

Advanced Dungeons & Dragons

DRAGONLANCE™

Official Game Adventure

Dragons of Hope

by Tracy Hickman

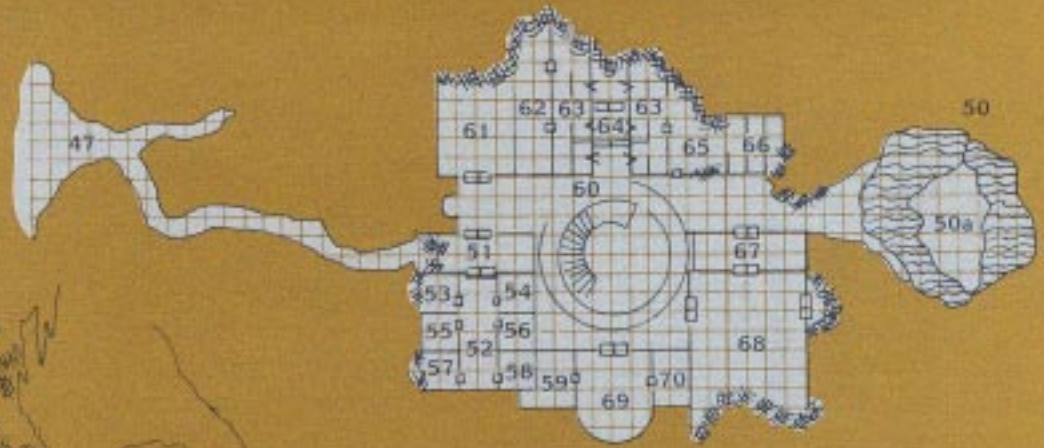


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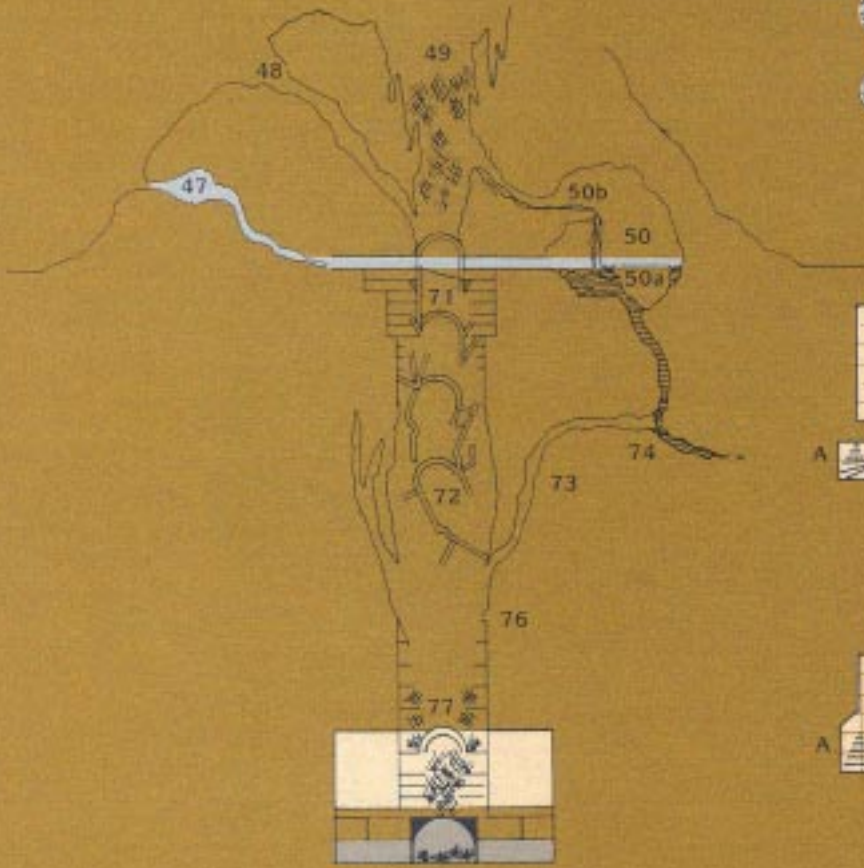
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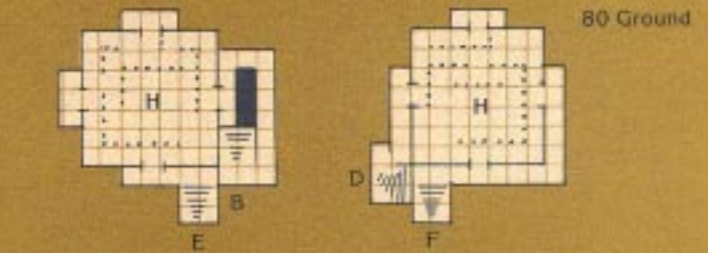
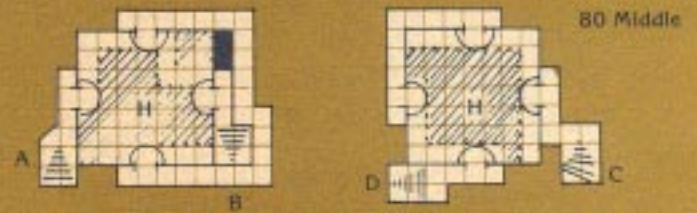
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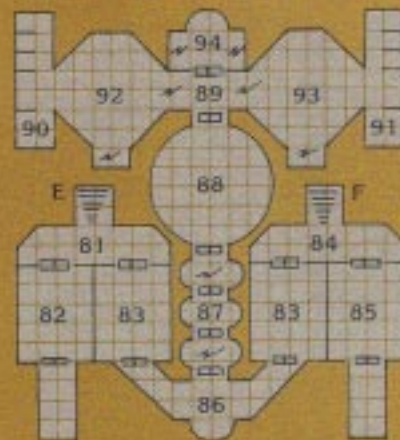
Level One



Cross Section



Level Two



Level Three

Scale: 1 square = 5 feet

- Rubble
- Water
- Metal Framework
- Spiral Staircase
- Stairs
- Magical Field
- Invisible Wall
- Pit
- Arrow Slit
- Door
- Double Door



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since the great Cataclysm. Curse the High Priest of Istar for his pride! For in trying to command the Gods rather than begging humbly for their aid, he called down their wrath. The Gods punished Krynn with fire and flood, and much is now forever lost. The greatest loss was the knowledge of the True Gods. The world of Krynn has sunk into blasphemy lo these many generations. It is said that once all clerics had the power to cast healing spells, but that is no longer true.

Mankind's separation from the True Gods has also opened the door to renewed evil in the world. Dragons, thought to be a myth fit only to frighten children, are once again working their evil. They are commanded by humans called dragon highmasters, and assisted by strange creatures, the like of which have never before been in this world: draconians, they are called.

The armies of dragons, dragon highmasters, and draconians have now conquered much of Krynn, and soon they will have all the land under their sway. Things look dark. Evil may soon triumph over good.

Through my Crystal Ball, the Globe of Wisdom, I am able to send my spirit across the land to gather knowledge. And so I have found a glimmer of hope.

Five years ago, seven adventurers set out from the Inn of the Last Home to seek the forgotten knowledge of the True Gods. They had great adventures, but did not find what they sought. In time, six returned: Tanis, Flint, Tasslehoff, Raistlin, Caramon, and Sturm. Of Kitiara the beautiful, the love of Tanis, nothing has been heard.

On the day of their return to the town of Solace, they met Goldmoon, a princess of the Que-Shu tribe, and her lover Riverwind, a ranger. Goldmoon held a blue crystal staff that contained the power of healing.

The True Gods had heard the prayers of the adventures, and had begun to act.

As the Dragonarmies marched, leaving devastation in their path, the Innfellows sought out the Forestmaster of the Darken Wood, who told them Xak Tsaroth, an ancient city now fallen to evil. After terrible ordeals, the heroes faced an enemy out of nightmare: Onyx, a Black Dragon.

The power in the blue crystal staff was indeed the power of the True Gods. With the aid of the staff, the heroes destroyed the dragon, and recovered the Writings of the Gods. Knowledge of the True Gods had returned to Krynn. And so Goldmoon, a princess, became the first true cleric of Krynn.

Now armed with powerful weapons of the spirit, the heroes returned to Solace, only to find that draconians had overrun their homelands, and had taken the people of the plains to a terrible slavery in the fortress of Pax Tharkas.

After capture and battle, after perilous travels through thick forests and ancient dungeons, the heroes crept into Pax Tharkas, foiled the sinister plans of the dragon highmaster Verminaard, and rescued over 800 slaves. Now they rush south, pursued by the tireless draconians, seeking a passage to the seaport of Tarsis and the hope of safety...

NOTES FOR THE DUNGEONMASTER

“Dragons of Hope” is the third in the epic DRAGONLANCE™ series. The next module, “Dragons of Desolation,” forms the end of the First Book of Dragonlance: Tales of Autumn Twilight.

DRAGONLANCE is a story. The modules in this series should ideally be played as a continuing saga. Players are encouraged to take on the roles of the main heroes in this epic; Character Cards can be cut out and used by the players.

You may allow players to bring other characters into this adventure. If so, adjust those characters so they conform to the world of Krynn, which is unlike most AD&D™ worlds.

If you allow players to bring their own characters into the epic, the DRAGONLANCE characters must be present either as player characters (PCs) or non-player characters (NPCs). The following heroes are active in this module: Tanis, Goldmoon, Riverwind, Caramon, and Raistlin. One player should always play both Goldmoon and Riverwind, one as a primary character and the other as a henchman NPC. The other pre-generated characters do not play a critical role in this module, but are important later; they can be taken by players, used as henchmen, or kept as NPCs. It's a good idea to keep the party to a manageable size.

Three NPCs require particular attention. Laurana, Princess of Qualinost, was rescued from Pax Tharkas in DL 2. In DL 6, she becomes a PC. Although she should be in the background in DL 3, make sure the other PCs

(especially Tanis and Gilthanas) are aware of her presence.

Elistan is a false cleric of the Seeker religion who was introduced in DL 2. In this module, he becomes the second true cleric of Krynn. In DL 6, he becomes a PC. See his Character Card and the Events section of Chapter 11.

Eben Shatterstone, the third important NPC, is a traitor, an agent of Verminaard, the dragon highmaster. Eben is self-serving and greedy rather than actively evil, and so his alignment is neutral. Eben was introduced to the party in DL 2 as the victim of a draconian attack. The attack was a fake. Eben has planted himself on the party, and becomes a leader of the refugees. In this module, he behaves himself and seems to be a supporter of the heroes. In DL 3, keep Eben in the background, but remind the players that he is there. Keep his future role a secret. He will reveal his true purpose soon enough!

If you don't want to play the DRAGONLANCE epic, you can adapt this adventure to your own campaign.

DRAGONLANCE is a complex saga. To run it well, you must read this module carefully to visualize the story, and to think of what players may do. You must motivate the players subtly so that they follow the right path. Sometimes, you must improvise to keep the story on track.

Because DRAGONLANCE is a story, both heroes and villains often figure prominently in later modules. If “name” characters or villains should be killed, arrange “obscure

deaths” for them. Their bodies should not be found. Think up a creative explanation for their “miraculous” survival. For example, a character tumbles down a 500 foot shaft to certain death. Several modules later, the character reappears with a story about how he landed on a ledge and was knocked out. Much later, he came to, and spent weeks recovering and escaping. Some characters can die permanently. When a “name” character no longer plays a part in the story, his death can occur. Player characters brought into this adventure from outside can be killed normally.

The player characters are variously referred to as PCs, adventurers, heroes, and companions. Boxed sections of text are read aloud when the PCs experience that Encounter or Event.

If you are playing DL 3 without having played DL 1 and 2, you must provide a motive for helping the refugees. If you have played DL 1 and 2, no additional background is needed; the story begins hours after the PCs have rescued the slaves from Pax Tharkas.

Sometimes, a character must make an Ability Check against one of his Character Abilities (Strength, Dexterity, Wisdom, etc.). The player rolls 1d20. If the result is equal to or less than the player's Ability score in the appropriate area, the Check succeeds. For example, a PC with a Dexterity of 15 makes a Dexterity Check by rolling 1d20. If the result is 15 or less, the Check succeeds; if the result is 16 or more, the Check fails.

The World of Krynn

There are important differences between the world of Krynn and standard AD&D campaigns. Characters who adventured in DL 1 and DL 2 know most of the following information. Those players and characters new to the world should be given this background.

True clerics have been unknown in Krynn for centuries. Most clerics do not have spell powers, since they worship false gods. In DL 1, Goldmoon became the first true cleric (with spell use) of Krynn since the Cataclysm. Goldmoon wears a Medallion of Faith bearing the symbol of the goddess Mishakal. If a PC cleric is brought in from another campaign, he should serve the goddess Mishakal (if good) and wear a Medallion of Faith. When a new true cleric comes into being (Elistan, for example, in this adventure) the Medallion

magically duplicates itself, and the new medallion bears the sign of the god that cleric worships (in Elistan's case, the god Paladine). At this point in the DRAGONLANCE saga, only the gods Mishakal and Paladine are known. This means that all PC clerics must be of good (preferably lawful) alignment.

All PC elves in this adventure are Qualinesti elves. Other elves—the Sylvanesti—appear in later modules.

The equivalent of a halfling in Krynn is a Kender. Kender look like wizened 14-year-olds and (unlike halflings) wear shoes. See Tasslehoff Burrfoot's Character Card for more information.

The values of gold and other trade items are completely different in this world. Gold is nearly worthless; steel is the main trade metal.

One steel piece (stl) is equivalent to 1 standard gp in purchasing power. PCs that enter Krynn from other campaigns do not automatically trade their gold pieces for steel pieces—they may find their personal wealth greatly altered!

The following exchange rates apply in all lands encountered in this module:

1 gpw (gold piece weight) of steel=10 gp, or 20 sp, or 100 cp, or 2 ip (iron pieces), or 1/5 pp, or 2 bp (bronze pieces).

Finally, dragons have been absent from Krynn for nearly 1,000 years. They are considered merely legends by all who have not personally beheld them. Characters may be thought foolish, or liars, if they talk about dragons to the wrong people.

The Refugees of Pax Tharkas

Much of this adventure involves leading 800 refugees (not counting leaders, PCs, and "name" NPCs) through the wilderness to safety. Use the following rules to run the refugee population.

movement

The entire refugee population moving as a group can travel one hex per hour on the wilderness map (about 3" per game turn). The refugees have carts and supplies that slow down their movement. If the refugees panic (for example, during a draconian attack), they can flee at a rate of 18" for up to 20 rounds. Panicked refugees automatically lose all supplies and wagons. If the refugees decide to abandon all supplies and leave behind the weak and sick, they can move two hexes per hour, or 6" per turn.

