

Western Ansalom

KEY

- forest
- mountains
- Cratdel
- Tower
- Harbor
- Ruins
- Water
- Battle plains

- Underground passage
- Impassable Desert
- Sea Route
- River
- Road
- Bridge
- pass
- Defensive line
- Offensive Thrust

1 hex = 20 miles



Sample file



Official Game Adventure

Dragons of War

by Tracy and Laura Hickman

TABLE OF CONTENTS

Prologue 2
Wherein the Tale is told, and the story expounded thus far.

The Knights of Solamnia 3
Wherein the Order of the Knights is rehearsed and their greatest weakness exposed.

Chapter 10: Winter Councils 5
Wherein journeys across land and water to the heroes' destiny are recounted.

Chapter 11: The Last Bastion 14
Wherein dark armies break like waves against the bastions. The war is begun and the hand of destiny is set into motion.

Chapter 12: The Tower 18
Wherein the heroes tread forbidden halls and find battle joined within.

Epilogue 26
Wherein destinies are fulfilled and the shadows of fate lengthen.

Appendices 27
Here are given supplements to the tale. The new and unusual are explained, as are encounters governed by fate alone.

CREDITS

Editor: Mike Breault
 Cover Art: Keith Parkinson
 Interior Art: Diana Magnuson
 Cartography: David Sutherland III
 Typography: Linda Bakk
 Keylining: Colleen O'Malley
 Tom Darden

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.

TSR Inc.
 POB 756
 Lake Geneva
 WI 53147



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

Prologue

Notes for the Dungeonmaster

"Dragons of War" is the eighth module in the epic DRAGONLANCE™ series. It continues the second book of the DRAGONLANCE saga: Tales of Winter Night, as told in "Dragons of Ice" and "Dragons of Light."

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 also listed on the cover. 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 went south from Tarsis—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, run the others 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 dungeonmaster, are comfortable with.

With the exception of Chapter 12, 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 Encounters, 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.

One NPC requires special mention. 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 multi-module epic, some heroes and villains figure prominently in later adventures. If "name" characters, such as Fizban, should be slain, invoke the "obscure death" rule. This rule states that, as in Saturday afternoon matinees, the circumstances of death of an important character should be confused and no body not found. Later, the hero or villain may reappear, usually with a story of how he miraculously survived. Sivaks, a new draconian race introduced in DL7, "Dragons of Light," polymorph into their slave'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. Beginning with this module, no PC is subject to the obscure death rule. If a PC dies in this or later adventures—say goodbye!

Occasionally an Ability Check is called for against one of the character's abilities (Strength, Wisdom, etc.). Roll 1d20 and compare it with the appropriate ability. If the

number rolled is less than or equal to the ability, the action succeeds; if greater than the ability, the action fails.

If you are playing DL8 without having played previous modules, Chapter 10 will go a long way toward setting up the situation for both you and your players. If you have played the DRAGONLANCE series up to this point, this adventure follows DL7 and begins as the heroes contract passage on a ship from the Solamnic outpost on the western shores of Southern Ergoth.

It is very important that the PCs reach at least one of the Adventure Goals and recover at least one of the Goal Artifacts. Without a Goal Artifact the Whitestone forces face overwhelming odds at the Tower of the Clerist.

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 a module may not be in the same location as in 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 ways to motivate them to move in certain directions. The main adventure in "Dragons of War" is the first contact with large-scale war and the secrets hidden in the ancient Tower of the High Clerist. Do not be afraid to improvise to make the adventure enjoyable for the 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, were discussed in DL7.

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 statistics for more information on kender.

The value of gold and other trade items is completely different in this world than in familiar campaigns. 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 juggernauts 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.

Knights of Solomnia

The Knights of Solamnia were once the greatest order of chivalry in all the history of Krynn. Now, their entire way of life shifts in precarious balance between the code of honor that once was and the truth of what the world has become.

The Origin of the knights

The Knights came into being nearly 2,000 years before the War of the Lance, during the Age of Dreams, rising like a phoenix from the ashes of the empire of Ergoth.

