

Moonsteel Rising

A One-Round Campaign Adventure

Part 1 of Visions of Destiny

by Jackie Cassada, Carla Hollar, and Nicky Rea

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; let the players choose which character they wish to play based on name, class, and gender. It is possible that some players may want strongly to play certain characters (which they have played before); adjudicate as best as you can. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets and notify you when they are ready to begin the adventure.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

This tournament uses the SAGA game rules of the new DRAGONLANCE: FIFTH AGE game. It is not AD&D.

The Story

Moonsteel Rising tells the story of a quest for a missing Solamnic Knight and the search for a legendary sword. The heroes travel from Gunthar to Solamnia by ship, then overland to the ruins of Moongaard Keep. During their journey, they acquire information through their dreams and encounters hinting of a greater task that lies ahead of them.

• **Act One: Undercurrents of Danger.** The heroes gather at Britta Moonsteel's request to undertake a

search for her brother, who has disappeared. They travel by ship to Solamnia. During the journey, they are beset by dreams which hint of impending danger. They encounter a merchant ship under attack by pirates and are able to come to the merchants' aid — an action which may provide them with valuable information concerning Angar Moonsteel.

• **Act Two: Travels and Travails.** Arriving at Caergoth, the heroes spend the evening at the Inn of the Three Stars, picking up more disturbing rumors about Angar, as well as a new companion who offers to escort them to the ruins. A midday rest stop nearly turns to disaster and the heroes may begin to suspect the good-will of their guide. Finally, they arrive at the ruins.

• **Act Three: Spirit of the Moonsteel.** The heroes search the ruins and encounter the dangers within. After overcoming physical obstacles and solving the puzzle of the crypt, they confront the undead creatures sent to test their worthiness to claim the Moonsteel Sword. The heroes may thus acquire the legendary sword as well as a note from Angar that holds a sense of ominous foreboding. The spirit of Justar Moonsteel bequeaths the sword to the heroes and tells them of its making in the Age of Dreams. He also says that its work is not yet done.

• **Epilogue:** The heroes emerge with the sword and encounter a wandering mystic who tells them of their next destination. If the heroes have not yet unmasked their companion, the mystic does so for them.

ACT ONE: UNDERCURRENTS OF DANGER

Scene One: Gunthar's Pride

This scene launches the adventure by situating the heroes aboard the ship *Gunthar's Pride* as it pulls out of the harbor at Castle Uth Wistan en route to the coast of Solamnia. Along the way, they become embroiled in a horrendous storm at sea.

Overview

The heroes have the opportunity to interact with one another and with certain members of the crew. They may also want to discuss the meaning of certain disturbing dreams one of them has had regarding this voyage.

Getting Started

The Narrator should make certain that the players have read their hero sheets and are holding the correct number of cards. In addition, the Narrator should see that Lorekind's player has received *Handout One: The Dream*. Information regarding the amount of time available for playing this adventure and explanations of the voting procedures and game questionnaire should also be given out at this time. Before beginning play, the Narrator should ask the players to read aloud their physical descriptions and distinguishing features.

First Impressions

The Narrator should inform the players that they are aboard the sailing vessel *Gunthar's Pride*, preparing to set out on a journey across the sea to Solamnia from the port town surrounding Castle Uth Wistan. The following text relates the pertinent background information known by the heroes. The Narrator should read this (or paraphrase it) to begin the adventure:

It is the evening of the seventh day of Yurthgreen (mid-spring), 31 SC. Three weeks ago, Angar Moonsteel set off alone from Gunthar on a journey to the ruins of Moongaard Keep, the ancestral home of the Moonsteel family. Urged on by tales of the keep's destruction and his own disturbing dreams, Angar informed his sister Britta of his intention to travel to the ruins to claim the legendary Moonsteel Sword, traditionally passed down from one generation of Knights to the next. It was also his intent to make certain that the destruction of the keep had not violated the resting place of generations of Moonsteels,

including their recently deceased father, Sir Justar.

When Britta offered to accompany him, Angar flew into a rage, claiming it was his solitary duty and that she had best look to her own responsibilities as a Knight.

Since Angar's departure, Lorekind has become the recipient of a series of ominous and frightening dreams concerning some dark danger hovering over the headstrong young Knight. He confided his dreams and his fears for Angar's safety to Britta, who agreed that these portents could not be ignored. Having gained permission to pursue this quest, Britta gathered together her friends and arranged to travel to Solamnia.

And so you find yourselves sailing with the evening's tide on Gunthar's Pride, bound for the port of Caergoth and, beyond that, the ruins of Moongaard Keep. Ahead of you lies an 11-day journey by water, during which time you have only yourselves, the ship's crew and your own worries and speculations for company.

The Story Begins

At this point, the heroes may begin interacting with one another, talking to the crew of the ship or discussing Lorekind's most recent vision. The Narrator should facilitate the heroes' actions by taking the part of the crew members or by adding descriptions of the rolling sea, the activities of the crew, the weather (generally fair with a sprightly wind) and other details that will help make the environment real.

Allow the players a few minutes to get familiar with their heroes' personalities and settle into their roles before continuing with the following text:

As one day follows another in this endless expanse of sky and water, your lives take on a strange and uneasy monotony built around the ebb and flow of shipboard routines. Even Lorekind's dreams have succumbed to the constant lull of the waves. Early on the morning of the eighth day, El (short for Eleria), the Kagonesti elf who serves as Captain Kador Marlonius's first mate, points a slender finger toward a thin line of clouds just visible on the horizon. "Coming fast on the Gale," she says abruptly. "Get prepared."

Throughout the next hour, you can see it coming, watching from the deck of Gunthar's Pride as the sky darkens to a dull, sickly gray and becomes the host for an army of iron-

colored, looming clouds. Choppy waves turn into roiling billows that crest above the deck of the caravel, splattering icy salt water spray into your faces. The wind becomes a howling beast with a life of its own. All around you, the crew rush to prepare the ship for the onslaught, furling the sails, lashing down anything that cannot be stowed below decks and shouting orders to each other in voices can hardly be heard above the screaming Gale.

"Tie yourselves to the mast or go below," the captain barks at you. "This is no place for landlubbers."

With a banshee's scream, the storm strikes.

At this point the Narrator should ask the players to describe their heroes' actions.

Atmosphere

This scene has two distinct atmospheres: the calm before the storm and the fury of the tempest itself. In the beginning, the Narrator should allow the players to set the pace, responding to their questions to the captain, the first mate and any other members of the crew as necessary.

Captain Kador Marlinius comes from a Solamnic family, though he is not himself a Knight. On his first voyage as captain of the *Gunthar's Pride*, he wants to appear confident and in control, despite his pride and excitement at finally being made captain. He is enthusiastic and eager to show off his ship to the heroes, and concerned that these "landbubbers" not hurt themselves while aboard. The Narrator should play him as friendly and sociable until they head into the Gale, at which time he shows his considerable authority, adopting a decisive, considered manner designed to get his ship, crew and passengers through with minimal risk and damage.

El, the female Kagonesti elf who is the first mate, is laconic and unexcitable. She shows little inclination to talk with the heroes, and little, if any, emotion — except for a vague irritation with the passengers getting underfoot. Words from El are infrequent enough to be remarkable when they come — a state of affairs that may account for the rumor that El stands for "elusive." If any hero is particularly persistent in pursuing a conversation with her, she ignores him as much as possible without being downright rude. The only topic which interests El is pirates, whom she hates with a passion bordering on mania.

Though the Narrator should not make the players feel hurried, moving them along to the second part of the scene within five to ten minutes or so is highly recommended.

In sharp contrast to the easy-going atmosphere of the first part of this scene, the storm in the second part should shift the emphasis to one of urgency and danger. The Narrator needs to elaborate on the increasing fury of the weather (the sky turns nearly black, the wind blows with hurricane force and the waves make towering steeples against the sky...).

The noise caused by the booming thunder, raging winds and crackling lightning should make conversation difficult if not impossible, and the Narrator should enforce this restriction on the heroes. Making them scream when they want to speak and imitating storm sounds can heighten the sense that the heroes are beset on all sides by the elements.

In addition, the Narrator should insist on quick responses from players as to the actions their heroes are taking. Hesitations should be considered as inaction and their consequences judged accordingly. Although the storm presents some very real dangers for the heroes, its main purpose in the story is to provide some early excitement and allow the heroes to get personally involved in the events of the adventure. It also presents ample opportunities for the players to learn how to utilize their cards in performing actions.

Despite the excitement, the scene should not take more than about 15 minutes of game time.

Actions

There are no specific game actions in the first part of this scene, since the emphasis is on role-playing and information sharing. If the heroes wish to attempt certain actions (such as climbing the rigging or engaging in some form of performance) they may do so. This might be a good time for players unfamiliar with the SAGA Rules to experiment with their abilities in an unthreatening atmosphere.

Just before and during the storm, the heroes are called upon to perform several actions. With the increased motion of the ship, the heroes find that they need to offset queasiness and prevent themselves from becoming seasick.

When ordered to tie themselves to the mast or go below, each hero should decide whether to stay on deck or not. Those who go below are in less danger, but are buffeted about, sustaining bruises from the rough ride. Heroes who choose to remain on deck need to exert their Strength to keep from being thrown or knocked overboard. If they tied themselves in place, they find this a much easier task.

Anyone falling overboard will be lost in the storm unless a quick-thinking individual jumps after him with a long rope tied around the waist.

Any heroes lost in this manner may attempt to swim or at least remain afloat. If successful, they may catch up with the ship again after it sails through the Gale.

> Avoiding Seasickness

Difficulty: Average (8)

Action ability: Endurance

Opposition ability: None

Comments: If the heroes are successful in this action, they have no penalties on successive actions in this scene. If unsuccessful, all actions for the rest of the scene are raised by one degree of difficulty (i.e. an *easy* task becomes *average*, *average* becomes *challenging*).

Mishap: Any heroes suffering mishaps are overcome by nausea, retching and unable to perform any actions well. No card used for any action throughout the rest of the scene can be considered trump, even if the hero's special abilities would normally allow such.

> Stay On Deck

Difficulty: Average (8) or
Challenging (12)

Action ability: Strength

Opposition ability: None

Comments: This action has an *average* difficulty if the heroes tied themselves to some portion of the ship, but becomes *challenging* if they failed to do so and must rely solely on their own Strength to hold on. If successful, the heroes may remain on deck without fear of going overboard and may take actions to help the crew.

If the hero is roped, failure on this action means that the hero's tether has come loose or broken, necessitating a *challenging* Agility action to retie the rope. Failure to do so means the hero must succeed in a *challenging* Strength action to avoid being washed overboard. Further, the hero can take no actions to help anyone else until securely retied.

Those who are not roped must succeed in a *challenging* Strength action to remain on board and help others. Failure results in the loss of one card due to damage sustained by being thrown around the deck. Those who fail may only try to succeed in a *challenging* Agility action to regain control.

Mishap: Heroes who suffer a mishap lose one card from their hands and are flung off the ship and into the heaving sea. They do not automatically drown or become lost and may attempt to swim or remain afloat until help arrives or they can climb back aboard in the next scene.

> Swim in the Gale

Difficulty: Challenging (12) or
Daunting (16)

Action ability: Agility

Opposition ability: None

Comments: Heroes who are tossed overboard and who are wearing no armor heavier than leather may remain afloat by performing a successful *challenging* Agility action; those in armor heavier than leather must succeed in a *daunting* Agility action. By remaining afloat (or swimming), the hero may get through the storm alongside the vessel, emerging near the ship at the beginning of the next scene (pushed along by fortuitous waves). Failure in this action indicates that the hero cannot keep up with the ship and begins to tire from the exertion.

Mishap: The hero begins to sink. At this point, the hero must succeed at a *challenging* Endurance action or begin to drown, losing one card every three minutes.

Other possible actions include rescuing those who go overboard, helping keep the helm in position, etc. The Narrator should adjudicate unanticipated actions as fairly as possible while trying not to kill off the heroes in the first scene.

Characters

This scene may include brief interaction with the captain and first mate. Other crew members may be added at need.

- **Captain Kandor Marlinius:** *Solammian male human young adult, Gregarious demeanor, Adventurer.* Co 5, Ph 6, In 5, Es 4, Dmg +3 (short sword), Def -2 (leather).

- **Eleria ("El"):** *Kagonesti female adult, Sensible demeanor, Champion.* Co 6, Ph 7, In 5(25), Es 7, Dmg +3 (short sword), Def -2 (leather), also sorcery (Hydromancy).

- **Six crew members of Gunthar's Pride:** *Male and female humans, varied demeanors, Novices.* Co 5, Ph 6, In 4, Es 4, Dmg +1 (belaying pin), Def 0.

Outcome

The heroes should survive this encounter with minimal damage and loss and may continue on to Scene Two. If the heroes are badly hurt or perhaps temporarily "lost at sea," the Narrator should allow them enough time to heal themselves or rescue their companions before beginning Scene Two.

Scene Two: Trouble in the Wake

This scene takes place immediately after the ship passes through the Gale and assumes that the heroes are in relatively good shape to deal with a potential battle at sea.

Overview

The *Gunthar's Pride* reaches the edge of the Gale, revealing the sight of a foundered merchant vessel under attack by a pirate ship and providing the heroes with the opportunity to render assistance to the beleaguered vessel.

Getting Started

Although this text contains all the information needed to play through this combat scene, the Narrator may want to have *The Book of the Fifth Age* (Book One of the DRAGONLANCE: FIFTH AGE boxed set) open to Chapter Four (page 56) in case a question arises. If the heroes are still wounded, the Narrator should take into account the increased difficulty for attempted actions and the fact that players may hold fewer than the normal number of cards due to injury.

First Impressions

To begin the scene, the Narrator should read the following text to set the stage for the heroes' responses to what they see, making allowances for any delays caused by spending time to heal wounds or search for lost companions.

The Gunthar's Pride makes its way through the Gale, an eerie stillness in its wake. As the dark clouds give way to the brightness of the late afternoon sun, another challenge appears almost directly before you. Within a long bow's shot from Gunthar's Pride, two ships are locked in a one-sided combat. The first vessel, clearly a merchant ship, rides low in the water, her sails damaged and her hull bearing a gaping hole in its side. Arrayed alongside it, connected by boarding lines and grapples, is another ship which bears a black flag flying arrogantly from its mast.

The Story Continues

The Narrator should ask the players at this point for immediate responses from their heroes. If they decide to go to the aid of the merchant vessel, they find both Captain Marlinius and El more than ready to assist: Marlinius because of his honorable family background and general instincts and El

because she hates pirates with a passion bordering on fanaticism.

If the heroes seem less than eager to engage in combat at this stage, whether through injuries or through a reluctance to deviate from their quest, Marlinius shrugs and says "*Gunthar's Pride* and her crew are at your service, but if it were my decision to make I wouldn't turn my back on a ship in need." El is not so indirect. "Cowards!" she sneers. "I thought you were heroes. You'd leave these people to slavery, death or worse?"

If the heroes decide to engage, Captain Marlinius brings his ship alongside the pirate vessel opposite the merchant vessel, effectively forcing the pirates to divide their forces. As they approach, the heroes have enough time to ready weapons or cast spells. Firing arrows is not recommended, because of the danger of hitting one of the crew of the merchant vessel.

The pirates, upon seeing the approach of a second ship, realize they are now outnumbered and attempt to retreat. The battle which ensues may take a number of exchanges, and the Narrator should be as flexible as possible in running this combat sequence. In all likelihood, the pirates will be defeated — either killed or captured — or will flee as soon as possible.

Atmosphere

Excitement and trepidation should mark this scene. The heroes have just weathered a devastating storm and now, instead of being allowed to rest, they must steel themselves once more to action. The Narrator should emphasize the dire circumstances of the merchant vessel and the brutality of the pirates' attack. The clang of swords and the shouts and screams of the combatants should convey to the heroes the fear of the outclassed merchant crew.

During the actual battle, the Narrator should attempt to stress the confusion of melee as well as the dangerous condition of the merchant vessel, which is close to breaking apart.

