

DLS4
Adventure

for 5-8 characters of levels 4-7

Advanced Dungeons & Dragons®
2nd Edition

9334



Official Game
Adventure

Wild Elves

BY SCOTT BENNIE



MONSTER STATISTICS

Monster	AC	M V	H D	THAC0	#A	Dmg	SA	SD	AL
Cloaker	3	1, Fl 15	6	13	2	1d6/1d6+Special	Y	N	CN
Curotai	6	12	6+6	14	4	by weapon+3	N	Y	CE
Dragon, Bronze	-5	9, Fl 30 (C), Sw	12	17	5	31d8+7(x2)/4d6+7	Y	Y	LG
Dragon, Green	1	9, Fl 30 (C), Sw	9	9	9	31d8+3(x2)/2d10+3	Y	Y	LE
Drider	3	12	6+6	13	1	1d8	Y	Y	CE
Elf Fighter	5	9	3	18	1	1d8	Y	Y	CG
Ghast	4	15	4	17	3	1d4/1d4/1d8	Y	Y	CE
Ghost	0	9	10	11	1	Special	Y	N	LE
Horse, Spider	2	12, Wb 8	5+5	15	3	1d6/1d6/2d4	Y	N	N
Ice Vampire	2	12	6+6	13	1	2d4	Y	Y	NE
Ogre	5	9	4+1	17	1	1d10+2	N	N	CE
Ogre Leader	3	9	4+1	13	1	1d10+3	N	N	CE
Owl, Talking	3	Fl 36(C)	2+2	19	3	1d4/1d4/1d2	Y	Y	LG
Piercer	3	1	3	17	1	3d6	Y	N	N
Rat	7	12, Sw 6	1/2	20	1	1d3	Y	N	NE
Skeleton	7	12	1	19	1	1d4	N	Y	N
Spider, Giant	4	3, Wb 12	4+4	15	1	1d8	Y	N	CE
Spider, Whisper	5	9	8	11	1	2d6	Y	N	CE
WaterWeird	4	12	3+3	15	0	Drowning	Y	Y	CE
Weapon, Living	-1	Fl 18(A)	6	11	2	1d8+4/1d8+4	Y	Y	CE
Wichtlin	2	9	4+4	15	2	Special	Y	Y	CE
Wichtlin Stag	7	24	3	17	1 or 2	2d4 or 2d6	Y	Y	CE



WILD ELVES

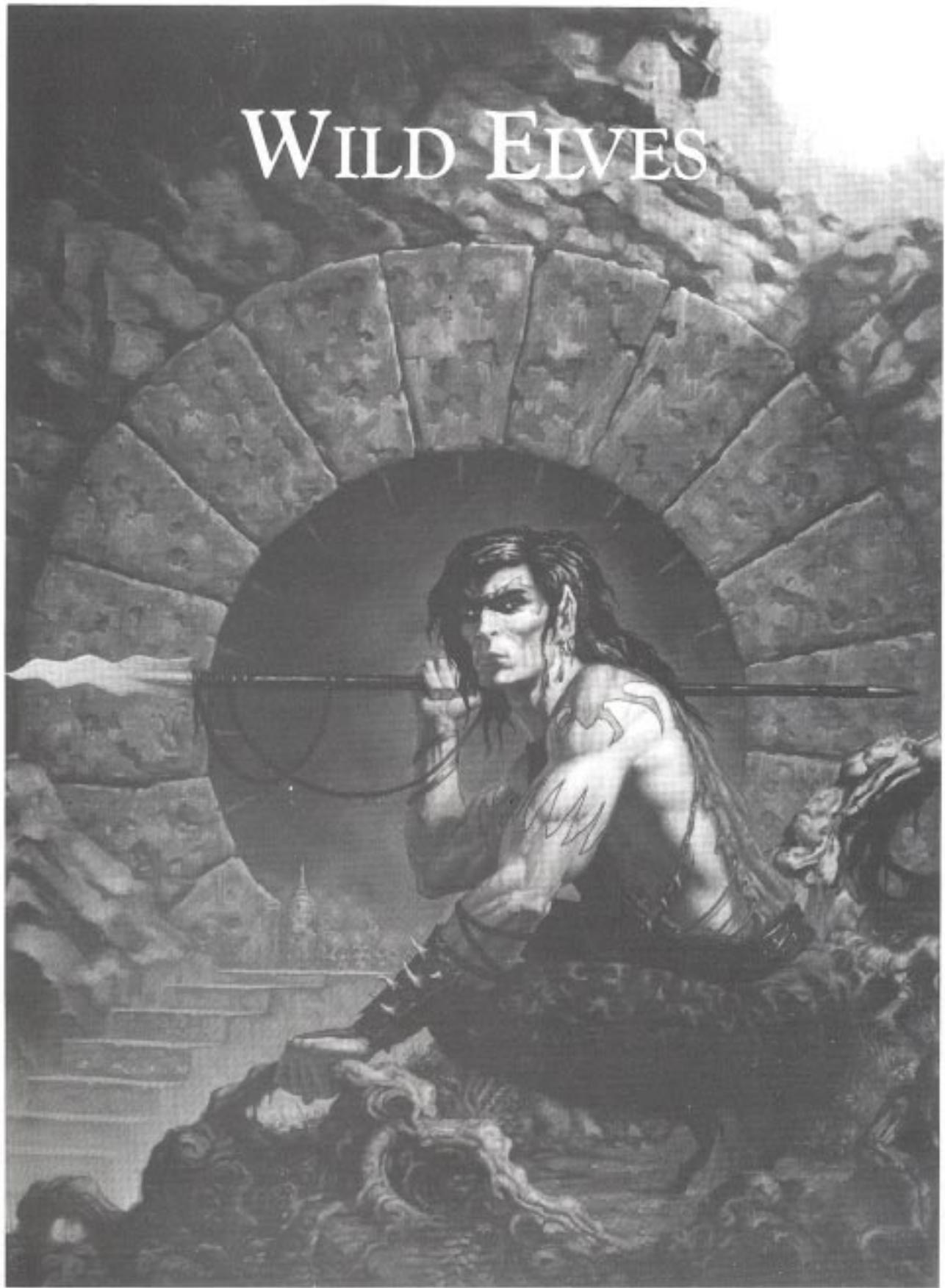




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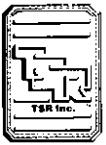
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INTRODUCTION

Wild Elves is the third module in a series of unconnected adventures dealing with the elves of Krynn. The wild elves, also known as the Kagonesti, are a race of unsophisticated, peaceful elves who live a simple forest existence. *Wild Elves* deals with the rebellion of the Kagonesti against enslavement by the other elves of Krynn, and their migration to the Valley of Perfect Silences, the legendary sanctuary of the Kagonesti. There are many dangers along the road and deadly peril at their destination.

The DM should have the AD&D® 2nd Edition game rules to run this adventure. The DRAGONLANCE® *Monstrous Compendium* appendix is also useful, although monster statistics are noted in the text and in the monster summary on the inside cover of the module. The *DRAGONLANCE Adventures* hardcover book is helpful, but it is not necessary to run this adventure.

PLAYER CHARACTERS

Wild Elves is designed for five to eight player characters of 4th to 7th level. The fewer characters in the party, the higher their levels should be. The DM should carefully examine this module and balance the encounters to be challenging. With this in mind, the encounters listed in this module use the following scale (employ this as a guideline when adjusting monster strengths and numbers):

Easy: This encounter is meant to be a pushover for the party. Its purpose in the adventure is to provide a quick and easy combat (which makes the players feel good), as well as to foreshadow more difficult encounters yet to come.

Formidable: This encounter should

provide a victory for the player characters; there should be injuries, but no deaths among the PCs. The formidable encounter also foreshadows tougher combats.

Challenging: These encounters are very tough, prolonged battles. Chances are that most of the members of the party are wounded; unlucky PCs may be killed. The players should almost certainly win this battle, unless they make extraordinary blunders.

Major: This is an extremely tough encounter, calling for true heroism and the very real possibility that one or more player characters are going to die. This should be a major encounter in a quest, with the very real possibility of defeat if the player characters make errors.

Fatal: This is an encounter against overwhelming force, a battle that the player characters are not meant to overcome in combat. If the characters use brute force, they will either be slaughtered, captured, or driven back. A good DM will make certain that the characters have ample clues that a forthcoming encounter is fatal, and give them the opportunity to avoid it or solve it without combat.

If the Dungeon Master finds it more convenient, he may replace a listed encounter with another that he feels will yield a more appropriate result for the players in his campaign.

As is typical in DRAGONLANCE modules, the use of evil characters in this adventure is highly inappropriate. Pregenerated characters are provided on pages 62 and 63 of this adventure and may be photocopied for personal use.

DMING ADVICE

Wild Elves is an adventure aimed at a novice or inexperienced Dungeon Master; we are trying to keep it as easy





to run as possible. As a result, this adventure has an episodic or linear plot. A episodic plot is one in which events follow one after another without much variation; this plot is a collection of mini-adventures added together. Experienced DMs may find other approaches to be more satisfying; they are free to add or adjust plot elements of this adventure to increase their players' enjoyment and to fit into the DMs' interpretation of the world of Krynn.

Use the four-color, fold-out map for details of the important cities the player characters will encounter in this adventure.

PROLOGUE:

**Of the Valley of Perfect Silences,
the cruelty of elves to elves, and
of the cruel hope yet to come.**

*Hear now the tale all the winds know.
We hear it well.*

*The suffering that the others bring us.
The gift of the world and our curse.
Trust not in others.*

*Nature is our only savior, and she has
prepared Salvation.*

Beyond the North.

Beyond the West.

Beyond the East.

*In the Southernmost South, hear now
the tale.*

The Vale where no others can enter.

The Vale where none can scorn us.

The Vale where none can enslave us.

The Vale where none can lie to us.

The Valley of Perfect Silences.

Nature's gift to those who are worthy.

*Green grass, blue skies, wide waters
and truth.*

It is ours when we can find it.

To hold as long as we are worthy.

—a Kagonesti chant

The War of the Lance was a great triumph for the free peoples of Krynn.

The forces of the Dark Queen, Takhisis, reeled in defeat. The elves of Krynn had achieved a unity of purpose that had been lost for millennia. The disgraced Knights of Solamnia had been redeemed. All of the races that espoused the cause of good, though they had seen their homelands devastated, had hope for the future.

All save the Kagonesti.

The Kagonesti were considered a savage race by their distant kin, the Silvanesti and the Qualinesti. The Silvanesti and Qualinesti both settled (some say invaded) the Kagonesti homeland of Southern Ergoth and enslaved the Kagonesti. The "higher" elves forced the Kagonesti to build cities for them, claiming that they were helping their distant kinsmen by exposing them to civilization. The Kagonesti knew better. Having no hope, and not wishing to shed the blood of those who had fought the Dark Queen, they tolerated this forced service.

Several years after the end of the War of the Lance, rumors began to spread among the Kagonesti. Rumors that gave them hope. Rumors of the Valley of Perfect Silences.

The Valley of Perfect Silences is an old Kagonesti legend. In ancient times, the Kagonesti were among the few elves who refused to build cities of stone, preferring to live in harmony with nature. The Kagonesti hunted and worked hard to preserve their ancient traditions, but eventually they were driven from their homes by various intruders: ogres, humans, and other elves. But the Godspeaker (chief shaman) of the Kagonesti proclaimed that in their darkest hour the gods would provide them with a sanctuary; a place where none but Kagonesti could enter.

It was an attractive legend, but no one ever found the Valley of Perfect Silences.

Recently, however, a Kagonesti shaman named Sturif came to the newly rebuilt elven city of Silvamori and gathered all of the Kagonesti. He told the Kagonesti that the valley had been found and the gods had ordered him to deliver the Kagonesti from their bondage. Many of the Kagonesti of Silvamori rebelled against their Silvanesti masters, and those who opposed them were scattered or slain. The Kagonesti of Qualimori also rebelled, and tribe after tribe fled its bonds.

Their former masters, some of whom suspect that the Dark Queen was behind this rebellion (for who would not willingly be taught and civilized by the Silvanesti?), have not been very understanding about the revolt. As a result, those who have escaped are being hunted by the Silvanesti and the Qualinesti. This is the situation as *Wild Elves* begins.

SUMMARY

Wild Elves is divided into three parts. In the first part, the characters join with the rebellion and must resolve their conflict with bands of Silvanesti who are trying to stop them from leaving. Once this is done, there are several encounters with ogres, who are also trying to stop the Kagonesti from reaching the Valley of Perfect Silences. The ogres are led by Shuzirra Irsei, a dark elf of considerable power, who has very special motives for challenging the Kagonesti's right to enter the valley.

The second part of the adventure occurs when the party reaches the Valley of Perfect Silences. The player characters will find that the valley is blocked by a magical barrier, the Green Gate. The player characters must try to find a way to open the gateway while Shuzirra uses both force

and deception to stop them. Once the gateway is open, the Kagonesti may enter; non-Kagonesti may not enter.

The third part of the adventure occurs after the Kagonesti have entered the Valley of Perfect Silences. Evidence mounts that the valley is not what it appears to be. It is really a trap created by Jiathuli, Princess of the Abyss. Long ago, she challenged the Dark Queen Takhisis and was defeated and imprisoned within a demi-dimension. Jiathuli transformed her prison into her home. She brought her servants, the drow, to her side and began to plot. Jiathuli used the drow to spy upon Krynn, and she liked the potential for evil she saw in the mistreatment of the Kagonesti. The sunlit portion of the demi-dimension in which Jiathuli was imprisoned was a sylvan paradise into which no evil crept. Why not make this the Valley of Perfect Silences and lure the best of the Kagonesti to their doom? As a result, the Kagonesti are becoming subject to an enslavement more brutal than anything the Silvanesti ever devised.

The player characters must figure out what is really happening in the Valley of Perfect Silences, find a way to get through the Green Gate, and lead the Kagonesti out of the trap set for them by Jiathuli. They must also deal with the drow and seal Jiathuli within her dimension forever.





CHAPTER ONE

In which the rebellious Kagonesti battle against the Silvanesti and find allies unlooked for, begin to behave in a most unnatural manner, and have a most troubled journey to the Valley of Perfect Silences.

*Hear now the sound of chains shattering.
Of dethroned masters screaming their rage.
Of the courage of those whom no spear
will daunt.*

Feel the flame.

*The fire of freedom burns hot to raze
the slave houses.*

*We remember the sharp glances of
those who kept us like animals.*

*Sows in a pen unworthy of their company.
Distant relatives who hated the sight of
our bodies and the sound of our speech.
We burned their houses and kindled
their hatred.*

Blood flowed freely on the stones.

*Unwilling were we to kill those who
hated us.*

More willing were they.

*Our fires clashed, their hatred against
our hope.*

*And when night had passed their
hatred had lost.*

*Without shackles we gathered and
gazed at the dawn.*

*A new dawn that beckoned us to the
Valley of Perfect Silences.*

—a Kagonesti chant of Remembrance

As described in the Prologue, after years of forced servitude to the Silvanesti and the Qualinesti, the Kagonesti broke free and rebelled against their masters. They are now scattered in groups, wandering Southern Ergoth in search of the Valley of Perfect Silences.

The first thing the Dungeon Master should decide is when and where the player characters encounter the rebellious Kagonesti.

A CHRONOLOGY OF THE REBELLION

Day 1: Sturif receives his vision of the Green Gate and the Valley of Perfect Silences. He does nothing.

Day 3: Over the course of three days, Sturif receives more visions. He decides to go to Qualimori to bring his message of freedom to the Kagonesti.

Day 8: Sturif arrives in Qualimori and stirs dissent. Shevondol agrees to lead the Kagonesti of Qualimori and take them to the Valley of Perfect Silences.

Day 10: Kagonesti of Qualimori rebel. Under Shevondol's leadership they leave the city, unopposed by the Qualinesti.

Day 11: Sturif arrives in Silvamori.

Day 12: Kagonesti begin to revolt. The speed of the revolt catches the Silvanesti by surprise.

Day 13: Violence in the streets of Silvamori as the Silvanesti try to prevent the Kagonesti from fleeing.

Day 14: Battle at the gates of Silvamori. Sturif and many Kagonesti are slain, but the Wild Elves are victorious. The Kagonesti of Silvamori depart the city.

Day 15: Kagonesti cross bridges at Dir Plaanar, symbolically burning the entire island. This act shocks the Silvanesti and strengthens their belief that Takhisis is manipulating the Wild Elves.

Day 16: Kagonesti escaping from Silvamori and Qualimori unite and battle an army of Silvanesti. The Silvanesti army is scattered but not destroyed. Word of the rebellion reaches Daltigoth.

Day 17: The council of the Kagonesti. They decide to send an advance party ahead to find the Green Gate and lead the Kagonesti host there.

Day 18: Advance party departs. The revolt succeeds in Daltigoth, as hundreds of Kagonesti flee.

Day 20: The advance party is attacked by ogres. This is the first of many ambush attempts.

STARTING THE ADVENTURE

The player characters must be in Southern Ergoth at the beginning of the adventure. They may join the quest in a variety of ways; the Dungeon Master may choose the one that is easiest to implement or the most satisfying for the campaign. Here are a few possibilities:

- The PCs are a party of wandering adventurers who meet Sturif on Day 4. The characters encounter Sturif after he decides to free the Kagonesti. They enter Qualimori and Silvamori, aiding Sturif in his struggle to liberate his people. They confront the slave lords, encourage dissent, and fight against the guards who will try to imprison them. The Dungeon Master should kill off Sturif during the battle, as his death is meant to be a source of dissent among the Kagonesti (and provide dramatic tension for the adventure). The chief disadvantage of this method is that the Dungeon Master has to improvise heavily during the beginning of the adventure.

- The PCs are a party of adventurers who are guests of the Silvanesti (or the Qualinesti) on Day 11. In this case, the characters get to stay in Silvamori and see what is happening. They witness the oppression of the Kagonesti and have the option of helping the rebellion when it begins, or helping the Silvanesti suppress it (the Silvanesti claim that the Kagonesti are rebelling under the influence of the Dark Queen).

If they help the Silvanesti suppress the rebellion, they may be sent out of the city to hunt down the bands of rebellious Kagonesti that escaped. The Kagonesti try to overwhelm them and

capture them; once the player characters are captives, the Kagonesti tell them of the invasion of their lands and their forced servitude to the Silvanesti and Qualinesti. This option is also heavily dependent on Dungeon Master improvisation.

- The PCs are a party of wandering adventurers who encounter bands of Silvanesti on Day 17. This is similar to the option listed above—the Silvanesti claim that the Kagonesti, under the influence of the Dark Queen, took up arms against the Silvanesti in their own city and slew many in an unprovoked attack. This is true (from the Silvanesti point of view); of course, they omit certain small details, such as the forced servitude of the Kagonesti. The Silvanesti ask the characters to capture the Kagonesti and hand them over to them for punishment. The player characters then hunt down the Kagonesti and meet them as adversaries. This method requires only a single wilderness encounter with the Silvanesti as a prelude to the adventure.

As in the previous option, the characters may encounter the Kagonesti host and learn the truth about the rebellion.

- The PCs are a party of wandering adventurers who encounter the main army of the Kagonesti on Day 15. The characters must convince the Kagonesti that they support their cause, then fight alongside them against the army of the Silvanesti. This requires a lot of Dungeon Master improvisation, especially for the battle between the Silvanesti and the Kagonesti. (The Kagonesti greatly outnumber the Silvanesti, but they have mostly improvised weapons and are lightly armored. The Kagonesti gain a +2 bonus to their morale due to a strong belief in their cause. These guidelines can be used with the BATTLESYSTEM rules to resolve this conflict.)





- The PCs are Kagonesti rebels who encounter Sturif on Day 12. If the Dungeon Master wants to run this module outside of a campaign, have the players run Kagonesti characters or use the characters from the adventuring party listed on pages 62 and 63.

- The PCs are adventurers who have been hired by Sturif. In this option, Sturif realized that he would need help to get the Kagonesti to freedom and sent a messenger to the human settled lands to hire adventurers to escort bands of Kagonesti to the Valley of Perfect Silences. This possibility would change the timeline. If this option is used, begin the adventure at Episode One and assume the Kagonesti are friendly.

- The PCs are a band of adventurers who encounter the advance band of Kagonesti on Day 19. This is the recommended starting method for novice Dungeon Masters, and it is treated as the most, likely method that a Dungeon Master will choose. Episode One assumes this is the case; if the Dungeon Master is not using this method, skip Episode One.

EPISODES AND CONTINUITY

This module contains episodes (important incidents in the quest) and tells how they fit into the timeline given earlier. Experienced Dungeon Masters will wish to expand on these episodes and add other ones. Consider these episodes to be the most action-packed scenes of a movie or a television show; good movies and television shows also have scenes where characters interact without fighting (Episode Five is given as an example of this).

Additional scenes that may add interest to this adventure include hunting for food with the Kagonesti,

Kagonesti funeral rituals (if one of the Kagonesti dies in battle), gaming with the Kagonesti (stick duels or tug of war), or romantic moments.

Also, as the Kagonesti NPCs get closer to the Valley of Perfect Silences, they begin to experience vivid dreams about the valley. They become increasingly obsessed with finding the valley; they become moody and quick to anger. The personality changes should be very noticeable by the time they reach the Green Gate.

RANDOM ENCOUNTER TABLE

(Southeastern Southern Ergoth)

Roll a random encounter (1d8 and 1d12, adding the results) three times per day.

Dice Roll	Encounter
2	Dragon, Bronze (see Episode #9)
3	Bear, Cave
4	Kagonesti, Wandering
5	Bear, Brown
6	Lion, Spotted
7	Kingfisher
8	Wolf
9	Elf, Silvanesti (search party)
10	GriFFon
11	Stag
12	Game Animal (deer, rabbit)
13	Ogre
14	Hawk
15	Elf, Qualinesti (hunting party)
16	Ghoul
17	Spider, Whisper
18	Ice Vampire
19	Ogre, High
20	Wichtlin

EPISODE ONE:

ENCOUNTER WITH THE KAGONESTI

If the player characters are Kagonesti, play this episode using four generic Kagonesti; otherwise select four of the Kagonesti who are listed on pages 62 and 63 and use them as the advance party. Sutaraxl Woodheart is the leader in any event.

