

THE AESTHETICS GUIDE
TO ANSALON PRESENTS

Things Past



A DRAGONLANCE ANNIVERSARY ADVENTURE
BY STEPHEN BULL

INTRODUCTORY RAMBLE

I didn't start reading Dragonlance until I was in my late twenties, yet somehow it was always part of my childhood. I never even picked up and opened Autumn Twilight until I was nearly thirty, yet I remember a shelf being full of these books when I was barely able to read. My mother you see, is one of those quite common people for whom there is one particular thing you know that if you get something similar as a gift, it'll go well with a "collection". For her it was Dragons. *Tudor Mint* pewter Dragons littered (and still litter) the house, clothing had dragons on it, our living room clock was dragon-shaped, and her garden has a great many little Dragon statues. Birthdays and Christmas were quite easy.

And someone at some point thought that this extended to books with Dragons in them. Thus, a collection of Dragonlance novels graced our houses' bookcase.

Also, the board game, which I recall someone getting out once, and my father exclaiming "this is far too complicated" so we didn't even try to play it. To be fair, I was three or four at the time. Probably a good call.

So, Dragonlance was always just *there*. I had no idea if the books were ever read, but I *knew what they were*.

Skip two decades, and I just did something very silly. I picked up the first book of *The Wheel of Time* and ploughed through the entire series a couple of chapter a night. It took a while and broke my ability to sit down and read for a while. Afterwards I thought "I really should try to get back into reading again", but I had no idea what. I had made a list some time previously of all of the "classics" I wanted to read and had only started *Wheel of Time* when that was done. I was done. The list was over. So, what now?

Well, how about that old series my mother had a collection of?

I was already an avid player of D&D, so it made sense. I went on Ebay, tracked down a set of Chronicles, and began.

Within a year I was running my first Dragonlance campaign for D&D 5th edition, had created a pile of notes and resources, and had started work turning all of those into what would become *The Aesthetic's Guide To Ansalon*. To say I loved what I read would possibly be an understatement. I was already very used to extensive reading and fantasy worlds with lots of weird jargon and place names that rarely stuck in my head long than a few chapters, but here were themes that just hit me and resonated more than the traditional heroes. Here was heroes who failed or fell (Raistlin, oh Raistlin). Heroes who had absolutely no idea what they were doing (come on Tanis, make a damn decision). Brothers who always saw the good say (Caramon, you idiot). And tragedies that were entirely unavoidable and all too real (♪ waiting by his forge under a tree ♪). And what's more, it had a *hell* of a lot of lore available that didn't require me to read 11,898 pages across 14 books in all in row to get the whole story. It was available in chunks. I could read the core, and then pick and choose. It's perfect.

And then I found the better part. *You lot*. Dragonlance has been with us for so long, I didn't have to look far for people who knew the material and were only too eager to talk about. Across forums, subs and chat channels you were there to share your love, and to bask in mine, and when I presented my first piece of work you were supportive and kind. You gave me feedback only ever intended to improve and helped me where there were holes in my knowledge. That community gave me the drive to go on with the series, because I wanted it to be there for all of you.

So, thanks to everyone.

Thank you Weis and Hickman for first giving us Dragonlance 40 years ago, and to every author who contributed to it afterwards.

Thank you Dragonlance in general for 40 years of good reading (even for those of use only just catching up).

And thank you the Dragonlance Community. You're 40 years old now as well, and deserve every bit as much praise for your love and support of the series as anyone. Haha, you're old (its ok, I was born the year Autumn Twilight was released, so I think I can get away with that).



PLAYING THIS ADVENTURE

This adventure has been written primarily to celebrate the legacy of *Dragonlance* by taking a team of adventurers through a short journey through parts of Ansalon's history. In this one-shot, players will find themselves on the hunt as they jump through a series of time-zones set around key events from *Dragonlance* novels.

The tale begins in the grand city of Palanthas, specifically at the Great Library where fabled *iconochronos* – the written history of the continent – is going on display for the first time. They party attend either out of personal interest or for some other reasons of their own, and through malevolent action and shenanigans find themselves having to race through time to preserve the history of the land.

In their journey the party will find themselves reliving pivotal points in history including the Battle of the Reaper as the Dragonarmies assail the Tower of the High Clerist, the Minotaur rebellion against Kal-Thax, the Black Wing assault on Gwynned with a flying citadel, and finally the chaos at Pax Tharkas where fate itself will hang in the balance as the party come face-to-face with the first of the dread Dragon Highlords – *Verminaard of Nidus*.

The flow of this adventure is reasonably “on the rails”, the party having a clear objective that must be accomplished in a specific order of steps. They will find themselves having to chase the cause of their problems through a portal, and then each zone they enter will have a clear start and end – the mission simply being to overcome the challenges in each local and reach the portal to the next zone.

Each zone is presented as an open environment though, so although the start and end points are set and the goal is clear, there will be multiple paths a party can take and multiple options. Fighting will always be an option as there will be plenty of enemies to fight through for a strong enough party who can work well together, but the party should also be able to use other skills and abilities to sneak, maneuver or manipulate their way through the obstacles ahead of them.

This adventure is designed to be in either one or two sessions, depending on how quickly a party chooses to force themselves through the story

SETTING

This adventure is set across Ansalon, beginning in the Great Library of Palanthas but then taking the player party across major events in Ansalon's history. The *time* period assumes a time when Ansalon is at relative peace and a party is not in immediate danger or facing a time-sensitive objective.

The ideal point in time is the years immediately following the War of the Lance – at least one of the time zones being a point shortly before The Blue Lady's War. None of the time zones used directly reference Fifth Age material (partly due to limited space and time within the module's intended play-time), so any time from 370AC onwards would work best.

PLAYER PARTY

This adventure has been designed for a party of 5th level characters, with combat encounters balanced assuming four players. Playing with more or less players or characters at different levels will require combat encounters and skill challenges to be rebalanced.

To make immediate play easier, four sample characters have been provided in the appendix.

TIME ZONES

Once the party are through the introductory scenes and engaged on the main mission (chasing a Kender), they are going to find themselves working through a series of “time zones” – set pieces that plant them in the middle of historical action scenes taken from classic *Dragonlance* novels.

In each of these scenes, the party's mission remains the same – get from point A to point B. Chase the Kender and retrieve the orb. The challenge comes in getting there.

The simplest way to view this adventure is as a series of challenge *rooms*, each time zone being a new room in a dungeon in which there is a situation to resolve. Each time zone is presented as a small sandbox environment, with options given so that a party can choose to resolve these challenges through combat, physical prowess, stealth or intellectual manoeuvring. Each time zone should be considered an enclosed environment however – the party's mission being the first and foremost reason for them to stay within a tight location. The party have freedom to move around in this environment but shouldn't be allowed to stray too far from the provided maps. That would just waste time and give the Kender time to escape and be lost forever (along with the orb).

The four time zones used in this adventure have been chosen to offer a variety of environments and events from history – both to create variation in challenges for the player party and to make interesting (and hopefully familiar) references to characters and events in the *Dragonlance* series.

Those chosen events include:

- 352AC The Battle of the Reaper
(*Dragons of Winter Night*)
- 1013PC The Rebellion at Kal-Thax
(*supplementary material*)
- 353AC The Invasion of Gwynned
(*The Citadel*)
- 351AC The Revolt at Pax Tharkas
(*Dragons of Autumn Twilight*)

EVENTS

In each time zone, this module presents a series of environments with relatively free movement, as well as a set list of *events* that tell small segments of the original story. These happen in a given order and are designed to change the environment so that the party have more obstacles and challenges to overcome.

These are laid out in a simple chronological order and will give their own details as to when they occur. Should a party circumvent the area where the events take place, it should be allowed that they happen anyway – acting as a backdrop to what the party actually do and setting up the following events (if necessary).

PORTALS AND OBJECTS

Nothing can pass through portals other than the player party, their Kender prey and objects they have brought with them from the real world. Anything picked up within the time zones can be used

within that environment but disappears as soon as the person carrying it passes through a portal.

TIME TRAVEL

It should be understood by the DM at least that the party are *not* actually travelling through *time*, though it may certainly seem that way from the narrative, and it will likely be assumed as such by the party.

The Aurak's magic was designed to accomplish time travel, and stepping through a party will more than likely assume that they are moving through time given that that is what they seem to be doing.

But the DM should be aware that there is *no* risk of the party changing history in this adventure, as the Aurak's magic has *not* accomplished what it planned to. Instead, the party will be travelling through the *stories* of the events of the past - experiencing the events but without actually being there or risking changing things.

So don't worry about the party doing crazy things that might mess up the timeline.

PRE-KNOWLEDGE

In a way, players who have read the Dragonlance novels and will recognize the events being played out in this adventure is expected and anticipated. Where it may be a player who knows these stories, the time zones are all events that will have become legends to the people of Ansalon, so the stories will be well known enough that having prior knowledge of these events can actually be an advantage to characters working their way through the time zones, so players having meta-knowledge should not be discouraged.

For example - in the first time zone the players may recognize that a key event (the use of a dragonorb) is about to occur. If they do, they can work around it. This isn't bad, as it is based on in-game lore knowledge and should be taken as such.

CUSTOMIZING THE TIMEZONES

A DM should feel free to make adjustments to these time zones if they feel like other specific references would land better and be more enjoyed by their specific players. In most cases many events can simply be swapped around - instead of Knights versus Draconians at the Battle of the Reaper for example, the much later battle between the Knights of Takhisis and monsters of *Chaos* could be used. Similarly, the Flying Citadel assault on Gwynned could be swapped for the similar Battle of Palanthas at the end of the Blue Lady's War.

Wherever such a substitution is made, the DM should still seek to put obstacles between the player party and the portal that leads them to the next time zone, and these should still offer a range of challenges that utilize character skills, knowledge and combat ability.

The only thing necessary that needs to remain the same is the actions taken by the Kender who is the object of the party's pursuit. Across the first three zones the Kender should always just be a little bit ahead of the party requiring a chase, and she should *always* drop her cargo close to the final portal to ensure a final showdown with whatever figure the DM has chosen for the final battle - *Verminaard* in this written version of the adventure, but quite possibly other pivotal figures such as *Emperor Ariakas* or *Raistlin Majere*, even yet ambitious characters like *Theocrat Hederick* or *Fewmaster Toede*, or to really punish a party - *Takhisis* herself.

TAKING RESTS

Due to the fast-paced nature of the adventure, there is little time for the party to stop and rest. If they do, there is a good chance that the Kender they are chasing will escape, or that whatever disaster is occurring around them will get worse.

Long Rests will certainly be impossible, but to make the situation a little more fair on the player party, they should be given the option of taking a short rest once between time zones. This will begin after they enter a portal, take up no time at all, and end with their emergence into the next time zone.

KILLING THE KENDER

One act could potentially derail everything - killing the poor Kender. The adventure is about chasing her and being in different eras of Dragonlance's history, but one *really* well-placed arrow or spell could ruin all of that. It will mostly be up to the DM to decide if they want to keep things on track or make the Kender unkillable, but for the adventure to *work* it is better if the Kender is always just a step ahead, behind some form of cover, or there is some other more immediate distraction preventing her from being attacked.

A GRAND DAY IN PALANTHAS

The *Iconochronos* - a near-mythical collection of scrolls and tomes admired by many and held in all by most who even know that they exist. These books are a true wonder and a mystery, with even the most learned scholars wishing against all hope just for a chance to glance at the pages of just one volume. For these tomes are the life's work (and an extremely long life it has been) of the fabled **Astinus the Chronicler**. Upon these sheets and pages Astinus has recorded all of Krynn's history - even up to the very point of creation.

Upon the largest of these scrolls (some claim upon a single long scroll) Astinus continues his work, writing the important events of each and every day, and recording even some minor events that seem to the layman to have no significance to the world at all. As well as this scroll, several bound volumes are also kept known separately as the *Iconochronoi* - novel-like records of specific people and events such as the *War of the Lance*.

A festive season has come to the city of Palanthas. Banners and bunting have been strung across the streets, the Bards of Branchala play merry tunes and perform in public spaces, and the priests of the renewed true religions give thanks for the wonderful days ahead, though an interesting piece of information has begun rippling through the city. A most unexpected piece of news has been announced in quite an informal way, and now everyone is chattering about it.

Bertrem - chief assistant to Astinus the Chronicler - emerged from the Great Library one recent morning and casually announced to whoever was close by that for the first time some of the tomes of the *Iconochronoi* will be taken from the vaults of the Great Library of Palanthas and put on display.

What an opportunity this is! From lowest beggar to highest noble, from fisherman to senator, everyone wants their chance to gaze upon the tomes and perhaps - if they are very lucky - to ask the Aesthetics to turn a page so that specific events of the past might be read about. Scholars from across the region began travelling to Palanthas as soon as they heard the news, hoping to get there on time just to see the style of writing, which events were thought worthy of recording, and perhaps what unknown secrets might be revealed!

FORTUITOUS TIMING

Whether by fortune, providence, business or pleasure, a band of adventurers have found themselves in Palanthas on the day of the festival. Caught in the revels of the day, they no doubt will want a chance to relax and enjoy the games going on across the city - but word of a once in a lifetime event would no doubt draw their interest to the Great Library. Those who have gone already tell of seeing the tomes, and a few speak even of being able to read a page and learning secrets of the ancient past.

"They came in a ship and landed right here!"

"That's right, into the stars!"

"He did! From that very tower!"

"It's true! Ogres!"

The chatter is everywhere, so the party are drawn to the Great Library - a three-story tall repository of knowledge and history that stands on the southern side of the **Great Plaza**. This magnificent marble and glass structure is home to the order of *Aesthetics* who keep and care for tomes covering any imaginable subject, including the famed *Iconochronos* itself.

✘ THE GREAT LIBRARY
OF PALANTHAS

Upon arrival the party find many people standing around outside in the street. There are not so many to block the path, but it can be difficult to work out which are waiting to enter the library, and which have already been inside. At the grand double-doors a pair of gray-robed scribes stand welcoming all visitors – one a slim Human male and the other a tall Elven female.

“Welcome all. Our knowledge is freely given for the betterment of all. Please, enter.”

“We ask only that you respect the work of our order. Do no harm to the work, and do not disturb the chronicler in his duty.”

“Come, come, the Iconochronoi are in the central rotunda, awaiting your viewing.”

Many more people clamor about on the inside, the Aesthetics guiding them to join a long queue that snakes around the library stacks and finally comes to loop around a roped off table in the centre of the rotunda at the heart of the ground floor. Gasps and clapping can be heard from the front of queue as an Aesthetic periodically enters the roped section and approaches one of the tomes, turning the page just once to reveal a new section of recorded history.

INEVITABLE TROUBLES

Anyone who saw Bertrem’s announcement on the steps of the Great Library may have remarked that he did so with a somewhat pained look on his face. He did his duty, but he did so knowing full well what was going to happen. Now, with the doors open to all, his worst nightmare has come true.

As the party explores the library (or waits in the queue) they see members of the usually professional and composed Order of the Aesthetics moving about frantically. It seems as though they have lost something and are searching each and every crook and cranny to find it. It seems extremely odd behaviour, as though they were all engaged in a bizarre game of hide and seek – on this of all days. The answer to this riddle quickly becomes apparent however when one of the Aesthetic’s exclaims “gotcha!” With a sudden movement he reaches behind a curtain and pulls out the source of the problem – a *Kender*.

The Aesthetic immediately and exhaustingly lifts the *Kender*’s bag from the ground and begins examining it, quickly producing a book and two scrolls.

“Oh my, you caught me too quick! I found those misplaced, and just out them in my bag for safe-keeping until I found the right shelf for them! think I might make a fairly good librarian, actually..”

Unfortunately, this is not the end of the trouble for the Aesthetics. As this one *Kender* is removed from the building, the others return to their search as they know that *there are more*. Opening the doors to everyone just resulted in *everyone* trying to get in.

Exasperated, the Aesthetics will need help and turn to anyone in the queue who looks like they may effective wranglers. The party will no doubt fit that description – appearing as they do to be a group of adventurers who deal with unusual situations all of the time.

“Please, we’re exhausted! If you can find and remove these blasted Kender, we’ll be sure to reward you. I’ll personally escort you past the queue. I’ll even let you read a tome up close!”

If the player party want to take part in the *Kender* hunt, they are more than welcome to roam around the library in their search.

And player who wants to get involved should be given the opportunity to choose a section of the library to search – facing a slightly different challenge depending on where they go. Multiple characters can search the same area, making separate rolls for their own efforts, but each will only visit one area.

HISTORIES: Amongst stacks of scrolls telling multiple skewed versions of history, a character can make a **DC15 Wisdom (Perception)** check. If successful, they come across a *Kender* in the process of “dropping” a scroll into their satchel. If caught, they are immediately sheepish and promise that they only intended on showing the scroll to their friends and then putting it right back, they promise.

BIOGRAPHIES: A character exploring the biography volumes will quickly find a pair of *Kender* darting around as though playing a game – though what game could possibly involve so much back and forth running and only two *Kender* completely eludes them. What matters however, is that both have two books tucked under their armpits, and don’t seem to care where they are taking them. A successful **DC15 Dexterity (Acrobatics)** check allows a character to catch one of the *Kender* and retrieve the books, which they were just playing with and wouldn’t have left with under any circumstances.

PHILOSOPHIES: Well-organized files in leather-bound folders lay arranged over multiple tables in this section, each containing sheets of vellum or parchment on which is written some logical thesis or personal explanations for the ways of the gods. A search of this area requires a **DC15 Intelligence (Investigation)** check. If successful, a *Kender* is discovered hiding beneath one of the tables examining a few sheets of text that are just so much easier to read when not covered in protective film or glass. Two other sheets are sticking out of their satchel, but only for safe-keeping, honest.



THE ARTS: A pair of Aesthetics are working their way through sets of rolling stacks operated by wheel-turned screws, convinced that they can hear giggling from within. They are convinced that a Kender has crawled inside and is moving through the stacks to evade capture. The giggling can be heard quite easily, but any time a stack is moved the source moves deeper in the free direction. If a character can make a successful **DC15 Strength (Athletics)** check however, they can spin the wheels fast enough that the Kender has no time to move, and has no choice but to come out, proclaiming the player character the best hide-and-go-seeker champion in the whole library. Two small Istaran statues are in their hands as they try to leave.

Alternatively, any Kender can be convinced or deceived (though not intimidated) to come into the open *if* a good reason is given by a character who then succeeds at a **DC15 Charisma (Persuasion or Deception)** check.

Examples of good reasons could be that a game is being played or has ended, that treats are available, that someone is looking for them specifically or perhaps that its simply closing time.

Aesthetics come to help any character who catches a Kender, and immediately escorts the nuisance out of the building.

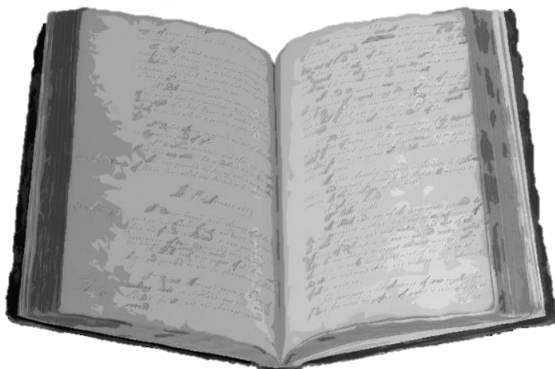
A FINE REWARD

If any member of the party is able to capture even just one Kender, the Aesthetics consider this to be a good job well done and are more than happy to reward them in the best possible way - an up close and personal viewing of the Iconochronoi, the *single* most important and valuable thing in Ansalon, so they say.