Actions

Assuming the heroes do battle with the pirates, they have a number of options both before and during personal combat. The following text discusses some of the more likely ones, but the heroes may very well attempt actions not covered here. In those cases, the Narrator should exercise his best judgment. He should remind the players that their heroes can see the merchant ship (the *Mermaid's Tail*, an Ergothian vessel), is clearly about to sink.

Spells and ranged attacks are at near missile range.

> Missile Fire into Melee

Difficulty: Daunting (16)

Action ability: Dexterity

Opposition ability: Agility

Comments: Because merchants and pirates are mixed together, some fighting, while others attempt to retreat, any missile loosed into the melee is considered to be a *daunting* Dexterity action. The target's Agility score is added to the difficulty rating of the action. Any missile attack which fails to achieve this success hits a friendly target instead, causing minimum damage (i.e. only the weapon's rating rather than full damage points).

Mishap: Should the hero suffer a mishap, the missile hits a friendly target (presumably a merchant, but possibly another hero if some have run forward into the fight) causing normal damage. Further, the weapon itself becomes unusable for the rest of the scene (the string breaks or some other minor problem develops).

> Boarding the Pirate Ship

Difficulty: Average (8)

Action ability: Agility

Opposition ability: None

Comments: If the heroes attempt to board the pirate ship as soon as they pull alongside, they find it a relatively simple action. No pirates have yet returned to resist the boarding action. Further into the scene, as the pirates attempt to cast off from the merchant ship and escape, many gather to keep the heroes at bay. Failing to make the jump indicates that the hero has slipped and fallen between the two ships, where he catches hold of a rope. The hero may make an *average* Strength attempt to haul himself up and onto the pirate vessel.

Mishap: A mishap indicates that the hero has fallen between the two ships, as above, but is injured when the two vessels momentarily crash together, pinning him in place and causing the hero's player to lose one card from his hand. He may attempt a Strength action as above to scramble back up.

Characters

• **Captain Kandor Marlinius:** *Solamnian male human young adult, Gregarious demeanor, Adventurer.* Co 5, Ph 6, In 5, Es 4, Dmg +3 (short sword), Def -2 (leather).

• **Eleria ("El"):** *Kagonesti female adult, Sensible demeanor, Champion.* Co 6, Ph 7, In 5(25), Es 7, Dmg +3 (short sword), Def -2 (leather), also sorcery(Hydromancy).

• **Six crew members of Gunthar's Pride:** *Male and female humans, varied demeanors, Novices.* Co 5, Ph 6, In 4, Es 4, Dmg +1 (belaying pin), Def 0.

• **Fifteen pirates:** *Male and female humans, varied demeanors, Adventurers.* Co 6, Ph 6, In 5, Es 4, Dmg +3 (short sword), Def -2 (leather).

• **Wallis Weatherfare, Captain of the Mermaid's Tail:** *Male human, pragmatic demeanor, Adventurer.* Co 6, Ph 6, In 5, Es 5, Dmg +4 (cutlass), Def 0.

• **Five merchant crew members:** *Male and female humans and half-elves, varied demeanors, Novices.* Co 5, Ph 6, In 4, Es 4, Dmg +3 (short sword), Def 0.

Outcome

If the heroes fail to attack the pirates, the merchant ship is plundered and sinks. All on board are lost and the heroes have lost the information which the merchant captain knows as well as the information from any captured pirates. Go on to Act Two, Scene One. If they assisted the merchant ship, either of the following might occur:

• The heroes drive off the pirates, who flee in their ship. The merchant ship's crew must be taken aboard the *Gunthar's Pride* if they are to survive. If this happens, read or paraphrase Captain Weatherfare's speech (below) to the heroes, then go on to Act Two, Scene One.

• The heroes defeat all the pirates, either killing or capturing them. The merchant's crew can take over the pirate ship and get some of their cargo aboard before their own vessel sinks. Read or paraphrase Captain Weatherfare's speech (below) to the heroes, then go on to Act Two, Scene One.

• If any pirates survive, the heroes may question them. In return for promises to set them ashore when the *Gunthar's Pride* reaches port, any of the pirates will tell the heroes that a man in Caergoth hired them to plunder the *Mermaid's Tail*. He seemed particularly interested in having them capture or kill some Solamnian Knight who was supposed to be on board and bringing back anything he might possess. They were to rendezvous with their employer at the Inn of the Three Stars in Caergoth and turn over their booty or report their failure.

Captain Weatherfare's Speech

"Many thanks for your help." (seeing Britta) "I see by your family device that you are related to Angar Moonsteel. Is this not so? Perhaps I should speak to you concerning him, then. We brought him to Caergoth in Solammia recently. As the trip progressed, he seemed more and more troubled, often crying out in his sleep, though he would talk to none of us about what was tormenting him. We agreed to wait for him

for a week in port. That we did, and even asked after him here and there throughout Caergoth when he failed to return. Finally, though, a few days ago, we had to sail or miss the tide. I hope he is well."

Scene Two should last approximately twenty minutes. If the fight goes beyond that, allow crew members of the merchant ship and the *Gunthar's Pride* to bring down the rest of the opposition (keeping at least one alive for questioning, if possible). Do not allow the heroes to use torture in any questioning session. Such actions are not heroic and are unworthy of them.

ACT TWO: TRAVELS AND TRAVAILS

Scene One: The Inn of the Three Stars

The heroes stay overnight at the Inn of Three Stars and have the opportunity to pick up some useful information (in the form of rumors) about Angar. They also make the acquaintance of a fellow traveler who offers to act as their guide.

Overview

This scene allows the heroes to spend some relatively quiet time interacting with the innkeeper and patrons of the Inn of the Three Stars. In addition, they begin to uncover some disquieting pieces of information about Angar and his quest. They meet Salidar Fielding, who befriends them and asks to accompany them to Moongaard Keep.

Getting Started

If the characters did not receive the information from the pirates that would bring them to the Inn of the Three Stars, one of the crew members of *Gunthar's Pride* should recommend it as a good, inexpensive but comfortable place to stay overnight. The Narrator should not waste time having the heroes wander around Caergoth making fruitless inquiries.

First Impressions

To begin the scene, the Narrator should read the following paragraph, which takes the heroes from the harbor to the Inn of the Three Stars.

On the evening of the eleventh day, Gunthar's Pride puts into the harbor at Caergoth. The harbormaster confirms that he saw Angar land at Caergoth a few weeks ago but that, to his knowledge, the young Knight has not returned to take passage aboard any ship leaving the harbor. After conveying your thanks to Captain Marlinius and his crew and bidding the rescued merchants farewell, you make your way to the Inn of the Three Stars, where you look forward

to a good night's rest and, perhaps, some hint as to Angar's fate.

The Story Continues

The Inn of the Three Stars is a two-story wood building that occupies a street corner within sight of Caergoth Harbor. A bright yellow sign bearing three black stars proclaims the inn's name. The Narrator should describe the inn for the heroes and read the following paragraph to begin the action for this scene.

Inside, the common room seems comfortably homey. A large fire in the hearth provides warmth against the evening's chill. The hearty smell of stew fills the air. Several people sit at long tables, eating and talking quietly. As you enter, a large, friendly-looking woman looks up from behind the bar and smiles.

"Welcome to the Inn of the Three Stars," she says in a cheerful voice that carries over the background conversation. "What can I do for you this evening?"

Anyone with a wealth rating of 2 or above can pay for a room and a decent meal at the inn. Someone will have to pay for Stormdancer, as she has no wealth of her own. Heroes may sleep two to a room. The meal consists of a delicious meat and vegetable stew, warm freshly-baked bread and butter, honey, and a few nuts and fruits. Kerra Rafter, the innkeeper is justly proud of her deep-dish strawberry pie.

Should any heroes still be wounded, Kerra will be very sympathetic and concerned. Though she wants to hear the whole story, her first action is to offer to heal them. She is a mystic who has discovered a talent for healing within herself though she has never formally studied at the Citadel of Light.

If the heroes talk to Kerra or her son, Timmick, they can provide some information about Angar. Kerra confirms that Angar stayed overnight and left early the following morning. Though polite, he said little and seemed

preoccupied. She has no idea where he went from here. Timmick cared for Angar's horse and remembers that Angar asked if there had been any recent trouble on the road between Caergoth and Moongaard Keep near Garnet. Both suggest that the heroes speak to old Gormley, who mentioned talking to the young man when he stayed overnight. None of the three knows anything about a person who hired pirates to attack the ship Angar was supposed to be on.

Gormley can tell them (amid much muttering and complaining about his old, aching bones) that the young Knight stayed in the room next to his. About halfway through the night, Angar let out "a yell that near froze my heart and made m'hair fall out." Gormley ran to the Knight's door and pounded on it, but all he heard from within sounded like a man's sobbing and a mumbled "go away, please." He was very annoyed to be awakened like that and heard tossing and turning from the next room and what sounded like prayers punctuated by angry shouts throughout the rest of the night. Finally, he fell asleep. When he woke up the next day, the Knight was gone, "and good riddance!"

There are several customers in the inn whom the heroes may want to talk to or watch. If they know that the pirates' contact is supposed to be awaiting news in this inn, they are probably looking for that person. A group of three well-dressed merchant types is just finishing their meal. Soon after the heroes enter, they depart. It is unlikely that the players will suspect three people traveling together. Other characters may well arouse their suspicions, however. These are:

- **Vahnla.** This dark-haired slender woman is wrapped in a black cloak which covers all but her face and hands. Her face is shadowed by her hood, however. Settled at a back corner table, her eyes gleam in the candlelight. She watches each new arrival as though expecting someone. Vahnla is a jewel merchant expecting a courier, to whom she will entrust the valuable gemstones she is carrying in a pouch worn around her neck. She knows the courier personally and is becoming nervous that he has not yet shown up. If the heroes approach her, she is extremely suspicious and refuses to disclose anything about herself or her business. After all, they might be thieves! She is particularly hostile to the kender.

- **Aerik Wildehart:** Dressed in flamboyantly colorful clothes that suggest a pirate, entertainer or some other unsavory, roguish profession, this golden-blond, mustached man is far too handsome for his own good. With his twinkling eyes and flashing teeth, he looks as though he is

used to attracting others and getting by on his looks and charm. He is more than content to interact with the heroes, accepting challenges in throwing darts, telling tall tales or any non-combat tests of prowess. He will not, however, reveal what his actual business is in Caergoth, though he claims to act as first mate aboard the *White Cloud*. When the heroes first see him, any who succeed in an *average Perception* action may notice that his eyes fasten on Britta's heraldic device (unless she has hidden it). His grim look when he sees it belies all his later charm.

Aerik is very interested in who the heroes are, where they are headed and what they are doing. The heroes may well think this is the pirate contact and that he now seeks to discover their plans.

Aerik means the heroes no harm. He is a Narrator tool who can be used in a number of ways, depending on the needs of the story:

- 1) If one of the heroes died in the storm or pirate attack, Aerik can be given to that hero's player as a new hero. He joins the company because he recognized the Moonsteel blazon. His father's life was once saved by Justar Moonsteel and Aerik swears to repay that debt by helping Justar's daughter. Should a hero die later in this adventure or a later one, Aerik can be brought back in and join as a new hero at that time.

- 2) If none of the heroes dies, Aerik will meet the heroes again either in Act Two, Scene Three (if he's needed) or in another form at Moongaard Keep. In this case he is an entirely different character, actually the silver dragon, Aerindrelios Argentwing, Justar Moonsteel's old mount. He is loath to reveal his actual nature, preferring to keep his secret from the heroes for now. Though he knows most of what has happened to Angar, he does not tell Britta or her companions, knowing that the only way Justar's soul will find its rest is if she succeeds in the tests she must undergo to claim the Moonsteel Sword from him. The dragon realizes that only through adversity can the companions grow wise enough to fulfill their destinies.

- **Kraggen Chiselstone:** An old, grizzled dwarf whose eyesight is too poor for him to see further than a few inches beyond his nose. Kraggen is a Neidar (hill dwarf) with dark complexion and gray hair. His perpetual scowl (brought on by squinting to see) and forward craning posture (trying to hear what people say to him; he's also going deaf) give him a sneaky and foreboding look. He is searching for his son, who left home some years ago to seek his fortune. Kraggen fears his son was caught by one of the dragon lords and killed. His son's name is Pyright, which he pronounces a lot like "pirate." Combined with his

difficulty hearing and tendency to mispronounce or misunderstand what is said to him, this could provide a good deal of confusion and amusement.

- **Salidar Fielding:** This man seems to exude the color brown. Brown hair, browned skin, brown clothing all combine to indicate his background as a farmer. If either Britta or Hammer succeeds in a *challenging Reason* action, they remember the following: Britta vaguely remembers Fielding has a farm near Moongaard Keep; Hammer recalls that Fielding's farm was one of the ones destroyed in the dragons' attack on the keep. In any case, Fielding shyly approaches the heroes and asks if this is Britta Moonsteel and if she is traveling to the ruins of the keep. He explains that he is in Caergoth trying to borrow money to rebuild his farm. He says he has gotten just enough that he can plant a new crop this spring and wants to head back home. He asks, somewhat hesitantly, if the heroes would allow him to travel with them, as he'd feel much safer that way. He seems almost overwhelmed with shyness in the presence of such heroes, watching their every move with awe.

In actuality, this is the man who hired the pirates. Outraged that his farm was destroyed because Justar Moonsteel was harboring a dragon, Fielding sought compensation through hitting back. He offered his services to a dark mystic whom he encountered, agreeing to act as an agent to capture or destroy Angar Moonsteel. The evil mystic revealed that the young Knight would be coming to the keep to claim a family heirloom.

Salidar was to hire a group to attack him once he was back at sea (where Solamnic Knights were less likely to interfere). Salidar did as he was told, but has discovered (through the arrival of the heroes) that his pirates were unsuccessful. Now he's trying to implement a back-up plan based around the Moonsteel sister. He doesn't know what has become of the heirloom and is uncertain of Angar's fate. He will try to get the heroes to tell him their tale by appearing ingenuous and bumpkinlike. He does not know the identity of the dark mystic (who appeared to him as a tall, emaciated figure dressed in a concealing red robe), only that he comes from "somewhere to the east."

Salidar plans to hire someone to assassinate at least one of the heroes during the night — preferably one that shows any mystic or sorcerous talent Salidar feels may endanger him.

Atmosphere

This scene should feel relaxed, since the inn itself does not pose a threat to the heroes. If the heroes have the information gleaned from the pirates in Act One, Scene Two, they may suspect that one of the patrons is the pirates' contact, and this may

color the scene with undertones of wariness and anxiety. The Narrator should not seek to deliberately provoke a sense of unease; the heroes will probably do this for themselves. This is a key role-playing scene, in which the characters can begin to put together some vital information about the destination and fate of Angar Moonsteel. If possible, the Narrator should try to protect the true identity of Salidar Fielding and should do everything possible to ingratiate this character with the heroes so that they will allow him to accompany them.

Actions

The actions in this scene consist primarily of role-playing conversations between the heroes and the characters in the inn. Some of the heroes may attempt certain actions in conjunction with this:

- Lorekind can use his *Sensitivity* to detect emotion.
- Mithralas may attempt a *challenging Perception* action to perceive a falsehood in any character's single statement. This action must be attempted anew for each statement the hero wishes to examine. Characters may resist this action using their *Presence* scores.

Characters

- **Kerra Rafter, innkeeper:** *Human female adult, forthright demeanor, Novice.* Ag 3C, Dx 7A, En 5D, St 8A, Re 3B, Pe 7A, Sp 9A (81), Pr 6A, Dmg +4 (cudgel — rolling pin), Def -0, also mysticism (animism, channeling, healing).

- **Salidar Fielding, guest:** *Human male adult, simple demeanor, Adventurer.* Ag 6D, Dx 9A, En 5D, St 9A, Re 6C, Pe 9A, Sp 4C, Pr 7B, Dmg +2 (quarterstaff), also missile weapons (self bow/+2), Def -2 (leather).

- **Gormley, guest:** *Human male adult, pessimistic demeanor, Rabble.* Co 3, Ph 4, In 4, Es 3, Dmg +0, Def -0 (common clothing).