This episode should occur during the first day or two of the adventure. As the PCs walk along a forested path, four Kagonesti scouts step out onto the path 30 feet in front of them. If the player characters act as though they have been sent to capture the Kagonesti, the elves attack immediately unless they are outnumbered, in which case they try to disperse and find their way back to the Kagonesti host and get reinforcements.

If the player characters do not act aggressively toward the Kagonesti, they are willing to talk. They are not happy to see Silvanesti or Qualinesti in the party, but they do not attack. The Kagonesti are not concerned with settling their disputes with the Silvanesti; they only want to reach the Valley of Perfect Silences. The party is given the option of either joining the party and helping them reach the valley, or of standing aside and not interfering in their quest.

If the party joins the Kagonesti:
Proceed to Episode Two.

If the party attacks the Kagonesti: The Kagonesti flee as best they can. The Kagonesti host learns that a party was sent to waylay the advance scouts and quickly moves to surround them. The player characters soon find themselves surrounded by hundreds of Kagonesti, many of whom are archer specialist fighters. They are given the option to

surrender. If they do not, the Kagonesti attack them.

This should be a Fatal encounter (at the Dungeon Master's option, the PCs may be knocked unconscious and will awaken as wounded prisoners of the Kagonesti). There, they can talk with the Kagonesti and settle their differences. If they do not agree to help find the Valley of Perfect Silences, the adventure is over.

EPISODE TWO:

FIRST ENCOUNTER WITH THE OGRES

This encounter occurs on Day 20. There are eight ogres and one ogre leader moving toward the party, being directed at a distance by Shuzirra, the drow priestess. The ogres have no real affinity for ambush; they wait for the party to get close, then attack shouting a harsh battle cry. Their tactics are to get in as close as possible with the party and club them. This should be a Challenging encounter.

Ogre Leader: AC 3; MV 9; HD 4+1; hp 31; THAC0 17; #AT 1; Dmg 1d10+3; ML 11; AL CE

Five Ogres: AC 5; MV 9; HD 4+1; hp 25, 22, 20 (x2), 18; THAC0 17; #AT 1; Dmg 1d10+2; ML 11; AL CE

If the ogres are taken prisoner they do not willingly mention Shuzirra, but if the party uses magic to interrogate them, the PCs learn that the ogres were sent to ambush the party by a "black lady" (the ogres do not understand the nature of drow).





EPISODE THREE:

ENCOUNTER WITH THE ICE VAMPIRE

This encounter occurs on Day 21. The party settles down to rest; one of the NPC elves leaves the party to get some water when a high-pitched scream alerts the party to something terrible. When the PCs arrive they find an elven corpse lying next to a pool near a waterfall. The elf was filling his waterskin when he was attacked. The body is freezing cold to the touch, burning the fingers of whoever touches it. From the waterfall there is a strange sound like singing, and the ice vampire rises to attack!

Ice Vampire: AC 2; MV 12, Sw 18; HD 6+6; hp 41; THAC0 13; #AT 1; Dmg 2d4; SA ice magic; SD +1 or better weapon to hit, vampiric regeneration; MR 40%; ML 15; AL NE

This should be a Challenging encounter.

The ice vampire tries to drain the warmth from a single target, then retreat into the water, as she has finished her meal. If opposed by a group she uses a *cone of cold* spell. If she loses more than half of her hit points, she retreats.

EPISODE FOUR:

FIRST ENCOUNTER WITH THE SILVANESEI

This encounter occurs on Day 22. The PCs hear a large party coming; they soon spot Silvanesti troops advancing in their direction.

The Kagonesti NPCs in the party want to ambush the Silvanesti. If the PCs

prefer to negotiate, they have to argue with the Kagonesti among them, who strongly believe that the Silvanesti are out to kill them. Unless the PCs do an exceptional job of arguing, or physically restrain them, the Kagonesti NPCs ambush the Silvanesti as soon as the latter get within bow range.

If the PCs restrain the Kagonesti and try to negotiate with the Silvanesti, the Silvanesti demand that the party surrenders immediately.

If the PCs surrender to the Silvanesti, they are taken back to Silvamori to stand trial. The Kagonesti host attacks the Silvanesti two days after their capture, allowing the party to escape and resume their quest.

If the PCs refuse to surrender, there is a battle. This is a Challenging encounter. The Silvanesti party consists of the following:

Murastil (5th-level priest): AC 5 (chain mail); MV 12; HD 5; hp 20; THAC0 18; #AT 1; Dmg by weapon; SA magic; ML 11; Str 11, Int 10, Wis 16, Con 15, Dex 13, Cha 11; AL CG

Spells: *cure light wounds* (x2), *detect magic*, *remove fear*, *sanctuary*, *find traps*, *hold person*, *messenger*, *produce flame*, *silence 15" radius*, *dispel magic*.

Magical Items: None

Murastil is the leader of the Silvanesti attack party. He hates being forced out of his comfortable temple to search the wilderness for Kagonesti. Murastil has no liking for this search; he's been ordered to capture the Kagonesti, and the sooner it's done, the sooner he can get back to Silvamori. He will not negotiate, but instead orders his opponents to surrender. Once he realizes that demanding that the PCs surrender isn't working, he'll attack, starting with a *hold person* and then a *silence 15" radius* spell against obvious spellcasters.

Silvanesti Fighters (5, all 3rd level): AC 5; MV 9; HD 3; hp 16, 15 (x2), 14, 12; THAC0 18; #AT 1; Dmg 1d8; ML 11; AL CG





EPISODE FIVE:

A FIRESIDE CHAT

This episode is appropriate only if the players are playing PCs who meet the Kagonesti during the quest. If the PCs are the Kagonesti characters provided at the back of the module, the Dungeon Master may skip or modify this scene.

This episode occurs on the evening of Day 22, before the party goes to sleep. If any NPCs are alive following the battle against the Silvanesti, they sit down with the PCs and discuss who they are, why they are fleeing the Silvanesti, and why finding the Valley of Perfect Silences is important. They talk about their backgrounds (use the histories given on pages 50-53). Invite the PCs to tell stories about themselves. In this way the Kagonesti and the PCs will get to know each other better.

If there is someone among the PCs who is obnoxious and disliked, then have one of the Kagonesti NPCs take a dislike to him (the hot-tempered Ruderic Nighthawk is a good candidate). Allow them to trade insults, get into an argument, perhaps even a fistfight. (if it gets nastier, the other Kagonesti will break it up.) This conflict between the two characters carries over to other episodes.

Also at this time, all of the Kagonesti NPCs start having strange, incredibly vivid dreams of a beautiful valley. They share these visions with the player characters. At this time, Kagonesti player characters also experience visions.

EPISODE SIX:

DEAD SILVANESEI PARTY

This encounter occurs on Day 23. The player

characters come across six dead bodies, recently killed in combat. Five of them are Silvanesti; one is an ogre. The bodies of the Silvanesti have been burned by magical fire, a fire that fell in a circle around them.

If the player characters try to speak with dead, the Silvanesti reveal that they were searching for the Kagonesti when ogres attacked. They said that someone cast a spell from within the cover of trees and burned them. They have no idea who, or what, it was. (It was Shuzirra.)

EPISODE SEVEN:

SILVANESEI AND OGRES

This episode occurs on Day 24. Treat this encounter as identical to Episode Four, except that in the sixth melee round, a party of ogres arrives and attacks everyone. In the eighth melee round, two huge (15-foot-long) whisper spiders appear. The PCs can try to negotiate a truce with the Silvanesti to battle the ogres. The Silvanesti now hate the Kagonesti, however, and they are likely to split their force to attack both groups, unless the PCs persuade them that the ogres are the common enemy. This is a Major encounter.

The Silvanesti party comprises the following NPCs:

Lord Breost (fighter/wizard, 7th-level in both): AC 5 (cloak + Dex bonus); MV 12; HD 7; hp 38; THAC0 14; #AT 1; Dmg by weapon +2 (*long sword +1*); SA spells; SD *stoneskin* spell (already cast); ML 14; Str 16, Int 15, Wis 9, Con 15, Dex 16, Cha 13; AL LN

Spells: *detect magic, jump, shield, wall of fog, ESP, levitate, web, dispel magic, haste, stoneskin*

Magical Items: *long sword +1, cloak of protection +3, wand of lightning* (18 charges)

Lord Breost is a particularly arrogant

Silvanesti who treats everyone as an underling. He leads this Silvanesti attack party with an iron fist. He views the Kagonesti as traitors who are escaping to serve the Dark Queen. He would much rather kill them than capture them.

Zethyrdin (7th-level priest): AC 4 (chain mail + Dex bonus); MV 12; HD 7; hp 31; THAC0 16; #AT 1; Dmg by weapon; SA spells; SD stoneskin (already cast by Breost); ML 14; Str 11, Int 12, Wis 17, Con 15, Dex 15, Cha 14; AL CG

Spells: *cure light wounds* (x3), *remove fear, sanctuary, find traps, heat metal, hold person, messenger, silence 15' radius, dispel magic, prayer, speak with dead, cure serious wounds*

Magical Items: *chain mail +1, mace +1, potion of healing*

Zethyrdin is a zealous young Silvanesti priest. He is particularly enraged at the destruction the Kagonesti slaves wrought to the temples (which they were being forced to build) and views the Kagonesti as worthless savages.

Geric (8th-level wizard): AC 4 (bracers + Dex bonus); MV 12; HD 8; hp 20; THAC0 18; #AT 1; Dmg by weapon; SA spells; SD stoneskin (already cast by Breost); ML 14; Str 10, Int 15, Wis 10, Con 15, Dex 15, Cha 12; AL CG

Spells: *light, message, shield, taunt, detect invisibility, mirror image, shatter, hold person, lightning bolt, slow, confusion, minor globe of invulnerability*

Magical Items: *bracers of protection AC 5, pouch of accessibility, wand of magic missiles*

Geric is an egotist. He views himself as one of the most powerful wizards of the Silvanesti and sees himself as one of the great elves of Silvamori. He feels absolute contempt for the Kagonesti, who have no wizards at all. Geric is currently invisible and tries to get into

a position to surprise the Kagonesti after the battle has started.

Asthurgen (6th-level fighter): AC 2 (chain mail + Dex bonus); MV 12; HD 6; hp 51; THAC0 15; #AT 3/2; Dmg 1d8 (+6); SA magical items; SD stoneskin spell (already cast by Breost); ML 15; Str 17, Int 12, Wis 13, Con 15, Dex 15, Cha 14; AL NG

Magical Items: *elven chain mail +2, long sword +3, potion of extra-healing, potion of speed*

Asthurgen is a young Silvanesti warrior who has gained a great deal of honor in House Protector for his skill and bravery. Having seen more of the outside world than most Silvanesti, Asthurgen has no particular enmity toward the Kagonesti because of their desire for freedom. He would not mind solving this conflict without bloodshed. He does not like the ogres at all.

Asthurgen is a weapon specialist in long sword.

Silvanesti Fighters (4, all 3rd-level): AC 5; MV 9; HD 3; hp 20, 18 (x2), 15; THAC0 18; #AT 1; ML 11; AL CG

The Ogres: The ogres are led by the Lady Shuzirra and an ogre leader.

Shuzirra is the high priestess of Jiathuli, the disgraced handmaiden of Takhisis that is trapped in the cavern of the Deathdark. Refer to her statistics in the drow NPC section (page 54). Shuzirra gets involved in the combat only if she is certain that her help is necessary; she teleports away if she is about to be attacked. The ogres employ their usual non-subtle tactics.

Ogres (10): AC 5; MV 9; HD 4+1; hp 28 (x2), 25, 23 (x2), 22, 20, 19, 18, 15; THAC0 17; #AT 1; Dmg 1d10+2; ML 11; AL CE

Ogre Leader (1): AC 4; MV 9; HD 7; hp 38; THAC0 13; #AT 1; Dmg 1d10+2; ML 12; AL CE

Whisper Spiders (2): AC 5; MV 9; HD 8; hp 39, 31; THAC0 13; #AT 1; Dmg 2d6; SA poison (successful saving throw vs. poison or be inactive for





2d4 turns), webs (successful saving throw vs. wands or be caught as in a web spell) ML 14; AL CE

If the ogres are defeated and the PCs want to negotiate a truce with the Silvanesti, Asthurgen supports them. If Asthurgen is dead, then the Silvanesti fight as long as it seems they might win; they retreat if obviously overmatched, or if the player characters saved the life of a Silvanesti in battle.

EPISODE EIGHT:

PERSONALITY CHANGES

This episode takes place on the night of Day 25, after the battle.

By this time the Kagonesti NPCs are extremely anxious to find the valley. Kagonesti who were friendly and merry when the PCs first met them have become silent and sullen. They have very little patience and get angry, even violent, with very little provocation. If one of the Kagonesti took a dislike to an unlikable PC in Episode Five, this rivalry may erupt into violence.

EPISODE NINE:

A DRAGON IN THE SKY

This episode takes place on Day 25, as the party gets close to the Green Gate. This should be a non-combat encounter.

For several hours in the morning, the party notices a bronze dragon circling overhead. The Kagonesti NPCs are upset to see the dragon, as they feel it might have been sent by the Silvanesti. By this time it should be obvious that the Kagonesti are becoming less than rational about anything that might possibly interfere with their quest.

If the PCs find some way to signal the

bronze dragon, he cautiously approaches the party and converses with them. His human name is Sand, but his real (dragon) name is Aliandl. Sand says that he knows nothing about the valley beyond the Green Gate. But he tells you of a legend among dragonkind about the Green Gate: "The Green Gate first appeared about 360 years ago, during the time of the Cataclysm. The gate fell from the sky and landed at a narrow entrance to the valley. No one is certain how the towers that flank the gate were built, or who built them, but the Cataclysm distracted even the watchful gaze of dragons.

"Several elves have touched the Green Gate and passed through it, but none have reappeared on the other side. And nothing has ever been seen passing through the gate from the other side, wherever that may be.

"The Gate radiates neither good nor evil, but it has an intense aura of alteration magic. Dragons avoid it, but that is simply because we avoid that which we do not know and do not need to know.

"I can offer no advice on whether this path should be taken, except that it seems to lie between the planes, always a perilous destination. This is a journey that only mortals of the greatest power should attempt, and only when necessary, never blindly. I do not trust this Green Gate, but it is clear that the Kagonesti refuse to abandon this course. If you cannot be dissuaded from this course, then listen to my advice: Do not forget the gods, for they alone walk with you at every moment of your life, and your despair is theirs.

"I can understand why you are attracted to the Valley of Perfect Silences. We dragons have a legend of the Great Hoard, which contains treasures great and glorious beyond our reckoning. But not even a dragon's

cunning and greed has sufficed to find this hoard. I fear that the valley, like the Great Hoard, is but a myth, a fantasy to entice those who are not content with what they have. But the Kagonesti have suffered much, so I pray that your place of peace is not an illusion."

If the party is foolish enough to engage the bronze dragon in combat, his stats are as follows:

Bronze Dragon (mature adult): AC -5; MV 9, Fl 30 (C), Sw 12; HD 17; hp 94; THAC0 5; #AT 3; Dmg 1d8+7/1d8+7/4d6+7; SA 14d8+7 lightning breath weapon; MR 30%; ML 17; AL LG

EPISODE TEN:

THE GREEN GATE

This episode takes place on Day 26. The party has finally reached the Green Gate, but Shuzirra has one last surprise for the Kagonesti before they reach the Valley of Perfect Silences.

The Green Gate is located high in a mountain pass, where the pass reaches its narrowest point. The gate is visible during the day, but it is a steep climb that takes a day to achieve. The mountaineering nonweapon proficiency is not needed for the climb.

As the party begins the climb, they come to a clearing where they find the bodies of several dead Kagonesti. There are several ogres tormenting a young Kagonesti male whom they have taken prisoner.

Ogres (6): AC 5; MV 9; HD 4+1; hp 21, 20 (x2), 17 (x2), 12; THAC0 17; #AT 1; Dmg 1d10+2; ML 11; AL CE

Whisper Spider (1): AC 5; MV 9; HD 8; hp 30; THAC0 13; #AT 1; Dmg 2d6; SA poison (successful saving throw vs. poison or be inactive for 2d4 turns), webs (successful saving throw vs. wands or be caught as in a *web* spell); ML 14; AL CE

The ogres and spiders are among the weakest of their kind; they are here as a ruse. The prisoner is really a polymorphed drow, Diagonti (see page 54). He has been planted here to manipulate the Kagonesti once they enter the Valley of Perfect Silences; his intent is to make them the slaves of the drow. The ogres attack on sight. This should be a Formidable encounter.

When rescued, Diagonti acts extremely grateful to the PCs. He feigns a childish innocence and exuberance, and avoids questions that might incriminate him. He claims that his name is Keen Ears, a captive from Qualimori who recently escaped.

If pressed about his background, he says that the ogres are out to destroy them all. The Valley of Perfect Silences is their only hope, and they must get there as soon as possible or else the ogres will surely slay them.

At this point, he and the other Kagonesti NPCs who accompanied the party begin to run up the slope as quickly as possible. If they fall, they pick themselves up and continue to climb, even if they have fallen far down the slope.

If the PCs try stop them, they wrestle free of the PCs and try to continue up the slope. Due to the steepness of the climb, even the hardest Kagonesti will likely collapse from exhaustion before reaching the gate. The Kagonesti eventually reach the gate after several mad dashes up the slope.

If any player characters are of Kagonesti blood, they must roll a successful Wisdom Check with a -2 penalty to avoid following the others.

The Green Gate is a large slab of copper. On each side of the gate, two granite towers rise several hundred feet. Their battlements are shaped in leaf-like patterns (see Chapter Two for information on the towers). There is a strange writing on the gate (in an





otherworldly dialect of elvish), which says the following:

Gossamer.

The High Sword.

That which carries power to the stars.

That which carries those who are rejected by the jealous.

The elves of glory.

The Green Gate radiates a powerful magic. As soon as a Kagonesti gets within 30 feet, a series of permanent *magic mouth* spells give the following messages:

"Welcome. You have done well. Walk through the gate, and you will enter the promised place."

"Welcome. At last the promises shall be fulfilled. No creature of Krynn shall enslave you again."

"Welcome. The gate is no barrier to Kagonesti. Simply walk through it, and your bonds shall be broken forever."

By this time, the Kagonesti NPCs who accompanied the party have disappeared after running through the solid copper barrier of the gate. Anyone who lacks Kagonesti (or drow) blood cannot follow; the gate is solid to them. For good or for ill, these Kagonesti have found their home.

If the heroes wish to pursue, they must enter the towers and find the secret entrance into the Valley of Perfect Silences. This entrance is described in the following chapter.

CHAPTER TWO

In which the Kagonesti enter their valley and enjoy the fruits of their rebellion, the mask of deception becomes torn, and a pair of perilous towers appears.

Hear now the triumphant music, hands against the copper skin of the valley's gate.

The air tasted of freedom and glory.

Our liberation had become a libation, we were drunk with victory.

We had tasted our own blood and the tears of our sacrifice, and we found the taste good.

We walked through the gate of glory. A walk that we bought with the blood of our kin.

The player characters have helped escort the first group of Kagonesti through the Green Gate. By this time, the player characters should be suspicious of the Green Gate and the Valley of Perfect Silences. If the player characters decide to investigate the towers surrounding the Green Gate, proceed to the Episode Four. If the player characters decide not to return to the Kagonesti host, then proceed to Episode Three. If they return to the host, start at Episode One.

EPISODE ONE:

MAJOR AMBUSH

If the player characters try to return to the Kagonesti, the drow decide to eliminate them. They set up an ambush with ogres and several driders. This should take place at dusk on the day after the party leaves the Green Gate. This is meant to be a Major encounter.

Ogres (5): AC 5; MV 9; HD 4+1; hp 28, 27, 21, 18, 16; THAC0 17; #AT 1; Dmg 1d10+2; ML 11; AL CE

Ogre Leader (1): AC 4; MV 9; HD 7; hp 36; THAC0 13; #AT 1; Dmg 1d10+2; ML 12; AL CE

Whisper Spiders (2): AC 5; MV 9; HD 8; hp 39, 31; THAC0 13; #AT 1; Dmg 2d6; SA poison (successful saving throw vs. poison or be inactive for 2d4 turns), webs (successful saving throw vs. wands or be caught as in a web spell) ML 14; AL CE

Driders (2): AC 3; MV 12; HD 6+6; hp 36, 32; THAC0 13; #AT 1; Dmg 1d8; SA spells (6th-level wizards), paralysis

bite (saving throw vs. poison with a -2 penalty); MR 15%; ML 14; AL CE

This ambush occurs in the hilly area near the mountain pass that leads to the Valley of Perfect Silences. The ogres close to melee range, while the driders stay at a distance, using the rugged terrain as cover, casting *magic missile*, *sleep*, *web*, and *slow* spells as needed. If the player characters are having trouble in this combat, and they had befriended the bronze dragon in the first chapter, then the bronze dragon comes to assist them in the fifth melee round of the battle.

If the bronze dragon shows up and the player characters tell him how the Kagonesti acted, the bronze dragon warns them that someone seems to be enchanting the Kagonesti. The bronze dragon is particularly disturbed by the presence of driders:

"These creatures are not native to Krynn. On some worlds, when elves were in their infancy, some were influenced by evil. There was war between the elves. The result of this war between the elves was the dark elven race. Not dark elves as we know them on Krynn, not mere renegades like Dalamar, but true dark elves. An entire race of elves devoted to evil. What was the name? Oh yes, *drow*.

