

Chaos Reaver

A Dragonlance adventure using the D20 system v3.5, by Simon Collins

This adventure, set in the Age of Mortals, surrounds the impact of the discovery of three ancient documents in the library of Castle Uth Wistan (the headquarters of the Knights of Solamnia on Sancrist Isle) by Tirana, a follower of the famous bard The Herald.

The adventure is designed for four PCs of 7th level, but can be adapted for less players, or PCs of different level, using the advice in the sidebar 'Scaling the Adventure'. It is beneficial, but not necessary, to have a player of Lawful Good alignment in the party. GMs should have access to the three main core rulebooks, the *Dragonlance Campaign Setting, Age of Mortals*, and the *Bestiary of Krynn*.

Scaling the Adventure

Here are some suggestions for making the adventure suitable for different levels or different numbers of players:

- Increase or decrease the number of Worgs – add roughly two to three for every extra level the characters are above 6th, and reduce by one for every level below 6th.
- Reduce or increase Tassja Mooncoin's level to suit the party level. Alternatively, for higher-level PCs, you might make Tassja's armor *leather armor of invulnerability*.
- The Daemon Warrior might gain advancements against higher-level parties or could meet characters of lower levels on terrain less favorable to the Daemon Warrior, such as a tunnel leading under some mountains surrounding Baleph. Low-level parties should also be provided with plenty of holy water and/or blessed weapons before the encounter.
- Reduce or increase the number of Shadows by 1 for every level or player more or less.
- The wichtlin should be reduced in its base class levels if the adventure is run with fewer players or for lower levels. It might automatically appear once the mirror is activated if there are more players or higher levels involved, and could be increased in Wizard of High Sorcery levels according to the level and number of players.
- Increase the shadow wights by 1 for every 2 levels or players more. Ensure you provide plenty of holy water and blessed weapons for less powerful parties, as well as reducing its hit points.
- Use Optional Encounter Idea 5 for parties of higher levels, possibly increasing the number of spawn. Alternatively, one of the other Great Dragons might have heard of the recovery of the sword, sending spawn or Dark Knights to take it from the PCs.

Adventure Background

Legend has it that in the Age of Dreams the God of All and Nothing, Chaos, attempted to destroy Krynn. To stop him, the god Reorx trapped Chaos within a gray gem. This Graygem was given to the three moon gods of magic for safekeeping and held on the red moon Lunitari. Reorx was tricked by the god of lies, Hiddukel, into believing that the gods of magic would use the stone to rule over the other gods. He helped Milgas Kadwar, one of the ancient dwarven folk (the Smiths), to forge and climb a magical ladder to Lunitari. There, Milgas stole the Graygem and attempted to bring it to Krynn. His intention was to use it in a Great Machine the Smiths were building. However, as soon as the Graygem reached the face of

Krynn it was able to tap into the power of Chaos, and sped away from the Smith. As the angry folk attempted to punish those Smiths who were involved in the release of the Graygem, the stone mutated these Smiths into a magical race of gold-skinned dwarves called Scions, which enabled them to escape the angry mob.

Vowing to capture and destroy the chaos they had loosed upon Krynn, the Scions forged a sword they believed capable of destroying the chaos gem. The Scions imbued it with the power of the three gods of magic when it was forged. The hilt was made from white gold given by Solinari, the hand guard from ruby donated by Lunitari and the blade from the black steel of Nuitari. The sword benefited from powers of attack, defense and the strengthening of certain magics that harmed chaos.

While the Scions were forging the sword, a human lord named Gargath had managed to capture the Graygem using two magical gems, Pathfinder and Spellbinder, given to him by the god Zivilyn. The Scions and their allies attempted to besiege Gargath's castle in order to destroy the Graygem. During the final breaching of the walls, one of the binding gems was dislodged and the Graygem escaped the Scions again. The Scions found the two magical gems in the ruins of Gargath's castle and had them set into the sword that they made, increasing its power against Chaos. Concerned that the powerful sword might fall into the wrong hands, the Scions took the sword to Silvanost where elven sorceries were placed upon the sword, allowing it to be touched by only the pure of heart and soul. There it was named Morithilien by the elves, or Chaos Reaver. Meanwhile, the Scions learned that the Graygem was lying hidden somewhere in the Northern Sirrion Isles and, determined to be close when the Graygem re-surfaced, they took the sword to the most westerly Tower of High Sorcery, Daltigoth.

Meanwhile, a small elven community named Baleph had sprung up in the area that later became the Isle of Cristyne. One of the elves from Baleph, Nuitariel, became a leading member of the High Tower at Daltigoth. In order to reduce travel time between his own tower and Daltigoth, he created an obsidian mirror that would transport him between the two places. When the wizard was executed at the hands of the elves of Baleph for practicing necromancy, he cursed the elves to become shadows. In order to try and protect themselves, the elves built an obsidian tomb for the wizard, surrounded by protective wards. The wizard and his mirror were buried deep in the obsidian pyramid. Unfortunately, the wards failed to protect the elves from the necromancer's curse and within a few months they became undead shadows.

When the Kingpriest of Istar sent mobs to destroy the High Tower of Sorcery at Daltigoth, the mages combined their power to send the tower into another dimension, the Gray. They arranged for a powerful illusion to fool the mobs into thinking that the tower exploded. All valuable items were removed from the tower, except for the sword Chaos Reaver, as within the short space of time the mages had they could find no-one 'of pure heart and soul' able to touch the sword. Thus, the sword was displaced into the Gray along with the tower. The wizard who coordinated the spell was murdered shortly afterwards. The secret of the spell went with him to his grave. The mirror of the evil elven necromancer remained the only link between the displaced tower and the material plane and still retains the ability to transport people to the Tower of Daltigoth.

Three hundred years later, a white-robed wizard named Kalen spoke with a Silvanesti elf, one of the mages who had helped to displace the tower. He learnt that Chaos Reaver still

remained in the tower. Kalen had already experienced a vision, which caused him to believe that a great evil was coming to Krynn and that the sword was perhaps a key component in fighting the evil he foresaw. Finding evidence that a link to the Daltigoth tower existed on the island, Kalen built his wizard's tower upon Cristyne. After many years research Kalen learnt of the mirror, which he hoped would still provide a gateway to the tower where the sword lay. When he finally discovered the location of the obsidian pyramid, Kalen set off for the ruins of Baleph. Although mortally wounded by the shadows that still plagued the ruins, Kalen managed to neutralize some of the tomb's protective wards and enter the Gray through the mirror. By the time he found the sword, Kalen realized he was dying. With his final act, he imbued his spirit into the sword he had spent all his life searching for, adding a final dimension to the power of the sword. In the following years Kalen's tower was looted but his secret library, containing much information on the sword, was never discovered.

Thirty years ago, the Graygem was split open by the magical race of ogres, the Irda, releasing the God, Chaos, into Krynn. He sought to destroy Krynn once more, creating creatures of pure chaos – fire dragons, daemon warriors, and shadow and frost wights. He was banished from Krynn in a climactic battle but the creatures of chaos he created were left behind to wreak havoc upon Krynn.