- **Timnick, Kerra's son:** *Human male young adult, impulsive demeanor, Rabble.* Co 5, Ph 5, In 4, Es 5, Dmg +5 (pitchfork), Def -2 (leather).

- **Vahnla, guest:** *Human female adult, cautious demeanor, Adventurer.* Co 6, Ph 5, In 9, Es 9, Dmg +2 (dagger), Def -1 (padded silk).

- **Aerik Wildehart (Aerindrellos Argentwing), guest:** *appearing as a human male adult (mature adult silver dragon).* Co 11, Ph 50, In 13 (169), Es 13 (169),

Dmg +20, Def -16, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (aeromancy, summoning, spectramancy), mysticism (alteration, healing, mentalism).

OR

• **Aerik Wildehart**, guest: *Human male adult, charismatic demeanor, Champion*. Ag 8A, Dx 5C, En 7A, St 7A, Re 6B (36), Pe 7A, Sp 6B (36), Pr 8A, Dmg +5 (scimitar), Def -2 (leather), also sorcery (summoning) and mysticism (alteration).

• **Kraggen Chiselstone**, guest: *Neidar male elder, cantankerous demeanor, Adventurer*. Co 4, Ph 4, In 5, Es 5X, Dmg +9 (warhammer), Def -3 (chain mail).

Outcome

By the end of this scene, the heroes should be able to discover most, if not all, of the information possessed by the characters in the inn. The scene can end in a number of possible ways:

- If the heroes have not unmasked Salidar by the time they retire to their rooms for the evening, go to Scene Two.
- If the heroes have discovered Salidar's true intentions but do not attack him, go to Scene Two but use only the information regarding Lorekind's dream.
- If the heroes decide to attack Salidar based on what they have found out, the Narrator should insert a brief combat scene, keeping in mind that Salidar's primary intention will be to escape and lose himself in the twisting back streets of Caergoth.

Take no more than half an hour with this scene, if possible. Don't cut off the players' roleplaying if it is to the point, but if they are wasting time, have the other guests retire for the night and have Kerra close down the common room so they must go upstairs to bed. Then go to Scene two.

Scene Two: Schemes and Dreams

The heroes find their sleep disturbed first by an attack by an unknown assassin and, later, by troubling dreams.

Overview

This scene assumes that the heroes have finally gone to bed in the Inn of the Three Stars. If they have not discovered Salidar's true purpose, one of them will be the victim of an attack by a hired

assassin. Additionally, Lorekind will receive another dream just before dawn.

Getting Started

This scene takes place a few hours after the heroes retire for the night. The Narrator should take note of any precautions the heroes state they are taking (to determine the difficulty the assassin has when attempting to gain entry to a room). If no assassination is to occur, simply move right into Lorekind's dream near dawn.

Note that the heroes will be unarmored and unarmed during this scene until they grab weapons. They have no time to don armor and cannot sleep in armor unless they wish to sacrifice one card on the morrow due to incomplete rest.

The Narrator needs to have page 102 of *Book of the Fifth Age* open when running this scene for information on poison and its effects.

First Impressions

The rooms at the inn are about 12 feet x 12 feet with 8 foot ceilings. The heroes have two rooms side by side and one across the hall. Bare wooden floors are covered near the two single beds with a woven rug. A washstand with pitcher and bowl, chamberpot, wall hooks, two candles in holders, a tinderbox, single beds with feather pillows and colorful quilts complete the ensemble. The doors each have a crude latch that fastens from the inside. Wooden shutters can be locked over the windows.

The heroes shouldn't have much of an impression beyond the rooms' furnishings.

The Story Continues

If not unmasked, Salidar has "retired to bed" early, sneaked out and hired a local assassin whom he knows to attack one of the heroes with a poisoned dagger, then returned to his room to await events. The assassin attempts to gain entry to one room (not the one either Britta or Lorekind is in) and make an attack on a sleeping target. He then flees, counting on the poison to finish off his victim.

It is possible that one of the heroes in the room hears the killer's entry. By screaming or yelling, the hero can frighten off the assassin. Alternatively, the hero may attempt to initiate combat. The assassin will not stay for a lengthy brawl, but will try to flee as quickly as possible.

Other heroes (and other patrons in the inn) may hear any struggle and come to investigate. If captured, the assassin refuses to name the one who hired him, citing it as part of his code. Kerra will insist that the local law be called to take him into custody. If heroes persist in attempting to question him, the local law enforcement officers

become incensed and refuse to allow them to interact with the prisoner at all until a judge sees him (which could take several days). Should heroes refuse to travel on until they are given the chance to confront the assassin, they learn the next morning that he has been "moved elsewhere for his own safety." If the assassin is slain, the officers understand that it was self-defense and do not badger the heroes.

The Narrator should take a fair shot at a hero (especially if one was foolish and insisted on a room alone or if no precautions were taken to secure the room), but should keep in mind that this is to warn the heroes, not slaughter them outright (unless their own mistakes lead them to it).

Once the heroes settle down again, Lorekind has another dream. The Narrator should give Lorekind's player *Player Handout 2*.

Atmosphere

Danger and confusion provide the dominant atmosphere in this scene. Emphasize the cramped smallness of the room, the lack of light and the way heroes have to grope their way around in an unfamiliar space. This scene should be very fast paced, as would be the case in an attempted assassination and escape.

Actions

> Notice Assassin

Difficulty:

Challenging (12) or
Daunting (16)

Action ability:

Perception

Opposition ability:

Agility

Comments: This action has a *challenging* difficulty for anyone in the chosen room, but becomes *daunting* for those in adjoining or nearby rooms. The assassin's Agility adds to the difficulty of noticing him as well, though clever preparations that make the room harder to enter quietly can reduce the difficulty by one degree for those actually in the room (i.e. bells or clattering objects tied to the door or strewn in the path make it an *average* rather than a *challenging* task). Failure of both (or more) persons in the actual room allows the assassin one free hit at the closest hero before they can awaken. This means the dagger connects and the hero must overcome the effects of the poison or receive healing to survive.

Mishap: Not only does the hero not hear the assassin, he is the target and suffers as above. Further, he tangles himself in the covers and is unable to take any actions on his own behalf until he succeeds in an *average* Agility action to free himself. If more than one hero in the room suffers a mishap, they both become targets, each receiving

one hit with the poisoned dagger before the assassin flees.

Characters

• **Hemlock, the assassin:** *Human adult male, Obsessive demeanor, Champion.* Co 7, Ph 6, In 5, Es 5, Dmg +2 (dagger), Def -2 (leather), also poison.

Outcome

Either the assassin will succeed in poisoning a hero or not. He might be caught or escape. The hero can be saved with mystic healing, in any case, so long as it succeeds in quelling the poison before the hero succumbs. If a hero is slain in this scene, Aerik will become a new hero (give his sheet to the player of the slain hero), joining the companions in their quest. In this case, he is a normal person, not a silver dragon in disguise.

Lorekind may decide whether to reveal his dream or not. If he does not reveal it, the Narrator should repeatedly give him the dream (waking or sleeping, each time with more urgency) until Lorekind's player does tell the dream to the others.

Whatever happens, go on to Scene Three if there is more than an hour of playing time left. If there is less than an hour left, skip Scene Three and go directly to Act Three, Scene One.

This scene should be played out in 15 minutes or less.

Scene Three: Shady Journey

In this scene, the heroes journey to Moongaard Keep, making a potentially dangerous rest stop midway through the day.

Overview

This is an optional scene which should only be used if there is plenty of time left in the tournament. Depending on the actions in Act Two, Scene One, Salidar may or may not be with the heroes. This scene assumes that he is traveling with them. The Narrator will have to make adjustments if he is not.

Getting Started

The Narrator should be familiar with the following details of the Black Willow featured as a monster in this scene: These carnivorous plants, relations of the giant anemone, are found throughout Ansalon. They resemble small willow trees or hollow logs. Rather than fighting its intended prey, the Black Willow generally prefers to lure its victims with an aura of drowsiness into falling asleep against its trunk and then attempts to swallow them. Each

Black Willow has five tentacles it uses at need. See under "Actions" for additional information.

First Impressions

Read the following text to begin the scene:

What started out as a warm spring day has become steadily hotter as you journey across the gently rolling Solamnian countryside toward Moongaard Keep. By midday, your horses are showing signs of weariness and the monotony of travel is beginning to wear on your spirits as well. The sound of running water nearby and the sight of a small hill topped by a large shade tree draws your attention.

The Story Continues

One or more of the heroes may decide that this would make a good place to rest and have a noonday meal. The Narrator should not try to influence their decisions about stopping here unless Salidar is traveling with them. Salidar knows of the Black Willow and is counting on it to help reduce the number of heroes he will have to deal with later at Moongaard Keep. He suggests the hill top as a good site for a break in the journey. He also attempts to keep Britta from joining the other heroes, since she is vital to his plans.

If the heroes agree to stop, he offers to lead the horses to the nearby stream and asks Britta to accompany him. While he is alone with her, he prompts her to speak more about her quest. If the heroes were reluctant to confide in him at the inn, this is his second opportunity to find out what Angar Moonsteel was seeking in the ruins of the keep.

Should the heroes come within the range of the Black Willow's aura of drowsiness (either by Salidar's manipulations or through their own efforts), they have to overcome the effects of the creature or else succumb to its "attack." If they resist becoming sleepy, the tree attacks with its five tentacles. See the "Actions" section.

If the heroes approach the tree, the Narrator should read the following text when they come within the Black Willow's range:

As you near the top of the hill and approach the inviting shade of the smallish willow tree that rests in its center, all the weariness of your morning's journey (not to mention the monotony of the past several days and nights at sea) seems to come upon you all at once. It is as if the very air itself has combined with the gentle waving of the tree's branches in the

slightly scented breeze to whisper a promise of rest and sleep.

If this occurs, the Narrator should refer to the "Actions" section for resolving the heroes' attempts to resist the drowsiness induced by the Black Willow.

Any companions who do not succumb can scream for help. If Britta is not with them, she will likely rush to do so. Salidar attempts to look as though he's helping, though he remains beyond reach of the tentacles and misses badly on most attempts to hit anything (and may hit one of the other heroes, if any are nearby). He will only fight for real if Britta herself is in actual danger, and then only so long as it takes him to aid her.

If more than three of the heroes fall prey to drowsiness, and if the cards are against their companions, the Narrator should bring in the character known as Aerik, whom the heroes met at the inn. He rushes to their aid (using melee and missile weapons only), and his intervention may help save the day. If one of the heroes dies during this encounter, the Narrator may give the player Aerik's sheet as his new hero. If none are killed and he is not needed to assume the role of a hero, Aerik is a silver dragon in disguise (see prior scene).

Atmosphere

This scene begins slowly, as the heroes travel through the countryside. Emphasize the growing heat and the general dustiness of the road, as well as the inviting appearance of the hill and stream. The mood picks up, of course, if the heroes fall prey to the Black Willow's lure. Depending on whether or not any or all of the heroes resist the aura of drowsiness, some kind of combat may ensue. At this point, the Narrator should stress the potential horror of the situation (being swallowed up by the carnivorous tree), and should step up the pace of the action as the heroes try to defend themselves or rescue enchanted comrades.

Actions

> Resist Drowsiness

Difficulty:	Challenging (12)
Action ability:	Presence
Opposition ability:	None

Comments: The aura of drowsiness exuded by the tree stretches to encompass the top of the hill (a 20 foot circular area). Anyone within that area must resist the willow's potent mental attack or fall asleep around the roots of the tree. The willow then uses its tentacles to pull sleeping heroes into its hollow trunk, where its digestive

acids dissolve a hero at a rate of one card per minute.

Mishap: A hero who suffers a mishap falls directly against the trunk and can immediately and automatically be placed inside where digestion takes place. Damage still occurs at the rate of one card per minute. As with other damage, once a hero's cards are all gone, he is unconscious. Defense bonuses due to armor add one extra minute per point of bonus. After that time, the hero has been digested and cannot be reclaimed. Armor used to fend off digestion is damaged by as many points as were sacrificed to keep the hero alive and henceforth only provides as much protection as it has points remaining (i.e. if one point of leather is used, that armor only provides one point of defense in the future) until repaired.

Special notes: The black willow has five 15 foot long tentacles that can each sustain 9 damage points before being destroyed. The trunk by itself has 48 points. Damage inflicted on the tentacles does nothing to harm the trunk. The trunk regenerates at 1 point per minute, though destroyed tentacles can only grow back over time. Any tentacle not engaged in melee can grasp a sleeping hero and drag him to the hollow trunk in one minute. When fighting, each tentacle inflicts 4 damage points (i.e. the tree does not inflict 48 points of damage unless it falls on a hero). To rescue companions from within the tree, half of its total physical score must be inflicted on the trunk itself (24 points), at which point the tree regurgitates swallowed heroes.

Characters

• **Black Willow, monster:** Co 1, Ph 48, In 2, Es 10, Dmg +20 (5 tentacles which inflict 4 damage points each), Def -4 (bark), also aura of drowsiness. Note that while the trunk has a Co of 1, the tentacles have a Co of 6, making them much harder to hit.

• **Salidar Fielding, guide:** *Human male adult, simple demeanor, Adventurer.* Ag 6D, Dx 9A, En 5D, St 9A, Re 6C, Pe 9A, Sp 4C, Pr 7B, Dmg +2 (quarterstaff), Def -2 (leather), also missile weapons (self bow/+2).

• **Aerik Wildehart (Aerindrellos Argentwing), hero:** *appearing as a human male adult (mature adult silver dragon).* Co 11, Ph 50, In 13 (169), Es 13 (169), Dmg +20, Def -16, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (aeromancy, summoning, spectramancy), mysticism (alteration, healing, mentalism).

Outcome

- If the heroes decide not to stop, continue to Act Three, Scene One.
- If the heroes defeat the tree, they will travel on to Moongaard Keep. Go on to Act Three, Scene One.
- Should a character die, Aerik will join the party. Go on to Act Three, Scene One.
- If Aerik helps but no hero dies, Aerik can be persuaded to join the group and travel to the keep. If not asked to join them, he turns aside onto a path along the way.

This scene should last no longer than ten minutes. The Narrator should simply have the tree "die" if play continues beyond that.

ACT THREE: SPIRIT OF THE MOONSTEEL

Scene One: Among the Ruins

In this scene, the heroes arrive at the ruins of Moongaard Keep and explore its grounds, finding evidence of Angar's previous search and discovering the partially blocked entry to the crypt.

Overview

After some diligent searching, the heroes should be able to discover the entry to the Moonsteel family crypt, now partly blocked by rubble. During the course of their investigations, they may also find evidence of Angar's visit here.

Getting Started

If Salidar is still with the heroes, the Narrator should keep in mind that at this point, his motives are no longer necessarily to weaken the party, but to discover what it is that Angar Moonsteel came here to find and what has happened to the item. If Aerik has been brought in as a hero, his player should be allowed a few minutes to familiarize himself with Aerik's hero sheet. If Aerik has traveled with them as a character at the heroes' invitation, he will offer to guard the horses and keep watch outside the keep until the heroes return. He will not (unless he is now a hero) enter the ruins or the crypt.

First Impressions

This scene begins with the heroes' arrival inside the remains of the courtyard of Moongaard Keep. Read the following paragraph to introduce the scene:

The light from Krynn's single, pale moon casts eerie shadows on the ruins of what was once the imposing fortress of Moongaard Keep. All around you, the ghosts of walls and battlements bear silent, mournful testimony to the battle that once raged here, a battle that transformed it from a bastion of strength to a collection of broken stones and crumbling towers.

The Story Continues

Since it is now dark, the heroes find their vision severely restricted. Torches and other light sources must be used to counteract some of their penalties to searching the ruins. Since Britta is familiar with the keep and Hammer has been there in the recent past, both will be able to find the general area of the entrance to the crypt despite the darkness. Specific search actions may lead to other discoveries as well: a burnt-out torch lying near the entrance to the crypt, piles of rock that seemed to have been deliberately arranged by someone from outside to block off the entry to the crypt and, most disturbingly, a little pile of three stones forming a miniature cairn. If the heroes look beneath these stones, the heroes will find Angar's cloak pin, which bears the symbol of the Knights of Solamnia (the Order of the Sword). See "Actions" for conditions for discovering these items.