"These elf-spiders, driders by name, are a corrupted form of the drow. They serve the drow as slaves. The drow enslave everyone, even mind flayers and neogi, though you have never heard of them, I am sure. And where the driders are, it is certain that their drow masters are not far behind. I would imagine that the drow are in the valley, waiting for the Kagonesti.

"And then there is the mistress of the drow. Queen of the Spiders. I forget her name, but she was a servant of Takhisis. I remember a vague legend of her falling from favor, during the Age of Dreams, before my kind was even born...I wish I had listened more...."

EPISODE TWO:

RETURN TO THE HOST

If the ambush by the driders fails, the players can return to the Kagonesti army, which is now 20 miles south of their previous location. On Day 19 (see Chapter One, Chronology of the Rebellion), there was a major battle between the Kagonesti and the Silvanesti, in which the highly motivated Kagonesti army forced the Silvanesti to retreat, though they suffered many casualties. The player characters can help tend the wounded.

The commanders of the Kagonesti feel that they have bought some time before the next Silvanesti attack (*if* the Silvanesti decide to attack them, again) and that the Qualinesti will not try to stop them. If informed about the strange behavior of the Kagonesti in rushing toward the gate, they dismiss this as mere enthusiasm. "When you have been persecuted as often as we, you appreciate the joy of freedom."

The Kagonesti host then moves south and enters the Valley of Perfect Silences at the earliest opportunity. They are not attacked during their journey to the gate.

If the player characters talk to the Kagonesti who fled Qualimori and ask about Keen Ears, no one has ever heard of him.

EPISODE THREE:

NO ESCAPE

If the player characters decide not to investigate the strange behavior of the Kagonesti, the driders, and the other elements of this mystery, then they receive one final message.





The characters each receive the same dream. It is extremely vivid, sent to them by the gods.

You find yourself running in a forest. Between the trees are thick spider webs, webs so dense that you can barely run through them. Eventually, the webbing becomes so thick that you can go no farther, and you fall to the ground. A predatory female voice says: "There is nowhere to run. This world is mine. You gave it to me, after all, when you failed to act. Why do you think that I waited so long to hunt you? I was so grateful that I saved you for the end."

In the sky is a single constellation, the constellation of a spider. Then the constellation comes at you, getting closer, closer, until it is no longer a constellation but a living monster, as big as the sky...then you awaken.

If the player characters use magic to investigate who was responsible for the dream, they discover that it was sent to them by the gods, both good and evil. (The drow threaten everyone, including Takhisis.)

DM'S NOTE: If the player characters decide not to investigate the mystery after this, allow them to end the adventure here. Since they are knowingly allowing innocent lives to be lost, they should experience a shift toward evil on the alignment chart. The Silvanesti will likely hunt the player characters down for their participation in the Kagonesti revolt.

The Princess of Spiders, Jiathuli, will be freed from her prison in the Deathdark, and she will gather the drow, driders, and her spidery minions from several worlds and launch an invasion of Krynn, as a rival to the dark queen Takhisis.

EPISODE FOUR: THE TWIN TOWERS

The towers that surround the Green Gate were originally built by Teveckur, Captain of the *High Sword*, a male drow who died a century after the Cataclysm.

Teveckur came from a world ruled by drow. This drow world, Nightlock (a translation into the common tongue), was being ravaged by clan wars. Teveckur, a powerful male fighter/mage, resented the matriarchal structure of drow society and the tight controls of the priesthoods on drow society. Teveckur would not have had the opportunity to leave, except that a spelljamming ship, the *High Sword*, crashed on Nightlock.

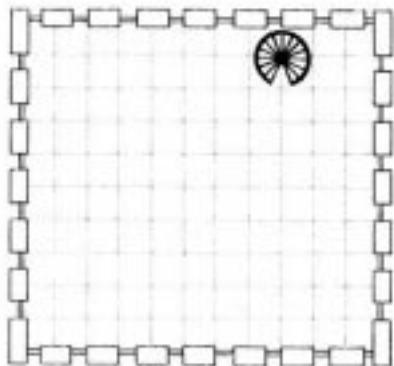
Teveckur and his family immediately slew or enslaved the crew; they decided to escape Nightlock to seek their fortunes elsewhere. But the ship was never repaired properly, and while visiting Krynn it got caught in the Cataclysm and crashed.

Teveckur realized that it would take many years to repair the *High Sword*. He built two high towers and shaped a large piece of the High Sword into a wall extending between the two towers. He planned to refit the *High Sword* with a new hull, gather as many Kagonesti slaves as possible, and return with a large force to Nightlock and carve out his own empire. But someone had other plans.

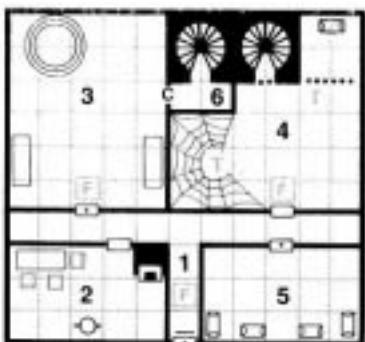
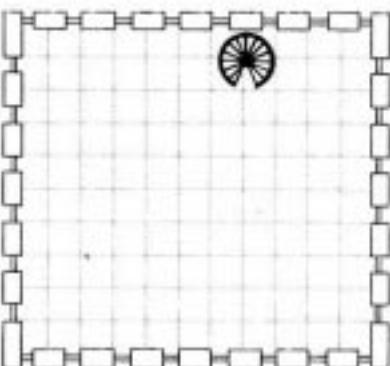
That someone was Jiathuli, the imprisoned handmaiden of Takhisis. As the drow traditionally served spider-goddesses, she became naturally in tune with their thoughts. Jiathuli had been interested in spelljamming long ago; unbeknownst to even Takhisis, she had learned a method of transforming a spelljamming helm into a dimensional gate. This gate would give the drow

THE TWIN TOWERS

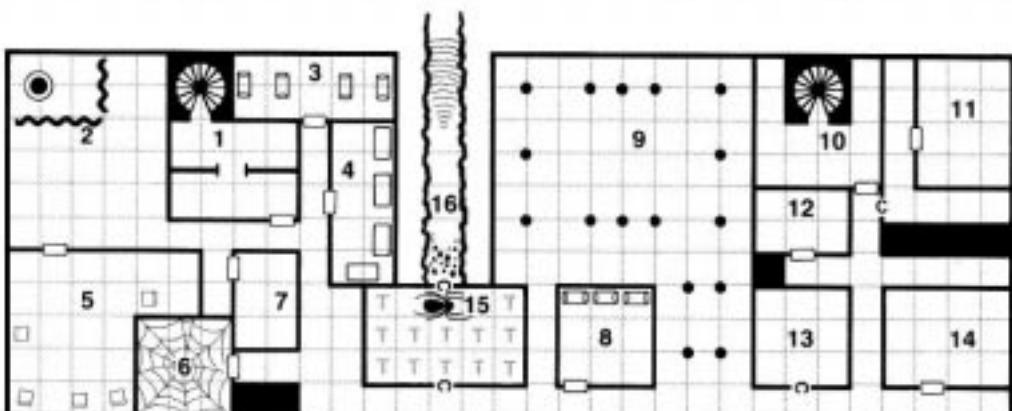
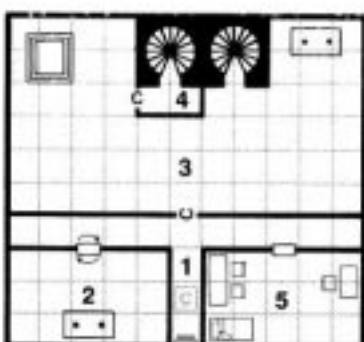
One square = 10 feet