Canon note: For those who have issues with resurrecting the Tower of Daltigoth, presume that Nuitariel had two towers and used the mirror to journey between the two. Replace any reference to the Tower of Daltigoth with the Tower of Nuitariel and presume the mage coerced the Silvanesti elf that speaks to Kalen (above) to bring Morithilien to his tower, which he sent into the Gray with the help of his students when attacked by local elves.

Cristyne

Cristyne is an island about 75 miles long (north-south) and 50 miles wide (east-west). A spine of hills and mountains run down the center of the island, home to ogres and dire predators. To the east lie rolling grasslands, where one finds human and elven population centers including the main town of Merwick. To the west are tumbling forests, broken by craggy ravines and raging rivers. The forests are home to Kagonesti elves, but also hold a relatively large fey population. A warm ocean current from the west meets chilled air from the east and north, causing the island to be fog-bound for much of the year. This weather provides a hiding place for a few silver dragons who lair deep in the mountains or forests, away from the roving eyes of the Dragonlords.

Adventure Ideas for Cristyne:

- Deep within the western forests is a pool of water. Its miraculous waters are said to heal any disease, but a jealous nymph called Arara guards the pool. The PCs must bring her an item of great beauty before she will allow them to drink from the waters. Any water taken away from the pool becomes useless.
- A ruined tower lies near to the western coastline – a beautifully carved *wand of fire* (10 charges) can be retrieved from the ruins if the PCs can deal with the giant wasps that have made a nest in the tower and who defend their home vigorously.
- The Kagonesti have formed a tribe from the refugees that have come from Southern Ergoth, Nostar and Enstar. This Tribe of the Lost sends a representative to Merwick in search of aid against ogres raiding from the mountains. When the Kagonesti representative is assassinated in Ginervra Northwell's own house, the PCs come under suspicion – they must track down the cleric of Morgion who actually committed the

murder and discover why she tried to frame them – the only catch is, she is infected by a virulent disease.

Wilderness Encounters for Cristyne

As the party travels across Cristyne, there is an 8% chance per hour of running into a wilderness encounter. This chance can be halved if traveling cautiously and halved again if hiding.

% Day	% Night	Encounter	Number Encountered
01-10	01-05	Deer	2d6
11-20	06-15	Dire Boar	1d2
21	16-20	Silver Dragon	1
22-25	21-30	Ogres	1d4+1
26-30	31-35	Elemental, large air	1
31-40	36-45	Grove of dryads	1d4+3
41-45	46-55	Unicorn	1
46-50	56-60	Cedar Wretch	1d4
51-60	61-70	Owlbear	1d3
61-62	71	Qlippoth	1
63-65	72-75	Nymph	1
66-76	76-85	Knights of Solamnia	See Groups in <i>Bestiary of Krynn</i>
77-80	86-90	Dire Wolves	1d4+1
81-85	91	Giant Wasps	1d4+1
86-90	92-95	Stahnk	1
91-00	96-00	Kagonesti Elf band	See Groups in <i>Bestiary of Krynn</i>

Chaos Reaver

GM Note: Show the players the handout ‘Tirana’s Letter to Sir Liam Ehrling’. Alternatively, allow the PCs to discover the disparate documents during their previous adventures.

The documents give some clues about the sword Chaos Reaver, hinting that it may help the peoples of the Southern Serrion Sea combat the plague of chaos creatures that still infest the area. It is implied that the sword may be located in the Tower of Kalen on the isle of Cristyne.

The PCs may get involved in the quest for Chaos Reaver in several ways:

- If the PCs have connections or are members of the Knights of Solamnia, Sir Liam Ehrling, the Grand Master of the Solamnic Knights, may order them to sail from Sancrist to Cristyne to retrieve the sword. They arrive in the town of Merwick where there is a Solamnic circle headed by knight-commander, Ginervra Northwell. As well as providing supplies, Ginervra gives a map and directions to the PCs to guide them to the Tower of Kalen.
- If the PCs are residents of Cristyne or visitors, they could be induced (by payment or persuasion from Ginervra Northwell) to help the Solamnic retrieve the sword. PCs begin from Merwick and head towards the Tower of Kalen. Residents will probably know of the Tower, whilst visitors can be given directions.

- If the PCs are fighting against the Great Dragons, they could learn that one of the Dragons (preferably not Gellidus) has learnt of the whereabouts of a powerful sword that could aid them in their collection of magical items, for use in some grand evil spell. One of the Dragons' spies has managed to read the documents in Castle Uth Wistan. The PCs could seek to stop the Dragon by retrieving the sword first, or even work on behalf of the Dragon if they have secretly infiltrated the ranks of the Dragon's minions. Again, the PCs start off from Merwick and head towards the Tower of Kalen.

Through dark magic a Daemon Warrior leader, Quaal, has learnt of the PCs' quest for the sword Chaos Reaver. This quest threatens the existence of chaos creatures on Ansalon, so the Daemon Warrior has been calling for a shadow wight to come to the area. He is frustrated that it has not arrived yet, but expects it within the next few days. In the meantime, he seeks to destroy or at least hinder the PCs until the point when the wight arrives. Pending this, he has intimidated a group of worgs into trying to delay the PCs.

In addition, a spy from Merwick reporting to the white dragon overlord, Gellidus, has also gained information on the PCs' quest. The spy - Tassja, an evil spellfilch – has traveled ahead of the party to the Tower of Kalen. Shortly before the PCs arrive at the tower she is poisoned by a needle-trap in the tower and the PCs will come across her on the upper floor of the tower when they arrive.

The GM should note that Cristyne is an island covered by mist and fog for much of the year. Limited visibility, dull sound and the eerie atmosphere created by these weather conditions should be emphasized regularly.

Worgs! (EL 7)

The GM should remind the players that they are on the misty isle of Cristyne. After gathering supplies, and possibly liaising with the commander of the Knights of Solamnia in Merwick (Ginervra Northwell), they have set off across the plains of Cristyne towards the mountains that hold the Tower of Kalen. Before starting play, the GM should check on the placement of PCs as they travel. This scene should start eerily before the GM begins to build up the suspense. It would be useful to have the statistics for the Worgs from the *Monster Manual* to hand.

As the PCs leave the plains of Cristyne behind and travel through the foothills of the mountains towards the Tower of Kalen, the patchy autumn mists of the plains develop into a thick fog. As they climb into the pine-forested hills, the eerie howls of wolves, or something worse, echo in the distance.

With the thick fog it becomes increasingly difficult to identify the path through the foothills. The scout for the party will need to be alert to keep from getting lost, requiring a Survival skill check (DC 15). See Chapter 3 of the *Dungeon Master's Guide* for detailed rules on getting lost and regaining your bearings.

As the day comes to a close or if the PCs get ready to set up camp, the PCs notice that the howls of the wolves have stopped. Now, PCs who make a successful Listen check (DC 15) hear strange growls, grunts and whines echo dully all around them. Anyone who makes a successful Spot check (opposed by the worgs' +4 Hide check) also catches a brief glimpse of a huge wolf-like being skulking through the pines to the west, red eyes glowing in the

gathering gloom. PCs that make a successful check in either Spot or Listen are not surprised when the pack of worgs attacks.

GM Note: All combatants normally suffer a 20% Miss Chance due to the light fog, light foliage and/or moderate darkness during this encounter.

Worgs (5): hp 35, 32, 30, 28, 27. See *Monster Manual*.