Before they can enter the crypt, the heroes must first remove the stones blocking the entryway — an action that requires not only physical strength from the heroes, but also care and wisdom to avoid collapsing the stones on top of them.

The heroes may, in fact, decide to wait until morning to conduct their search. If they choose to make camp in the ruins instead of immediately undertaking the entry to the crypt, the Narrator should read the following text:

Suddenly, a tortured scream pierces the silence, echoing from somewhere deep within the ruins.

If this does not impel the heroes to investigate the crypt, they find themselves unable to rest comfortably and all experience terrible nightmares. Go to Epilogue, Scene One.

Atmosphere

The mood for this scene should be filled with eeriness and a growing sense of dread. Concentrate on details that will evoke feelings of uneasiness in the heroes. Although it should not be stated outright, the heroes should feel that they cannot afford to linger in the ruins any longer than necessary but should proceed on in their search of the crypt.

Actions

> Search the Courtyard

Difficulty: Easy (4), Average (8) or Challenging (12)

Action ability: Perception

Opposition ability: None

Comments: If the heroes use light sources, they may discover the entrance to the crypt, the burned out torch and the fact that stones were deliberately placed to close off entry to the crypt by succeeding in an *average* Perception action. Searching without lights makes the task *challenging*. While they may find things without lights, identifying them will be much harder. Finally, because it is so centrally placed, anyone can stumble across (literally) the pile of three stones that Angar erected as a burial cairn for his solamnian brooch. That particular action is therefore an *easy* task.

Mishaps: A hero who suffers a mishap fails to find anything and stumbles over a loose stone twisting a knee, thereby making any physical action one degree more difficult for the rest of the scene.

> Unblocking the Entryway

Difficulty: Average (8)

Action ability: Strength

Opposition ability: None

Comments: Removing the pile of stones that forms a barrier in front of the crypt entry requires a sustained *average* Strength action. In addition, at least one hero must succeed in an *average* Dexterity or Reason action to make certain that the stones are removed without causing a minor avalanche. Failure in attempting the Strength action simply means that the heroes take much longer in removing the stones. Failure in attempting the Dexterity or Reason action indicates that one or more stones has fallen in such a way as to increase the difficulty of succeeding Strength actions to *challenging*.

Mishaps: A mishap on any of these actions means that a stone has rolled onto the failing hero's foot. If this happens, no card involving Agility actions can be considered trump for the next scene (until feeling returns to the foot). A

mishap on both actions by the same hero means that a fallen stone has actually damaged the hero, reducing his hand by one card until healed.

Characters

• **Salidar Fielding, guide:** Human male adult, simple demeanor, Adventurer. Ag 6D, Dx 9A, En 5D, St 9A, Re 6C, Pe 9A, Sp 4C, Pr 7B, Dmg +2 (quarterstaff), Def -2 (leather), also missile weapons (self bow/+2).

• **Aerik Wildehart (Aerindrellos Argentwing), hero:** appearing as a human male adult (mature adult silver dragon). Co 11, Ph 50, In 13 (169), Es 13 (169), Dmg +20, Def -16, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (aeromancy, summoning, spectramancy), mysticism (alteration, healing, mentalism).

Outcome

This scene ends when the heroes unblock the entry to the crypt and begin their journey beneath the ruins. The adventure continues with Scene Two.

This scene should take no more than five to ten minutes.

Scene Two: Confronting the Past

In this scene, the heroes must solve the riddle of the crypt and confront the undead spirits that guard the tombs of the Moonsteel family.

Overview

If the heroes do not yet realize that their real quest is for the Moonsteel Sword, they will do so by the end of this scene. They will also learn of the drastic change which has come over Angar and why he failed to retrieve his father's sword from the ruins.

Getting Started

No special preparations are required. The scene immediately follows the preceding scene.

First Impressions

This scene begins as the heroes must leap across a short section of crumbled stairway to reach the tombs below. Once within the actual crypt, they can see the remains of the burial chambers of the Moonsteel family. Read the following text:

Your lights reach into shadowed corners, revealing carved stone alcoves and marble sarcophagi, each shaped like knights or ladies in repose. Most now lie partially or wholly

buried in rubble and the footing is treacherous. Sad remnants of broken, noble faces, graceful hands and twisted renditions of swords and shields lie scattered alongside stone too shattered to hold recognizable shapes. Strangely, for many of the sarcophagi are broken, there are no scattered bones mixed among the stones. Looking closely, you see that they have been laid within sarcophagi or made into neat piles. Part of the vaulted ceiling sags ominously, as if poised to fall with the first loud noise. The chill air grows even colder as you move further underground. From beyond the range of your lights and from somewhere below, you hear an agonized shriek that is suddenly cut short. As if in sympathy, the ceiling creaks and a drift of dust falls from overhead.

Lorekind should recognize the setting from his dream of Angar wading knee-deep in bones. The Narrator should tell him he feels he has seen this place before, if only in dreams.

The heroes will probably want to investigate the scream. It sounds too high-pitched to be that of a man.

The Story Continues

If the heroes head in the direction of the cry, they will have to descend a short flight of steps and cross a dangerously tilting floor to reach the corner of the room from which the sound seems to come. This corner is blocked by a huge slab of marble. Pinned beneath the stone block is a young woman, who cries piteously as she catches sight of the heroes. The Narrator may read or paraphrase the following text:

A frail young woman lies pinned beneath a massive marble slab. "Help me, please help me," she cries. It is obvious that most of her lower body must be crushed. "Lift the block or else release me from this agony." Her voice then fades into a helpless sob that contains within it a universe of despair. She reaches slender arms out in supplication towards you. "Help me, hold me, I'm so cold," she whispers. "So cold and alone."

Two beams of wood, snapped off remnants of slender pillars, lie across the room; it may occur to the heroes that these can be used like fulcrums to lever the slab off the woman's body. The heroes may also note that the woman's body is transparent (with an *average Perception* action), an obvious indication that she is a spirit of some sort.

The spirit of the young woman is the test which Angar Moonsteel failed to pass, reasoning that since she was beyond mortal help, there was

nothing he could do except focus on his purpose — the retrieval of the Moonsteel Sword.

How the heroes react to her plight will determine their own worth as guardians of the legendary weapon. If they free her, they pass. If one or more of them actually holds her, takes her hand or offers her some other type of physical compassion (stroking her hair, patting her shoulder, placing a cloak about her shoulders, etc.), they are hit with a numbing cold but pass with flying colors.

Should they try to talk to her comfortingly or explain to her that she is dead, she will insist that she cannot be free to go on until the block is lifted.

When the heroes remove the marble slab, the Narrator should read or paraphrase the following:

In place of the young woman, a figure clothed in blinding light rises before you. Her radiant smile enfolds you in its warmth as she says, "Your kindness has proven that you are heroes whose strength lies in your compassionate hearts. Before you awaits your destiny." With a gesture toward the stone slab that had trapped her, she disappears.

Looking toward the spot where the phantom pointed, you see that the heavy stone, which you moved but moments before, is gone — vanished into the air just as the woman whose spirit you have freed. In its place, there stands a door of worked stone with the name "Justar Moonsteel" carved above it.

Atmosphere

The atmosphere for this scene is one of prolonged suspense. The Narrator should pull out all the stops to create a feeling of latent danger and unknown terrors waiting just around the corner. The scene should have the feeling of a ghost story — for the heroes' only antagonists (except, perhaps, for Salidar) are ghosts of one sort or another.

Actions

> Crossing the Floor

Difficulty: Easy (4)
Action ability: Agility
Opposing action: None

Comments: Leaping the gap in the stairs and crossing the tilted floor safely requires only an *easy* Agility action. Should they be attempting the leap without lights, however, the action becomes *daunting* (16), as they cannot see what they are doing and moving about the shattered tomb is disorienting. Should any heroes fail this action, they fall into the gap or cannot keep their footing

on the tilted floor. They may receive help from others who succeed.

Mishap: A mishap means the hero falls badly, twisting an ankle or a knee, dropping his or her Agility score by half until healed.

> Lifting the Block

Difficulty: Average (8),
Challenging (12) or
Desperate (20)

Action ability: Strength

Opposing action: None

Comments: Lifting the stone block that traps the spirit requires either all six heroes to try to achieve a *challenging* Strength action (though only three of the six must actually succeed in order to lift it, they should feel that all of them need to try), or for any one hero to succeed in a *desperate* Strength action. If they think to use the fulcrums, they need only succeed in *average* Strength actions.

Mishaps: A mishap means the hero wrenches his back, dropping his or her Agility score by half until healed.

Characters

If he is still with them:

- **Salidar Fielding, guide:** Human male adult, simple demeanor, Adventurer. Ag 6D, Dx 9A, En 5D, St 9A, Re 6C, Pe 9A, Sp 4C, Pr 7B, Dmg +2 (quarterstaff), Def -2 (leather), also missile weapons (self bow/+2).

- **Spirit of the Moonsteel:** This ghostly woman is the spirit of the Moonsteel Sword. As the heroes have no way to affect her either magically or physically, she is given no stats here.

Outcome

- If the heroes helped the trapped spirit woman and thus passed the test, go immediately to Scene Three.
- If the heroes ignored the woman's cries for help or failed to try to free her, go to Epilogue, Scene Two.

Scene Three: The Moonsteel Legacy

In this scene the heroes encounter the restless spirit of Justar Moonsteel and are able to acquire the Moonsteel Sword.

Overview

This scene describes the climax to the heroes' search, but instead of resulting in the discovery of Angar, the heroes become the guardians of a

powerful magical weapon — the Moonsteel Sword. From this point onward, they become the Heroes of Destiny.

Getting Started

There are some important pieces of knowledge contained within this scene that need to be communicated in some fashion to the heroes. The Narrator should be thoroughly familiar with the information so that it can be relayed to the heroes in a way that adds to the drama of the moment. If the heroes reach this scene from Scene Two of the Epilogue, refer to Version II of Justar Moonsteel's speech.

The Narrator will need to have *Player Handout Three* ready to give to the players.

The Story Continues

The door of the tomb is closed and locked. The heroes will have to find a way to open the door before they can continue the quest. The Narrator should read the following:

The imposing stone door of Justar Moonsteel's tomb stands revealed. Among the carvings of rose, crown, kingfisher and sword is a small keyhole, almost hidden by the designs.

Once the heroes have defeated the lock and opened the door, they may enter the crypt. The Narrator should read or paraphrase the following:

Inside the tomb, all seems quiet and peaceful. No signs are here to show the devastation of the rest of the keep. A white stone sarcophagus stands upon a blue-veined marble dais, a Solamnic shield and sword placed at its feet. Atop the sarcophagus lies a sheet of vellum.

Displayed prominently on the wall is the legendary Moonsteel Sword. Along the length of its blade are etched the phases of the absent silver moon of previous ages, and its guard consists of two crescent moons centered by a full moonlike circular moonstone. The Moonsteel crest, showing a glowing white sword on an azure background beneath a crescent moon, is emblazoned on the deep blue pommel. The blade is metallic white rather than silver and glows with a soft radiance. Its sheathe of blue leather is displayed beneath the sword on a lower shelf.

Should the heroes investigate the sword and shield, they discover that they are not those of Justar Moonsteel, but bear the heraldic device of his son, Angar.

If anyone reads the vellum sheet, give them *Player Handout Three: Angar's Letter*.

Should anyone attempt to lift or take the Moonsteel Sword, the ghost of Justar Moonsteel appears and speaks to the heroes. If no hero attempts to take the sword, the ghost appears once the heroes have read Angar's letter.

Read or paraphrase the following once either (or both) of these conditions have been met:

Version I

[NOTE TO THE NARRATOR: Use this passage as written only if the heroes have come here by assisting the trapped spirit. Otherwise, read Version II.]

Brightness fills the crypt, as if the full moon had suddenly chosen to bathe this small room in its silvery luminescence. In the center of the light stands the figure of Justar Moonsteel, his pale, translucent features bearing a look of concern and overwhelming sorrow.

"Who takes up the Moonsteel Sword takes up the burden of a greater destiny." Having announced his presence with these words, Sir Justar looks upon all who are gathered in his crypt. "Britta Moonsteel, beloved child of my blood, it pleases me that you and your companions have come so far to meet me in this place of death and transformation. That you have done so fulfills my greatest hopes and gives me promise of peaceful slumber.

"To my great sorrow, my son Angar believed that he alone deserved to inherit my greatest possession, the sword which generations of Moonsteel warriors have carried in trust since its forging deep within the heart of the oldest mountains of Krynn. Angar Moonsteel's hasty temper, unyielding pride and lack of compassion made him an unworthy guardian. Thus, he failed the test that was put before him when he sought my resting place. Somewhere within him, I believe, still lies the seed of goodness and nobility, but he now follows a dark dream that may ultimately lead him astray from everything he once held dear.

"It is my desire that you, Britta, last of the Moonsteels, and your companions, take up the sword that its light may continue to shine against the darkness that threatens the world. But in doing so, you must first know something of the sword's history and its purpose.

"Although the silvery moon, Solinari, has left this land, a part of it still remains within the Moonsteel Sword. Created aeons past, in the Age of Dreams, when a piece of Solinari plummeted from the sky, the Moonsteel Sword, along with other powerful items, played a part

in overcoming a great horror that threatened Krynn.

"Now that I dwell within the realm of spirits, I can feel stirrings of that ancient darkness that once more attempts to spread its corruption and dark evil over this already troubled land. The Moonsteel Sword will be needed again soon."

The ghostly figure crosses the room to retrieve sword and scabbard from their mountings. He hands these to Britta, but addresses his words to everyone.

"Take this sword, use it for the good of the land and preserve it against a time of great need. I cannot say where it will lead you next, although I can promise you that it will take you into danger and beyond. The Moonsteel Sword will lend its strength and the lost light of Solinari to you. Perhaps it will give you the means to save my son from his darkness, as well. Go now, with my blessings and my hopes. My quest is ended. Yours has just begun."

The radiance dims, and Justar Moonsteel is gone.

Version II

[Use this variation on the above scene if the heroes arrive at this point in the drama from Scene Two of the Epilogue.]

Brightness fills the crypt, as if the full moon had suddenly chosen to bathe this small room in its silvery luminescence. In the center of the light stands the figure of Justar Moonsteel, his pale, translucent features contorted in anger and disappointment.

"Who takes up the Moonsteel Sword takes up the burden of a greater destiny." Having announced his presence with these words, Sir Justar looks sternly upon all who are gathered in his crypt. "Britta Moonsteel, child of my blood, it saddens me that you and your companions have come to this place of death and transformation with so little understanding of the importance of compassion.

"To my great sorrow, my son Angar believed that he alone deserved to inherit my greatest possession, the sword which generations of Moonsteel warriors have carried in trust since its forging deep within the heart of the oldest mountains of Krynn. Angar Moonsteel's hasty temper, unyielding pride and lack of compassion made him an unworthy guardian. Thus, he failed the test that was put before him when he sought my resting place. Somewhere within him, I believe, still lies the seed of goodness and nobility, but he now

follows a dark dream that may ultimately lead him astray from everything he once held dear.

"Like him, you failed to come to the aid of one in need and placed your own ambitions above your duty to the helpless and the suffering. Despite your failure, it is your destiny, Britta, and that of your companions, to take up the Moonsteel Sword that its light may continue to shine against the coming darkness that threatens the world. But in doing so, you must first know something of the sword's history and its purpose.

"Although the silver moon, Solinari, has left this land, a part of it still remains within the Moonsteel Sword. Created aeons past, in the Age of Dreams, when a piece of Solinari plummeted from the sky, the Moonsteel Sword, along with other powerful items, played a part in overcoming a great horror that threatened Krynn.

"Now that I dwell within the realm of spirits, I can feel stirrings of that ancient darkness that once more attempts to spread its corruption and dark evil over this already troubled land. The Moonsteel Sword will be needed again soon."

The ghostly figure crosses the room to retrieve sword and scabbard from their mountings. He hands these to Britta, but addresses his words to everyone.