Roof



Bottom Level



Dungeon

- Barred and Locked Door
- Locked Door
- Concealed Door
- Revolving Door
- Vertical Bars
- ~~~~~ Curtain

- Chest
- Fireplace
- Brazier
- ++ Altar
- Dais
- X Rubble

- Well
- ↑ Trap
- Floor Trap
- Ceiling Trap
- Spider Statue
- Web





access to Jiathuli's prison. Teveckur ignored the summons of Jiathuli, preferring to remain free of the influences of the gods. However, Teveckur's daughter, Shuzirra, did not share her father's loathing of the gods. Jiathuli contacted Shuzirra, who responded by murdering her father and anyone who challenged her. She then took control of the *High Sword* and its surviving crew. Shuzirra abandoned the plan to rebuild the *High Sword*. Instead, she used its helm to create a portal to the dimension of the Deathdark. Shuzirra buried Teveckur and his followers in the towers, away from the burial grounds of the drow, as a symbol of contempt for those who would not heed the commands of the Queen of Spiders.

Many relics of the *High Sword* are still inside the Twin Towers. There is also a magical portal in the dungeon beneath the towers that enables anyone to enter the Valley of Perfect Silences.

The entrances to both towers are locked and barred.

TOWER ONE

(Left- hand side tower)

Bottom level

1. Floor Trap: If more than 150 pounds falls upon this pressure plate (labeled "F"), a trap door opens, sending whoever triggered it plummeting 60 feet down to the dungeon level, causing 6d6 points of damage and landing them in Area 6 of the dungeon. This is a mechanical, not a magical trap.

2. Hall of Fire: This was once Teveckur's living quarters. There are wooden furnishings carved in a twisted style with depictions of malignant elves, humans writhing in agony, grand baroque towers from which smoke billows, and other scenes of horror. There is a fireplace and a chimney

here. The chimney is relatively clean and those who enter it can climb to the roof of the tower with a successful climbing roll, though it is very tight and uncomfortable. On the southern wall of the room is a tapestry with horrible pictures carved into it, portraying an ancient war of elf against elf.

A brazier sits on the floor near the center of the southern wall; this used to be a *brazier of summoning fire elementals*, but it lost its magic long ago. A wizard might pay 300 gp for it, as it could be recharged with the proper experimentation.

3. Ring Room: There is a floor trap in front of the door. It opens onto a 20-foot drop into a pit filled with spikes (causing 2d6 points of damage for the fall and 2d12 points for the spikes). This trap is another mechanical pressure plate, which also requires 150 pounds to trigger.

There are several empty tables in this room, and a set of curtains that conceals a dais. The curtains are actually sentient yellow mold, capable of making a suggestion twice per day. Fire of any sort will destroy it.

On the dais are two rings surrounded by a globe of energy. Anyone who touches the globe suffers 1d3 points of electrical damage. The globe can be removed by a successful *dispel magic* cast against 8th-level magic. The globe can also be removed if it receives 30 points of damage, but anyone who attacks it in melee combat with a metal weapon suffer 1d3 points damage when he strikes it.

When the globe has been removed, the two rings can be examined. One ring is shining white gold, the second ring is a shiny black metal. As soon as one ring is taken, the other ring vanishes. The white ring is a *ring of free action*, while the black ring is a *ring of clumsiness*.

There is a hidden panel in the wall that leads to a stairway (Area 6) to the dungeon.

4. Spider Chamber: This room contains the stairs to the roof of the tower; the stairs are blocked off by bars. There are two chests and lots of webbing. The air is musty, and it seems that no one has been here for centuries, except for spiders and small rodents.

There is a floor trap in front of the door, identical to the one in Area 3.

Much of the chamber is covered with spider webs. There are two giant spiders in the web, which attack anyone who enters the room (they do not weigh more than 150 pounds each).

Giant Spiders (2): AC 4; MV 3, Wb 12; HD 4+4; hp 22, 20; THAC0 15; #AT 1; Dmg 1d8; SA poison (successful saving throw vs. poison or be affected by Type F poison); ML 13; AL CE

There are two chests in this room. In both chests there are skeletons. These are the remains of drow servitors who were loyal to Teveckur and were slain by Shuzirra. There are 222 pieces of gold (in the coinage of various worlds) in each chest, but all magical items were stripped from the drow before they died. (The gold was left because 222 is an unlucky number to the drow.)

Between the chests is a concealed lever. This lever controls the mechanism that raises and lowers the bars that block the stairway to the roof.

5. Chest Room: These chests are identical to those in the spider chamber. Each chest has 222 gp and a drow skeleton.

6. Stairs: These spiral stairs head down to a Area 1 in the dungeon.

Roof

Throughout the centuries the roof of this tower has become weather-worn. It is currently being used as a nest by a young green dragon. The dragon's name is Grifofax (known to the forces of the Dark Queen as Venom). It was sorely injured in the War of the Lance and is now resting on top of the tower

to recover. It does not hesitate to attack any intruders, but it avoids obvious threats (such as that bronze dragon that keeps flying over the area).

Green Dragon (1): AC 1; MV 9, Fl 30 C, Sw 9; HD 9; hp 31; THAC0 11; #AT 3; Dmg 1d8+3/1d8+3/2d10+3; SA poison gas breath weapon (6d6+3); ML 15; AL LE

The party cannot climb down from this roof and enter the Valley of Perfect Silences, as the valley is actually in another plane of existence.

TOWER TWO

(Right-hand side tower)

Bottom Level

1. Ceiling Trap: If more than 150 pounds falls upon this pressure plate, the ceiling opens up and drops spikes on everyone in the corridor. These spikes cause 3d6 points of damage. This is a mechanical trap.

2. Journal Room: A magical revolving door is at the entrance of the room. If a party member walks through this door, he immediately pops back out. The only way to enter or exit this room is to walk backward through the door.

The air in this room is extremely musty. This room is empty except for an altar, on which a large leather-bound tome rests. This altar is devoted to an evil female elvish figure that is transposed over images of spiders. There is a name, in the language of the drow, in large letters: "Jiathuli."

The book is the logbook of the *High Sword*, written in drow, describing the voyage of the *High Sword* between Nightlock and Krynn. A *comprehend languages* spell enables a character to read this book. In it, Teveckur describes the flight from Nightlock and their stops on several worlds before being caught in the Cataclysm.

In this journal, Teveckur describes hearing the call of Jiathuli to stop rebuilding the *High Sword*, and to use





their spelljamming engine to release Jiathuli: "Naturally, I refused this call. I remember too well the petty wars between the priestesses of my home world, and servitude to the spider goddess. The past of the drow is servitude to such beings; the future shall be to be ourselves, to refuse to admit that any creature is greater or more worthy than we. So I have come here, and see in our distant brethren, the Kagonesti, the perfect slaves to put in our shackles."

3. Tomb of Teveckur: This huge chamber is empty except for a dais and an altar. On the dais is the body of Teveckur, skeletal remains that are protected by his ghost.

Ghost (1): AC 0; MV 9; HD 10; hp 45; THAC0 11; #AT 1; Dmg age 10-40 years; SA fright, magic jar; ML 15; AL LE

Teveckur was murdered by Shuzirra, and he still burns for revenge. The ghost magic jars anyone who comes near, in the hopes of getting a chance to gain revenge on Shuzirra. If this fails, it becomes enraged and attacks.

The altar is identical to the one in the journal room. It does not radiate magic and has no significance, except that Shuzirra placed a shrine to Jiathuli in Teveckur's tomb as an insult to her father.

There are also stairs to the roof of the tower in this chamber.

4. Stairway: These concealed stairs lead to Area 10 in the dungeon.

5. Dining Room: There are a couple of tables and some chairs in here, but nothing else of interest.

Roof

The roof of the tower is weather-worn and deserted. The party cannot climb down from the roof to enter the Valley of Perfect Silences.

DUNGEON

1. Stairway: This area is the stairway to the first level of the left tower. In the center of this room is a large archway. There is a levitating sword (see "New

Monsters," page 61) in the center of the archway, which will attack anyone who comes close. This should be a Formidable encounter.

Living Weapon (1): AC -1; MV 18 (A); HD 6; hp 31; THAC0 15; #AT 2; Dmg 1d8+4/1d8+4; SD +1 or better weapon to hit; MR 20% ML 14; AL CE

The archway is not magical.

2. Well Room: There is a water weird in the well. If anyone touches the water, it rises from the well and attacks. This should be a Formidable encounter.

Water Weird (1): AC 4; MV 12; HD 3+3; hp 18; THAC0 17; #AT 0; SA drowning; SD: suffers only 1 point of damage from sharp weapons, reforms at 0 hit points in two rounds, *cold* spells act as a *slow* spell, reduced damage from fire; ML 13; AL CE

Other than the water weird, there is nothing special about the well.

3. Chest Room: There are four large chests, each with two drow skeletons and 444 gp in each chest.

4. Library: This dusty chamber is the repository for Teveckur's book collection. There are four tables covered with books and scrolls (not to mention dust and cobwebs).

The books and scrolls are not in good condition; they have been gnawed at by silverfish and other insects over the centuries. The books and scrolls are nonmagical, descriptions of spell-jamming ports in the known worlds, centuries out of date.

5. Music Room: Teveckur's golden harp (worth 3,000 gp if resold, if anyone can be found to pay for something adorned with evil drow carvings) rests on the floor, with several elegant chairs arranged in a circle around it. The harp is nonmagical.

Several giant rats will attack characters who enter this room. This should be an Easy encounter.

Giant Rats (3): AC 7; MV 12, Sw 6; HD 1/2; hp 4, 2, 1; THAC0 20; #AT 1; Dmg 1d3; SA disease; ML 7; AL NE

6. Spider Chamber: This is where the PCs land if they tripped the floor trap in Area 1 of the left tower's first floor. There are four giant spiders living in this web. This should be a Formidable combat.

Giant Spiders (4): AC 4; MV 3, Wb 12; HD 4+4; hp 25, 22, 20, 18; THAC0 15; #AT 1; Dmg 1d8; SA poison (successful saving throw vs. poison or be affected by Type F poison); ML 13; AL CE

Anyone who fell through the trap door is covered in webbing, attacking with a -4 penalty unless the webbing is burned off or shaken off (which takes three rounds of doing nothing but removing the webbing).

7. Skeleton Room: There is a headless drow skeleton, animated to attack anyone who enters. This should be an Easy encounter.

Skeleton (1): AC 7; MV 12; HD 1; hp 4; THAC0 19; #AT 1; Dmg 1d4; SD

piercing weapons inflict half damage; AL N

8. Chest Room #2: There are three chests in this otherwise barren room. The left and right chests each contain the skeletal remains of a drow and 222 gp, while the middle chest contains a cloud of poisonous spores. When the chest is opened, these immediately expand into a 30' x 30' cloud, inflicting 1d8 points of damage to everyone in the area, doubled if a character fails a saving throw vs. poison.

9. Columned Room: This room is supported by columns that are embellished with evil designs. Five of Teveckur's favorite human slaves were slain and placed around the pillars, and they were cursed to become undead; these human corpses are inactive ghosts. If one of these corpses is touched, the pack stirs and attacks. This should be a Challenging encounter.





Ghasts (5): AC 4; MV 15; HD 4; hp 18, 15, 13 (x2), 10; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8; SA paralysis; SD stench; ML 14; AL CE

10. Stairway: There is a pile of swords on the floor. One of these swords is a living weapon (see "New Monsters," page 61). It flies out of the pile and attacks anyone who tries to pass it. This is a Formidable encounter.

Living Weapon (1): AC -1; MV 18 (A); HD 6; hp 31; THAC0 15; #AT 2; Dmg 1d8+4/1d8+4; SD +1 or better weapon to hit; MR 20%; ML 14; AL CE

11. Empty Room

12. Bone Room: There is a single skeleton, headless yet animated, in this otherwise empty chamber.

Skeleton (1): AC 7; MV 12; HD 1; hp 4; THAC0 19; #AT 1; Dmg 1d4; SD piercing weapons inflict half damage; AL N

13. Treasure Room: Behind a concealed door is the nonmagical treasure of Teveckur. There is a golden crown (worth 500 gp), two silver bracelets studded with emeralds (500 gp each), and a diamond necklace (3,000 gp). Two living weapons (two pikes placed in the walls) guard this treasure trove.

Living Weapons (2): AC -1; MV 18 (A); HD 6; hp 28, 25; THAC0 15; #AT 2; Dmg 1d8+4/1d8+4; SD +1 or better weapon to hit; MR 20%; ML 14; AL CE

14. Wardrobe: This chamber contains most of Teveckur's wardrobe, including many black robes. Three of these cloaks are actually cloakers that attack if anyone touches them.

Cloakers (3): AC 3; MV 1, Fl 15 (D); HD 6; hp 30 (x3); THAC0 15; #AT 2+special; Dmg 1d6/1d6 + special; SA engulf (1d4 + victim's AC, unadjusted by magic or shield), moaning (-2 penalty to victim's attack or damage rolls, or fear in a 30" radius, or nausea cone 30 feet long and 20 feet wide, requiring a successful saving throw vs. poison or be incapacitated for 1d4+1 rounds, or hold person, 1 person, 30" range, 5 round duration); ML 14; AL CN

These cloakers are very hungry and stop attacking if offered large quantities of meat.

15. Portal Chamber: This room is the portal between Krynn and the Valley of Perfect Silences. Every ten-foot section of the floor is magically trapped; anyone who steps on a section triggers a ball of electricity that inflicts 2d6 points of damage (successful saving throw vs. spell for half damage) in a 20-foot radius. These magical traps can be avoided if no one steps on them; any *dispel magic* spell instantly dispels them.

There is a large black marble statue of a spider against the northern wall. There are six large rubies (2,000 gp each) on its head; these can easily be pried out. One of these eyes is cursed (determine randomly, if need be); anyone who touches it must roll a successful saving throw vs. spell or be treated as if he had just fallen victim to a *trap the soul* spell.

Next to the statue is a lever. If anyone comes within ten feet of the lever, a magic mouth says: "Anyone who pulls this lever shall die." If the lever is pulled, a voice from the spider statue says: "Yes, any who pull the lever shall die, for no one is truly immortal." A shimmering portal appears beneath the spider's fangs. This is the gateway to the Valley of Perfect Silences.

16. Crawlway: This small passage is entered via the portal in Area 15. It leads into the valley, but it is wide enough for only one man-sized or smaller creature to crawl through. There is, unfortunately, a problem with giant rats that inhabit this hole. Only stabbing weapons, such as short swords and daggers, can be used in this narrow crawlspace.

Giant Rats (3): AC 7; MV 12, Sw 6; HD 1/2; hp 4, 2, 1; THAC0 20; #AT 1; Dmg 1d3; SA disease; ML 7; AL NE

When the party emerges from the crawlway, the tunnel behind them vanishes. They are no longer in Krynn. They are in the Valley of Perfect Silences.

CHAPTER THREE

In which the players encounter the Kagonesti host once again, a false hope, a curious mystery that brings an expected threat to the Kagonesti, and a talking owl.

Hear the tale.

Hear it and remember.

Never forget it.

Retell it to those who are younger.

Deceit we did not seek but we found it too easily.

False promises infected the sleep of the good.

We stepped into blue skies and peace but found war instead.

We traded shackles for dreams and found tighter shackles.

We mourned our dead and had no tears left for those we slew.

Beware of those who have no tears to shed.

Only the good can grieve.

THE VALLEY

By this point in the adventure, the players have passed through the tests of the Twin Towers and have entered the Valley of Perfect Silences.

The Valley of Perfect Silences appears to be a sheltered temperate region, virtually identical to that of Southern Ergoth. The valley has a few birds and natural wildlife; its lands are quieter than those of Krynn. The forest of the valley is very dense and young; it is easier to travel in the trees than walk along the forest floor in its densest parts.

If the Kagonesti army has passed into the valley, then there is an clear trail for the party to follow. The player characters can follow this trail to the current settlement of the Kagonesti, which is a large camp (marked as a village on the map of the valley—see the inside cover of this module).

While the valley (at least above ground) is safer than much of Krynn, there is a chance that a party wandering around the valley runs into danger. Roll twice per day on the following Random Encounter table:

Random Encounter Table

2	1 Spider Dragon
3	1d2 Cave Bears
4	1d4 Spider Horses
5	1d3 Brown Bears
6	1d6 Kagonesti (valley natives)
7	2d6 Kingfishers
8	2d10 Wolves
9	2d6 Griffons
10	2d6 Kagonesti (party, from Kagonost, see below)
11	1d10 Stags
12	1d10 Game Animals (deer, rabbit)
13	3d4 Kagonesti (party, recent arrival)
14	1d2 Large Hawks
15	1d8 Giant Spiders
16	3d4 Drow (night only)
17	1d3 Whisper Spiders
18	2d4 Humans (escaped drow slaves)
19	1 Wichtlin
20	1 Talking Owl

THE GREEN GATE

The Green Gate is present on this side of the valley. Any Kagonesti can walk through this wall and return to Krynn, including the player characters. If the player characters are not Kagonesti, they must return to the portal within the twin towers dungeon to return to the valley.

CAMP OF THE KAGONESTI

If the party chooses to enter the Kagonesti camp, they discover the NPCs who left them behind at the Green





Gate. If the Kagonesti army came through the gate, it is also here. It is a happy reunion, though the Kagonesti are puzzled at how non-Kagonesti entered the valley that was meant for them alone. The Kagonesti no longer seem to be under the frantic enchantment that led them to enter the valley; they do not remember their behavior as strange.

If the Kagonesti are told about the drow, their reactions are mixed. Some Kagonesti (including those who were befriended by the player characters) are troubled and decide to stay armed, in case the drow try to fight them for control of the valley. They ignore the problem of Jiathuli, saying that if she were a threat she would have appeared a long time ago. Others accuse the player characters of lying and of defiling the valley by their very presence. The Kagonesti who were friendly to the PCs respond by telling tales of how the player characters helped them enter the valley, and their courage in fighting for their cause (of course, if the player characters were boors and didn't befriend the Kagonesti on their journey, no one speaks out to defend them). An argument ensues, as some of the Kagonesti advocate removing the player characters by force, killing them if necessary, to maintain the valley's "purity," while the PCs' friends are willing to fight to protect them.

If the drow, Diagonti (disguised as Keen Ears), entered with the Kagonesti, he tries to stir up sentiment against the player characters. He seeks out those Kagonesti who are most likely to perform acts of violence against the player characters, encouraging them in secret. In any event, the Kagonesti ask the player characters to leave them alone and let them take their rightful place as masters of the Valley of Perfect Silences.

If the player characters remain in the

valley after they have been asked to leave, and they continue to encounter Kagonesti from the camp, then they are shunned. Some of the Kagonesti may even try to kill them in secret. If they come back with one of the elves from Kagonost, then their presence takes a back seat to the potential conflict between settled Kagonesti and the recent arrivals.

KAGONOST

During the centuries since the Cataclysm, some of the Kagonesti have passed through the Green Gate on their own and settled in the Valley of Perfect Silences. Some of these were Kagonesti who were here before the Cataclysm; others fell under the subtle influence of Jiathuli, who used the *willstone* (see page 58) to encourage them to settle down. Over the centuries, these Kagonesti created a city of tall wooden towers which was given the name of Kagonost. Most of the elves who live in the Valley of Perfect Silences reside in the city.

The elves of Kagonost have become very settled. While clearly of Kagonesti racial stock, they no longer paint their bodies, but wear animal skins from head to toe, sometimes dyed to provide further embossment. Their families are learning the craft of metal working and forging metal weapons; the mountains near Kagonost are being mined for brass, tin, and iron. The elves of Kagonost are using elven scripts to keep records and histories.

Kagonost has come a long way from its nomadic origins. It has one dire secret: every few years, one of the Kagonesti disappears. The Kagonesti believe that the missing became homesick for Krynn and left the Valley, and they are not alarmed. In reality, the Kagonesti have been captured by the drow and have been transformed into monstrosities by Jiathuli, the

imprisoned handmaiden of Takhisis.

The leader of Kagonost is the Speaker of the Forest, also known as the priestess of the Blue Phoenix. The Speaker is advised by other priests and the most honored rangers of the community, who form the Council of the Forest.

If non-Kagonesti PCs encounter elves from Kagonost in the wild, the Kagonesti are shocked to see non-Kagonesti in the Valley. The Kagonesti flee from the PCs and return to Kagonost to inform the Council of the Forest. The Council deliberates for several days, worries a lot, and in three days sends out a large hunting party to capture the PCs and bring them before the council for questioning. They must surrender all weapons and magical items before they can address the council.

If the characters enter Kagonost without having encountered any of its inhabitants, the elves are even more shocked to see them. They are taken before the council and questioned. The two matters of greatest importance to the PCs are the Kagonesti's reactions to the stories about the drow and the Kagonesti rebellion.

The members of the Council include the following august personages:

Shuluvia (7th-level priestess of the Blue Phoenix, Speaker of the Forest): This woman has been the most affected by the *willstone*; she is extremely proud and very intolerant of opinions that are contrary to her own. She does not believe stories about the drow. She believes that the PCs pose a threat to the security of the Kagonesti, and she orders them imprisoned. If the player characters mention the Kagonesti rebels, she is shocked at the violence they used against the other elves.

Beretend (8th-level ranger): Beretend is the most influential opponent of Shuluvia. They were intimate long ago, and Shuluvia deeply resents it that

Beretend chose not to be her mate. Beretend is against the mining of the mountains, and he continues to agitate for an investigation of the Wanderers (see Samrethdin's paragraph). Beretend intervenes on the player character's behalf, giving them a chance to speak. He is skeptical about the drow without solid evidence, and welcomes the new Kagonesti, as long as they do not interfere in the affairs of Kagonost.

Thremm (5th-level priest): Thremm is a priest of Astarin. He is old and finds council business tiring and boring; this time, however, he enjoys seeing the other council members arguing with each other. Thremm will likely laugh and mock the player characters and the other council members. He doesn't care about the drow, and he thinks that the coming of the Kagonesti host will make life interesting.