Tactics: One worg stages a mock attack (on the PCs' mules or horses if they have them), aiming to split the party, whilst the rest of the pack will attack any isolated individuals. They will not attack the party as a whole but will use hit and run tactics or try to draw one of the PCs out. If any of the PCs is foolish enough to leave the rest of the party at any time, the worgs attack the individual as a pack. The worgs will make use of the following combat tactics freely: Trip, Move Silently (+6) and Hide (+4) before attacking (surprise attack if not heard or spotted), Charge, Fight Defensively, Total Defense, Flanking, and using the trees for cover.

Running the Worgs: The GM may feel free to snarl, snap and growl in a half-language as they roleplay the worgs! If any of the PCs have a means to speak and understand the worgs' language, they will reluctantly (Intimidate check (vs. 1d20+6) or similar required) tell the PCs that they have been coerced by a powerful demon (actually Quaal, the daemon warrior – see below) to harry and delay the PCs. They don't know why they have been asked to do this, but they feared the demon and did as he wished.

The Tower Of Kalen (EL 9)

The PCs travel on through the mountains along a high valley. Two hours after the PCs set out, the valley curves sharply round to the left and then begins to open out into an area of wide meadows. In the middle of the meadows, a high jagged rock stretches towards the sky. A ruined tower clings to the top of the rocky outcrop. A tattered cloak of mist drifts around the tower. This is the Tower of Kalen.

If the PCs state they are looking carefully for tracks as they approach the tower, they might spot the occasional footprint (made by Tassja Mooncoin) leading towards the tower over the meadow, with a successful Track (Survival) check (DC 15).

If the PCs enter the building, the door creaks open and a small shower of dust trickles from the lintel above. Inside, the round room is a shambles, with upturned tables, cobwebs, shards of glass, broken furniture and rotting material strewn everywhere. On the far side of the room is a stone spiral staircase leading up to the next floor. The room smells of damp with a faint trace of sulfur.

This room was once the laboratory, kitchen and living area of Kalen. Although this room was looted long ago, Tassja Mooncoin, a spy for the white dragon overlord Gellidus, has recently turned it over again. She learnt about the PCs' quest whilst spying in Merwick, and has beaten the PCs by a few hours to the tower. Neither she, nor previous looters, discovered the secret trapdoor in the floor underneath the spiral staircase, which leads to a small library below. The stairs to the upper floor are made of stone and are steep and spiraling.

The Secret Library

The PCs may access Kalen's secret library by finding the mechanism that opens the secret door. A successful Search check (DC 20) enables the PCs to find the mechanism (located on the underneath of the first step of the spiral staircase) that opens a trapdoor, which makes a loud metallic click when triggered. Both a dwarf's Stonecunning ability and an elf's ability to find secret doors allow an automatic Search check (which the GM should roll in secret). Triggering the mechanism causes the flagstone underneath to slide slowly down, allowing access to a short flight of stairs. The stairs lead to a small room lined with shelves of musty books.

If the PCs cannot locate the mechanism, the GM can allow the PCs to tap the flagstone, which reveals it to be hollow with a successful Intelligence check (DC 10). It can then be broken - the flagstone is Hardness 8, and requires 30 hp of damage to destroy (Break DC 50).

In the library are ancient books about a variety of arcane and mundane matters, including:

- Kalen's diary, which contains information on Kalen's search for Chaos Reaver including the finding of the torc of Nuitariel, his meeting with the Scion Milgas Kadwar and the letter that followed, and finally the parchment about the ruins of Baleph. It also tells of the hiding of the torc before Kalen left the tower for the last time (**GM Note: Give the players the 'Diary of Kalen' handout**)
- A letter from Milgas Kadwar regarding the history of Chaos Reaver (**GM Note: Give the players the 'Letter from Milgas Kadwar' handout**)
- A parchment about the ruins of Baleph that indicates how the sword can be retrieved from the tower of Daltigoth (**GM Note: Give the players the 'Ruins of Baleph' handout**)
- An ancient spellbook, containing the following spells: *detect magic*, *light*, *arcane mark*, *read magic*, *alarm*, *comprehend languages*, *identify*, *detect secret doors*, *unseen servant*, *locate object*, *knock*, *levitate*, *see invisibility*, *trace magic*, *dispel magic*, *clairaudience/clairvoyance*, *tongues*, *illusory script*, *secret page*, *remove curse*, *scrying*, *arcane eye*, *detect scrying*, *magic jar*, *part death's shroud*, *contact other plane*, *permanency*, *analyze dweomer*, *legend lore*, *true seeing*, *simulacrum*, and *spirit walk*.

In addition to the books, there is an old worn armchair in one corner along with a small reading table and an unlit candle on a 3 foot-tall silver candlestick (worth 5 stl). There is nothing else of immediate interest in the library.

The Upper Floor of the Tower

When the PCs reach the top of the stairs, they enter a circular room at the top of the tower. The room is in the same state as the room below, though the smell of damp and mildew is stronger here and there is a puddle of water under a hole in the roof. An old trestle table stands next to the ruined bed in the center of the room. Sprawled unmoving on the other side of the bed is an unconscious woman with dark hair, dressed in leather, a bag at her side.

The human woman is Tassja Mooncoin. She is unconscious due to the effects of a poisoned needle-trap that she accidentally set off. She will be unconscious for the next hour. PCs may Spot (DC 12) the needle marks and the stain of the sleeping poison on the tips of her fingers.

Poison Needle Trap: CR 2; mechanical; touch trigger; automatic reset; Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 20.

Rows of poisoned needles are situated along the front and sides of a hinged flagstone under the bed. If someone tries to lift the flagstone, the needles jab up from the narrow gaps around the flagstone before resetting themselves. A successful Disable Device check allows the PC to either unhinge the flagstone from the back to avoid the needles or lift the flagstone with an item. The flagstone can alternatively be broken through - it is Hardness 8, and requires 30 hp of damage to destroy (Break DC 50).

Under the flagstone is a small niche containing an obsidian torc, also undiscovered by previous looters. Inscribed on the torc is the word 'Nuitariel' – the name of the dead elven necromancer of Baleph and the trigger word for opening the magical portal through the obsidian mirror later in the adventure.

Tassja Mooncoin, female human Rog4/Sor4/SPELLFILCH1; CR 9; HD 5d6-5 plus 4d4-4; hp 18; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +5; Grp +5; Atk +5 melee (1d4, dagger), +6 ranged (1d4, hand crossbow); SA Spells, Sneak Attack +2d6; SQ Trapfinding, evasion, trap sense +1, uncanny dodge, spellwise (skills), exotic weapon proficiency (hand crossbow); AL NE; Fort +1, Ref +8, Will +8; Str 10, Dex 13, Con 9 (currently 8 due to poison), Int 14, Wis 13, Cha 17.

Skills: Appraise +10, Bluff +11, Concentration +3, Decipher Script +10, Diplomacy +10, Disable Device +8, Disguise +10, Escape Artist +8, Gather Information +13, Hide +8, Knowledge (arcana) +9, Open Lock +6, Search +9, Spellcraft +9. *Feats:* Combat Casting, Improved Initiative, Improved Unarmed Strike, Skill Focus: Gather Information, Spell Focus: Enchantment.