Regardless of movement rate, the refugees can travel no more than twelve hexes per day.

Supply

In their rush to escape the mines of Pax Tharkas, the refugees plundered what they could. There is one wagon for every 20 refugees (40 wagons total). Each wagon contains enough food to feed 20 refugees for two days (1,600 food units total) and also carries blankets for 20 people (800 total). Keep track of the total food supply. If a wagon is lost, deduct its contents from the available supplies.

attrition

The refugees were starved and beaten in Pax Tharkas, and the cruel weather and conditions of their escape has weakened them still further. It is likely that some of them will die before they reach safety. Attrition primarily affects the weak and ill, rather than the few remaining fighters among the refugees. Keep track of losses in the refugee population.

Consult Table 1 for conditions that cause attrition.

Table 1: Refugee Attrition

Circumstance	Chance	Attrition
Each night spent in the open without cover	80%	2d10
Each day spent in camp without moving	60%	1d10
Each day without food	20%	1d10
Panic or rout	100%	4d20

Each time that a circumstance occurs that might cause attrition, roll percentile dice. If the result is less than or equal to the chance of attrition, roll for attrition as listed. Deduct losses from the total refugee population, taking only 10% of any attrition losses from the fighters. Apportion losses evenly among the five refugee camps (see POLITICS, below) unless common sense says that one camp should suffer most or all of the attrition.

Combat

The refugees are far from combat ready. Only 10% of the men (80 total) have combat experience, and only half of them (40) have weapons. Treat these as 1st level fighters. Keep track of the remaining fighters separately from the main refugee population.

The following system is used to resolve mass combat involving refugee fighters. Use normal combat rules for smaller melees. All combat involving PCs or "name" NPCs uses normal combat rules.

For mass combat, compare Total Refugee Strength and Total Attack Strength. The Total Refugee Strength is the sum of the remaining refugee fighters plus 5 for every PC or "name" NPC present and fighting. The Total Attack Strength is the total number of attackers.

Then, roll percentile dice. If the result is greater than the Total Refugee Strength, the refugees panic and flee. (See ATTRITION, above, for effects of flight. All wagons and supplies carried by panicking refugees are lost, regardless of the outcome of combat.)

Next, determine the Combat Modifier for each side using Table 2.

Table 2: Combat Modifiers

Circumstance	Modifier
Terrain Advantage	+20
Surprise	+10
Defending	+20
Outnumbered by	-10 for
50% or more	each 50% (cum)
Magic Use	+20 per spell-user
Unarmed Fighter	-1 each

All modifiers are cumulative. Use common sense when judging whether a modifier applies.

Each side rolls percentile dice and adds the Combat Modifier to the roll. Consult Table 3 for casualties.

Table 3: Combat Losses

Modified Roll	Losses	Action
100 or more	4d20	Enemy panics
80-99	3d20	Enemy retreats
60-79	1d20	
40-59	1d10	
20-39	1d6	
10-19	1d4	You retreat
9 or less	0	You panic

All losses are taken from NPC fighters only. Civilians become combat casualties only if all refugee fighters are killed. Player characters, henchmen, and "name" NPCs can only be killed in individual melee (but remember the "obscure death" rule). Repeat this process until one side is destroyed, surrenders, retreats, panics, or withdraws. Unarmed fighters can acquire weapons from dead enemies.

politics

Because the heroes liberated the refugees from Pax Tharkas, they automatically have a leadership role in the refugee community. However, politics is part of the human condition, and there are other leaders who also play a role.

From the time of the escape from Pax Tharkas until the refugees first make camp, the heroes are completely in charge. The refugees will do whatever the players wish.

When the refugees make their first camp, they begin to select their own leaders: the Council of Freedom. The draconians, heedless of previous status, enslaved important people. Now, those people are again asserting their authority.

The Council, once established, divides the refugees into five camps, each with one representative. The PCs are appointed Advisors to the Council, but have no vote. Laurana, whose political and diplomatic skills are very strong, should be the PCs' primary liaison to the Council.

The Council members and their camps are as follows:

ELISTAN, Leader of the Believers. He is actively friendly to the PCs, and votes according to their wishes 70% of the time. He and Laurana work closely together on matters concerning the party.

LOCAR, Leader of the Seekers. Locar hates Elistan, who was once a Seeker, for his new faith. Locar wants to take control over all the camps, preferring to lead a dying population than to follow a living one. He is actively unfriendly to the PCs, and votes according to



their wishes only 10% of the time. He works to undermine the PCs' role at all times. If the PCs should try to kill him or remove him by force, Briar and Brookland both turn against the heroes.

BRIAR, Leader of the Plains. He is neutral to the PCs, except for Goldmoon and Riverwind, both plainmen. He is basically a good man, but is suspicious. Locar can influence him on complex matters. He votes according to the PCs' wishes 30% of the time, but is more cooperative on matters that are simple, straightforward, and easily explained. Political persuasion used on Briar tends to backfire.

BROOKLAND, Leader of the Woodfolk. He is friendly to elves and half-elves, and can be swayed by Laurana. He is a good man, and only wishes the safety of his people. He votes according to the PCs' wishes 40% of the time, but cannot be stampeded into a vote without consideration.

EBEN SHATTERSTONE, Leader of the Free Peoples. As a secret agent of Verminaard, he plays a complicated game. Publicly, he is friendly to the heroes and supports them. Privately, he is allied with Locar to discredit the heroes and take control of the refugee movement. He is very charismatic, and is working to sway Briar and Brookland to the side of Locar. To keep on everyone's good side, he always votes last and votes with the majority. If he is forced to break a tie, he votes according to the PCs' wishes 50% of the time. If the PCs should suspect Eben, try to kill him, or exile him, he heads for Verminaard and does not

appear again until DL 4. The "obscure death" rule particularly applies to Eben in this adventure.

The voting tendencies of the Council members are meant to be advisory only. Not even Locar will vote against a plan to gather food, or to build shelters for the sick. However, if the decision to be made is even slightly controversial, political intrigue comes into play.

The Council must vote on any decision affecting all five Camps. Each leader is responsible for running his own camp, and decisions by that leader are final. (Locar, for example, can refuse to allow PCs access to his camp.)

The voting tendencies of the Council, and the reactions of any individual leader, are modified based on the political rating of the PCs. Consult Table 4, below.

Table 4: Political Rating

Base Political Rating +40

Modifier	Circumstance
-5	Each vote taken
-5	Each day in wilderness
-5	Each time refugees must break camp and move
-10	Each combat
-1 (cum)	Each refugee death
-20	Each day without food
-50	PCs use violence against any Council member
+10	Each 800 food units found by PCS

+20 Refugees reach Encounter Area 21

+Reaction Adjustment Charisma of character trying to persuade the Council

All political rating modifiers are cumulative. In addition, add or subtract up to 10 points based on your judgement of the PCs' proposal. To determine the Council's decision, add the cumulative political reaction modifier to each Council member's base chance to vote as the PCs wish, and roll percentile dice. If the result is less than or equal to the modified chance, the Council member votes in favor of the PCs' proposal.

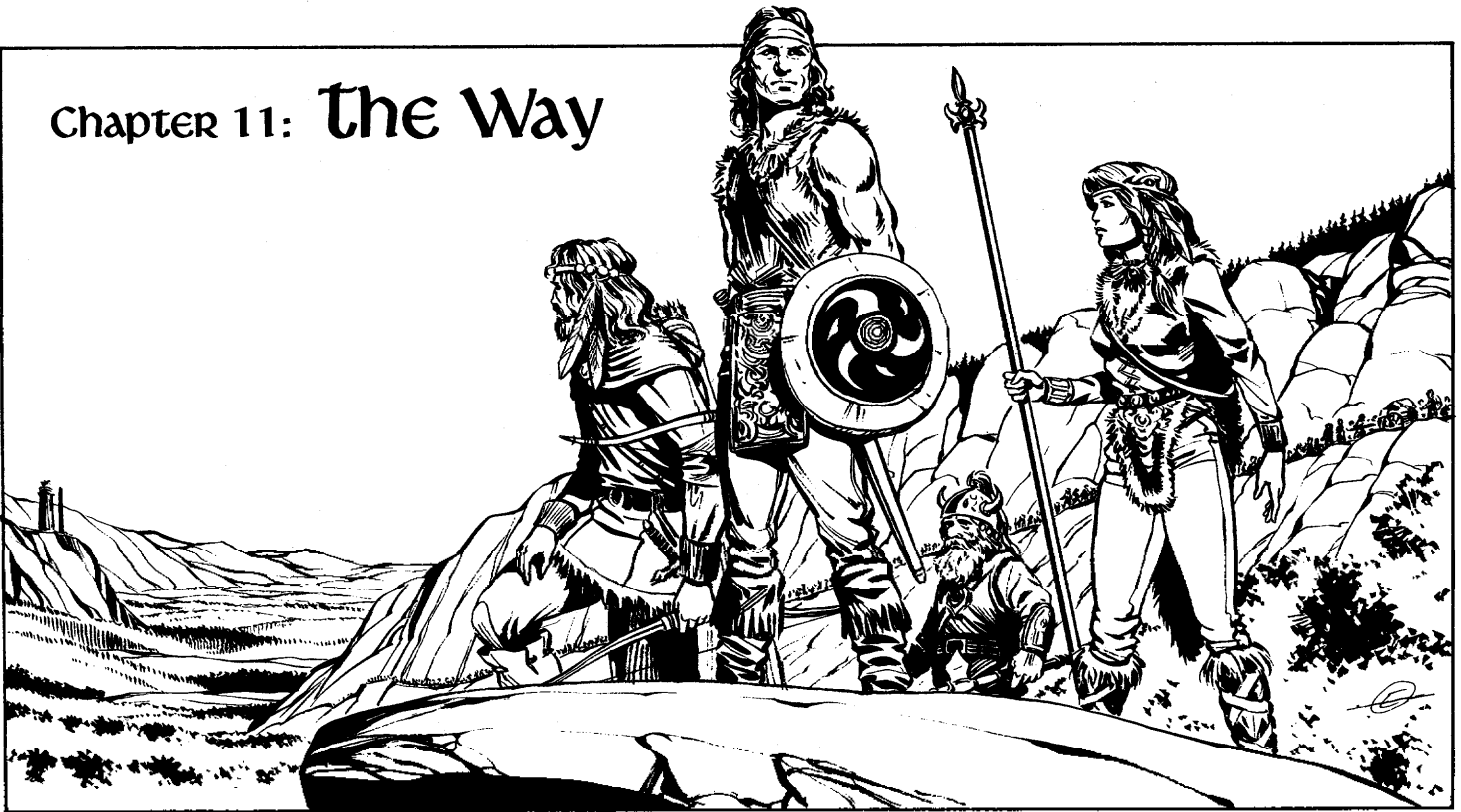
Do not let these rules get in the way of common sense! The political intrigue and goals of each Council member can make for very entertaining roleplay. For most fun, encourage the players to act out the situations, and play the parts of the Council members yourself. Encourage roleplay and active participation rather than just rolling dice.

experience points

In addition to normal experience points for combat and treasure, each PC receives 10 additional experience points for each refugee still alive at the end of this adventure.

The adventure begins with Event 1 on the next page. Welcome to the fantastic world of DRAGONLANCE™!

Chapter 11: The Way



Each chapter is divided into Encounters (keyed to areas) and Events (keyed to time). The order of Events and Encounters depend on player actions. Keep track of both location and time to know which Event or Encounter to run next.

Encounters are keyed to the Wilderness Map—think of it as a large, outdoor “dungeon” in which Encounters happen as soon as the PCs cross an Encounter Border. The adventure begins with Event #1 .

EVENT #1: *escape*

The PCs start at the location marked “X” on the Wilderness Map.

Your lungs ache from breathing the bitter cold air. A heavy snowfall blurs the Kharolis Mountains to either side. Behind you is the evil dragonarmy. Before you are nearly 300 families just liberated from the dungeons of Pax Tharkas.

Suddenly, you hear the war cries of your draconian pursuers behind you!

Four baaz draconians attack the PCs. The sounds of the fleeing refugees recede southward into the snows. As soon as the draconians are defeated, more screams come from the north within 1d6 rounds.

Unexplored canyons of sheer rock and snow form a maze before you—and the everpresent shock troops of the dragonarmy pursue you relentlessly as you plunge headlong into the snowstorm.

If the PCs stay where they are, another party of draconians attacks. Each time the PCs are attacked after remaining in place, one more draconian than before attacks.

If the PCs flee south, they are attacked again, but this time by one less draconian than before. Each 1d4 turns, they are attacked again, but by one less each time. Finally, the sounds of pursuit stop and the sounds of the refugees get closer.

After 1d6 turns, the characters catch up to the fleeing refugees.

Wind-driven snow attacks 800 huddled forms as they trudge wearily through the mountain pass. The refugees move slowly, pushing their heavily laden wagons through the snow and ice.

EVENT #2: *The first night*

This Event occurs the first time the refugees stop for the night.

A few campfires flicker in the snow-covered wilderness. Around them are gathered tired, weak, and scared families. Several refugees ask you to attend a meeting of the leaders of the people.

This is the formation of the Council of Freedom. Introduce the Council, using the information in THE REFUGEES OF PAX THARKAS on Page 4. The Council begins by thanking the PCs for their valiant help, and offers them a non-voting advisory role. If the

PCs argue for voting membership, Locar explains that the people are more likely to follow known leaders than strangers. (Locar’s opposition to the PCs should be revealed gradually.) It is apparent that Elistan is the PCs’ best friend on the council. Laurana offers to be the PCs’ primary liaison to the Council. Remind Gilthanas’ player about his sister’s diplomatic skills.

Once the Council is set up, all political rules are in effect.

The Council then discusses what must be done to ensure safety for the refugees. It is clear that the dragonarmies will attack soon. The PCs’ experience with draconians shows that the refugees must move quickly. Elistan suggests that a way south be found. The Kharolis Mountains lead into a valley, site of the ancient Dwarfgate Wars. Somewhere in that valley are the gates to the Kingdom of Thorbardin, home of the mountain dwarves. The only escape from the valley is through the dwarven kingdom—yet no one knows where it can be found!

The Council requests that the PCs help find a temporary resting place for the refugees and the gates to the dwarven kingdom. One clue is known: that the location of the dwarven gates might be found somewhere in the tomb of Fistandantilus, rumored to be deep underneath a mountain shaped like a skull.

EVENT #3: *elistan is called*

This Event takes place following the first meeting of the Council. Goldmoon (or another PC cleric) suddenly has a vision of

Chapter 11 Events

Elistan clothed in the robes of a priest of Paladine. He carries the Disks of Mishakal and is bringing the Word to all the world. This vision lasts only a moment. The cleric has a strong feeling that Elistan must read the Disks of Mishakal, recovered by Goldmoon in DL 1, right away. This vision takes place whether or not Elistan was converted to the worship of Paladine in DL 2.

