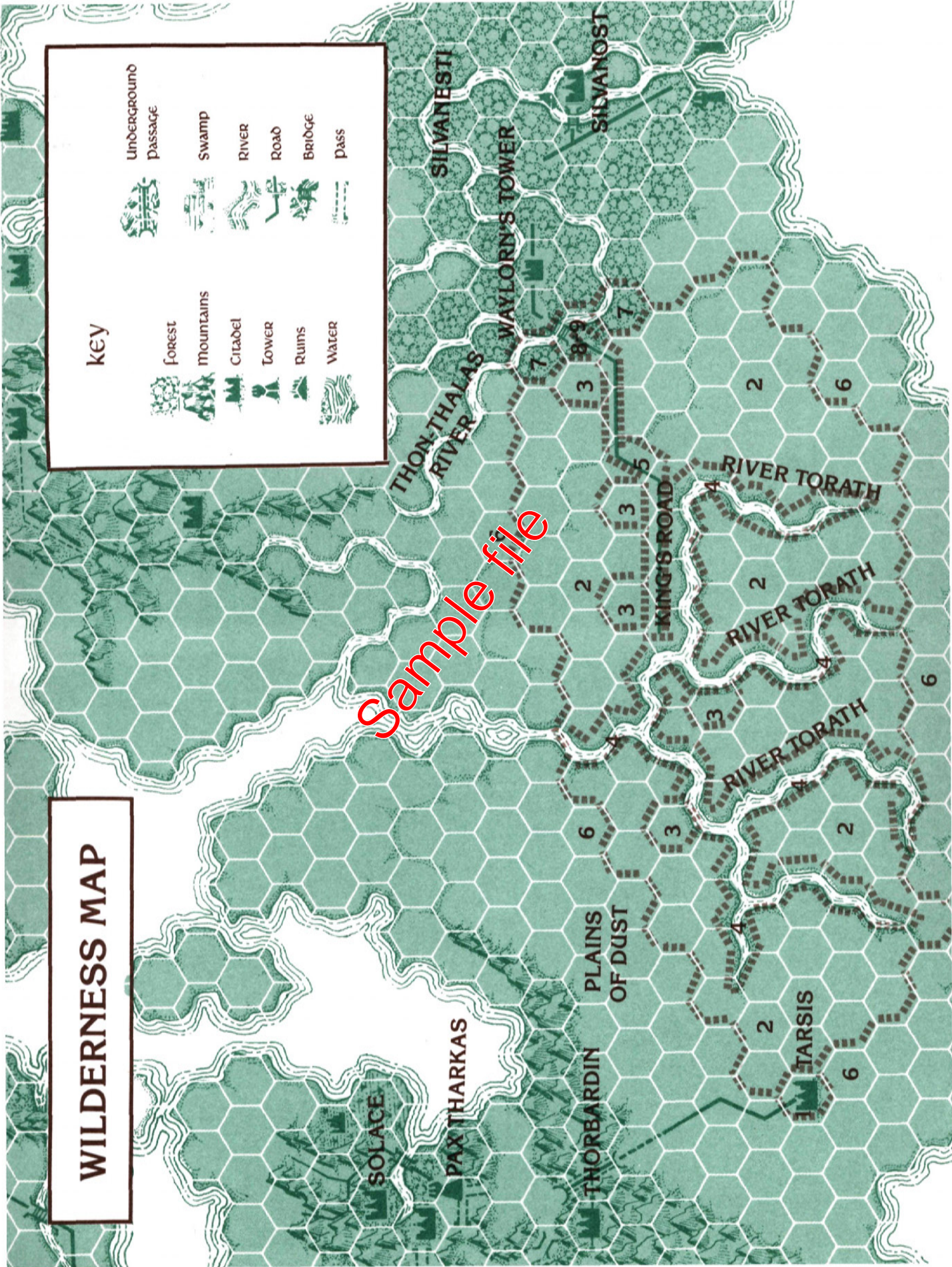


WILDERNESS MAP

key



Sample file



Advanced Dungeons & Dragons®



Official Game Adventure

Dragons of Dreams

by Tracy Raye Hickman

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CREDITS

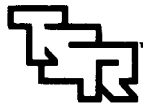
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PROLOGUE

NOTES FOR THE DUNGEONMASTER

"Dragons of Dreams" is the tenth module in the epic DRAGONLANCE® series. It is the beginning of the third and final book of the DRAGONLANCE® adventure modules and recreates the conditions found in Chapters 8 through 12 of the DRAGONLANCE® novel, "Dragons of Winter Night."