"Take this sword, use it for the good of the land and preserve it against a time of great need. You are not yet worthy of it, but perhaps, in time, the power of the sword will teach you the compassion and care which is the mark of the true hero. I cannot say where it will lead you next, although I can promise you that it will take you into danger and beyond. The Moonsteel Sword will lend its strength and the lost light of Solinari to you. Perhaps it will give you the means to save my son from his darkness, as a sign that you have earned the right to carry it. Go now, before I regret my decision to entrust you with a treasure you do not deserve. My quest is ended. Yours has just begun."

The radiance dims, and Justar Moonsteel is gone.

Atmosphere

This scene should begin with a feeling of peace in the calm and quiet tomb. When Justar appears, the mood should change gradually during his speech from one of deep sorrow to one of rising hope. The nobility of Justar and his great sadness at his son's inability to be worthy of the sword should be evident, along with his obvious faith in his daughter and her companions. The Narrator must

change this to a feeling of foreboding if the heroes have proven unworthy.

Actions

> Picking the Lock

Difficulty: Challenging (12) or Easy (4)

Action Ability: Dexterity

Opposition Ability: None

Comments: Although this should not be mentioned unless the player thinks of it himself, if Sorrow uses his key it will automatically open the lock unless he suffers a mishap in the attempt to use it. Otherwise, Stormdancer and Sorrow both also have the skill necessary to pick the lock. If either uses a lockpick, the task is *easy*. Anyone else besides Sorrow or Stormdancer must succeed in a *challenging* action.

Mishap: If there is a mishap in picking the lock, the hero will break the lockpick or whatever he or she is using in the attempt. If Sorrow suffers a mishap when using his key, the key will be stuck in the lock, and he will have to make an *average Dexterity* action to remove it—however it will still unlock the door.

Other actions in the scene, reading the letter, noticing Angar's equipment, and approaching the Moonsteel Sword require no card play.

Characters

- **Salidar Fielding, guide:** *Human male adult, simple demeanor, Adventurer.* Ag 6D, Dx 9A, En 5D, St 9A, Re 6C, Pe 9A, Sp 4C, Pr 7B, Dmg +2 (quarterstaff), Def -2 (leather), also missile weapons (self bow / +2).

- **Justar Moonsteel, guardian:** *Spectral Minion, honorable demeanor, Hero.* Co 15, Ph 20, In 5, Es 18, Dmg +7 (long sword), Def -4. As a Guardian spectral minion Justar Moonsteel should not be battling the heroes.

[Used stats converted from original books for spectral minion, instead of ghost stats from new book]

Outcome

If Salidar is still with the party he tries to remain unnoticed by Justar. When the ghost explains the sword's importance, Salidar realizes that this is what his employer sent him for. Knowing he cannot handle the sword himself, he attempts to bid the party goodbye as soon as they return to the surface in order to take this information to his employer.

At this point the heroes should have the sword, go to Epilogue Scene Three: The Wandering Mystic.

EPILOGUE:

Scene One: A Cry in the Night

If the heroes failed to respond to the cry for help in Act Three, Scene Two, they experience a shared nightmare to bring home to them the folly of their inaction.

Overview

If the heroes were reluctant to enter the ruins of Moongaard Keep after hearing the scream from within, they can make camp for the night in the courtyard. Soon after they fall asleep, however (and this happens even to those who stay awake to keep watch), they are tormented by a shared nightmare.

Getting Started

The Narrator must run this scene as though it is absolutely real. The players should have no inkling that they are experiencing a dream. The Narrator

needs no special preparations to run this scene except for a diabolical mind.

First Impressions

To start the scene the Narrator should read the players the paragraph below.

Closing your ears to the scream from below, you settle in for the night. The darkness closes around you, lit only by the rising of the pale moon. (If the heroes have lit a fire, add it in as a light source as well).

The Story Continues

The object of this scene is to scare the heck out of the players (and their heroes). It should **ONLY** be run if the heroes failed to respond to the scream from within the crypt. The Narrator should use every trick in the book to "kill" as many heroes as possible. This is a terrible nightmare they are experiencing because they failed to act heroically. Make it memorable.

If they have left someone on guard, that person will be the first to become aware of noise from the opening into the crypt. After the initial noise, regardless of whether the watchperson calls for help (assuming there is someone on watch), everyone will awaken to a low, chilling moan as the "undead" ascend from below.

A shadow falls over the moon as an icy wind whispers from deep within the crypt below. You hear a faint scraping sound as the rocks blocking the entrance to the keep slide away to show the blackness within. A low moan that might have been the sound of the wind now grows louder as a phosphorescent greenish mist rises from the ground. You hear screams from behind you as, eyes rolling white, your mounts rear and run, ripping themselves loose from any hobbles or ties to flee into the night. (Narrator Note: Allow the hero on guard a chance at this time to awaken the others. If they do not do so, have all heroes awaken at this point anyway, before continuing with narration.) *As you stare you see a legion of figures climbing from the crypt, rusting armor and bits of flesh dropping free as they come toward you, shields still bearing the worn symbols of rose, sword and crown. They raise their swords as they surround you, eyes glowing green in the shadows beneath their helms and you can smell the stench of their rotting flesh as they begin to attack, still moaning as though in everlasting torment.*

No matter how heroes react, nothing they do short of desperate actions have any effect on the deadly knights. Successful offensive actions only dismember an opponent, whose various parts will continue to battle. Do not identify the knights, only describe them and let the heroes draw their own conclusions as to what they face. Remember to go with the flow of what the heroes do, but make sure that nothing can defeat these creatures and that no matter which way they turn, more appear. In the end, most of the heroes should succumb to death or fall unconscious knowing their ignoble deaths are imminent. As each reaches this final state the Narrator should look into the player's eyes and whisper the word "unworthy" before going on to the next action. If this scene is taking longer than ten minutes to kill the heroes, simply declare that they are swarmed and that everything goes black.

Atmosphere

This scene should be as tense and frightening as possible. Adopting a detached impersonal tone during the actual combat sequence will allow the

Narrator to bring home the truly horrific aspects of this nightmare.

Actions

There are no set actions in this scene. Anything the heroes attempt requires them to be successful with a desperate action. Note: Most players in this position will quickly become frustrated, angry and uncooperative. If anyone seems to reach this phase, "kill" all the heroes quickly and move right into the next scene.

Characters

There are no other characters in this scene. If needed you may look up the stats on Salidar and Aerik from scenes above. This should not be necessary, however.

Outcome

There is only one outcome to this scene, the characters die horribly in their nightmare. After the scene fades to black, tell heroes that they open their eyes to see a vision of a radiant woman before them. Go directly to Epilogue, Scene Two.

Scene Two: Disgrace

Overview

The heroes should ONLY reach this scene if they played through Epilogue, Scene One or if they failed to help the spirit trapped beneath the pillar. They are still shown the way to the Moonsteel Sword, but not before they are admonished for their callous behavior and lack of compassion.

Getting Started

This scene should intimidate the heroes and make them ashamed of their unheroic behavior. No special preparation is needed. The Narrator should be aware that there are two possible speeches the spirit could give and have the appropriate one marked.

First Impressions

Depending on the manner in which they entered this scene, the Narrator should read either Passage I or Passage II below.

Passage I (read this if the heroes played through the nightmare):

When you awaken, you see a ghostly figure of a woman hovering before you. Somehow, you have entered the crypt during the dream you

just experienced. Or is this another part of the dream?

The woman speaks:

"Your lack of compassion and heroism bodes ill for the fate of Ansalon. As guardian of the Moonsteel Sword it is my duty to make sure that the keeper of the sword is a worthy successor. First Angar Moonsteel showed his unfeeling and impatient nature, unwilling to comfort or help someone in the path of his goal. Now you also show no strength of heart in your actions. Yet someone must take up the sword in this troubling time. Go! Go, and look into the eyes of the last truly worthy Moonsteel."

With a gesture she points to a carved door that stands closed before you.

Passage II (read this if they fail to help the woman):

Realizing that you can do nothing to help the ghostly figure writhing on the floor, you move past her, still in search of the way to the Moonsteel sword.

The young girl reaches out her arms beseechingly as you walk past. Suddenly there is a flash of blinding light and a tall stately figure appears before you. The elegant woman gleaming with a clear white glow stares at you, her eyes disdainful. She speaks.

"Your lack of compassion and heroism bodes ill for the fate of Ansalon. As guardian of the Moonsteel sword it is my duty to make sure that the keeper of the sword is a worthy successor. First Angar Moonsteel showed his unfeeling and impatient nature, unwilling to comfort or help someone in the path of his goal. Now you also show no strength of heart in your actions. Yet someone must take up the sword in this troubling time. Go! Go, and look into the eyes of the last truly worthy Moonsteel."

With a gesture she points to a carved door that was behind the figure of the ghostly girl.

Atmosphere

The heroes should feel thoroughly ashamed of themselves.

Actions

The heroes have no real actions in this scene. They have reached the scene due to their inaction. Now it is time for them to listen.

Characters

• Salidar Fielding, guide: Human male adult, simple demeanor, Adventurer. Ag 6D, Dx 9A, En 5D, St 9A, Re 6C, Pe 9A, Sp 4C, Pr 7B, Dmg +2

(quarterstaff), Def -2 (leather), also missile weapons (self bow/+2).

• **Spirit of the Moonsteel:** This ghostly woman is the spirit of the Moonsteel Sword. As the heroes have no way to affect her either magically or physically, she is given no stats here.

Outcome

There is only one outcome to the scene. The heroes go on to Act Three, Scene Two (entering Justar Moonsteel's tomb).

Scene Three: A Wandering Mystic

The heroes emerge from Moongaard Keep and encounter a mysterious wanderer whose prophetic words point them in an unexpected direction.

Overview

This scene concludes the adventure but provides the heroes with a glimpse of things to come. A wandering mystic hails the group, recognizing them as the bearers of the Moonsteel Sword and reaffirming their identity as the Heroes of Destiny. He gives them information as to the next phase of the journey they have just begun and offers them cryptic advice that hints of their ultimate purpose. If Salidar is still with the heroes, the mystic exposes him as a duplicitous agent of a "dark master."

Getting Started

This scene takes place immediately after the heroes emerge from the underground crypt into the courtyard of Moongaard Keep. Aerik and the horses are not visible. If the death of one of the heroes has made it necessary for Aerik to join the group earlier, he is with them as they emerge. If he did not become one of the heroes, the mystic is Aerik (in a different disguise), who in reality is the silver dragon known as Argentwing. If Aerik has become one of the heroes, Argentwing is someone else (as yet unrevealed) when in human form. Regardless, he will not reveal himself to be a dragon at this time, appearing instead as a wise and harmless mystic.

First Impressions

Read or paraphrase the following:

As you emerge from the crypt you see a figure standing motionless in the courtyard. The figure

wears a long robe and stands with crossed arms, apparently awaiting you.

The Story Concludes

Give the heroes a chance to react. If they ask, tell them that they cannot see either Aerik (if he was staying with the horses) or the horses. Note that if Aerik stayed behind, he is actually the robed figure they see (and is the dragon known as Argentwing). After speaking with them, he will teleport himself to a nearby stream where he left the horses (knowing the horses would probably panic if he had to assume dragon form) and return with them in his guise as Aerik. After returning the horses, Aerik will bid them farewell.

Read or paraphrase the following when the heroes talk to him:

My name means nothing to you, for you would not recognize it. I am but a wanderer and was once a friend to Justar Moonsteel. When I saw that my old friend's daughter and her companions had come to Moongaard Keep, I realized I must speak with all of you. Once before I attempted to speak with a visitor to this place, a brash, irate boy whom I recognized as Angar Moonsteel. In his fury, he refused to listen and instead, set out for the city of Palanthas, far to the north. You, I hope, shall pay more attention. Will you hear my words?

Assuming they agree, continue. If Salidar is still with them and they have not yet discovered his true nature, read both Part One and Part Two. If Salidar is not with them, read only Part Two:

Part One:

You have among you one who is not your friend. This man, Salidar Fielding, is an agent of a dark master who seeks the enslavement of all the good people of Krynn. Though this dark man's purposes are still unclear, some among you must have recently felt the darkness of spirit creeping upon you or the despair that has colored your dreams. Perhaps Salidar can tell us more.

Allow the heroes to deal with Salidar as they see fit. He pleads with them to spare him, claiming that he lost everything when the dragons attacked the keep. He intended to have his revenge, but has changed his mind now. He just wants to return home and try to rebuild. For the moment, since he is terrified of being killed, Salidar is quite sincere. Later, if he survives and the heroes let him go, he will resent their treatment of him and report back to his master.

Salidar can tell the heroes the following:

Outraged that his farm was destroyed because Justar Moonsteel was harboring a dragon, Fielding sought compensation through hitting back. He offered his services to a dark mystic whom he encountered, agreeing to act as an agent to capture or destroy Angar Moonsteel. The evil mystic revealed that the young Knight would be coming to the keep to claim a family heirloom. Salidar was to hire a group to attack him once he was back at sea (where Solamnic Knights were less likely to interfere). Salidar did as he was told, but discovered (through the arrival of the heroes at the inn in Caergoth) that his pirates were unsuccessful. He implemented a back-up plan based around Britta. (Note to the Narrator: Due to time constraints, the next part of this narrative may not have happened. Please edit as needed.) Thus he traveled with them, tried to lead them near the Black Willow hoping to kill some of them so he'd have fewer foes to deal with and then accompanied them into the crypt to find out what the heirloom is and to see if he could get hold of it.

He does not know the identity of the dark mystic (who appeared to him as a tall, emaciated figure dressed in a concealing red robe), only that he comes from "somewhere to the east." The mystic swore to pay Salidar well so he could rebuild his farm. He had no idea why the mystic wanted either Angar or the sword until he experienced what happened in the crypt.

NOTE: The wandering mystic will not tell the heroes the information in Part Two while Salidar can hear his words.

Part Two:

If you wish to find Angar Moonsteel, and I feel in my bones that you should eventually meet with that troubled young man again, you must travel to Palanthas. When you get to that fair city, you will further your quest by seeking out a sage called Tassar Sahgis. He is well-versed in old lore and can help you discover what you need to know to complete your quest.

Atmosphere

Coming after the dreamlike events in the crypt, this should ground the heroes in reality again. There should be a sense of closure (for this section of the quest), but leave the heroes (and players) with the sense that this is only the beginning.

Actions

The main actions in this section come only if the heroes attack the mystic or attack Salidar. They can question the mystic, but he reveals little more.

Questioning Salidar is only difficult if they don't promise to spare his life in return.

Characters

- **The Wandering Mystic** (*Aerindrellos Argentwing*), *advisor: Mature adult silver dragon (appearing as human male adult)*. Co 11, Ph 50, In 13 (169), Es 13 (169), Dmg +20, Def -16, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (aeromancy, summoning, spectramancy), mysticism (alteration, healing, mentalism)

- **Salidar Fielding**, *guide: Human male adult, simple demeanor, Adventurer*. Ag 6D, Dx 9A, En 5D, St 9A, Re 6C, Pe 9A, Sp 4C, Pr 7B, Dmg +2 (quarterstaff), Def -2 (leather), also missile weapons (self bow/+2).

Outcome

This is the end of the adventure. The heroes should have the Moonsteel Sword and the knowledge that they must travel on to Palanthas to continue their quest.

Player Handout One: The Dream

Having fallen into a exhausted but restless sleep on the journey to the ship, your head is just now clearing of the visions and dreams that danced along the edge of your consciousness. Now aboard the *Gunthar's Pride*, you remember these images:

Surrounded by darkness, Angar Moonsteel, tears of blood streaming down his face, wades through a sea of bones.

A dim light illuminates a sarcophagus lying against a wall. An agonized moan sounds from within the coffin as its plain stone lid cracks in half.

The stern face of a woman glowing with a white light points an accusing finger at a figure enfolded in shadows. The woman's slender body takes on the form of a silvery-white sword.

Angar Moonsteel throws off his cloak, clawing at his armor as if it burns him. Clutching a dagger made of darkness, he plunges the unholy weapon into his chest. His scream jolted you into wakefulness.

Player Handout Two: The Second Dream

You settle down to a disturbing sleep.

