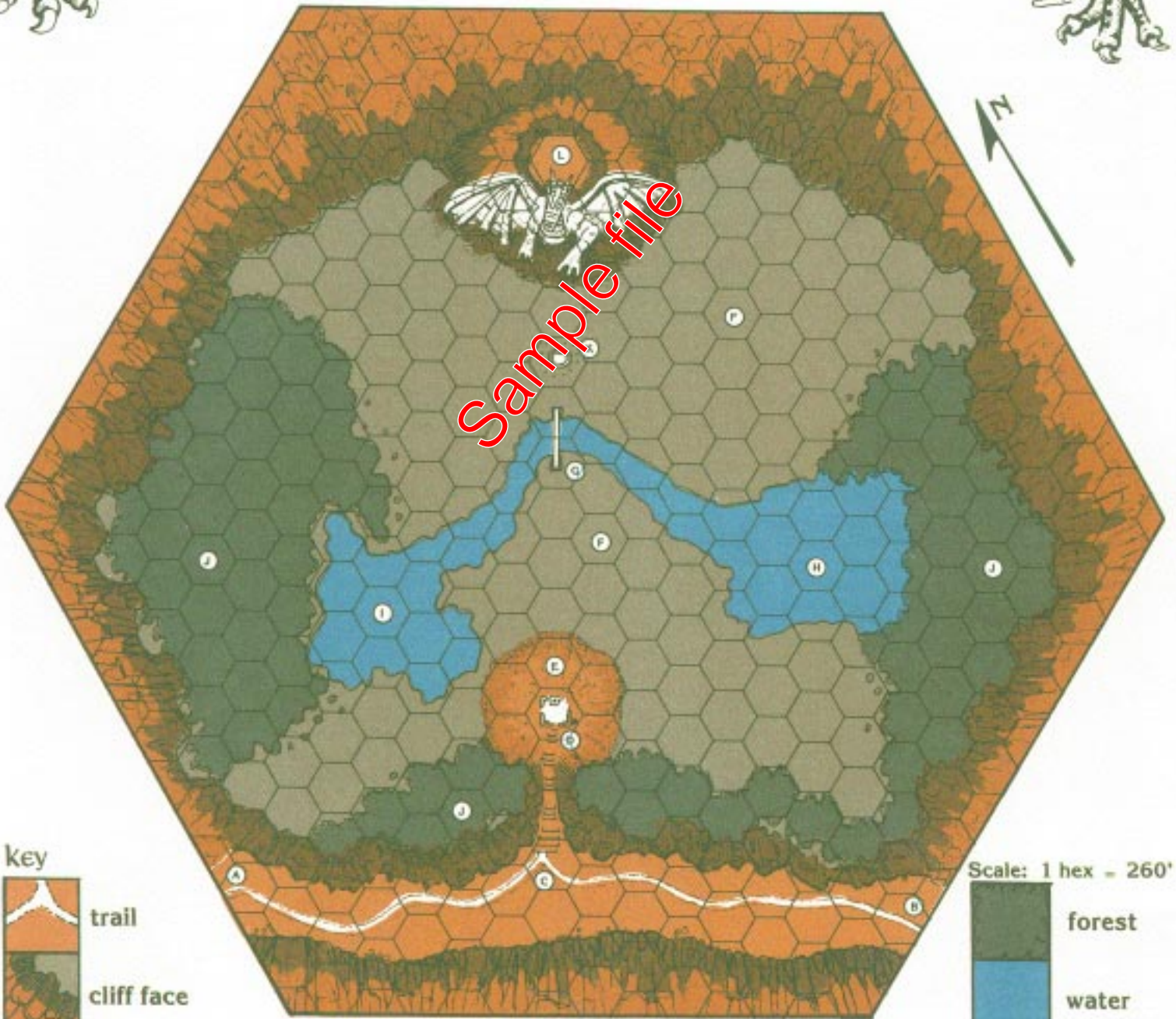


Foghaven Vale

—Area 50—



key

| | |
|--|------------|
| | trail |
| | cliff face |
| | stairs |

| | | | | | |
|--|------|--|-------|--|------------|
| | keep | | slope | | grasslands |
|--|------|--|-------|--|------------|

Scale: 1 hex = 260'

| | |
|--|--------|
| | forest |
| | water |
| | bridge |



Official Game Adventure

Dragons of Light

Jeff Grubb

TABLE OF CONTENTS

Prologue 3
Wherein the tale is told, and the story explained.