The search for Kender might be complicated if the party themselves contains one or more Kender characters. The Aesthetics are wary and suspicious around *all* Kender and keep a careful eye on them, but in the spirit of the festival they only round up and kick out those already causing trouble. Kender who behave and stand in line are left unmenaced - though a careful eye is kept on them.

Any Kender being supervised by a non-Kender (such as another party member) will also be allowed to stay, and Kender who help in the search for others of their kind will also be looked upon more kindly.

Kender who do help to find others can also automatically succeed at any **Charisma (Persuasion)** check made to convince other Kender that it's time to leave.



THE ICONOCHRONOI

Following their little chase around the library, Chief Scribe Bertrem will approach the party himself and thank them for their efforts, personally providing the reward they were promised. Bertrem will escort the party to the very front of the queue, earning a few disgruntled huffs and puffs from others who have been left waiting, but nobody causes an issue.

To the right audience, the Iconochronoi are just as splendid and remarkable as promised. Ten books are laid out on a large round table at the centre of the Great Library's rotunda, a purple tablecloth with gold trim covering the table below them accenting the special and almost regal nature of these wonderful works.

The eight books on display are amongst those dealing with specific events in Ansalon's history and are currently open roughly halfway through. The books titles are:

- *Chronicles: The War of the Lance, Complete Edition*
- *Before The Mask: A Biography of Verminaard of Nidus*
- *The Complete and Annotated Legend of Huma*
- *Covenant of the Forge: A History of Dwarves, Vol I*
- *Land of the Minotaurs: Further Tales of Kazihanthi de-Orilg*
- *Lord Soth: Tales of Warriors, Vol VI*
- *The Soulforge: A Biography of Raistlin Majere, Vol III*
- *The Medusa Plague: Tales of Defenders of Magic, Vol II*

A velvet rope has been tied and strung over brass poles, creating a barrier around the table that keeps visitors 2ft away from the table - out of reach of the precious and irreplaceable tomes.

Under Bertrem's supervision, the party are taken directly to the rope and allowed to step past it, Bertrem lifting the rope and placing it aside so that the party can come right up close, though they are cautioned not to try to touch the books. They are treated as sacred as any other holy relic in a temple and must not be despoiled.

Bertrem does extend an additional courtesy however, asking the party if there is any specific event from these times that they would like to see more information on. If given such a directive, Bertrem will turn any one of the books to a specific page so that the party can read from it - gaining accurate information and insight into whatever topic they choose.

A DECEPTIVE VISITOR

Unfortunately for the Order of the Aesthetics and for the party, the Kender were merely a small nuisance and not the cause of the true danger that will face them this day. As the party are brought forward and given their chance to examine the Iconochronoi, someone else near the front of the queue is preparing to make a long prepared for plan into motion, hoping to change history to suit their own malign ends.

As the party look over the tomes, those less interested in the books can be asked to make a **DC15 Wisdom (Perception)** check. Characters who succeed at this check will be the first to see a robed figure standing in the queue acting extremely suspicious. Clad head to toe in black with a hood that covers their face, the figure is muttering to themselves in a manner that makes other queuers nearby very uncomfortable. Characters proficient in Arcana will immediately recognize the chanting as being a form of ritual *spellcasting*.

If confronted or interrupted, the black-clad figure throws off all pretence at disguise - their hood falling away to reveal a Human man who quickly shapeshifts into a golden-skinned *Draconian!*

Where for a moment there was a balding, bearded man in black standing before them, now there is an *Aurak* - a breed of Draconian highly skilled in arcane spellcasting. The robe falls away entirely to reveal a black-leather-clad body, and in the Aurak's hands an odd spherical device about six inches in diameter that glows from recessed patterns carved into its surface. The Aurak continues to chant, and as it does so the white light that shines from within the sphere grows bright, and brighter.....



1x Aurak Mage
[Medium - 2300xp]

AURAK MAGE

Medium humanoid (draconian), lawful evil

Armor Class 13 (leather armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	14 (+2)	16 (+3)

Skills Arcana +5, Deception +6, History +5, Investigation +5

Senses passive Perception 12

Languages Abyssal, Celestial, Common, Draconic

Challenge 6 (2,300 XP)

Death Throes. When the Aurak Mage is reduced to 0hp, it's body explodes with magical energy. Each creature within 5ft must make a DC13 Dexterity saving throw, taking 1d8+2 force damage on a failed save, or half as much on a successful one.

Spellcasting. The Aurak Mage is a 9th-level spellcaster. Its spellcasting ability is Charisma(spell save DC 14, +6 to hit with spell attacks). The Aurak Mage has the following spells prepared:

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Lightning Lure. The Aurak Mage creates a lash of lightning energy that strikes at one creature that it can see within 15 feet. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line towards the Aurak Mage and then takes 2d8 lightning damage if it ends within 5 feet of the Aurak Mage

Fire Bolt. The Aurak Mage hurls a mote of fire at a creature or object within range, making a ranged spell attack against the target. On a hit, the target takes 2d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Though mathematically a Medium-level encounter, a fight between four player characters and a single Aurak Mage is more likely to be relatively easy as the party outnumber the Aurak and can knock through its hit points fairly quickly.

What matters in this encounter is what happens to the *orb*, as this is the narrative device necessary to setting up the rest of the adventure.

The first time the Aurak is struck with any kind of attack, it will drop the glowing orb. The orb then rolls away from it and right under the tablecloth.

The first time someone looks under the tablecloth, they discover what will make the situation infinitely worse - another *Kender* sitting cross-legged under the table where the Aesthetics couldn't find her, and with the orb in her hands.

Having been discovered, the Kender only just has time to smile at her finder before the orb completes its work, releasing a burst of arcane energy that washes over everyone present. Everyone - from the party to the Aesthetics and everyone standing in line - is forced back by at least 10ft by the burst. The table at the heart of the rotunda is flipped over and sent flying - the precious Iconochronoi being hurled across the room much to the terror of nearby scribes who scramble to recover the tomes as quickly as possible. Papers and books on other cases and shelves surrounding the rotunda are also disturbed and scattered as a strong gust rips out of the portal creating spiralling winds that quickly start to reach down adjoining corridors.

The entire scene becomes a chaotic mess - the work of the Aesthetics being thrown about with disrespect.

Where the central table once stood, now an arcane rift stands instead. A swirling blue circular disk hangs in the air surrounded by glittering blue ribbons of energy. Gazing into the disk, it seems as though there is a vertigo-inducing shift in perspective that makes it seem deeper in the centre, though the disk remains visible flat from the side. This is definitely and clearly a portal of some kind.

Bertrem's immediate reaction is total panic, and a forced effort to organize his order to protect their work.

"The books! The precious books! Find them all, make sure they're safe!"

"This is a disaster! This thing can't stay here! We have to close this portal before it harms more of the work! Before it disturbs Master Astinus!!!"

An immediate casting of *dispel magic* will *not* close the portal. Examining the portal and succeeding at a **DC12 Intelligence (Arcana)** check brings a character to the conclusion that the reason is that the *source* of the portal is not within range of such magic. In order to close the portal, the *orb* must be recovered.

If Bertrem here's this, he begs the party to go after the Kender and recover the orb.

"Please, go in after the Kender!"

"If the magical device is needed to close the portal, you must recover it quickly!"

"We'll reward you on your return if you require that kind of incentive, but please hurry! Everything our order has ever worked for is at stake!"

If the Aurak has survived this far and not yet been incapacitated, then it will laughly a this turn of events and proclaim victory.

"Hahaha! A Kender in the River of Time! This has worked out better than I could have planned! All of your blasted histories will be as nothing now! All hail the Dark Queen"

News that the portal might actually lead into the *past* almost gives Bertrem a heart attack, and his instance that the party go after the Kender intensifies to the point where he almost works up the courage to jump into the portal himself.

If unattended, the Aurak may try to reach the portal itself to complete its own work, but existing wounds will make it slow and easy to stop.

INTO THE UNKNOWN

The opening of the portal is the event required to set the stage for the rest of this adventure. The party must now choose quickly if they will answer Bertrem's call for help, or whether they will sit back and wait to see what repercussions reveal themselves.

If the party accept the call to adventure though, their path is clear. They must hurl themselves into the portal. The winds blasting from it do not impede anyone from approaching the hovering disk, and there is no barrier to touching its surface - that causing a tingle of arcane energy that feels like a very mild bolt of lightning running through the arm.

Stepping or jumping in creates a sudden feeling of vertigo that lasts barely a second, each character's being completely blinded - their vision covered in flittering sparks - before they emerge in a new place, and a new time....

TIME ZONE #1: THE BATTLE OF THE REAPER

The party steps through the portal and is immediately hit by a wave of sound. The clash of metal on metal and the breaking of stone mixes with cries of rage, pain and victory - as forceful cacophony of **battle**. As the party emerge into the material world again, they are met with a scene of battle. They are standing atop stone walls wrapped around multiple courtyards surrounding an immense white tower with a spire almost a thousand feet high, flanked to the north and south by a wall of mountains. Around them is carnage as armoured knights fight and die, and beyond the wall to the east a wave of enemy armour sweeps over an open plain towards them - Blue Dragons in the skies above and on the ground tearing into the outer wall.

They have emerged at a pivotal and history-defining moment. This is the Battle of the Reaper, the great defence of the High Clerist's Tower during the War of the Lance.

As the party regain their composure and get their bearings, the events unfolding before them become clearer. Draconians are descending onto the tower having been dropped by Dragons or climbed into the mountains to reach a better vantage point. Blue Dragons are also in the outer courtyards already, tearing at the Solannic defenders.

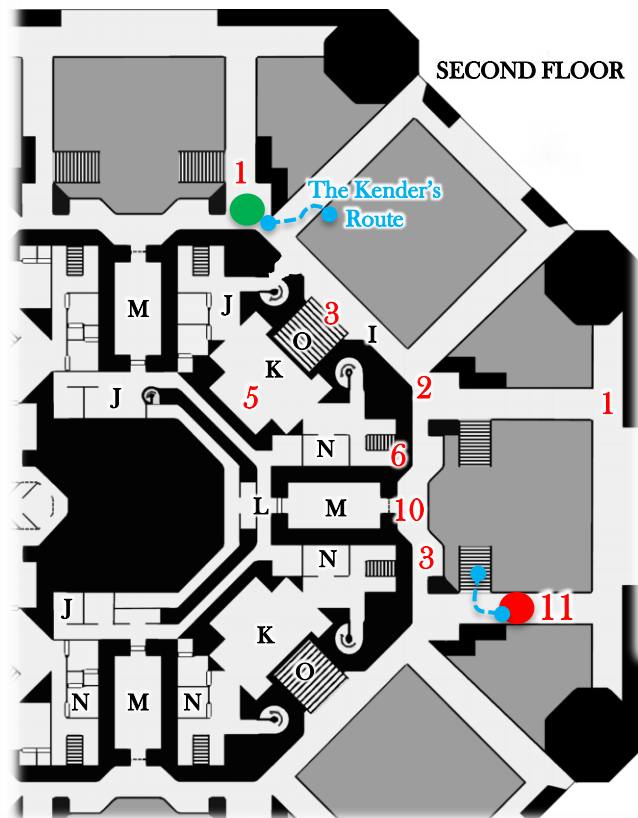
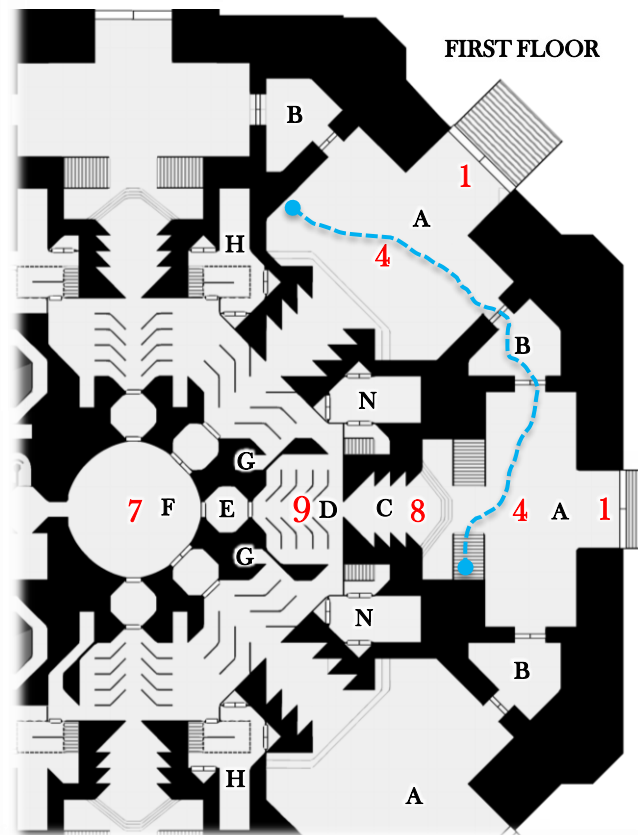
THE HIGH CLERIST'S TOWER

Built during the Age Of Dreams, this tower rises close to 1000ft into the sky with sixteen high-ceiling levels, many of which served once as the offices and living space of the knighthood's clerical wing, including their high priest - the High Clerist. The design is that of a single spire surrounded by eight others set into the walls of the first. The base of this tower is surrounded by a one-hundred and twenty-foot-high curtain wall with an upper walkway that connects to the second floor. Eight towers stand at the corners of the octagonal walls, and to the north, a three-story annex built after the Cataclysm provides offices and a garrison for the Knights of Solammia.

A famous battle was fought here during the War of the Lance - the knights led by a host of heroes making a bold and defiant stand against the Dragonarmies. Assailed by the largest yet assembled enemy army, the knights held them back long enough for the tower's true power to be unleashed - a uniquely designed trap that utilized a *dragonorb* to lure Dragons inside the lower level. There they could be slaughtered while the orb's power caused disarray among the Draconians attacking the eastern wall. The Knights of Solammia won, but at a great cost. Derek Crownguard - assumed to be a leading contender for the post of Grand Master - led a foolish charge into the enemy and paid for it with his life. And Sturm Brightblade - a true hero newly raised into the knighthood - fell in a duel against the dread Blue Lady, one of the Highlords.

A - COURTYARDS: Between each of the grand gates and the base of the tower proper are eight large courtyards that once hosted well-manicured gardens with paths of ancient stone slabs that are now time and boot-worn, and weather stone benches that sit beneath the walls on each flank. The gardens have been cleared in anticipation of battle, leaving only mud and stone. Makeshift ladders and wooden stairs have been raised against the outer wall to give better access to the battlements.

The western most courtyards were previously being used by civilian refugees as make-shift camps, but these have been cleared now. The easternmost courtyards are scenes of chaotic battle - the



Knights of Solammia fighting furiously to brace the gates whilst winged Draconians glide down on top of them.

B - CONNECTING CHAMBERS: Archways on the sides of each major courtyard lead into smaller ones that connect the main gates, each a stone-paved area where the knighthood can move easily and store provisions such as ammunition. Within each connecting tower is a hidden latch that can collapse the archways at the sides of these smaller courtyards, blocking the routes.

C - SERRATED HALLS: Large halls open to the courtyards provide entry to the lower level of the tower, flanked on each end by open portcullises that - open recently - were sealed close by divine power. The side walls of these halls are jagged, creating the first part of the Dragon-trap - the serrations easy for a Dragon to get its wings stuck in.

D - HERRINGBONE WALLS: Free-standing walls create the second part of the tower's Dragon-trap - each arranged in a herringbone pattern so that a Dragon that enters these walls will get its wings and limbs stuck between them - anything caught behind a wall unable to be pulled free without pushing the Dragon deeper into the trap.

Two Knights of Solammia armed with *dragonlances* lay in wait to either side of these walls, waiting to be given an order to strike at a trapped Dragon. They are all Knights of the Sword - young and nervous of their first major battle but emboldened to be wielding such legendary weapons.

E - HEAD TRAP: The final part of the trap is a small chamber with golden doors embellished with carved images of knights, crowns, swords, roses and the image of the kingfisher on the inner side, and a mechanism of iron bars that can be slid into place from their aside - the intent being that a Dragon will reach its head inside to reach the Dragonorb, and the bars and door will be closed to trap the head inside.

F - ALTAR OF THE ORB: A round chamber sits at the centre of the lowest floor directly beneath a windy shaft that rises hundreds of feet through the heart of the tower. Five open golden doors surround the outer wall, and in the centre of this space lies an altar-like pedestal atop which waits a prize for ages - a *dragonorb*.

Lauranathalasa Kanan - princess of Qualinesti - is in this chamber along with her Kender companion *Tasslehoff Burrfoot*. As the battle rages outside, she is making ready to activate the Dragontrap.

G - PORTCULLIS CONTROLS: Partially concealed behind free-standing walls are a pair of alcoves in which are large iron levers four-foot long - one to each side of the Head Trap mechanism. To seal the Head Trap, both levers must be pulled down at once.

Knights of Solammia currently man the north-east, east and south-east levers with the exceptions of the southernmost lever for the eastern trap. This is manned by the Dwarven hero *Flint Fireforge*.

H - GUARDIAN WAY: Once storage areas for the tower guard, these chambers are now haunted by the spirits of soldiers anticipating the arrival of an enemy.

These large halls have weapons racks and ammunition stores in adjacent chambers, though their spaces are dominated by large cages accessible through doors on the second floor (the outer parts of the chamber accessible only by stairs from the third floor). In times of need weapons and ammunition can be passed through the bars of the cage and should an enemy breach either side of the chamber, they can be attacked through the bars.

Javelins and crates of arrows can be found in the outer chamber allowing any character to replenish their supply or rearm, however these weapons only exist in this time zone and will disappear if taken through a portal.

Four spectres in pre-Cataclysm Solammic armour stand within the cage ready to attack any enemy who theirs way. They will not regard the party as enemies unless they are attacked first.

✕ **4x Spectral Guard**
[Hard - 3600xp]

SPECTRAL GUARD

Medium undead, neutral

Armor Class 12

Hit Points 27 (6d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Translucent. Whilst not fully invisible, the Spectral Guard partially fades in and out of vision, making all melee and ranged attacks against it have disadvantage.

Incorporeal Movement. The Spectral Guard can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the Spectral Guard has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Spectral Halberd. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The Spectral Guard targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected, and an object can weigh up to 150 pounds.

If the target is a creature, the Spectral Guard makes a Charisma check contested by the target's Strength check. If the Spectral Guard wins the contest, the Spectral Guard hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the Spectral Guard hurls it up to 30 feet in any direction.

The Spectral Guard can use the object as a ranged weapon, attacking one creature along the object's path (CHA ATK) and dealing 5 (2d4) bludgeoning damage on a hit.

DC14 Wisdom (Perception): A keen-eyed character will notice that part of the cage is designed so that the bars can be released and pulled apart, though the mechanism for doing so is usually hidden. By this means the party can pass into and out of the cage.

I - OUTER WALKWAYS: 120ft above the courtyards, the tops of the walls and walkways around the tower base provide a good vantage point over the courtyards and the plains to the east, their edges further defended by ancient and strong stone battlements.

Makeshift wooden ladders, stairs and scaffolding provide an easy way to reach the courtyards below.

Knights of Solammia move about the battlements constantly trying to reinforce the eastern walls and push back against Draconians trying to climb the walls. Their efforts are hampered by further Draconians gliding down onto the walkways from high vantage points.

As the party make their way across any length of the walkways, there is a chance that a group of Draconians will land directly on top of them. The party *can* choose to flee from such a combat, in which case the Draconians will take advantage of any *opportunity attacks* they can make before turning their attention to any nearby Knights of Solammia and focus on them instead.



