

TROUBLE IN MIND

a short adventure for the DRAGONLANCE®: FIFTH AGE® game, which introduces Heroes to the Legion of Steel training ground on the Isle of Mind in the Dragon Isles

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The events described are suited to nearly any group of Heroes from the Fifth Age, but the Narrator must, of course, tailor specific events and descriptions. Narrators will find the information from the *Heroes of Steel* supplement for Dragonlance useful, but not essential in describing the Legion of Steel and their sanctuary in this adventure.

Some believe the good dragons show their support for the values of hope and selflessness the Legion of Steel represents. In this way, they offer help and hope to the people quietly, behind the scenes.

The Legion has a central community, known as Watch, on the shore of the Isle of Mind. Smaller settlements are scattered along the Trail, a path that winds its way through the thick jungle and up the slope of the central peak to the very sum-

mit of the volcano itself. The Trail forms part of a training regime for the knights of the Legion. As each trainee progresses higher along the Trail, he or she learns more of the skills and lore needed to be a member of the Legion of Steel. The training is harsh and demanding, a forge intended to strengthen the future members of the Legion and prepare them for what lies ahead.

for training. A senior member of the Legion secretly gives them the task of uncovering the Takhisian spy in their ranks. These seeds can form the beginning or continuation of a regular Legion of Steel story involving the Heroes.

If the Heroes are independent operators, a high-ranking Legionnaire contacts them because no one close to the Legion can be entirely trusted with such a delicate task. Until the spy is uncovered, the



The Isle of Mind

The island known as “Mind” by the Legion of Steel lies among the Dragon Isles north of Ansalon. The Isles are famed as the home of the metallic dragons, which have withdrawn from the affairs of Krynn for the most part. Mind is one of the easternmost of the Dragon Isles, a small volcanic island covered with heavy jungle foliage, surmounted by a volcanic peak that smolders and occasionally belches forth fire and smoke. The peak erupted during the Time of Chaos and has remained a simmering cauldron since then.

After the Summer of Chaos, Mind became a training ground and sanctuary for the Legion of Steel, the newest of the knightly orders of Ansalon. Ships from Nordmaar and Ergoth regularly carry knights and trainees of the Legion to and from the islands. Since no one approaches the Dragon Isles without the permission of the good dragons who still dwell there, the presence of the Legion must meet with the dragons’ approval.

To date, the training ground of the Legion has served them well. But recently, there is concern that the evil forces of the Knight of Takhisis have infiltrated the Legion of Steel to learn about their training and perhaps even corrupt members of the Legion.

Getting the Heroes Involved

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The Heroes have the opportunity to go to Mind and uncover who might be working to corrupt the Legion of Steel from within. If the Heroes are already members of the Legion of Steel or wish to become members, the Narrator’s task is easy: have the Legion send them to Mind

Legion can trust no one. The Heroes are chosen for their impartiality. If one or more of the Heroes are Knights of Solamnia, the Legion might ask them to help uncover the plots of their arch-enemies, the Knights of Takhisis.

Although most true Heroes will gladly aid the Legion of Steel in finding the Evil in their midst, some may need a bit more persuading. The Legion offers to pay the Heroes a fair sum (in the Narrator’s estimation) and offer them the opportunity to train on the Isle of Mind once the infiltrator has been exposed.

If this isn’t enough, the Narrator can have a mysterious, cloaked figure visit the Heroes late one night. She is a beautiful woman with silvery-white hair, who refuses to give her name. She tells the Heroes that it is vital that they aid the Legion of Steel against the Knights of Takhisis, or else the balance in the land of Krynn may well be upset. The woman is actually a silver dragon in disguise. Her presence should help give reluctant Heroes better cause for wanting to help.

The Traitor's Plan

Contrary to what the Heroes might think at first, the spy operating within the Legion is not a former Knight of Takhisis, but one Garthan uth Holtan (human adult male, Imperious demeanor, Uncaring nature, Champion), son of a Knight of Solamnia who fell during the Chaos Wars.

Garthan's family lost their home during the Dragon Purge and the boy lost his faith in the father who left him. He blamed the Knights of Solamnia for his father's death and determined only to serve his own interests, rather than die in service to others.