Possessions: 16 steel pieces, hand crossbow, dagger, leather armor, thieves' tools, backpack, bedroll, flint and steel, flask, belt pouch, whetstone, dark reaver poison, *amulet of misdirection*. If the PCs search Tassja, on a successful Search (DC 10), they find that round her neck is a white gold chain – if the PCs pull it from beneath the leather vest she wears, a white gold amulet in the shape of a stylized dragon is revealed. This may be identified as a token of the white dragon overlord Gellidus with a relevant Knowledge skill or the Bardic Knowledge class feature (DC 25) - the token is given only to those minions who have fairly high status in the dragon's hierarchy. The amulet is also an *amulet of misdirection* (as per the spell). The amulet has 5 charges remaining. Tassja recently used one charge, and she is under its effects for the next two hours.

Spells Known (6/7/4; save DC = 13 + spell level): 0 – *arcane mark, daze**, *detect magic, flare, light, read magic*; 1st - *charm person**, *identify, mount*; 2nd - *alter self*.

* These spells are Enchantment spells and are subject to the Spell Focus (Enchantment) feat benefits.

Tactics: Tassja will not attempt to fight the PCs unless they physically threaten her life. If the PCs identify her amulet, she claims Gellidus set an enchantment on her, which has been broken by the effects of the poison (or by the PCs removing the amulet if this has been done). If given a chance that does not provoke an attack of opportunity, Tassja will attempt to cast Charm Person or Hypnotism when alone with an individual, hoping to convince them to help her escape. Again, if given a chance, she will use spells (*daze/flare*) to gain a free round and then cast *alter self* to develop wings – she will then fly out of the hole in the roof. She will also use the Combat Casting feat to escape, if threatened. Once landed outside the tower, she will use *mount* to escape the area. For further ideas on how Tassja can be used throughout the rest of the adventure, see the Optional Encounter section at the end of the adventure. Tassja would work well as a recurring villain, frustrating the characters with her devious plans.

Running Tassja: Tassja is a beautiful woman who uses all her charms to gain power over others. She uses this power to garner useful knowledge for Gellidus and herself. She is talented in the arts of seduction and blackmail. She is not ashamed to use her considerable mystical talents for these nefarious ends. She has considerable influence in the political arenas of Ansalon, and will do all she can to stop her secret becoming known in these circles.

Chasm of the Daemon Warrior (EL 4)

Once the PCs head towards Baleph, the GM should inform them that they have traveled along game trails for the last two days through the thickly forested (and misty!) terrain of western Cristyne. It is late afternoon. Though the thick forest canopy has cut out most of the light over the two days travel the PCs now see a glimmer of daylight ahead. They can also hear the roaring of a cascading river. Once they emerge from the trees, the PCs can see an impressive gorge running directly across their path to the ruins of Baleph. Once, a stone bridge crossed the chasm but now only the supporting columns remain creating three, 100-foot high, giant stepping-stones across the gap. In the depths of the gorge, the river cascades around jagged boulders.

The gorge runs to either side from the coast up into the mountains, and the bridge is the only possible land crossing for many miles, though the PCs may find other means of getting across. If the PCs do try to cross here, they must traverse three columnar 'stepping stones' in order to reach the other side. Each column is 20-feet in diameter. The columns are 100-feet tall and, apart from a small ledge about 10-feet down, plummet to the rocky cascades below. The columns stand 15-feet apart.

GM Note: If a PC fails any of the four Jump checks (DC 15) to cross the gorge, they may make a Reflex save to try and catch the ledge 10 feet below (DC 30). The PC can pull himself up on to the ledge if successful. Should the PC fall into the gorge, he should make another Reflex save (DC 15) – a success means he twisted round to fall in the water; failure means he fell onto the rocks. Those PCs who fall onto the rocks take 10d6 points of damage. Those who fall into the water take 6d6 damage and 2d3 points of non-lethal damage. Note that characters that fall onto the rocks could die from massive damage. Any who fall into the gorge may climb out (DC 15). Use of a rope reduces this to DC 5.

Note that all combatants suffer a 20% Miss Chance due to the light fog during this encounter.

Using a rope whilst trying to jump across the columns results in 1d6 points of damage if the jump is failed and the character slams into the side of the cliff or column.

Quaal, Daemon Warrior: hp 45; see *Bestiary of Krynn*. Possessions: *ring of telepathic bonding*.

The moment the first PC leaps across to the first column, a daemon warrior appears from the forest on the other side of the gorge and jumps onto the first column on the other side. It seeks to stop the PCs from finding the sword in the ruins of Baleph, knowing that it could help defeat the minions of Chaos:

The GM should introduce the scene in a softly spoken voice. As the daemon warrior reveals himself, the GM should attempt to inspire shock and horror in his players and their characters. A loud aggressive shout as the daemon warrior's face is revealed works a treat!

This should be followed by a description of the daemon warrior's face; personalizing it as much as possible for the individual PCs' worst fears.

The Ruins of Baleph (EL 7)

Once the PCs have successfully crossed the bridge over the gorge, they once again enter forest on the other side. Not long after, the PCs come across ruined buildings engulfed by the verdant growth of trees and bushes, and the path becomes clearer and wider. Eventually, the forest thins completely and the PCs come to the brim of a huge natural amphitheatre. Along the sides of the bowl, collapsed buildings run in terraced circles. At the lowest point of the bowl sits a low flat-topped black crystal pyramid, topped by a small building.

Several shadows (the result of the curse of Nuitariel) slip around the edges of the buildings forming the ruins. Any PC making a successful Spot check (opposed check vs. shadows' Hide (+8)) notices movement around the buildings closest to the pyramid. Creatures of darkness, like living shadows, slide through the ruined settlement in eerie silence.

GM Note: Parties without access to a magic weapon or turn undead ability will be severely challenged if they attempt combat against the shadows.

Shadows (4): hp 24, 19, 17, 15; see *Monster Manual*.

Though magic may negate the need for the following action, the PCs might try to sneak through the ruined settlement into the pyramid without alerting the shadows to their presence (Hide and Move Silently opposed by the shadows' Spot and Listen).

The Tomb of Nuitariel (EL 7-8)

If the PCs are successful in reaching the building at the top of the pyramid, they find a set of winding obsidian steps descending into the depths of the pyramid. If the PCs continue down the steps, they see that the walls are carved with stylized pictures of elves wearing clothes of a strange and ancient design, under scribed with flowing runes. Finally, the stairs end in a short corridor leading to a huge set of double doors, again fashioned from the dark crystal. In front of the doors lie small piles of charred bones and bone dust.

Anyone who speaks/reads Elven can gain an understanding of the purpose of the pyramid from the carvings and runes going down the steps, even though this is an old version of Elven, complete with pictograms. A Knowledge (arcana) check (DC 15) will achieve the same thing.

GM Note: Give the players the 'Runes of The Obsidian Tomb' Handout if the PCs are successful in reading the runes.

The elves set wards and protections on the double doors to seal the tomb but Kalen neutralized these when he passed through – the charred remains are from previous unsuccessful attempts to loot the tomb. The doors open normally. Once inside the tomb of the necromancer, the PCs discover a dais built from white marble, etched with the same strange runes they found on the walls above. On the dais is an elaborate white marble sarcophagus, again covered in ancient runes. Both the dais and the sarcophagus glow faintly with a bluish light. At the back of the tomb is a tall white curtain. Like the dais and sarcophagus it stands in stark contrast to the dark crystal of the walls, floor and ceilings.