The Elves of Krynn 4

The Dragon Dargent 5

Chapter 6: Awash on Ergoth 6
In which the Heroes of the Lance are shipwrecked on a distant isle.

Chapter 7: Into the Wild Lands 10
The heroes flee the elven lands, seeking to deliver the Orb to the Knights.

Chapter 8: Foghaven 20
In which the heroes find the Castle Foghaven and a curious gnome.

Chapter 9: The Stone Dragon 23
In which the heroes find the tomb of the hero Huma and the secret of the Dragonlances.

Epilogue 27
Wherein the heroes reach the lands of the Knights.

APPENDICES 18, 28-32
In which special items, characters, and monsters of note are explained for the Dungeonmaster.

CREDITS

Editor: Mike Breault
 Product Design: Elizabeth Riedel
 Cover Art: Larry Elmore
 Interior Art: Diana Magnuson
 Cartography: David Sutherland
 Typography: Linda Bakk
 Keyline: Colleen O'Malley

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR UK Ltd.
 ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks of TSR Inc.

This adventure is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR Inc.

© 1985 TSR Inc. All Rights Reserved. Printed in U.S.A.

Permission granted to photocopy or print this product for personal use.

TSR Inc.
 POB 756
 Lake Geneva
 WI 53147



TSR UK Ltd.
 The Mill, Rathmore Road
 Cambridge CB1 4AD
 United Kingdom

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, commanded by human Dragon Highlords and assisted by bestial Daconians.

The Dragonarmies have now conquered much of Krynn, and soon all the lands will be 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: Tanis, Flint, Tasslehoff, Raistlin, Caramon, and Sturm. Of Kitiara, the seventh, beloved of Tanis, 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 the evil wizard Fistantilus, 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. There they found the tomb of Derkin and defeated the Dragon Highlord Verminaard. The Hammer of Kharas was recovered and the dwarven tribes were reunited.

The newly-crowned dwarven king allowed the refugees to pass through his kingdom to safety. The Innfellows pressed south to Tarsis, looking for ships to bear their people westward. They found a city landlocked by the

Cataclysm, under attack by another wing of the Dragon Highlords' armies.

The heroes were sundered, one group returning to their lodgings to discover the others gone and dragons destroying the Inn. The Heroes of the Lance fled south, seeking a Dragon Orb, a powerful icon that defeated the dragons during the first Dragonwars.

They found the Orb in Icewall Castle, a forbidding ruin ruled by a bark elf and his white dragon mount. Escaping with the Orb, the heroes set sail in an ancient ship and headed west for Sancrist Isle...

Prologue

Notes for The Dungeon Master

“Dragons of Light” is the seventh module in the epic DRAGONLANCE™ series. It continues the second book of the DRAGONLANCE saga: Tales of Winter Night, begun in “Dragons of Ice.”

These modules recreate the conditions of the DRAGONLANCE story with the player characters cast in 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 of the module are some of the heroes of the DRAGONLANCE epic. The equipment they begin the adventure with is listed on their character cards. Depending on their success in previous DRAGONLANCE adventures, your PCs may have different equipment.

In DL6, “Dragons of Ice,” the party was split into two groups. This module deals with the group that goes south—the Heroes of the Lance. The remaining heroes will return in DL10, “Dragons of Dreams.”

If you do not have enough players to take all the DRAGONLANCE heroes as PCs, use the others as NPCs, or allow players to run more than one character. (All of the pre-generated characters figure prominently in future modules.) In any event, it’s a good idea to keep the party to a size you, the dungeon master, are comfortable with.

Each chapter in this adventure begins by listing several Events that occur at the times indicated, regardless of the actions of the PCs.

Following the Events come the Encoun-

ters, each representing areas the PCs might visit.

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

Two NPCs require special mention:

Theros Ironfeld was briefly introduced in DL2 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. In DL7, he reappears in the camp of the Qualinesti with a magical arm replacing the lost limb. Theros has a tale to tell regarding the arm (see Appendices), 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 employ the “obscure death” rule in situations where he appears to die.