Vinas Solamnus, commander of the Emperor's Palace Guard, set forth on his emperor's orders from the capital city of Daltigoth to squash the rebellion brewing in the northeastern reaches of the empire. However, Solamnus, who was a true and honorable man, found that the rebellion was well justified. Solamnus called his troops together and presented the case of the people. Any knights who believed in the cause of the rebels were entreated to stay. Those who did not were given leave to return to Daltigoth. Even though his men knew that doing so meant exile and possibly death, most chose to stay with Solamnus.

Thus began the War of Ice Tears. Although Ergoth was in the grip of the most terrible winter ever chronicled, Solamnus and his dedicated army of knights and frontier nobles marched on Daltigoth and laid siege to it. Solamnus personally led daring raids into the city. Within two months, the capital fell as a revolt of the people forced the emperor to sue for peace.

As a result, the northeastern plains of Ergoth, from the Vingaard Mountains to the Estwild gained its independence. The grateful people of that region chose Vinas as their king and named their new country Solamnia in his honor. Although it never attained any great power during the rest of that Age, Solamnia became synonymous with honesty, integrity, and fierce determination.

Vinas knew that those who followed him as rulers of Solamnia might not be as honorable as he. Thus he organized the Knights of Solamnia. Through wars with bordering states, the Third Dragon War and Solamnia's subsequent rise to power during the Age of Might, the Knights of Solamnia remained true to the Oath and Measure established by the great and long-dead king.

The Organization of the knights

The organization of the Knights has not changed in the last 1,800 years. The Knights subscribe to two codes: The Oath and The Measure. The Oath is "Est Sularus oth Mithas" (literally, "My Honor is my Life").

The Measure is an extensive set of laws, many volumes in length, that defines what honor actually means. The Measure is complicated and exacting; only a brief summary of its laws is given here. It is important to remember that exact and unquestioned adherence to the law was the goal of the Knights.

The greatest problem facing the Knights now is that the spirit of the Oath has left them. Only the rigid, unbending shell of the Measure remains. If the Knights can be brought to understand that honor does not lie in the aged and dusty codes of the Measure, but in the heart of the true Knight, then they can unite against the Dragonarmies and avoid certain doom.

The Oath and the Measure

The following are excerpts from the Measure of Knighthood, compiled from the writings of Vinas Solamnus and his successors. (The whole Measure consists of 37 volumes.) The excerpts given here are sufficient for purposes of this adventure.

"The Oath governs all a Knight is and does. It is his life's blood, it is more sacred to him than life itself.

"The Measure of a Knight is taken by how well he upholds the Oath. We judge a Knight against the Measure and by the Measure. The Measure of the Rose deals with holy wisdom among the Knights. The Measure of the Sword deals with the discipline of Honor among Knights. The Measure of the Crown deals with the disciplines of Loyalty and Obedience."

Pertaining to the Order of Knights in Battle

Knights who take the field in defense of honor and the realm follow the order set forth by the Measure. Armies are made up of three brigades, each commanded by a Lord Knight from one of the three Orders of Knights. All armed persons operating under the protection and command of the Knights will be part of one of these three brigades.

The army is commanded by a Warrior Lord, one of the three Lord Knights commanding brigades. The Warrior Lord is chosen by majority consent of the three Lord Knight brigade commanders and must exemplify the highest ideals of the Knighthood. Recognition of the Warrior Lord is to be made openly in Knightly Council.

Should a Lord Knight fall in battle, another must step forward and take his place. Should the Warrior Lord be lost, then shall each Lord Knight separately command his own brigade until such time as a Knightly Council can be called.

Pertaining to the knightly Council

Such councils shall be convened as required by the Measure. They must include three Lord Knights, one from each of the Orders of Knights. If any order cannot provide a Lord Knight, then a Knight may stand in his stead so long as there is at least one Lord Knight presiding.

Councils shall convene for the following purposes: to determine strategies of war; to assign orders for war and battle; to select the Warrior Lord prior to a battle; to hear charges of unknighthly conduct; to honor those who have performed valiantly on the field of honor; for settlement of questions concerning the Measure.