6x Baaz Scout
[Medium - 2400xp]

BAAZ SCOUT

Medium humanoid (draconian), chaotic evil

Armor Class 13 (studded leather)

Hit Points 27 (6d8)

Speed 30 ft., glide 20ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)	12 (+1)

Skills Deception +3, Survival +3

Senses passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Blitz. If a Baaz Scout moves at least 10ft. straight towards a target and then attacks, it may either add +5 damage to its next melee weapon attack, or gain advantage on an attempt to shove a creature or knock it prone.

Magic Resistance. A Baaz Scout gained a +2 bonus to any saving throw made against a magical effect.

Death Throes. When a Baaz Scout is reduced to 0hp, its body immediately turns to solid stone. Weapons or items the Baaz Scout was carrying become trapped within the stone. If the final damage dealt to the Baaz Scout was piercing damage from a physical object, then the weapon used also becomes trapped. The stone body will break apart after 1d4 minutes, releasing anything trapped within.

ACTIONS

Multiattack. The Baaz Scout makes two melee attacks, at least one of which must be with its Claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

J - OFFICES: High desks with tall stools stand neatly around this room, papers carefully arranged on their tops. Lanterns hang above each, each half-filled with oil and ready for use. In some of these offices, spectral clerks sit and lean over their desks as though working. These pay no attention to the living and flee through the walls if confronted or attacked.

K - GUARD QUARTERS: Against the far wall is a line of cots with a small chest at the foot of each for the tower's guards. Each chest is locked, needing a **DC18 Dexterity (Sleight of Hand)** to open. Once open, there is 20% chance that a chest will contain some personal possession, trinket or a handful of coins, but these only exist within the time zone and disappear the moment they are taken through a portal.

L - GUARDIAN ARCH: These sealed doors stand between the outwardly accessible temple and the innards of the tower. They

can only be opened with a long-forgotten password. An alcove is found beyond the doors, an ornately carved image of a kingfisher against the far wall with jeweled eyes that flash as they reflect what small light the party may be casting.

The relief holds a sword with a rose set into its centre in its claws with its hilt pointing to the right, and a crown of gems sits upon its head. To either side of the carving stands a white marble statue of a knight clad in ancient armour, each holding a large sword made of marble.

DC15 Intelligence (History): A character may realize from time amongst Solammians or from a study of history or nobility that the emblem of the kingfisher is holding the sword the wrong way around.

Examining the carving, the party find that the sword can rotate. Turning it so that the hilt points to the left opens a secret door, the kingfisher mural sliding aside to reveal an inner corridor.

M - TEMPLE: This long temple dedicated to the ancient gods of Krynn is decorated with intricately carved support columns running to either side of the main area, a similarly beautiful frieze running down the ceiling. At the far end is a raised platform on which stands a stone altar emblazoned on each side with three kingfishers, kneeling blocks laid in front of each long edge. Behind this altar stands a set of large golden doors. These doors are *divine locked*, needing an ancient password to open them, but this sadly has long been lost or forgotten.

N - OFFICER'S QUARTERS: A set of rooms once provided private living quarters for officers in command of the tower as well as special guests, but they are now sparse and almost entirely stripped of goods and furniture. All that remains are small wooden cots against the far wall of one of the smaller chamber, at its foot a small closed chest with a sturdy lock. The lock can be picked with a successful **DC18 Dexterity (Sleight of Hand)** check.

O - STAIRS: Large sets of stairs accessible from the second-floor walkways on the outside of the tower provide access to the third floor. Diving Draconians have intentionally aimed for these stairs to make their way inside, but lines of knights stand against them, turning each stairwell into a small battlefield.

If the party choose to interfere in one of these battles, they will draw the attention of the Draconians. The party *can* choose to flee from such a combat, in which case the Draconians will take advantage of any *opportunity attacks* they can make before turning their attention back to the knights defending the stairs.

EVENTS

The battle for the tower and the party's pursuit through it will be affected by the following events:

1. ARRIVAL

When: *Immediately upon the party's arrival.*

Scenes of battles surround the party - the Knights of Solammia fighting with everything they have to defend the tower that has never fallen against an overwhelming force that has swept across the continent conquering all in its path. Arrows sail through the air, and from beyond the walls bolts of magic light up the sky and occasionally strike a Solammic defender or do damage to part of the stonework.

Around the party, Draconians are descending onto the battlements from the sky, landing on walkways and in the courtyards to engage directly with the defenders of the outer walls - their main goal being to secure the perimeter so that the rest of the army can break

through the gates. The knights are putting up a valiant struggle, many of them bracing those same gates as they come under constant pressure from battering rams and the attacks of Ogre warriors.

Not too far away but separated from the party by the chaos of battle, a scene that causes both despair and pride in the Knights of Solammia plays out. A mighty Blue Dragon - an armoured warrior in blue sitting atop it's back - rears back to avoid a mighty swing from a lone Solammic Knight. The Dragon dips beneath the wall then sweeps back up, staggering the knight but leaving it open. The knight swings with his word again, catching the Dragon across the nostril and causing its black blood to spray. The swing causes the knight to lose balance however, creating a fatal opening. As the Dragon roars with rage, its rider plunges their lance into the knight's chest. The Dragon roars again - this time in triumph, as the knight's body falls to the floor and his sword drops to the courtyard below.

2. THE KENDER FLEES

When: After arrival and surveying the scene.

Once the party have their bearings, they will no doubt look first for signs of their prey - the Kender who stole the orb. This will not be difficult as she is plainly seen to the east, having somehow already descended into the courtyard and darted away - weaving between a group of Knights of Solammia making their way through the eastern connecting chambers towards the north-eastern courtyard. As the knights curse the mere presence of a Kender in their tower (an ill-omen indeed) the thief runs around the corner and disappears from view.

The party now have multiple options for beginning their pursuit. The direct route following the Kender's path would take them either down a set of stairs behind or using some of the ladders and ramps arrayed at the sides of the courtyards, but now that she is out of sight there is no telling where the Kender will be going from there. Being in the courtyard also leaves the party exposed to the Blue Dragons now approaching the outer eastern wall.

Alternatively, the party could keep to the second level walkways. They remain exposed to Dragons and descending Draconians, but the vantage point will allow them to keep a better eye on the Kender's route.

The party could also cut through the tower itself, hoping to catch the Kender in the southern section of the tower. There are multiple access points to the first and second levels, including a nearby hole in the wall caused by an earlier attack by a Dragon's breath weapon. This leads into one of the tower's office areas but could provide a useful shortcut through the tower itself.

3. DRACONIAN DESCENT

When: As the party moves away from their entry portal.

As the party begin to make their moves, a Blue Dragon passes overhead. It does not attack, but multiple Baaz Draconians jump from its back and limbs. They glide down onto the walkways and land amongst the Knights of Solammia.

The Baaz drop in two groups blocking two sections of the inner walkway - the north-eastern stairs to the third floor and the corner of walkways directly to the south-east of the party. These Draconians group together and begin cutting down any knights who come close, effectively blocking the party's path. The party can choose to fight them thus clearing a path (though delaying their pursuit), they may decide to try to force their way through without fighting, or they may opt to find another way around.

Each group is made up of the same number of Baaz Draconians, all of whom will stay in the area they landed to attack any

defenders. If the party force their way through, the Baaz will make what opportunity attacks they can but will not pursue.

✂
✂
6x Baaz Scout
[Medium - 2400xp]

4. DRAGONS IN THE COURTYARD

When: As the party push through or hesitate in the face of the Draconian attackers, or as the party cross the first courtyard.

Following the victory of the Highlord over the hero on the wall, Skie unleashes a roar of triumph that sends a shiver down the spines of tower's defenders - from youngest knight to most experienced veteran. In response to the call, a pair of Blue Dragons dive over the wall and land directly within - one landing in the north-eastern courtyard and one in the eastern. The Highlord's mount maintains its position just outside of the wall for now.

These Dragons - juveniles at best - pose a menacing threat to the tower and to the party. Any movement through these courtyards must now contend with these fearsome enemies.

✂
✂
1x Juvenile Blue Dragon
[Hard - 3900xp]

JUVENILE BLUE DRAGON

Huge dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 123 (13d12 + 39)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +3, Cha +5
Skills Perception +6, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 8 (3,900 XP)

Dragonfear. The first time a creature (excluding Constructs and Undead) sees a Juvenile Blue Dragon, it must succeed on a DC 16 Wisdom saving throw or be frightened for 1d6 minutes. If the save fails by 5 or more, the creature also becomes stunned for 1d3 rounds. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the effect ends for it, the target becomes immune to Dragonfear for the next twenty-four hours.

ACTIONS

Multiaction. The Juvenile Blue Dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). The Juvenile Blue Dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.

If not occupied in battle, one of these juvenile Dragons will instead begin attacking any hostile creature it see moving about on the walkways and battlements. If any member of the party cross a section of walkway surrounding one of the Dragons, there is a 40% chance that they will be noticed and attacked by the Dragon's lightning breath, though the angle will give them some cover, automatically reducing the damage dealt by half. A save may be

made as normal to reduce the damage even further.

5. BATTLE IN THE HALLS

When: *As the party make their way through the interior halls.*

As the battle rages outside, a few Draconians have already managed to sneak into the tower and were preparing to attack the defenders from behind, sowing chaos and confusion that the main army could take advantage of. With the Knights of Solammia occupied, these Kapaks assumed that their work would be easy, but they have been surprised and engaged by the spirits of ancient warriors – the former defenders of the tower whose souls were bound to its halls when the gods sealed it shortly before the Cataclysm.

This has created a chaotic scene that may block the party's access – or at least drastically slow them down. The spirits – all in spectral full plate with tall shields – are no match for the Kapaks, but they are far more resilient than the Draconians would have expected. The spirits aren't killing any Kapaks, but nor are they being felled themselves.

✘ **6x Kapak Skirmishers**
[Medium – 2400xp]

KAPAK SKIRMISHER

Medium humanoid (draconian), neutral evil

Armor Class 14 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft., glide 20ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

Venom. As a bonus action, a Kapak Skirmisher may lick its own saliva over any melee weapon it is wielding. If it does, then the next attack made with that weapon deals an additional 1d4 poison damage.

Two Weapon Fighting. As a bonus action, after making a melee weapon attack, a Kapak Skirmisher may make an additional attack with a different melee weapon.

Death Throes. When the Kapak Skirmisher is reduced to 0hp, it immediately dissolves into a pool of corrosive acid, destroying any equipment it was wearing or holding. Any creature that subsequently steps in or otherwise comes into contact with the acid takes 1d6 acid damage.

ACTIONS

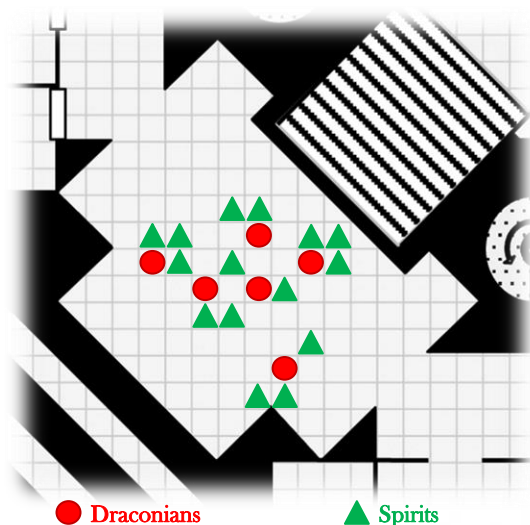
Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

What fight there is here is at a stalemate with neither side gaining ground. If the party choose, they can just try to move through the scene without getting directly involved – in which case both sets of combatants will ignore them. The Kapaks will not attack the party unless their group is attacked first, their attentions far too focused on the spirits to notice anyone else getting involved.

The spirits will ignore the party entirely, and if the Kapaks are slain with withdraw to give the party space to move through and finish the work. No spirit will move away from their position whilst they remain adjacent to a Draconian though – their focus on the fight

preventing them from simply clearing a path for the party to move through the hall quickly.



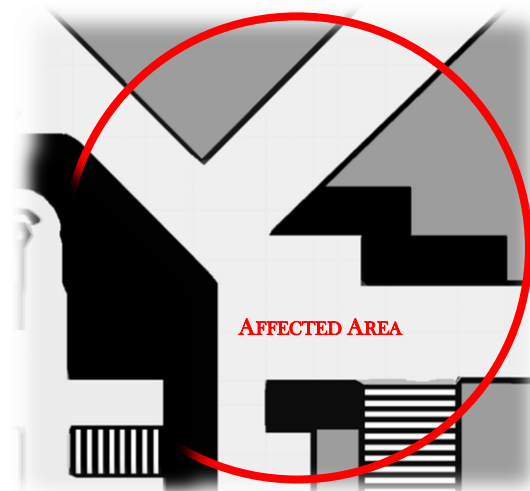
6. SKIE ATTACKS

When: *As the party cross the halfway point between the two portals.*

Having been victorious over the hero who stood on the wall, the Blue Dragon Skie (who now hovers just outside the curtain wall with the Highlord on his back) roars with rage. He then rears his neck and unleashes a devastating blast of lightning from his jaw – the bolts lashing against the outside of the tower and causing rock to explode. Multiple gauges are sliced into the walls of the fourth and fifth floors, rock falling down on the Solammic defenders below.

Any creature that is on the second floor walkway or in the corners of the three courtyards directly beneath the north-east corner of the tower must immediately make a **DC15 Dexterity saving throw** as chunks of rocks and mortar rain down on them. Any creature that fails is struck and takes *2d6 bludgeoning damage*. If a creature takes more than 6 points of damage, they instead take only 6 and are also knocked *prone*.

Note that if there are Draconians on the wall, they may also be struck. They make their saves as normal, but those who fail take full damage and are always knocked prone.



As this event occurs, the Kender will be reaching the lower east bridge where a portal identical to the one the party arrived through stands. The orb still clutched in her hands, she leaps through without hesitation, vanishing in its energy.

7. LAURANA USES THE ORB

When: *As the party approach the eastern Herringbone Walls or pass in front of the eastern inner gate.*

*With the first floor's central chamber - the **Altar of the Orb** - Laurana of Qualinesti has already set in motion her most ambitious plan. Having seen the fall of Sturm Brightblade on the outer wall she retreated to the altar chamber where Tasslehoff Burrfoot awaited her and set to trying to activate the dragonorb that rested there.*

For long moments Laurana has been still as the grave until the tower is struck by an explosion - Skie beginning to attack the tower with his lightning breath. Dust falls from the ceiling as the tower is struck again, and in response Laurana begins to whimper and shake her head. Tasslehoff finally tries to pull her hands free but to no avail, then Laurana's body gives a convulsive shudder, and she drops to her knees, hands still on the orb, shaking her head angrily. With a few muttered words in Elven she rises again though, struggling to her feet and defiantly forcing her will on the dragon-mind in her hands.

The orb flares again, the swirling colours within mixing becoming many colours and none, then with a sudden burst the orb releases a beaming, pure white light in all directions. The altar chamber becomes like a sun, the light blasting out of it, through the Herringbone Walls and through the Serrated Halls, shining out even into the courtyards and beyond. The light is a revelation and sign of holiness to the Knights of Solannia, but to the Dragonarmy is it a blinding doom.

Laurana relaxes and smiles, collapsing to the floor as the work of the orb begins.

If any of the party are indoors and close by when the orb is activated, they will need to succeed at a **DC12 Dexterity saving throw** or else be blinded by the light for 1d3 minutes.

Wherever they are, the party will instantly see results from the orb's work. The two Dragons in the courtyards immediately stop fighting and become transfixed by the light. Like moths to a flame, they become utterly enraptured and lower their heads to look for the source, pulling them inevitably to their dooms.

Every Draconian within the walls has a 50% of being terrified by the light and fleeing immediately, frantically searching for any route up onto the walls from which they can jump and glide down to the main army. Those that remain are still disorientated and are *stunned* for 1d6 minutes.

This effect washes over the army beyond the wall as well, effectively routing the majority of the Draconian force in a single fell swoop.

The only Dragon-kin that seems totally unaffected is Skie - the Highlord's mount. With a great force of effort, he resists the effect but is forced to back off from the wall much to the Highlord's disgust.

8. DRAGON FRENZY

When: *Shortly after the Dragonorb is used.*

As the pure white light of the dragonorb washes out into the courtyard, the two juvenile dragons there become enraptured and begin to move into the tower proper. With total lack of focus, the Dragon in the eastern courtyard advances through the Serrated Halls to reach the inner chambers.

As it passes through the second portcullis in the Herringbone Walls, its rider is forced to stoop and press flat into their saddle to avoid being crushed against the ceiling - all the while kicking and

shouting to their steed having lost all control over it.

Both Dragons now ignore any fight or activity they were previously engaged in, their own focus being on reaching the orb. They will ignore anyone who they were previously attacking or who was previously attacking them, but if attacked again there is a 40% chance that their attention will be diverted, and they will have power over their minds restored.

The Dragon pressing through into the tower will also attack anyone who is directly in its path. As it moves into the tower, through the Serrated Halls and into the Herringbone Walls, any creature that stand directly in its path will be attacked once with Claws - this attack dealing half the normal amount of damage but also pushing the creature 10ft to the side so that they are out of the way.

9. CAUGHT IN THE TRAP

When: *After the Dragon pushes through the opening.*

The juvenile Dragon is forced to pull their wings close to pass through into the Herringbone Walls, and by doing so it becomes trapped. Its wings and limbs unable to move backwards, the Dragon is forced onward, its head eventually entering the Head Trap Room, and at that moment Flint Fireforge musters his courage and calls for action - he and a knight on the other side of the entry pulling on their levers to seal the Dragon's head inside.

Inside the Altar of the orb, Tasslehoff tries desperately to wake Laurana as the Dragon approaches and unleashes its lightning breathe - ripping across the altar room's walls. Finally, Tasslehoff gives up and quickly closes the golden doors before the trap closes completely.

The Dragon locked away, the two knights on either side charge through the Herringbone Walls and strike at the Dragon with their dragonlances, piercing its hide easily and slaying it with divine might. One of their lances also stabs at the rider, running him through before he is able to come to his Dragon-mount's aid.

From the moment the Dragon enters the Herringbone Walls, this chamber becomes more difficult to move through as the large Blue blocks much of the way. If a character wishes to, they may make either a **DC16 Strength (Athletics)** or **DC16 Dexterity (Acrobatics)** check to climb or jump past the Dragon, but any creature that fails this check will leave themselves open to one attack from its claws (at *disadvantage*).

As the knights start to stab at the Blue Dragon and it begins to die, the Dragon lashes and writhes about causing structural damage, parts of the walls crumbling and leaving the ceiling without support - falling dust and rubble being the first signs that disaster is coming. If the party are delayed or spend too long watching the Dragon die, then they may become injured as piece of rock start to drop. As the stone starts to fall each creature in the Herringbone Walls must make a **DC15 Dexterity saving throw** at the end of each of their turns, each failure causing them to take *1d8 bludgeoning damage*. If the save is failed by 6 points or more, the creature is also knocked *prone*, and it becomes *restrained* by a rock that pins them to the ground. This rock can be lifted with a successful **DC12 Strength** check.

10. DRACONIANS AT THE BARRIER

When: *As the party reach the portal out of this time zone.*

On the easternmost side of the tower's second floor walkway, a band of Draconians have found made their way inside one of the lower temples and are trashing the place, searching for some means to open the *divinely locked* golden doors at the far end. These doors can actually be opened easily and without a password from their inner side but doing so exposes the party to the attacks

from the Draconian band inside the temple.

Note that these Draconians are amongst those who resisted the power of the dragonorb and remained within the tower complex and are even now looking for more Solammic defenders to kill.

✂ 3x Baaz Scouts & 3x Kapak Skirmishers
[Medium - 2400xp]

11. ESCAPE

When: *As the party reach the portal out of this time zone.*

On one of the eastern bridges is a portal exactly like the one the party saw in the Great Library and which they emerged from - a swirling blue circle surrounded by glittering blue ribbons of energy. Gazing into it induces a feeling of vertigo and a desire to simply fall into its centre.

