge for the escaped slaves was found in the Hopeful Vale, and the heroes braved the dangers of Skullcap, fortress of Fistandantilus, who perished in the Dwarfgate War.

On that trek, the Seeker priest Elistan became the second true cleric of Krynn. And thus the High God Paladine re-entered the world of Krynn.

The heroes entered the secret gates of Thorbardin, the ancient kingdom of the dwarves, seeking a haven for the refugees. The dwarven Thanes required that the heroes recover the Hammer of Kharas before the refugees would be allowed to pass through Thorbardin.

In the floating tomb of Derkin did the heroes put an end to Ember, the mighty red dragon; Verminaard, Dragon Highlord of the Red Wing, perished at the heroes' hands in battle within the Temple of Stars.

The Hammer was recovered, and the long-sundered dwarven tribes were reunited under a High King.

The newly-crowned dwarven king allowed the heroes to lead the refugees through Thorbardin and granted them the lands to the south.

To Jarsis the Innfellows journeyed, in search of ships to bear the refugees beyond the Dragonarmy's reach. No ships were found, but a new quest beckoned....

# PROLOGUE

## NOTES FOR THE DUNGEONMASTER

"Dragons of Ice" is the sixth module in the epic DRAGONLANCE™ series. It begins the second book of the DRAGONLANCE saga: Tales of Winter Night.

The DRAGONLANCE saga is a story. The modules recreate the conditions of the story with player characters cast into the roles of the epic's heroes. Thus, it is recommended that the module be played as part of the series using the player characters provided. If players wish to use their own characters, however, you should allow them to do so.

The characters listed on the cover are some of the heroes of the DRAGONLANCE epic. The equipment they begin this adventure with is listed on their character cards. If the party has played previous DRAGONLANCE game adventures the characters may have different equipment, depending on their success in those adventures.

If your party has played previous DRAGONLANCE game adventures, DL6 represents a major milestone. Here, the heroes are split into two groups. This module is just concerned with the southbound group—the Heroes of the Lance. Those characters not included in this group will return in DL10, "Dragons Of Dreams." Several new characters are added to the party so that players whose characters are not part of this adventure may play with new PCs. These heroes will make up the party for DL6 through DL9. If you have only six players, play Aaron as an NPC and do not play Derek. For 7-8 players, play the Knights as PCs (Aaron first, then Derek only if you have eight players).

If your group has played no previous modules in the series, they will start off in the ancient port city of Tarsis.

Tarsis originally prospered as a major seaport but, following the Cataclysm and resul-

tant rearranging of the surface of Krynn, it is now 40 miles inland. Tarsis is described in much greater detail in Chapter 1.

Each chapter in the story starts by listing several Events that occur at the times indicated, regardless of the actions or locations of the PCs.

Following the Events section, each chapter is broken into numbered Encounters, representing areas the PCs might visit.

For both Events and Encounters, those portions of text enclosed in boxes are to be read to the players.

Several maps are included with the module to aid play. The separate map sheet contains a wilderness map for the players and a more detailed map of the same area for the Dungeonmaster.

These maps display the lands around Tarsis and south onto the massive Icewall Glacier. The players' map is discovered by the heroes in Chapter 1, and may be used by the players from that point on.

On pages 16 and 17 are maps illustrating the levels of Icewall Castle, the goal of the heroes' quest in this module. Each map should be used by you to aid in describing the areas. Players should not be shown these maps, but may make their own maps based on your descriptions of the areas they visit.

If your players have not played previous DL adventures, you can assume that one of the characters is in possession of this weapon, found in the fortress of Pax Tharkas in DL2:

*Wyrmslayer, 2-handed sword + 3*

This sword does twice normal damage when used against a dragon or draconian. (Determine damage as usual and then double the result.)

*Wyrmslayer* is immune to the imprisoning effect when a Baaz draconian turns to stone. Whoever

holds *Wyrmslayer* by the hilt gains a +3 to saving throws vs. dragon breath weapons or any spell cast by a dragon or draconian.

*Wyrmslayer* gives off a loud buzzing sound when within 30 feet of a dragon (but not a draconian). This buzzing always wakes a sleeping dragon.