Surrounded by stone walls and broken clods of dirt, you traverse a narrow passage leading ever downward, your path lit only by flickering torchlight. Something lies ahead of you, waiting to be put to rest.

You fall headfirst into a pile of bones, broken faces and hands reaching toward the sky. "Help us," disembodied voices sob. "Free us." The bones disappear, coalescing into the body of a Solamnic Knight who mutters restlessly as he struggles to free himself from the coffin which engulfs him, which now engulfs you.

The coffin bursts apart to reveal a dark-robed figure with a shadowed face standing in a rain of blood that splatters upon you as you struggle to escape your confinement. Suddenly you are standing outside, your feet rooted in soil that darkens and turns to dust, then splits apart as the sky above turns black and oozes down onto your skin. Eerie howls echo on the wind. Something pursues you, sucking the breath from your body as it draws nearer. You try to run but the parched earth holds you fast.

You call out to your friend Angar for help. The Knight sits on the ground beneath a twisted, skeletal tree. He is writing on a sheet of vellum. "I cannot help you any longer," he says. "My new path will not allow it." He pauses in his writing long enough to look at you. You see a pair of black holes where his eyes once were. His shining armor cracks and falls to the ground around him as you watch him turn away from you and continue writing.

You scream as your sight begins to fade, until only a dim light illuminates a sarcophagus lying against a wall. From within the coffin you hear an anguished voice: "Seek that which cannot be sought, free that which cannot be freed. Give me the peace I cannot have."

A brilliant light bursts in your face and you awaken as the morning sunlight floods into your room at the Inn of the Three Stars.

Player Handout Three: Angar's Letter

To Britta or Whoever May Come Upon It:

I have sought the Moonsteel legacy and failed. Now I travel another path. I have seen a vision and must follow where it leads. Perhaps someone else will succeed where I could not. My oaths lie broken in the dust at my feet, buried under the rocks that form the burial place of my lost honor.

Sleeping and waking, my eyes see only growing shadows. To fight darkness, I must make myself one with it, for I can no longer travel with the blessing of the light.

*Forgive me if you can,
Angar Moonsteel*

(This alternate hero is to be given out ONLY if a hero dies in the adventure.)

Aerik Wildehart

Agility	8A	Reason	6B (36)
Dexterity	5C	Perception	7B
Endurance	7C	Spirit	6B (36)
Strength	7A	Presence	8A

Description Human male adult, modified Legionnaire warrior role

Demeanor Grandiose

Nature Vigilant

Reputation Champion

(Quests 7, Hand 5)

Social status Guildsman

(Wealth 5)

Melee weapon Scimitar (+5)

Missile weapon Crossbow (+5)

Armor Leather (-2)

Shield None

Physical Description:

Age 27 **Sex** Male

Hair Golden-blond **Eyes** Indigo blue

Height 5'11" **Weight** 180

Distinguishing Features: Dressed in flamboyantly colorful clothes that suggest a pirate, entertainer or some other unsavory, roguish profession, this golden-blond, mustached man is far too handsome for his own good. With his twinkling eyes and flashing teeth, he looks as though he is used to attracting others and getting by on his looks and charm. Although he seems to spend most of his time flirting or challenging folk to various games of chance, his observant eye may lead some to the realization that there is more to him than his flamboyant exterior.

Special Abilities/Limitations: Aerik has acute hearing. Whenever he is called upon to attempt an action involving hearing, the difficulty for that action is lowered by one degree.

As a Legionnaire warrior, he enjoys a trump bonus when dealing with a character of Commoner social status or lower, no matter what he's trying to accomplish (the Legion is popular as champions of the common folk). When making purchases, he can use his Presence score instead of wealth rating to obtain equipment and mounts.

Any card used to resolve combat against Knights of Taklisis becomes trump, as does any card he plays for a personal or melee range attack against any Knight of Solamnia. Because of rivalry with the other knightly orders, he never gains a trump bonus for any Presence action involving a Knight of Solamnia or a Knight of Taklisis. Knights of Taklisis usually execute Legionnaires on sight.

As he has moved beyond his starting abilities and gained new skills while adventuring, Aerik has learned one school of sorcery: Summoning, with 36 sorcery points to power it, and one sphere of mysticism: Channeling, with 36 mysticism points to power it.

Homeland: Nordmaar

Equipment: Fancy etched scimitar tucked into wide purple sash at waist, crossbow and 20 bolts carried across back, several brightly- colored silk shirts, an oilskin-covered backpack containing a set of bone dice, a deck of talis cards, extra changes of clothing, and standard adventuring equipment (bedding, food, a small lantern and 2 bottles of oil, a firelighter), a gold and sapphire stud earring, and a ruby ring with a rose carved in the center of the stone.

Background:

Aerik is a member of the Legion of Steel. He has recently finished training an apprentice for the Legion and is waiting for the order to assign him a new one. Meanwhile, he travels and works undercover for the

Legion. As a child of a Solamnic Knight and one of the barbarian riders of the plains of Nordmaar, he learned quickly that he could not follow the strict code of his father, nor could he turn his back on the troubled land of Ansalon and ride the plains like his mother. Although in his early years he gained the training of a Solamnic Knight, he realized that he could more effectively stave off a possible invasion of his home through more clandestine means. So far he has been very reticent about letting anyone know of his dedication to the Legion of Steel and will only do so if he feels he can trust someone completely.

As a member of the Legion of Steel, Aerik has traveled over most of Ansalon, studying the Knights of Takhisis, and others to look for weaknesses. His last assignment was working as first mate on the *White Cloud*, an Ergothian ship, while trying to figure out ways to combat the undead river pirates that block the major waterway between Solamnia and Nordmaar. When Aerik saw Britta Moonsteel's shield device he remembered a story told to him by his father of a Knight of Solamnia, Justar Moonsteel, who had saved his father's life many years ago. Listening to the group's conversations (and he is very interested in who they are, where they are headed and what they are doing—all in a day's work), he has discovered that they need assistance, and he has sworn to repay the debt of his father's life by helping Justar's daughter.

This will not, however, stop him from using his typical methods to disarm the party with his wit and teasing charm. Aerik has learned that the best way to hide your intent is to be very creative and flamboyant. As soon as people dismiss him as harmless, he can learn what he needs to know without suspicion.

Thoughts on the others:

Britta Moonsteel: Although you know little of her personally, you can tell that she follows the traditions of the Solamnics to the letter. This means you probably could trust her with your life, but she might not approve of your methods. If you end up traveling with her for any length of time, you need to at least try to convince her that the Solamnic traditions are not the only way to live one's life. She needs to loosen up. First, however, you will help her find her brother.

Lorekind: This mystic/sorcerer is a kind and caring sort, not the type of person who usually survives well in the adventuring life. You know that the Legion of Steel needs all the magical help it can get, but is Lorekind Legion material? Perhaps he can help you learn more of your own mystical and sorcerous talents.

Mithralas: This half-elf is an odd person. He is obviously a musician of some sort, but seems to be quite shy and doesn't talk as much as most bards. You have noticed that he watches Britta constantly and keeps writing something in a small book. Either he is interested in her, or he is watching her for some nefarious purpose. You need to keep an eye on him, he might be a spy—or possibly another member of the Legion of Steel.

Sorrow: A raggedly-dressed fellow, he seems to be one of the poor kender who has finally learned what fear is. You have seen others like him in your travels. Most are either pitiful or dangerous. For now you will watch him, and try to draw him out about what is troubling him. Maybe you can learn something useful — or at least bring a smile to his face.

Hammer: This old dwarf should be the entertainer, not Mithralas. He has constant stories about everything under the sun and is not afraid to come up with absolute fairytales to amuse the crowd. Either he is getting senile or he just loves to fool the ignorant, however, since many of the things he talks about are not correct in some way. If he has been to Nordmaar, you'll eat your scimitar!

Stormdancer: This lovely warrior calls to your clan blood. She has the wildness you remember from your time spent in the grasslands of central Nordmaar. Like you, she must have decided that Ansalon needed her help. You cannot help but admire her for both her beauty and her spirit. Still, she has a shadow on her heart. Something must have happened in her past to drive her from her home. You need to find out what it was, and help her if you can. Perhaps she too would like to join the Legion.

Magic (Aerik)

Note: A hero can cast spells of his player's own design, as long as the player only uses the schools of magic the spellcaster knows. He may also alter the spells given to make them more effective using the spell design tables from the reference card in the Fifth Age boxed set.

Sorcery

Summoning

Teleport: This allows the caster and one other to transport themselves up to five miles.

Invocation (instant)	5
Range (melee)	2
Duration (instant)	1
Area (couple)	1
Spell effect (5 miles)	5

Total difficulty	14
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Mysticism

Channeling

Cat Balance: This spell gives the caster a +5 increase to his Agility score.

Invocation (1 minute)	4
Range (personal)	1
Duration (30 minutes)	4
Area (1 person)	1
Spell effect (+5 points)	5

Total difficulty	15
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Note: If the spell is used on another the difficulty is increased by one.

NARRATOR/PLAYER QUESTIONNAIRE

Please answer the following questions to the best of your ability. The answers will be used to help determine future events in the *Visions of Destiny* campaign.

1. Did all the heroes survive?
2. If not, who died, when and how?
3. Did Solidar die?
4. If Solidar survived, did he escape? How?
5. Did the heroes show compassion to the trapped woman (spirit) in the crypt?
6. Did Britta show compassion (this is needed as one part of the quest she must fulfill to advance in the Knighthood)?
7. Did Sorrow use his key?
8. Did Aerik end up as a replacement hero?
9. Did the budding romance between Britta and Mithralas become more pronounced, die out, get ignored or stay about the same?
10. Were the task levels in the tournament too hard, too easy or about right?
11. Did any players come up with clever spells? If so, which heroes were they playing and what were the spells?
12. What section did you find easiest to run? Which section was most difficult to run?
13. Did you fully understand the story so far?
14. What would you like to see happen in a campaign of this nature?

Thanks for helping run the first round of the ten-tournament Visions of Destiny campaign.

Britta Moonsteel

Agility	5A	Reason	8D
Dexterity	6A	Perception	9B
Endurance	6A	Spirit	7C
Strength	9A	Presence	6A

Description	Female human (civilized)
Role	Knight of Solamnia
Demeanor	Brave
Nature	Just
Reputation	Adventurer (Quests 5, Hand 4)
Social status	Nobility (Wealth 8)
Melee weapon	Long sword (+7)
Missile weapon	Crossbow (+5)
Armor	Chain mail (-3)
Shield	Target (-3)

Physical Description:

Age 23 Sex Female
Hair Dark red Eyes Clear gray
Height 5'6" Weight 140

Distinguishing Features: Britta Moonsteel wears her long, thick red hair piled and braided as a crown for her helm. Pale skinned and broad shouldered, she is muscular due to her Knight's training. Although she is unmistakably feminine, she is not soft. When not wearing armor, she dresses in sensible traveling clothes.

Special Abilities/Limitations: Britta Moonsteel has acute sight. Whenever she is called upon to attempt an action involving vision, the difficulty of that action is reduced by one degree.

As a Knight of Solamnia, she considers herself bound by the Solamnic Oath and Measure and should behave honorably at all times. Any card used to close with an enemy is automatically a trump. So is any card played for personal or melee combat versus a Knight of Takhisis or a Legionnaire. When mounted, any card used to resolve melee attacks is a trump.

No card she plays to achieve surprise before combat is ever a trump. She loses one point of Presence if she violates the Measure (Narrator call) or fails a *daunting Presence* action. She may not retreat from or refuse battle unless her common sense tells her it is a foolish or useless action. She loses one point of wealth with each advance in rank (donated to the Knighthood).

Hometown: Solamnia

Equipment: Chain mail, long sword with the symbol of the Solamnic Order of the Sword worked into the hilt, crossbow and 20 bolts, target shield painted with her family's heraldic device (a glowing white sword on an azure background beneath a crescent moon), standard adventuring equipment (food, water, bedding, fire-striker, etc.) carried in a waterproofed backpack.

Background: Britta Moonsteel comes from a long-standing family of Solamnic Knights. Both she and her older brother Angar grew up in their family's holding of Moongaard Keep surrounded by the knightly traditions and joined the ranks of Solamnics as soon as they were able. One of their early missions took them to Gunthar, so they were absent when their father died unexpectedly. By the time they received word of his death, Sir Justar had already been laid to rest in the family crypt. Before they could return to Moongaard, they received word from their father's seneschal that the keep had been destroyed by a rampaging enemy dragon bent on the destruction of their father's old mount, a silver dragon, who had received sanctuary with the Moonsteels. After the attack, nothing remained of the once proud fortress except rubble.

Since that time, Britta and her brother have based themselves in Gunthar, traveling separately and together on various missions for the Knighthood. Unlike her dream-ridden, headstrong brother, Britta personifies the old Solamnic virtues of steadfastness and clear vision. She tries valiantly to live up to the ideals of the Knighthood as embodied in her father and in the Knight's Code. Though she is a Knight of the Crown, she stands poised to join the Knights of the Sword as soon as she completes a quest worthy enough to grant her that status. Although she is quick to act when faced with injustice, she avoids rash decisions or quick judgments. Despite her status as a Knight, Britta has attracted close companions from a variety of social classes and professions, all of whom are drawn by her forceful presence and lack of pretension. Recently, Britta's brother Angar left to return to the keep, saying his dreams drove him to it and forbidding her to accompany her. Their friend Lorekind's dreams of Angar in peril has prompted Britta to gather a group and go after him. she hopes she is not too late.

Thoughts on the Others

Lorekind: This gentle scholar possesses powerful magic as well as mysticism. You value his insight, and try to protect him from others who would take advantage of his innate compassion. He suffers from poor eyesight, and you wonder whether he is suited for a life of travel and danger. Nevertheless, you know that his healing touch and his soothing words are necessary to ease the burden of adventuring. His friendship with your brother has also won him a place in your heart and you hope that he will be able to assist you in your current quest.

Mithralas: Were it not your solemn duty to perpetuate the Solamnic tradition in your family by someday marrying within the Knighthood, your heart would belong to this talented and insightful half-elven bard. You have steeled yourself to regard him as nothing more than a friend, yet you find that hardly a day goes by when he is not foremost in your thoughts and, disturbingly, in your dreams. You appreciate his companionship and his assistance, but it bothers you that he insists on calling himself your "chronicler." It gives you an importance that you do not yet deserve.

Sorrow: Unlike most kender, Sorrow does not have the carefree attitude of his race. He is Lorekind's companion and apprentice, studying magic in return for letting the scholar use his keen eyes in place of his own limited sight. You suspect that he probably shares the general kender aptitude for acquiring small objects, but you have never actually seen him steal anything. He is either very talented or else very discreet.

Stormdancer: You and your brother rescued this barbarian woman from slavery. Now she has sworn a life-debt to you and although you feel uncomfortable that she has placed so much trust in you, you do value her vast array of talents. She is not only a natural fighter, but has perfected the ways of stealth and concealment through her struggles to liberate and smuggle slaves to safety. You rely on her wilderness knowledge and are certain that her mystic ability can help you find your brother. Someday, if you can, you will repay her by helping her to find her own lost love, Spirit Hawk.

Hammer: This brave and irrepressible dwarf once adventured with your father and he represents to you the continuity of generations joining together in a common quest. It was he who brought word of the destruction of your ancestral home, Moongaard Keep. His experience and wisdom will stand you in good stead in the days to come. You are amazed and gratified that such a well-traveled campaigner accepts your leadership of the group and you will try your best to live up to his expectations. Your only concern is that he may be, in fact, so old that he is drifting into senility. You have heard that the older a dwarf gets, the less dour and gruff he becomes.

Lorekind

Agility	6A	Reason	7A (49)
Dexterity	3D	Perception	6D
Endurance	4C	Spirit	8A (64)
Strength	3B	Presence	6B

Description	Male human (civilized),
Role	Mystic-sorcerer
Demeanor	Kind
Nature	Merciful
Reputation	Adventurer (Quests 5, Hand 4)
Social status	Commoner (Wealth 3)
Melee weapon	Sickle (+3)
Missile weapon	Sling (+2)
Armor	Leather (-2)
Shield	None

Physical Description:

Age	32	Sex	Male
Hair	Black	Eyes	Blue-gray
Height	5'10"	Weight	175

Distinguishing Features: Lorekind has large, soft, myopic looking eyes and a continually worried expression. His formerly sedentary lifestyle is reflected in his distinctly unmuscular physique. His shoulder-length black hair has begun to recede at the forehead.