In DL-6, "Dragons of Ice," the original party of heroes was separated into two groups during the destruction of the city of Tarsis. Laurana, Sturm, Flint, Tasslehoff, and others fled south, then traveled northward, eventually becoming involved in the war in Solamnia. They left behind their friends, not knowing if they were dead or alive.

This adventure follows the group of heroes left behind in Tarsis—Tanis, Caramon, Raistlin, Tika, Goldmoon and Riverwind. It begins as they flee from Tarsis, traveling east with Alhana Starbreeze, an elven Princess of Silvanesti.

Note: The PCs (Player Characters) from the first group also appear in this adventure, but in a special way you will read about later.

All DRAGONLANCE® adventures attempt to recreate the conditions of the 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.

SPECIAL NOTE ON OBSCURE DEATH: As of DL-8, "Dragons of War," the obscure death rule was suspended for all PCs. It still remains for NPCs, however.

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 changed the face of Krynn. Most clerics have no spellcasting abilities, since 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 gods of good have so far been revealed—Mishakal, goddess of healing, and Paladine, leader of good, the Celestial Paladin. All PC clerics brought into the cam-

In the DRAGONLANCE® multi-module epic, some NPC heroes and villains figure prominently in later adventures. If such "name" characters as Fizban or Kitiara, for example, should be slain, invoke the "obscure death" rule. This rule states that the circumstances surrounding the death of an important character should be confused and the body not recovered. Later, the hero or villain may reappear, usually with a story of how he or she was miraculously saved.

This is true of NPCs only. The obscure death rule no longer applies to player characters. If a PC dies in this or later adventures—say good-bye!

Additional Notes: Each chapter in this adventure begins by listing several Events that occur at the times indicated, regardless of the actions of the PCs. Events are governed primarily by time.

Following the Events comes the listing of Encounters, each representing areas the PCs may visit. Encounters are governed primarily by location.

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

Occasionally, an Ability Check is called for against one of the character's abilities: Strength, Wisdom, Dexterity, etc. Roll 1d20 and compare it with the stated ability. If the number rolled is less than or equal to the ability, the action succeeds; if greater than the ability, the action fails.

the world of krynn

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 were first encountered in DL-7—the Silvanesti and the Kaganesti. This adventures deals with the events that drove the Silvanesti far from their ancient, ancestral homeland.

All PC dwarves are hill dwarves. Other dwarven races were introduced in DL-4.

The equivalent of halflings on Krynn are kender. Kender resemble wizened 14-year-olds and (unlike halflings) wear shoes. See Tasslehoff's character statistics for more information on the kender.

The values of gold and of other trade items are completely different in this world than in

Special Note on the Novels: Some of your players may have read the DRAGONLANCE® novels. Players using PCs from the story will find their understanding both of the characters and the world enriched by reading the novels. Role-playing characters is more fun and interesting after having read the books. Reading the novels will not give them information that will take the mystery and excitement out of your adventure since the information related in the books is similar, but by no means identical, to the events and encounters in this module.

Indeed, players who assume the adventure modules to be exactly the same as the story may soon find themselves in trouble! The adventure attempts to recreate the conditions surrounding the story . . . and leaves the decision-making and role-playing up to the players. **Do not feel obligated to have the adventure turn out the same way it may have occurred in the novels. Allow your 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 player's actions, and think of ways to motivate players to stay within the boundaries of the module. Let the players explore the setting—do not lead them around by the nose. Instead, try to draw them in the direction desired by using tantalizing information. The carrot always works better than the stick, as the saying goes. Do not be afraid to improvise to make the adventure more enjoyable for the players.

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!

A Note to New DMs of the DRAGONLANCE® Series

If you have never played any of the other adventures in the DRAGONLANCE® series, this module is a good place to enter the tale. Options in the first Chapter are provided that will give you and your players a minimal knowledge of the history and events in the story to date.

The fall of Silvanesti

Wherein the most ancient kingdom of elves met its doom in the declining will of its monarch.