To begin this adventure, hand out the player character cards to your players. Those who were playing missing characters (Tanis, Tika, etc.) from previous DL modules should be given Elistan or one of the Knights of Solamnia. If players want to use their own characters from other campaigns, they may be allowed to do so—just make sure that the group is roughly as powerful and balanced as the party in the module.

At certain times in the module, characters may be called upon to make Ability Checks against one of their Character Abilities (Strength, Intelligence, Wisdom, etc.). The player rolls a d20; if the result is equal to or less than the character's score in that ability, the character succeeds. For example, a PC with a Dexterity of 15 attempts a Dexterity Check. If he rolls a 15 or less, he succeeds in his attempt; if the roll is 16 or more, he fails.

As a final note, remember that the DRAGONLANCE saga is complex. You, the Dungeonmaster, have a very important role to play in these modules. To run them well, you must read the modules carefully to visualize the story and to anticipate the players' actions. Read through the Encounters and check them against the maps, so that you will be able to describe the settings the heroes are moving through. Skim the Events before play, but simply use them in order during the game. You must subtly motivate the players to follow the DRAGONLANCE storyline. Sometimes, when players do the unexpected (as players are wont to do), you must improvise to keep the story on track.

## The World of Krynn

There are important differences between the world of Krynn and those of standard AD&D® campaigns. Characters who have adventured in previous DRAGONLANCE modules already have the following information. Players and characters new to Krynn should be given this background.

True (spell-casting) clerics have been unknown on Krynn since the great Cataclysm, approximately 300 years prior to this adventure. Clerics did not have spell powers because they worshipped false gods. The heroes' adventure in DL1 returned knowledge of the true gods to Krynn, enabling clerics who participated in the adventure, or who learned from those participants, to cast spells and perform all clerical functions.

True clerics carry a medallion symbolic of their deity, chosen from among the pantheon of Krynn's gods. The gods are listed on the disks of Mishakal, discovered in the black dragon's lair of Xak Tsaroth by the heroes. If you do not have this information (from DL5, "Dragons of Mystery"), assume that PC clerics are worshippers of either Mishakal, goddess of healing and growth, or Paladine, the high god of good.


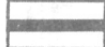




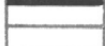
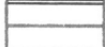
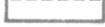
Dragons have been absent from Krynn for nearly 1,000 years. They are considered creatures of myth and fantasy by all who have not personally beheld them. Characters may be thought foolish, or liars, if they talk about dragons to any who have not seen them.

All PC elves are of the Qualinesti race.