Knighthly Orders and the Measure

The Order of the Rose takes its Measure from deeds of wisdom and justice. Examples of deeds befitting the Measure of the Rose: taking compassion on the less fortunate; sacrificing one's life for the sake of others; taking no thought to one's own safety in defense of the Measure and its honor; protecting the lives of fellow Knights; seeing that no life is wasted or sacrificed in vain.

The Order of the Sword takes its Measure from affairs of courage and heroics. Examples of acts befitting the Measure of the Sword: facing evil without regard to personal suffering; accepting the challenge of combat for the honor of the Knighthood; defending the honor of the greater Knighthood; defending the honor of a fellow Knight in good standing; protecting the defenseless and weak.

The Order of the Crown takes its Measure from affairs of loyalty and obedience to authority of the greater Knighthood through its High Councils and commanders. Examples

Knights of Solomna

of acts befitting the Measure of the Crown: unquestioned obedience to those whose authority is righteously maintained in the Knightly Councils; dedication to the ideals of the Measure; loyalty to brother Knights of all Orders; and all other acts that cause the strengthening of loyalty among the Knights.

No Knight found wanting in the Measure of any Order shall command Knights on the field of battle nor council with them until repented of his unknighthly deeds.

Changing of the Guard: PCs Take Charge

Player characters may be chosen to lead the Knights of Solamnia should replacement of their leadership become important. The process for replacing a leader is as follows:

1. The leader must relinquish his command: This may be done either with the Knight's consent or forced through a Knightly Council. If a Knight in leadership position is found wanting in the supreme qualities of the Knighthood, then he may not command and another must be elevated to command.
2. A new leader must be selected: No Knight may nominate himself for the office in question; his case must be given by another Knight in good standing. Non-Solamnics may not participate in this process.
3. The general Knighthood must consent: The Knighthood must make a morale check. For purposes of this roll only, use the following rules for morale determination: if a PC is nominated, subtract any morale modifiers due to heroic PC action. If no PC is nominated, then do not include heroic PC action modifiers for this roll. If the Knights fail their morale check, the PC's nomination is accepted and the PC becomes the leader of the unit or brigade in question.

The Knights always nominate 1d3 NPC Knights for any position in addition to any PC nominations. The consent of the Knights (step 3 above) is carried out for each nominated person in turn. If consent is given to more than one person, then step 3 is repeated until only one character has the consent of the Knights. If step 3 is repeated more than seven times, then the Knightly Council is declared undecided and the function of command is relegated to the unit's commander until the

council may meet again. (i.e. units fall under brigade commanders temporarily; brigade commands fall under the Warrior Lord.) This severely limits the effectiveness of the unit until the situation is remedied.

PCs who become commanders of units are not required to stay with the unit, but unless they are with the unit when a battle takes place, their unit is considered out of command for BATTLESYSTEM™ purposes.

The Morale of the Knights

The Knights of Solamnia are seriously demoralized by the time the adventurers arrive (current Morale Rating is 13, down from the Knights' normal 17). For BATTLESYSTEM purposes, use the following system for determining base morale at the beginning of any Sortie; also use the same system for determining certain events according to the Events of Honor listed below. No morale conditions can bring the morale of the Knights higher than their original 17 nor can any subtractions bring the morale of the Knights lower than 8.

Morale Modifiers for Solamnic Knights

Heroic Actions (+1 to +5)

The Knights' morale increases with every victory or whenever the PCs perform a heroic action. The amount of increase depends on the act. These include, but are not limited to, the following:

- + 1 For every enemy unit destroyed or routed from the battlefield.
- + 2 Whenever a PC becomes commander of the forces at the tower.
- + 3 For every victory in a Sortie or battle.
- + 3 Risking one's life for another.
- + 5 Unselfishly sacrificing one's life for others.

Non-Heroic Actions (-1 to -2)

These acts lower the morale of the Knights.