In the DRAGONLANCE™ module epic, some heroes and villains figure prominently in later adventures. If “namee” characters, such as Fizban, Theros, or Theodenes the gnome should be slain, invoke the “obscure death” rule. This rule states that, as in Saturday afternoon matinees, the circumstances of the death of an important character should be confused and the body should not be found. Later, the hero or villain may reappear, usually with a story about how he miraculously survived. Sivaks, a new draconian race introduced in this module, polymorph into their slayer’s likeness when killed, providing a new way to explain the apparent death of important characters.

Some characters die permanently in the story. This is noted in the text and the character may die in this or later encounters. The character will not reappear in later modules.

On occasion, an Ability Check is called for using one of a character’s abilities (Strength, Wisdom, etc.). 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.

If you are playing DL7 without having played previous modules, set the stage for the players by reading the Iconochronos on page 2. If you have played the DRAGONLANCE series up to this point, this adventure follows DL6, and begins a week later as the heroes are making their way to Sancrist on the good ship Windrider.

Some of your players may have read the DRAGONLANCE novels. The information related there is similar, but not identical, to that in the modules. A secret door in the module may not be in the same location as the book, and the heroes in the modules will not act the same as their counterparts in the book. This allows the game to have its own feeling and texture.

Remember that the DRAGONLANCE story is a complex saga. To run it well, read the module carefully, anticipate your players’ actions, and think of how to motivate them to move in certain directions. In DL7, the motivation to get them to Foghaven Pass is simple—it is the only way to reach the Solamnic colonies and the route to Sancrist. Do not be afraid to improvise to make the adventure enjoyable for your players.

The World of Krynn

There are several important differences between the world of Krynn and the standard AD&D® campaign. While players who have played previous DL modules are familiar with these changes, new players should be made aware of 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 DL4.

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 are completely different in this world than in familiar campaigns. Steel is the main trade metal and 10 gold pieces are worth only 1 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 juggernaut of the Dragonarmy’s forces. 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.

The Elves of Krynn

Being a discourse on the nature of the main branches of the elvish race on the world of Krynn.

It is said that after the All-Saint's War the gods of Krynn peopled the world with the races of elves, of men, and of ogres. The elves were favored by the gods of good, and were granted a long span of life and great powers. They also called Shapers of the World.

The elven races are collectively called Colinesti, "people of the morning," in the ancient texts, a name hardly used in modern Ansalon. The races are known by their sub-racial names: the ancient Silvanesti, the upstart Qualinesti, the wild Kagonesti, and the ocean-living Dimernesti and Dargonesti.

The eldest of the established sub-races is the Silvanesti. Theirs was the first civilization to appear from the Age of Dreams. They take their name from their first leader, Silvanos, and are also called "High Elves."

Silvanos joined the early elven clans to meet the threat of raiding dragons. From this council of war came the nation of Silvanesti, as the various elven tribes swore allegiance to Silvanos.

The Silvanesti race has endured for over 3,000 years, through the wars with dragonkind as well as the Kinslayer War against the race of men. In time, the people of Silvanos have become more set in their ways, rooted in the traditions of the past.

The Silvanesti are a fair-skinned race with eyes of blue or brown and hair ranging from light brown to blonde-white. Hazel eyes are a symbol of the line of Silvanos. The Silvanesti prefer loose garments, flowing robes, and capes.

In attitude the Silvanesti differ greatly from their brethren. Long years within a safe, settled empire have stratified the various crafts and tasks into a rigid system of castes, or Houses. At the top of the system is House Royal, the descendants of Silvanos who rule the land. Beneath them is House Cleric, once a religious order, but now mainly concerned with the keeping of records and lore.

Beneath these two Houses are those of the craftsmen and guilds: House Mystic, House Gardener, and House Mason, to name a few. The House Protector (the Wildrunners), serves as the army of the Silvanesti. Years of continual peace have statified the guilds into rigid institutions. No one marries outside their guild without permission, and permission is rarely granted.

The lowest guild is House Servitor, which includes apprentices, foreign traders, inden-

ured servants, and slaves. (The Silvanesti enslave races that lose wars with them.)

The Silvanesti survived the Cataclysm and bolted their doors against the outside world. A hundred years later, a disaster turned Silvanost into a haunted wasteland. The Silvanesti fled west through the Plains of Dust, crossed the straits to Southern Ergoth and settled on the western shores of Harkun Bay. There they founded Silvamori, the Hidden Realm.

In their flight, the Silvanesti elves passed south of the lands of their cousins, the Qualinesti. The Qualinesti, or "Western Elves," are elves originally from the western edges of Silvanesti.