The Kender the party was pursuing has already gone inside. If they are to stop its journey through time and retrieve the orb, the party must do so as well.

TIME ZONE #2: REBELLION AT KAL-THAX

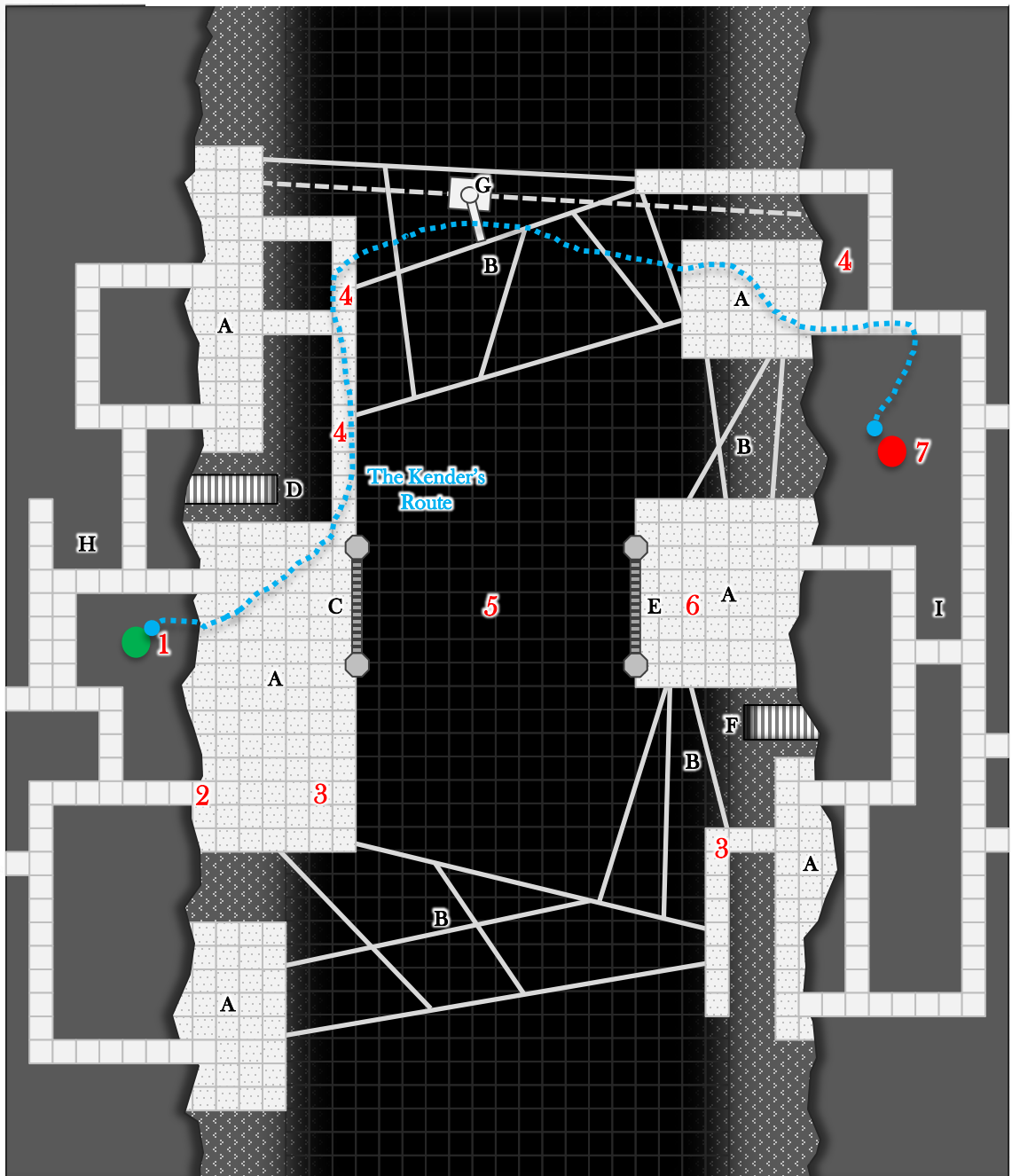
Emerging from the swirling circle, the party are awash with cool sea air and the sweet smell of a tropical forest, though the sound of battle cries and death screams still fills the air – albeit with an additional echo that can only come from one kind of environment. The party find themselves standing on the eastern lip of a mighty chasm running north to south, a drop hundreds of feet down into darkness ahead of them. To their right the chasm continues on for hundreds more feet to the south, whilst to the north the chasm end after two hundred feet allowing bright sunshine and sea air to refreshingly sweep towards them from an unknown coast.

Directly beneath the party, they see a battle unfolding across a series of wooden platforms built into the sides of the chasm walls – strange ancient machinery on both sides and tunnels that lead into mines and homesteads deep inside the rock. Robes and chains hang across the gap, water wheels built into both rock-faces stand still, and a mighty bridge operated from both sides stands upright like a drawbridge in defensive posture.

The scene ahead is one from Ansalon's ancient past – Dwarves in old military garb holding their ground against Minotaurs wearing nothing but rags and broken shackles – the chains of which now serve as effective weapons. This is one small part of the Minotaur Rebellion at Kal-Thax – a day long before Thorin and Thorbardin upon which the Minotaurs rose up under a powerful new leader and threw off the chains of their Dwarven oppressors.

THE MINES OF KAL-THAX

Kal-Thax was the first Dwarfhome built into the caves and shafts of what would later be called Nordmaar after the Dwarves arrived in Ansalon for the first time. The site they landed at and settled was then a long stretch of limestone cliffs rising and dipping to between 100ft and 500ft high, with long steep-walled ravines stretching for miles inland. Over the tops of these ravines was a lush rainforest that saw a great deal of rain – that rain seeping through the rock



and eroding it over centuries, creating the very caves and caverns that the Dwarves found perfect for settling into.

The exact time period of these events is lost to all but Astinus the Chronicler, but during this era it is known that the Dwarves of Kal-Thax had captured and enslaved a great many Minotaurs – their size and strength making them more than suited to manual labour. Into this situation came *Ambeoutin* – a disciplined and ambitious Minotaur with dreams of freedom and curses for all Dwarvenkind on his lips. He began his work with raids that left no trace, but upon befriending the Human wizard *Skythus* he quickly changed tactics and instead gathered an army. Skythus guided Ambeoutin towards an ancient relic called the *Axe of the Emperors*, and with this in his hand a true rebellion could begin.

A – PLATFORMS: Suspended hundreds of feet above the solid-floored chasm and 80ft below each ledge, these platforms are made of sturdy wooden planks laid in layers over a frame of thick logs. The framework delves deep into holes dug into the limestone walls, with additional support provided by chains and thick ropes bolted into the stone. Sturdy wood and rope ladders hang from the ledges above these platforms, providing easy access to the forest-covered surface.

Platforms on both sides of the chasm are covered in warriors – Dwarves fighting to regain control and order, and Minotaurs fighting for their freedom. Four units of Dwarves are spread across and currently hold the west side closest to their own settlements, whilst four units of Minotaurs are secured the east side – though both sides are making attempts to cross over and take the fight to their enemy. Arrows sail across the gap constantly, causing both sides to take cover or risk being struck down.

Characters who move across the platforms are likely to be ignored at first, but will draw attention the moment they move forward, attack, or begin interfering with any of the nearby mechanisms.

✘ **6x Kal-Thax Dwarves**
[Medium – 2400xp]

KAL-THAX DWARF						
<i>Medium humanoid (dwarf), neutral</i>						
Armor Class 14 (hide armor, shield)						
Hit Points 32 (5d8 + 10)						
Speed 25 ft.						
STR	DEX	CON	INT	WIS	CHA	
14 (+2)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)	
Skills Intimidation +2						
Damage Resistances poison						
Senses darkvision 120 ft., passive Perception 10						
Languages Dwarvish						
Challenge 1 (200 XP)						
Dwarven Resilience. The Kal-Thax Dwarf has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.						
ACTIONS						
War Pick. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage.						
Shortbow. <i>Ranged Weapon Attack:</i> +2 to hit, range 80/320 ft., one target. <i>Hit:</i> 3 (1d6) piercing damage.						
Shield Wall. The Kal-Thax Dwarf plants their large shield firmly in front of them and takes cover, granting them +5 AC from two-thirds cover. In addition, the Kal-Thax Dwarf grants half cover (+2 AC) to creatures that stand behind it.						

✘ **3x Minotaur Slaves**
[Medium – 2400xp]

MINOTAUR SLAVE						
<i>Large monstrosity, chaotic neutral</i>						
Armor Class 12 (natural armor)						
Hit Points 58 (9d10 + 9)						
Speed 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	11 (+0)	13 (+1)	10 (+0)	12 (+1)	8 (-1)	
Skills Perception +3						
Senses darkvision 60 ft., passive Perception 13						
Languages Minotaur, understands Dwarvish but can't speak						
Challenge 2 (450 XP)						
Charge. If the Minotaur Slave moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.						
Reckless. At the start of its turn, the Minotaur Slave can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.						
ACTIONS						
Gore. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) piercing damage.						
Greatclub. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) bludgeoning damage.						
Greataxe. <i>Ranged Weapon Attack:</i> +2 to hit, range 30/120 ft., one target. <i>Hit:</i> 3 (1d6) bludgeoning damage.						

Whenever a party member steps onto a next section of platform, there is a 30% chance that an arrow or sling stone will fly their way. Make a ranged weapon attack against the character using the attack characteristic of the creatures on the opposing side.

B – RIGGING: Thick ropes and chains stretch across the chasm, secured to the wooden platforms by iron clasps and bolts. These are taut and rigid, providing additional support to the platforms and also a means to cross the chasm for the bold or reckless.

These ropes and chains can be climbed over at a steady pace by succeeding at a **DC15 Strength (Athletics) check** on first moving onto them, each foot they move costing two feet of movement.

The rigging can also be walked across by the particularly acrobatic – this movement being at normal rate but requiring a successful **DC18 Dexterity (Acrobatics)** on first stepping onto them to perform.

In both cases, being attacked or knocked about requires the check to be repeated, otherwise the character may fall to their deaths.

C – WEST BRIDGE MECHANISM: A large wood-plank slab stands upright on the western edge of the central platform, locked in place by wooden bars and bolts. A series of wheels and pulleys can lower and raise this bridge, spanning half the distance of the chasm, but the mechanism is locked in place. The bridge's mechanism relies on a nearby water wheel, the turning of the wheel providing the necessary strength to turn the wheels. At this time however, that water wheel is not turning.

The alternative to using the water wheel is to cut the ropes – four in total, each of which can be hit automatically with a melee attack or attacked from ranged requiring a roll against *AC14*. The ropes

are vulnerable to fire damage and will break after taking 10 or more points of damage. If all four ropes are cut, the bridge platform will come loose and fall into position, though it now cannot be raised again.

If the water wheel is turning, a simple lever will lower the bridge - though this takes three rounds to complete.

D - WEST WATER WHEEL: Locked in a grove cut into the limestone by an assortment of wooden beams and shafts, a 40ft wide water wheel with its central shaft aligned with the platforms provides a source of power to various mechanisms on the western side - notably to the west bridge and the gondola.

This wheel is typically fed by a flume that carries water from an outlet shaft over the north-western platform, but the chaos of battle has caused this flume to be knocked loose, spilling water across the platform. The flume sways as water continues rushing down it.

To realign the flume, a character will need to succeed at a **DC12 Strength (Athletics) check** to grab hold of it, and then spend a subsequent action pushing it into position so that the water runs over the wheel again. As long as the water runs over the wheel, the wheel will turn and the ridge and gondola can be operated, however if released the flume will swing freely away again.

E - EAST BRIDGE MECHANISM: A large wood-plank slab stands upright on the eastern edge of the central platform, locked in place by wooden bars and bolts. A series of wheels and pulleys can lower and raise this bridge, spanning half the distance of the chasm, but the mechanism is locked in place. The bridge's mechanism relies on a nearby water wheel, the turning of the wheel providing the necessary strength to turn the wheels. At this time however, that water wheel is not turning.

The alternative to using the water wheel is to cut the ropes - four in total each of which can be hit automatically with a melee attack or attacked from ranged requiring a roll against *AC14*. The ropes are vulnerable to fire damage and will break after taking 10 or more points of damage. If all four ropes are cut, the bridge platform will come loose and fall into position, though it now cannot be raised again.

If the water wheel is turning, a simple lever will lower the bridge - though this takes three rounds to complete.

F - EAST WATER WHEEL: Locked in a grove cut into the limestone by an assortment of wooden beams and shafts, a 30ft wide water wheel with its central shaft aligned with the platforms provides a source of power to the eastern bridge.

This wheel is typically fed by a water running out of an outlet shaft 10ft directly above it, however at some recent point that shaft has partially collapsed and become blocked. Water still sprays through cracks in the obstacle, but not enough to make the wheel turn.

To clear the blockage, a character will either need to reach the shaft 40ft above the platforms and succeed at two **DC15 Strength checks**, or enough attacks will need to be made against it at *AC15* to deal 18 points of damage. The rock is resistant to non-magical bludgeoning, piercing and slashing damage, and immune to poison and psychic damage.

If a character chooses to climb the limestone walls to reach the shaft, they will need to succeed at a **DC12 Strength (Athletics) check**.

Once the shaft is unblocked the water will flow freely again, and the east bridge will once more be operative.

G - TRANSPORT GONDOLA: Suspended midway across the northern side of the chasm is box-like contraption 8ft cubed with gears and wheels mounted on its top and iron bars wrapped around its corners to keep the vehicle intact. A chain mounted on either side of the chasm runs through the top of the box-like vehicle, ropes allowing for heavy goods to be passed back and forth when the bridge is raised.

Additionally, a large armature stands on the vehicle's roof - a swingable crane 20ft tall with an arm 15ft long that extends to the south side and can carry heavy loads across the gap. Strung through this arm is a long rope that sways freely and - if the gondola is positioned halfway across the chasm - could reach either side's northernmost platforms.

As well as the central chain, a number of other ropes and pulleys allow the gondola to be operated from within, a simple three-way lever causing it to move in either direction or to stop when in the central position. The gondola does not currently seem to be working, as its movements require gears and pulleys on the west side to operate. These are powered by the western water wheel and will not operate unless the wheel is turning.

H - WESTERN TUNNELS: Dug into the limestone on the western side of the chasm, a network of carved tunnels lead from here to the settlements of Kal-Thax proper. Barely a mile away, larger chambers open out into processing plants and residential areas. More immediately close by, vertical shafts are dug into the rock directly above these tunnels, each with a rope ladder hanging from the forested surface above.

Should the Dwarves fighting on the western platforms be depleted or forced to retreat, more reinforcements will come from these tunnels.

I - EASTERN TUNNELS: Dug into the limestone on the eastern side of the chasm, a network of carved tunnels lead from here to a series of mines and forges built by the Dwarves of Kal-Thax. Here the Minotaurs were forced to work until the rebellion began, and within a mile to the east are the tunnels where a much larger battle is being fought. More immediately close by, vertical shafts are dug into the rock directly above these tunnels, each with a rope ladder hanging from the forested surface above.

Should the Minotaurs fighting on the eastern platforms be depleted or forced to retreat, more reinforcements will come from these tunnels.

EVENTS

The battle at Kal-Thax and the party's pursuit through it will be affected by the following events:

1. ARRIVAL

When: *Immediately upon the party's arrival.*

The Minotaur uprising has reached a crucial point - control of this chasm being a matter both of honour and necessity. If secured the Minotaurs can either move further into the city, or they can completely block the passage from Kal-Thax to the mines. With no direct access, the Dwarves would have no chance of crushing the rebellion.

Standing on the western ledge, the party can look out and see the whole scene unfold in front of them, with two particular points of specific interest. Almost directly opposite from the party on the eastern ledge above the chasm is another portal identical to the one they have just come through - a swirling blue disc surrounded by ribbon of energy that stands just above the ground, but is an

entire chasm away, as though waiting for them to reach it.

The second point of interest is the party's quarry - the Kender who stole the orb. She is at this very second clinging to a rope attached to the gondola's crane, swinging from the west side to the east. Her scream of "Wheeeee!" can be heard even over the din of battle, and as she lets go of the rope hearts may stop with uncertainty as to whether or not she will land safely. Thankfully her feet plant firmly on the north-eastern platform, and she runs away into the eastern tunnels.

2. KAL-THAX REINFORCES

When: *As the party descends down onto the platforms.*

Shouts in Dwarven echo down the eastern tunnels, a regimented march accompanied by hurried footsteps moving in unison. As the party descend onto the platforms these fresh reinforcements emerge onto the south side of the bottom western platform - two teams of two, each carrying an oversized crossbow on a thick-legged tripod mount.

The two teams deploy along the ledge, a shield at the front of their weapons giving them partial cover from hurled stones, and then start to select targets.

By the time these teams have set up their weapons, the Kender will have disappeared into the eastern tunnels.

3. BOLT VOLLEY

When: *After the Kal-Thax reinforcements set up their launchers.*

Once the Dwarven weapon mounts are set up, they begin firing at their Minotaur enemies. These are ingenious yet primitively designed weapons, requiring a full two rounds between each shot to reload, but when they do hit, they have the strength to knock a Minotaur off their feet. Even from this side of the chasm it can be seen that bolts are thudding into the limestone wall and sticking there.

If left to their business, the bolt thrower teams continue to fire across the chasm, hitting one Minotaur for every three bolts fired.

If left alone and the party start to cross the chasm by any means, they will be seen by one of the teams as they pass halfway. At this point the Dwarves will begin firing on them, believing the party to be allies and perhaps instigators of the rebellion.

For bolt thrower attacks, use a Kal-Thax Dwarves shortbow attack statistics, dealing 2d10 piercing damage with each successful hit. Each bolt thrower can only fire once per round and requires two actions by the same operator to reload.

4. RAIN OF FIRE

When: *Just after the party decide upon and start enacting their plan to cross the ravine.*

The party start moving, but one amongst them may notice another movement out of the ordinary for this battle. A lone figure emerges from the forest atop the eastern ledge - a humanoid in black robes, the edge of which shines briefly of gold when it catches the sun's light. His appearance might put a modern person of Ansalon in mind of a black-robed wizard, and this seems to be exactly what this mysterious man is.

The black-robed man raises a hand and seems to speak (though he is too far away to be heard), and from his fingers erupts two large balls of fire that hurtle across the chasm, striking a team of Dwarves on the walkway between the centre-west and north-west platforms.

The impact shakes every platform on the western side and causes those walkways to buckle. Characters caught directly in the blast will need to make a **DC16 Dexterity saving throw**, taking 6d6 fire damage if they fail and half as much if they succeed. Two rounds after the blast (or after taking another hit or impact) the walkways collapse and fall down into the chasm, taking some of the defenders of Kal-Thax along with it. Characters still on them when they fall will need to make an additional **DC12 Dexterity** saving throw not jump clear.

When the walkways start to buckle after the hit, any rigging attached to them become slack - making any tests to walk or climb along them at *disadvantage*. When the walkways collapse entirely the ropes swing free - attached only to the other side. A character on them at the time can hold on but will take 2d6 bludgeoning damage when they swing across and hit the far wall.

DC15 Intelligence (History), advantage for Dwarves: Ancient legends of the dwarves tell of the Minotaur rebellion against Kal-Thax, and in many versions that rebellion was instigated or facilitated by a wizard named *Skythus*. Little is known about this man other than his magical prowess and that he encouraged Ambeoutin's rebellion, though *Kender tales* (likely false) would have people believe that Skythus - a black-robe - was actually a well-meaning *Gold Dragon*.