If the cleric speaks with Elistan about the disks, he appears mildly interested and says he will look at them later. That night, he takes the disks and stays up all night. The next morning he emerges refreshed and with new power and determination. Overnight, he has become a 7th level cleric of Paladine. From this point on, use Elistan's Character Card.

EVENT #4: CHANGING WEATHER (Day 2, Turn 1)

The dawn breaks clear and cold. The snow-laden clouds have moved off to the east, leaving a chill blue sky.

For the next seven days the weather is clear.

EVENT #5: DRAGONARMIES BREAK THROUGH

If the characters sealed the gates of Pax Tharkas in DL 2, the dragonarmies take four days to get over the wall. If the characters did not seal the gates in DL 2, the dragonarmies take two days to organize pursuit. If you did not play DL 2, assume that the gates were not sealed. When the dragonarmies break through, this Event takes place.

In the distance, clouds of snow rise from the ground as though kicked up by some tremendous wind. Soon, the glint of weapons and armor can be seen. The dragonarmies have escaped Pax Tharkas!

The dragonarmies invade the wilderness lands. They are cautious, and their advance is disorderly. They are highly suspicious of a trap and slow to a movement rate of 10 "when they first see any PCs or refugees.

The dragonarmy occupies one Encounter Area every four game hours. In order for an Area to fall, it must border an Encounter Area previously occupied by the dragonarmy. The dragonarmies cannot occupy Encounter Areas 18 (Snow Passage), 20 (Hopeful Vale), 31 (The Bog), or 32 (Skullcap) at this time.

If the dragonarmy and the refugees are in the same Encounter Area, 50 baaz draconians attack the camp once per day.

If PCs enter an Encounter Area occupied

by the dragonarmies, double the normal number of Random Encounters. In addition, the PCs encounter parties of 8 baaz draconians once every 6 game turns.

EVENT #6: DRAGONS

This Event occurs after Event #5. There is a 10% cumulative chance, checked every six hours, that this Event happens. It can happen several times. Each time the Event takes place, start checks over again.

A ancient, huge, scarred red dragon appears overhead. Its great wings send gusts of wind to mark its passing. The dragonmaster Verminaard is clearly visible on its back. The dragon wheels overhead, then swoops to attack.

NPC Capsule

Verminaard, Dragonmaster of the Red Wing

C8; AL LE; S14; 112; W16; D10; C15; Ch18; MV 12"; hp 50; AC 1

Spells:

1st Level: *curse, cure light wounds (x2), detect good, cause fear*

2nd Level: *hold person, chant, augury, snake charm, spiritual hammer*

3rd Level: *animate dead, cause disease, prayer*

4th Level: *cause serious wounds, cure serious wounds*

Wears *plate mail +2*. Carries *Nightbringer mace +3*. On a successful hit, victim must save vs. spells or be blinded for 2-12 turns (-4 to AC, lose shield and Dexterity bonus to AC). If character of good alignment tries to hold it, must save vs. spells at -2 or be blinded permanently.

Verminaard's face is concealed behind the grotesque mask of a Dragonmaster—a vicious, almost machinelike visor that has a pair of wicked horns curving from the forehead. He wears shiny blue plate mail and a billowing blue cape. Standing well over 6 ft. tall, Verminaard presents an imposing image of evil."

Verminaard is dedicated to the ruthless destruction of good in all its forms. No shred of conscience disturbs him in his quest for power.

Ember (Pyres), ancient, huge red dragon

Spells:

1st Level: *sleep, detect magic*

2nd Level: *web, mirror image*

3rd Level: *haste, slow*

4th Level: *polymorph self, wall of fire*

Verminaard and Ember make two passes against the refugees. Verminaard casts spells and Ember uses his breath weapon. They do not land. Attacks made against PCs are resolved normally; attacks against the refugees cause 1d6 casualties. Once the attacks are made, the great dragon flies off. If Verminaard or Ember are killed, they must meet an "obscure death."

EVENT #7: FIZBAN FOUND

This Event takes place only if the PCs enter Encounter Area 17 before they enter Encounter Area 19.

A strange, ragged old man is just ahead of you. He wears a long beard and a floppy hat. He seems to be deeply involved in conversation with a large tree. The tree does not seem to be responding. As you watch, the old man gets very frustrated that the tree is not answering.

NPC Capsule

Fizban the Fabulous

Fizban is a magic-user of indeterminate level. He appears to be senile, but was obviously once a sorcerer of great power. He seems to lead a charmed life. Although he always appears befuddled and absent-minded, the things Fizban does always turn out for the best—but never in the way expected.

Fizban should be played for comic relief for now. Only Raistlin has a sense that Fizban might be something more than he seems.

Fizban never attacks, and only casts spells as noted in this adventure. His true nature and purpose will be revealed in future modules.

Fizban welcomes any invitation to join the party, since he has nothing better to do. Even if the party doesn't invite him to tag along, he will follow anyway.

Chapter 11 Events

EVENT #8: The final Battle

When the dragonarmies occupy all Encounter Areas in Event #5, they pause for two days to consolidate their conquests-then advance once more. They take one Encounter Area every 12 hours, saving Encounter Area 21 for last. If the refugees have not escaped by then, the dragonarmies find them. Each hour, 100 baaz draconians attack until all refugees and PCs die, flee, or are captured. If this happens, the PCs have failed. If you plan to play DL 4 after completing this adventure, make a note of how much time remains before the dragonarmies conquer all-for this determines how much time the PCs have to complete the next adventure!

EVENT #9: The Refugees encamp

This Event takes place on the first night the refugees reach Encounter Area 20.

The chill of night is pushed back by a tremendous bonfire in the center of the camp. This night, at least, the people do not live in fear. The sounds of merriment and music float over the crackle of the fire. Elistan, with quiet majesty, stands. A hush falls over the people.

"Hear now the retelling of the Great Tale, the Canticle of our people," he says.

Ask each player in turn to read aloud one verse of the Canticle, from first to last. Some of the verses are new; they describe the quest of the PCs to this point.



Chapter 11 Encounters

Encounters in this chapter are keyed to the Wilderness map. Whenever the PCs cross an Encounter Border on the keyed map, the Encounter takes place immediately. If the PCs enter an area with the same number more than once, simply repeat the encounter.

1. Ice passage

Sheer walls of granite form a narrow canyon through the snow. From the north comes the distant thunder of siege engines. The south is silent, except for the mournful wind.

Each turn that the PCs are in this area they are attacked by eight baaz draconians who fight until killed.

2. Pax Tharkas

The fortress of Pax Tharkas looms on the horizon. The sounds of a great army resound over the stone walls. A thundering boom shakes the earth. The armies of the dragon highmaster demand passage!

Dark forms climb onto the wall, spread leathery wings, and glide down to the canyon floor.

Eight baat draconians discover the heroes after 3 rounds and fight until killed. PCs who try to hide have a base 50% chance (thieves add Hide in Shadows chance) of escaping the notice of the draconians. Check once every 3 turns.

If the PCs are discovered, the draconians attack and also call for help; 1d4 draconians join the melee every 3 rounds.

Draconians continually clamber over the walls of Pax Tharkas. Once down, they form into squadrons and move south down the pass.

Any captured draconians coerced into talking (60% chance) say that the entire dragonarmy is inside Pax Tharkas but that it is only a matter of time before they march against the refugees.

3. Southern Road

The broken remains of an ancient roadway glitter with windswept ice. Here and there, old monuments of stone jut from the frozen ground. Their surfaces are covered with snow-filled runes.

To the south, the way branches. The roadway, mostly buried in snow, turns to the east. To the west is a mountain pass that leaves the road. A set of footprints, short of step, follows the southwest route.

The monuments are 10 feet tall and 4 feet in diameter. The runes are written in the Thorbardin Dwarf language. Anyone who can read Dwarvish has a 70% chance of understanding the runes. The runes tell of the ancient dwarven kingdom of Thorbardin and of the Road of Kith-Kanan that linked the dwarves with their elven neighbors to the north.

A ranger inspecting the footprints can tell they were made by a dwarf. The footsteps are close together and can be easily followed.

4. Canyon Trail

The snow-filled canyon slopes gently upward. Footprints follow a wavering line up the canyon floor.

These are the same tracks that were discovered in Encounter 3

5. Spire

The canyon opens into a great mountain bowl rimmed by majestic peaks. In the center of the bowl, a single mountain peak towers into the sky. The wind howls, and snow spirals upwards.

Several canyons open into this bowl: one to the north, one to the east, and three, filled with snow, to the south. A lone set of footprints winds from the east canyon to the middle canyon on the south.

These are the same tracks that were discovered in Encounter 3.

6. Neidar Trails

A pine forest blankets this valley. Winding through the trees and up into the craggy canyons are many well-trod paths through the snow. In the snow are tracks that show that something recently moved this way, dragging large objects behind it. The trail runs up into a narrow canyon.

The first time the PCs follow any of the Neidar trails, they encounter 12 dwarven axemen the Neidar (Hill) Dwarf tribe gathering wood. They are led by a dwarf named Zirkan.

Zirkan and his people do not trust strangers. They fight unless the heroes make it clear they come in peace.

If the heroes convince Zirkan that they mean no harm, Zirkan offers to take them their village, and escorts them to Encounter Area 7.

7. Kingdom of The Neidar

A tribal village lies beside a frozen lake. Wisps of smoke rise from the lodgepole buildings and curl into the air.

This is the village of the Neidar tribe. If the heroes have made friends with Zirkan, they are invited to stay in the guest lodge for the night. The lodge consists of one room and fireplace.

If the heroes have not met Zirkan, they are greeted with suspicion. The Neidar are always ready to fight, and attack unless the heroes manage to convince the tribesmen their good intent. There are 50 Neidar tribesmen and 100 non-combatants in the village.

Since Flint is a Hill Dwarf, he is well received. The Fireforge family is known to the Neidar, but Flint does not know any of the Neidar personally.

The Neidar are fascinated with fighting prowess. If a battle breaks out between the Neidar and the PCs, each dwarf retreats aft his hit points drop below 50%. After 15 dwarves have retreated, the Neidar Chieftain orders the battle to cease. If the PCs agree to a truce, the chieftain praises their fighting ability, and seems quite friendly.

The chieftain grants an audience to the PCs. Although cordial, he makes it clear that the refugees can only stay overnight. He do grant safe passage through his kingdom. He listens to warnings about the dragonarmy but refuses to flee. "Better to die in battle than live in cowardice," he says.

If asked about escape from the dragonarmies, he says that the only escape is through the kingdom of the Mountain Dwarves, sealed off long ago during the Dwarfgate War. He does not know where the gates are, although he believes that important clues lie within the Tomb of Fistantilus under Skullcap Mountain (Chapter 13). He says that others of his tribe have tried to explore the Tomb—but none have returned.



If asked about food, the chieftain tells the PCs about Encounter Area 10 (Honeycomb). He insists that the PCs give the Neidar 10% of all food gathered there. If they bring back the royal jelly, he will give them each a *battle axe* and a *shield +1*.

If Flint is with the party, the Neidar chieftain gives him a gift of a *battle axe +2*, a *shield +1* and a suit of *chain mail +3* because of his noble ancestry.

8. Valley of Clouds

The tall peaks of the Kharolis Mountains disappear in a deep rolling fog that seems to arise from somewhere in the canyon ahead.

PCs who enter the valley find themselves in the midst of the clouds. The farther they go, the warmer the air gets. Soon, the humidity becomes almost unbearable.

At the southern end of the valley, vents in the earth spew forth boiling hot steam. Anyone who falls into a vent takes 3d6 points scalding damage each round.

At the far end of the valley, where the visibility is only a few yards, PCs find the following:

The hot, clinging mists part to reveal a large, carved archway, over 50 ft. high. Runes are carved into the surrounding stone. The stonework is obviously of dwarf-

Anyone who reads dwarvish has an 80% chance of understanding the runes, which state:

*Enter ye hereby
The lands of Thorbardin
Follow the road that lies beyond
Into the justice
Of the Nine Thanes below.*

Through the arch lies a hall that goes into the mountain. The hall leads to Encounter Area 33 of Chapter 12: Outpost Mines.

9. Southern exit

Thin clouds of vapor billow from an arch carved into the stone of the mountain. Over the arch are carved dwarvish runes.

Anyone who reads dwarvish has an 80% chance of reading these runes. They say:

*Exit ye hereby
The lands of Thorbardin
Leaving on the road behind you
The justice
Of the nine thanes below*

A hall leads into the arch as far as can be seen. A cobblestone road runs from the arch and turns to the southwest.

The hall leads to Encounter Area 46 of Chapter 12: Outpost Mines.

10. honeycomb

Sheer cliffs lead into a beautiful valley. The cliff face to the west is pockmarked with hundreds of caves.

There is a 20% chance (thieves add *hear noise* chance) to hear a deep buzzing sound coming from within.

There is a 30% chance each game turn that 1d10 giant worker honeybees emerge from the caverns.

If the heroes enter any cave, they find a swarm of giant honeybees working inside a vast complex of honeycomb. In the lair are 48 giant worker honeybees, 7 giant soldier honeybees, and 1 giant queen honeybee. The bees attack intruders.

There are 2,400 food units of honey here. If the queen bee is killed, the PCs find a deposit of Royal Jelly, the equivalent of 4 potions of *extra-healing* with the side effect of *cure disease*, worth 3,000 to 8,000 steel pieces if a buyer is found.

11. Cold Cathedral

A waterfall is frozen in mid-descent, forming a wall of ice over the steep ravine.

Characters can climb down the frozen falls by making a Dexterity Check.

Chapter 11 Encounters

12. Crystal Lake

A clear lake reflects the snow-capped peaks that surround the valley. To the southeast, the frozen meadowlands drop steeply into a canyon. To the northwest, a canyon opens into the bowl.

13. Bridge of Dirken

If Fizban the Fabulous has not yet been encountered, run Event #7 immediately prior to this Encounter.

The highlands end in a precipice that drops into a steep canyon leading southwest. On the northern edge, an ancient cobblestone road runs straight into a sheer cliff face in one direction and onto a large bridge in the other.

The bridge is weathered, its stones loose. Great arches rise out of the glacier. The bridge leads to a road on the other side. The span of the central arch has given way—a gap of 30 yards blocks passage over the bridge.

The glacier drops 50 ft. and levels off. The glacier is very smooth; a climber could easily slide into the canyon and the unknown lands beyond.

“Stand back!” Fizban suddenly cries, acting as if somebody just woke him up. He stares out across the bridge and then spreads his arms wide, his sleeves flopping over his hands. “I see the way! Behold!” His hat topples over his face. “The powers I . . . uh . . . powers I . . .” He crosses his eyes at the tassel that swings in front of his face. “Uh, oh . . . yes . . . powers I bring forth!”