Special Abilities/Limitations: Lorekind suffers from diminished vision (nearsightedness). Whenever he is called upon to attempt an action involving vision, the difficulty of that action is increased by one degree. Lorekind has three schools of sorcery: aeromancy, divination and pyromancy. He has 49 sorcery points for powering any spells involving these schools. He also possesses three mystic spheres: animism, healing and sensitivity. He has 64 mysticism points to use for mystical abilities. he receives an automatic trump for pyromancy as it was his first school.

Homeland: Sancrist Isle

Equipment: Long, dark gray robe, steel sickle, leather sling and 10 bullets (carried in small pouch on his black leather belt), leather armor (worn only when traveling somewhere really dangerous), small magnifying glass on a silver chain around his neck, 5 leaves of paper, notes on spells, bottle of ink and quill pen carried in specially padded bag, small sack of candy, standard adventuring equipment (food, water, bedding, firestriker) in waterproof backpack.

Background: A scholar and lover of knowledge by nature, Lorekind discovered an ability for both sorcery and mysticism. Although his poor vision (he suffers from myopia or near-sightedness) has made him wary of traveling, his dual calling has forced him to journey more than he would like to further his talents. After first studying with Goldmoon at the Citadel of Light, he moved to Gunthar where he began his training in sorcery under Raltha, a former White Robe colleague of Palin Majere.

There he made the acquaintance of a young Solamnic Knight named Angar Moonsteel and discovered that he and Angar shared a common bond - both of them were prone to receiving visions in their dreams. Angar and his sister, Britta, also a Solamnic Knight, served as reminders to the scholar of his earliest aspirations, before his poor eyesight made it clear to him that his destiny lay in less warlike pursuits. His interest in the legends of the past has won him the friendship of a half-Silvanesti bard, Mithralas Nightsinger, whose repertoire of legends of Krynn's glorious and tragic history fuels his vivid imagination.

Lorekind's inner strength lies in his almost infinite capacity for empathizing with the feelings and concerns of others. He often sacrifices his own personal desires in order to help someone weaker or less fortunate than himself achieve some necessary purpose or goal. His spiritual strength gives him the realization that he does not have to excel in physical prowess to be a valuable asset to any group of companions. His goodheartedness, however, also serves as a weakness, for often his associates take advantage of his willingness to put himself out for others.

Thoughts on the Others

Britta: Even your poor eyesight does not blind you to either the beauty or grace of this Solamnic Knight. As different from her brother as day is from night, her solid grasp of reality and her inborn qualities of leadership and determination make her a natural leader. You have confidence in her abilities, and only wish that she would learn to listen to her heart as well as to her head.

Mithralas: This half-elven bard has suffered the ignominy of exile from his Silvanesti home and is now branded a dark-elf despite his noble birth and obvious goodness. You appreciate his vast storehouse of knowledge, his stories and songs and consider him to be one of your closest friends. You also admire his devotion to the truth and his determination to keep silent rather than dissemble. You know that he is fond of Britta but that something keeps him from speaking his mind. You hesitate to meddle in the personal affairs of others, so you must simply watch while two people who are meant for each other remain blind to their own feelings.

Sorrow: This young kender came along at just the right time, seeking someone who could teach him magic. Because he could not afford to pay and was too proud to accept charity, you and he struck a bargain: your tutelage in magic theory (you cannot actually instruct him in spectramancy, for you don't know that school of sorcery) in return for the use of his keen eyesight. Fortunately, he does not prattle on incessantly like most kender. You realize that his name is not the one he was born with and that he suffers from some deep tragedy that has dampened what might have been an irrepressible nature. You aren't sure what you can do to help him except teach him magic. Maybe that will be enough.

Stormdancer: If you thought about it long enough, you might envy this proud barbarian's vast array of skills and talents. Her ability to deal with hardship and the unexpected humbles you in the face of your own distinct lack of experience in the wild. She is outspoken and, oftentimes, lacking in real insight as to the motivations of others, but you cannot bring yourself to correct her too harshly for her misguided opinions. After all, she has been wrenched from a simple life and placed among people unlike any she has known before. You will try to educate her gently and encourage her to temper her words with inner sight.

Hammer: This dwarven warrior is both more and less than he seems. You do not doubt for a moment that he truly cares about his companions and that he will use all his skills to help keep everyone alive, but his tales of deeds past lack a certain authenticity, almost as if he is recounting the adventures of someone else. You suspect that he may, in fact, not have done everything he claims, but harmless exaggeration is the stuff of legends, so you will not challenge him when he waxes lugubrious, especially since it seems to give him so much pleasure in the telling. You can hear the laughter in his voice.

Magic (Lorekind)

Sorcery

Note: A hero can cast spells of his player's own design, as long as the player only uses the schools and/or spheres of magic the spellcaster knows. He may also alter the spells given to make them more effective using the spell design tables from the reference card in the Fifth Age boxed set.

Aeromancy:

Flight on the Winds: This spell allows the caster (or others) to fly for a brief time.

Invocation (one minute)	4
Range (personal)	1
Duration (15 minutes)	3
Area (individual)	1
Spell effect (hindering)	3
Total difficulty	12

Note: The difficulty should be adjusted for variations as follows: +1 if placed on a single person other than the caster; +3 if placed on up to 10 people; +1 if cast at melee range. If the spell is resisted, the difficulty will increase by the amount of the opposing character's Perception score.

Suffocate: This spell causes all the air around a character's head to disappear in an instant, causing a loud crack of noise. This sudden absence of air will knock a character unconscious for one minute and inflict 2 damage points (armor does not reduce this damage).

Invocation (one minute)	4
Range (near missile, may vary)	3
Duration (instantaneous)	1
Area (individual)	1
Spell effect (painful/-5)	5
Total difficulty	14

Divination

Detect Magic: This allows the caster to detect the aura of magic around objects. If an object is on a character, a resisting character may also add his Perception score to the difficulty.

Invocation (10 minutes)	3
Range (melee)	2
Duration (1 minute)	2
Area (small room)	2
Spell effect	1
Total difficulty	10

The difficulty is reduced by 1 if the spell is cast on a character instead of a room. However, a resisting character's Perception score will add to the difficulty. Spell effect difficulty must be increased if the caster wishes to ascertain anything about the nature of the magic sensed.

Pyromancy

Fire Sphere: This causes a sphere of flame to appear above the caster's hand to give a bright, if flickering, light.

Invocation (instant)	5
Range (melee)	2

Duration (30 minutes)	4
Area (individual)	1
Spell effect	1
Total difficulty	13

Fire Dart: This causes a flaming dart to fly from the caster's hand and hit the intended target, inflicting 5 damage points.

Invocation (instant)	5
Range (near missile)	3
Duration (instant)	1
Area (individual)	1
Spell effect (damage +5)	2
Total difficulty	12

Aeromancy and Pyromancy

Warmth of the Hearth: This spell uses both schools to heat the air to a pleasant temperature even when the surrounding temperature is below freezing.

Invocation (10 minutes)	3
Range (melee)	2
Duration (1 hour)	5
Area (large room)	3
Spell effect	3
Total difficulty	16

Mysticism

Animism

Beast Speech: This allows the mystic to speak to and be understood by any number of animals with Reason scores of 2 or less. The animals spoken to must be within melee range or the cost becomes higher.

Invocation (10 minutes)	3
Range (melee)	2
Duration (1 minute)	2
Area (individual)	1
Spell effect	3
Total difficulty	11

Healing

Heal Damage: Allows healer to return points or cards to those wounded. See text pp. 77-78 Book One of DLTA for more information.

Invocation (30 minutes)	1
Range (personal)	1
Duration (instant)	1
Area (individual)	1
Spell effect (heal 4 cards/points)	4
Total difficulty	8

Sensitivity

Detect Emotion: The mystic can detect the emotional state of one character or hero.

Invocation (1 minute)	4
Range (melee)	2
Duration (1 minute)	2
Area (individual)	1
Spell effect	1
Total difficulty	10

A resisting character's Perception score adds to the difficulty.

Mithralas Nightsinger

Agility	4C	Reason	6D
Dexterity	8A	Perception	8A
Endurance	8A	Spirit	4C
Strength	5A	Presence	8B

Description	Male Silvanesti half-elf (exiled),
Role	Truthsinger
Demeanor	Open-minded
Nature	Insightful
Reputation	Adventurer
	(Quests 4, Hand 4)
Social status	Guildsman
	(Wealth 5)
Melee weapon	Long sword of distinction (+9)
Missile weapon	Long bow (+6)
Armor	Scale mail (-4)
Shield	Kite (-2)

Physical Description:

Age 45 (adult)	Sex Male
Hair Silvery blond	Eyes Hazel (golden-green)
Height 5'7"	Weight 128

Distinguishing Features: Mithralas is proud of his long, wavy, silvery-blond hair, usually worn in a single braid down his back for traveling and adventuring. He prefers green or brown silks and well made clothes for performances, though he dresses in sturdier clothing on the road.

Special Abilities/Imitations: Mithralas has both acute vision and acute taste. Whenever he is called upon to attempt an action involving either vision or taste, the difficulty of that action is reduced by one degree. With his keen taste, he can, for example, deduce the vintage of a good wine or detect the presence of certain spices or even poisons in food and drink.

As a Truthsinger, Mithralas has sworn an oath to always speak only the truth, since he feels that his reputation as a keeper and teller of tales depends on his credibility. Because of his practiced truthfulness, he is more sensitive to detecting lies in others. Thus, any card he plays to perceive a falsehood is trump.

As a half-elf, he gains a trump bonus in one of the innate elven abilities: in his case, any card played when he uses a sword to attack an enemy is considered trump, regardless of its actual suit. His innate musical talent allows him to count any card as a trump when he plays any stringed musical instrument.

Finally, when engaged in social interaction with any elves other than Silvanesti, no card Mithralas plays is ever a trump. Silvanesti elves who know that he is a dark elf will not speak to him at all except under the most extraordinary circumstances.

Hometown: Silvanesti

Equipment: Long sword of distinction (+2 to damage rating and attack action), long bow, 20 arrows in quiver, highly polished silvery scale mail, kite shield, performance silks in green and brown, lute in waterproof case, wineskin containing fine wine, book half-filled with stories of Britta's exploits, scrolls of songs and poems, ink and quill, adventuring equipment (good quality food, bedding and firestriker, small lantern and oil) in hand-tooled waterproof leather backpack.

Background: One of the lesser cousins of the House Royal of Silvanesti, Mithralas struggled with his disgust at the rejection of Alhana Starbreeze, the now-dark elf heir to the Silvanesti throne. His compulsion to speak the truth forced him to speak out in council, publicly declaring his support for Alhana and Porthios, denouncing the bigotry he saw around him. Since he himself is a half-elf, son of the late Ellendra Starbreeze

and his human father Mithran Hearthsong, his words were met with scorn. He was told that since he so sympathized with Alhana and Porthios, he could join them in their exile. Thus Mithralas found himself branded a dark elf, an outcast from elven society.

Since that time his travels brought him to Gunthar, where he found acceptance (of a sort) among the region's inhabitants. Here he made the acquaintance of Lorekind, a human scholar who shared his love of history and learning. Lorekind also introduced him to Britta Moonsteel, and Mithralas saw in her everything he sought in a life partner. Not willing to speak his thoughts, lest she reject him as unsuitable for one of her lofty station, he has nevertheless attached himself to her retinue as a chronicler of her deeds and a witness to her eventual greatness.

Although he comes from a noble family, Mithralas' status as an exile has keenly affected his perception of himself. Only when he is performing his songs or telling stories of legendary heroes is he able to assume the brash self-confidence necessary for a successful bard. His devotion to accurate understanding of past, present and future has resulted in a personal vow to only speak the truth as he sees it and to make all his words count. This reticence to "blather" at the slightest opportunity makes him seem shy. Additionally, his stigma as an outcast has made him even more sensitive to the blind prejudices of others and has awakened in him a fervent desire to judge others on their merits rather than on their birth or social standing.

Thoughts on the Others

Britta: If you could be anything you wanted to be, you would find it in yourself to be the kind of person deserving of Britta's love and esteem. Your admiration for her exceeds all bounds, and is even more keenly felt because it is a feeling you dare not express. This young Solamnic Knight will undoubtedly one day marry another Knight and continue her family line. You accept that with as much resignation as you can muster and try to content yourself with your self-appointed role as chronicler of the saga of her life.

Lorekind: This gentle scholar has never failed you, whether as an avid audience for your cherished store of legends or as a confidant to whom you can express your deepest fears and concerns. Despite his apparent weakness as an adventurer (he suffers from poor eyesight and does not like to travel), you realize that his magical abilities more than make up for his physical shortcomings. You have vowed to assist him in whatever way you can, whether using your skills to keep him safe in battle or to keep others from taking unfair advantage of him whenever possible.

Sorrow: That individuals are more than their race or their social status is nowhere more clearly evidenced than in the person of this young kender. Obviously scarred by some deep personal tragedy, Sorrow lives up to his name. He is Lorekind's apprentice in the ways of magic, another proof that people cannot be put into neat categories. He also serves as your friend's eyes, helping Lorekind overcome his own poor vision. You know that nothing you can say will help Sorrow overcome his own inner blindness, however, so you try to comfort him with stories of heroes instead.

Stormdancer: The many talents and diverse skills of this proud and independent barbarian woman point up your own limitations. She does not seem to understand that you are not a warrior, even though you are good with a sword. It is as if she judges everyone in the light of whether or not they know how to kill. You would like to prove to her that even now, the ways of war are not the only proof of worthiness, but you doubt your ability to do so. Instead, you bear her hasty words with as much dignity as you can and keep silent in the face of her criticism.

Hammer: You may be the only one of your companions who realizes that Hammer is not what, or who, he claims to be. You are familiar with some of the tales he takes credit for and you know that he could not possibly have been in all those places at all those times. Nevertheless, you have no real proof that Hammer is an imposter and he has proven himself a stalwart companion in battle. Whatever his secrets are, you have no right to expose them. Besides, he shows a great flair for storytelling and obviously enjoys performing. In fact, you can't resist egging him on by asking him all sorts of questions about the fine details of his stories. Perhaps you can convince him that his real profession lies in the field of entertainment.

Sorrow (Kerwin Skitterstep)

Agility	7D	Reason	6B (36)
Dexterity	9B	Perception	8A
Endurance	5C	Spirit	5D
Strength	3C	Presence	6B

Description	Male afflicted kender
Role	Apprentice
Demeanor	Resourceful
Nature	Conscientious
Reputation	Adventurer
	(Quests 6, Hand 4)
Social status	Tradesman
	(Wealth 4)
Melee weapon	Dagger (+2)
Missile weapon	Hoopak (+4)
Armor	Leather (-2)
Shield	Buckler (-1)

Physical Description:

Age 33 (young adult)
Hair Dark brown
Height 3'11"

Sex Male
Eyes Blue
Weight 55

Distinguishing Features: Sorrow's dark brown hair is raggedly cut, tied in a short pony tail in back and falling into his eyes in front. His blue eyes smoulder with barely repressed anger. He wears an odd assortment of clothes, apparently careless of his looks.

Special Abilities/Limitations: Sorrow possesses both acute vision and acute hearing. Whenever he is called upon to attempt an action involving vision or hearing, the difficulty for that action is lowered by one degree. As an afflicted kender, any card he plays in an attempt to sneak about (or take any similar action involving care and grace), is automatically trump, regardless of its actual suit.

Sorrow's experience when he was trapped for several days in the collapsed basement of his home (when his family was slain) has given him a fear of being in small enclosed spaces. Whenever he is trapped or forced into a small, confined area, no card he uses to attempt physical actions is considered trump.

Sorrow has one school of sorcery: spectramancy, which he taught himself before becoming apprenticed to Lorekind. He has 36 sorcery points for powering his spells.

