

DOWNLOAD PDF DRAGONS OF MYSTERY (DRAGONLANCE MODULE DL5)

Chapter 1 : DL Dragons of Mystery | RPG Item | RPGGeek

*Dragons of Mystery (Dragonlance module DL5) [Michael Dobson] on www.nxgvision.com *FREE* shipping on qualifying offers. This package contains a four-color map of the Continent of Ansalon, where all the adventures in the DRAGONLANCE saga take place.*

A sourcebook for the most exciting epic ever from TSR. Now you and your players can have the entire world of Krynn at your fingertips! Can you win against powerful forces of darkness? This package contains a four-color map of the Continent of Ansalon, where all the adventures in the Dragonlance saga take place. Even the stars in the heavens are shown on a special map of the constellations! It was released in December Continuing the "DL" Series. The "DL" series of adventures told an epic story that began with DL1: The first of these was this one, DL5: Instead of being an adventure, "Dragons of Mystery" was a sourcebook for the world of Dragonlance. In the following years, TSR would play a bit more with sourcebook releases like Lankhmar: City of Adventure , but it was only in that they wholeheartedly entered the sourcebook business with the "FR" and "GAZ" sourcebook series. They followed the same plot and they also encouraged "epic storytelling," which required the characters to move along certain plot trajectories. In more recent years, the essay and the ideas behind it have grown somewhat controversial because of the fact that a predetermined storyline implicitly involves some railroading of players. Instead it mostly focuses on the Companions who are the heroic PCs in the Dragonlance epic. For the first time ever, we learn some of what they were doing before the adventures, and we also get more extensive character sheets for each character, each full of lots of background. Beyond that, the book is a bit of a mish-mash. A small four-panel map also shows all of Ansalon for the first time. Dobson was a member of the Dragonlance Team who had previously authored DL4: His next module was also one of his most successful: Please feel free to mail corrections, comments, and additions to shannon. Bundles containing this product:

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Chapter 2 : Dragons of Mystery - Wikipedia

Dragons of Mystery is a *Dungeons & Dragons* sourcebook published in as part of a series of modules for the *Dragonlance* (DL) campaign setting. It is the fifth of fourteen *Dragonlance* modules published by TSR between and

Wherein the reader is welcomed. Commentary and advice is provided to those who would lead the adventurers to their destiny. The Gods of Krynn. How The Heroes Met. The Companions of the Lance. The Constellations of Krynn. Inside Cover The realm of the gods is in the heavens. The Continent of Ansalon. Insert Map The entire continent is presented for your inspection. Distributed to the toy and hobby trade by regional distributors. This adventure is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc. Welcome to the world of Krynn! Evil was abolished; dragons, long banished, were thought only creatures of legend. But the folly of one man shattered that golden age, and the scarred land has now entered its twilight period. And from the cracks of this broken land return the dragons, eager for new conquest. This is a completely new and unique experience in role-playing games. This module is something different: If this is your first visit, welcome! When Gary saw the initial proposal, he was very excited, for this project happened to work well with an idea he had been kicking around for some time: A veil of secrecy settled over the planning process, and regular meetings began. Slowly, the plot was written, and the project was broken down into modules. It is impossible to list everyone who has contributed to this project. The adventures are designed for their special qualities. Their personal histories also figure prominently in the story. As a Dungeonmaster, you give life to the words on the page. The mystery, the excitement, the spirit, and the pacing are your contribution to this story. Assuming that an average playing session is four hours, one way you can break the story is as follows: Assign characters, brief players on the story, discuss background. The adventurers have now entered the city of Xak Tsaroth. Chapter 4, Encounter 60, until Encounter 68m Court of the Aghar. The heroes receive the counsel of the Highbulp. The end of Chapter 4, using the information provided by the Highbulp to find and slay the Black Dragon. The epilogue then sets the stage for the next module. Chapters 5 and 6, in which the heroes cross the plains of Que-Kiri, return to Solace, and are captured by the forces of Verminaard. Chapter 9, through the dungeons of the Sla-Mori. Chapter 10, the assault on Pax Tharkas and rescue of the refugees, followed by the epilogue. Of course, this breakdown is only one of the possible ways this adventure can be run. Perhaps some sessions will run longer than average, and some shorter. If your players have read the book, and still want to play the modules, they are on their honor not to use the information gained by reading the novel unfairly. They should not be allowed to kill the traitor on sight, for example, since they have no actual knowledge of his eventual treason. Playing the novel can be very exciting. You have greater character depth and background to draw on, and can immerse yourself more fully in the story. Chapter 11, leading the refugees of Pax Tharkas across the wilderness. Continuation of Chapter 11 and Chapter 12 if the heroes explore the city of the Aghar , ending when the refugees reach the Hopeful Vale Encounter Chapter 13, the assault on the fortress of Skullcap, Encounters The end of Chapter 13, Encounters , and the epilogue. Chapters 14 and 15, from dreams of darkness into the Northgate of Thorbardin. End of Chapter 15, all of Chapter 16, and the beginning of Chapter 17 Encounters b. The heroes discover the Floating Tomb. Final battle with Ember. To celebrate the successful completion of the adventure, you can have a party for your heroes. The character is believed dead, but later his body disappears. A mysterious benefactor Fizban? One of the gods? Remember, the character can be badly hurt, knocked unconscious, have temporary amnesia, stay in a coma for several days, or otherwise suffer until he returns to his fellows. The character is saved from certain death at the last minute by a mysterious benefactor. The hero must then perform some service, or is lost and takes weeks to find the party again, or falls in love with his savior, etc. What happens when the wrong person gets killed? If the character is an NPC, then think of a way he might have survived suggestions follow and prepare a story that the NPC can tell the others when next encountered.