Review of the Elven Chronicle

Note to the DM: This first section of material reviews the background history of elves as presented in DL-7, "Dragons of Light." You may want to review it here. If you are already familiar with the histories of the elves, proceed to the article titled, "The Tragedy of Lorac."

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.

The elven races are collectively called Colinesti, "people of the morning," in the ancient texts, a name rarely used in modern Ansalon. The races are now more commonly known by their sub-racial names: the ancient Silvanesti, the outcast Qualinesti, the wild Kagonesti.

The eldest of the established sub-races is the Silvanesti. Theirs was the first race to emerge from the Age of Dreams as a unified civilization. They take their name from their first leader, Silvanos.

The Silvanesti have endured for over 3,000 years, surviving the wars with dragonkind as well as the Kinslayer War fought against the race of humans. In time, the Silvanesti have become firmly set in their ways and rooted in the traditions of the past.

The Silvanesti are a fair-skinned race, their eyes are blue or brown, and their hair color ranges from light brown to blonde to white. The Silvanesti prefer wearing loose garments, flowing robes, and capes.

In life-style, the Silvanesti differ greatly from their brethren. Living long years within a safe, settled empire has 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. The House Protector (the Wildrunners) serves as the army of the Silvanesti. Years of continual peace have stratified the guilds into rigid institutions.

The Qualinesti, or "Western Elves," are elves originally from the western edges of Silvanesti. The enmity between the two races is strong.

In the days of the Ancient Dragon Wars, the western borders of Silvanesti were under assault from the forces of the dragonarmies. The elves of western Silvanesti excelled in battle. Many were members of the Wildrunners,

and cross-class war training prevented the stratification that typified Silvanesti life in the interior of the nation.

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. After they left, the Gardeners of Silvanost grew the Hedge, a region of dense underbrush, to prevent western invaders from entering their lands.

The Tragedy of Lorac

Excerpted from the DRAGONLANCE™ CHRONICLES, Volume Two "Dragons of Winter Night."

The Creation of the Dragon Orbs

During the Age of Dreams, when wizards were respected and revered upon Krynn, there were five Towers of High Sorcery. These Towers were centers of learning and of power for the mages of Krynn. Here were housed great libraries of spellbooks and magical artifacts. Here all mages, desiring to rise to higher levels came to take the grueling Tests.

Here, also, the mages came together to work their greatest magic. Toward the end of the Second Dragon Wars, when the world itself seemed doomed, the highest of the mages of all three Orders (good, neutral, and evil) met together in the greatest of the Towers—the Tower of Palanthas—and created five *Dragon Orbs* to help defeat the dragons. All but one of the *Orbs* were taken from Palanthas and carried to each of the other four Towers.

As Istar rose during the Age of Might to greater and greater glory, the Kingpriest of Istar and his clerics became increasingly jealous of the power of the magic-users. As times grew more and more evil, the priests placed the blame for the evil upon the magic-users. The Towers of High Sorcery became natural targets. Mobs attacked the Towers . . . and for only the second time in their history, the wizards of all the Orders came together to defend the last bastions of their strength.

When it became clear that the battle was hopeless, the wizards themselves destroyed two of the Towers. The blasts devastated the countryside for miles around. Only three Towers remained—the Tower of Istar, the Tower of Palanthas, and the Tower of Wayreth.

The terrible destruction of the two Towers

frightened the Kingpriest. He granted the wizards safe passage from the Towers of Istar and Palanthas if they would leave the Towers undamaged.

Before the Tower at Istar was abandoned, an elf named Lorac Caladon arrived at the Tower to take the Tests. Lorac was, at the time, Speaker of the Stars, the ruler of Silvanesti.

During the Test, the *Dragon Orb* spoke to Lorac's mind. The *Orb* foresaw a dreadful calamity. *You must not leave me here in Istar, the Orb told him. If so, I will perish and the world will be lost.*

Lorac took the *Orb* away with him, hidden in a small, nondescript bag. Some might say that this great lord of the elves stole the *Orb*. He maintained, however, that he was rescuing it. The Towers were abandoned. The mages fled to the Tower at Wayreth. All knowledge of the *Dragon Orbs* perished during the wars against the magic-users that became known as the Lost Battles. Lorac kept the *Orb* hidden in Silvanesti.