- 1 Unwise PC actions
 - Violations of the Measure
 - Unwise commands
 - Disobedience to commanders
- 2 Each Sortie in which the Knights suffer a defeat

Events of Honor

Events of honor occur according to the Knights' Morale Rating. When the morale of the Knights reaches a certain level, follow the instructions listed here. Also, the Morale Rating of the Knights affects how well they defend the tower. If the BATTLESYSTEM rules are not used for this adventure, then the Morale Rating of the Knights automatically determines the outcome of battles as described in the Events section of Chapter 11.

Events of Honor

MR = 12, 10, or 9: Knightly Council

The leadership of the Knights is called into question. Any PC who has exhibited heroic conduct will be put forward to replace one of the brigade commanders.

MR = 8: Desperate Attempt

One of the Lord Knight brigade commanders attempts to command his entire brigade out onto the field of battle. Any brigade with cavalry will be first to leave. This reflects the desperation the Lord Knights feel as the morale of the Knights slips. Their reasoning seems to be that things will only get worse so best to attack now. If using the BATTLESYSTEM rules, run the Knights Breakout Sortie using the appropriate brigade of Knights and soldiers. Otherwise, the entire brigade disappears with the exception of one soldier returning to tell the tale of how they were trapped between thousands of monsters and crushed as between two rocks.

Knight NPCs

During this adventure, the morale of the Knights is of supreme concern. The NPC Knights encountered should be no more adventurous than the PCs. Take the same precautions with them as the players do with their PCs. The Knights will not normally volunteer for hazardous assignments and will probably be reluctant to help the PCs. Knights never allow themselves to be ordered about by anyone but their superiors.

Chapter 10: Winter Councils



The major part of this adventure centers around the events at the High Clerist Tower located at the Westgate Pass south of Palanthus.

At the conclusion of DL7, the heroes were in a coastal port of Southern Ergoth. This is a long way from the High Clerist Tower and there is much that the PCs must learn along the way.

This chapter offers the DM two options as to how to run the journey from Southern Ergoth to the High Clerist Tower.

1. Interactive Narrative: Starting with Encounter 1, read the boxed section of text to the players. Most encounters give the heroes choices of where to go next. Read the options and ask the players to choose one (majority rules) and move on to the text for that encounter. Mark off the indicated number of days from the Adventure Clock and also record any Adventure Goals that are reached. Repeat this process until the party reaches the High Clerist Tower. This method enables your players to learn the adventure background, gain clues necessary for a successful adventure, and also lets them feel that they have participated in the story. The major benefit of this method is that it only takes a few minutes to transport the characters hundreds of miles directly into the heart of the adventure.

2. Wilderness Adventuring: If you prefer to role play the journey to the Clerist Keep, the encounters contain sufficient information to run the lowland adventure if you desire. Use the Adventure Clock, the Random Encounters Chart, and the Chapter 10 Events (keyed to time) to role play the journey and get your players to the war on time. Give the players the five points of information in Encounter 1 to help them decide where to go.

Events

Event 1: The Council of Whitestone

This occurs only if the PCs are on Sancrist on day 15 (month 1). The Council decides to take the *Orb* and Dragonlances from the heroes for further study. This event may be avoided by leaving Sancrist Isle before day 15 or by stealing the weapons and *Orb* back after they have been taken.

Event 2: Wheeling Birds

On day 20 of month 1, wheeling kingfishers, a portent of war, are seen in the general direction of Solamnia.

Event 3: Fizban Returns

On day 30, the ancient wizard Fizban meets the party and urges the heroes toward Palan-

thus. There might the adventurers find answers to their many questions. Besides, he wants to visit an old friend and needs someone to help him with his baggage.

Event 4: Haunted Knights

On day 40 (day 12, month 2), the party encounters 20 war-weary Knights of Solamnia returning home after serving at the High Clerist Tower. They advise the PCs to get to the tower with all speed.

Event 5: A Hard-Riding Messenger

On day 50 (day 22, month 2), the party meets a Knight riding with a dispatch from the commander at the High Clerist Tower. The Knight tells them the message is an urgent request for aid before the tower is overwhelmed by the Dragonarmy. Ignore this Event if the PCs are already at the tower.

Event 6: Impressed into Service

On day 60 (day 4, month 3), a relief force of Solamnic Knights impresses the heroes into the cause of the High Clerist Tower.