5. BATTLE FOR THE BRIDGE

When: *If both sides of the bridge are fully opened.*

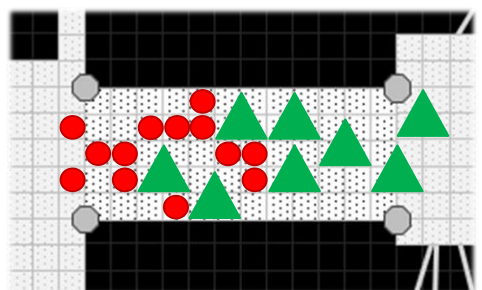
As the second half of the bridge falls into place, both sides of the conflict react with war cries and gather their forces. With the crossing open they can now meet face-to-face, and they mean to do exactly that.

On both sides of the chasm, all of the remaining units spread over the platforms gather in the centre and move to meet each other, Dwarven picks meeting Minotaur clubs and horns at the middle point of the bridge.

The party may have wanted to cross the bridge themselves, but the opportunity to engage in hand-to-hand combat is too great to pass on. The Dwarves and Minotaurs move towards each other and start to fight, almost entirely blocking the bridge. The party can still cross, but they will have to find a way to force their way through two groups intent on destroying their enemy, and who see no distinction between them and the party.

Alternatively, the party can quickly realize that the rush for the bridge creates a distraction that clears the northern and southern platforms, which could allow the party to cross by other means without being attacked. This only lasts a short time however, as reinforcements will eventually come both to fill up any who die on the bridge and to continue attacking from the remaining platforms.

All Dwarves and Minotaurs will treat the party as hostile as long as they are on the bridge. Neither side wants to let anyone through, no matter what they look like.



6. THE EMANCIPATOR

When: *As the party reach the eastern platforms.*

A mighty bellow sounds out from deep in the eastern tunnels, and suddenly the fighting pauses for a deep breathe. Every face turns towards the tunnels, and a breath later the two sides of the fight break apart. The Dwarves gather and start to lock their shields together as the Minotaurs clear a path and start chanting, the word growing louder and louder - "*Am-beou-tin - Am-beou-tin...*"

From the eastern tunnels emerges a forceful figure - a Minotaur larger and stronger than any others in the chasm, a purple sash draped across his chest. In his hands, the Minotaur holds a massive double-handed axe, and with a hate-fuelled fury he charges out of the tunnels and towards the Dwarves, attacking anyone and anything gets in his way.

The Minotaur charges headlong and recklessly towards the bridge, making sure to divert and swing at any non-Minotaur who happens to be in his path. He cares little for pleas of mercy and knows of only one non-Minotaur in whom he has ever been able to put his trust.

DC15 Intelligence (History), advantage for Dwarves: The leader of the Minotaur Rebellion is well-known to those who have read or been taught even a small amount of the event's history. This new champion is Ambeoutin, and in his hands he carries the *Axe of the Emperors* - the weapon that would later be the signature weapon of generations of Minotaur emperors.

Coinciding with the arrival of Ambeoutin and possibly out of sight of the party, the Kender will have made her way through the eastern tunnels and up onto the eastern ledge by now. Seemingly entirely unnoticed by Skythus, she runs for the shimmering portal and leaps through it, still laughing giddily at the amazing adventure she is having.

✘ **1x Ambeoutin**
[Hard - 2900xp]

7. ESCAPE

When: *As the party reach the portal out of this time zone.*

Standing a few feet from the edge on the eastern side is a now familiar portal - a swirling blue circle surrounded by glittering blue ribbons of energy. Gazing into it induces a feeling of vertigo and a desire to simply fall into its centre.

The Kender the party was pursuing has already gone inside. The party will need to as well.

AMBEOUTIN

Large Monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	8 (-1)	13 (+1)	8 (-1)

Skills Athletics +8, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Minotaur, understands Dwarvish

Challenge 7 (2,900 XP)

Charge. If Ambeoutin moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Labyrinthine Recall. Ambeoutin can perfectly recall any path it has traveled.

Reckless. At the start of its turn, Ambeoutin can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. Ambeoutin makes one Gore attack and then one attack with the *Axe of the Emperors*.

Axe of the Emperors. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage. The *Axe of the Emperors* contains 6 charges. Whenever an attack with this weapon deals damage, these charges may be spent to deal an additional 1d8 necrotic damage per charge spent. The axe regains one charge each time it lands the killing blow on a target. Additionally, attacks with the axe ignore resistances, and score a critical hit on a natural roll of 19-20.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

TIME ZONE #3: THE INVASION OF GWYNNED

The party steps out into a deluge - strong winds and lashing rain smashing against them. They have stepped right into the worst of a thunderous storm, bolts of lightning flashing across the sky and illuminating the disastrous scene before them. It seems for a moment that they may be high on some unknown mountain - a tall, narrow castle of Solammic design standing close by, perched on a small flat-bed of rock. What possibly peak this could be is unknown, but it is clear that the castle is poorly designed to be so high. Its walls are stained, windows smashed to pieces and its towers badly damaged - one having fallen completely and another leaning precariously.

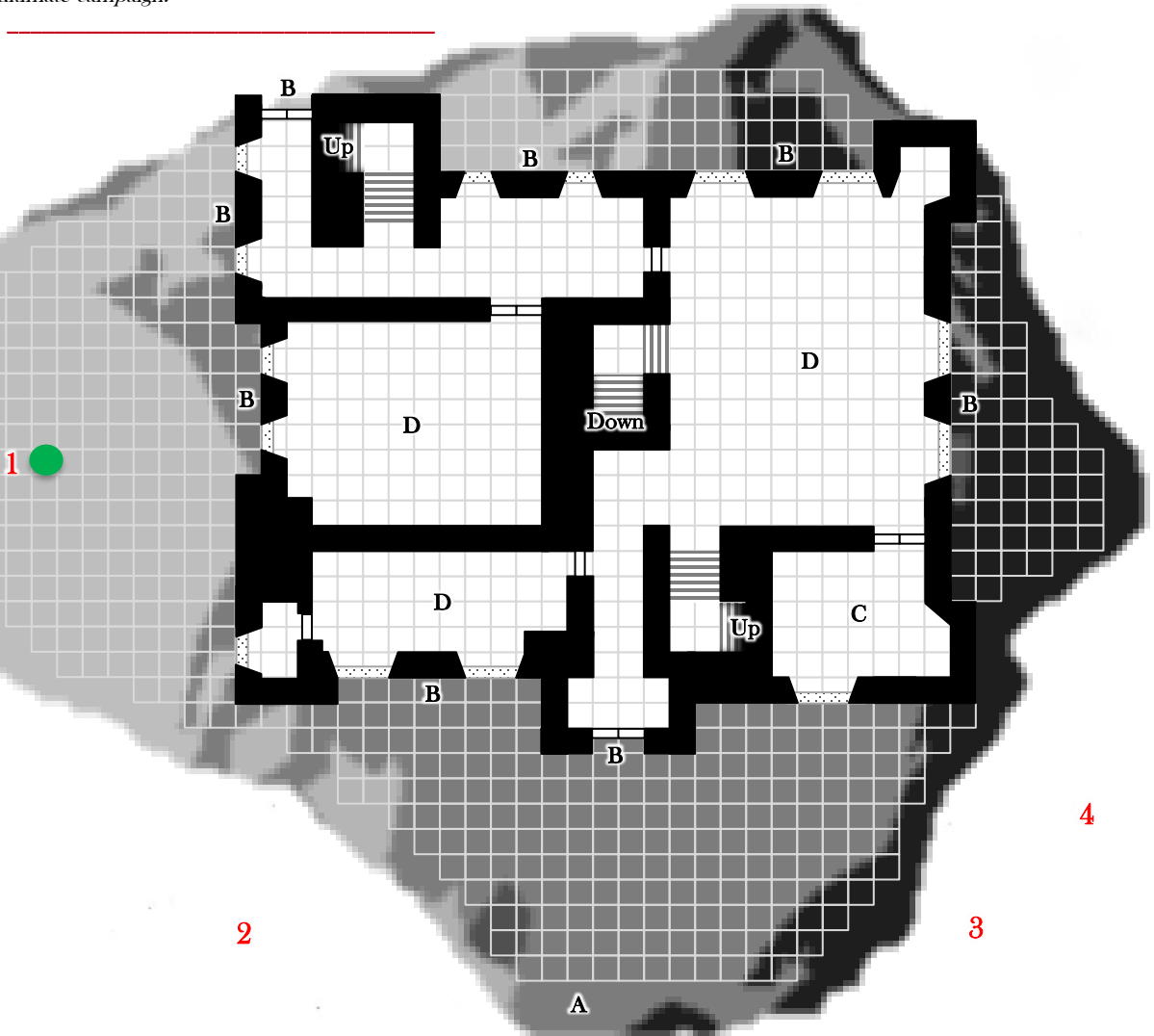
Glancing towards the edge of the summit, the reason for this becomes clear. The party are not atop a mountain at all, but high in the sky aboard a Flying Citadel! The party and castle together are flying through the air on a suspended chunk of rock raised by dark magics, drifting in and being battered by a terrible storm. The precise moment in history can be seen far below - a gleaming city standing on the coast under assault by waves of Draconians who even now continue to descend upon it.

Despite the storms the city itself can be seen clearly - fine towers, large columned temples and administrative buildings and a regal palace standing close to a coliseum. This is without a doubt Gwynned - the capital of the Empire of Ergoth - and this is the day Highlord Marcus Cadrio led his doomed attack on the city, taking the Black Wing of the Dragonarmies on what would be their penultimate campaign.

THE FLYING CITADEL

This citadel is one of a handful made during the War of the Lance, though the exact origin of the castle is unknown. It is likely just one of many outposts or private homes not noted on any map that the Dragonarmy seized during their campaign across Solammia. The magic that raised it into the air has brought with it a chunk of rock 250ft by 200ft at the surface level, but which tapers off towards the bottom like an upside-down mountain and contains the castle's former basement - some of the chambers of which are now exposed to the air, sticking out of the side of the rock. The castle only has two main stories, but they are each built with 25ft high ceiling making the castle taller and more imposing. Three towers once raised even higher than this roof, but of these only one is still intact. The building has clearly suffered structural damage already (likely during its raising), resulting in one tower having fallen away and off of the citadel, and another leaning and preparing to fall as well.

Following the War of the Lance, the Blue Highlord had tried to assemble the remaining Highlords into a coalition under her command, but the Black Wing proved to be a problem. Their Highlord - the Half-Ogre *Lucien of Takar* - has been assassinated by some of his subordinates and succeeded by his most loyal lieutenant *Marcus Cadrio*. Cadrio proved to be stubborn and overly ambitious, sending the Blue Lady's envoys away and instead embarking on his own campaign to win glory, renown and a prized



homeland for the Black Wing alone. The prize he chose was Gwynned - the capital of Ergoth. As history records however, his campaign was doomed to failure. With two Flying Citadels and a small fleet of ships he came at Gwynned from the west and was immediately beset by thunderstorms. He pressed on thinking that this would merely cover their approach, but the storms proved to aid in the city's defence. It is known that the citadels fell, and that Cadrio was forced to retreat and try a new strategy.

A - THE CITADEL BASE: The top of the Citadel's rock base is mostly flattened and covered in square slabs of pale stone, having once been a paved courtyard that surrounded the keep. As the castle was raised much of this was disturbed, cracked or moved out of place however, resulting in paved slabs now standing unevenly across the entire surface. To make matters a little more difficult, the high winds and strong rains make movement extremely treacherous. The stones are uneven, slippery and many are now longer secured so could shift at any moment. All exteriors on the surface of the rock are treated as *difficult terrain*, and any creature that uses a *dash* action must make a **DC14 Dexterity** saving throw. Failing this save causes the creature to fall and take *1d3 bludgeoning damage*.

In addition to these dangers, a small group of *Bozak Draconians* remain stationed on the southern part of the rock's surface. These are members of the Black Guard - the elite of the Black Wing infantry. They watch with delight as their comrades dive down onto Gwynned, though they chafe at being part of the rearguard instead of the assault force.



3x Bozak Guard
[Medium - 2700xp]

BOZAK GUARD

Medium humanoid (draconian), lawful evil

Armor Class 18 (breastplate, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft., glide 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	11 (+0)	11 (+0)

Skills Intimidation +2, Perception +2
Senses passive Perception 12
Languages Common, Draconic
Challenge 2 (450 XP)

Death Throes. When the Bozak Guard is reduced to 0hp, it's flesh immediately begins to wither and fall away, and then it's bones explode, shrapnel flying in all directions. All creatures within 5ft take 1d6+2 piercing damage. Creatures damaged may take a DC13 Dexterity save to reduce the damage by half.

ACTIONS

Multiattack. The Bozak Guard makes two melee attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Cursed Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. These attacks count as magical.

BONUS ACTIONS

Gift of Takhisis (1/day). The Bozak Guard can target one creature with a non-evil alignment up to 90ft away, and cast a *Hex* upon them. This counts as a spell that requires *concentration*, and until the spell ends the Bozak Guard adds 1d6 necrotic damage to any attack it makes against that target. In addition, for the duration of the spell the target has disadvantage on all ability checks made using one ability of the Bozak Guard's choice.

B - BROKEN DOORS AND WINDOWS: The front and back doors, as well as every ground floor window of the keep has been smashed apart, leaving gaping holes through which anything can get in - including the rain. The only exception to this is the window on the south-eastern Audience Hall, which remains intact.

The windows are all 15ft tall and start 3ft off the ground - some remnants of glass still clinging into the frames at the top. Many of these windows were likely broken when the Citadel was first raised into the air, but more were smashed and fragments cleared just before the attack - Draconians on the inside making clear paths to leap out of the castle and more easily reach the edge. Shattered glass is still spread across the rock outside some of these windows.

C - AUDIENCE HALL: The south-eastern room on the ground floor is the only area of the keep that seems to have been kept intact and in good condition so that it can serve as an office for the commander of the Draconian battalion aboard. It is as lavishly decorated and furnished as a person might expect from a wealthy family's castle, the officer clearly having found the best furniture from around the house for their private room. A tall-back silk-cushioned chair stands behind a vallenwood desk, atop which are multiple papers outlining the plan for the Black Wing invasion of Gwynned. A pair of cabinets nearby also contain some very well-tailored uniforms, all a good fit for a large, muscular Draconian.

The office is empty now as the officer has joined their troops in battle.

DC14 Intelligence (Investigation): A search through the cabinets comes across an iron key inside one of the uniform jackets. This is a master house key and will unlock the door to the *Wind Captain's Chair*.

D - DRACONIAN NEST: Most of the ground floor rooms - once lounges and dining halls - are now filthy barracks used by a Draconian battalion. For weeks or perhaps months Draconians have been living here in cramped conditions, dirtying the place up and leaving their muck all over. Torn and soiled bedrolls are everywhere, as are the discarded remnants of meals and broken furniture, made all the worse by rain pouring through the broken windows and mixing the filth together across the floor.

The Draconians who occupied these rooms have now all left, leaping through the windows and off the Citadel to attack Gwynned below.

One member of the elite Black Guard has been stationed in each of the ground floor nests, with one additional Bozak who wanders the floor to keep an eye out for trouble. Individually these may pose no danger, but if one detects trouble they will call out and the others will come running to their aid.



5x Bozak Guard
[Deadly - 3600xp]

These Bozak are already on alert and shouting to communicate with each other. The fifth is focusing their attention on the north-eastern room, and their talk seems to be of one of them swearing to have seen a *Kender* come through. The Bozak in other rooms mock their comrade and claim that it must have been seeing things, but the wandering officer seems more concerned and rebukes them, telling them all that *every* possible danger must be investigated. They do not seem to be finding any evidence of a *Kender* however.

DC14 Wisdom (Survival): Wet footprints small enough to have come from a *Kender* (or perhaps a *Gnome* or *Gully Dwarf*) criss-cross many of the ground floor rooms, darting from hiding place to

hiding place. Eventually however, they can be followed to the central stairwell leading *down*.

E - ARMOURY: These chambers are lit only by torches hooked into iron rings in the walls, their light revealing racks, barrels and crates filled with crudely made weapons. Amongst these the party can find longswords, spears and javelins aplenty, as well as a decent supply of arrows and crossbow bolts.

Picking through the pieces of these rooms, the party may find evidence of what they once were - pots and pans in former kitchens and broken crates in old storerooms.

F - LAUNCHING STATIONS: Five former halls around the north-east and south sides of the Citadel have lost part of their outer walls and are now exposed to the air. These were once simply storage areas, but their broken walls made them ideal positions from which Draconians could leap and glide onto their enemies. Since the launch of the campaign these lower halls have been filled with Draconians, but these jumped when the Citadel came into positions leaving only a token guard behind - two Bozak in each chamber.

✂ 2x Bozak Guard
[Easy - 1350xp]

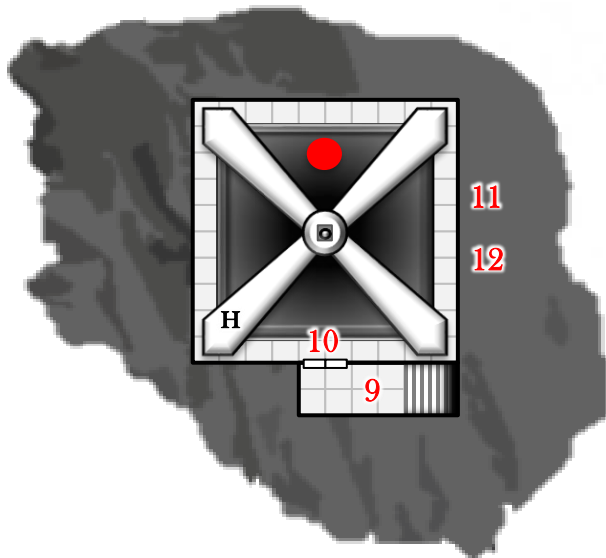
G - CRYPT: The name of the family who built and lived in this castle is lost, but the bones of some of their ancestors remain in eight sarcophagi arranged in the western chamber. All have been damaged either by time or Draconian hands, leaving no identifiable signs of who lies within them, but one group of Draconians seem convinced that there may yet be some treasure to find. With their comrades finally out of the way, they decided to start trying to open these sarcophagi to see what they can find.

✂ 3x Bozak Guard
[Medium - 2700xp]

H - WINGS OF STONE: At the lowest point of the citadel is a vast chamber with a high, vaulted ceiling, with walls lined in wooden grates. A 5ft path leads around the outer edges of the chambers, and a low 2ft wall lines the inner edge and providing a little protection from falling into the 20ft deep pit in the middle of the chamber.

Four stone bridges cross from the corners of the chamber to a central circular platform, atop which is a 4ft high pedestal holding aloft a rough-hewn rock about six inches tall. This stone has obviously been enchanted and is the source of the citadel's ability to fly. The stone is also the only source of light in the chamber, casting a bright, pulsing light up to 20ft and dim light for a further 40ft away.

The chamber and stone are guarded and maintained at all times by a team of two spellcasters - a priest of Takhisis and a black-robe mage.



BLACK-ROBED MAGE

Medium humanoid, lawful evil

Armor Class 10 (13 with *mage armor*)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	14 (+2)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Int +4, Wis +3

Skills Arcana +4, History +4

Senses passive Perception 10

Languages Abyssal, Common, Draconic

Challenge 5 (1,800 XP)

Nuitari's Shield (1/day). Protected by the god of evil magic, the Black-Robed Mage can resist normally lethal damage. When the Black-Robed Mage is reduced to 0 hit points but not killed outright, it instead drops to 1 hit point.