Magical traps protect the dais and sarcophagus:

Dais Glyph: **Lightning Bolt Trap**: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Sarcophagus Glyph: **Glyph of Warding (Blast)**: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Should the PCs manage to circumvent the protective wards, they release the undead soul of the dark elf necromancer from the sarcophagus. The sarcophagus otherwise contains only the bones of an elven skeleton with a few tattered remains of what was once a black cloak. The soul of the evil elf has become a wightlin over the centuries of unending agony that kept it locked within its magical prison. Luckily for the PCs, the ancient elves that executed Nuitariel used level-draining magic on the necromancer and his level remains the same as when he died, as opposed to the much higher level he reached in his prime.

Nuitariel, Wightlin 4th-level Silvanesti Elf Wizard (Necromancer)/1st-level Wizard of High Sorcery (Black Robe): Medium Undead (Augmented Humanoid); CR 7; HD 5d12; hp 33; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Atk +3 melee (1d6 negative energy plus poison or paralysis, touch); Full Atk +3 melee (1d6 negative energy plus poison or paralysis, touch); SA create spawn, damaging touch, elfstroke, spells, spell-like abilities; SQ DR 10/silver and magic, darkvision 60 ft., elvensight, enhanced specialization, item of power, moon magic, partial invisibility, Silvanesti traits, turn resistance +2, undead traits; AL NE; Fort +1, Ref +3, Will +7; Str 12, Dex 15, Con —, Int 15, Wis 13, Cha 17.

Skills: Concentration +8, Hide +14, Intimidate +5, Move Silently +14, Spellcraft +11, Spot +14. *Feats*: Combat Casting, Scribe Scroll^B, Spell Focus (necromancy).

Spells Prepared (5/5/4/2; save DC = 13 + spell level): 0 – touch of fatigue x 5; 1 – cause fear x 2, ray of enfeeblement x 3; 2 – spectral hand x 4; 3 – vampiric touch x 2. Note: All spells cast at +1 caster level due to enhanced specialization.

For full details of the wightlin template see *Bestiary of Krynn*.

Tactics: The wightlin will choose elves in preference to other races as its first victims, using its elfstroke and suggestion abilities to add willing helpers to its attack on the PCs. Otherwise it will use its damaging and poison touch abilities, perhaps using its *spectral hand* spells to deliver them.

Running the wightlin: The GM should note the transparency of the wightlin's body and its glowing eyes and skeletal hands. Its focus on any elves should be so obsessive as to put it in danger from other attacks as it ignores any other race until it has killed all elves in the vicinity.

Should the PCs pull back the white silk curtain, it slides aside silently to reveal a ten-foot-tall oval obsidian mirror. Intricately carved magical runes adorn the edge of the mirror and its mahogany base. If the PCs look into the mirror, they see a reflection of themselves, though it seems slightly further away than it should be. If the mirror is activated, the surface of the mirror wavers and blurs, and the normal reflection disappears. Instead, there appears a scene

of a small dust-covered room complete with a wooden bed, chair and table. There is a closed door on the far side of the room and a thin arched window on the left-hand side.

The mirror can be activated by the use of the trigger word 'Nuitariel', but requires a Use Magic Device check (DC 20) unless spoken by an arcane magic user, or without the trigger word.

If the PCs even touch the surface of the mirror, they experience a strong disorientating whirling sensation and are instantly transported to the room they can see in the mirror. PCs remaining on the far side can see their companion in the room. The PC in the room now sees an identical obsidian mirror on the wall opposite the door. He can see his companions in the tomb if he uses the power word and can pass back through if he touches the surface of the mirror. No sound passes between the two areas. Both the mirrors are immune to normal physical damage. The protective wards on the mirror have been neutralized by Kalen previously and do no damage to anyone touching or using the mirror.

The GM may attempt to create an atmosphere of suspense as the PCs enter the ruins and down into the tomb. The magical glyphs can be used to induce paranoia to enhance the suspense as the PCs discover the entrance doors, sarcophagus and mirror - which may or may not be trapped.

The Tower Of Daltigoth (EL 8)

The PCs find themselves in the tower of Daltigoth, which now resides in the Gray, also known as the Ethereal Plane. Should the PCs look out of any window in the tower, all they are able to see is a circle of dark trees surrounding the multi-spired tower. Beyond, there is only the dense void of The Gray. Occasionally a PC may think they can make out bodies, faces or hear the angry shout of a multitude of voices in the distance, but they quickly fade into the void before anything definite can be sensed.

If the PCs attempt to leave the safety of the tower, they must make a Will save every minute (DC 30) or immediately fall asleep (even elves), the effect of the magical aura of the forest still surrounding the tower. If they succeed, they may avoid this effect and enter the Gray beyond the forest. Their only point of reference in the Gray will be the tower. The GM is free to develop his own scenes if the PCs are foolish enough to step out into the Gray – ghostly spirits, unearthly voices and other ethereal denizens may be present on this plane. They may also be attacked by one of the tower's guardians (**Gargoyle Bbn4, hp 84 – see Towers of High Sorcery, p. 120**), who is immune to the effects of the grove.

Exploring the tower, the PCs can find a series of rooms similar to the one they arrived in via the mirror – rooms that once belonged to the mages of the tower of Daltigoth. The rooms are spread across the five spires of the tower. All the rooms are fairly empty and dusty. The PCs may also find a great dining hall, laboratories, a cellar, a large but somewhat diminished library, crypts where wizards of old are buried (in peace), a kitchen, jakes, an infirmary, and various storerooms. No magic items remain in the tower except for Chaos Reaver. Due to the sorceries laid upon the sword, none of the wizards in the tower at the time of its displacement were able to pick it up. Any arcane spells cast within the confines of the tower are cast as if the caster was 1 level higher. Extra spells are also available as if the caster was 1 level higher.

The GM is free to develop any encounters within the Tower if desired. For example, as the PCs make their way to the top of the tower, they may come across an area of the tower known as the Halls of Shifting Shadows. These halls were used for illusionists to test their skills when the tower was in use, but they have become a blank void now, making traversing them an unsettling prospect, as they must be navigated by touch alone. The halls have also become the home of one of the huldrefolk, who will become curious about the PCs and will watch them as they make their way through the halls to the top of the tower (**huldrefolk, hp 36 – see Towers of High Sorcery pp. 151-153**). The huldrefolk has Air as its chosen domain and knows the following spells: 0- *dancing lights, detect magic, flare, ghost sound, light, message, ray of frost, read magic*; 1st – *expeditious retreat, feather fall, obscuring mist**, *silent image, ventriloquism*; 2nd – *gust of wind, invisibility, wind wall**; 3rd – *fly, gaseous form**; 4th – *air walk**.

Note: All Illusion spells cast in one of the blank halls are cast at a +5 caster level and receive +10 to all skill or ability checks in the use of such magic.