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Unbeknownst to the heroes, the villain had a special defense that made him immune to that attack. The dragon highlords, for example, sometimes have impostors dressed in their uniforms to draw enemy fire. High-ranking villains worship evil gods. Occasionally, an evil god will resurrect a particularly important villain. The villain prepared a secret escape route ahead of time just in case. The villain used magic to make it appear that he died and then escaped. Remember, the lack of clerical magic in Krynn makes it very difficult to obtain a resurrection spell. In the ancient days of Huma, the dragons were driven from the world that gave them birth. Since then, trapped on a far-off plane, the dragons of evil have conspired to return. The dragons of good, also exiled, resolved to leave the light of Krynn to the children of the gods. The dragons of Krynn are power incarnate and know it. As Dungeonmaster, you have the responsibility for playing these magnificent beasts properly. There is nothing so terrifying as a dragon on wing. When in flight at full speed, dragons rush across the world like a gale, but their ability to turn from their path is greatly impaired Maneuverability Class E, see DMG. When engaging earthbound creatures in combat, a dragon slows to half-speed, improving its maneuverability to Maneuverability Class D. It can climb at half-speed or dive at double speed. A dragon can also glide for short distances but loses 1, feet of altitude per round. If a dragon stalls while climbing, it can turn degrees out of the stall as it dives to regain speed. A very young or young adult dragon has a maneuverability rating of one higher than normal Maneuverability Class D at full speed, Class C at half-speed. Dragons may not fly higher than 10, feet, because the air becomes too rarefied to breathe at that altitude. When attacking from the air, a dragon makes use of its breath weapon and its power to cause awe, swooping down low over its opponents and then climbing back into the sky. A flying dragon can swoop down and either claw or bite, but not both. A dragon may dive at twice its normal speed and cause double damage with its claws on a successful hit. Dragons may not cast spells while flying, but can cast spells on the ground or when gliding. Dragons will use their breath weapon twice and then wait until a strategic moment to use their third breath attack. Dragons are haughty creatures and may refuse to fight except as it suits their own purpose. When using spells, they will often cast them before melee to avoid the conflict, weaken their opponents, or gain the upper hand. Once in melee, a dragon casts spells only if losing. Dragons will not knowingly place themselves in a position to be subdued, although they are clever enough to pretend to be subdued to lure unwary adventurers into a trap. Dragons are very clever opponents. They have been known to feign death, unconsciousness, sleep, or subdual to trap opponents, to stay just out of reach of enemy weapons, and to prefer long-range attacks. They are rarely surprised. Dragons adapt their tactics to the situation, as is appropriate for very clever creatures. The following tactics are frequently used. Dragons stay in the air in melee as much as possible to cause awe and stay out of missile range. If the combat area is dusty, they will beat their wings, stirring up clouds of leaves and dust to blind fighters and disrupt spell-casters. A flying or charging dragon causes awe under the following conditions: If the watchers have fewer than 1 hit die, they automatically panic and flee for 4d8 turns. If the watchers have fewer than 3 hit dice, they must save vs.