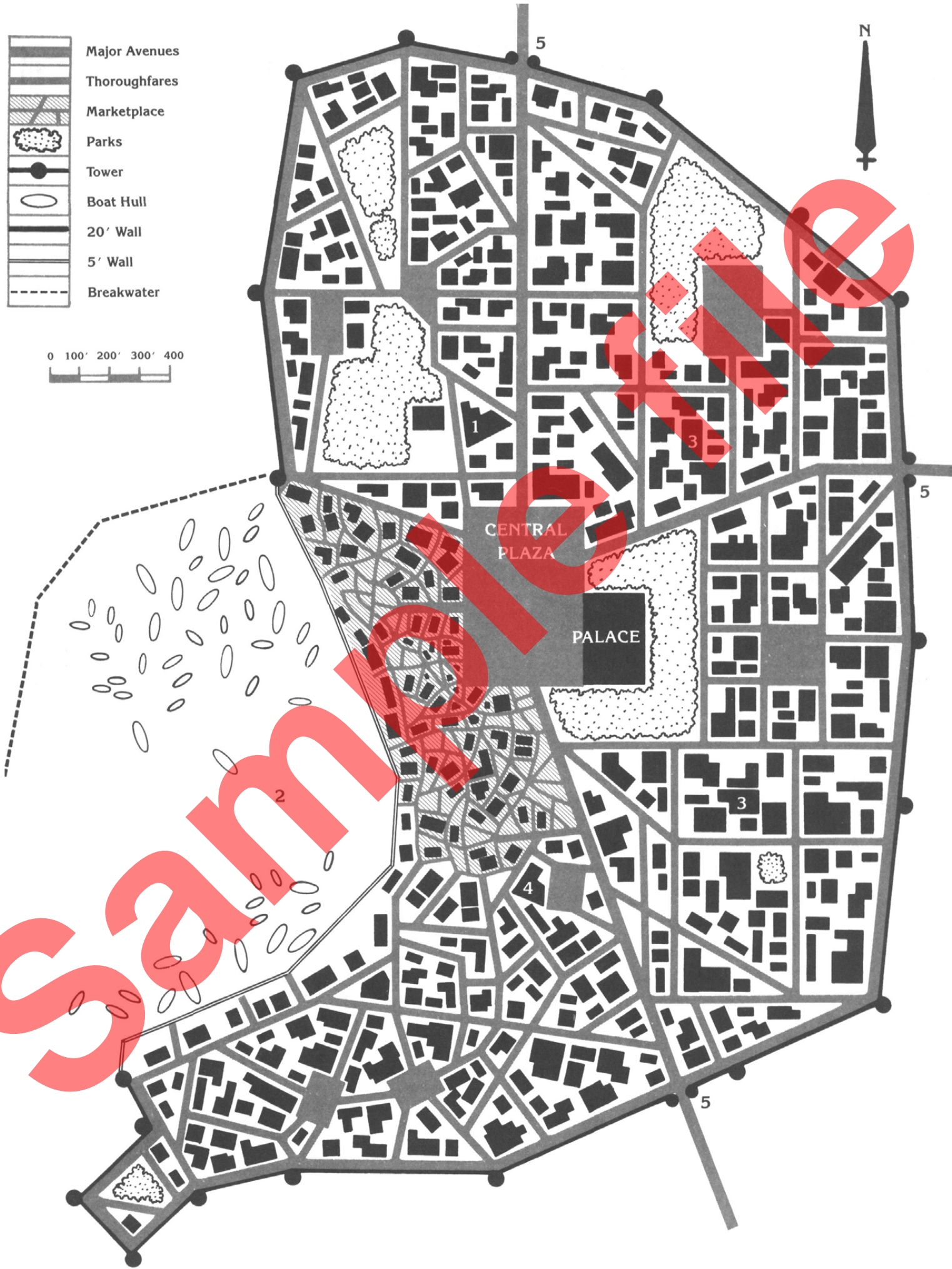
The equivalent of a halfling in the world of Krynn is a *kender*. In addition to the standard abilities of AD&D halflings, *kender* have the special abilities of *Taunt* and *Fearlessness*. See Tasselhoff's extra character card on page 31 for more information about these traits.

All PC halflings have the above abilities.