Samrethdin (9th-level ranger, leader of the Kagonesti Forestals): There are several families of rangers (called Forestals by the Kagonesti) who wander the forest, trying to protect the Kagonesti from any monsters powerful enough to harm them. Several of these rangers have become Wanderers—they live in the wild and avoid contact with the settled Kagonesti. Samrethdin believes that monsters may have slain some of them, but he is not as concerned about them as is Beretend. Samrethdin is very close to Shuluvia, and he is almost certain to support her in any debate.

Kuriond (5th-level ranger): Kuriond found the entrance to the valley during the War of the Lance. She knows more about what is currently happening on Krynn than any of the other people on the council. Kuriond is normally a supporter of Shuluvia, but she worries what will happen when the strong-willed Shuluvia tries to impose her will on a large influx of wild newcomers. Kuriond is not a strong speaker, however, and her voice is likely to be





drowned out by others. She has no opinion about the drow story.

Tume (8th-level thief): Tume was an outlawed Kagonesti, a thief in Daltigoth before he fled to Southern Ergoth. Tume is the most strident member of the council when it comes to breaking Kagonesti traditions. He views newcomers as a personal threat—this includes the PCs and the newly arrived Kagonesti. He doesn't care about the drow, and he views the Wanderers with contempt. He secretly plans to return to Daltigoth in a few decades, when his deeds have been long forgotten. In all likelihood, the player characters are forcibly placed in prison. In Kagonost, prison is a 30-foot-deep pit with a metal grill on top. Food and water are lowered in a bucket. If the party is imprisoned, and if they warned the council about the drow, then Beretend frees them a few days after they are incarcerated, telling them in detail about the Wanderers (if they were not mentioned at the council) and ending with the following:

"I do not know these drow, but if they threaten the safety of Kagonost, they must be stopped. I do not believe that you were lying to the council, and I am certain that you do not mean ill-will to the Kagonesti. This imprisonment is unjust, and thus I put my honor at peril to free you. Find the truth to these drow rumors and return to me with your news!"

If the drow were not mentioned, but the migration of the Kagonesti host was discussed, then it is Kuriond who rescues them. She insists that the player characters take her to the Kagonesti host, where she tries to explain to the Kagonesti about the city of Kagonost. She wants to prevent the conflict described in the "Kagonesti vs. Kagonesti" section of this adventure.

By this time it should be obvious that the player characters need solid evidence that the drow exist, as well as

proof that they threaten the Kagonesti within the Valley of Perfect Silences.

KAGONESTI VS. KAGONESTI

The relationship between the Kagonesti of Kagonost and the newly arrived Kagonesti is likely to be a stormy one. In all likelihood, the player characters can do little to mediate this dispute. Both sides believe the PCs do not belong there, and neither side is willing to believe the drow story without proof. The only way for the player characters to stop a conflict between the two groups of Kagonesti is to convince them of the drow threat. There are two methods that the player characters might use to prove the existence of the drow.

The Kagonesti imposter Diagonti is still among the Kagonesti. He intends to lure many of the Kagonesti to where Jiathuli can use the *willstone* to lead them to the slaughter. Diagonti will do his best to agitate against the player characters (preferably in secret, using the most hot-headed members of the Kagonesti newcomers and the elves of Kagonost as dupes). However, if the player characters are alert, they may be able to capture Diagonti and expose him. The bolder Kagonesti (such as Woodheart and Beretend) almost certainly support the player characters if the PCs expose Diagonti, and even Shuluvia won't be able to control many of the elves of Kagonost once they have been convinced that the drow are a genuine threat.

The other way to prove the existence of the drow is to have a credible witness vouch for them. One of the creatures in the Valley is considered to be a "god-token" and sacred to the Kagonesti; therefore, its word is beyond reproach. This creature is a talking owl. If the player characters take the talking owl of the southern forest (see "Forest of the Talking Owl") with them on their

quest, and show it the settlement of the drow, the owl will vouch for the evil in the valley.

If the player characters prove that the drow threaten the Kagonesti, many of the Kagonesti newcomers will despair and leave the valley. The elves of Kagonost are more stubborn; even those sympathetic to the player characters have become accustomed to life in the valley and are not willing to leave. They will stay to fight the drow (not realizing how powerful they are). Unless the *willstone* is destroyed or taken from Jiathuli, the elves of Kagonost will eventually fall under her spell.

MARSH OF THE WICHTLIN

One of the powers given to Jiathuli by the *willstone* is the use of wichtlins as servants. Many Kagonesti witchlins came from Southern Ergoth, along with their steeds. They serve as Jiathuli's spies and can be encountered in secret close to any Kagonesti dwelling, including those of Kagonost.

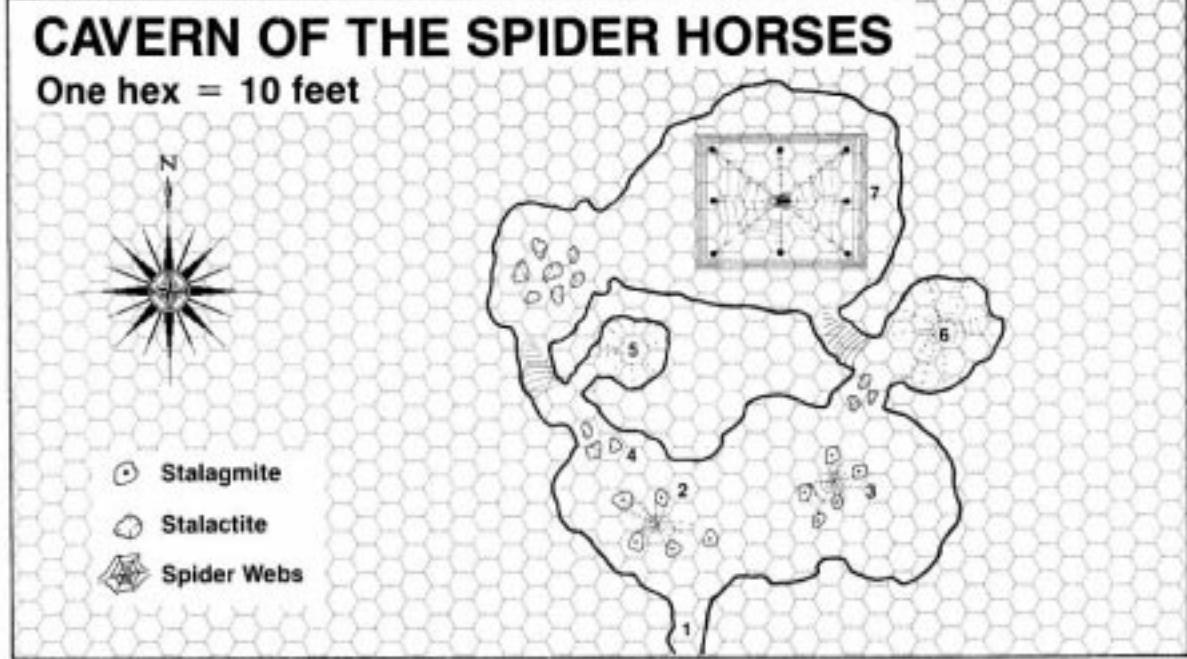
Two wichtlins have been sent by Jiathuli to follow the party. At night, when the party is resting and the guard

is minimal, they attack, phantasms emerging from the darkness, ghostly riders, mounted upon ghastly stags. This should be a Formidable encounter.

Wichtlins (2): AC 2; MV 9; HD 4+4; hp 28, 24; THAC0 15; #AT 2; Dmg 1st attack—victim must roll successful saving throw vs. paralyzation or be paralyzed for 2d4 rounds, 2nd attack—victim must roll successful saving throw vs. poison or suffer 2d6 points of damage; SD -2 to hit unless *detect invisibility* is used, +1 or better weapon to hit; AL CE

Wichtlin Stags (2): AC 7; MV 24; HD 3; hp 18, 14; THAC0 17; #AT 1 or 2; Dmg 2d4 or 1d3/1d3; SA victim hit by antler attack must roll successful saving throw vs. paralyzation or be paralyzed for 2d4 rounds; SD +1 or better weapons to hit; AL CE

The wichtlins live in the marshes in the northwestern corner of the valley. In each marsh hex of the map, there is one wichtlin lair. Use the stats for the wichtlins given above. The lair is a maze of rotting vines and treacherous pools (there is a 50% chance in each hex that the leader of the party sinks into the mire, receiving 1 point of suffocation damage per round unless





he was checking for traps. A Strength Check (with a -3 penalty) to find a vine and pull himself out enables the PC to escape; others in the party can throw the sinking PC a rope or extend a staff and pull him out with a successful Strength Check (by the rescuing PC). This area is avoided by the Kagonesti, who have learned about the wichtliins the hard way.

FOREST OF THE TALKING OWL

This talking owl lives in the most heavily forested section of the southwestern part of the valley. For every deep woods hex the party explores in this part of the valley, there is a 25% chance (non-cumulative) that they meet the owl.

One of the most respected creatures in the valley (by both settled and non-settled Kagonesti) is the talking owl. The owl has seen non-Kagonesti in the valley only on the rarest of occasions. It is very curious about the player characters, so it will swoop down and try to talk with them. If the player characters try to attack it, it will fly away as quickly as possible and avoid them. The talking owl is aware that something evil is happening in the valley, but it isn't sure what is causing it.

Talking Owl: AC 3; MV Fl 36 (C); HD 2+2; hp 18; THAC0 19; #AT 3; Dmg 1d4/1d4/1d2; SA swoop; SD: never surprised; MR 20%; AL NG

The owl's name is Wucher (the Watcher). It has a genius-level intellect, and is quite proud of this. It treats the party with benign arrogance, stating that humans, elves, and their kind are reasonably intelligent, but certainly not the equal of a talking owl. Wucher believes that there is evil in the mountains in the center of the valley, but it is not certain of the source. Kagonesti who try to climb the slopes there are suddenly seized by a madness and frantically climb toward the peak;

these Kagonesti are never seen again.

The owl has seen lone humans occasionally in the valley. It recently spotted one several days ago, heading for the northern section of the forest, near the caves. The owl warns that gigantic spiders live in the caves, and the human probably is dead.

If the player characters ask the owl for its assistance in their quest (to uncover the source of evil in the valley), the owl agrees to join them and serve the party to the best of its ability.

CAVERNS OF THE SPIDER HORSES

North of the drow city on the map are two large cavern complexes. The eastern one holds a still-living human, an escaped slave of the drow. Unfortunately, he is currently held by some of Jiathuli's pets—a herd of spider horses (see "New Monsters," page 60).

The caverns are carved out of dark green limestone. Long ago, ancient streams flowed down from the mountains, dripped through cracks in the roof, and accumulated in a large pool near the statue (Area 7). Two hundred years ago the drow drained the pool and transformed it into a shrine to Jiathuli, bringing the spider horses here to serve as guardians.

The following key describes the areas to be found inside the eastern cavern. The western cavern is similar in layout, but there is no human prisoner and no shrine in Area 7.

1. Entrance

2. First Web: Within a cluster of stalagmites, there are two spider horses that dwell in a large nest of spider webs. They attack anyone who comes within 20 feet of their webs. They leap from their webs, attempting to surprise the PCs. This is a Formidable encounter.

Spider Horses (2): AC 2; MV 12, Wb 8; HD 5+5; hp 23, 20; THAC0 15; #AT 3;





Dmg 1d6/1d6/2d4; SA: surprise on 1-5 on a d6, paralysis bite; MR 25%; AL CE

3. Second Web: Within in a second cluster of stalagmites are two more spider horses. These beasts have the same carnivorous tendencies as their counterparts in Area 2. This is a Formidable encounter.

Spider Horses (2): AC 2; MV 12, Wb 8; HD 5+5; hp 23, 20; THAC0 15; #AT 3; Dmg 1d6/1d6/2d4; SA: surprise on 1-5 on a d6, paralysis bite; MR 25%; AL CE

4. Piercer Passage: There are stalactites on the roof. There are also three piercers here, just waiting for someone (usually spider horses) to come beneath them. The spider horses have learned to avoid this area, so the piercers are very hungry. Those PCs who think to check for hoofprints find no trace of spider horse hooves in this area. This is a Formidable encounter.

Piercers (3): AC 3; MV 1; HD 3; hp 13, 12, 11; THAC0 17; #At 1; Dmg 3d6; SA: -7 to opponent's surprise modifier; AL N

5. Prisoner's Web: There is a large mass of webbing here. Tied up in the webbing is a prisoner, a human named Shurin. He is a descendent of human slaves who were taken from a human raiding party following the Cataclysm. Shurin was allowed to run away from the drow community several weeks ago, with the intent of using him as prey for the drow's pet (the spider dragon, Thirmaxis). The spider dragon, on the instructions of Jiathuli (for reasons explained in Chapter Five), allowed him to escape. Shurin journeyed north, where he became ensnared by the spider horses.

Shurin (0-level human): AC 10; MV 12; HD 1/2; hp 1; THAC0 20; #AT 1; Dmg by weapon; AL N(G)

Shurin is in a coma; a slow poison, *neutralize poison*, or *remove paralysis* spell will revive him. Shurin is extremely grateful to be rescued. He

has much to tell the player characters: "I cannot believe that...you are here. I have lived in the darkness all my days. From the time I could crawl, I was allowed to live only because Shuzirra wished it so. Shuzirra and the one she serves.

"They are all there you know. Except for the sly one, the one who likes to go to the outer world and trick people. But you won't know him, unless you have met him, and even then you may not know him.

"The drow. My parents told me, in the shadows, in whispers, that life was not always as cruel as the drow made it. They told me to always seek to escape. Told me that the sun was beautiful beyond compare, and that I should always seek to go upward, to the surface, to see it. Blue skies. Clouds. Rain. Wind. The miracles of the gods. They whispered many things. I always had sharp ears.

"When the time came, I...I ran upward, and came to the heights. Never had I known such exhaustion. The light blinded me, and I was afraid, afraid of the light and the drow I left behind...yet I could not stop running. I don't know why. It was as though I had gone mad.

"The stars. You know that when the sun first set, I thought that the drow had destroyed the sun. I despaired. Nearly killed myself. But that is not useful to you, I suppose.

"The drow are not native to Krynn. They crashed long ago in a huge ship that came from beyond the stars. They were fleeing a war, or looking for a place to establish a place of power, perhaps both, I have heard both stories.

"The drow serve someone. They never name her; she has command of spiders, and the drow priestesses obey her without question. No, not the Dark Queen, I was told that their mistress was punished long ago for disobeying the Dark Queen, and that she was

imprisoned. The drow seek her release above all things. All things that Shuzirra does these days are to further that purpose—to release her mistress and aid in her vengeance against the Dark Queen.

"There are about 30 drow, but they have many slaves. Some human, some not. Ogres and worse. Much worse. There are dark-skinned giants with six arms, who serve the Spider Mistress. Dragons with eight legs and the eyes of spiders. So much evil. At the heart of the mountains. At the heart of the valley. They call it the Deathdark, and the name is apt.

"I have heard them scheme. They are open with us; they do not believe that we have any self-will. They intend to enslave the Wild Elves, to corrupt them. They will send them out into the wide world, to search for the object that will free the Spider Mistress.

"One final thing—their mistress has an ancient stone that influences the Kagonesti. Manipulates them. Makes them feel things that they shouldn't feel. I have heard Shuzirra boast of how willing they shall be to become slaves. As willing as me, she said."

If Shurin is brought before the elves of Kagonost or the newcomers, they won't believe a word of what he says.

Shurin will not reenter the Deathdark under any circumstances. Neither threats nor promises nor reason can convince him to return. He will return if he is charmed, but even under magical influence he will act reluctantly. He will give accurate directions (as far as he knows them) on how to get to the Deathdark. He can also supply a complete layout of the drow estates, the locations of their servants, the names, powers, known magic of the individual drow, and who to talk with to get help in the Deathdark.

6. Burial Web: The webbing here contains the long-dead, decayed body of a spider horse.

7. Shrine Chamber: This is the largest chamber within these caverns. Long ago, it was a large pool, but the drow carved a large pit here, deep enough to connect with an underground stream, which drained the water from the chamber. The drow built a square dais in this area, on which a shrine to Jiathuli rests. The shrine is a statue of Jiathuli, an immense spider with a large emerald on its forehead.

If the player characters check, the statue radiates a powerful magic. The shrine is guarded by four spider horses that live in webbing under the statue.

Spider Horses (4): AC 2; MV 12, Wb 8; HD 5+5; hp 30, 28, 23, 20; THAC0 15; #AT 3; Dmg 1d6/1d6/2d4; SA: surprise on 1-5 on a d6, paralysis bite; MR 25%; AL CE

The gem on the spider's forehead is a *gem of seeing*. However, there is a 35% chance that the user experiences a hallucination (instead of the usual 5% chance).

INTO THE DEATHDARK

In the center of the Valley of Perfect Silences is a large mountain that rises nearly 8,000 feet from the valley floor. This mountain is a dormant volcano whose cone collapsed millennia ago in an explosive eruption; the result is a crater lake on top of the mountain. Near the crater lake are several entrances into the underground.

If any Kagonesti come near the top of the mountain, they are once again possessed with the same fanaticism that gripped them during the journey to the Valley of Perfect Silences. They feel a sudden, all-consuming urge to rush into a particular cavern, ignoring all else. This is the effect of the *willstone*.





CHAPTER FOUR

In which our heroes enter the Deathdark, encounter slaves and their masters, meet a dragon who is very proud of its legs, and face a very large spider.

*Sharp the fangs in the hunger grove
beneath the night fall of the stone.*

*Walls that bind us in a dark of our own.
We forged the night that we control.*

*Feel the pulse of enemies' blood, a
rushing wild gaze meets pitiless eyes.
They are filled to their hearts' brim.*

*Absolute knowledge curdles their souls.
Unable to face that cold darkness, our
dominion vast as death.*

They are the toys that spice our games.

*From ancient ruin the new Kings emerge.
Fit for worship beyond all others.*

*The fear we inspire darkens all.
Of our worth they cannot share.*

*Still the Deathdark soft as ghosts in its
crucible of perfect crisp darkness.
The master proclaims our majesty, our
destiny perfect as silence.*

*We will crush the light and summon the
dark.*

—a drow song of praise

PREPARING FOR THE DEATHDARK

As the player characters prepare to enter the Deathdark, they must decide on their goals for the rest of the adventure (aside from surviving, of course).

- Proof of the Drow's Malevolence: The talking owl is a creditable witness. The major disadvantage is that all of the Kagonesti are quickly turned into *curotai* (see page 56); the Kagonesti are less likely to care about the mistreatment of humans.

- Free All Slaves From the Deathdark: To accomplish this, they must rescue as

many humans as possible, defeat the forces the drow can muster, and get out with their lives. This is much more difficult.

- Kill Shuzirra: If Shuzirra is slain, almost certainly the drow families will be consumed by internal bickering and a power struggle (laggon, the most powerful drow, will not lead, but he will serve as kingmaker). However, murdering Shuzirra is not easy, nor is murder a good act (an alignment shift toward evil might be warranted).

- Free the Kagonesti from the Drow's Influence: This is probably the hardest act of all, as it requires a direct confrontation with Jiathuli. If the characters are powerful or clever enough, they may be able to take the *willstone* from the drow and free the Kagonesti. However, Jiathuli is not an easy opponent to defeat!

- Sealing the Deathdark: A really clever party might be able to use magic to seal off the entrance of the Deathdark. The tunnel into the Deathdark is quite solidly built, but a character who succeeds with the Engineering proficiency roll (with a -3 penalty) can tell where the tunnel is weakest. A damaging magical attack of ten dice or better aimed at the right spot—a *disintegrate spell* (or even a *stone shape* will work)—can weaken this section enough to seal the Deathdark from the Valley of Perfect Silences. This would have to be done in several places to ensure its success. Even then, the drow would be able to dig their way out of the Deathdark in several decades; this is only a temporary solution to the problem. The tunnel could be sealed, however, to escape pursuit.

THE DEATHDARK

The Deathdark is a large complex of caverns beneath the Valley of Perfect Silences. The caverns are carved into granite, limestone, and black marble. They are miles wide and several hundred feet high. There is no natural illumination; the cavern is naturally pitch-dark. The air is permanently tainted with a musty, burnt smell, as though incense had been burning for centuries and has congealed into the air.

The cavern complex contains several smaller caverns and a large central cavern. There are two checkpoints in the approach tunnel; aside from that there is little security in the caverns. Every drow, drider, and ogre is armed; every human slave is unarmed. There are no armed patrols in the Deathdark unless slaves have recently escaped or known intruders are about. The large central cavern serves as a meeting place for the various drow families and a place to perform menial tasks.

There are currently four main drow families that comprise the Deathdark clans. Unlike many drow communities, the families here are united behind the ironfisted leadership of Shuzirra; there is currently no clan in-fighting, and no attempts to topple her from the leadership.

The prominent features of this cavern (refer to the map of the Deathdark on page 36) include the following:

1. Ogre Guard Post 1: When the player characters enter the Deathdark, they encounter two ogre guards at this checkpoint. The guards are positioned on two large stone seats in the passageway, near a large brass bell. The ogres are more aggressive than clever; unless the player characters are disguised, the ogres attack them (forgetting to try to ring the bell until the third melee round, if they live that

long). This should be an Easy encounter.

Ogres (2): AC 5; MV 9; HD 4+1; hp 23, 18; THAC0 17; #AT 1; Dmg 1d10+2; ML 11; AL CE

2. Ogre Guard Post 2: Once past the first guard post, there is a narrow passageway, about three miles long, sloping down at a steep angle. The end of the passageway opens up into the huge main cavern of the Deathdark.

If the ogres were unable to sound the bell at the first checkpoint, there are only two ogres on guard here. Use the statistics given in Area 1. This is an Easy encounter.

If the bell was sounded at the first checkpoint, then things are much harder for the player characters. The second checkpoint is now guarded by ten ogres, two driders, and a drow fighter/mage (4th level/4th level) by the name of Tuarmiz. This should be a Major battle.

Ogres (10): AC 5; MV 9; HD 4+1; hp 28, 25 (x2), 23, 22, 20, 18, 17 (x2), 15; THAC0 17; #AT 1; Dmg 1d10+2; ML 11; AL CE

Drider Wizards (2): AC 3; MV 12; HD 6+6; hp 42, 35; THAC0 13; #AT 1; Dmg 1d4 or by weapon type; SA casts spells as 6th-level wizards; MR 15%; ML 14; AL CE

Tuarmiz: AC 3; MV 12; F4/M4; hp 15; THAC0 17; AT 1; Dmg by weapon + 1; ML 14; AL CE; See the NPCs section for more information on Tuarmiz.

This battle is almost certain (95% chance) to be observed by the drow, who send the spider dragon, ten curotai guards (see "New Monsters," pages 56 and 57), and ten driders after the PCs. A battle with this force should be a Fatal encounter. The PCs should try to find a way to immediately avoid detection, or else they will eventually be forced into a fight that they cannot win.

This group will give the PCs the opportunity to surrender. In that case,



THE DEATHDARK

One Hex = 1/5 Mile

N



the PCs are stripped of all weapons and magical items, forced into slavery, and given to one of the drow families to serve their whims. (Mages might be sold to Iaggon, priests might be sacrificed to Jiathuli, fighters would be sold to the Vesparce family to serve them.)

If the PCs are captured, they must escape on their own. They could try to stage a revolt against the drow. The reaction of humans to an attempted revolt will vary (consult the various family entries). Ogres, driders, and curotai are unwilling to rebel against the drow; these creatures inform the drow of any plans of the player characters to escape.

If the player characters escape detection, they are free to wander about the drow estates, at least for 12 hours (after which the drow notice the missing guards at the checkpoints). When the alarm is given, the drow gather together and use their magic to determine if anyone has penetrated their defenses. Once this is established, they try to find the intruders and send the spider dragon party to get them.