The Knights of Takhisis found such a young man useful to their plans and sent Garthan to infiltrate to Legion of Steel. He has passed some minor, useful information on to Neraka, but now he has a chance to go to the Legion's training ground on Mind.

Garthan's mission is not to spy or even corrupt the Legionnaires. Instead, he is to destroy the whole Legion training ground, using a secret weapon: the dormant egg of a fire dragon. If such a creature is unleashed in the Dragon Isles, it

will lay waste to Mind and perhaps even good dragons themselves. This will help to pave the way for the Dark Queen's return.

Scene One: Journey to Mind

The Heroes, along with a dozen or so other Legion recruits, are ferried to the Isle of Mind on board the Nordmaaran ship, *Mistrunner*. The journey to the Dragon Isles is fairly uneventful, with good weather and fair winds to speed it along. If the Narrator wishes, an encounter with a hostile sea creature or some playful sea elves can be included.

On board the ship, the Heroes have an opportunity to meet the other recruits. They are a broad group, some former members of the Knights of Solamnia or the Knights of Takhisis, others from various lands in Ansalon who found purpose with the Legion.

Among the others, introduce the Heroes to Garthan, an intense, dark-haired young man with a proud, noble bearing. Take care not to emphasize Garthan over any of the other recruits, lest the players become suspicious of him too soon.

The journey to the Isles allows the Heroes to relax and spend time socializing and talking to the other recruits.

Scene Two: Ashore in Watch

After a few days, the *Mistrunner* arrives and docks at Watch, where the new recruits are greeted by Katheen, a Legion Elder (human adult female, Commanding demeanor, Master). She welcomes them to Watch and tells them of their training.

Recruits spend a few days in Watch, getting settled in and learning the basics of the Legacy while their instructors assess their abilities. Then they begin following the Trail into the depths of the jungle. Along the way, they learn survival and hunting skills, practice combat training and learn more of the Legacy and the customs and history of the Legion of Steel. They make stops in the villages along the way to continue their education. The entire journey along the Trail takes several weeks. Once the recruits reach the top of the mountain, they are inducted as members of the Legion.

The Heroes can spend the following day or so in Watch attempting to gather



more information about the new recruits and looking for any hint of spying.

The only unusual thing the Heroes may notice is that Garthan brought a fair-sized chest with him from the mainland. He claims the chest contains his father's armor, a point of honor for him. Heroes who learn of Garthan's dislike for the Knights of Solamnia might question why he would retain his father's armor. Overly curious characters who decide to look in the chest discover it does indeed contain a Solamnic breastplate and other armor.

Underneath, however, wrapped in a heavy cloth, is the fire dragon egg. Any Hero who gets a look inside the chest will be discovered before getting a chance to find the egg. The Hero must make a hasty retreat or else explain to Elder Katheen why he or she was going through another recruit's belongings.

Scene Three: Following the Trail

In this scene, the recruits are broken into smaller groups and commence their journey along the Trail. Garthan is in the Heroes' group along with two other recruits: a Palanthian refugee named Holden (dwarf adult male, Dedicated demeanor, Novice) and a former Knight of Takhisis named Jenara (human adult female, Belligerent demeanor, Adventurer). Ideally, the Heroes should have met all of their companions during the journey to Mind. The group is led by a Legionnaire named Dustan, a dark-

skinned man originally from Southern Ergoth (human adult male, Commanding demeanor, Champion).

During the journey up the Trail, the trainees must carry their own equipment. They are strongly counseled not to wear armor, since the jungle is hot and armor quickly becomes unbearable. Jenara chooses not to heed this advice at first, but changes her mind after the first day of marching in her chain mail. Garthan carries a heavy pack containing his father's armor (and the fire dragon egg). He says he wants to wear the armor when they complete the journey and makes it a matter of pride to carry it. He does not allow anyone else to touch or carry his pack, and becomes angry at anyone who tries.

Along the Trail, the trainees face various challenges. Most of these are planned. They must hunt for their own food (average Perception action to spot prey, followed by an average Agility action to actually catch it), keep to the Trail in the heaviest jungle undergrowth (average Perception action), and march in the grueling heat of the day (challenging Endurance action).