With a flurry and rustle of loose sleeves, the strange magician looses his spell. Improbably, a bridge span appears to cover the gap, bathed in brilliant light and apparently made completely of silver and gold.

Fizban’s triumph is short-lived. Moments later, the bridge collapses completely on both sides, taking the ground on which you stand with it. Fizban falls first, quickly disappearing into the canyon below. Uncontrollably, you slide down the glacier chute. The last thing you see as you slide off at breakneck speed to the southeast is the golden span, still floating high overhead.

The characters slide into Encounter Area 14, below.

14. Glacial Chute

Players find themselves sliding on their faces, backs, and sides; feet-first and head-first, in complete disorder. They tumble down the chute. Each PC must make six Dexterity Checks; each failure results in 1d6 points of damage.

If the refugees slide down the chute, total loss is 1d10 wagons (and all supplies carried) and 1d10 refugees.

15. Ice Forest

Pine trees coated in ice sparkle in the light. Billowing clouds swirl about. The frozen remains of a stone roadway lead through the trees to the southwest.

The clouds cover Encounter Area 9. The road leads to Encounter Area 17.

16. Highmountain Bowls

This snow-covered valley is filled with pine trees.

17. Ice Forest

Ice-covered pines glitter in the sun. Broken sections of an ancient road run from southwest to northeast.

This road once connected with the road in Encounter Area 15, back before the Cataclysm. Now, the southwest route ends in a solid cliff face.

18. Snow Passage

The canyon narrows here, with huge snowdrifts piled on either side. The drifts creak and groan under their own weight, threatening to collapse at the slightest vibration or sound.

Any sound louder than a whisper causes rumbling and shaking. Small chunks of snow tumble down the cliff face.

There is a cumulative chance that an avalanche occurs. Score any noises made as follows: Normal Voice = 1, Loud Voice = 2, Shout = 3. Noise scores are cumulative. When the total noise score reaches 7, an avalanche occurs.

An avalanche hits everyone in its path. PCs and “name” NPCs take 1d10 points of damage. Refugees caught in an avalanche lose 1d20 wagons (and supplies carried) and 1d20 people.

On the first occasion that PCs enter any Encounter Area 18, run the following section. If the PCs have already met Fizban, he disappears shortly before this section is run. See Event #7 for details of Fizban the Fabulous.

As you enter the canyon, you see a lone figure scurrying in the distance, busy at some task. It seems to be an old man making a snow fort. Beside him is an immense wall of snowballs.

The snow fort is shaped like a small igloo, about 4 feet high and 5 feet in diameter. Inside, it seems significantly larger—in fact, it is large enough to hold one more than any number of people who enter it.

The old man is, indeed, Fizban the Fabulous, absent-minded sorcerer. He introduces himself, whether or not he has already met the party. He talks in a very loud voice, causing the canyon walls to rumble ominously, but his voice never adds to the avalanche noise score.

He explains that he is building a “secret defense” against the dragonarmies. He urges the PCs to bring the refugees through the canyon to safety.

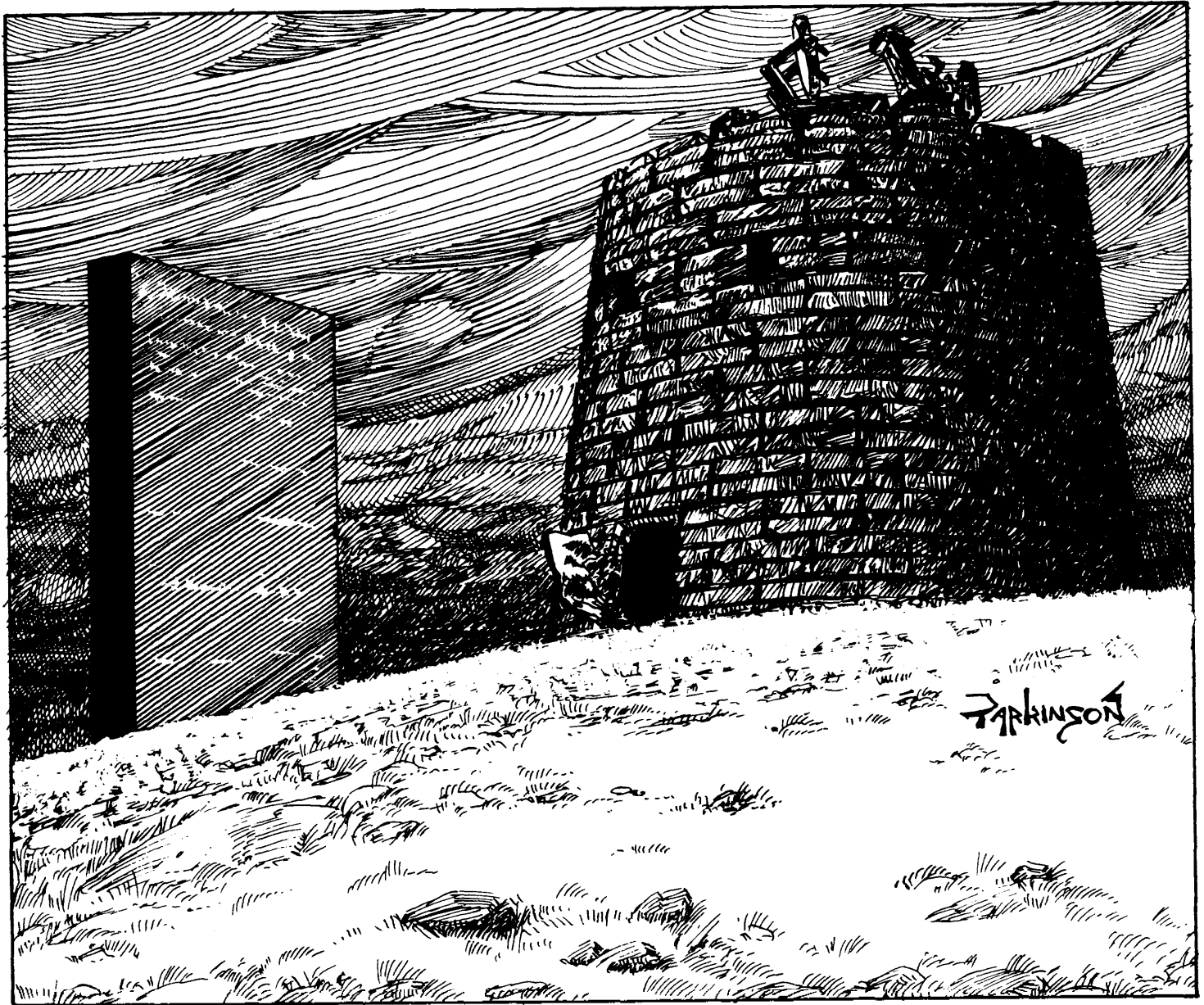
If the refugees enter the canyon, the dark shapes of draconians appear just behind them! A major force of nearly 1,000 foot soldiers charges the party!

An avalanche does not occur until the refugees are safely through the canyon and past the snow fort. Fizban tells the PCs to wait until the refugees are safely past the small fort, then says, “Now for my secret defense!” He points with pride at the immense wall of snowballs. “We’ll throw them at the enemy!” he says with glee, and then does so.

Of course, the thrown snowballs do not stop the draconian advance. But, as the snowballs are taken from the wall, the overhang of snow over the pile becomes dangerously fragile. It creaks and rumbles, and then begins to collapse.

“Hurry! Into the fort!” Fizban cries as the wall collapses.

The avalanche crests over the snow fort and decimates the oncoming army. All attackers perish. When the heroes emerge, they find nothing but silence. Most of the draconians are buried under huge snowdrifts. However, enough short swords are found to equip all the fighting refugees with weapons.



19. Southern Bowl

Several canyons lead into the gently sloping valley before you. The biting wind moans through the trees.

20. hopeful Vale

A valley 5 miles wide, carpeted in great evergreen trees, lies before you. In the middle of the valley is a wide clearing containing a frozen freshwater lake.

Tracks of game animals are everywhere. Loose and broken timber is scattered about. The howling winds are now just a gentle breeze.

Regardless of Political Reaction rolls, the refugees make camp here. Enough food is available for the refugees to gather at least 800 food units per day. On the first night in this valley, run Event #9.

21. West Branch

The canyon walls broaden into snowy plains to the east. A river runs down from two mountain canyons and through the center of the valley into the plains.

22. fallen forest

A hardwood forest provides some shelter, yet there is something peculiar about these woods.

The western edge of the woods are normal. Toward the east, however, the forest changes. Trees lean toward the west. The eastern side of the trees have burn marks of increasing severity.

During the final stages of the Dwarfgate War, the wizard Fistantilus cast a devastating spell that destroyed the Dergoth Plain and much of the forest that once covered it.

23. Blackened Wood

Blackened and scarred tree trunks can be seen through the snow. The trees all seem to have fallen in the same direction.

These trees are also part of the devastation caused by Fistantilus. The refugees can find shelter here for a night against the wind and cold. However, this position cannot be defended against the dragonarmy.

Chapter 11 Encounters

24. South Road

The plain of Dergoth stretches south. A few miles away is a tower next to a huge stone slab. Next to them are the faint tracings of a road leading south. Beyond the tower are rolling hills dusted with snow. In the distance, purple mountains line the horizon.

A solitary stone tower stands in the lonely plain. A single door of iron hangs twisted and open.

Next to the tower, about 100 feet away, is a giant black slab of stone. Once runes were carved across its face, but they have worn smooth over the centuries and can no longer be read.

The tower is a hollow stone cylinder 100 feet high and 100 feet in diameter. A 10 feet wide spiral staircase leads to a platform at the top.

On the platform, a steel framework supports a huge glass lens, now chipped and pitted at the edges. It is mounted so that the lens can be rotated as well as tilted. A smaller frame just to the right holds a second, smaller lens that is fixed at about eye level.

A hammer symbol is engraved on the floor of the tower behind and slightly to the left of the large lens. To the left of the hammer is an engraving of a sunset. An arrow is engraved in the base of the frame perpendicular to the plane of the lens. An arrow is also engraved along the tilt axis of the large lens.

This strange device has two purposes: showing the location of the gate to the dwarven kingdom and revealing the writing on the marble slab.

If the arrows on the plane and tilt axes of the lens are aligned to point to the hammer mark, a character looking through the smaller lens sees the magnified image of a sheer cliff face. This is actually the Dwarfgate, but there are no landmarks or clues to help locate it.

If the large lens is aligned so that the arrows point to the sunset marks when it is actually sunset, a ringing sound comes from the lens. A brilliant red shaft of light appears and illuminates the stone slab. Glowing letters of gold appear where the light strikes. As the sun slowly sets, the shaft of light moves slowly down the slab, illuminating the mystic writing line by line. The runes are written in a dialect of dwarvish easily read by anyone who can read dwarvish. They state:

*In the time of Derkin
Lord Thane under the mountain
Did the world sunder
And darkness fall upon Krynn.
Look now upon the plain of war
Whereon many brothers slew brother
And surged as a tide of death
To take that which was not theirs
From those who were cold of heart
Look on as did Fistandantilus
Magician past his age,
Through the Eye of Elar
At the Gates of Thorbardin
Sealed now and forever against
Love and life.
Now only Fistandantilus holds the key
Buried with him far below.*

26. Way of The Warrior

Powdery snow blows in gusts across the ancient stones of a southern road.

Scattered about are relics of the Dwarfgate War—here a rusted helm, there a broken weapon. All found items are rusted beyond use and have no value.

27. Winterfruit Grove

Here, the dead forest comes alive with strange, copper-leaved trees.

These are Winterfruit trees, which bloom and give fruit in the winter. The fruit of these trees is unusually nourishing; PCs can gather 2,400 food units here. Although there is food, there is no safety against the dragonarmy here.

28. Trampled Plain

The mountains march north on either side of this 3-mile wide valley.

About a mile away is a dark spot in the snow.

The dark spot is a party of eight baaz draconians lying dead in the snow. They have been stripped of valuables and weapons. Surrounding the corpses are large footprints of creatures who are not draconians.

If the PCs do not turn back, they are attacked by a party of 1d10 ogres. Every 1d6 turns that the PCs remain in this area, they are attacked by a new group of ogres—each group consisting of 1d4 more ogres than the previous one.

29. Hills of Blood

Snow-capped hills roll in seemingly endless procession to the horizon. There is no wind here, yet the moaning and rushing sounds of wind are heard.

30. Battle Plain

Here, the flat plain shows scars of the Dwarfgate War. The blasted heath is punctuated by the rusting hulks of ancient, broken war machines. The wind howls across the plain.

Rusted, broken swords, shields, and armor litter the plain, obscured by sand and drifting snows. The great iron war machines stand draped in ice, a monument to destruction.

There is nothing of value here.

31. The Bog

Clouds of vapor rise from the warm surface of the swamp and fill the area with a thick, chilling fog. Brown reeds clog the area so that you can see only a few feet ahead.

The characters hear the distant clatter of swords and faint battle cries in every direction. Sometimes the sounds seem very far away, other times they appear to be very close.

The waters of the swamp are surprisingly warm to the touch. If PCs enter the swamp, the sounds of the battle seem to get closer. Within 1d10 rounds after PCs enter the swamp, ghostly spirits (spectral minions—see Appendix) rise out of the swamp to fight each other. They ignore the PCs for 1d6 turns unless attacked. Thereafter, one spectral minion attacks the PCs. Each round the PCs remain in the swamp, one more spectral minion attacks. No more than 2 spectral minions attack any PC at any one time. This process continues until the PCs leave the swamp or are killed.

32. Skullcap

A great mound of rubble rises from the swamp. Its craggy features resemble a skull half buried in the bog. The eye holes of the skull are gaping caverns leading into the mound.

Any exploration of Skullcap leads directly to Chapter 13: Skullcap.

Chapter 12: The Outpost Mines



Prologue: The dwarven kingdom of Thorbardin once controlled this entire region. Outposts—small cities—were built in convenient caverns. When the gates of Thorbardin were sealed forever during the Dwarfgate War, those small outposts were left to fend for themselves. Only one of the outposts survived, but even that is inhabited now only by the ludicrous Aghar dwarves...

Use the Steam Caverns Map on pages 16 and 17 for this chapter.

33. Northern Entrance

Clouds of warm steam pour from a carved opening in the mountain wall. A corridor 60 feet wide runs deep into the mountain. Giant statues, now broken, line the hall.

The broken statues are of dwarven heroes, long dead. There is nothing special about them. The corridor runs 600 feet southeast to Encounter Area 34. The air grows warmer further down the corridor, becoming uncomfortably hot. The Northern Entrance connects to Encounter Area 8, Chapter 11.