3. Bridge of Venom: The central cavern of the Deathdark is divided in two parts by a small underground river, known as the River of Venom. Into these waters all of the refuse of the community is taken and dumped; over the course of time the river has become poisoned and acidic; those who enter the water suffer 1d3 points of damage per round from the acid.

There is a single bridge across this river. It is shaped like a huge spider, with metal supports in the place of legs. This bridge is guarded by two curotai.

Curotai (2): AC 6; MV 12; HD 6+6; hp 42, 35; THAC0 13; #AT 4; Dmg by weapon + 3; SD parrying; ML 14; AL CE

The curotai attack anyone who is neither drow nor a slave of one of the

drow families. Since slaves usually carry a family badge, they allow any stranger holding a badge to pass freely.

4. Weird Magic Zones: Part of the curse of Takhisis caused weird magic zones to be established in the Deathdark. While the most powerful of these zones is in the prison of Jiathuli, spellcasting in any of the zones here results in unusual effects (roll 1d20 on the following table)

D20 Roll Result

01-02	All magic is dispelled, and all magical items have a 10% chance of being permanently drained.
03-05	The spell has no effect.
06-09	The spellcaster is surrounded by pyrotechnics and thunderous effects, but nothing else happens.
10-11	The spell is weakened. If there is a weaker version of the spell, that version takes effect (thus <i>cure serious wounds</i> becomes <i>cure light wounds</i> and <i>continual darkness</i> is reduced <i>darkness</i>). If there is no weaker spell, the spell has no effect.
12-15	The spell functions normally.
16-18	The spell is enhanced. All spells that inflict damage cause full damage, while all saving throws suffer a -4 penalty.
19-20	The spell is wild. Regardless of the spell cast, the target suffers 10d6 damage, no saving throw. There is a 20% chance that a random outer planar creature is summoned.

All of the slaves on the drow estates are aware of the weird magic zones and reveal these locations to the player characters. They are not aware of all of the effects of the zones.





5. Cloning Pools: One of the strangest magical places in the Deathdark is the pool of clones. This is a bubbling pool of warm, salty water, whose surface is gray with the furious growth of various fungi. If a human is placed in these waters for several minutes, a fully grown human clone will emerge in one week's time. Because of the hatred between the original humans and their clones, the clones are not used as slaves. Instead, the clones are used as food for the spider horses and the spider dragon. In this way, the larger carnivores of the Deathdark are placated by the drow.

The slaves are not aware of the function of the pool. They have a strong, irrational hatred of the pool and do not willingly enter its waters. (The drow forcibly immerse them in the pool on a regular basis.)

6. Hunting Fields: This section of the Deathdark is surrounded by a nearly impenetrable fence of steel, stone, and extremely thick webs. A gate separates this section from the main cavern, barring human slaves from these fields. Two ogres guard the gate.

Ogres (2): AC 5; MV 9; HD 4+1; hp 25, 21; THAC0 17; #AT 1; Dmg 1d10+2; ML 11; AL CE

This area is home to nearly two dozen spider horses. Every week, clones who emerge from the clone pool are taken directly to this area, allowing the horses to feed.

Spider Horses (22): AC 2; MV 12, Wb 8; HD 5+5; hp 41, 38, 35, 34, 33 (x2), 30, 29 (x2), 28 (x3), 26, 25 (x4), 23 (x3), 20, 16; THAC0 15; #AT 3; Dmg 1d6/1d6/2d4; SA: surprise on 1-5 on a d6, paralysis bite; MR 25%; AL CE

The human slaves know that they periodically feel an extreme hatred for something within the hunting fields; they have an irrational desire to enter the area and kill something. The ogre guards are necessary to keep the humans out.

If the player characters enter this area with human slaves, 1d4 of the slaves immediately begin to run away in a mad effort to find and kill their clones. The clones also advance on the party, attempting to kill the ones from whom they were made.

7. Cavern of House Irsei: This vast cavern, largest of the five smaller caverns of the Deathdark, is home to House Irsei. This drow family is summarized as follows:

Leader: Shuzirra (F9/P9)

Number of Drow: 8

Important members:

Thezri (F6/P7)

Curina (F6/P6)

Durwid (F6/M6)

Slaves: 30 ogres, 8 driders, 6 humans, 2 curotai, 3 spider horse steeds

The Irsei are the ruling family of the Deathdark, as ruthless a band of drow as can be found on any world. The Irsei have the most of everything in the Deathdark: slaves, luxuries, and power. Shuzirra rules with an iron hand; any who displease her are dragged off to Jiathuli, who enforces her will. The Irsei family is interested in power and in advancing the desires of Jiathuli.

They demand absolute obedience from everyone.

The Irsei live in vast limestone towers that have been carved into the side of the cavern. There are five towers: Tower Shuzirra on the northern side of the cavern, Tower Thezri on the western wall, Tower Curina on the eastern wall, Tower Durwid on the southeastern wall, and Tower Teveckur on the southwestern wall.

Tower Teveckur is empty, and many of its possessions were removed to the Twin Tower dungeons (as noted in Chapter Two). These towers are not trapped, except for *glyphs of warding* on the doors and windows of private chambers and shrines. These glyphs drain one life level from anyone in a





30-foot radius if they are triggered. Shuzirra is always well-guarded, with at least two curotai, two driders, and several powerful drow (at least 3rd-level fighter/priests) serving as her bodyguards at all times.

The only human slaves are kept in a slave pen at the bottom of Tower Durwid. These slaves are generally poorly treated. The chief slave is Venteris (3rd-level fighter).

Venteris is a human fighter from Daltigoth. He feared that the War of the Lance would end with the triumph of the Dark Queen, so he fled into the wilderness of Southern Ergoth with a band of humans. They believed this would be the last place in Ansalon that would be conquered by the dragonarmies.

Venteris and his men encountered Diagonti, who was disguised as a human. Diagonti tricked the human and took them as slaves for the drow, whose stock of slaves from the *High Sword* had dwindled substantially during the centuries following the Cataclysm. Diagonti used Venteris as a gladiator until he was badly injured in a contest against ogres, after which he sold him to Durwid for eight large rubies.

Venteris still has a limp (he runs at a speed of 6), but he is otherwise hale and healthy. He gladly joins the player characters, though he is certain that any revolt against the drow is doomed. He has much knowledge about the Deathdark, although he does not know the true nature of the clone pool or the hunting grounds. He has Shurin's knowledge of Jiathuli, and the plans she has for the Kagonesti (consult Chapter Three).

There is a hidden passage (labeled "7a" on the map) from this area into the spider dragon's lair (Area 11).

8. Cavern of House Vesparce: This cavern is home to House Vesparce, the most bloodthirsty of the drow families

of the Deathdark.

Leader: Illania (F8/P8)

Number of Drow: 10

Important members:

Diagonti (F7/M7)

Esellia (F5/P5)

Slaves: 10 ogres, 6 driders, 4 humans

The Vesparce family is the largest of the four major drow families in the Deathdark. They have provided absolute support for the Irsei, as they hope to marry Diagonti to Shuzirra and join their families together. (Thus far Shuzirra has resisted the match, as she has not gotten over her first marriage, which ended with her husband being fed to the spider dragon when Shuzirra was in a bad mood.)

The Vesparce are the most decadent of the drow, mainly interested in entertaining themselves with gladiatorial slave games between the ogres or the humans that belong to them (often buying new slaves to bolster their dwindling stock). The Vesparce would love to capture Kagonesti (or player characters) and use them as gladiators.

The Vesparce have forsaken the towers beloved by the other drow; instead, they live in broad stone halls. There is a large amphitheater where their gladiators compete, as well as quarters for their fighter slaves.

The four men who belong to the Vesparce are easily the best human fighters in the Deathdark. They enjoy the lifestyle of a gladiator, believing themselves to be elite slaves. The human slaves are Hathon (7th-level fighter), Maff (6th-level fighter), Nunon (Hathon's brother, 3rd-level fighter), and Kipp (3rd-level fighter).

Hathon is a very good gladiator and knows it. (He should be equal or close to equal to the best fighter in the party; the DM should create a character with sufficient stats). None of the other gladiators will challenge him. If the

player characters try to convince the humans to rebel against the drow, Hathon views them with contempt and tells them that he does not follow weaklings. If a tough player character challenges Hathon, he accepts a challenge of strength or combat ability, under equal conditions (no magic or armor). If Venteris has joined the party, he tries to prevent the fight; if there is a fight, he tries to keep the combatants from killing each other. If the player character beats Hathon or gives him a creditable fight, Hathon aids the PCs in an escape attempt or in a battle against the spider dragon. If the player characters obviously cheat in the contest, the gladiators attack the PCs and try to attract the notice of the drow and the other slaves.

9. Cavern of House Garadi: This cavern is the second largest of the residence caverns of the Deathdark. It is home to the very aristocratic House Garadi.

Leader: Manok (F5/P5)

Number of Drow: 8

Important members:

Tuarmiz (F4/M4)

Kalomi (F3/P3)

Edoliai (F6/P6)

Slaves: 8 ogres, 3 driders, 8 humans

House Garadi is the oldest of all of the houses represented by the crew of the *High Sword*; on the world of the drow, the Garadi were one of the most honored families. They were also continually torn by internal strife. Manok, one of the have-nots of the family, decided to join the *High Sword* with many of the other Garadi have-nots (who would probably have been killed by their paranoid relatives). House Garadi is the most aristocratic of the clans here, very dedicated to ritual and ceremony. Because Jiathuli is the lawful ruler of the drow, and Jiathuli has given authority to Shuzirra, Manok recognizes the authority of House Irsei. Manok is old and is not expected to

live for many more decades; the ambitious Tuarmiz intends to succeed him as leader of the Garadi.

The Garadi live in great stone towers, similar to those in Cavern Irsei, but larger and more elaborate. Manok Garadi obeys Shuzirra without question, but he does not forget the aristocratic origins of his house. He competes with House Irsei in building monuments and memorials. Manok is currently quarrying stones from the cavern and using them to build a huge spiralling obelisk that reaches toward the ceiling of the cavern. This obelisk is to be his tomb; ogres provide heavy labor, while humans and driders provide skilled assistance. Manok is very worried that he is going to die before the tomb's completion, so he has confiscated every slave possessed by his family in order to speed up the construction.

The slaves of House Garadi are the most abused of all of the slaves in the Deathdark. They would gladly rebel against their masters, if provided with any leadership. Even the ogres would likely join a revolt (though the driders would not). There is no strong-willed leader among these slaves; they are all 0-level humans.

10. Cavern of House Durixalet:

Leader: Iaggon (F11/M12)

Number of Drow: 5

Important members:

Hermaith (F6/P6)

Slaves: 6 humans, 2 driders, 1 curotai

Of all of the drow houses aboard the *High Sword*, House Durixalet was the most powerful. Many perished when Shuzirra took command; Iaggon supported Shuzirra against his own family and was permitted to live. In terms of personal ability, Iaggon is the most powerful drow in the Deathdark; he has kept most of his powers secret (if Shuzirra learned how powerful he truly was, his life would be forfeit). The other members of the family are weak,





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though he intends to take an apprentice when he is certain that his security is assured. His daughter Hermaith is a favorite of Shuzirra and spies on her father for the high priestess.

There is a large castle in the center of the cavern, which is governed by Hermaith. laggon lives alone, with a single human slave, in a tower at the far southeastern corner of the cavern.

If humans are found in this cavern, laggon tries to bring them before him for a private audience. He does not kill them, but instead wants to persuade them to kill Shuzirra: "The key to all of your problems is Shuzirra and her followers. She is the one who is manipulating the Kagonesti, transforming them into curotai. She intends to trap as many as possible, and turn them into an army to let loose upon your world.

"Yes, I know what you are thinking. I have my own reasons to want her dead, but I am watched too closely to try. There are reasons that should interest you as well. Kill her, and the drow of the Deathdark will ignore the outside world, becoming totally involved in family wars. The youth of our race is filled with an inexhaustible energy for needless killing; one of our charms, really. As for me, I wish to be left alone, and I fear that Shuzirra will not leave me alone much longer.

"If you wish for proof of my good faith, I give it. There is a drow amongst the Kagonesti, disguised as one of them, trying to stir them to foolish actions. His name is Diagonti. I do not know what his name is among the Kagonesti. One warning. Do not approach the cavern of the spider dragon. It is a place of death. Beyond the spider dragon is a maze that may destroy your minds. Even should you survive that, there is a place beyond the maze where you will surely perish. A creature whose power is unmatched. Avoid this place, if at all possible."

If the PCs agree to assassinate Shuzirra for laggon, then laggon allows them to leave. If they have already slain Shuzirra, or if they refuse, laggon quickly leaves (using his *rod of passage*) to gather a force of drow, driders, and curotai, and ambush the PCs at an inopportune time (while they're battling or fleeing another foe). laggon is a cunning opponent and stays away from physical combat.

The one slave who serves laggon is Manarus, a 7th-level Black Robe mage who serves as an apprentice to laggon. He is completely loyal to his master and will not join a rebellion.

Manarus: AC 8; MV 12; HD 7; hp 22; THAC0 18; #AT 1; Dmg by weapon: ML 13; AL CE Spells: *cantrip, friends, phantasmal force* (x2), *detect invisibility, Leomund's trap, summon swarm, flame arrow, hold person, improved invisibility*

If laggon is threatened, Manarus will cast *lightning bolt* at the attackers while laggon flees, then use his *improved invisibility* spell to escape.

11. Cavern of the Spider Dragon: This large cavern is the home of one of the most feared creatures in the entire Deathdark: Maluset, the spider dragon, known to the drow as Poison. This spider dragon is one of the last survivors of its kind; all but a handful of the others were hunted down by Takhisis and slain long ago. The surviving spider dragons can be found in remote places in various worlds where the drow worship the spider goddess.

On the northern side of this cavern are several Kagonesti prisoners, comatose and wrapped up in webbing. These are some of the Wanderers mentioned by the Kagonesti of Kagonost.

Once the dragon perceives the player characters, it greets them: "Well, well, visitors. I suppose you were going to slay me, take your friends, and depart. Is that the idea, hmmmm?"





"Well, this is your lucky day. You see, I've had trouble breathing lately. Must be coming down with something. The ignominy of it all—a dragon of my stature succumbing to a disease! How horribly...human. Why, I can't even use my breath weapon. Yes, this is your lucky day.

"Of course, I might consent to something a little less physical, given my delicate condition. Chess? No, I'd need a dungeon with a chessboard trap, and I don't seem to have one handy. A contest of riddles? No, no, that one got old centuries ago—it's quite out of style. I'd be a laughing stock if I lowered myself to a riddle contest. Perhaps a debate. Yes, that's it!"

The spider dragon then challenges the party to a debate on the question: "Humans or elves, which are more tasty?", at which point it laughs and says, "Only one way to find out!" and promptly attacks the party. A huge patch of webbing spins out of its mouth as the dragon tries to envelop the party. It melees for two rounds, and then uses its venom weapon if the player characters begin to free themselves.

Spider Dragon (1): AC 0; MV 12, Wb 12; HD 10; hp 53; THAC0 11; #AT 3; Dmg 1d8+6/1d8+6/4d4+6; SA web breath weapon; ML 17; AL CE

If the spider dragon is seriously hurt, it moves toward the trapped Kagonesti and says: "This is really degrading! Do you realize that you've forced me to resort to threatening someone who can't fight back? Of course, you did attack me when I was sick, so I suppose it is justified. You have a choice: Leave this cavern and never return, or stay and watch me slay these foolish elves. Which is it?"

The dragon really wishes to delay the party long enough to get off a surprise breath attack. If the party does not back down, the dragon tries to flee the cavern to seek healing; if it escapes, it will hunt the party down as long as they remain in the valley.

The dragon has a sizable hoard, which consists of 10,000 gp, five rubies (1,000 gp each), one necklace (worth 7,500 gp),

and a scroll of *protection from possession*.

The dragon's prisoners are four Kagonesti males, each from Kagonost. They have been paralyzed and are awaiting transformation into curotai. A *neutralize poison* spell is required to awaken them, otherwise the party must wait 2d4 days for them to awaken.

At the northern edge of the cavern is a tunnel that leads to the cavern where Jiathuli is trapped. The tunnel is a weird magic zone, protected by a variant of a *mindspin* spell. Those who enter the tunnel are bathed in an eerie yellow-green glow, which makes everything in the tunnel seem both unreal and sickly. Even the drow and the curotai dislike the tunnel, which is why Jiathuli has no guards beyond the spider dragon. It takes three rounds to reach the end of the cavern. During each round, those who enter are subject to the following effects (roll 1d20 for each party member):

D20 Roll Effect

- | | |
|-------|--|
| 01-03 | Character is teleported to the tunnel entrance and must begin the journey again. |
| 04-06 | PC confronts an exact duplicate of himself, of opposite alignment. PC must defeat the duplicate in combat. |
| 07-09 | A wall of fire appears in front of the PC (12th-level magic). If he passes through he suffers 2d6+12 points of damage. |
| 10 | The PC's gender is changed. |
| 11-12 | The PC's worst enemy appears and insults the character. If the character attacks the image, the illusion disappears, but the character suffers 1d4 points damage. If the character ignores the image, nothing happens. |
| 13-15 | Nothing happens. |
| 16-17 | All magical spells on the PC are instantly dispelled. |
| 18-19 | The PC's most powerful magical item is permanently drained. |
| 20 | A minor Death appears (as with the skull card of the <i>deck of many things</i>) to the PC. |

If all characters are defeated by the magic of the tunnel, they awaken at the southern end of the tunnel 2d4 rounds. Any characters who were killed in the tunnel awaken with 1d4 hit points remaining. If even one character makes it to the end of the tunnel, then all characters make it; all damage (and gender changes) is nullified, though the tunnel's effects on magical items and spells remain.

Kagonesti characters suffer none of the above effects in the tunnel. If they remain in the tunnel for an hour, they must make a system shock roll. If they fail this roll, they die. If they succeed, and are in the tunnel with two other Kagonesti, the three Kagonesti combine to form a curotai.

At the northern end of the tunnel, the rock changes to a pale translucent green. If the characters examine this rock, they discover that it is intensely magical and extremely hard. In fact, neither *stone shape*, *disintegrate*, nor *wish* can harm it!

At the tunnel's end, the PCs spot a narrow opening, barely wide enough for a single human to crawl through. This opening enables the characters to enter a chamber that is inhabited by the largest spider the characters have ever seen. Above the spider's eyes is a great jewel, the *willstone*. Despite the spider's appearance, its manner is noble. This is Jiathuli, handmaiden of the gods. When the player characters approach, she speaks to them.

"Greetings. I knew that one day heroes would come from the outside world, brave enough and strong enough to rescue me from this prison. I know that you undoubtedly find this form horrifying; I have others that are quite beautiful. Ignore appearances, and listen to my tale of injustice and cruelty.

"In ancient days, in the Age of Dreams, I was a creature of beauty and power. I dwelt in the Abyss, as is my

wont, according to the balance. I served the Dark Queen, Takhisis. I was her handmaiden, the greatest and most beautiful of all of them. From spider webs, I wove her lace, gossamer of unsurpassed elegance and style. She was pleased with my labors, and rewarded me well.

"However, I was restless. I was not content to be a mere servant, but desired to command, in equal measure with my ability. The creatures whose webs I gathered flocked to me, and those who worshiped the spider worshiped me. I began to make plans. I began to weave a new constellation for the heavens, a spider, whose bright stars would immortalize me within the firmament.

"Takhisis knew little, and of what she knew, she disapproved. But her mind was given to her vast designs, and the thoughts of a handmaiden are of little import. So I continued my craft, unopposed by my mistress.

"Then, I devised my greatest creation. Admiring the grace and power of dragons and the ingenuity of the spider, I combined the two into a singular creation. The spider dragon was my handiwork, a creation worthy of the gods.

"But such a creation could not be hidden from my mistress. She is the overlord of all of the dragons of darkness, and she resented my addition to her portfolio. There was war between us, and nearly all of my beautiful spider dragons were destroyed. I fled through the planes and hid in this place. But she found me. I rose and grew into the form that you see here, prepared for a final desperate battle. She laughed, proclaimed that magic would no longer function here, and then she departed. I tried to return to my normal form but could not. I tried to destroy the wall, but I could not.

"For uncounted millennia, I have





dwelt in this prison, alone, ever alone. I cannot describe that desolation; the horrors of the abyss paled in comparison with this nothingness. Then the drow came, bearing gifts and greetings. Gladly did I accept their offerings. The Kagonesti offered greater promise, though less willingness. I molded them, made them into curotai, my strong arms. I see that you find this act repulsive. I did what I had to do, in order to escape this prison.

"I offer you an alliance. The armies of Takhisis remain a threat to the forces of good. I have an abiding hatred of her and all her minions. Release me and I shall join you. Motivated by vengeance, you can have no doubts as to my loyalty. Yes, I am evil. But is it not written in the works of Gilean that evil shall devour evil? What better weapon can you have against the Dark Queen than I?"

"I have studied the limitations of my prison. I am trapped by a godly power that neutralizes magic. However, this prison is not all-powerful. I can use the magical powers of the gods here, such as the gem that adorns my brow. This place is also vulnerable to other powers that absorb magic, such as a spelljamming engine.