Innate Spellcasting. The Black-Robed Mage can innately cast spells without needing material components. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

ACTIONS

Eldritch Blast. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 5 (1d10) force damage. The Black-Robed Mage may fire three bolts at once, making separate attacks rolls for each.

Minor Illusion. The Black-Robed Mage creates a sound or an image of an object within 30ft that lasts for 1 minute or until dismissed as an action. A sound can be as loud as a whisper to a scream, and can be any sound the Black-Robed Mage chooses. An image must be no larger than a 5-foot cube, and can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion. If a creature uses its action to examine the sound or image, they can determine that it is an illusion with a successful Intelligence (Investigation) check against the Black-Robed Mage's spell save DC.

Fear (1/day). The Black-Robed Mage projects a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the Black-Robed Mage, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

Phantasmal Force (Concentration, 1/day). The Black-Robed Mage crafts an illusion that takes root in the mind of one creature that it can see within 60ft. The target must make an Intelligence saving throw. On a failed save, a phantasmal object, creature, or other visible phenomenon is created (no larger than a 10-foot cube) that is perceivable only to the target for 1 minute. This spell has no effect on undead or constructs. The phantasm includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends. While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall. An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

1x Black-Robed Mage & 1x Dark Pilgrim Priest [Hard - 3375xp]

DARK PILGRIM PRIEST

Medium humanoid, lawful evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	13 (+1)	15 (+2)	16 (+3)

Skills Deception +5, Persuasion +5, Religion +3

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 2 (450 XP)

Devoted. The Dark Pilgrim Priest has advantage on saving throws against being charmed or frightened.

Innate Spellcasting. The Dark Pilgrim Priest can innately cast spells without needing to use material components. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

ACTIONS

Multiaction. The Dark Pilgrim Priest makes two melee attacks.

Crozier. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Ray of Frost. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 4 (1d8) cold damage and the targets speed is reduced by 10 feet until the start of the Dark Pilgrim Priest's next turn.

Inflct Wounds (1/day). *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) necrotic damage.

BONUS ACTIONS

Shield of Faith (Concentration, 1/day). The Dark Pilgrim Priest chooses a creature within 60ft and casts a shimmering field of energy around it, granting it +2 AC for 10 minutes.

The enchanted stone is extremely durable but not indestructible, however it's presence on the pedestal is important for the stability of the magics around the flying citadel. Removing or destroying the stone will cause that magic to fail instantly. The citadel will slow to a stop and then begin descending, eventually crashing to the ground with a thunderous boom.

I - BALL ROOMS: Two large halls on the upper floor used to be used for parties and dances - the spaces large and accommodating so with enough space for a gathering and a small band to perform. Separated by a large set of double doors, these too have been made filthy after use as Draconian nest. Grime and trash litters the floor, but mercifully there is no rainwater coming through the intact windows to mix it all together.

The Draconians who were previously stationed here have already departed having been instructed to make their way downstairs to leave the Citadel. All that remains is a small rear-guard who gather and move between the windows to try to get a good view of what is going on outside.



4x Bozak Guard
[Hard - 3600xp]

J - MASTER BEDROOM: On the west side of the upper floor is the old master bedroom, still recognizable from the large four-post bed in its centre. Everything in the room has been wrecked

however, the Draconians having destroyed the contents and then thrown every other piece of broken furniture in the house into this one room. Amongst this are some defiled paintings and perhaps some ruined personal effects that could identify the castle's former owners, but searching will take time the party don't have.

K - LEANING TOWER: The south-western tower has cracked across the walls and floor and now leans precariously. For now, strong mortar and arcane shields have held the tower in place, but it seems like any jolt or significant impact could cause it to break away and fall entirely.

The top of this tower is an empty, windowless room with double doors that feature an extremely sturdy lock. An iron loop has been worked into the wall, suggesting that this may once have been a *cell*.

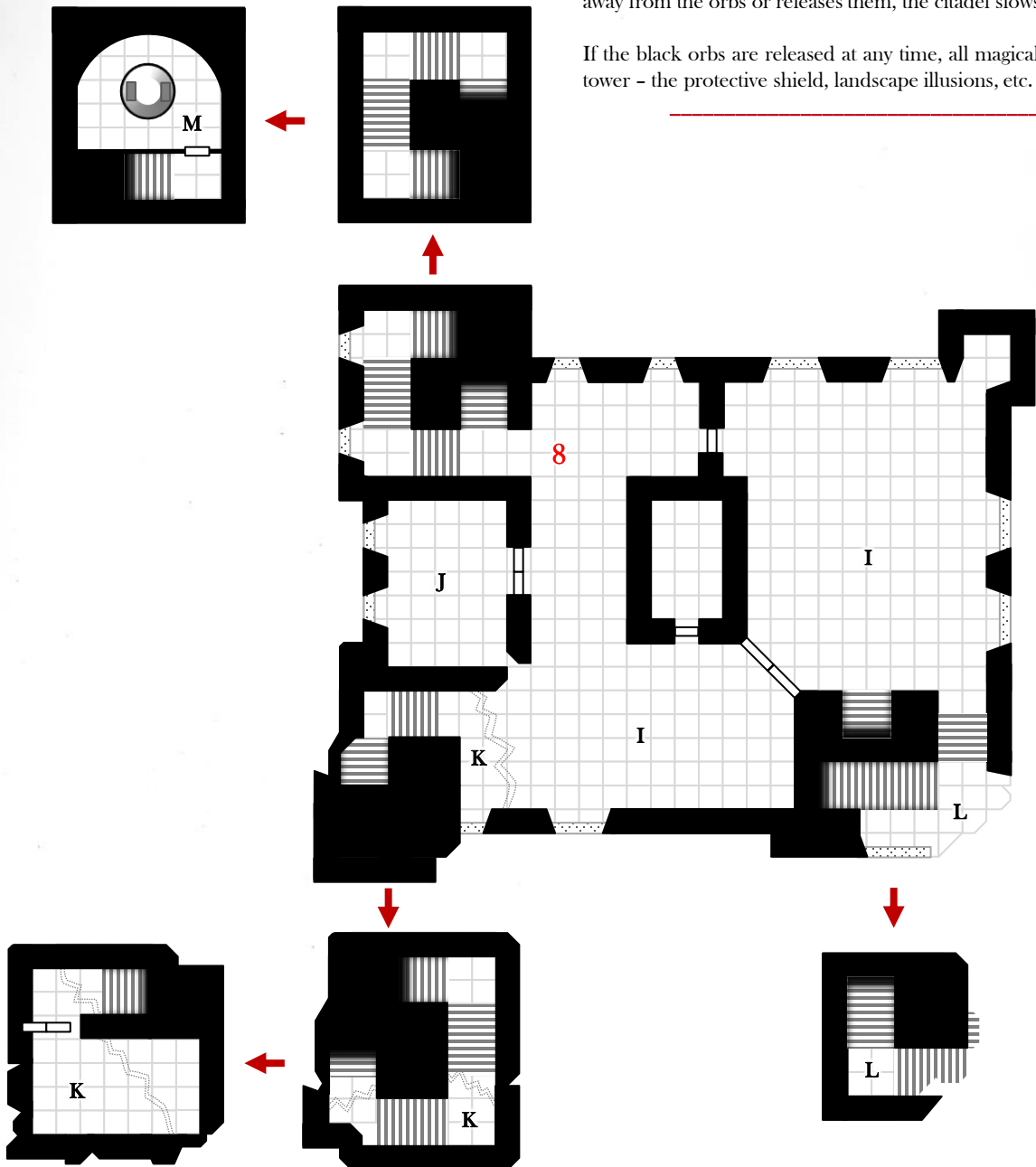
L - BROKEN TOWER: The south-eastern tower has broken walls on the second level, and ascending just a little way a character would find the stairs completely broken and the rest of the tower missing. The uppermost stones are all damaged or loose, making movement over them highly difficult and dangerous. Given the former tower's position, a fall from this position could result in a fall from the Citadel itself.

M - WIND CAPTAIN'S CHAIR: Found at the top of the north-western tower is a chamber normally kept locked - the only two keeps being in the possession of the Draconian Officer in charge of the Citadel (left in his office downstairs) and by the *pilot* inside.

Within the chamber is a raised circular platform with two 3ft pedestals at the edges, a black crystal orb sitting on top of each. A depression has been cut into the stone between the two pedestals and filled with the same black crystal. This apparatus allows a creature to control the movements of the flying citadel. By placing both feet on the black crystal running through the depression on the floor, and one hand on each black orb, a creature will find themselves suddenly surrounded by a shimmering curtain of light that descends to encompass the entire tower. This creates a magical *wall of force* that protects the pilot whilst the citadel is in motion and prevents any attacker from breaching the main control station. The shimmering light also protects the pilot (and only the pilot) from the effects of fatigue, making them *immune* to the *stunned* condition (though not to *exhaustion*). In this state, a pilot needs only speak a direction out loud, and the tower will move in that direction.

Once in motion the citadel will move at roughly 20 miles per hour, but only so long as a pilot remains at the helm. If the pilot steps away from the orbs or releases them, the citadel slows to a stop.

If the black orbs are released at any time, all magical effects in the tower - the protective shield, landscape illusions, etc. - will end.



EVENTS

The battle on the flying citadel and the party's pursuit through it will be affected by the following events:

1. ARRIVAL

When: *Immediately upon the party's arrival.*

The party arrive on the Flying Citadel just after the Black Wing's Draconians have jumped over the edges on masse, dropping towards Gwynned. The invasion has begun, leaving only a skeleton force behind to guard the Citadel. The conditions here are extremely bad however, and the fateful conclusion of this particular battle is one well-known across Ansalon. Marcus Cadrio's folly has been soundly mocked and ridiculed for years.

Between the rain and flashes of thunder, conditions also make it very difficult to see where the Kender may have gone however, there being no immediate sign of her. Options are very limited though - the Kender either having to have gone over the edge, or into the keep.

2. THE CITY BELOW

When: *If any member of the party looks down over the edge.*

A glance over the edge of the Citadel reveals a sprawling scene. Below is the great city of Gwynned - crowned as the capital of Ergoth after Daltigoth was lost in the Cataclysm. A grand palace sits at its heart. Surrounded by towers, columns and roads. Below is the great coliseum, opera houses, temples, the Imperial University and more, defended by a large surrounding wall with four watch-towers tall enough to look out across the entire city. To its west, a large harbour stretches out into the sea.

That sea is not empty though, as a small fleet of vessels flying the flags of the Black Wing still waits a little distance offshore. They are clearly waiting for the Flying Citadel to lay the way for their ground invasion.

Between the Citadel and the city, a swarm of Draconians descend on wings unable to fly but capable of gliding. The storm winds are blowing some off-course, but a great many are landing right on top of roofs and towers and then crawling their way inside.

3. TWIN COMETS

When: *As the party approach the castle or look over the edge.*

The storm still lashing the Citadel, two flying figures suddenly become visible in the distance hurtling closer and closer. First comes the majestic sight of an older Gold Dragon. He bursts out of the storm clouds and bears down on the Citadel like a comet, three Ergothian veterans clinging saddleless to his back. He breathes fire onto the rock, causing the entire structure to shudder and sway.

Coming behind the Gold comes a second Dragon, a female adult Gold bearing two Ergothians on her back - both war wizards who begin hurling bolts of arcane energy at the lower levels of the Citadel.

The Draconians still guarding the lower regions are forced to take cover from these attacks, but for the time being their cover and protective magics that hold the Citadel together are enough to protect them from these attacks.

The male Gold's attacks seem designed to draw attention more than anything else however, and to make it difficult to maneuver the Citadel in any direction. The purpose is quickly clear as the male passes over the top of the keep and slows for a moment, giving the three veterans on its back time to jump off and make their way inside. Their target appears to be the Wind Captain's Chair.

DC12 Intelligence (History): Knowledge of these events will bring a few names to mind. The male Dragon has long been an ally of Ergoth and promised them protection. His name is *Sunfire*, and the female is his life-mate *Glisten*. As the story was later reported, a valiant team of three were flown onto Cadrio's Citadel by Sunfire and destroyed the Wind Captain's Chair. Without control the Citadel began to drift away and soon crashed into the sea.

4. THE SECOND CITADEL

When: *As the party moves past any window.*

The Citadel shudders as the two Gold Dragons continue to attack it, but as the party look out and beyond into the storm they see a dark shadow pass through. Then the second Flying Citadel emerges, descending from out of the storm clouds.

This second Citadel is smaller than the first and already looks battle-worn and ready to fall apart. As such it keeps its distance from the two Dragons as its cargo of Draconians leap off of it and towards Gwynned, though their number is small and unlikely to make victory a certainty.

5. THE DUNGEON ASSAULTED

When: *As the party reach the dungeon level.*

On reaching the lower level, it becomes very apparent that the few remaining Draconians here are occupied. The Gold Dragon Glisten is circling the Citadel's lowest reaches as two war-wizards on her back launch an assortment of spells at it. The Draconians have taken cover wherever they can find it, and are therefore highly distracted.

The path Glisten is taken around the Citadel is a perfect circle, and the pattern of spell-attack has the war-wizards cast a destructive spell at every second labelled Launching Station - hitting every station over two passes.

If any creatures are within 20ft of the edge in any Launching Station as it is hit, they will have to make a **DC15 Dexterity saving throw** taking 4d6 damage on a failed save and half as much on a successful one. The type of damage should be determined randomly, the spells being cast being highly varied.

The Draconians have not worked out the pattern to the attacks and duck behind cover every time the Dragon passes them whether a spell is thrown their way or not.

6. RETALIATION

When: *As the party pass through any dungeon hall open to air.*

Sunfire and Glisten continue their assault as the second Flying Citadel backs away, but from the clouds comes a new threat - a younger looking Black Dragon. This dives towards the unsuspecting Glisten ready to barrel right into her, by Sunfire sees it and moves to intercept. Caught in an aerial melee, the Black and the larger Sunfire spin around one another clawing and lashing as a second young Black dives out of the clouds as well. This aims for Sunfire and lands on his back, Sunfire now having to contend with both young Blacks at once.

7. THE DRAGON BATTLE GOES ON

When: *If the party watch the Black and Metallic Dragons fighting.*

Time is running short for the party, but if they delay their search for the Kender then the party may see more of the battle outside. With Sunfire overwhelmed, Glisten sweeps up under the Citadel to help him. Blinded by Sunfire's fire breath, the Black is oblivious to Glisten ramming Cardio's into it and causing it to lose control. It begins to fall, giving its comrade second thoughts about the situation.

8. THE ERGOTHIAN STRIKE FORCE

When: *If the party ascend the tower stairs towards the Wind*

Captain's Chair.

When Sunfire swept over the keep min his first assault, he dropped three veterans on the roof. These have one mission - breach and destroy the Wind Captain's Chair. To accomplish this, they make their way to the north-west corner of the roof and swing into the second level through the window nearest the stairs (but not actually on the stairs).

The Veterans immediately encountered resistance in the form of a band of Bozaks and are now battling them on the stairs - doing all they can to push further upwards to reach the top of the tower.

If left alone, the veterans will eventually prevail and make their way to the Wind Captain's Chair and destroy it using an alchemical bomb given them by a sorcerer. This is effectively a suicide mission for them, but they accepted the job to save their home.

If the party try to interfere, they will regard all non-Ergothians as enemies and likely allies of the Black Wing.



3x Ergothian Veterans
[Hard - 4200xp]

ERGOTHIAN VETERAN

Medium humanoid, lawful good

Armor Class 16 (ring mail, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	11 (+0)	11 (+0)	12 (+1)

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages Common, Ergothian

Challenge 3 (700 XP)

Formation Fighting. Ergothian Veterans have advantage on saving throws while they are within 5ft or other Ergothian Veterans.

ACTIONS

Multiattack. The Ergothian Veteran makes two longsword attacks. If it is not wielding its shield then it may make a third scimitar attack, but it can not attack for a third time *and* equip a shield in the same turn.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

9. VETERAN'S SACRIFICE

When: *When the party begin descending the final passage to the Wings of Stone.*

The Citadel rocks violently as an explosion obliterates the north-western tower. The Ergothian Veterans who were dropped by Sunfire have accomplished their task - bursting into the Wind Captain's Chair and detonating the arcane device they were given back on the ground. The violent detonation that resulted leaves nothing by dust and specks of rubble.

The moment of the explosion, every creature onboard will need to make a **DC 15 Strength saving throw**, falling prone and taking *1 point of bludgeoning damage* if they fail.

If the party are engaged in combat at the time, then for the next round all movement should be treated as being in *difficult terrain*, and any spellcaster currently concentrating on a spell must test to maintain that concentration as though they had taken damage.

In addition, the destruction of the tower now sets a clock. With the loss of the Wind Captain's Chair, the Flying Citadel is now completely out of control and begins to drift away from Gwynned and out to sea. It falls steadily over the course of the next fifteen minutes.

As the Citadel begins to fall, Sunfire and Glisten roar in triumph as they finish off the young Black opponent. Triumphant, Sunfire grabs it by the wing and spins it around, releasing it at the right angle to hurtle across the sky and directly into the second Citadel.

10. A KENDER CAPTURED

When: *As the party arrive at the Wings of Stone*

Entering the chamber of the Wings of Stone, the party see a very difficult scene unfolding. Their quarry - the Kender - has finally come to a halt but in a very bad way. A priest and mage together keep a black stone here enchanted to power and protect the Citadel, and the arrival of the Kender caused them a lot of alarm. The mage has captured the Kender and is now holding her against a wall demanding to know where she came from, but when the party arrives all eyes turn towards them.

There is no sign of the orb. It is not in the Kender's hands. But the party's way out (or onwards) lies directly beneath them - the spinning blue disc surrounded by ribbons of energy sitting directly beneath in the pit beneath the edges.

If the party defeat the two spellcasters holding her prisoner, the Kender will stop here and not run onwards, but her eye will be drawn every downwards towards that portal. If quizzed on where the orb is, she is only too happy to explain.

"Oh my, oh dear, that was a bit unfortunate, wasn't it?"

"Say, have you noticed how we seem to be falling?"

"Hi, I'm Marrisett Bundleknot. Good to know you."

"Were you in the library? Strange things happened there didn't they! I found that strange ball after someone dropped it!"

"These brutes didn't seem to like the shortcut I was taking and got a bit rough. I'm afraid the ball fell into the shiny hole down there."

"Are you sure no-one is going to do anything about us falling?"

The orb was dropped into the portal, meaning it is now on the other side. Thankfully however the Kender is no longer carrying it, so it *should* be right on the other side. There is only one more journey to make.

11. IMPACT

When: *If the party spend too long in the Wings of Stone or hesitate about jumping through the portal.*

If the party run out of time, the Flying Citadel will eventually crash into the ocean, sending a violent jolt through the structure.

All creatures onboard will need to make a **DC15 Strength saving throw** to retain their footing at the moment of impact, failure causing them to fall prone.

In the minutes that follow, the Citadel will start to sink and list towards the western side. Within five minutes the Citadel will lean to an angle of 45 and sink far enough into the ocean to start taking on water through the open areas of the lower level. Two minutes later this water will reach the stairs to the Wings of Stone and begin

flooding it.

Ten minutes after that the entire lower level will be submerged.

Another five minutes after that and the last of the Citadel will be beneath the water, portal and all.

12. ESCAPE

When: *As the party reach the portal out of this time zone.*

This portal is 15ft below the walkway of the Wings of Stone chamber and must be jumped into to reach the final time zone. It is up to the party if they take the Kender Marrisett with them, but she will try to go through of her own accord if left behind.

TIME ZONE #4: THE REVOLT AT PAX THARKAS

The party emerges into one final scene of chaos expecting a short and simple task of picking up the orb, but instead coming face to face with immediate danger. There is no battle here, but instead the party are hit by a wave of fear and confusion. Almost eight-hundred people in dirty, torn rags are running around the party entirely oblivious to them, their number and movements resembling the wash of a volent river. Everyone runs in the same direction - towards the gates of a fortress at the edge of a valley.