Then came the Cataclysm. The Silvanesti elves survived it far better than others in the world. The Silvanesti heard tales of the suffering of others, particularly of their cousins, the Qualinesti. There were some among the Silvanesti who said they should go to the aid of their brethren.

But Lorac, their ruler, refused. After all, he told his people, what did they expect, living as they did among humans? Many agreed with Lorac, and the Silvanesti withdrew into their forest, renouncing the outside world. None passed their borders for centuries.

Then a new evil arose. Dragon Highlords sent emissaries to Lorac, promising him that they would leave Silvanesti untouched if he promised to leave them alone in turn. Lorac agreed. He had lived in the world long enough to expect treachery, however.

Thus, when the dragonarmies attacked Silvanesti, the elves were prepared. Lorac ordered his people into ships that would take them to safety. Then, when he was alone, he descended to the chambers beneath the Tower of the Stars where he had secreted the *Dragon Orb*.

Lorac knew, even as he rested his fingers on the globe, that he had made a terrible mistake. He had neither the strength nor the control to command the magic. But, by then, it was too late. The *orb* had captured him and held him enthralled.

And now, it is the most hideous part of his nightmare—to be constantly reminded that he is dreaming, yet unable to break free.

Chapter 1: Griffon's flight

The major portion of this adventure deals with the elf king, Lorac, Speaker of the Stars, who is being held prisoner by a *Dragon Orb* and by the green dragon, Cyan Bloodbane. Cyan has been whispering nightmares into Lorac's mind. These nightmares have become reality for the once beautiful kingdom of Silvanesti.

At the beginning of DL-6, the heroes were under seige in the city of Tarsis, which was being attacked by the dragonarmies. It was here in Tarsis that the party of heroes was split.

Chapter One offers you several options for running the companion's journey from Tarsis to the Nightmare Borders of Silvanesti.

If You Have Never Played

A DRAGONLANCE® Adventure Before:

Read the **Game Start** boxed text below to your players, followed by the **Quick Start** boxed text. Then proceed to Encounter 8 of this chapter and begin the game.

You Have Played DL-6,

You Have Two Choices:

1. You may use the **Quick Start** that uses narrative text to describe the companion's journey across the Plains of Dust. This option allows you to go right to the heart of the adventure.
2. You may run the **Wilderness Adventure**. Read the **Adventure Start** boxed text to the players and begin the adventure with Encounter 1—The Fall of Tarsis.

If the players are using the DRAGONLANCE Series Characters, give the players the character cards on the back of the module cover at this time.

GAME START

Read this section to your players if they have not played DL-6. Follow this by reading the **Quick Start** boxed text as well.

The world of Krynn teeters on the brink of chaos. First came the Cataclysm. Man's pride called down destruction from the gods over 300 years prior to this present time. The might and the glory that was Krynn passed away in that instant. Civilization was plunged into darkness.

Then came the dragons. Awakened from their millenia-long sleep, they now ravage the land under the command of Dragon Highlords, whose highly trained armies are bringing the continent of Ansalon under their domination.

Yet there is hope. The gods have ended

their centuries-long silence. A tribal princess of the plains has restored the light and knowledge of the true gods. The healing arts—once lost—are now known again, and a small number of true clerics walk the land. They are eager to spread the truth, yet fearful that their knowledge may perish with them in an instant.

But not all bend quietly to the will of the **Dragon Highlords**. You are among those who have fought the tyrants with your sword and shield, your magic and prayers. Your efforts have brought you to this city, where you had hoped to gain passage over the seas. Yet this once fabled seaport is now landlocked, the harbor destroyed by the Cataclysm. You and your companions have come to the **Red Dragon Inn** to try and determine what to do now.

So far, nothing has been able to stop the advance of the dragonarmies. There are rumors of magical weapons that might aid your cause—powerful weapons that slay dragons and mystical ones that allow the user to control the monsters. But no one knows where to find these weapons. Somewhere in this glorious city, you must find a ray of hope.

But even as you and your friends discuss your plans, Tarsis is attacked! Flights of dragons appear in the skies, draconians fill the streets.

quick start

Read this if players have played DL-6 or as a continuation of the Campaign Start above.

Your rest in Tarsis was all too short. Outside the Inn, you hear the shrill screams of dragons. The chill air is filled with the smell of burning and the cries of death. Through the windows of the **Red Dragon Inn**, you see draconians glide down into the streets. Then the Inn itself explodes. You seem to remember falling. . . .