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Chapter 3 : Dragons of Mystery - Dragonlance - Noble Knight Games

"Dragons of Mystery" holds an odd spot in the "Dragonlance" pantheon. Originally released more than three decades ago as a supplement for the D&D modules TSR was releasing for "Dragonlance," this book offers copious notes on the gods, history and characters that make up the campaign.

Still in the original factory shrink wrap, with condition visible through shrink noted. For example, "SW NM " means shrink wrapped in near-mint condition. Like new with only the slightest wear, many times indistinguishable from a Mint item. Close to perfect, very collectible. Board games in this condition may be played but show little to no wear. Lightly used, but almost like new. May show very small spine creases or slight corner wear. Absolutely no tears and no marks, a collectible condition. May have medium sized creases, scuff marks, very small stain, etc. Complete and very useable. Fair Very well used, but complete and useable. May have flaws such as tears, pen marks or highlighting, large creases, stains, marks, a loose map, etc. Poor Extremely well used and has major flaws, which may be too numerous to mention. Item is complete unless noted. When only one condition is listed, then the box and contents are in the same condition. A "plus" sign indicates that an item is close to the next highest condition. A "minus" sign indicates the opposite. Boardgame counters are punched, unless noted. Due to the nature of loose counters, if a game is unplayable it may be returned for a refund of the purchase price. In most cases, boxed games and box sets do not come with dice. The cardboard backing of miniature packs is not graded. If excessively worn, they will be marked as "card worn. If excessively worn, they will be marked as "tray worn.

Chapter 4 : Dragonlance DL series | Awards | LibraryThing

DL5: Dragons of Mystery by Michael Dobson DL - Dragonlance Modules, Volume 5 Description: At last! A sourcebook for the most exciting epic ever from TSR! Now, you and your players can have the entire world of Krynn at your fingertips!

Chapter 5 : AD&D ~ Dragonlance ~ Lot of 5 Official Adventures DL1- DL5 ~ TSR ~ SC ~ | eBay

Dragons of Mystery gives you the background and tools necessary to run a complete DRAGONLANCE campaign adventure, an epic quest through the world of Krynn, threatened by the domination of the inhuman Draconians. Can you win against powerful forces of darkness?

Chapter 6 : Keyword:DRAGONLANCE

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Chapter 7 : Dragons of Mystery (Dragonlance module DL5) - PDF Free Download

DL5 Dragons of Mystery is a sourcebook rather than an adventure. Several of the DragonLance modules contained provisions for the BattleSystem rules expansion. DL8 and DL14 contain BattleSystem scenarios, but no counters.

Chapter 8 : DL6: Dragons of Ice - Dragonlance Lexicon

The first sourcebook for Krynn. Contains: guide to dungeonmastering Dragonlance, a very brief history, a brief listing of

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gods, a short story detailing "How the Heroes Met", and new character sheets for all the main characters.

Chapter 9 : DL5: Dragons of Mystery - Dragonlance Lexicon

*DRAGONS OF MYSTERY (DRAGONLANCE MODULE DL5) By Michael Dobson **Excellent** See more like this
SPONSORED DRAGONS OF WAR (DRAGONLANCE MODULE DL8) By Laura Hickman **Mint Condition**.*