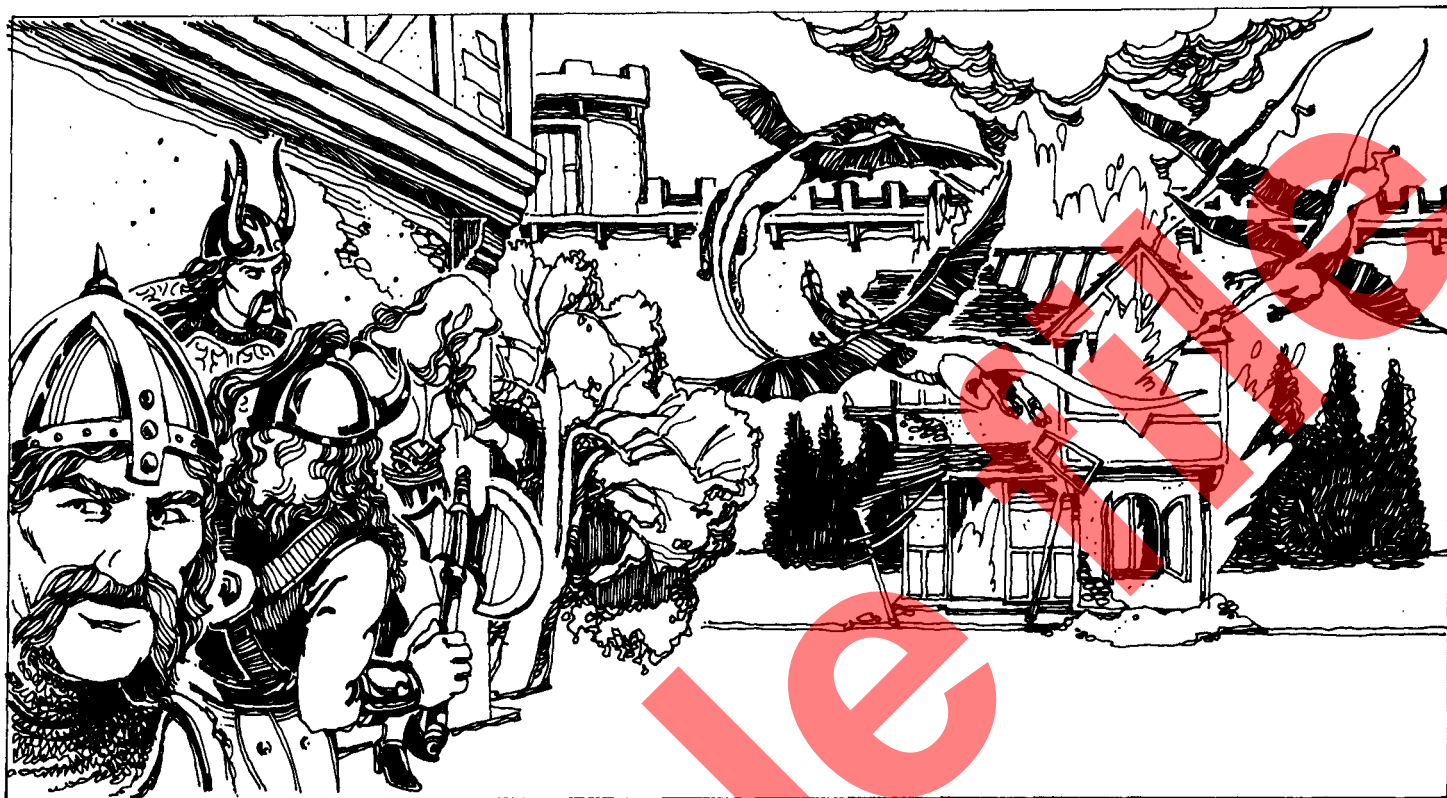
Steel is the most valuable metal in the world of Krynn, gold being common and not very valuable. One steel piece (stl) is equivalent to one standard gp in purchasing power. PCs who enter Krynn from other worlds cannot automatically cash in their gold for steel pieces, however. They will find their personal wealth considerably reduced!

-  Major Avenues
-  Thoroughfares
-  Marketplace
-  Parks
-  Tower
-  Boat Hull
-  20' Wall
-  5' Wall
-  Breakwater

0 100' 200' 300' 400'

# Chapter 1: The fall of Tarsis



This adventure begins in the ancient port city of Tarsis. If you are continuing from the First Book of the DRAGONLANCE™ series, read the "Campaign Start" section to your players. If this is the first DL module your group has played, begin with the "Game Start" section. Give the players the character cards on the back of the module cover. If you have played the first series of modules, you will notice that the party has changed significantly. The Events and Encounters in this chapter 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 be achieved only when the Dragonarmies are defeated. Your purpose in coming to the port of Tarsis was to obtain 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 to take the refugees away.

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

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 are the former protectors of this city, but the name of the Knights has fallen into disrepute in these troubled times. You have been warned of this by a party of the Knights, who have come from Solamnia, far to the north of Tarsis, attempting to find aid for their homeland in its struggle against the Highlords. Here also you meet Alhana Starbreeze, a princess of the Silvanesti elves, who has traveled from Silvanost to request 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 will remain

at the Inn of the Red Dragon to discuss plans with Alhana and most of the Knights, while you and a pair of the Knights will wander throughout 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 Alhana and the others back there in several days.

Begin with Event 1, played anywhere in Tarsis.

## New Game Start

The world of Krynn is wracked with turmoil. War rages across the land. Evil armies led by great dragons spread outward in a wave of conquest. The lands and peoples 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 trails have 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's days of freedom are numbered.

So far, nothing has been able to stop the spread of the dragonhordes. There are rumors of weapons that might aid your