34. Junction

The steam grows hotter and thicker here. Three corridors intersect at this point: one leads northwest, one east, and one southwest. To the east, the steam gets denser and hotter and a distant hissing sound is heard.

All three corridors are 60 feet wide. Giant, broken statues line the way. The ceiling is 100 feet overhead.

35. Southern Route

A corridor runs southwest 600 feet and then turns southeast for 600 feet. As you travel down this corridor, the temperature changes from uncomfortably hot to comfortably cool. The clouds of steam thin and disappear.

36. Eastern Road

A corridor runs east 280 feet, then turns southeast and runs 50 feet. The clouds of steam become thicker and hotter. Vision is limited to 10 feet regardless of light source.

The heat quickly grows unbearable. If characters take off armor and winter garb they can progress normally. If characters do not, they lose 1 point of Constitution every round they remain in the area. If a character's Constitution reaches zero, he faints and does not revive until brought to a cooler location. Lost Constitution points return after 1d10 rounds in a cooler environment.

37. Steam Caverns

Natural vents in the earth blast forth steam. The roar of the escaping steam is deafening. A maze of stalagmites and stalagmites covers a huge cavern.

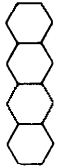
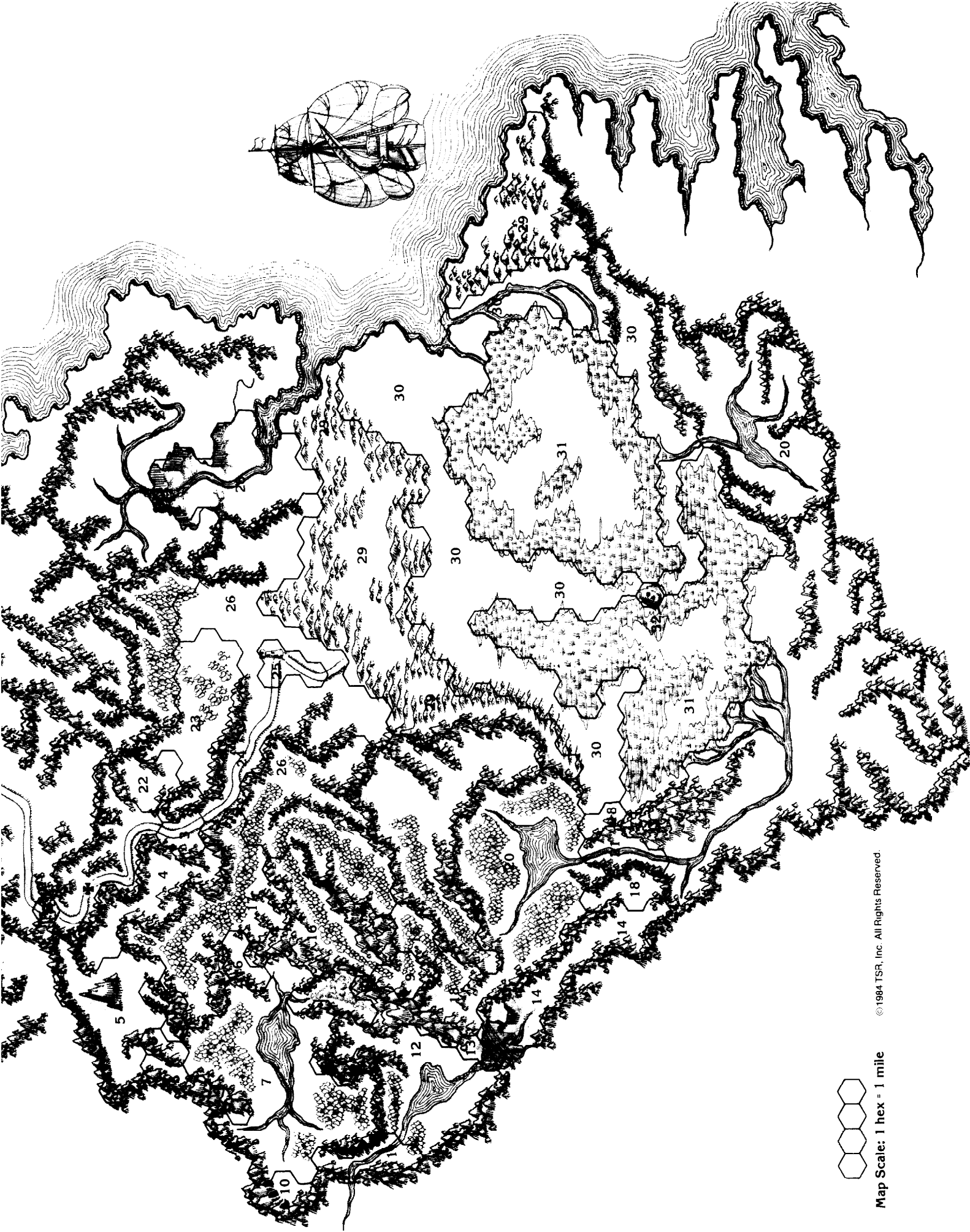
Characters cannot see farther than 10 feet regardless of light source. Infravision cannot be used. For each 5 feet characters travel in the steam, there is a $\frac{1}{3}$ chance (1 or 2 on 1d6) that their path is blocked by either a steam vent or a stalagmite.

Lurking in the cavern are 10 ogres, a vanguard of Verminaard's army searching for the refugees. They wandered into this cavern through the south entrance and, liking the warmth, have decided to stay for a while. They attack the heroes, trying for surprise, and fight until killed.

Constitution penalties (as in Area 36) also apply here.

38. The Steam City

Although this city once held over 1,000 dwarves, now only 200 Aghar dwarves live here. The Steam City is a fine example of dwarven architecture, consisting of traditional "map blocks" grouped together to build a community. (Dwarven architecture is discussed in detail in DL 4, *Dragons of Desolation*.) Now, most of the city has fallen into ruin. Each "map block" is described in one Encounter section. The players should not try to explore the entire city. If the players should stray off course, improvise encounters with the Aghar society, such as it is.

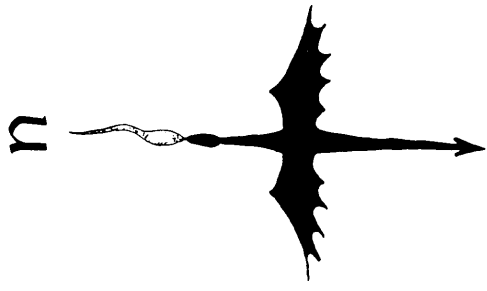


Map Scale: 1 hex = 1 mile






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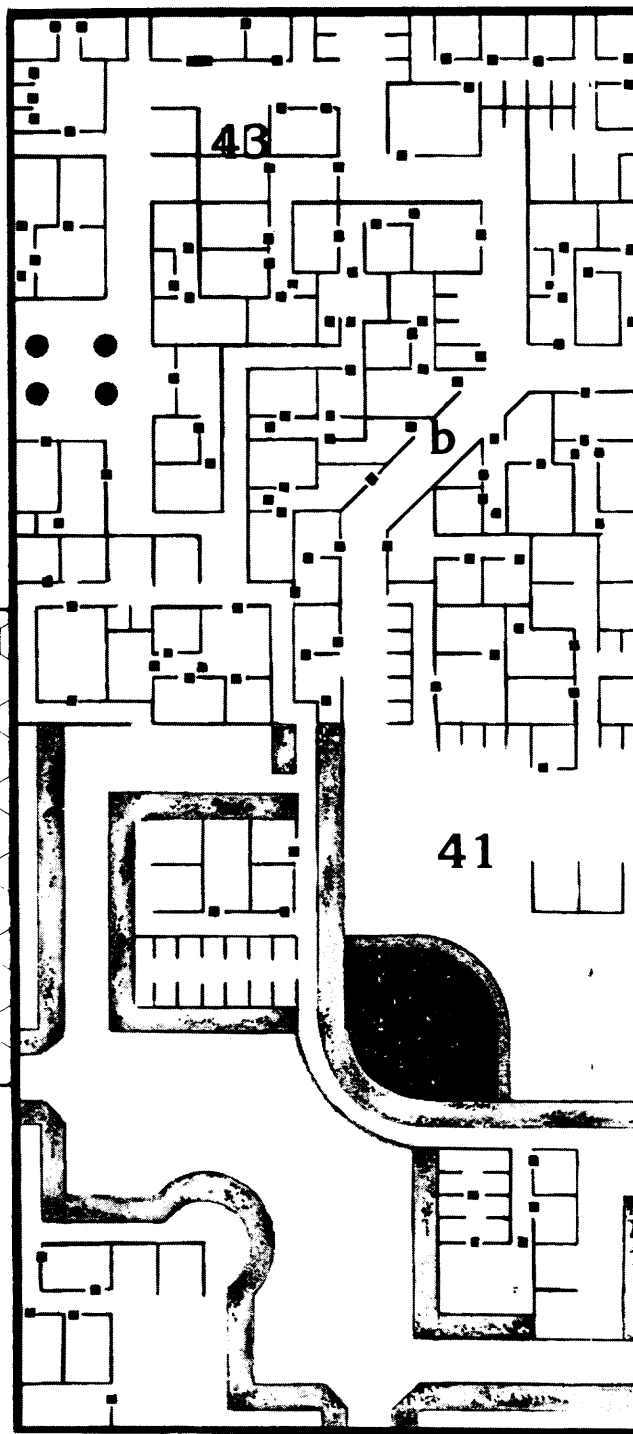
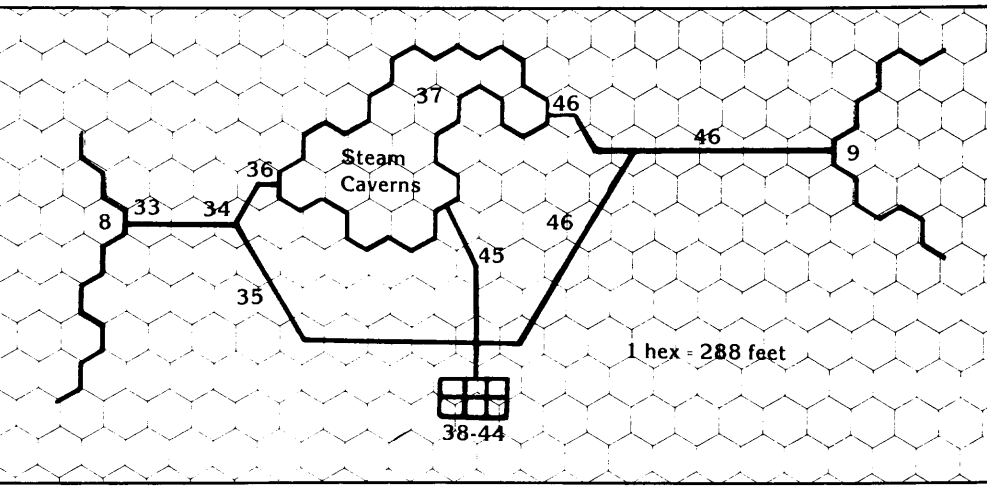


The Steam Caverns

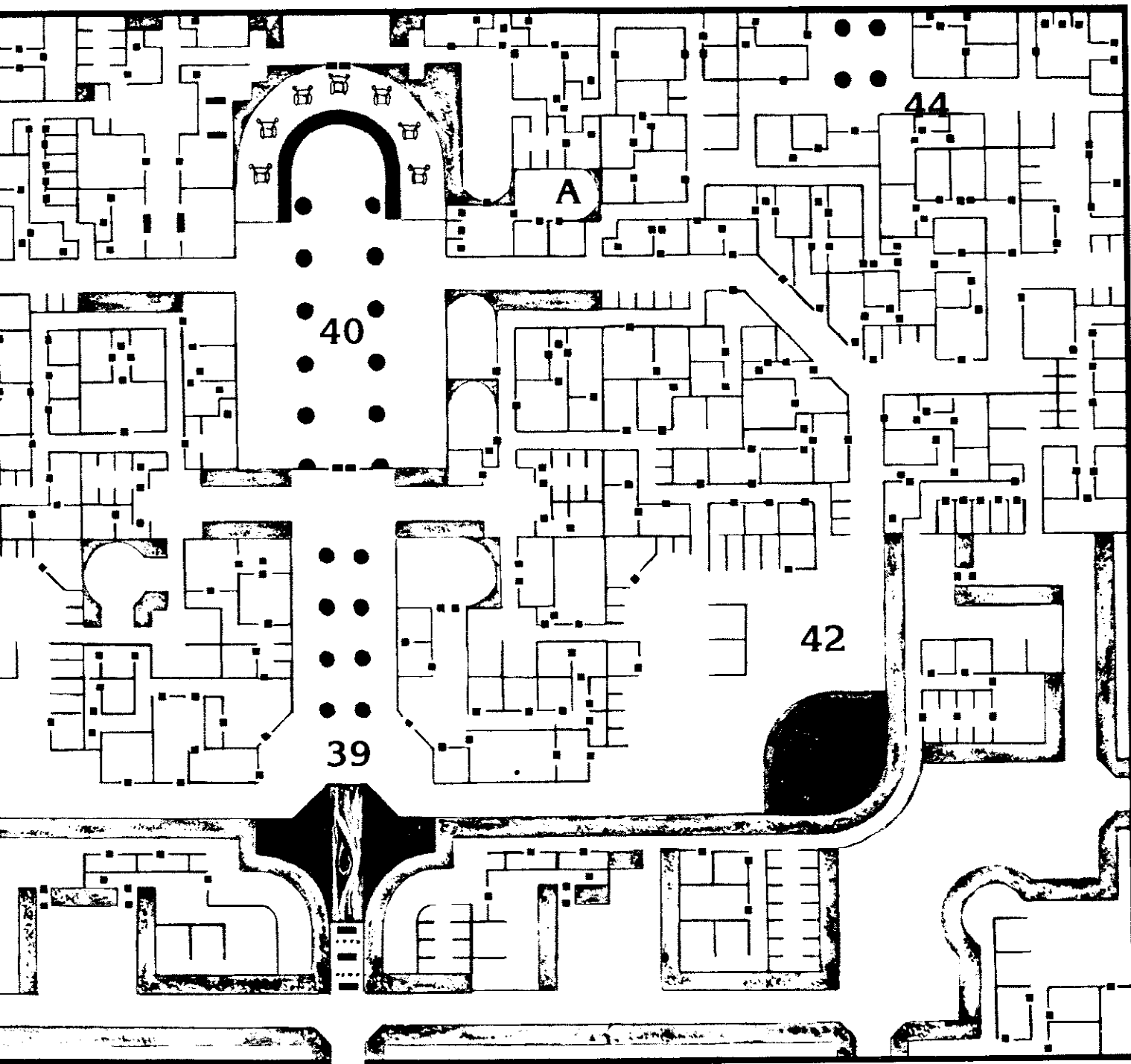


Key

-  Door
-  Wall
-  Pit
-  Column
-  Throne



The Steam Caverns



canticle of the dragon

Out of the darkness of dragons,
out of our cries for light
in the blank face of the black moon soaring,
a banked light flared in Solamnia,
a knight of truth and of power,
who called down the gods themselves
and forged the mighty Dragonlance, piercing the soul
of dragonkind, driving the shade of their wings
from the brightening shores of Krynn.