A bitter wind rushing into your face awakens you. You are now flying high over frost-covered plains on the backs of griffons. Leading this flight of winged creatures is the elven princess, **Alhana Starbreeze**. Glancing fearfully behind, you can see dark specks in the sky—pursuing dragons! Yet, even as you watch, the dragons fall far behind. Looking ahead, you see a line of trees stretching to either horizon.

"The borders of my homeland," Prin-

cess **Alhana** tells you. "The ancient elven kingdom of **Silvanesti**."

The griffons circle down among the tree-lined border. The beasts appear nervous and frightened. They allow you to dismount on an ancient elven road, then, the moment you have recovered your belongings, they leap into the air and fly to the west, leaving you in the company of **Alhana Starbreeze**.

ADVENTURE START

Read this if you have played DL-6 and want to role-play through the trek across the **Plains of Dust**.

You have left the refugees from **Pax Tharkas** 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 across the sea.

But, in **Tarsis**, you find only bitter disappointment. The Cataclysm caused the sea to recede 40 miles, leaving the port city landlocked. Beached ships still lie scattered about the ancient bay.

EVENTS

If using the **Quick Start** to begin this adventure, skip any events that may have taken place prior to the time indicated in the **Quick Start** description.

Event 1: Griffons of Alhana

(Whenever any PC drops to 0 HP or with 1 on d6 per day.)

A great shadow falls over you. A voice as pure and distant as the stars speaks. "I desperately need your help. You are fighting a losing battle. Agree to aid me, and I will save you!"

Four huge griffons alight, their powerful talons striking the stone near you.

Alhana and her griffons will stay for 1d4 + 2 combat rounds before leaving again. During this time, the griffons will protect the PCs while they mount. If the PCs refuse to take **Alhana** up on her offer, the griffons will leave immediately.



Event 2: Dragonwing

(Check position each day from first day. Ignore this event if the PCs have gone with Alhana.)

Each day, the Dragon Highlord, Kitiara, will launch a search for the PCs. This search will begin at the last known location of the PCs. From that location, six flights of dragons will take to the air and proceed as follows: three flights of dragon will fly east, three flights will fly west. Use the following chart to determine the hex on the map the dragons will search.

Roll 1d6 per day since the PCs have been spotted for each of the three groups searching in the direction the PCs took until 1) either all the rolls have been made or 2) the PCs have been located.

Dragon Search Table

Number	Hex Searched
Eastward Dragons	
1-2	Northeast
3-4	East
5-6	Southeast

Westward Dragons

1-2	Northwest
3-4	West
5-6	Southwest

If a flight of dragons enters the same hex as the PCs, there is an 80% chance that the PCs will be discovered.

On great soaring wings, the dragons wheel overhead. Their eyes glint cruelly. After a time, they turn and fly swiftly west.

As referee, you may press draconian takeover of lands (See E3) toward the last known location of the PCs. Note that such takeover will not begin until the third day after the fall of Tarsis.

Event 3: Draconians

(Each day, starting on Day 4)

The draconian ground forces will expand their territory, occupying 3 large hexes on the Wilderness Map per day, thus making Encounter Areas 2 and 3 smaller by 3 hexes every day and Encounter Area 7 larger. The hexes occupied must have been adjacent to hexes which were occupied on the previous day, starting at the indicated arrows on the Wilderness Map. The

general flow of the occupation forces should thus start from the west end and move toward the east, pressing the PCs in the direction of Silvanesti. Use Encounter 7 for descriptions and options for players.

Event 4: Capture Attempt

(1 per day after Day 10)

In the distance, you see dragons again, but this time they are coming straight for you! There seems to be no escape! Draconians with swords clenched in their teeth cling to the backs of each dragon. The draconians leap from their terrible mounts, gliding on their leathery wings down on top of you!

These are 1d8 + 8 Kapak draconians, who will attempt to capture—not kill—the party. If captured, those in the party will have all their weapons taken from them, although they will be required to carry their own armor and equipment/supplies. The draconians will then attempt to march the PCs back to Tarsis. The draconians will grumble about this, since they would prefer to kill the PCs here and now, but they have strict orders to bring them back alive.