Unlike the rest of the nation, the western borders of Silvanesti were under assault from outside forces. It was here that the major battles of the ancient Dragon Wars were fought, and the people of western Silvanesti excelled in battle. Many were members of the Wildrunners, as well as other castes, and cross-class war training prevented the stratification that became part of Silvanesti life.

Relations between the western provinces and the central Houses deteriorated until, with the issuing of the Swordsheath Scroll, the western elves were granted independence. The Qualinesti founded their own realm hundreds of miles to the west of ancient Silvanesti. Upon their leaving, the Gardeners of Silvanost formed the Hedge, a region of dense underbrush, to slow western invaders.

The Qualinesti are slightly smaller and darker than the Silvanesti. Their hair ranges from honey-brown to blond, and their eyes are blue or brown. They prefer woven slacks and jerkins for men, long dresses for women.

The Qualinesti are more friendly than the Silvanesti. They have traded more openly with other races and built Pax Tharkus with the dwarves of Thorbardin.

The Qualinesti have recently fled across the Straits of Algoni to southern Ergoth and founded the city of Qualimori on the eastern shores of Harkun Bay.

Both Qualinesti and Silvanesti have encountered a third elvish race on Ergoth, the Kagonesti. These elves are descendants of the protectors and adventurers who left Silvanost and Qualinost ages ago to live in harmony with the wild, along with tribes that never joined Silvanos. They do not build of stone like their cousins, nor do they use cold iron or steel.

The Kagonesti are very tan, and draw designs on their faces and exposed flesh in clay and other paints. Their hair is dark, ranging from black to light brown, with a rare throwback to the silvery white of their ancestors. Their eyes are hazel. They are more muscular than either of their civilized cousins.

The wild nature of the Kagonesti and their unorthodox customs (they send their dead down the river to the sea rather than build tombs of stone), have led other elven races to regard them as lesser beings. The Silvanesti declared them of House Servitor and enslaved them to build Silvamori. The Qualinesti have indentured them as well, thinking that the Kagonesti are some part-elvish lesser race.

Two other elven races exist, though not on Ansalon proper. The Dimernesti and Dargonesti are races of Sea-Elves, groups that separated radically from the elven land races in the Age of Dreams. The Dimernesti are called "Shoal Elves," and inhabit the shallows of many of the coastlines. They are rare, as the Cataclysm destroyed many of their citadels and homes. They breathe both air and water and have light bluish skin and webbed fingers. They wear their silver hair long, braided with shells.

The Dargonesti, or "Deep Elves," are the tallest elven race, a slender people with out-sized eyes, extended fingers, and deep blue skin. They formed a partnership with the Silvanesti, allowing elvish Mariners to explore distant lands. Quarrels with the stiff-necked Silvanesti led to a break-off of all communication with the land elves, and the House Mariner is a lost guild among the Silvanesti.

There are also two "untrue elves." These are the Half-Elven, product of elf and man, and the Dark Elven, a throwback to days before the Age of Dreams. Both are regarded by true elves as lesser races, but both have elvish blood. The Silvanesti banish untrue elves into the outside world, while the Qualinesti tolerate them, although not always on the best of terms. Both of these untrue elves are comparatively short-lived.

The Dragon Dargent

Being a discourse on the mystery of the silver dragon Dargent's identity

In the second DRAGONLANCE™ book, "Tales of Winter Night," a *polymorphed* silver dragon betrays her mysterious oath and leads the heroes to the fabled Dragonlances. While the same event is the centerpiece of this module, players who have read the book would have an unfair advantage if they knew the silver dragon's identity.

Thus, this adventure offers a number of characters who could be the dragon Dargent in *polymorphed* or ensorcelled form. Dargent has, as a silver dragon, the ability to change into human or animal form. In addition, as a spellcaster, Dargent has the ability to use the *magic jar* spell.

Before play begins, either choose one of the below characters or roll randomly for Dargent's identity in this adventure.