Paladine, the Great God of Good
shone at the side of Huma,
strengthening the lance of his strong right arm,
and Huma, ablaze in a thousand moons,
banished the Queen of Darkness,
banished the swarm of her shrieking hosts
back to the senseless kingdom of death, where their curses
swooped upon nothing and nothing
deep below the brightening land.

Thus ended in thunder the Age of Dreams
and began the Age of Might,
When Istar, kingdom of light and truth, arose in the east,
where minarets of white and gold
spired to the sun and to the sun's glory,
announcing the passing of evil,
and Istar, who mothered and cradled the long summers of good,
shone like a meteor
in the white skies of the just.

Yet in the fullness of sunlight
the Kingpriest of Istar saw shadows:
At night he saw the trees as things with daggers, the streams
blackened and thickened under the silent moon.
He searched books for the paths of Huma
for scrolls, signs, and spells
so that he, too, might summon the gods, might find
their aid in his holy aims,
might purge the world of sin.

Then came the time of dark and death
as the gods turned from the world.
A mountain of fire crashed like a comet through Istar,
the city split like a skull in the flames,
mountains burst from once-fertile valleys,
seas poured into the graves of mountains,
the deserts sighed on abandoned floors of the seas,
the highways of Krynn erupted
and became the paths of the dead.

Thus began the Age of Despair.
The roads were tangled.
The winds and the sandstorms dwelt in the husks of cities
The plains and mountains became our home.
As the old gods lost their power,
we called to the blank sky
into the cold, dividing gray to the ears of new gods.
The sky is calm, silent, unmoving.
We had yet to hear their answer.

Then to the east, to the Sunken City
scarred in its loss of blue light,
came the Heroes, the Innfellows, heirs to the burdens,
out of their tunnels and their arching forests,
out of the lowness of plains, the lowness
of huts in the valleys,
the stunned farms under the warlords and darkness.
They came serving the light,
the covered flames of healing and grace.

From there, pursued by the armies,
the cold and glittering legions, they came
bearing the staff to the arms of the shattered city,
where below the weeds and the birdcall,
below the vallenwood, below forever,
below the riding darkness itself,
a hole in the darkness called to the source of the light,
drawing all light to the core of light,
to the first fullness of its godly dazzle.

39. eastGate

The corridor leads into a wide courtyard. Before you is a wide gate, obviously the work of master builders. In front of the gate is a strange sight: a single Aghar dwarf standing guard in the middle of the gate. His helmet is falling over his eyes and he is having considerable difficulty keeping his oversized halberd from falling to the ground.

The dwarf guard is supposed to guard against intruders, but he has a rather loose idea how this is to be accomplished. As the characters approach, he calls out in his most challenging squeaky voice, "Halt! Answer me before I let you pass! Are you supposed to come into this kingdom?" If the answer is "Yes," he lets the party pass without question.

Once the guard has decided that the party can pass, he asks, "Are you here to see the great secret treasure of the Aghar?" If the answer is "Yes," he offers to lead the heroes to the Aghar Highphulph, Lord of Phulph Clan Aghar. If the heroes ask what the "great secret treasure" is, the Aghar won't tell them, since it's a secret.

This map block consists of the Great Gate and various shops and storehouses, mostly empty. All stairs lead nowhere. The Aghar leads the heroes directly to Encounter Area 40.

40. Court of The Thanes

You walk down a wide corridor with large columns on either side. The guard opens double doors that lead into a huge court. At the far end, a semicircle of thrones sits on a raised dais. On one of the thrones sits another Aghar dwarf—this one wearing a crown three sizes too big and ill-fitting robes. The guard whispers, "Don't be afraid. It's just His Magnificence, the Highphulph!"

The Highphulph welcomes the heroes in his squeaky voice. He asks them if they have come to see the great secret treasure. If the heroes answer "yes," he leads them to a small temple room (key "A"). In the center of the room is a great monolithic slab of black stone. Before the stone is a circular dais of white stone. Gold letters are carved around the edge. Unfortunately, the Aghar cannot read (the Highphulph admits this with some embarrassment) and so have no idea what to do next.

The inscription is written in an old dialect of dwarven, readable by anyone who knows that language. It says, "Let him stand and ask, he who would receive knowledge." If any person stands on the dais and asks a question in dwarven, fiery letters appear on the slab.

All questions must be about dwarvish matters, or else the answer will always be, "What has this to do with the Dwarves of Thorbardin?" If asked about Skullcap, the Dwarfgate, or Fistandantilus, the device will tell the story of Fistandantilus. (Read the Prologue to Chapter 13.)

The device will answer only three questions per day.

The Highphulph is ecstatic that he has finally found out how to use the great secret treasure. He asks the heroes what boon he can offer them, and provides anything within reason. (The Aghar are poor and stupid. They cannot provide very much.) He offers to allow the heroes and all the refugees come live in his kingdom forever. (If the PCs propose this to the Council of Freedom, the leaders of the Woodfolk and the Plainsmen bitterly oppose living underground with (ugh!) Aghar.) He can provide up to 400 food units, all unpleasant to the taste.

The rest of Encounter Area 40 consists of royal chambers (squalid) temples (mostly useless) and storerooms (filled with garbage).

41/42. Walls of The City

The great wall forms a defensive perimeter about the ancient city. Storerooms and barracks, both empty, are about. There are stairs that once went somewhere, but no longer. Pits lead deep into the earth. Any dwarf with the party recognizes them as the Pits of Reorx (god of the dwarves), a religious feature common to all dwarven settlements.

There is nothing here of value or particular interest.

43/44. Residences

These blocks form the residential area of the dwarven community. Now, most of the houses are empty. The ones inhabited by Aghar are easily found by their smell. Stairs lead nowhere.

45. Short Passage

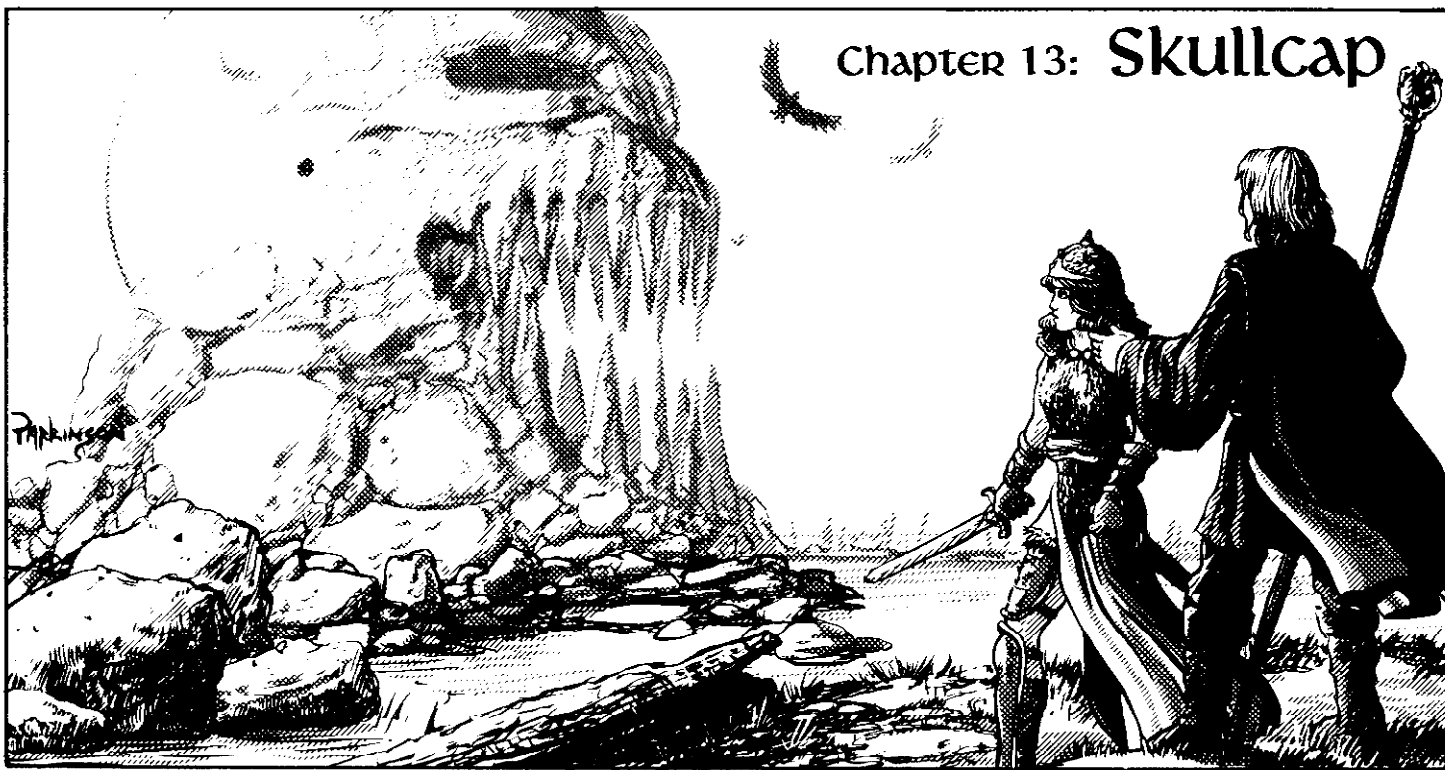
This passage is identical to Encounter Area 36, except shorter. It leads to Encounter Area 37.

46. Southern Routes

The corridor is filled with swirling steam mists.

The two corridors join and run southeast 1,300 feet to the southern exit (Encounter Area 9, Chapter 11.)

Chapter 13: Skullcap



Prologue: Following the Cataclysm, the hill dwarves and men of the Xak Tsaroth regions fled southward seeking refuge in the kingdom of the mountain dwarves. This kingdom, known as Thorbardin, could not support the hundreds of thousands of refugees, and so closed the gates against them.

Disorganized and without leadership, the refugees proved no match against the organized and motivated forces of Thorbardin.

Then came Fistantantilus.

Fistantantilus was an ancient magic-user of the Age of Might that preceded the Cataclysm. Magic at that time was despised as an “impure” profession. Wizards, both great and small, became outcasts. Yet Fistantantilus foresaw a time when magicians would again be important in Krynn. He knew not when... but when the time came, he swore, he would be there.

The years came and went, but the day of magic’s reign did not come. Eventually, Fistantantilus used magical means to prolong his life, until there was nothing left of him except the magic. It was in this form that he greeted the Cataclysm. It was in the rabble at Thorbardin’s gates that he saw his chance to regain the power he had lost.

He built a magical fortress at the roots of a mountain, and formed a great army to take Thorbardin. The battle raged across the valley. And, when his defeat looked certain, his vengeance knew no bounds. He loosed the most powerful magic he knew, and both the armies of his enemy and of his own were consumed. His mountain fortress was blasted until only the shattered and glazed form of a giant skull remains—Skullcap.

Deep beneath Skullcap, legend has it, are the remains of Fistantantilus and the path to the gates of Thorbardin...

47. Jaws of Death

The mouth of the skull-shaped mountain, 80 feet above the swampy plain, forms a cavern leading deep into the mountain.

Rubble is piled 50 feet high before the cavern. It can be climbed easily. The remaining 30 feet is made of the glassy black material that covers all of Skullcap.

The surface of Skullcap is blue-black, as though burned and melted by tremendous fires. It is now icy cold to the touch, and impossible to climb normally (Climb Walls penalty of 50%). Ropes or other devices must be used.

Jagged stalactites and stalagmites form the “teeth” of the skull. Once inside the cavern, characters see the following:

Stalactites and stalagmites form grotesque rows of teeth. At the back of the opening, a natural tunnel descends into the mountain.

The tunnel is made of the same fused black rock as the outside of Skullcap. After 20 feet of gentle downward slope, the angle of the tunnel changes to a 70 degree incline—too steep and smooth to walk. Characters can use ropes and spikes to descend, or they can slide down the smooth tunnel. The tunnel leads to Encounter Area 51. Climbing the tunnel from

the bottom is the same as climbing the smooth exterior of the mountain.

48. Eye of The Dead

The eye sockets of the skull-shaped mountain form caverns leading deep within.

Both these caves are identical. At the back of each is a small tunnel leading down at a 70 degree angle. However, they are not made out of the fused glassy material, and handholds are available for an easy descent.

Both tunnels lead to the same place: a metal framework overlooking Encounter Area 60. There are no handholds down; characters must tie a rope to the metal framework and lower themselves to the floor, or use equivalent means.

49. Rubble Crater

A large crater forms the top of Skullcap. The crater is filled with rubble. Strange and tortured shapes of stone twist skyward, obscuring the bottom of the bowl. A pool of water has collected at the bottom.

If characters explore the bottom of the bowl, they find a 20 feet wide shaft descending at a 60 degree angle. It can be climbed slowly and with some difficulty. After 70 feet, the ceiling and walls become smooth and glassy.

The shaft leads to the upper ledge of Encounter Area 50. The pool of water has an outlet at the bottom 5 feet wide; it leads to the waterfall at Encounter Area 50.

50. Shadowlair

The sound of rushing water fills this large cavern. A waterfall pours into a large pool covering the cavern floor. In the middle, surrounded by water, is a small island, on which are piled gems and weapons.

The cavern is 100 feet across. A pool of water covers the cavern floor from the exit to Encounter Area 60 to the lower platform (Encounter Area 50a). Behind the lower platform is a small tunnel (Encounter Area 75) that serves as the drain for the pool.

A waterfall empties into the pool from the bowl above (Encounter Area 49). At the level of the waterfall is an upper platform (Encounter Area 50b). A 5 foot wide ledge at the level of the upper platform goes around the entire edge of the cavern.

On the upper platform, beside the waterfall, resides a shadow dragon.

The shadow dragon, an ancient, huge member of its race, was bound by Fistantilus long ago to guard this fortress as long as Fistantilus remained alive on this earth. The shadow dragon, who can speak, informs anyone it has not yet eaten of this fact.

The shadow dragon prefers to rest on the upper platform and wait for adventurers to raid his store of treasure. Then he attacks, using breath weapon and spells first.