At the top of the central spire, the PCs come across a domed room forged from transparent crystal, open onto the Gray above, which provides a dim light. In the center of the crystal room a beautiful sword floats, point down, in mid-air, slowly turning. As it rotates, the PCs can make out the white-gold hilt, ruby hand guard and blade of black steel that identify the sword as Morithilien. To the side of the room lies a skeleton with a few tattered pieces of white cloth still hanging to its frame.

As soon as the PCs enter the crystal room, from all around the sword a thin mist begins to twist and curl. The mist thickens and finally coalesces until they form the features of an elderly mage from before the second Cataclysm, wearing the white robes of a Wizard of High Sorcery. He turns to look at the PCs each in turn before he speaks:

“I am the spirit of the wizard Kalen, once of Cristyne. Why do you seek the Chaos Reaver?”

The spirit knows nothing of the coming of the god Chaos and frowns at the mention of chaos creatures. The GM should note that Kalen can't be harmed in any way except through the destruction of the sword itself. The skeleton once housed the spirit of Kalen before he poured his spirit into the sword. When the PCs have finished explaining the reason they have come in search of the sword, the spirit of the old mage lights a candle in front of him and speaks again:

“Grave news indeed! I see that it is time the sword entered the world once more. Come forward those of pure heart and soul, for only those dedicated to the good of the world, both on an inner and outer level may wield Morithilien, Chaos Reaver. Do you all agree that I may search your heart and soul before you attempt to grasp the sword...? Tell me why you seek the sword.”

All PCs must stand within the sphere of effect of the *candle of truth* as they explain their personal reason for seeking Chaos Reaver, if they wish to attempt to take the sword. The wizard may pass some form of insightful comment about the PC's personality. To those PCs who put forward a truthful and valid reason to take up the sword, Kalen has the following to say:

“Yes, you have qualities that speak of people dedicated to the good of the world. I judge you worthy to make the attempt to take the sword. However, Chaos Reaver has its own ideas about who may wield it and those who are not of pure heart and soul will find they cannot touch it. Come forward each of you who wish to try and take the sword.”

Note that when the PCs go to pick the sword up, only those with a **Lawful Good** alignment should be able to touch the sword. Any other PCs attempting to touch the sword suddenly find themselves just out of reach of it, a victim of the magic of Chaos Reaver. If there is no PC with a Lawful Good alignment, the GM may allow any of the PCs that have behaved in a good and honorable way during the adventure to take the sword. At a pinch, Kalen can temporarily overcome the power of the sword, allowing any PC to take it, with the admonition that they can only hold the sword until the next full moon (about 2 weeks). After this time the magic will once again come into effect and they must pass the sword on to one that is ‘pure of heart and soul’ (AL LG) before this time or it will return magically to the Tower. Kalen may tell the PCs about the powers of the sword (as per the information sheet on Chaos Reaver) and will explain to the PCs that his spirit resides within the sword, and that he will help the PCs if he can. Kalen can impart any general information on the sword. Once the conversation has finished, Kalen will disappear into the sword once more.

The GM should give clues to the PCs that their goal may lie at the top of the tower if they get stuck with their searching. The interaction with Kalen, the Bound Spirit, should allow for further roleplaying opportunities.

Kalen, Bound Spirit (based on Wiz6/White Robes 10): Medium Undead (Augmented Humanoid, Incorporeal): CR 19; HD 16d12 (104 hp); Init +0; Spd Fly 30 ft. (perfect); AC 13 (+3 deflection), touch 13, flat-footed 13; Base Atk +8; Grp +8; Atk -; Full Atk -; SA Spells, manifestation, telekinesis, frightful visage, magic drain, malleable visage, corrupting gaze, possession; SQ Incorporeal, undead, rejuvenation, turn resistance +4. AL LG; Fort +5, Ref +5, Will +15; Str 10, Dex 10, Con -, Int 22, Wis 18, Cha 17.

Skills: Concentration +19, Decipher Script +17, Knowledge (arcana) +25, Knowledge (geography) +25, Knowledge (history) +25, Knowledge (the planes) +25, Sense Motive +15, Spellcraft +25. *Feats:* Spell Focus (Divination), Silent Spell, Spell Mastery (15 spells, see below), Still Spell, Skill Focus (Sense Motive), Brew Potion, Craft Magic Arms And Armour, Scribe Scroll, Extend Spell.

White Robe Secrets: Magic of Defense, Magic of Radiance, Magic of Resistance, Magic of Sustenance, Magic of Truth.

Spells Prepared: 1st – comprehend languages, identify; 2nd – detect thoughts; 3rd – arcane sight; 4th – locate creature, part death’s shroud; 5th – dismissal, mind fog, prying eyes; 6th – geas, legend lore, true seeing; 7th – vision; 8th – discern location, moment of prescience.

Possessions: ghost touch candle of truth.

See *Age of Mortals* for full details of the bound spirit template.

Kalen still seeks to make the sword available to one of pure heart and soul, so that it can be used against the forces of chaos. Though serious, Kalen is good-hearted and will seek to aid PCs who show that they intend to use the sword for the purposes of good.

Shadow Wight (EL 8)

When the PCs exit from the mirror in the Ruins of Baleph, they find a shadow wight waiting for them (and the daemon warrior if undefeated from earlier). This encounter should not be

run if the PCs emerge without the sword Chaos Reaver. Instead, use an encounter with Tassja Mooncoin as detailed in the Optional Encounters section below. GMs should review the powers of the shadow wight (and the daemon warrior if it still exists from earlier).

As the PCs exit from the depths of the pyramid, it has turned to dusk – time has passed differently in the Gray and it is now seven days later. Also, the powers of the sword Morithilien come into their own in this scene, so the GM should be clear on its effects on chaos creatures.

As they seek escape from the ruins, the PCs begin to hear whispering coming from the ruined houses around them. The voice speaks to them of the PCs' greatest fears. Out from the buildings comes a shadow wight. It is drawn to (but may be held at bay by) Chaos Reaver. The daemon warrior from the earlier encounter may lead the wight if it remained undefeated by the PCs.

Shadow Wight: hp 49; see *Bestiary of Krynn*.

Tactics: The shadow wight attacks with its despairing visage. It uses its Charisma drain/oblivion ability if allowed to physically attack a PC. If the PCs defeat the chaos creatures too easily, they could find that more shadows have been attracted by the battle.

Running the shadow wight: As the shadow wight attempts to cause despair in the PCs, the GM might move around the table to whisper grim messages to the players. The GM should remind the players of the horrendous nature of these creatures and create a hard-fought climactic battle to conclude the story.

Optional Encounters For the White Dragon's Spy

The following are a series of short optional encounter ideas with Tassja Mooncoin or her allies if the GM feels a need to persecute the PCs further.

Optional Encounter Idea 1: Tassja Mooncoin has escaped from the party and seeks to follow the PCs to learn of their progress. The PCs get the feeling they are being watched. PCs must make a successful Spot or Listen check (vs. Tassja's Hide & Move Silently) to trace her movement in the misty environment. Use the Evasion and Pursuit rules in the DMG (p. 20) if the PCs decide to try and catch her.

Optional Encounter Idea 2: Tassja Mooncoin has joined the party. She learns of the whereabouts of the sword. Stealing any information and the torc, Tassja leaves the PCs and races ahead of them towards the pyramid. The PCs may find her dead from the daemon warrior, the shadows or Kalen. She may have released the wichtlin in the tomb in Baleph. Otherwise, she may be found in the Tower of Daltigoth attempting to retrieve the sword.