Glancing about, the party soon get their bearings on their current location - a patch of dirt and stone at the end of a mountain valley, the valley itself blocked on the southern side by a thick wall flanked by two imposing towers. A gateway stands in the centre of this wall, the way currently being blocked as a mass of refugees try to flee. To the north a long road winds up into the mountains, and to the sides caves and carved openings expose ancient mines from which the deluge pours.

This is Pax Tharkas, the fortress built in Abanasinia at the end of the Kinslayer War. Its name meaning "Citadel of Peace" (or sometimes "Peace Amongst Friends"), the fortress was supposed to be a monument to what Elves, Dwarves and Humans could achieve if they put aside their prejudices and worked together. In recent history it became the site of a darker menace however, and it is that very menace that the party find themselves confronting now.

The rout of civilians trying to escape the mines of Pax Tharkas thins at last as the party fully arrive, forced apart by their presence and the presence of one other person.

As the people part, there before the party stands Highlord Verminaard - lord of the Red Wing and conqueror of Abanasinia.

He is holding the orb.

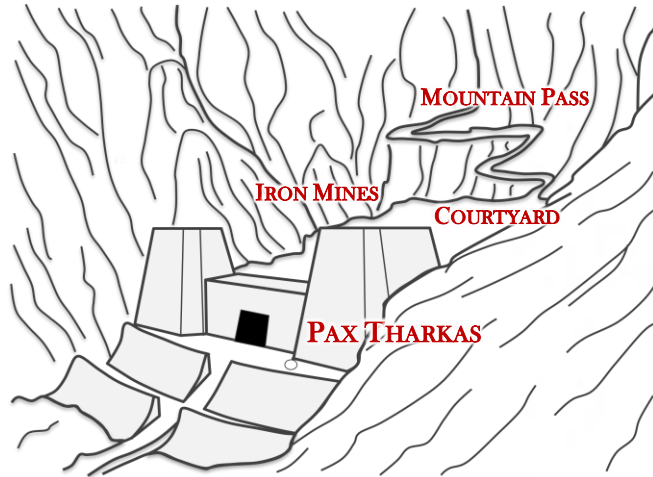
PAX THARKAS

Pax Tharkas sits at the northern border of the Tharkadan Mountains, the main keep comprised of two bulky towers 700ft tall and 300ft thick standing to either side of a hollow wall, two sets of sloped walls standing beyond the north side to add extra protection. The east tower served mainly as a residence and administrative wings whilst the west was for military use. The central wall was built hollow so that heavy slabs and boulders could be suspended in its ceiling by a mighty chain running along the top - the plan being that the chain could be released at any time. These slabs have *already* fallen, blocking the gate and preventing escape towards Abanasinia

Behind the towers and walls and locked into the mountains is the courtyard - close to a thousand feet side to side and the same front to back - flanked by openings into the rich iron mines.

The fortress was abandoned for a long time even before the Cataclysm as tension rose between the peoples of the world again. During the War of the Lance, it would have a new resident however - Lord Verminaard and his Red Wing. Having captured most of Abanasinia, Verminaard set his headquarters in the fortress and here gathered troops ready for an invasion of Qualinesti. Seeking to create a strong bastion both of military might and his own personal wealth, Verminaard had prisoners brought from across the realm and forced those capable to work in the mines. Soon enough however, the Heroes of the Lance came

and led a rebellion - the people of Abanasinia rising up and fleeing Pax Tharkas with Tanis Half-Elven at their lead, all as the fortress started to collapse around them - the Red Dragons *Ember* and *Flamestrike* battling each other in the sky. As the stories go, Verminaard was slain there, though some Kender Tales suggest he survived and instead perished within the halls of Thorbardin.



EVENTS

The battle at Pax-Tharkas and the party's pursuit through it will be affected by the following events:

1. ARRIVAL

When: *Immediately upon the party's arrival.*

The party appear close to the centre of the courtyard, 800 panicked people surrounding them and trying to escape through the northern gate. In amongst their panic a few souls try to spread reason and redirect the mob to the southern mountain pass.

In the skies directly above the courtyard, two Red Dragons are wheeling about each other in vicious combat. Both of them are legends, their names known to anyone who knows the story of the War of the Lance. Both adults, the larger, stronger and younger of them is *Ember* - the partner and personal steed of Highlord Verminaard. The second is old, wrinkled, half-blind and half-mad. She is known as *Mataleur* or *Flamestrike* - as in some stories is thought of as a hero for saving the refugees at Pax Tharkas, despite this merely being a symptom of extreme trauma expressed violently.

2. THE HIGHLORD

When: *As the party survey the scene is search of the orb.*

The mob clears a little ahead of the party creating a 50ft diameter area, and they see at last an infamous scene playing out barely 40ft ahead. The Highlord Verminaard - clad in the heavy and personalized armour of the Highlords - stands surrounded by four celebrated and familiar heroes, but the fight has not gone their way. Closest to Verminaard are a young Knight of Solammia on his knees and a brown and green clad bearded Half-Elf on his back - both seemingly unable to move as though held down by invisible hands.

A little further away, a red-clad mage with golden skin and long white hair writhes in agony on the floor, and a little further from him a muscled warrior with an identical face swings wildly at the air - apparently rendered completely blind.

Verminaard himself stands close to the restrained Solamnic Knight a menacing spiked mace with an oaken handle in one hand. He was ready to strike the knight down, but then this strange device rolled to his feet – an orb about six inches in diameter that glows from recessed patterns carved into its surface. The Highlord picked it up, and it has revealed disturbing things about his immediate future.

As the party arrived, Verminaard has just been shown that future. He sees the party approach (and perhaps arrive) and speaks aloud to himself about what he has seen.

"I lose?! Not possible! This cannot be! This MUST not be!"

"But with this, I can set it right! Put us on the correct path! I can reign supreme!"

VERMINAARD OF NIDUS

Medium humanoid, Lawful Evil

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	15 (+2)	15 (+2)	17 (+3)

Saving Throws Con +7, Int +6, Wis +6, Cha +7

Skills Athletics +8, Intimidation +7, Performance +7, Persuasion +7

Damage Resistances necrotic

Senses darkvision 30 ft., passive Perception 12

Languages Common, Nerakese, Solamnic, understands

Draconic and Goblin

Challenge 9 (5,000 XP)

Feed On The Weak. When a creature is slain within 40ft of Verminaard, he gains 15 temporary hit points and advantage on his next *Nightbringer* attack roll. Use of this ability will never result in Verminaard having more than 15 temporary hit points.

Combat Master. Verminaard may take two reactions per round.

ACTIONS

Multiattack. Verminaard makes two attacks with *Nightbringer* if wielding it single-handed, or one attack if wielding two-handed.

Nightbringer. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 40/200 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage if wielded single-handed or thrown. If wielded two-handed, *Nightbringer* deals an additional 7 (1d6 + 4) psychic damage. Once per round, Verminaard can summon *Nightbringer* to his hand from up to 300ft away. The weapon will fly towards him by the fastest route, avoiding obstacles and creatures.

"Midnight". Verminaard makes an attack with *Nightbringer* and whispers the word "*Midnight*". If the attack hits, the target must make a DC 15 wisdom saving throw, becoming blinded for 1 minute if they fail. A target blinded by this attack can attempt to repeat the save at the end of each of their own turns, ending the condition on a successful save.

BONUS ACTIONS

Unholy Smite (3/day). After hitting with a single target with *Nightbringer*, Verminaard may infuse the attack with additional unholy power, dealing a further 9 (2d8) necrotic damage.

REACTIONS

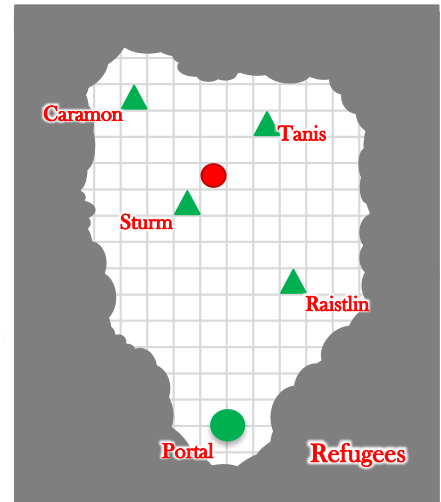
Parry. Verminaard adds +3 to its AC against one melee attack that would hit him. To do so, the Verminaard must see the attacker and be wielding a melee weapon.

Wrathful Retaliation. Immediately after taking damage from a melee attack, Verminaard can make one single-handed *Nightbringer* attack against the creature that hit it.

With that, and the Heroes of the Lance still occupied, Verminaard raises his mace *Nightbringer*, and makes ready to battle the party.



1x Verminaard of Nidus
[Deadly - 5000xp]



During this fight, Verminaard and the party are surrounded by a throng of refugees who prevent movement and can potentially interfere in area attacks.

These refugees create an opportunity for Verminaard however. At any time, he can use one of his attacks to attack the refugee mass instead. This attack will always hit and will kill a refugee, immediately refreshing his *Feed On The Weak* ability.

3. DRAGON'S FALL

When: After Verminaard is defeated.

With the death of the Highlord, the Heroes of the Lance rally and begin to lead the refugees away. They seem not to notice the party at all, and if they do the Companion treat them like any other refugee. Their eyes turns ever upwards however to watch out for the Dragons.

Ember and Flamestrike continue to slam and claw at each other, Flamestrikes experience and cunning proving to be a match for Ember's youthful vigour. Both are wounded and have lost a lot of blood - much of that raining down onto the refugees. Ember slowly gains the upper hand however and blasts Flamestrike in the face with searing flames. Despite also being Red, Flamestrike's age leaves her weak against the flames and her flesh slowly starts to wither. The fight is not yet over however, as Flamestrike takes advantage of the opening to dive at Ember like a spear, hitting him square in the chest and driving him into the mountainside.

The impact is the last straw for Flamestrike who collapses against the rock and breathes her last. Ember is wounded and momentarily stunned giving the party time to work out how to get out of this situation - but they won't have long.

4. DECIPHERING THE ORB

When: After the orb is claimed.

The party are finally able to claim the orb for themselves and get a really good look at it. As they surmised before it is nearly 6 inches in diameter and perfectly spherical. Recessed lines run across it in patterns similar to a gyroscope, each recess inlaid with silver that shines with a soft light. One additional detail that the party will not have seen yet is that the orb seems to have a top - or at least there

is a surface where five circular fingertip-sized indents form a pentagram. Within each of these indents, a symbol has been carved and again inlaid with silver, but these do not glow.

If a character presses any of these five indents, they find that it starts to glow like the rest of the lines across the orb's surface, but only for a few seconds (except for one).

The orb requires a specific code to be entered into it to reset and return the party to the Great Library in Palanthas, the five symbols acting as pictographs that must be illuminated in the correct order.

The five symbols are as follows:



SOLVING THE ORB

The only clue the party will have is the symbols themselves. The orb was already active when it left the Aurak's hands and ended up with Marrisett. In addition, the party will find that each symbol glows only for a few seconds before going dark again – all except for the *star*.

From this, the party can easily work out that a specific combination is needed, and that the star goes first.

The star stays lit up for ten seconds if no further symbols are pressed, and all lit symbols go dark if an incorrect symbol is pressed forcing the party to start again. The complete sequence must be pressed in the correct order.

If the party require a clue, the best to give is that the orb and their adventure have clearly been related to the history of Krynn, and that perhaps the answer lies in that. If a party struggle after that, they can be asked what the symbols might specifically represented based on the Krynn's history.

If a faster push towards a correct answer is needed, Marrisett can always interfere and “accidentally” point the party in the right direction or suggest a possible solution.

Or the party can just keep pressing symbols, hoping to find the right combination. This will take time though, which the party may not have.

The solution is linked explicitly to the history of Krynn, the five symbols representing the five *ages* which must be pressed in chronological order.

- | | |
|-------------------------|--------------|
| 1. The Age of Starbirth | <i>Star</i> |
| 2. The Age of Dreams | <i>Cloud</i> |
| 3. The Age of Might | <i>Sword</i> |
| 4. The Cataclysm | <i>Comet</i> |
| 5. The Age of Despair | <i>Skull</i> |

5. IN EMBER'S EYE

When: *After the party fail to activate the orb for the first time.*

The Red Dragon known as Ember is stunned from his battle with Flamestrike, but he will not remain that way for long. After the party try to input a code for the first time, Ember will stir and slowly start to regain his senses.

After the second attempt to activate the orb fails, Ember will awaken and start looking across the courtyard. He will quickly set his eyes on the fallen body of Verminaard and become enraged before deciding that the party must be responsible.

After the party's third failed attempt, Ember will drop from the mountainside and land on the far side of the courtyard. From there he begins cursing and threatening the party, promising a painful death by fire.

After the fourth failed attempt, Ember will attack.

✘ **1x Adult Red Dragon**
[Certain Death – 18,000xp]

EMBER

Huge Dragon, chaotic evil

Armor Class 19 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11
Skills Perception +13, Stealth +6
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

- Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
- Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.
- Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.
- Tail.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.
- Frightful Presence.** Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
- Fire Breath (Recharge 5-6).** The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

It is hoped that a party would not actually have to try to fight Ember. If the situation becomes *too* tense, have Tanis and other Heroes of the Lance distract Ember for a moment with some ranged attacks.

6. ESCAPE

When: *As the orb is set to the correct sequence.*

As soon as a party member presses the fifth and final symbol on the orb, getting the correct sequence at last, the world around them suddenly comes to a stop. For a few short seconds it seems as though everything *except* for the party (and Marrisett) is effect by a *time stop* spell, but then everything else starts to blur and shift out of focus. Soon everything is brightening, and the party become completely surrounded by a vast field of white in all directions.

RETURN TO PALANTHAS

Everything around the party turns to endless white for a few seconds, then the environment starts to recede. The white surroundings reduce themselves into a sphere, quickly snapping to only a foot in diameter. The whiteness passes through the entire party, and they find themselves standing right back where their adventure started - in the rotunda of the Great Library of Palanthas.

Night has fallen and the library is all but clear - only the Order of Aesthetics still walking around clearing away the damage done by the opening of the first portal. A rope has been laid out on free-standing posts around where the portal was, and it is guarded by Aesthetics including Brother Bertrem - all of whom have been eagerly awaiting some sign of the party's return.

As the party do indeed return with the orb in hand, Bertrem smiles, but then glances to the centre of the rotunda where a white ball of light still drifts. He looks concerned as though expecting that it would just vanish. He looks questioning at the party, but then the light does indeed disappear. Relieved, Bertrem steps through the rope barrier and thanks the party for their assistance.

"Brave souls, I cannot thank you enough for the work you have done. You have saved us all."

Despite this quite extreme exaggeration, Bertrem continues.

"My master has called upon the Orders of High Sorcery. If you give me the orb, I will hold it until one of their members arrives. They will then take it to Wayreth for safe keeping."

"And I believe in my haste to resolve the situation, I offered you a reward. I will hold myself to my word. This being the Great Library, I will offer you the best reward I can - knowledge. Here we have access to all the knowledge findable in Krynn, as well - of course - as the Iconochronoi. Each of you may ask me any question, even one relating to specific historical events, and I will seek out the answer for you."

For Bertrem, this reward is indeed a valuable prize. If a party decide to continue their journey together, answering questions based on history or personal goals can be the perfect setup for new adventures - the answer giving them locations of lost items, lost people, and hooks into new stories.

Alternatively, it can just be an amusing way to flex your knowledge of Dragonlance's history!

And if you need help answering these questions in greater detail, there are two excellent resources available online:

dragonlance.fandom.com/wiki

and

The Aesthetic's Guide to Ansalon on DM's Guild

Before the party leaves the library however, Bertrem has one final favour to ask of them.

"Please, in the name of myself, my order, my master and three whole pantheons - take this Kender with you out of the library."

OPTIONAL: TRANSITIONAL SCENES

If a DM wishes to add more events, references to Dragonlance history or simply more *time* to this adventure, the option is given to add *transitional scenes*. These are short time zones with no challenges or enemies to deal with, the entry and exit portals being very close to one another. In each, there should be no sign of the Kender as she has already reached and passed through the exit. The only thing in stopping the party from doing the same is *maybe* 20 feet, and whatever interesting event they have found themselves right in the middle of.

These transitional scenes can be absolutely anything the DM can imagine from Dragonlance history. The following are given as easy options and examples of what can be seen.

THE CATAclySM

The portal opens onto a paved street bathed in fiery red light. The party are in a grand city of tall spires, white marble and spectacular temples with stained glass windows that hail the virtue of the gods and their agents on Krynn. A host of people - regally clad aristocrats, armoured soldiers and lowly rag-wearing peasants scream in terror, some trying to flee from the inevitable and others desperate for a place to hide. At least one man simply stands, waiting for the end to come.

Directly above the party, the sky is aflame. A rock the size of a mountain is descending upon them - fire surrounding it like an aura of pure destruction.

This is the Cataclysm - the day the gods hurled fire at the Empire of Istar and their Kingpriest, before abandoning the world to three centuries of darkness.

The next portal is a mere sprint away on the other side of the street, the party being lucky enough to witness yet not suffer the terrible events of that day.

THE FIRST MOUNT NEVERMIND ORCHESTRA

The step into an extremely dark and airy chamber. There are no lights, yet the cool breeze makes them think that they're in a large space - perhaps a cavern. Strange sounds put the party in mind of shuffling around - perhaps a restless group of people waiting and whispering in anticipation. Suddenly there is a distant sound of wood on wood tapping four times, and lights appear in the distance.

Carefully arranged lanterns around the front edge of a semi-circular stage bring light to the massive cavern - a specially designed auditorium with amazing acoustics. Thousands of Gnomes are gathered here, seated in a semi-circular pattern in front of a stage on which a large orchestra is assembled - instruments ready to play whatever the Gnomes call mus.....wait a minute. Some of those performers have CANNONS. The conductor, looking proud of himself, is telling players to load the cannons. The performers are filling them with gunpowder. Yes, they intend to play CANNONS as musical instruments.

These being Gnomish performers, somethings disastrous is likely about to happen. Glancing about the party realize that they are standing at the back corner behind the seating, and the escape portal is on the other corner. There is nothing blocking their path. The party reaches the second shining blue disc and passes through, just as the first explosions are heard.

THE SECOND DRAGON WAR

The party emerges on a grassy knoll amidst a devastated forest, the second portal 40ft away down a slope. Around them are the torn and burned remnants of tens of thousands of trees - perhaps hundreds of thousand - and not too far away stands an army of chaotic creatures all baying for blood, cast into shadow by their masters above. Below is an army of mixed Ogres and Bakali - the ancient lizardfolk that predated Draconians - their battalions led by fierce Minotaurs. In the sky above an army of a different sort - quite possibly every Chromatic Dragon of the age all flying together against their enemy.

Beyond this army a city stands surrounded in what remains of forest and a river that has flowed for thousands of years. Even in these early years the city is recognizable as Silvanost - capital of Silvanesti.

The army and Dragons have been pouring their strength against the city, but a magical barrier has kept them all at bay. As the party look on there is a sudden flash of light from one of the largest tower followed by arcs of lightning that strike out into the sky. Krynn suddenly turns as a wave of sorcerous power ripples out from the tower, devastating everything in the path. The ground shakes and opens, the ground army being completely swallowed instantly. The magic continues to spread destroying everything in its path, the Dragons in the sky suddenly being caught by invisible hands and dragged down into the dirt - also to be swallowed.

The party escapes through the portal as the sorcerous energy approaches and threatens to wash over them.