"The drow brought me one engine; but it was damaged, insufficient for my needs. I used it to create a breach in the dimensions. Long ago, I learned a secret from one whose knowledge of his craft was unrivalled—how to use the spell-engines to open gateways. It is a great secret indeed; perhaps I shall share it with you later. I used the drow's spelljamming engine to open a permanent gateway between the Deathdark and world of Krynn, and assimilated the valley into my home. A second, more powerful spell-engine, could then counter Takhisis's barrier and allow me to use my magic to escape. There are cities in Krynn where this engine might be found. Bring it to

me, and I shall aid you in the destruction of the Dark Queen's armies."

If the player characters mention the *willstone*, Jiathuli will say: "This is a gift from the drow. I use it according to my needs. I will offer you a trade. Release me, and I will give you the *willstone*. I have no need for the Kagonesti, once my freedom is obtained. I will release them and the *willstone*. Bring me the engine."

In fact, Jiathuli is quite serious. She is willing to form an alliance with the humans. She will even give away the *willstone* if she is freed. Of course, once the Dark Queen's armies are defeated, she will turn on her allies and attempt to conquer Krynn herself.

If the players refuse to help Jiathuli, she tries to lure them into her cavern to kill them. She taunts them with the *willstone*, saying that the Kagonesti will fall under her influence and she will become their queen. Then she will use the Kagonesti to overcome the Qualinesti and the Silvanesti until all of Krynn falls under her control. She retreats into the cavern and tries to goad the player characters into following her. Spells and magical items do not function in this area. This should be a Fatal encounter for the player characters.

It might be possible for a character to distract Jiathuli long enough for someone to grab the gem. If the characters engage Jiathuli for a single melee round, the flying owl might be able to fly into the caverns, grab the *willstone* in its beak and leave the cavern with it. The player characters could then retreat to the surface. In any event this would be an extremely dangerous battle.





EPILOGUE

So we left our kinsmen to live doomed lives in the valley of our curses. We left behind the chain of hope that deceived us. We swore great oaths to abide forever in the Valley of Naked Truth. Never to take arms against our kinsmen, but never to become a slave again. Never to wear shackles, never to listen to lies. Every great tale has a lesson to be learned. But every lesson is harder to practice than to learn.

Once the player characters have left the Deathdark, they must convince the Kagonesti to leave the valley.

If the high priestess of Kagonost is given the *willstone*, she can communicate with Habbakuk and learn the truth. She then reluctantly instructs all of the Kagonesti to leave the valley. The Kagonesti are thus saved from the evil of the drow.

If the *willstone* was not retrieved, then victory is not complete. If the Kagonesti are rescued from the Deathdark, or if the talking owl provides a creditable witness that the drow exist, most of the newly arrived Kagonesti leave the Valley of Perfect Silences. However, the settled Kagonesti of Kagonost refuse to leave; "We are not frightened of a handful of renegades who hide in shadows," they say. They all eventually fall under the influence of Jiathuli, though the process takes centuries (Jiathuli will have an army of several hundred curotai, and likely launch an invasion of Southern Ergoth about 800 years after the Cataclysm).

If a creditable witness is not provided, then the sole hope for success is the discovery of Diagonti. If Iaggon mentioned that a Kagonesti was really a drow in disguise, the player characters could try to detect magic on the Kagonesti until they found him, then they could dispel Diagonti's disguise. Uncovering Diagonti would

certainly convince some of the Kagonesti of the threat of the drow. Few Kagonesti will believe the player characters' tale without supporting evidence. In this case, only a handful of wild elves will leave the valley with the PCs. Eventually, Jiathuli will have an army of thousands of curotai.

If the PCs manage to reveal Diagonti's true form, then the threat to the Kagonesti is plain for everyone to see. If the Kagonesti leave the valley, they still have to deal with hostile Silvanesti and Qualinesti when they return to Southern Ergoth. The PCs might be able to explain what happened to the Qualinesti, and the Qualinesti might be able to persuade the Silvanesti that the Kagonesti are not going to harm them if they're left alone.

If the player characters accepted Jiathuli's offer, they must find a major spelljamming engine. This is a daunting task, which must be handled by the Dungeon Master. It should be noted that helping Jiathuli is not a good act.





THE KAGONESTI

HISTORY

The Silvanesti refer to early elven history as the struggle to lift the elven race from barbarism to civilization. The Kagonesti have a somewhat different interpretation of events.

Long ago, the elves developed two predominant variants: the dark-colored Kagonesti and the light-skinned Silvanesti. In spite of this variation, the Kagonesti and the Silvanesti lived together as a single culture.

The Kagonesti speak of the Separation time. Then the greatest concentration of elves could be found in the land now known as Southern Ergoth, which the Kagonesti have always called "The Home." During that time, Loud Voice, the Kagonesti name for Silvanos, became discontent and sought a place to settle. He gathered many of the elves together to persuade them to join him. Silvanos spoke of strange dreams, such as culture and civilization, and warned that if all elves did not join him, the dragons would devour them all. The Kagonesti call this the Great Lie, which sundered the elves forever. For many elves believed Silvanos, and followed him to Silvanost, and became settled. Few of the Kagonesti followed Silvanos, and these were soon treated as House Servitor, the lowest class of elven society. Most left Silvanesti society during the early years of Silvanos's rule.

As a result of the Great Lie, the Kagonesti and Silvanesti became sundered forever. The Silvanesti came to view the Kagonesti as primitives, savages who deserved to be exploited for their own good. The Kagonesti came to regard the Silvanesti as cruel, uncaring tyrants who betrayed their heritage. There was never much bloodshed between them (until the

Kagonesti rebellion in this adventure), but there was never any love, either.

After Silvanos and his people departed, the Kagonesti lived their lives as they had always done—in a nomadic existence, wandering through Southern Ergoth. The promised invasion of dragons never affected the Kagonesti (mostly because the Silvanesti prevented the dragons from moving west of Silvanost).

The fall of the Greystone of Gargath did not affect the Kagonesti, in part because they did not read or write and thus could not study spells. Their priests did have a limited affinity for clerical magic, but instead of worshiping the gods, they gave their worship to the gods through their manifestations in nature. This disturbed the gods, who felt that worship should be direct, but Habbakuk, Chislev, and Zeboim petitioned the other gods to allow races that worshiped nature to have access to spells as long as they recognized that the gods existed. To compensate the Kagonesti for their lack of magic, Habbakuk gave the Forest Master of the largest Kagonesti clan a magical stone, the *willstone*. This stone gave the Kagonesti a number of special powers, which they lost in the Cataclysm.

Throughout the Ages of Krynn, the Kagonesti lived as they always lived. They fought against hostile incursions into their land, from ogres to bands of marauding humans. Some Kagonesti began to form crude villages near friendly human cities and traded with the humans. Most Kagonesti kept to themselves.

When the Cataclysm struck Krynn, most of the Kagonesti ignored it. They did not live in cities, and their isolated existence protected them in large part from the pestilence that followed. They lost the ability to cast clerical magic; they blamed this on the settled Kagonesti who had stirred the anger of

the gods. The settled Kagonesti left their villages after the Cataclysm and returned to their nomadic lifestyle. The settled Kagonesti passed on tales of a valley where no Cataclysm could harm them, a valley the gods had made for the Kagonesti to protect them from the punishments that would befall the proud elves and humans. A Valley of Perfect Silences. Coincidentally, the *willstone* of Habbakuk disappeared at this time. The Kagonesti, who thought little of this important item, did not miss it.

The legend intrigued the Kagonesti, who preserved its memory for centuries. But the Kagonesti were content with the lives they led and did not search for this valley.

The War of the Lance ended the tranquility of the Kagonesti's lives. Though the Kagonesti were never directly attacked by the dragonarmies, attacks on Silvanost and Qualinost forced large numbers of "civilized" elves to flee westward, into the land of their distant kin. For the majority of the proud Silvanesti and Qualinesti, the primitive lifestyle of the Kagonesti was intolerable. They decided to forcibly civilize these savages for their own good.

Needless to say, the Kagonesti didn't approve of this. But they had lost their freedom and their hope. They did not have the will to attack their brethren, until Sturif began to have his visions.

SOCIAL STRUCTURE

The Kagonesti have always been a collection of loosely allied tribes, without a central leader, that wander throughout the forests of Southern Ergoth. Within each tribe, there is a Keeper of the Forest, the chief of the tribe. The keeper is usually a shaman or a ranger; one who has proven worthy of respect by the forces of

nature. Each tribe lives in a village of wood and animal hides.

Kagonesti mate once in their lifetime. They usually have only two or three children (having more than two children is another sign of their barbarity, in the eyes of the Silvanesti). They are strict parents; their children are required to show their elders honor and obey them without question. Likewise, Kagonesti provide the keeper with great reverence and obey his or her orders without question. Keepers of other tribes of Kagonesti are also treated with reverence, but they do not have the right to command Kagonesti of other tribes.

The tribe's keeper oversees disputes between tribal members, assigns important tasks, and decides punishments for those who fail to perform their tasks without reason. Because of the chaotic nature of Kagonesti society, the keeper rarely intervenes in the affairs of the tribe, but he has the authority to do so at any time.

Kagonesti have two names: youth names and adult names. Kagonesti parents give their child a name based on his or her physical features (either a prominent feature or a comparison with something in nature). Kagonesti children are vegetarians; a Kagonesti may not consume meat until he has reached adulthood. Upon attaining adulthood, a Kagonesti chooses a new name for himself.

Kagonesti view metal as unclean and do not willingly touch materials made of metal. Metal weapons in particular are viewed as an abomination, and those who wield them against the Kagonesti are considered to be savages. This is because metal weapons (usually axes) are often used to destroy the forest.

Kagonesti win honor within their society by being the keeper, being witnessed as having the favor of god-





tokens (see religion), performing acts of heroism, facing danger bravely, and having children who have won honors.

Kagonesti value hard work, honesty, perseverance, obedience to one's elders, and bravery. Ritual and tradition are not considered to be very important. The Kagonesti reject the stoicism of the Silvanesti as a form of dishonesty. They can be very hot-tempered if roused (another reason why the Silvanesti consider them to be savages). Kagonesti respect people of other races, as long as they are honest, brave, and do their best to serve the gods. Kagonesti society has no worship of wealth, and having possessions is not a sign of prestige by most Kagonesti.

Kagonesti also occasionally take in foster children—humans, Silvanesti, and Qualinesti—who are stolen from their families; this practice is uncommon, usually to replace children who were lost in accidents or battle. These children become companions and foster brothers and sisters; it is considered dishonorable to take them as mates.

Kagonesti society places a high value on self-sufficiency. Kagonesti rarely accept other people's help; they appreciate the kindness of others, but if they cannot meet their needs, they refuse to have others do it for them. In other words, Kagonesti allow others to be their partners in a task, but they do not want the entire job done for them.

Kagonesti have the usual elven attitude about the outside world—they ignore it until it imposes itself upon them. While Kagonesti are not war-like, it is considered a cowardly act to allow one's self to be bullied. They are more likely to be coerced into enslavement (as the Silvanesti did) than they are to be forced into it.

Kagonesti hold grudges longer than humans, if only because they live longer. Because of recent events,

Kagonesti are more tolerant of humans than they are of Silvanesti and Qualinesti. It will be a long time before they willingly show members of either elven society any friendship or recognition of kinship, and they may not want to have anything to do with the Silvanesti for millennia. When dealing with other races, Kagonesti prefer to let the other person initiate any sort of relationship; it is considered rude for a stranger to expect anything but the most formal of responses if the Kagonesti has not been told the stranger's name.

Kagonesti social gatherings involve trading food, storytelling, and hospitality. A tribe receives honor and praise for its bravery in battle and its generosity at such gatherings.

Death is viewed as a transitional state by the Kagonesti. The spirits of the worthy are reborn in the Perfect Forest, the personal forest of the Blue Phoenix. Those who are unworthy are reborn in the Dark Woods, where they must prove their worth by surviving. Those who are not worthy of the Perfect Forest, but are not unworthy enough for the Dark Woods, are reborn in Krynn. Dead Kagonesti are buried or sent in canoes into the open sea; keepers metamorphose into the plant or animal form that they most admired in life.

RELIGION

Kagonesti believe, as do all elves, that the elves were the first of the races of Krynn to awaken underneath the stars. Thus they are the most blessed by the gods, with great strength, wisdom, and a long lifespan. It is the duty, therefore, of all Kagonesti to return praise to the gods for the gifts that they have been given.

Kagonesti worship the central pantheon of Krynn, using the elven

names. The Blue Phoenix, their name for Habbakuk, receives the greatest adoration. They see natural phenomena as the manifestations of the gods; the good and beautiful aspects of nature are considered manifestations of the good gods, while the ugly and destructive aspects of nature are considered manifestations of the evil gods (neutrality is considered to be invisible but always present.). Only good gods are considered worthy of worship, but it is considered evil to curse the evil gods.

All living creatures, plant and animal alike, are endowed with a life-spirit; harming a tree without purpose is as criminal as killing a person. Kagonesti see special items and creatures as god-tokens. These are things in which "godhood" is strong. Forestmaster unicorns are considered especially powerful tokens of godhood, as are gold dragons (bronze and silver dragons are considered god-tokens of men, Silvanesti, and Qualinesti, and thus are not particularly beloved). These creatures are considered to be the guardians of the forest, who protect the Kagonesti from the evils of the world.

Kagonesti worship rituals consist of meditation in solitude. It is considered rude to gather together in assemblies to worship the gods. Kagonesti remember the political struggles instigated by the priests of the Silvanesti; they believe that the only way to make religious worship genuine is to establish a personal relationship with the deities. At tribal gatherings, however, Kagonesti priests make public offerings to the gods, and they lead chants of praise to the good deities of Krynn.

ART AND LITERATURE

Unlike the other elven races, Kagonesti are not endowed with a

desire to fill the world with beautiful things of their creation. The world already has enough beautiful things, and anything that elves (or anyone) add to it is merely the vanity of the creators. Nor do Kagonesti read or write or otherwise record their memories.

Despite this, anyone who describes the Kagonesti as uncultured is making a grievous error. The Kagonesti have a great appetite for tales, which they tell and retell repeatedly, remembering them with extraordinary faithfulness (tell a single Kagonesti a memorable story, and if it is told to different Kagonesti 100 times, the hundredth Kagonesti would be able to tell it perfectly). Kagonesti prefer tales that demonstrate the virtues that are respected by their culture: honesty, bravery, and self-reliance.

Kagonesti also enjoy poetry. Kagonesti poetry consists of chanting and choral recitals of chants. Kagonesti poetry is simple in structure, without formal rhyme or rhythm. Poetry is used to praise the gods, record Kagonesti history, and give praise to those who have demonstrated bravery.

One of the few Kagonesti rituals is the Ritual of Remembrance. In this ritual, Kagonesti tribes gather every ten or 15 years to tell the Kagonesti children stories and poems, and to recite them together. After several decades, a young Kagonesti is expected to know most of the stories that have been told to him, and to be able to tell them to young Kagonesti who come after him.





PROMINENT DROW NPCs

SHUZIRRA IRSEI

(9th-level fighter/9th-level priest)

Str 16 Int 14

Dex 13 Wis 18

Con 11 Cha 12

AL CE

hp 49

AC 6

Weapon Proficiencies: crossbow, short sword, dagger, dart, whip, horseman's mace

Nonweapon Proficiencies: ancient history, blind-fighting, hunting, reading/writing, religion, spellcraft, survival

Languages: Drow, Kagonesti, Silvanesti, ogrish

Special Equipment: *cloak of protection +4*, *crossbow of speed*, *winged boots* (Fl 18, MC B), *ring of free action*, *necklace of missiles* (2 beads – 9d6 each), *ring of mind shielding*, *scarab of death*

Spells: *create water*, *cure light wounds*, *darkness*, *detect magic*, *pass without trace*, *sanctuary*, *aid*, *augury*, *hold person*, *messenger*, *silence 15' radius*, *wyvern watch*, *create food and water*, *dispel magic*, *locate object*, *prayer*, *divination*, *poison*, *protection from good*, *10' radius*, *dispel good*

Character History: Shuzirra is the daughter of Teveckur Irsei, the Captain of the *High Sword*. She was the first mate aboard that craft, serving bravely and with distinction. After the crash of the *High Sword*, she served as the spiritual leader of the drow, and she became Jiathuli's choice to lead the drow community. After a century on Krynn, she murdered her father and took his place as leader of the drow community.

Shuzirra is a cruel and clever woman, even by drow standards. She rules the drow community by a combination of

rewards and punishments: those who are loyal to her are given great rewards of slaves and other luxuries and those who challenge her are punished (deprived of luxuries, beaten, or worse). Her loyalty to Jiathuli is unquestioned, but she often takes a superior tone, which annoys the imprisoned handmaiden of Takhisis.

Shuzirra is a tall and thin young drow woman. She wears a black gown with gossamer trim and a black helmet adorned with the symbol of a spider.

DIAGONTI VESPARCE

(7th-level fighter/7th-level mage)

Str 16 Int 16

Dex 11 Wis 11

Con 12 Cha 13

AL CE

hp 29

AC 10

Weapon Proficiencies: short sword, dagger, light crossbow, dart, whip

Nonweapon Proficiencies: ancient history, animal handling, animal training, herbalism, reading/writing, spellcraft, survival

Languages: Kagonesti, drow, ogrish

Spells: *affect normal fires*, *detect magic*, *feather fall*, *shield*, *ESP*, *magic mouth*, *mirror image*, *dispel magic*, *lightning bolt*, *polymorph self*

Special Equipment: *dagger +2*

Character History: Diagonti Vesparce was only a child when his family boarded the *High Sword*. He was a clever lad, and he soon took up the ways of magic. Diagonti was clearly one of the best and brightest of the young drow of the *High Sword*; he became favored by Teveckur, who taught him much. However, Diagonti was in love with Teveckur's daughter, Shuzirra, and she convinced him that Teveckur had to be killed. It was Diagonti's dagger that killed Teveckur.

To Diagonti's annoyance, Shuzirra has not become his wife. To take his mind off Shuzirra, he has ventured into Krynn on

many occasions. He particularly enjoys deceit and treachery, and he loves to polymorph himself into forms that enable him to stir up trouble.

TUARMIZ GARADI

5th-level fighter/4th-level mage

Str 17 Int 14
Dex 17 Wis 10
Con 15 Cha 10

AL CE
hp 24
AC 3

Weapon Proficiencies: dart, lance, light crossbow, long sword, whip

Nonweapon Proficiencies: ancient history, astrology, brewing, engineering, reading/writing, riding (land-based), spellcraft

Languages: Kagonesti, drow, ogrish

Special Equipment: *bracers of defense AC 6, crossbow of accuracy +3, wand of lightning bolts (14 charges)*

Spells: *armor, detect magic, mount, detect invisibility, web*

Character History: Tuarmiz Garadi is one of the most ambitious young mages in the Deathdark. He has little loyalty to Jiathuli, whom he sees as overly demanding, giving nothing in return. Instead, Tuarmiz plans to take control of the Garadi family, and then overthrow Shuzirra. He has neither the cleverness nor the support needed to succeed. He is not as close-mouthed as he should be, and has earned the disapproval of Shuzirra on many occasions.

Tuarmiz's current guard duty is meant as a punishment, but Tuarmiz views it as an opportunity to display his prowess against the enemies of the drow. He is extremely arrogant, and he does not hesitate to say how great he feels he is.

LAGGON DURIXALET

(11th-level fighter/12th-level mage)

Str 15 Int 18
Dex 15 Wis 13
Con 15 Cha 12

AL CE
hp 53
AC 7

Weapon Proficiencies: dart, lance, light crossbow, long sword, whip

Nonweapon Proficiencies: ancient history, animal handling, animal training, herbalism, reading/writing, riding, spellcraft, survival

Languages: Kagonesti, Silvanesti, drow, many arcane languages

Special Equipment: *rod of passage, ring of telekinesis, ring of shooting stars, cube of force, brooch of shielding, sword, defender +5, cloak of displacement*

Spells: *detect magic, jump, shield, wall of fire, levitate, mirror image, shatter, web, dispel magic, lightning bolt, slow, windform, dimension door, ice storm, magic mirror, polymorph self, cloudkill, passwall, telekinesis, teleport, disintegrate*

Character History: Iaggon Durixalet is the most powerful individual drow in the Deathdark. Although he was a close friend of Teveckur, he feared that the captain of the *High Sword* was becoming jealous of his magical abilities, so he joined with Shuzirra's rebellion. He also killed many members of his own family who were loyal to Teveckur.

Currently, Iaggon lives in fear of Shuzirra. He is usually cloistered in his tower, seeing no one, not even his family. Knowing that Shuzirra would kill him if she knew how powerful he was, he has hidden the extent of his magical talents. Iaggon would still destroy Shuzirra if he could, but he fears Jiathuli's vengeance.



CUROTAI

CLIMATE/TERRAIN: Subterranean caverns

FREQUENCY: Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Nocturnal