Homeland: Kendermore

Equipment: Dagger, hoopak, leather armor, buckler shield, 4 bags of stuff (assorted items picked up and traded, including but not limited to: a bright blue scarf, 2 green marbles, an apple, bottle of purple ink, small mirror in leather case, 4 leaves of blank paper, piece of chalk, robin's egg wrapped in gauze inside small wooden box, half-filled flask of oil, shiny rock, sack of dried fruit and nuts, vial of pungent perfume, pair of Lorekind's socks), 3 brightly colored juggling balls, silver heart locket pendant and brass key on silver chain worn around neck, book of notes on sorcery and dragons, dark serviceable clothing, waterskin, sleeping roll with waterproof covering inside of which are carried food, a change of clothes, and strips of linen (for bandages).

Background: Born Kerwin Skitterstep, you spent your early childhood in Kendermore amid the rambunctious affection of your entertainer family, expecting to follow in their footsteps. All that changed with the coming of Malys. The ancient red dragon who now rules your former homeland destroyed your village, your family, and everything you once considered important. Worst, Malys destroyed your hope in the future and your belief in anything of lasting value. Now you live for revenge.

While you are determined that one day you will see Malys dead and your former homeland freed from her cruel depredations, you have also sworn to prevent others from suffering the loss of everything they hold dear.

You fled with the few survivors of the dragon's attack, seeking refuge and a new beginning in Hylo. There you discovered the secret of magic, something you feel gives you an edge toward achieving your goal of bringing about Malys' end. You are desperate to learn more ways of wielding the magic of Krynn, and have traveled far and wide in search of a teacher. In Gunthar, you chanced upon a scholar named Lorekind, a gentle master of both sorcery and mysticism who agreed to take you on as his apprentice, teaching you magic theory in return for something only you could give him. His poor eyesight hampers his ability to get around in the world, and you now serve as an extension of his physical senses, seeing the world for him while he interprets magic for you.

Your early trauma has tempered your innate curiosity somewhat and has made you less inclined to "typical kender behavior." You cannot find it in yourself to ramble on and on about everything and nothing, except where it concerns magic and magical items. You are also passionately attached to your collection of "stuff", all the little, portable things that seem to weather any storm and survive longer than their owners. Your most precious possession is a silver locket that belonged to your mother. You wear it on a silver chain around your neck along with your other most valued item, the small brass key that once opened the door to your childhood home.

You also retain an old set of juggling balls that belonged to your father. Every now and then, you creep off by yourself and practice the art of juggling, just to remind you of what you might have been and of what you can no longer hope to have.

Thoughts on the Others

Britta: Lorekind admires this Solamnic Knight and so far, his judgment about people has been accurate. If she turns out to be the great warrior and leader her companions believe she is, she just might be the one to eventually help you bring Malys to her deserved end. Britta has strong feelings about family, too, which you understand. You wish you still had a brother to care about.

Lorekind: Besides being your teacher, Lorekind is probably one of the kindest humans you have ever met. Sometimes having to constantly make up for his poor vision gets in the way of what you really want to do, but it's a small price to pay for what you are learning from him. Although people often take advantage of his kindly nature, they have to go through you first, and you are not an easy touch, like he is.

Mithralas: You always heard that elves were haughty and looked down on everybody else, but Mithralas is different. Maybe it's because he was kicked out of Silvanesti, or maybe it's because he's only a half elf, but he doesn't seem to look down on anyone except himself. You enjoy listening to him sing songs and tell stories. It helps you forget your own troubles by hearing how the heroes of the past overcame hopeless odds.

Stormdancer: This barbarian knows what it's like to lose your home to a dragon, and that makes you two of a kind. Unfortunately, she doesn't look at it that way. She thinks you are nothing more than a thief just because you're a kender. Actually, she's much better at being sneaky than you are. She's had a lot of practice sneaking into enemy camps and unlocking cages of prisoners. For that reason, you put up with her. You might need her some day, when you are finally powerful enough to face Malys head to head and end her rule.

Hanuner: For a dwarf, he certainly is cheerful. Maybe there is some kender blood in his family and maybe that's what his big secret is. You know he has one. He talks so much about what he wants people to know about him, that he must be hiding things he doesn't want people to know. He claims to be really old, but his hair is so bright you suspect he must use hair coloring to keep it from turning gray. On the other hand, his beard is falling out, so maybe he is as old as he claims to be. Sooner or later, you'll figure out what his story really is. If he has really killed dragons, you are definitely going to need him around.

Magic (Sorrow)

Note: A hero can cast spells of his player's own design, as long as the player only uses the schools of magic the spellcaster knows. He may also alter the spells given to make them more effective using the spell design tables from the reference card in the Fifth Age boxed set.

Sorcery

Spectramancy

Will o' the Wisp: This creates a sparkling ball of light near the caster, giving soft illumination out to range.

Invocation (one minute)	4
Range (near missile)	3
Duration (15 minutes)	3
Area (small sphere)	1
Spell effect	2
Total difficulty	13

This light decreases Perception difficulties for sight-related tests in darkness by one degree. The ball of light will move with the caster.

Shadows of the Past: This spell creates illusionary images from the caster's memory which may be seen by as many as 25 people.

Invocation (10 minutes)	3
Range (near missile)	3
Duration (1 minute)	2
Area (crowd)	5
Spell effect	3
Total difficulty	14

Flash: This creates an instantaneous flash of brilliant light which will "blind" up to two characters for one minute (blurred vision causing a -2 action penalty).

Invocation (instant)	5
Range (melee)	2
Duration (one minute)	2
Area (couple)	2
Spell effect (troublesome/ -2)	2
Total difficulty	13

Stormdancer

Agility	7A	Reason	4D
Dexterity	9A	Perception	5B
Endurance	7C	Spirit	6A (36)
Strength	5B	Presence	7D

Description	Female human (barbarian)
Role	Barbarian warrior-mystic
Demeanor	Optimistic
Nature	Opinionated
Reputation	Adventurer (Quests 5, Hand 4)
Social status	Former Slave (Wealth 1)
Melee weapon	Scimitar (+5)
Missile weapon	Horse bow (+4)
Armor	Leather (-2)
Shield	None

Physical Description:

Age 19	Sex Female
Hair Black	Eyes Dark brown
Height 6'	Weight 175

Distinguishing Features: Stormdancer's straight black hair hangs like a curtain down her back. Her dark eyes seem to pierce the souls of those she looks at. Her body is slender and hard from years of life in the wilderness and the hardships of her recent past. Her skin is darkly burnished from the sun. She wears soft leather vest and pants with boots and a fur cloak. Her only concessions to adornment are the beads, necklace and feathers she wears.

Special Abilities/Limitations: Stormdancer possesses acute hearing. Whenever she is called upon to attempt an action involving hearing, the difficulty for that action is lowered by one degree.

Her tribe's favored weapon is the scimitar. Stormdancer gains an automatic trump for any card played when using the scimitar in combat. Any card she plays for actions in her home terrain, the desert, involving survival, hunting, shattering, navigating, moving, and avoiding natural hazards is automatically a trump.

Her barbarian upbringing has not prepared her for living in "civilized" society. Whenever she attempts a Perception or Presence action when in a city environment, no card she plays may be considered trump. Further, all other actions when in a city environment are at a -3 penalty.

Stormdancer possesses three mystic spheres: alteration, channeling and healing. She has 36 mysticism points to use for mystical abilities.

Homeland: Hinterlund (now part of Khellendros's realm)

Equipment: Well-worn scimitar in leather sheath, horse bow and 20 arrows in quiver, leather armor, leather fringed boots, leather and bone armbands, feather necklace with wooden pendant in the shape of a hawk (made for her by Spirit Hawk, her fiancé), furred cloak, lockpicks in small leather pouch, bedding, food, water and firestriker in waterproof backpack.

Background: Stormdancer was a member of the Freewalker clan that inhabited the plains of Hinterlund until her homeland was decimated by Khellendros during his takeover of the area. The survivors of the dragon's forays recently were captured and enslaved by the Dark Knights' brute gangs. Along with Spirit Hawk, her betrothed, and other warriors and healers of the tribe, Stormdancer was slated for delivery to the dragon for slave labor or for some other foul purpose. Leading a daring raid, Britta and Angar Moonsteel managed to

ambush the slave caravan, slaying many of the brutes and freeing most of the prisoners. Stormdancer was among those rescued, but not everyone could be saved. When the rescue party and their liberated slaves reached safety, Stormdancer realized that Spirit Hawk was not among those freed from captivity.

For a year after her escape, Stormdancer remained in her conquered homeland, conducting lightning raids on brute encampments, freeing any captives she found and searching for some sign of Spirit Hawk. Her success at raiding gained her unwanted notoriety and she was finally forced to flee. Knowing no other place to turn, she traveled to Gunthar where she tracked down the Knights who rescued her and pledged herself to their service, swearing a life-debt to Angar and Britta Moonsteel.

From her inner strength and undying hope that she would one day find Spirit Hawk, Stormdancer discovered her mystical ability. Her optimism is not based on false hopes, but on her unshakable belief that Good can overcome Evil no matter how impossible it seems.

Thoughts on the Others

Britta: You owe this sister warrior not only your life, but, more importantly, your freedom. Nothing you can do is enough to repay that debt. You will follow her wherever her journeys take her and help her succeed in whatever quest she has set her mind on. Like Britta, you are concerned with Angar's fate. Although your heart remains true to your lost Spirit Hawk, the headstrong, courageous brother of Britta Moonsteel reminds you of your betrothed. You will not see another soaring spirit lost to the darkness over Krynn.

Lorekind: Although he is powerful in the ways of sorcery and also in mysticism, this man with a scholar's heart has no business adventuring. His eyes betray him at every step, for he suffers from afflicted vision and must be led around by a mere kender. Even so, Britta approves of his company, so you accept his shortcomings, always keeping in mind that he is a liability in battle. His real talents come both before and after combat, when his magics are useful to harm at a distance and heal the wounds of war.

Mithralas: This half-elf, like you, is forever barred from the land of his birth. He is an expert with the sword, but he considers himself a storyteller and saga singer rather than a warrior. If he would spend more time practicing his swordsmanship rather than pestering Britta with his obviously unwanted attention, he might one day fulfill his potential as a freedom fighter.

Sorrow: If you must travel in the company of a kender, at least this one is less troublesome than most. Sorrow is a strange name for a member of a race noted for their lack of that emotion. Perhaps he just likes the sound of the word. He seems to stick close to Lorekind and keep to his duty as the scholar's guide, so you are not as worried as you might be about whether or not he might steal something from you. You do keep a watchful eye on him whenever he comes too near your few possessions, though, just in case.

Hammer: This dwarven warrior talks far too much. You thought dwarves were supposed to be gruff and concerned only with keeping their weapons in good repair and their beards in good shape. Hammer's weapons seem brand new rather than well-worn and his beard is a mockery. Still, he is a survivor, like you, and his exploits and experience may mean the difference between victory and defeat for your group.

Magic (Stormdancer)

Note: A hero can cast spells of his player's own design, as long as the player only uses the schools of magic the spellcaster knows. He may also alter the spells given to make them more effective using the spell design tables from the reference card in the Fifth Age boxed set.

Mysticism

Alteration

Become Spirit Animal: This enables the mystic to become one of three favorite animal forms; in Stormdancer's case, either a horse, a cougar, or a normal hawk. Each form has a Physical score of 19.

Invocation (one minute)	4
Range (personal)	1
Duration (30 minutes)	4
Area (individual)	1
Spell effect	1
Additional (alteration of physical scores)	6
Total difficulty	17

Channeling

Increase Endurance: This allows the caster to increase Endurance by +5 on herself.

Invocation (one minute)	4
Range (personal)	1
Duration (15 minutes)	3
Area (individual)	1
Spell effect (+5)	5
Total difficulty	14

If the caster wishes to increase the Endurance of another individual at the same range, the difficulty is increased by one point.

Healing

Heal Damage: Allows healer to return points or cards to those wounded. See text pp. 77-78 Book One of DLT5A for more information.

Invocation (1 minute)	4
Range (personal)	1
Duration (instant)	1
Area (individual)	1
Spell effect (heal 4 points/cards)	4
Total difficulty	11

This spell may also be cast at melee range for the cost of one more point.

Igneous Hammersblow ("Hammer")

Agility	5C	Reason	5B (25)
Dexterity	4A	Perception	7C
Endurance	6A	Spirit	4C
Strength	8A	Presence	8D

Description	Male Hylar dwarf
Role	Modified geomancer-warrior
Demeanor	Stubborn
Nature	Kind
Reputation	Adventurer (Quests 4, Hand 4)
Social Status	Guildsman (Wealth 5)
Melee weapon	War hammer (+9)
Missile weapon	Hand axe (thrown) (+2)
Armor	Chain mail (-3)
Shield	Kite (-2)

Physical Description:

Age 156 (See below)
Hair Bright red
Height 4'2"

Sex Male
Eyes Green
Weight 160

Distinguishing Features: Hammersblow has thick bright red hair (a rarity) with a scraggly beard gathered in a tail under his chin to make it look longer. His skin is tanned and his glinting green eyes show the humor beneath his gruff exterior. *[Do not read the rest of this description to the other players]* Although he is merely a "lad" in dwarvish society (in reality, he's only age 43), among non-dwarves he maintains the myth that he is "old" and tries to carry himself with the grinniness and stolid stride of his elders. He spends an inordinate amount of time waxing and combing his sparse beard in an attempt to encourage it to grow faster and thicker to help keep up his pretense of age and experience.

Special Abilities/Limitations: As a dwarf, any card Hammer plays to resist poison or sorcery is automatically trump, regardless of its actual suit. No trump is allowed when attempting pleasant interactions with non-dwarven races.

Any card Hammer plays to recognize stonework, determine his direction of travel or find stonework traps while underground is automatically trump.

Hammer possesses one school of sorcery: geomancy. He has 25 sorcery points for powering his spells.

Homeland: Garnet Mountains

Equipment: Brand new warhammer tucked in wide leather belt, 2 throwing axes, shiny new chain mail, old kite shield (borrowed from his father), comb, beard oil and wax (highly scented), leather ties for holding beard in ponytail, a book of the Hammersblow family history, a book of heroic deeds performed by various heroes of Krynn, waterproof backpack with bedding, food, cookpot, and firestriker, waterskin filled with fine ale.

Background: This young dwarf is from a clan of Hylar dwarves who have always been closely connected to the Moonsteel family. In fact, legend states that a many-times great grandfather of Hammer (as he calls himself), forged the legendary Moonsteel Sword that gave the Moonsteel family its name. Although he is almost too young to leave the cavern, Hammer's cheerfulness and humor, as well as his adventuresome spirit, have instilled in him an undwarvish restlessness to see other places.

Hammer's knowledge of geomancy manifested at an early age, and surprised and displeased his parents, who, like most dwarves, maintained a wary distrust of sorcery. Because of this, Hammer's mother and father

sneaky and quiet that sometimes she spooks you when you fail to hear her coming up on you from behind. You sometimes wish she were as quiet and subtle in her speech as she is in her movement.

Magic (Hammer)

Note: A hero can cast spells of his player's own design, as long as the player only uses the schools of magic the spellcaster knows. He may also alter the spells given to make them more effective using the spell design tables from the reference card in the Fifth Age boxed set.

Sorcery

Geomancy

Earthshock: This causes a localized earthquake which will knock an individual off his feet.

Invocation (instant)	5
Range (melee)	2
Duration (one minute)	2
Area (individual)	1
Spell effect (troublesome)	2
Total difficulty	12

Metal-Shape: The caster may bend or warp metal into any rough shape desired. The bending is non-destructive (i.e. it will not permanently break or make the item unusable) and temporary (the new shape lasts only 15 minutes). This spell cannot make a metal object look completely like something else. The maximum mass that can be shaped for this cost is the same as a suit of armor.

Invocation (one minute)	4
Range (near missile)	3
Duration (15 minutes)	3
Area (individual)	1
Spell effect	2
Total difficulty	13

Objects held by a character may resist with the character's Perception score added to the spell difficulty.