- 1 - The Kagonesti woman Silvart
- 2 - The weaponsmith Theros Ironfeld
- 3 - The mercenary Vanderjack
- 4 - The Qualinesti leader Porthios
- 5 - The gnome Theodenes
- 6 - The cooshee Dargo
- 7 - The sabre-tooth tiger kitten Star
- 8 - The muddled mage Fizban
- 9-10 - A player character

Silvart, called Silvana among her people, is a Kagonesti wildspeaker—renowned for her knowledge of plant and animal lore. She is a very beautiful elven girl with long, silver hair. Silvart can use wild plants to fashion homemade cures that *cure light wounds*, *cure disease*, and *cure serious wounds* once per day. She has infiltrated the Silvanesti camp as a common servant to spy on the major Houses. She is attracted to Gilthanas and will help engineer the PCs' escape from the elven camps.

Theros Ironfeld, briefly introduced in DL2, fled west into exile with the Qualinesti. He now serves against his better judgment as Master of House Iron for the Qualimori encampment, preparing weapons for a war of elf against elf. He is opposed to the senseless slaughter and is looking for a way to forge peace between the elven tribes. To that end, the silver-armed smith has often traveled into Kagonesti lands, on the excuse of prospecting for new sources of iron. In reality he is dealing with the Kagonesti.

If this option is chosen, Theros has stumbled upon the cavern of the silver dragon at Foghaven. There he *was magic jarred* by the dragon, his soul held prisoner in a large ruby ring that he now wears on his left (natural

hand. Theros/Dargent returned to the Qualinesti, and is looking to reveal the secret of the Dragonlances to a group of adventurers.

If Theros is possessed by Dargent, he appears to be his usual blunt, gruff self. He has short answers about his Silver Arm (others could tell the tale of his gaining it), and is similarly vague on his previous encounters with the party. He does not remember them from before, and is only interested in maneuvering them to Huma's Tomb.

Vanderjack is a sellsword who has served in both western armies and draconian forces, always working for the highest bidder. He would sell his old grandmother if the price was right. His checkered career in Solamnia resulted in neither side trusting him, forcing him to move to Ergoth to find work.

If this option is taken, Vanderjack stumbled onto the Foghaven Vale and was *magic jarred* (he wears the ruby ring on his right hand). He meets the party in Event 8, and at that time deserts his present traveling companions and teams up with the party. He says he is looking for the Tomb of Huma, a rich trove of treasure.

Porthios, the eldest son of the Speaker of Suns, is the elder brother of both Gilthanas and Laurana. He is stiff-necked and very proud.

In this option, Porthios is possessed much like Theros (he has the red ring on a chain his neck). He came upon the silver dragon while on a hunting trip in the Kagonesti lands.

If Porthios is so possessed, he aids the party in their escape (Event 7), and accompanies them. He is a little vague regarding past events with the party, and cool toward his brother and sister.

Theodenes is first encountered in Foghaven and the little gnome's characteristics are described there.

Theodenes robbed Thunderbane the hill giant, and the giant is hunting him.

Dargo, a cooshee, is Silvart's dog, and accompanies the party in its travels north. Dargo proves very intelligent, capable of finding the best paths toward Foghaven. It answers to *speak with animals*, but otherwise acts like a highly intelligent animal.

Star is a sabre-tooth tiger kitten that the party encounters with Theodenes.

Like Dargo, Star appears to be a very

intelligent animal. She responds to *speak with animals* and, if Dargent, attempts to direct the party to the area holding the Dragonlances. Star/Dargent maintains a kitenish attitude, and attaches herself to a party member at random.

Fizban is another possibility for the silver dragon's disguise. If this option is chosen, Fizban is encountered in Event 9 and acts like his typical befuddled self. He informs the party that what they are after is at the top of the Stone Dragon.

The *polymorphed* dragon is not the real Fizban, only a copy. The real Fizban is in Foghaven.

Player character is the most difficult option available. Silvart, a servant of the silver dragon Dargent, carries the red ring with a *magic jar* on it. Each night she is with the party (including the first), have one player at random save versus magic. If he makes the save, hand him Dream Card #1. If he fails, hand him Dream Card #2, and ask him to play the character as if he or she really is the silver dragon. Explain that the character will be returned to normal at the end of the adventure.

In all of the options the dragon Dargent has the same priorities and fears. All characters possessed or imitated have the following traits:

- seek to get the party to Foghaven and lead them (by advice, suggestion, or disappearance) to the Dragonlances.
- afraid of nothing except dragons and draconians. The character will hide, cower, etc. when a dragon comes near.
- take good care of any possessed body.
- act in a Lawful Good fashion, trying not to kill.
- voluntarily leave the party (and her possessed host) when Fizban reveals her true identity in Encounter N3.