Along the way, the trainees are regularly paired off against each other in sparring matches to test their combat skills. The Narrator can set up as many of these as desired, pitting the Heroes against other trainees or against each other. Dustan also occasionally disappears into the jungle. Sometimes this is a test to see if

they can find their own way, sometimes he stages "sneak attacks" and ambushes, springing out at the trainees wearing a painted mask, looking like a hostile jungle humanoid.

The Heroes can also face unplanned challenges from the jungle itself. Any number of dangerous animals may attack the party; they will most likely encounter natural hazards like river crossings, tall cliffs to climb, narrow trails along a steep ridge, high winds, and whatever else the Narrator (and Dustan) uses to test the trainees.

Scene Four: The Traitor Exposed

Every day or so along the trail, the trainees stop at a village to rest and continue their training. After nearly ten days, they are near the mountain peak itself. The air becomes cooler (although still quite warm) and there is less jungle growth. The Heroes have had a chance to spend quite some time with their companions, and should be growing suspicious of Garthan by this time. Even the belligerent Jenara is sincere in her desire to serve in the Legion. Only Garthan remains close-mouthed and evasive. He is honest about his past, but his motives for joining the Legion seem vague and insincere.

While resting at a village at the base of the volcano, Garthan's treachery is exposed. This could happen in any number of ways: a Hero (particularly a kender) is overcome with curiosity and



decide to look inside Garthan's pack, discovering the fire egg before being discovered by Garthan; Heroes asking too many probing questions make Garthan suspicious; during a sparring session, Garthan loses control and attacks his opponent with intent to kill. This last one is particularly likely if he is fighting Jenara or a Solamnic Hero, forcing the other Heroes to intervene. Garthan writes it off as battle lust getting the better of him.

In any event, Garthan slips out into the night with the fire dragon egg and climbs the mountain on his own. If a Hero discovered him, they might scuffle beforehand, leaving the Hero injured and Garthan fleeing into the night with pursuit close behind him. If not a Hero, then Holden discovers Garthan sneaking out and is attacked by him. The Heroes find Holden unconscious and hurt; he tells them Garthan attacked him and fled. A strange reddish glow came from his pack.

Scene Five: The Volcano's Fury

The Heroes chase Garthan up the mountain slope. He has a fair head-start on them, but is carrying a heavy pack. A challenging Perception action can help

pick up his trail, while challenging Strength and Agility actions allow the Heroes to quickly climb the treacherous slopes of the volcano. Garthan may well lay one or more traps for the heroes, rolling massive boulders down the slope at them or loosening areas of rock so they fall (challenging Agility action to avoid either).

The final confrontation comes at the edge of the smoking volcano. The Heroes arrive just in time to see Garthan about to hurl the glowing egg into the mouth of the crater. They may take action to stop him, resulting in the egg spinning from Garthan's hands and bouncing down the side of the crater to rest on a narrow ledge about fifteen feet down. The egg begins to glow brighter and the molten lava seems to respond to its closeness by bubbling and boiling more furiously, steadily rising.

The Heroes must overcome Garthan while attempting to retrieve the egg, before the volcano erupts, thus releasing the fire dragon. This requires a desperate Agility or Strength action to reach the egg, probably requiring a couple of Heroes working together to hold a rope or form a living chain to lower one Hero

far enough.

Garthan does all he can to keep the Heroes away from the egg. The struggle sends both sides perilously close to the lip of the volcano and endangers any Heroes trying to reach the egg. Ideally, Garthan then meets his fate by plunging into the volcano itself, perhaps seizing hold of one of the Heroes in an attempt to drag him or her with him.

Fortunately, the Heroes can manage to get the egg out in the nick of time, averting a serious eruption.

If the Narrator wants to end the story with a truly epic battle, Garthan could grab the egg on his plunge into the volcano, releasing the fire dragon, and returning as a daemon warrior.

The Heroes, assembled trainees, and members of the Legion of Steel on Mind can then fight an tremendous battle against the creatures of Chaos.

This ending will be extraordinarily difficult for the Heroes unless they have powerful magic on their side. It will leave much of Mind devastated, but certainly will be a story from which legends are made.