Optional Encounter Idea 3: Tassja Mooncoin has found the ruins of Baleph and is waiting for the PCs after they escape from the pyramid and/or the shadow wights. She attempts to steal the sword from them in the night. The watchman must make a successful Spot or Listen check (vs. Tassja's Hide & Move Silently) to catch Tassja as she infiltrates the camp. Once she realizes she cannot touch the sword, she will attempt to kill the PCs in their sleep using Dark Reaver poison, which she dribbles into their mouth. She must make a successful Move Silently (vs. Listen with a -10 penalty) check to approach a sleeping PC, and a successful Dexterity check (DC 12) to dribble the poison into their mouth. PCs may make a Reflex Save (DC 18) not to swallow the poison once it is in their mouth. If the PC is poisoned, they suffer 2d6 Con initial damage and 1d6 Con + 1d6 Str secondary damage unless they make a Fortitude save (DC 18). An alternative is that Tassja could have kidnapped a child that is 'pure of heart and soul' (AL LG) to carry the sword for her.

Optional Encounter Idea 4: In the time that the PCs are in the Gray, Gellidus has received Tassja's message and has sent a small group of four of his ogrish White Spawn to attempt to retrieve the sword. The PCs are attacked on their way back to Merwick. Tassja can arrange for a person of 'pure heart and soul' to retrieve the sword once the PCs bodies have been removed from the battle scene.

White Dragonspawn (EL 8)

Male white dragonspawn (based on ogre) (4): Large Monstrous Humanoid (Cold); CR 4; HD 4d8+15 (hp 33); Init +0; Spd 40 ft., fly 80 ft. (average); AC 21 (-1 size, +12 natural), touch 10, flat-footed 17; Base Atk/Grp +3/+12; Atk +8 melee (greatclub, 2d8+7) or +8 melee (1d6+5 damage) and +3 melee (1d6+5, 2 claws); Full Atk +8 melee (greatclub, 2d8+7), or +8 melee (1d6+5 damage) and +3 melee (1d6+5, 2 claws); SA breath weapon, death throes; SQ low-light vision, darkvision 60 ft.; AL CE; Fort +7, Ref +1, Will +1; Str 21, Dex 10, Con 17, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +2, Spot +2. *Feats:* Toughness, Weapon Focus (greatclub)

See the *Dragonlance Campaign Setting* for details of dragonspawn template.

Optional Encounter Idea 5: For a big showdown the ogrish white spawn, the shadow wight and Tassja can attack the PCs at the same time. Perhaps Tassja or one of the spawn becomes

the victims of the shadow wight's oblivion attack, giving the PCs a taste of what these horrendous creatures can do.

Further Adventures:

- The Knights of Solamnia decide that the sword would be of most use in the hands of one of their best knights, Sir Oswald Kingshaven. The PCs are asked to deliver the sword to Sir Oswald, who is currently on a mission in Nordmaar. When the PCs finally reach Nordmaar, they find he has been captured by draconians on the border of Teyr, and the PCs must mount a rescue mission deep within draconian territory.
- If the PCs keep the sword, their footsteps are dogged by an elderly scholar – they hear he is looking for them, but they keep on missing him. When they finally meet up with him, they learn his name is Raalumar Sageth. The clay tablet that the scholar carries is really a spy for Khellendros – the huldre called Fissure who has transformed himself into the clay tablet and controls the actions of the scholar. Fissure either attempts to steal the sword or convince the PCs to journey near or into Khellendros' realm, so that Khellendros might take it himself.
- If the PCs want to help return the Tower of Daltigoth to the material plane, there is only one person on Krynn who can help them do it – a very elderly Silvanesti elf. The elf is now a Dark Elf, ostracized from Silvanesti and living in a ruin called Shadoa on the headland of Tanith, northwest of Palanthis. However, the elf has become senile and the help of magic more powerful than the PCs possess is required to heal his mental illness. The nearest help lies in Palanthis.

Player Handouts

Tirana's Letter to Sir Liam Ehrling

Dear Sir Liam,

I am writing to you on an urgent matter, which may help the islands of Nostar and Enstar in the Southern Serrion Sea combat the chaos creatures that have plagued those lands and others on the continent of Ansalon. The information I have discovered stems from my research here at the library. I quote the excerpts that summarize my findings below – I trust that this knowledge will motivate you to send a band of knights in search of the artifact, which I believe lies in the ruined Tower of Kalen on the isle of Cristyne.

From the Prophecies of Darshalithien, Elven Seeress, Age of Light (ca.4000 P.C.)

- "...and you shall know the time by these signs: Three moons will become one, the sea will turn to fire, the very land will dance to the song of the five..."
- "...shadow and ice will live yet not live, their touch will destroy memory and only the scion sword from the wizards tower on the misty isle will touch their evil..."

From the writings of Chisel Loremaster (date unknown, possibly ca. 2500 P.C.)

- "A great sword was forged by the Scions in an attempt to wrest the chaos stone from the now-mad Gargath and destroy the evil that lay within. Blessed by the gods of magic, the hilt of the sword was encased in white gold, the hand guard was of ruby and the blade was of black steel."

From the self-penned 'Travels of Martel Sanctus' (ca. 358 AC.) – Chapter Five – Cristyne

- "In my search for the holy pool, I came across a wrinkle-faced shepherd in the foothills of the northern mountains. He told me a far-fetched tale that the home of the white-robed wizard, Kalen, actually lay within the mountains, which rose to our west. Kalen was apparently a wizard who spent his life looking for a magical sword and the shepherd insisted that the sword lay hidden within the wizard's tower. Two days later, whilst crossing the mountains, I came across an old tower seated high on the crest of a craggy rock in the high meadows. I spent the night in the tower sheltering from a sudden snowstorm. The place seemed deserted – certainly no one had lived there for years, though the strange tubes of glass and chemical smells spoke of it once having been a wizard's home. Though I looked throughout the tower there was no sign of a sword, magical or otherwise, and the following morning I continued on my quest into the forests of the west."

Awaiting your reply. May the Herald tell of your deeds.

Tiranthalas Wanderer

Excerpts from the Diary of Kalen

Twenty-third day of H'rarmont, 287AC

Oh, most holy Paladine! Please do not let this dark vision of the future be true. The possibility of these creatures of chaos being loosed upon the earth is nearly too much for me to bear, the horror still clear in my mind. I saw that the only way to save Krynn from this ghastly fate was the sword. I must make it my sworn duty to find the weapon. I saw it in the mists – perhaps the misty isle of Cristyne is the place to base my search.

Third day of Chismont, 290AC

My conversation with the Silvanesti mage, Ladine, has led me to believe that the Tower at Daltigoth was displaced into another dimension, not destroyed to save it from the Istarian mobs, as I previously believed. It seems possible that the sword may once have resided in the tower at Daltigoth and may still be there, but I know of no means of accessing this other dimension.