The shadow dragon has an Intelligence of 18 and speaks Common, Hill Dwarf, Mountain Dwarf, and all dragon tongues. It has the following spells:

Level 1: *darkness, phantasmal force*
 Level 2: *blindness, fog cloud*
 Level 3: *continual darkness, suggestion*
 Level 4: *confusion, shadow monsters*

The treasure consists of the following:

900 pp, 21 500-gpv gems, 3,000 stl, 1 suit of chain mail +2, 2 potions of clairaudience, boots of levitation.

51. Lords' Hall

Faded tapestries, depicting men and dwarves at war, line the walls.

52. Generals' Way

Ancient dust fills the corridor. Stains streak the metal finish on each of the doors.

These doors are oak covered with silver, worth 1,000 stl each.

53-57. Empty Rooms

Broken furniture is strewn about.

The room is otherwise empty. There is nothing of value here.

58. Brass Buttons

On a broken table is an old tunic with brass buttons on it.

A spectre appears if the brass buttons are disturbed.

59. Priesthood West

This room is empty.

60. Great Stairwell

A great central stairway descends deep into the mountain. Torn by the same terrible forces that long ago ravaged Skullcap, the iron framework that once supported these stairs is now twisted and wrenched. Overhead, the ceiling is shattered, revealing the iron frame that once held it.

The stairwell is 60 feet in diameter. A 10 feet wide staircase circles down about 20 feet to Encounter Area 71 (Twisted Iron). The dome above leads to Encounter Area 48.

61. Armoury

A grey hemisphere shimmers in the center of the room. Armor stands gleaming against the walls.

Anyone who enters the room can see into the hemisphere. Read the following:

A gleaming metallic dragon is frozen in mid-flight, its mouth gaping open. Below it, a goblin is also frozen, this one in mid-stride as though fleeing for its life.

If a non-magical piece of iron or steel touches the grey hemisphere, it vanishes like a popped soap bubble. Nothing else will break the spell. The instant the hemisphere vanishes, the temporal stasis that holds the two creatures breaks. With one lunge, the brass dragon snaps up the goblin and devours him in a single bite. Then he notices the party.

The brass dragon is understandably confused, since it has been frozen for 350 years. Shocked by the changes, it pauses. If the characters attack first, it will fight back, but if they do not, it asks them what has happened.

The brass dragon's name is Blaize. He was part of the attacking force during the Dwarfgate War, and the last thing he remembers is Fistantilus casting a spell. He does not know anything about the disappearance of dragons from the world, or about the recent reappearance of the evil dragons. When the current state of the world is explained, he does not have any idea why the good dragons have not entered the fray.

Blaize is a bit of a braggart, and loves to talk about his great feats in the War.

The dragon is very interested in the history of the current war. He tells the characters that he will seek out good dragons, if any remain, to help their cause. In the meantime, he offers to accompany the heroes for the time being. He can fit through double doors, though not through single ones.

Blaize remains with the party until one of three events: Verminaard and Ember attack (see Event #6), the heroes battle the shadow dragon (Encounter Area 50), or the current adventure ends (Epilogue).

If Blaize fights the shadow dragon, run combat normally until the shadow dragon is dead.

If Blaize fights Verminaard and Ember, he flies up and engages the red dragon. When Ember uses his breath weapon, the brass dragon flees and Ember pursues. Blaize flies toward the nearest mountain and weaves among the sandstone cliffs (see cover painting). Both weave out of sight...and no one returns. Verminaard and Ember do not reappear in this adventure.

Blaize is a small, adult brass dragon, and has the following spells:

Level 1: *magic missile, protection from evil, sleep*
 Level 2: *continual light, web*

The armoury contains the following treasure: 3 suits of plate mail, 3 shields +1, 2 javelins of lightning, and 2 cloaks of protection +2.

62. West Guards hall

This room is empty.

63. Arrowslit

Six wraiths are in each of these rooms. They are armed with bows and arrows and fire through the slits at anyone in Encounter Area 64.



64. Gateway

The iron doors are bowed inward, yet remain shut. A half-inch slit is open between the doors.

Any character checking the walls discovers the arrow slits. If anyone opens the doors at the north end, the wraiths close the doors at the south end and begin firing.

65-66. Trashed Halls

These rooms are empty.

67. Guardians

The doors open to reveal a once-plush room, now in rags. Golden double doors at the far end of the room are closed. Shadowy forms lurk about.

These are harmless spirits of the fine lords and ladies who once feasted in this hall, but died during Fistandantilus' defeat. They ignore any attack and do not fight back.

68. Ballroom

An immense hall stretches into darkness. Shadowy figures swing and sway to a music that cannot be heard.

Most of the dancers are harmless spirits like those in Encounter Area 67. However, the room contains 5 apparitions—skeletal forms

in tattered uniforms—once generals in the army of Fistandantilus. They move to attack.

69. Altar

A skeleton lies draped over a low altar along the far wall. Its armor is rusted, but a gleaming sword lies next to the figure, still grasped in its hand. A rolled parchment is

This is the skeleton of a good warrior who died in battle here. It is not animated in any way. The armor is useless, but the sword is a *vorpal longsword* +3. The scroll shows general details of the mountain forest before its destruction. It shows that a gatehall once extended from the north side of the mountain to what is now Encounter Area 64. The map shows that the central stairwell was the only way to reach the lower levels. The chambers of Fistandantilus are marked on the map. They appear to be directly below the bottom of the staircase. The chambers can be reached only through a huge cubic room that is not described on the scroll map.

70. East Priests' Room

This room is empty.

71. Twisted Iron

The stone steps circle down about 20 feet, and then stop. The shaft once occupied by stairs is torn and blasted. A tangled mesh of twisted iron framework hangs down into the cold darkness below.

All the floors between the first and the bottom of this staircase were gutted by Fistandantilus' final spell. Nothing remains but rubble. Most of this shaft, in fact, is now made of the same glazed material as the exterior of Skullcap.

The iron framework hanging in the darkness once supported the center of the fortress. It now hangs suspended from the top seven floors of the collapsed area, and hangs freely down to a depth of 270 feet. By fate, one end of the frame was imbedded in the wall 10 feet above the cavern entrance at Encounter Area 72.

Although the frame looks dangerous, it is actually well secured. Climbing down, however, is torturous work at best. There is a 20% chance per turn that the characters' movement causes the entire structure to sway. Each person not secured by rope or other means must make a dexterity check. Failure means that character slips and falls. Falling characters roll a second dexterity check, this one at -5 to dexterity, to catch onto another part of the frame. If the second check fails, the character falls to the bottom, taking normal falling damage.

Blaize cannot climb down or fly down the shaft. He offers to wait until the characters return.

72-73. Crevasse Climb

Here, the blast caused a deep fissure in the rock. Although the fissure is made of glazed stone, cracks in the stone make convenient handholds.

The tunnel rises steeply for 150 feet and then descends slightly to Encounter Area 74.

74. Drain

This is where water from the tunnel at Encounter Area 50 runs out. The tunnel continues west.

75. Waterway

The water from the tunnel at Encounter Area 50 washes down. The tunnel cannot be climbed without magical aid.

76. Collapsed

Once, there were additional levels here. Now, only the edges of the floors remain, edges glazed smooth, jutting from the walls of the shaft.

Ropes can easily be secured on these ledges. If characters try to climb from ledge to ledge without ropes or equivalent aid, they must make a dexterity check each ledge or fall to the bottom.

77. Shifting Corridors

At the bottom of the shaft, a tangle of jagged stone and iron forms a steep mound. In the center of the mound, a narrow funnel leads down to the top of an iron framework that was once a dome. Beneath the dome is a rubble-strewn floor.

Climbing is easy here. If the rubble is searched, broken bones and skulls are found.

As soon as characters reach the iron framework, they are attacked by 3 Skeleton Warriors. Unlike the FIEND FOLIO® description, these warriors are controlled by their circlets at a distance of more than 240 feet. They are still enslaved by Fistantantilus' powerful magic, and attack the adventurers until dead or the adventurers flee. While attacking, they beg the heroes to recover the circlets that bind them and free them from their servitude. If the characters succeed in recovering the circlets and give them to the warriors, the warriors instantly disappear. PCs should receive full experience points for such a noble act, as if they actually defeated the creatures.

78. Man With a Key

A skeleton in once-fine robes slumps over a stone table in the center of the room. A set of rusted keys on a ring hang at its side.

Neither the skeleton nor the key ring are magical. The keys (there are seven) are the "Keys of the Guardian," and will be valuable later.

79. Locker

This room is empty.

80. Crystal Maze

You are standing on a balcony overlooking a 70 feet square room that is 60 feet from floor to ceiling. The balcony you are on is 10 feet from the ceiling. Across from you and on the wall to either side are identical balconies—four total, including the one you occupy. Beneath you is a second set of four balconies, each 20 feet above the floor. Four archways exit the room from the floor level. The room is brightly lit by a globe in the ceiling.

But none of this is as impressive as the creature in the middle of the room: a hydra constructed entirely of metal. As you enter the room, it grinds slowly into motion. One of its twelve heads turns toward you while another spews flame against the ceiling!

The Iron Hydra is a mechanical construct. It is AC 0 and hits as a 12 HD monster. Its breath weapon does 6d6 (save for half damage). Each head can attack once per round, doing biting damage of 2d8. Each head takes 20 hp to destroy; the entire monster can withstand 100 hp before stopping.

Once, all 12 heads could breath fire three times each per day. Now, in the western room, only three heads function, and in the eastern room only one head functions. Both creatures expend one breath against the ceiling in warning.

Both the eastern and western rooms are actually magical mazes. The "open room" the adventurers see is the product of two spells: *permanent invisibility* and *permanent illusion*. Actually, there are three floors of walls, ceilings, stairs, and shafts—a maze of crystal to trap the unwary.

The actual room contents can be seen only if a magic-user casts both *detect invisibility* and *detect illusion* (only one will not suffice), or *detect magic* against a 20th level spell.

The invisible walls of the maze resist the hydra's firebreath. If the proper route is followed, adventurers can walk through each level of the maze to the appropriate exit, descend to the next level, and thus depart the maze. If a character walks into the shaded area of the map, he falls into the pit, taking falling damage, and is attacked by the hydra. If a

character walks into an area not protected from the hydra by a wall, the hydra first flames and then attacks with 1d4 heads.

In addition to the iron hydra, the room is also occupied by three invisible stalkers (*detect invisibility* also detects them) who attack any person not carrying one of the Keys of the Guardian (Encounter Area 78). If Fistantantilus is finally destroyed, they vanish.

The maze occupies 3 levels. The exit from the maze is on the 4th level underneath the balcony.

81. West Entrance

A grotesque statue of a man with a single huge eye stares at the staircase. A set of golden double doors stands on either side of the statue.

The giant eye seems to follow the characters as they move about the room. If they move toward the west doors, the statue appears to smile. If they move toward the east doors, the statue appears to frown. It does nothing else.

If the statue is attacked, it falls and shatters. The head continues to function as long as it remains intact.

82. Wrong Turn

This room is lit by dim red globes on the ceiling. In the center, a large stone statue of a dwarf stands. Its legs are planted on the floor, its hands press against the ceiling. Another set of golden doors is behind the statue.

The stone walls have scorch marks on them. If the golden doors are opened, a smaller room is revealed. There is nothing in it.

Once, long ago, there was a *fireball* trap here, but it was long since exhausted.

83. Traproom

This room appears identical to Encounter Area 82, including stone statue.

This room has an antigravity spell and a stone golem operating in it. There is only one way to travel through it without activating the golem.

When Fistantantilus wished to pass through this chamber, he entered through the door and was immediately pulled to the ceiling by antigravity. To avoid hitting the ceiling, he grasped an invisible stone ladder to the right of the door. Once on the ceiling, he walked along the west wall to the other door,



where the antigravity spell reversed his orientation, and used the stone ladder to lower himself to the floor.

There is a 10 foot wide band of antigravity that begins in front of both the north and south doors, and travels along the west wall. If characters do not grab the invisible stone ladder, they fly up and hit the ceiling for 1d6 falling damage.

Any object that weighs more than 50 lbs. that enters any normal gravity area in the room immediately activates the stone golem. The statue attacks all moving creatures in the room, whether in the antigravity areas or not. The golem senses its prey by movement: if all characters stand still, the golem ceases its attack. After one round, the golem returns to its original position, and characters can move safely. However, if anyone moves back into the normal gravity areas, the golem is reactivated.

84. east ENTRANCE

This area is identical to Encounter Area 81. The only difference is that the statue smiles at movement toward the east door and frowns at movement toward the west.

85. pressure pot

This room is empty except for stone double doors in the middle of both end walls.

If the stone door at the south end is opened, a *fireball* trap is sprung, causing 10d6 damage to everyone in the room.

86. alcove

A statue stands in the shadows of an alcove where the two corridors meet. Double doors made of iron face north.

The iron doors are *wizard locked* and can be opened only by a *knock* spell or by the Keys of the Guardian (Encounter Area 78).

The statue is of Nuitari, the god of dark magic, in his aspect of Knowledge. This is one of the Seven Faces of Nuitari. A magic spell allows Fistandantilus to see any visitors through its eyes so that he cannot be surprised.

87. Rites of Passage

The iron doors open to reveal a short corridor 20 feet wide to a second set of iron double doors. On either side, alcoves contain statues draped in heavy shadow.

Four sets of double doors separate this hall from Encounter Area 88. Signs of the final blast of Fistandantilus streak the walls here.

Each set of double doors is *wizard locked*, and can be opened only with a *knock* spell or with the Keys of the Guardian.

The shadowy figures in the alcoves (two in each segment of corridor) are statues of the remaining six faces of Nuitari. Each statue radiates magic. As the characters move through the corridors, they pass through the magic fields between the statues. The magic effects, described below, can be prevented either if a *dispel magic* spell is cast, or if the Keys of the Guardian are inserted in a small keyhole at the base of each statue.

The first pair of statues represent Might and Wealth. The magic field *polymorphs* any weapon passing through it into wood. The weapons return to normal if they are passed through the field in the opposite direction (when exiting, for example).

The second pair of statues represent Youth and Passion. The magic field casts a *charm person* on anyone passing through, with the specific effect that *charmed* characters cannot harm Fistandantilus.

The third pair of statues represent Death and Chaos. The magic field casts *dispel magic* on anyone and anything passing through. There is no keyhole in the base of these statues.

88. Chambers of fistANDANTILUS

The ceiling, once a dome of marble, is now shattered. Huge stone blocks litter the floor and block the opening above. In the center of the room, a metallic object shines brightly.

The metallic object is actually three circlets—the controllers of the skeleton warriors at Encounter Area 77.

The circlets lie next to the broken skull of a human lying among shattered bones in a pile of rubble in the center of the room. If the characters approach within 20 feet of the skull, the following occurs:

The broken skull rises into the air, the dust from the rubble swirling up in a howling wind and forming about it in the rough shape of a man!