DIET: Carnivore

INTELLIGENCE: Average (8-10)

TREASURE: Nil

ALIGNMENT: Chaotic evil

NO. APPEARING: 1

ARMOR CLASS: 6

MOVEMENT: 12

HIT DICE: 6+6

THAC0: 13

NO. OF ATTACKS: 4

DAMAGE/ATTACK: By weapon type +3
strength bonus

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Parrying

MAGIC RESISTANCE: Nil

SIZE: L (9' tall)

MORALE: Steady (12)

XP VALUE: 2,000

When Jiathuli, Handmaiden of Takhisis, first ensnared the Kagonesti in her web, she decided to change them into her own image. Just as she changed drow that displeased her into driders, she transformed Kagonesti into abominations, six-armed giants disposed toward evil and servitude. She named them the curotai (drow for "guardians of an important person"). Curotai resemble normal Kagonesti, except that they have three torsos, stacked on top of each other.

Each torso has two arms, typically armed with a weapon and a shield.

Combat: Curotai have 18/01 strength. They can attack with their six arms with a dramatic effect in melee. Twice per melee round, they may block an attack that would otherwise strike them; this includes missile attacks, such as arrows, flaming oil, etc. Thus they nullify two successful attacks against them per melee round. They are weapon specialist fighters, hence their multiple attacks.

Habitat/Society: Curotai are slaves. They have a fanatical loyalty to Jiathuli and do anything she says. They do not attack drow or spiders, but they automatically attack anything else.

Curotai are held in captivity by the *willstone* of



Jiathuli; if this stone is wrested from Jiathuli or destroyed, the curotai will revert to normal Kagonesti.

Ecology: Curotai have acquired a spider's dietary habits, existing on meat, preferably live.

DRAGON, SPIDER

CLIMATE/TERRAIN: Subterranean caverns

FREQUENCY: Very rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: High (13-14)

TREASURE: Special

ALIGNMENT: Neutral evil

NO. APPEARING: 1

ARMOR CLASS: 2 (base)

MOVEMENT: 12, Wb 12

HIT DICE: 8 (base)

THAC0: 13 (at 8 HD)

NO. OF ATTACKS: 3 + special

DAMAGE/ATTACK: 1-8/1-8/4-16

SPECIAL ATTACKS: Web, breath weapons

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Variable

SIZE: G (25' base length)

MORALE: Fanatic (17)

XP Value: Variable

Age Category	Body Lgt ("")	AC	Breath Weapon	MR	Treasure Type	XP Value
1	9-13	5	2d6+4	Nil	Nil	975
2	14-16	4	3d6+6	Nil	Nil	1,400
3	17-21	3	4d6+8	Nil	Nil	2,000
4	22-26	2	5d6+10	Nil	[fra/1/2]	3,000
					R/T	
5	27-40	1	6d6+12	35%	R, T	4,000
6	41-65	0	7d6+14	40%	R, T	6,000
7	66-85	-1	8d6+16	45%	R, T	7,000
8	86-100	-2	9d6+18	50%	R, T, X	8,000
9	101-115	-3	10d6+20	55%	R, T, X	9,000
10	116-130	-4	11d6+22	60%	R, T, X	10,000
11	131-145	-5	12d6+24	65%	R, T, X, Z	11,000
12	146-160	-6	13d6+26	70%	R, T, X, Z	12,000

Spider dragons are a creation of Jiathuli, Mistress of the Deathdark. She created the spider dragons in envy of Takhisis, the ruler of evil dragons. It was because of the creation of spider dragons that Takhisis imprisoned Jiathuli in the Deathdark; she also destroyed all but a handful of these creatures.

A spider dragon has a dragon's body (without the tail), with eight spidery legs and spider eyes on its draconian head. It lacks the magical abilities of most true dragons.

Combat: Spider dragons attack with two types of breath weapons. The first spreads a web-like film in a cone shape, ten feet wide at its mouth, 30 feet wide at its base, and 90 feet long. This web-like film slows (as the spell) any who are caught in the area unless they roll a successful saving throw vs. dragon breath. All



attacks made by people who are in this area suffer a -3 attack and damage roll penalty. The spider dragon suffers no penalties while within this webbing. This webbing remains until burned by magical fire.

The second breath weapon is a venomous spray in a ten-foot-wide, 50-foot-long line. This form of the breath weapon inflicts the damage indicated on the table above.

The spider dragon is immune to poisons, paralysis, and petrification, as well as *web* and *slow* spells and effects.

In combat, the spider dragon tries to lure its prey into a small area (not difficult, given its subterranean dwelling), then use its web breath to keep its prey at a disadvantage.

Habitat/Society: Spider dragons live solitary existences, mating at the young adult stage. Female spider dragons lay clutches of hundreds of eggs, but they devour all but two eggs. Spider dragons are ferocious predators, fearing only true dragons. At present, several spider dragons have been tamed and trained by the drow of Deathdark.

Ecology: Only a handful of spider dragons remain from the original batch that brought Takhisis's wrath down on Jiathuli. Spider dragons prefer to live on meat (spider horses and whisper spiders are considered delicacies). Their venom is a powerful acid that can cut through most woods, cloths, and ceramics in seconds.

HANDMAIDEN OF TAKHISIS

CLIMATE/TERRAIN: Abyss or subterranean caverns

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Nocturnal

DIET: Carnivore

INTELLIGENCE: Supra-Genius (18)

TREASURE: Nil

ALIGNMENT: Chaotic evil

NO. APPEARING: 1

ARMOR CLASS: -7

MOVEMENT: 15, Cl 18

HIT DICE: 16 (128 hp)

THAC0: 5

NO. OF ATTACKS: 3 or 2

DAMAGE/ATTACK: 5-11/5-11 (claws), 7-19 (bite)

SPECIAL ATTACKS: Slow, paralysis, poison, magic

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 75%

SIZE: M or H (50'-long spider)

MORALE: Fearless (20)

XP VALUE: 85,000

The names of the great gods of Krynn are well known: Paladine, Takhisis, Gilean.

However, there are many entities, known to only a few, who prefer to allow the great gods to garner all the attention. Others, the minor personages of evil, have either been destroyed or enslaved by those who are more powerful than they. Among these latter entities are the handmaidens of Takhisis.

Jiathuli was the greatest of these handmaidens, and she had high honor in the court of the Abyss. Over the course of time, because of her cunning and her ability, she earned the title Princess of the Abyss. However, this honor was not enough for Jiathuli. She longed to replace the constellations of evil with her sign, the sign of the spider. She envied her mistress, the Dark Queen Takhisis. Eventually, she created the Deathdark, a demi-dimension she planned to use as a power base. There she bred the spider dragons in mockery of Takhisis and her dragons. When Takhisis discovered this, she was furious. She trapped Jiathuli in the Deathdark, sentencing her to permanent exile.

Combat: Jiathuli has two forms—that of a female drow of surpassing beauty and malevolence, and that of a giant spider. At the present time, she is trapped in the form of a giant spider. In either form, she has the following powers and abilities, as a 16th-level spellcaster (two of these are always active; the others she can use once per round, at will): *detect magic*



(always active), *detect invisibility* (always active), *know alignment*, *read magic*, *dispel magic*, *web*, *telekinesis*.

Jiathuli is immune to fire, lightning, acid, and poison. A +2 or better weapon is needed to harm her.

Once she could change between forms at will, but the power of Takhisis keeps her in her spider form. In this form, she attacks with two claws and fangs. If she strikes an opponent with both claws in a round, the victim is automatically slowed (as the spell) for 3d4 rounds, and must roll a successful saving throw vs. paralysis or be paralyzed for 1d6 hours. If she bites an opponent, he must roll a successful saving throw vs. poison (with a -3 penalty) or fall into a comatose state for 1d4 days; if the saving throw is successful, the victim is slowed and attacks with a -3 attack and damage roll penalty for the duration of the battle. In her human form, she can cast spells as a 12th-level priest and a 16th-level wizard.

Habitat/Society: The handmaidens of Takhisis are servitors of the court of Takhisis. They are the pampered slaves of Takhisis, terrorizing those who have lesser social standing in the palace of Takhisis. Jiathuli has rejected the court of evil in order to become the absolute sovereign of her own domain; she is an absolute tyrant to the drow who serve her.

Ecology: As a princess of evil, Jiathuli has no place in a normal ecology. She is the ultimate predator, feasting on every morsel that is provided by her drow slaves.

ICE VAMPIRE

CLIMATE/TERRAIN: Temperate and subtropical/Forest

FREQUENCY: Very rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Low (5-7)

TREASURE: Incidental

ALIGNMENT: Neutral evil

NO. APPEARING: 1

ARMOR CLASS: 2

MOVEMENT: 12, Sw 18

HIT DICE: 6+6

THAC0: 13

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Magic, charm

SPECIAL DEFENSES: +1 or better weapon to hit, immune to cold attacks, vampiric regeneration

MAGIC RESISTANCE: 40%

SIZE: Variable

MORALE: Champion (15)

XP VALUE: 2,000

Not true vampires, ice vampires are the spirits of Kagonesti women who have drowned themselves in grief. They take two forms: a female Kagonesti surrounded by mist, or a pool of water (of varying size). Ice vampires feed off the warmth of living creatures, preferring humans, elves, and other intelligent warm-blooded creatures.

Combat: In their human form, ice vampires can manipulate cold, which gives them the following powers, each usable once per day: *ice storm*, *cone of cold*, and *wall of ice*, as 7th-level spellcasters. Their touch drains 2d4 hit points of warmth, which are added to their hit point total, to a maximum of 50 points above their normal hit point maximum. These extra hit points fade away after 24 hours.

In their pool form, if they position themselves under a waterfall, they can enthrall one creature within a 240-foot radius; this includes creatures that are normally immune to charm (such as elves). The creature targeted must roll a



saving throw vs. spell; if the roll fails, the creature is drawn to touch the water, losing 2d4 hit points per round until he dies or is pulled away by others (these hit points vampirically restore the hit points of the ice vampire, as above). It takes a round for the ice vampire to change forms.

Habitat/Society: The ice vampire is a creature of evil and does not have any social interaction. It prefers to live near waterfalls and pools. An unnatural chill can often be felt within a half mile of an ice vampire.

Ecology: The ice vampire is a spirit, and not part of the normal ecology.

SPIDER HORSE

CLIMATE/TERRAIN: Subterranean caverns

FREQUENCY: Very rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Nocturnal

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

TREASURE: Nil

ALIGNMENT: Neutral

NO. APPEARING: 1-6

ARMOR CLASS: 2

MOVEMENT: 12, Wb 9

HIT DICE: 5+5

THAC0: 15

NO. OF ATTACKS: 3 (2 hooves, 1 bite)

DAMAGE/ATTACK: 1-6/1-6/2-8

SPECIAL ATTACKS: Slow, paralysis

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 25%

SIZE: L

MORALE: Steady (12)

XP VALUE: 1,400



The spider horse is prized as a steed by the drow of the Deathdark. Bred long ago by the priestesses of Jiathuli, Princess of the Abyss, the spider horse is a bizarre hybrid of horse and spider. It has a horse's head and body, four horse legs, four spider legs, spider's eyes, and fangs instead of teeth in its muzzle. It is a versatile steed, capable of riding on the ground like a horse and climbing webs like a spider. It is faithful to its master until death.

Combat: The spider horse attacks with its hooves and its venomous fangs. Anyone who is struck by its fangs must roll a successful saving throw vs. poison or be paralyzed for 2d4 hours. Those who successfully roll this saving throw are only slowed (as if affected by a *slow* spell) for 1d4 turns.

If a spider horse's master knows that an enemy is approaching, the spider horse may be used to ambush the opponents. In this case, the spider horse will lurk above the entrance, hanging on a web strand and fall on the foes, surprising them on a 1-5 on 1d6.

Habitat/Society: The spider horse dwells in the subterranean world of the Deathdark of the

drow, the demi-plane where Jiathuli, Queen of the drow, was exiled. Within the caverns of the Deathdark are large web pastures, where the webs of spiders have accumulated over centuries. It is on these webs that the spider horses roam.

Spider horses roam in herds; their social organization is identical to that of horses. An expert animal trainer can teach them to serve as mounts.

Ecology: The spider horse is a predator that roams the Deathdark. Its normal victims are small herbivores that live in the cavernous underworld; in times of famine it devours its own weak and young.

WEAPON, LIVING

ACCLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	Fl 18
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon +4
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	20%
SIZE:	M (5' long)
MORALE:	Elite (13-14)
XP VALUE:	2,000

Living weapons are conjured spirits that are bound into weapons by powerful magicians. They are highly evil creatures, capable of animating their weapons and attacking with them. They are typically used as guardians by the mages who made them.

Combat: Living weapons are swift and sure in combat. They fly through the air, attacking targets with a +4 bonus to their attack and damage rolls. The weapons they inhabit are otherwise normal; once the living weapon has suffered full damage, the bound spirit is dispersed, and the normal weapon falls harmlessly to the ground.

Living weapons are usually swords, but they can be any melee weapon. In any form they inflict the base damage of the weapon, with a +4 attack and damage roll bonus.

Living weapons may be turned as undead, with the same chance of success as in turning vampires.

Habitat/Society: Living weapons are guardians. They have an attack range of 120 feet from the spot where they were bound.



They are of low intelligence and obey simple commands from their masters.

Ecology: Living weapons are highly evil; they prefer to feed on the blood of sentient creatures, but they attack anything that gets within their attack range.

PREGENERATED PLAYER CHARACTERS

SUTARAXL WOODHEART

(6th-level Kagonesti ranger)

Str 17	Int 11
Dex 15	Wis 11
Con 10	Cha 15

AL NG
hp 33

AC 7 (leather armor and Dex bonus)

Weapon Proficiencies: short bow, spear, javelin, knife, club

Nonweapon Proficiencies: animal lore, set snares, running, survival, hunting

Languages: Kagonesti, Silvanesti

Special Equipment: leather armor, +2 spear, javelins (x3), waterskin

Character History: Woodheart is a youth who was taken captive by a draconian raiding party that came to Southern Ergoth during the War of the Lance. He was rescued from captivity by the Silvanesti, who tried to civilize him. He was a servant for one of the most noble families in Silvamori, for whom he did many tasks. They renamed him Sutaraxl, in an attempt to lure him away from his Wild Elf heritage. There was never hatred between him and his masters, but there was never love, either.

When Sturif began to kindle a dream of a land where the Kagonesti could not be enslaved, Sutaraxl was enthralled. He stole weapons from his masters and joined the Kagonesti revolt. His natural leadership abilities and knowledge of Silvamori caught the attention of Sturif, who entrusted him with the capture of the Silvanesti magical arsenal. Sutaraxl was wounded in the battle at the arsenal, but he led his band of Kagonesti men, women and children, to freedom.

Woodheart is charismatic and determined. He tends to set a goal and pursue it fanatically, thinking of anything else as a distraction. He is very courageous, but not very flexible. For him actions are more important than words.

REAMONT WATER-RUNNER

(5th-level Kagonesti priest)

Str 11	Int 10
Dex 14	Wis 16
Con 10	Cha 14

AL NG
hp 27

AC 8 (leather armor)

Weapon Proficiencies: club, quarterstaff, sling

Nonweapon Proficiencies: agriculture, fire-building, swimming, navigation, healing, weather sense

Languages: Kagonesti, Qualinesti

Special Equipment: leather armor, quarterstaff +3, waterskin, rope (50-foot coil)

Spells: 5 1st level; 5 2nd level; 1 3rd level

Character History: Water-Runner is a Kagonesti priest, a shaman who serves the spirits of nature, and the god Heaven-Gift (Habbakuk). Water-Runner lived for centuries with the Kagonesti, and won respect as one of their most powerful priests until the Cataclysm. When the Cataclysm struck, Water-Runner viewed it as a sign that he had failed, and he fled with many Kagonesti priests into the wilderness, where he lived as a hermit until the War of the Lance. During the war he joined with the Qualinesti and helped them in their defense against the draconians. After the war, Water-Runner, who was given the name Reamont by the Qualinesti, joined in the rebuilding of Qualimori. He was always treated with respect by the Qualinesti and won the admiration of their priests.

When Sturif began his rebellion, Water-Runner went to the council of Qualimori and mediated between the Kagonesti and the Qualinesti, preventing much bloodshed. Water-Runner was one of those who led the Kagonesti host from Qualimori to join with those who escaped from Silvamori.

Water-Runner is an aged Kagonesti, but he remains very fit. He prefers negotiation to bloodshed. Even though his advice has been frequently ignored by the leaders of the Kagonesti rebellion (including Woodheart), Water-Runner is treated with extreme respect by all of the Kagonesti.

LAUGHING GALE

(7th-level thief)

Str 9	Int 8
Dex 18	Wis 10
Con 13	Cha 13

AL NG
hp 26

AC 4 (leather armor and Dex bonus)

Weapon Proficiencies: spear, javelin, sling

Nonweapon Proficiencies: jumping, riding (land based), rope use, set snare, singing, ventriloquism

Languages: Kagonesti

Special Equipment: leather armor, spear

Thief Abilities: PP 30%, OL 20%, F/RT 40%, MS 85%, HS 85%, DN 65%, CW 75%, RL 0%

Character History: Laughing Gale is a young female Kagonesti. She and her two sisters fought against the draconians during the War of the Lance. Laughing Gale's sisters were slain in the war, but Laughing Gale survived.

After the war she became part of an amalgam of tribes who would not submit to their elven cousins; they wandered Ergoth launching attacks against their cousins' attempts to settle in Southern Ergoth.

Recently she met Sturif, who impressed her greatly. She has persuaded her tribes to join in the migration to the Valley of Perfect Silences.

Laughing Gale is a very noisy young lady, noted for her constant laughter and singing. However, Laughing Gale is also a very capable scout who can be extremely quiet when silence is needed.

Laughing Gale is always accompanied by a domesticated wild cat, Shriek, with whom she is constantly arguing (the arguments are one-sided, of course, as the cat sees no reason to yowl back at her). They have fought together on numerous occasions and work well as a team (Shriek distracts an opponent, and Laughing Gale sneaks up and backstabs him).

RUDERIC NIGHTHAWK

(4th-level fighter/4th-level Kagonesti thief)

Str 16	Int 9
Dex 17	Wis 10
Con 11	Cha 12

AL N
hp 28

AC 5 (leather armor and Dex bonus)

Weapon Proficiencies: javelin, quarterstaff, short bow, sling, spear

Nonweapon Proficiencies: rope use, survival, swimming, tracking

Languages: Kagonesti, Silvanesti

Special Equipment: leather armor, short bow, quiver of 30 arrows, rope (50-foot coil)

Thief Abilities: PP 30%, OL 25%, F/RT 20%, MS 40%, HS 40%, DN 40%, CW 80%, RL 0%

Character History: Nighthawk was a Kagonesti scout who was taken into Silvamori to serve as heavy labor during the construction. He soon learned how to use his scouting skills to survive among the civilized elves, mostly by stealing food and other essentials to help the other Kagonesti workers.

Eventually Nighthawk was captured and publicly humiliated as a punishment. However, when Sturif came upon Nighthawk, bound in stocks, he immediately released him. Nighthawk was one of the first to join Sturif's rebellion and was at his side when he died in battle at the gate of Silvamori.

Nighthawk is a hot-tempered Kagonesti who hates the Silvanesti with a great passion. He has a fanatical devotion to the memory of Sturif, and he is very impatient to enter the Valley of Perfect Silences.

GRAY-EYES

(6TH-LEVEL KAGONESTI FIGHTER)

STR 17	INT 9
Dex 17	Wis 10
Con 15	Cha 11

AL N
hp 49
AC 5 (leather armor and Dex bonus)

Weapon Proficiencies: short bow (specialized), war hammer, spear

Nonweapon Proficiencies: riding (land-based), bowyer/fletcher, survival, swimming, tracking

Languages: Kagonesti

Special Equipment: leather armor, short bow, quiver of 30 arrows, waterskin, tinder box

Character History: Gray-Eyes is one of the most capable warriors of the Kagonesti. She was born before the Cataclysm and still has vivid memories of the ruin it caused. She fled into the mountains of Southern Ergoth and survived on her own for centuries. Neither the draconians nor the Silvanesti bothered her, and she was content to live alone, without a tribe.

Several weeks ago, though, she began to have visions of a valley that would provide salvation for the Kagonesti. Gray-Eyes was not certain what this meant, but she decided to descend from the mountains and investigate. There she met the Kagonesti, who were astounded by this able, silent, solitary warrior.

Gray-Eyes is extremely curious about the valley and will not allow anything short of death stop her from reaching it. Every night, she sees the Valley of Perfect Silences in her dreams.

THURVIAN WHITE-ROBES

(7th-level White Robe Half-elven mage)

Str 13	Int 15
Dex 15	Wis 11
Con 15	Cha 12

AL NG
hp 24
AC 9 (robes and Dex bonus)

Weapon Proficiencies: staff, sling

Nonweapon Proficiencies: ancient history, read/write, astrology, herbalism, spellcraft, animal training, animal handling

Languages: Kagonesti, Silvanesti, Solamnic

Special Equipment: staff, spell book, white robes

Character History: Thurvian is a male half-elf—half Kagonesti, half human. His mother (who was Kagonesti) sent her son to Solamnia to live among humans. Thurvian found himself attracted to magic. He eventually earned his White Robes and won himself a good reputation among his order, in spite of his unusual heritage.

Recently Thurvian decided to return to Southern Ergoth. He discovered that his mother had been made a slave of the Silvanesti. He tried to free her, but he was captured and imprisoned. Thurvian was freed during the Kagonesti revolt and aided them in their struggle. Although Thurvian was both a half-breed and a magician (neither of which are trusted by the Kagonesti), his valor won over the Kagonesti. He is now one of the few mages in the Kagonesti host.

Thurvian is studious and quiet, but generally friendly toward others who respect him. He is quite proud of his magic and of his Kagonesti heritage. He is somewhat suspicious of the legends of the Valley of Perfect Silences, but he is also very curious about it.





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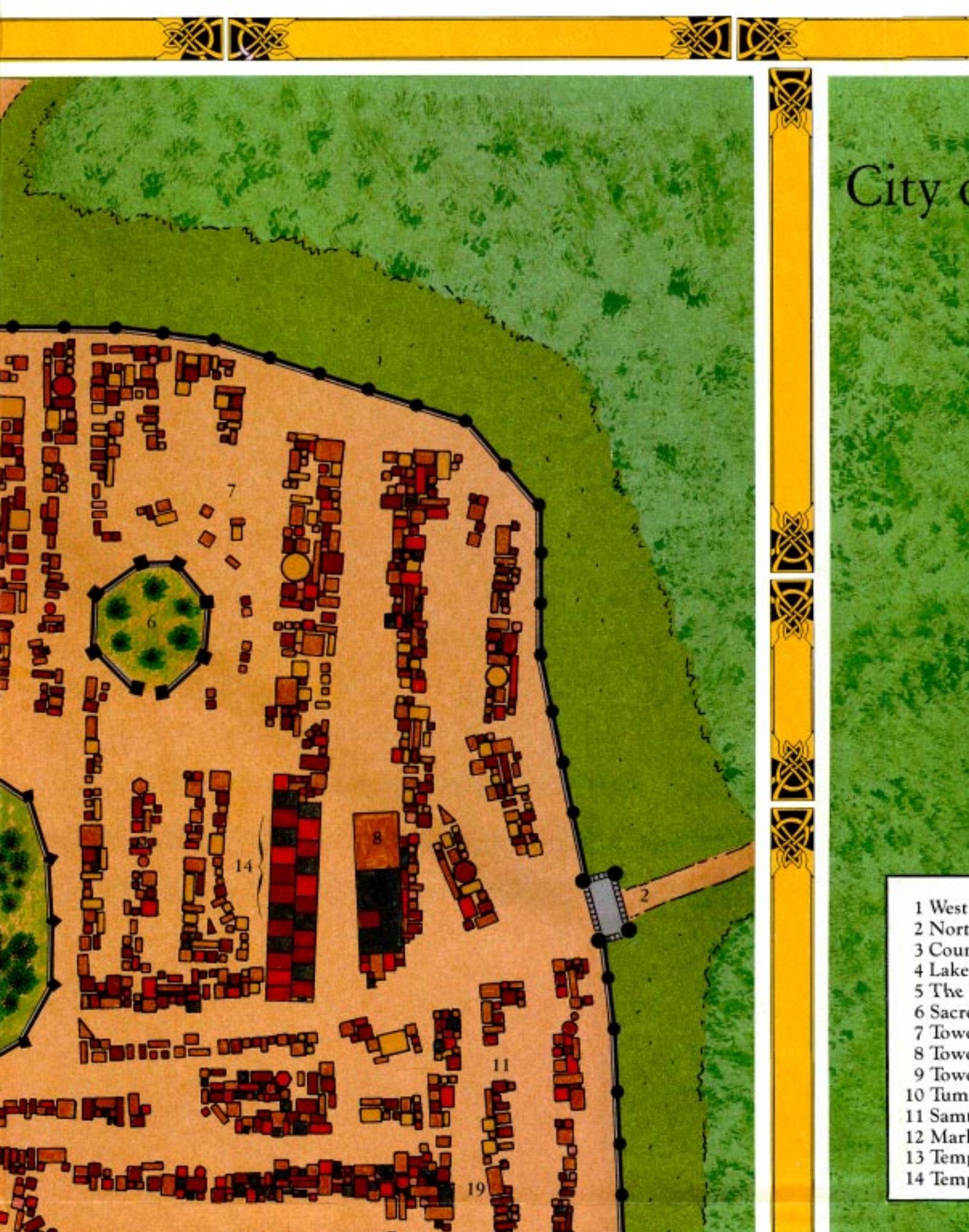
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Meetings Sextet,
Volume Three
(January 1992)







City

- 1 West
- 2 North
- 3 Count
- 4 Lake
- 5 The
- 6 Sacred
- 7 Tower
- 8 Tower
- 9 Tower
- 10 Tum
- 11 Sam
- 12 Marl
- 13 Temp
- 14 Temp

City of Kagonost





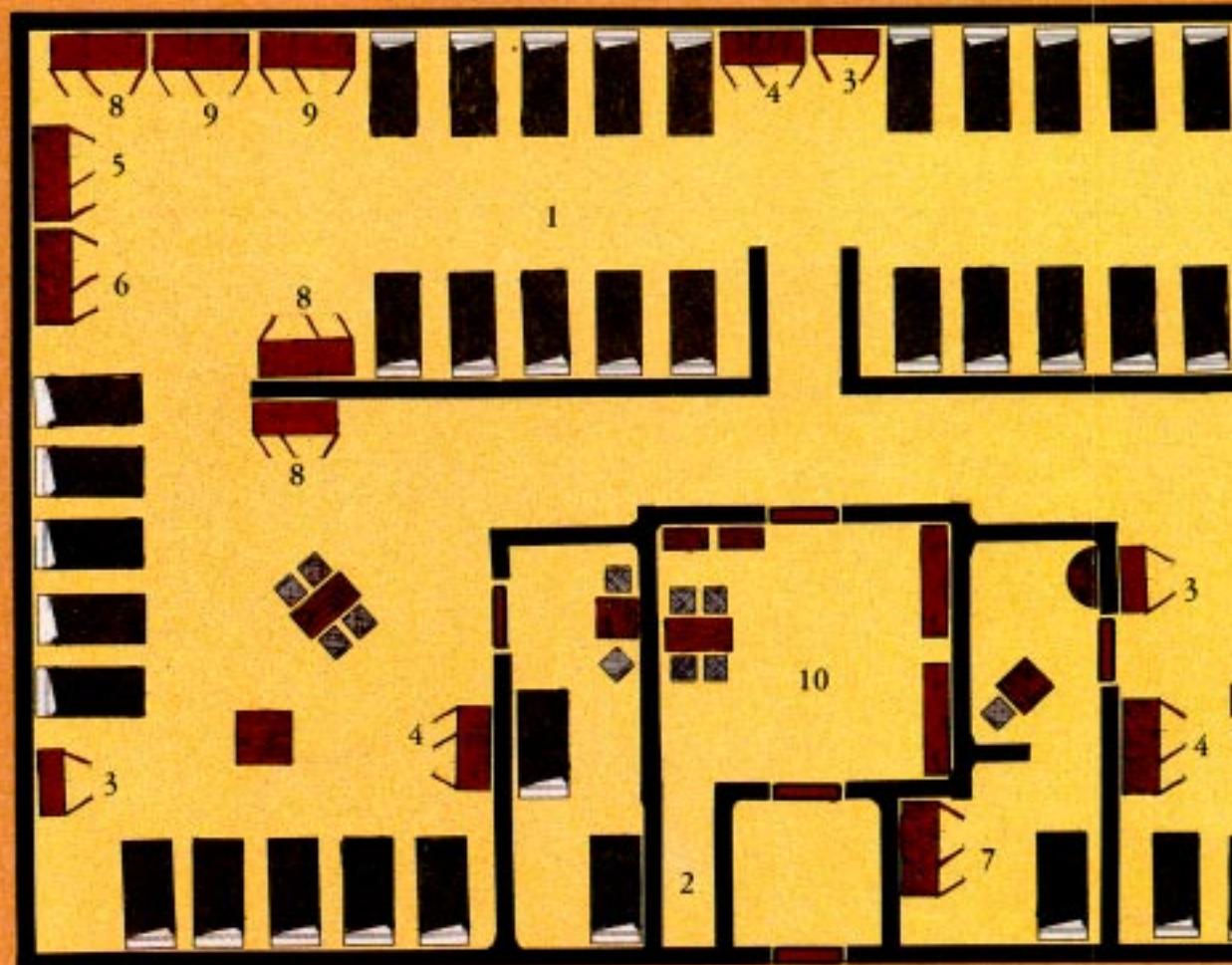
The City of

- 1 North Gate
- 2 East Gate
- 3 South Dock
- 4 Farway Inn
- 5 Sacred Glade
- 6 Fruit Grove
- 7 Market
- 8 Guardhouse
- 9 Arsenal
- 10 Palace
- 11 Welcome Inn
- 12 Quarries/slave pits
- 13 Temple of Paladine
- 14 Barracks
- 15 Temple of Mishakal
- 16 Temple of Solinari
- 17 Temple of Habbakuk
- 18 Estates (noble houses)
- 19 Prison

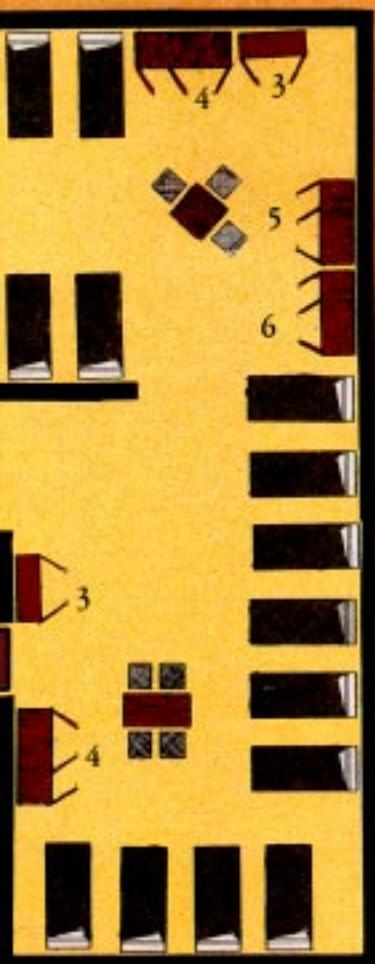


of Silvamori

Barracks/Arsenal



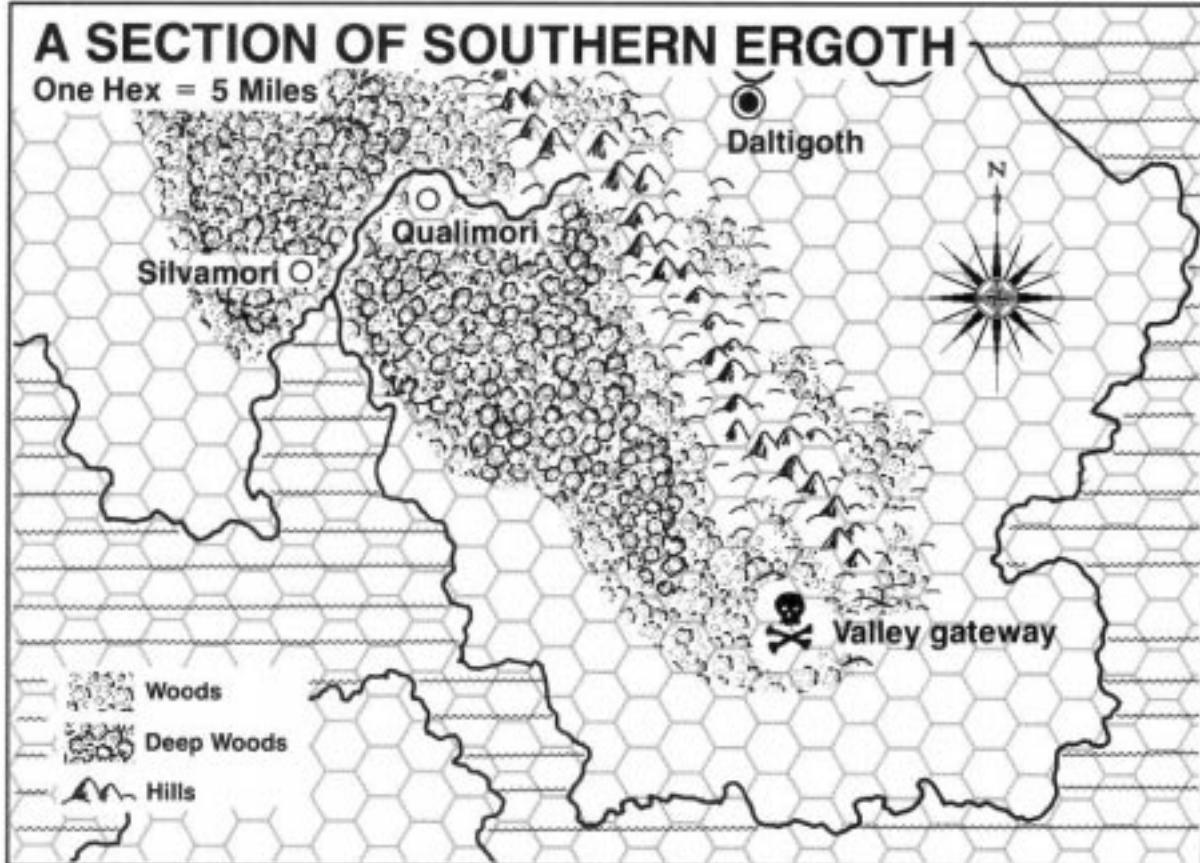
Final of Silvamori



- 1 Barracks
- 2 Storage
- 3 Swords (x10)
- 4 Shields (x10)
- 5 Bows (x10)
- 6 Arrows (15 quivers of 20 arrows each)
- 7 Magic arsenal
(3 long swords + 1)
(5 longbows + 1)
(2 magical cloaks)
(1 suit of chainmail + 1)
- 8 Leather armor (x10)
- 9 Chainmail (x10)
- 10 Guardroom

A SECTION OF SOUTHERN ERGOTH

One Hex = 5 Miles



THE VALLEY OF PERFECT SILENCES

One Hex = 1/2 Mile





Official Game Adventure

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BY SCOTT BENNIE

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