Fifteenth day of Mishamont, 302AC

Yesterday, I met with a strange golden-skinned dwarf who appeared most suddenly in my tower. He introduced himself as the Scion, Milgas Kadwar. He informed me he had been looking for the sword, which he called Chaos Reaver, for many years as well. He gave me an obsidian torc, engraved with an elven name or word, which he believed might have some relation to the sword. In return, I shared with him the knowledge I have discovered so far. He wished me luck and left me a parchment outlining everything he knew of the sword, before he mysteriously disappeared.

{At this point the letter that followed from Milgas Kadwar is inserted into the diary }

Thirtieth day of Bran, 308AC

At last! The final piece of the puzzle has fallen into place. My visit to Palanthas unearthed a strange parchment, relatively recent in origin, of unknown author. It details the location of the Gate that I believe leads to the Tower of Daltigoth and the sword itself. I must hire adventurers to help me reach the pyramid. I will bring the sword that will be our savior back into the world once more. The torc must remain here – I have the power word etched in my mind – I assume it must be the word that activates the Gate.

{A parchment matching the description in the diary is located in the back page. There are no further entries in the diary after this }

Letter from the Scion Milgas Kadwar to Kalen

To Kalen, Wizard of the White Robes
Seventh Day of Damp-Chisel, 302 A.C.

You asked for my help in retrieving the lost sword Chaos Reaver. I can only tell you my story to help you in your quest –

In a time long past, I climbed to the moon. You may scoff! But it was a time of dreams and legends. Reorx himself came to me, looking for help to retrieve a valuable gem from the red moon Lunitari – me, the lowest of the Smiths! Reorx helped me to build a divine machine that created a ladder to climb into the sky. When I reached the surface of the moon, through luck I stole the gem, but on the way down I dropped it - down, down to the surface of Krynn. Ach! But this was the infamous Graygem, which housed the god Chaos, and the gem traveled across the face of Ansalon, cruelly mutating the races of Krynn. Indeed, when the mobs turned upon me to punish me, the gem aided my escape by turning me into the form you have seen - a Scion. I made a vow to myself - stop the chaos, this evil - destroy the Graygem. I gave my life to this vow, but have failed until now.

The prophecies tell that creatures of chaos will soon walk upon the face of Krynn – nightmarish daemon warriors, dragons of fire, wights forged from frost and shadow, as in your vision. I believe the Graygem will have a hand in this.

Back in the days when the human lord, Gargath, thought he had captured the Graygem I and my brethren forged a sword, imbued with the divine essence of the gods of magic, in order to destroy the stone. The stone evaded our grasp, disappearing somewhere in the northern isles of the Serrion Sea. However, I took the sword and the magical stones Spellbinder and Pathfinder from Gargath's destroyed stronghold to the gnomes on Sancrist, where the gems were set into the hilt of the sword. I then took the sword to Silvanesti where elven enchantments were worked upon it and it gained its name – Morithilien or Chaos Reaver. Finally, I took it to its place in the High Tower of Sorcery at Daltigoth. As the Graygem had disappeared in the west I left the sword in the most westerly of the High Towers of Sorcery - Daltigoth - to await the return of the gem. When the tower was destroyed just before the Cataclysm, the sword was lost.

Have faith that you will find the sword – it is the hope for the future
Milgas Kadwar

From 'The Ruins of Baleph'

...In the south-west of Cristyne lie the ancient ruins of Baleph, Baleph was once an ancient elven community, built in the beginnings of time, when ogres were beautiful and wisely ruled the land, before they turned to evil...

...in the center of the now ruined settlement stands a flat-topped obsidian pyramid, the tomb of a powerful elven wizard...

...it is said that buried with the wizard is a mirror of black obsidian, and that those with the power of magic can open a Gate to another dimension through the mirror. The sorcerer need only learn the word of power to open the Gate...

...the word is etched into an obsidian torc of mysterious power...

...if rumors are true, the Gate leads to the ghost of the Tower of High Sorcery, which may have a presence in the spirit world after its destruction at the hands of the Istarian mobs...

Translation of the Runes of the Obsidian Tomb

“We, the elves of Baleph, have lived quietly in the south west of Cristyne for many centuries. As time went by, the Towers of High Sorcery were built and a mage named Nuitariel from this settlement became a leading member of the tower at Daltigoth on Southern Ergoth. In order to reduce travel time between his two homes he created an obsidian mirror, which could transport him between the two places. When the Wizards of Daltigoth sent the real tower into another dimension to save it from the Istarian mobs before the First Cataclysm, the mirror remained the only link between the displaced tower and the material plane. Nuitariel then returned on a permanent basis to Baleph. He was found to be practicing the evil art of necromancy by our elders and was condemned to death. As he died, Nuitariel laid a terrible curse upon us, that we become undead shadows. In order to try and protect ourselves, we built this obsidian tomb to hold back the dark elf’s curse and surrounded his tomb with protective wards. However, the wards have failed to protect us from Nuitariel’s curse and within a few months, my people slowly became undead shadows. Before I too fall to the dark elf’s curse I warn and beg you not to disturb the spirit of Nuitariel, lest his evil be unleashed on the world once more.”

GMs Information

Morithilien, “Chaos Reaver” (Artifact)

The Scions in 3051 P.C. in the Smith kingdom of Kal-Thax made the Greatsword ‘Chaos Reaver’. The Scions imbued it with the power of the three gods of magic when it was forged. The hilt is made from white gold, the hand guard from ruby and the blade from black steel. The gods gave the sword the following powers:

- +1, +3 to attack and damage chaos creatures (Nuitari)
- +4 to Will saves versus any ability used by a chaos creature (Lunitari)
- User is affected by a permanent *protection from chaos* spell when wielding the sword (Solinari)

After the siege of Gargath, the Scions found the two gems with which Gargath had captured the Graygem in the rubble of the castle. Pathfinder, an emerald, draws creatures of chaos towards it. Spellbinder, a ruby, brings order to chaos. The Scions had the gnomes of Sancrist set the gems into the sword’s hilt. The gems give the sword the following powers over chaos creatures:

- Attract any chaos creature, existing within 1 mile radius, towards the wielder
- Any chaos creature killed by the sword is affected as if by a *trap the soul* spell and is bound within the gem – this aspect only affects chaos creatures.

The Scions then took the sword to Silvanost where the following enchantments were laid upon it by the elves:

- The sword became a *ghost touch* weapon.
- Characters with any alignment other than Lawful Good are affected as if by an *antipathy* spell when within 5 feet of the sword (Will save DC 33).
- Characters with chaotic or evil in their alignment are subject to a *lightning bolt* attack if they touch the sword (i.e. if they make their saving throw against the antipathy effect). The bolt does 10d6 lightning damage and is triggered every time the sword is touched. A Reflex save (DC 28) halves this damage.

Finally, the sword was brought to the High Tower of Sorcery at Daltigoth and remained there, unused, until just before the Cataclysm. In order to save the tower from the anti-magic mobs, the wizards cast a great spell to send the tower into the Gray. Chaos Reaver went with the tower. Unknown to even the wizards, there was a secret means of entering the tower, a mirror of teleportation devised by an elven necromancer who had once been powerful within the tower. The mirror was placed in his crypt when he died. The mirror continued to give access to the tower even when it was sent to another dimension. Kalen, after searching for the sword for most of his life, found the sword eventually in the tower in the Gray. Realizing he was dying, Kalen imbued his spirit in to the sword, which remains there still.