THE TRAGEDY OF LOREN SOTH

The party find themselves lost in the dark, but the light of the moon soon shows them that there are on a concealing hillside overlooking a long country road. Scrub and brush is seen in all directions, tall mountains directly to the south and the barest hint of the lights of a city far to the east. The escape portal is only 15ft away, but the sounds of approaching horses may give the party pause.

If the party wait, they see a group of horsemen approaching - all Solamnic Knights. They come to a gradual stop, one amongst them pointing ahead as though to tell their lord that they have seen something. The horsemen trot along the road, and suddenly ahead of them and in sight of the party emerge three Elven maidens who were previously hidden in the brush.

The Elves and knights seem to talk for a minute or so - the lord of these knights at first demanding that they step aside, but then forcing his horse back a step. These maidens seem to know something of the man, and their words do nothing but anger him more and more.

If the party keep watching, they see the lord's anger reach its peak. He dismounts and approaches the maidens quickly, cutting them down and then continuing to brutal dismembers their bodies. He is then back on his horses just as quick and turning west, riding quickly back the way he came - his entourage hesitating and following only a few seconds later.

For those who know the tale, the party will have just seen the greatest tragedy of Ansalon - the final folly of Lord Loren Soth.



CHARACTERS



Blackstar

CHARACTER NAME

Ly5 Cleric (Light)

Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human (Plainsman)

Lawful Good

6,500 xp

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

15

+2

CONSTITUTION

10

+0

INTELLIGENCE

11

+0

WISDOM

18

+4

CHARISMA

13

+1

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +2 Dexterity
- +0 Constitution
- +0 Intelligence
- +4 Wisdom
- +1 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +1 Deception (Cha)
- +0 History (Int)
- +4 Insight (Wis)
- +1 Intimidation (Cha)
- +0 Investigation (Int)
- +7 Medicine (Wis)
- +0 Nature (Int)
- +4 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +4 Survival (Wis)

ARMOR CLASS: **14**

INITIATIVE: **+2**

SPEED: **30**

Hit Point Maximum: **38**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d8**

HIT DICE

SUCCESSES: ○○○○

FAILURES: ○○○○

DEATH SAVES

NAME: **Spear (Melee)** | ATK BONUS: **+5** | DAMAGE/TYPE: **1d6 Pi**

Thrown (range 20/60), Versatile (1d8)

Dagger | **+6** | **1d4 Pi**

Finesse, Light, Thrown (range 20/60)

ATTACKS & SPELLCASTING

14 PASSIVE WISDOM (PERCEPTION)

Proficiencies:
Light, Medium Armour, Shields
Simple Weapons
Musical Instruments (flute)

Languages:
Common & Plainsfolk

OTHER PROFICIENCIES & LANGUAGES

28 Medallion of Faith (Paladine)

15 Studded Leather Armour

Belt Pouch

Travellers Clothes

Hunting Trap

Shard of a deer antler

566

EQUIPMENT

Raised amongst the Que-Shu of Abanasinia, Blackstar's father always wanted his son to be a great warrior worthy of song. Witnessing the destruction of his home caused a shift in the young boy's life though – Blackstar deciding that the world clearly had enough soldiers. He sought a new path and discovered the rising faith of the true gods, travelling all the way to Palanthas after the war to study under Elistan.

Disavowed by his father for abandoning the calling of his tribe, Blackstar is now a man of few words, thoughtful and patient. He seldom socializes with others – but to the few who have earned his friendship he is intensely loyal and to his enemies he is devoutly fair and merciful.

Background:
Wanderer

Class:
Ritual Casting
Warding Flare (4 uses)
Channel Divinity
Radiance of the Dawn
Turn Undead
Destroy Undead

Spellcasting:
Spell Attack Bonus: **+7**
Save DC: **15**

Cantrips: Light
Resistance
Sacred Flame
Thaumaturgy

Prepared Spells:

1 st	(4 slots)	Burning Hands Faerie Fire Cure Wounds Command Inflict Wounds
2 nd	(3 slots)	Flaming Sphere Scorching Ray Enhance Ability Hold Person Lesser Restoration Continual Flame
3 rd	(2 slots)	Daylight Fireball Clairvoyance Remove Curse

FEATURES & TRAITS

Blackstar

Lv5 Cleric (Light)

Wanderer

Blackstar has an excellent memory for maps and terrain. He can always recall the general layout of their environment and features around him and can find food and fresh water for himself and up to five other people each day, so long as the terrain allows for it.

Ritual Casting

Blackstar can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Warding Flare (4 uses)

Blackstar shields himself with divine light. When he is attacked by a creature within 30 feet that he can see, Blackstar can use his reaction to create a flare of light that imposes disadvantage on the attack roll. Creatures that can't be blinded is immune to this effect. Blackstar can use this ability 4 times (Wisdom modifier), regaining all expended uses after finishing a long rest.

Channel Divinity

Blackstar can channel divine energy directly from your Paladine to create magical effects. Blackstar can use this ability once only, regaining its use after finishing a short or long rest. Effects that require a saving throw use Blackstar's spell save DC.

The effects Blackstar can use are:

Turn Undead: As an action, Blackstar presents his holy symbol and speaks a prayer. Any undead creature within 30ft that can see or hear him must make a Wisdom saving throw. If the save is failed, the creature is *turned* for 1 minute or until it takes any damage. Turned creatures must spend their turns trying to move as far away from Blackstar as it can, and they can't willingly move within 30 feet of him. Turned creatures also can't take reactions and can only Dash action as their action or try to escape from an effect that prevents it from moving. If they are unable to move, a turned creature can use the Dodge action instead.

If an undead creature fails its saving throw, it is immediately destroyed if its challenge rating is ½ or less.

Radiance of the Dawn: Blackstar can harness sunlight, banishing darkness and searing his enemies. As an action, he presents a holy symbol and dispels any magical darkness within 30 feet. Any hostile creature within the same range must make a Constitution saving throw. On a failed save a creature takes 2d10+5 radiant damage. On a successful save the creature takes half as much damage. Creatures in total cover are not affected.



Grenden

CHARACTER NAME

Ly5 Wizard (Bladesinger)

Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Elf (Qualinesti)

Lawful Good

6,500 xp

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

16

+3

CONSTITUTION

10

+0

INTELLIGENCE

18

+4

WISDOM

11

+0

CHARISMA

10

+0

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +3 Dexterity
- +1 Constitution
- +7 Intelligence
- +4 Wisdom
- +0 Charisma

SKILLS

- +3 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +7 Arcana (Int)
- +5 Athletics (Str)
- +0 Deception (Cha)
- +7 History (Int)
- +0 Insight (Wis)
- +3 Intimidation (Cha)
- +4 Investigation (Int)
- +0 Medicine (Wis)
- +4 Nature (Int)
- +3 Perception (Wis)
- +3 Performance (Cha)
- +0 Persuasion (Cha)
- +4 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +0 Survival (Wis)

ARMOR CLASS: **15**

INITIATIVE: **+3**

SPEED: **30**

Hit Point Maximum: **22**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d6**

HIT DICE

SUCCESSSES: ○○○○

FAILURES: ○○○○

DEATH SAVES

During the evacuation of Qualinesti, Grenden was accused of the theft of vital supplies. She was proven innocent, but somehow life was never able to return to normal as others still looked on her with distrust. She was not a thief, but she had been *accused*.

Unable to live amongst her own people anymore, Grenden left to study magic elsewhere and use her skills to aid in the defence of Ansalon. She is often sullen and aloof, keeping others at arm's length and tends to suspect conspiracy even when none exists. To see Grenden smile is an extremely rare sight.

Grenden finds new purpose now in battle, relishing bloody battles and showing no mercy to her enemies – whether they have earned her hatred or not.

NAME: Longsword

ATK BONUS: +5

DAMAGE/TYPE: 1d8 Sl

Versatile (1d10)

Dagger

+6

1d4 Pi

Finesse, Light, Thrown (range 20/60)

ATTACKS & SPELLCASTING

Racial:
Darkvision (60ft)
Fey Ancestry
Keen Senses
Trance

Background:
Military Rank

Class:
Ritual Casting
Arcane Recovery
Training in War and Song
Bladesong (3/day)

Spellcasting:
Spell Attack Bonus: +7
Save DC: 15

Cantrips: Friends
Light
Minor Illusion
Prestidigitation
Ray of Frost

Prepared Spells:
1st (4 slots) Mage Armour
Charm Person
Fog Cloud
Magic Missile
2nd (3 slots) Invisibility
Misty Step
3rd (2 slots) Hypnotic Pattern
Lightning Bolt
Remove Curse

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Proficiencies:
Light Armour
Dagger, Dart, Light Crossbow,
Longbow, Longsword, Quarterstaff,
Scimitar, Shortbow, Shortsword, Sling
Dice Set
Vehicles (Land Craft)

Languages:
Common & Elven

OTHER PROFICIENCIES & LANGUAGES

10 Studded Leather

71 Belt Pouch
Dice Set
Common Clothes
Insignia of Rank
Trophy – a Sivak's medallion

533

EQUIPMENT

Grenden

Lv5 Wizard (Bladesinger)

Darkvision (60ft)

Grenden can see clearly in dim light up to 60 feet away, and in darkness as if it were dim light. In such areas, she sees only shades of gray.

Fey Ancestry

Grenden has advantage on saving throws against being charmed and can't be put to sleep with magic.

Trance

As an Elf, Grenden does not sleep. Instead, she meditates in a semi-conscious state for 4 hours a day, gain the same benefit a Human would from 8 hours of sleep.

Military Rank

Grenden still holds a special rank in Elven society, and other Qualinesti will still recognize her authority and influence. Grenden can invoke her rank to influence over Qualinesti soldiers and requisition simple equipment or horses for temporary use. She can also gain access to friendly military encampments and fortresses where your position is recognized (which will include any Elven settlement and Solannia).

Ritual Casting

Grenden can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Arcane Recovery

Grenden has learned to regain a portion of her magical energy by studying your spellbook. Once per day after finishing a short rest, she can choose to regain any number of expended spell slots with a combined level equal to half her wizard level (rounded up to 3).

Bladesong (3/day)

Grenden can invoke an Elven magic called the Bladesong, gracing her with heightened speed, agility, and focus. Grenden can start performing a Bladesong as a bonus action. The effect lasts for 1 minute, and ends early if Grenden is incapacitated, dons medium or heavy armour, equips a shield or uses two hands to make an attack with a weapon. The Bladesong can also be dismissed freely.

This ability can be used 3 times, regaining all expended uses when she finish a long rest.

While a Bladesong is active, Grenden gains the following benefits:

- +4 AC (equal to her Intelligence modifier).
- +10ft to base speed.
- Advantage on Dexterity (Acrobatics) checks.
- +4 to Concentration saving throws (equal to her Intelligence modifier).



Pike Oakbone

CHARACTER NAME

Lv5 Fighter (Battle Master)

Guild Artisan

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf (Hill)

Neutral Good

6,500 xp

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

13

+1

CONSTITUTION

16

+3

INTELLIGENCE

10

+0

WISDOM

13

+1

CHARISMA

10

+0

INSPIRATION

+3 PROFICIENCY BONUS

+6 Strength
 +1 Dexterity
 +6 Constitution
 +0 Intelligence
 +1 Wisdom
 +0 Charisma

SAVING THROWS

+1 Acrobatics (Dex)
 +1 Animal Handling (Wis)
 +0 Arcana (Int)
 +6 Athletics (Str)
 +0 Deception (Cha)
 +0 History (Int)
 +4 Insight (Wis)
 +0 Intimidation (Cha)
 +0 Investigation (Int)
 +1 Medicine (Wis)
 +0 Nature (Int)
 +4 Perception (Wis)
 +0 Performance (Cha)
 +2 Persuasion (Cha)
 +0 Religion (Int)
 +1 Sleight of Hand (Dex)
 +1 Stealth (Dex)
 +1 Survival (Wis)

SKILLS

18 ARMOR CLASS
+1 INITIATIVE
25 SPEED

Hit Point Maximum **54**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d10**

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Warhammer	+6	1d8 Bl Versatile (1d10)
Javelin	+4	1d6 Pi Thrown (range 20/60)

ATTACKS & SPELLCASTING

14 PASSIVE WISDOM (PERCEPTION)

Proficiencies:
 Light, Medium, Heavy Armour
 Simple Weapons, Martial Weapons
 Battleaxe, Handaxe, Throwing Hammer, Warhammer
 Alchemists Supplies, Masons Tools

Languages:
 Common & Dwarven

OTHER PROFICIENCIES & LANGUAGES

CP **18** Chain Mail Armour
 CP **22** Belt Pouch
 Alchemists Supplies
 Smith's Tools
 Common Clothes
 Travellers Clothes
 A guild letter of introduction
 CP **587**

EQUIPMENT

Hailing from the halls of Garnet-Thax, Pike is amiable, easy-going and care-free. He is a skilled fighter and craftsman, but he is prone to distraction and often seems to care more for his personal appearance than for the tide of battle. He might spend hours carefully trimming and cleaning his luscious beard at the expense of more important jobs, and he gives his loyalty freely (perhaps too freely) to those who garnish him with compliments.

Pike intensely dislikes animals, and where possible would prefer to avoid battle. Given the choice he would rather negotiate than fight, usually because he doesn't want to undo the work he has already put into grooming, or the integrity of his fine clothing.

Racial:
 Darkvision (60ft)
 Dwarven Resilience
 Dwarven Toughness
 Stonecunning

Background:
 Guild Membership

Class:
 Fighting Style (Dueling)
 Second Wind
 Acton Surge
 Extra Attack
 Combat Superiority (4dice, d8s)
 Save DC14

Maneuvers known:
 Feinting Attack
 Precision Attack
 Riposte

FEATURES & TRAITS

Pike Oakbone

Lv5 Fighter (Battle Master)

Darkvision (60ft)

Pike can see clearly in dim light up to 60 feet away, and in darkness as if it were dim light. In such areas, he sees only shades of gray.

Dwarven Resilience

Pike has advantage on saving throws against poison, and resistance against poison damage.

Stonecunning

Pike gains proficiency and doubles his proficiency bonus when making an Intelligence (History) check to determine the origin and nature of stonework.

Guild Membership

Pike is an established and respected member of a masonry guild and can rely on certain benefits that membership provides. Pike gains access to powerful political figures through the guild, fellow guild members will provide him with lodging and food if necessary and will provide legal support if a good case can be made for his innocence or the crime is justifiable.

Fighting Style (Dueling)

While wielding a melee weapon in one hand and no other weapons, Pike gains a +2 bonus to damage rolls with that weapon.

Second Wind

On his turn, Pike can use a bonus action to regain 1d10+5 hit points. This feature can be used once, and recharges after finishing a short or long rest.

Action Surge

On his turn, Pike can take one additional action. This feature can be used once, and recharges after finishing a short or long rest.

Extra Attack

Pike can attack twice whenever he takes the Attack action on his turn.

Combat Superiority (4dice, d8s)

Pike is skilled in a set of maneuvers that are fuelled by special dice called superiority dice. He has four superiority dice available - all of which are d8s - and once used Pike regains all used can dice after a short or long rest. Pike can enhance each attack with one maneuver each, chosen from the following options:

Feinting Attack: Pike spends one superiority die and uses a bonus action. He then choose one creature within 5 feet and gains advantage on his next attack roll against that creature this turn. If that attack hits, the spent superiority die is added to the attack's damage roll.

Precision Attack: Pike makes a weapon attack roll against a creature and expends one superiority die, adding it to the attack roll. He can use this maneuver before or after making the attack roll, but before any other effects are applied.

Riposte: When a creature misses Pike with a melee attack, he can use his reaction and expend one superiority die to make a melee weapon attack against the creature, adding the superiority die to the attack's damage roll.



Shalindra

CHARACTER NAME

Ly5 Ranger (Hunter)

Entertainer

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

Chaotic Good

6,500 xp

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

19

+4

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

10

+0

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +4 Strength
- +7 Dexterity
- +2 Constitution
- +0 Intelligence
- +2 Wisdom
- +0 Charisma

SKILLS

- +7 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +0 Arcana (Int)
- +1 Athletics (Str)
- +0 Deception (Cha)
- +0 History (Int)
- +5 Insight (Wis)
- +0 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +5 Perception (Wis)
- +3 Performance (Cha)
- +0 Persuasion (Cha)
- +0 Religion (Int)
- +2 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +5 Survival (Wis)

15 ARMOR CLASS

+4 INITIATIVE

30 SPEED

Hit Point Maximum **44**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d10**

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

As a young girl, Shalindra was forced to watch as the Red Wing tore through her home village and slaughtered her family. As she grew up in peace-time, Shalindra tried to build a life based on fun-loving and seeking pleasure, wanting to enjoy as much of life as she possibly could.

Despite this however, she suffers terrible nightmares on a nightly basis – the contents of which she never shares even with her closest friends. There is one she might share with – her heart belonging wholly to the cleric named Blackstar with whom she has been travelling. Thus far however, she has kept her feelings to herself out of fear of future loss.

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+4	1d8 Sl Versatile (1d10)
Shortsword	+7	1d6 Pi Finesse, Light
Sling	+7	1d4 Bl Ammunition (range 30/120)

Background:
By Popular Demand

Class:
Favoured Enemy (Draconians)
Natural Explorer (Forests)
Fighting Style (Two-Weapon Fighting)
Primeval Awareness
Hunter's Prey
Extra Attack

Spellcasting:
Spell Attack Bonus: +5
Save DC: 13

Cantrips: None

Prepared Spells:
1st (4 slots) Animal Friendship
Ensnaring Strike
2nd (2 slots) Lesser Restoration
Beast Sense

15 PASSIVE WISDOM (PERCEPTION)

Proficiencies:
Light, Medium Armour, Shield
Simple, Martial Weapons
Disguise Kit
Musical Instrument (Lute)

Languages:
Common, Dwarven, Elven, Draconic

OTHER PROFICIENCIES & LANGUAGES

Leather Armour

Belt Pouch

Common Clothes

Costume Clothes

Lute

An admirer's love letter

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54

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EQUIPMENT

Shalindra

Lv5 Ranger (Hunter)

By Popular Demand

Shalindra can always find a place to perform. If this is well received, she will always receive free lodging and food of a modest or comfortable standard. Such performances also make her known locally, and strangers may recognize her around town.

Favoured Enemy (Draconians)

Shalindra has significant experience studying, tracking, hunting, and even talking to Draconians. She gains advantage on Wisdom (Survival) checks to track all forms of Draconian, as well as on Intelligence checks to recall information about them.

Natural Explorer (Forests)

Shalindra is particularly familiar with travelling and surviving in forested environments. Her proficiency bonus is doubled when making Intelligence or Wisdom checks related to forests, and while travelling for an hour or more in a forest she gains the following benefits:

- Her group can't become lost except by magical means.
- She is always alert to danger, even if engaged in another activity.
- If travelling alone, she can move stealthily at a normal pace.
- While foraging Shalindra find twice as much food as a person normally would.
- While tracking creatures, she can learn their exact number, sizes, and how long ago they passed through the area.

Fighting Style (Two-Weapon Fighting)

Shalindra can engage in two-weapon fighting, adding her ability modifier to the damage of the second attack.

Primeval Awareness

Shalindra can use her action and expend one spell slot to focus her awareness on the region around her. For 1 minute per level of the spell slot used, Shalindra can sense whether the following types of creatures are present within 1 mile (or 6 miles if in forested terrain): *aberrations*, *celestials*, *dragons*, *elementals*, *fey*, *fiends*, and *undead*. This ability doesn't reveal the creatures' location or number.

Hunter's Prey - Horde Breaker

Once on each of her turns when Shalindra makes a weapon attack, she can make one additional attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Extra Attack

Shalindra can attack twice whenever she takes the Attack action on her turn.

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