This is the demilich form of Fistandantilus. If the characters do not attack it, after three rounds it settles back into dust. It does not move from the spot where it stands, and does not stop the passing of the adventurers into

the next chamber.

Recovering the circlets is not considered an attack.

89. Treasure Junction

A 20 foot archway opens on both the west and east sides of this hall into brilliantly lit treasure rooms. An iron door to the north stands closed.

The doors to the north are *wizard locked*, and can be opened only with a *knock* spell or the Keys of the Guardian.

If characters look through the archways, they see Encounter Areas 92 and 93. Read the descriptions of those areas if requested.

The archways are actually *teleports*. The west archway leads directly to Encounter Area 90; the east archway leads to Encounter Area 91.

The only way into the treasure rooms is by using a *dispel magic*, which calms the *teleporter* for the duration of the spell, or by inserting the Keys of the Guardian in a secret keyhole (discover as a normal secret door).

90. West Cages

Rows of cages contain the skeletal remains of those once trapped here.

Anyone entering the great archway leading to Encounter Area 92 suddenly finds himself in Encounter Area 89.

91. East Cages

Rows of cages contain the skeletal remains of those once trapped here.

Anyone entering the great archway leading to Encounter Area 93 suddenly finds himself in Encounter Area 89.

92. West Treasure

A dome of brilliant white light illuminates the room. Piled about the floor is the treasure of Fistandantilus. A shining dwarven helm adorned with large gems is prominent in the pile.

The treasure consists of: 3,000 stl, 2,000 gp, 8,000 pp, 52 800-gpv gems, 12 pieces of jewelry worth 1,000 stl each, a set of dwarven *plate mail* +3, and the *Helm of Grallen*.

Chapter 13

The *Helm of Grallen* is a dwarven helm set with large gems (1,000 gpv each). The enchantment of the *Helm* is that if the wearer should be killed, his soul is instantly *magic jarred* into one of the gems.

The *Helm* was made for Grallen, Prince of the Mountain Dwarves and son of the great dwarven king, Derkin, when he rode off to fight Fistantantilus in the Dwarfgate War.

Anyone who puts on the helmet activates the *magic jar* spell, and must save vs. magic at -4 or the soul of Grallen possesses the wearer. The wearer's life force is transferred to the gem.

If this happens, Prince Grallen immediately bows to the characters, and tells the following story:

I am Grallen, Prince of the Mountain Dwarves, killed by the forces of evil in the Dwarfgate War.

By means of this magical helm, I have survived these centuries that my tale and fate may be told.

I rode forth on the morning of the last battle in the great charge of Thane Hylar dwarves. We came from the Northgate of Thorbardin across the Dergoth Plain. My troop assaulted the mountain home of the Dark Wizard here. My brothers fought with courage and valor; many fell with honor at my side.

Yet when the tide of battle turned in our favor, and I confronted the wizard in his lair, he smiled, and a great magic rushed from his being: a flame of power and horror that broke through stone and steel.

Thus, in his rage and despair, he destroyed both his allies and his enemies.

Thus did I die.

Now I beseech thee, return my soul to the Kingdom of the Hylar in Thorbardin, tell my story to the Council of Thaness, and give me a proper resting place in the Valley of the Kings.

Grallen stands silently after his story is told. He explains how to find the Northgate entrance to Thorbardin if asked, and draws a map on request. He answers any other questions put to him to the best of his ability.

Once all questions have been asked and answered, Grallen activates the *magic jar* again and switches his life force back into the gem. The wearer of the *helm* becomes normal again, though is disoriented and cannot fight for 1d6 game turns.

93. East Treasure

A globe of brilliant white light illuminates the room. Piled about the floor is the glittering treasure of Fistantantilus. Prominent among the treasure is a dwarven map case.

The mapcase contains a map showing the route from Skullcap to the gates of Thorbardin.

In addition to the map, there are 3,000 stl, 2,000 gp, 5,000 pp, 42 500 gpv gems, and 12 pieces of jewelry worth 1,000 stl each.

94. Access

The double door open into a square room with great archways on either side. Each archway leads to a 10 foot deep alcove.

The western alcove is a teleport to and from the south alcove in Encounter Area 92. The eastern alcove is a teleport to and from the south alcove in Encounter Area 93.

epilogue

The adventure ends when the heroes find a safe temporary home for the refugees (Encounter Area 21) and discover the route to the doors to the dwarven kingdom in the depths of Skullcap. When those conditions are met, go directly to the Epilogue.

Tonight is a time for feasting and celebration—the first moments of happiness in peace in many long days. For the refugees of Pax Tharkas have found at least temporary safety from the advancing dragonarmies, and you have discovered information leading to the long-lost doors to the dwarven kingdom of Thorbardin.

Tomorrow you adventure once more, but tonight the Council of Freedom toasts your success. Even dour Locar, the Seeker leader, praises you tonight. And Elistan, a true cleric and good friend, pledges you the support of the people.

You accept the cheers of the refugees, and drink the newly-made mead around the warm campfires. In spite of great dangers to come, tonight there is... hope.

The next DRAGONLANCE™ adventure is called “Dragons of Desolation,” and covers the search for the doors to Thorbardin and the wonders of the dwarven kingdom inside. That adventure concludes the First Book of DRAGONLANCE.

If you plan to play that adventure, use the information in the Events section of Chapter 11 to calculate how much territory the dragonarmies have occupied and how much time remains before they reach the Hopeful Vale. When you begin DL 4, your players have that much game time to get the refugees to safety.

Also note whether the heroes recovered the *Helm of Grallen* from Skullcap. The *Helm* has many powers, and will be of use later.

Blaize, the brass dragon, departs if he has not already done so. Fizban remains with the Party.

If you do not plan to play DL 4, use the following optional ending to this adventure:

The adventurers leave the camp the next morning to discover the doors to the kingdom of Thorbardin. They travel for several days into the mountains to the south of the Dergoth Plain (run random encounters as appropriate).

But the landscape changed greatly in the days of the Cataclysm. The heroes discover the gate to Thorbardin—but it is buried under tons of rock. There is no hope of refuge there.

However, nearby, the mountain is split as if someone cut it in half. Next to a sheer cliff face is a narrow path...a path to freedom on the far side of the mountains.

It takes the heroes several days to escort the refugees through the mountain passes to safety, but soon they reach a new horizon—one free of the encroaching dragonarmies!

Fizban and Blaize both depart when the refugees cross through the mountains, if they have not done so already.

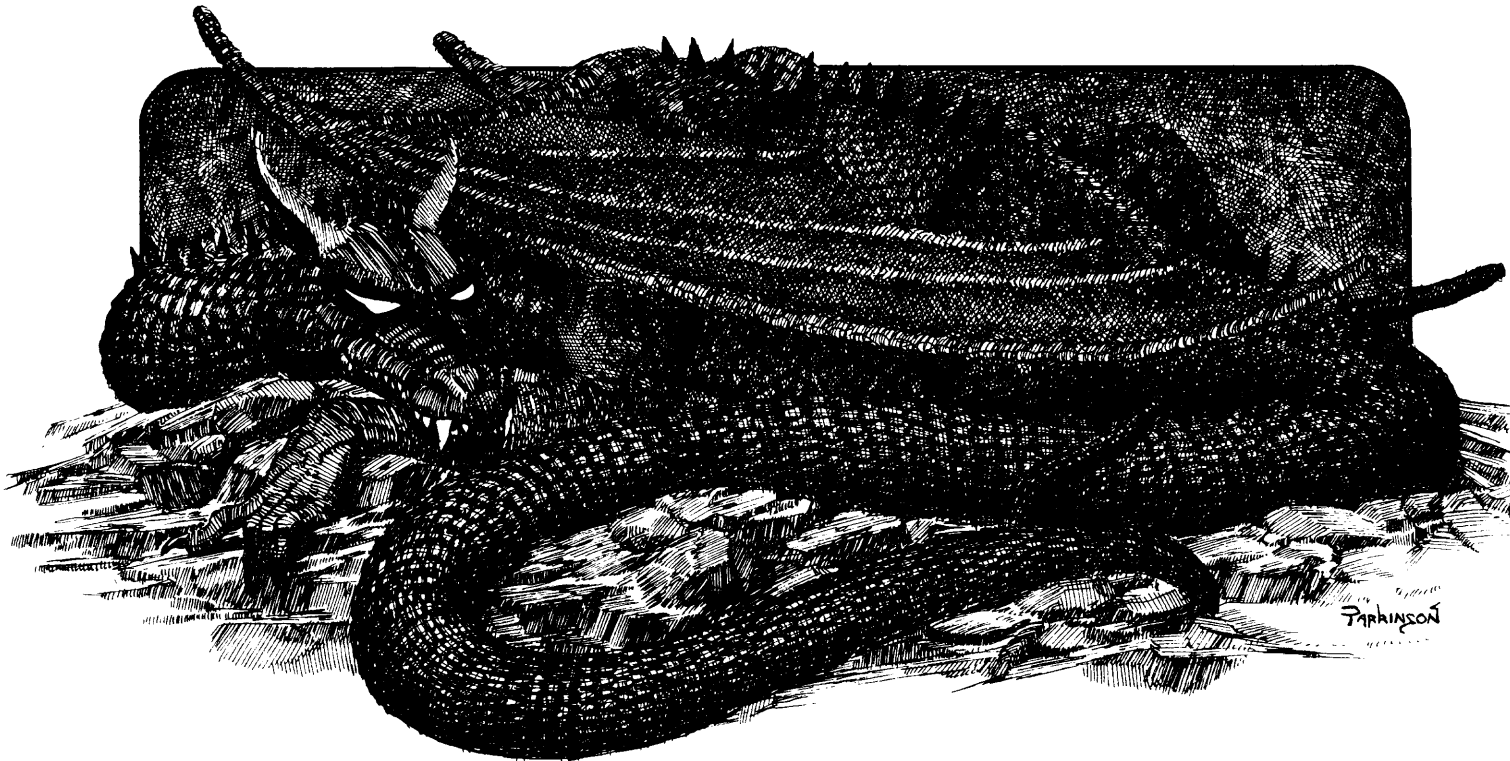
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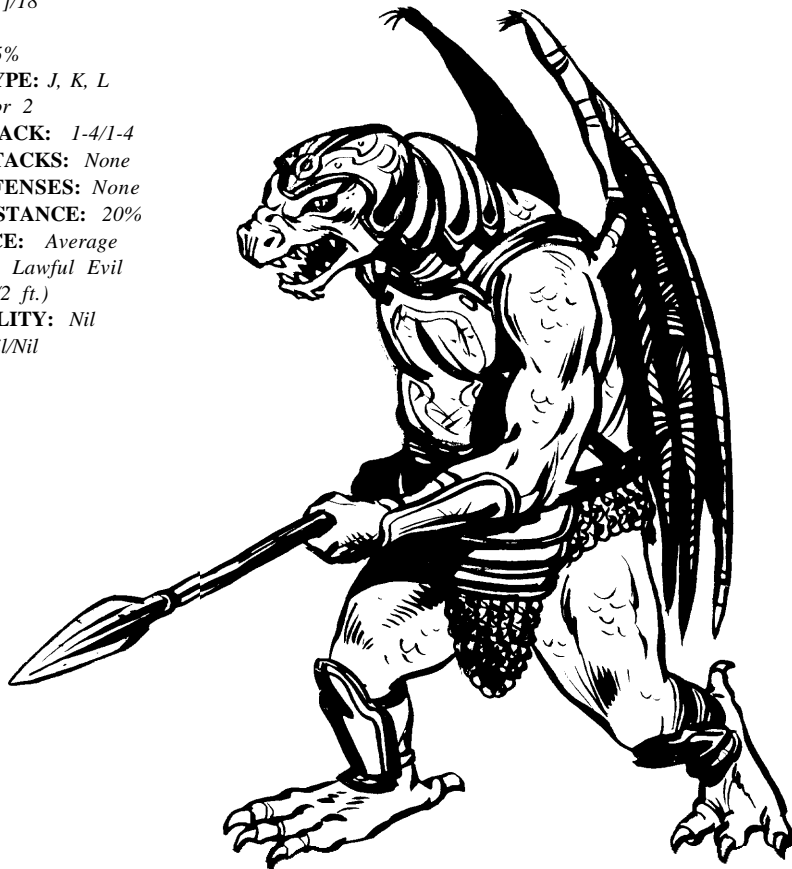
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Larry Elmore
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Garry Spiegle
Laura Hickman

Douglas Nile
Michael Dobson
Elizabeth Riedel
Carl Smith
Roger Moore



BAA2

FREQUENCY: *Uncommon*
APPEARING: 2-20
ARMOR CLASS: 4
MOVE: 6"/[15"/18"
HIT DIE: 2
% IN LAIR: 5%
TREASURE TYPE: J, K, L
ATTACKS: 1 or 2
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: *None*
SPECIAL DEFENSES: *None*
MAGIC RESISTANCE: 20%
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful Evil*
SIZE: M (5 1/2 ft.)
PSIONIC ABILITY: *Nil*
Modes: *Nil/Nil*
XP: 81 + 1/hp



BOZAK

FREQUENCY: *Uncommon*
APPEARING: 2-20
ARMOR CLASS: 2
MOVE: 6"/[15"/18"
HIT DIE: 4
% IN LAIR: 15%
TREASURE TYPE: U
ATTACKS: 1 or 2
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: *Spell use*
SPECIAL DEFENSES: +2 *saving throws*
MAGIC RESISTANCE: 20%
INTELLIGENCE: *High*
ALIGNMENT: *Lawful Evil (some Chaotic)*
SIZE: M (6 ft. +)
PSIONIC ABILITY: *Nil*
Modes: *Nil/Nil*
XP: 175 + 4/hp

DRACONIANS (DRAGONMEN)

Draconians, or dragonmen, are the basic troops of the dragon highmasters. Their origins are unknown to anyone in this section of Krynn. Three types of draconians have been encountered so far.

All draconians have wings, but the types encountered so far can truly fly for no more than one melee round. All draconians have three movement rates: walking, running on all fours while flapping their wings, and gliding. They must use all four limbs and have their wings free to use the second movement

rate. Draconians prefer to charge this way, carrying their weapons in their teeth. They can glide from any height for a distance of 4 times greater than the height from which they launch. Draconians move at a rate of 8" in snow or ice.

Baaz: These draconians are generally the smallest of the species, and thus the easiest to pass off as humans. At the bottom of the draconian social order, they serve all other ranks of dragonmen. However, because of a quirk in their origins, these draconians often tend to be chaotic in nature and self-serving when they can get away with it.

Baaz are often encountered in disguise. They can conceal their wings under robes and, wearing a large hood and mask, can pass through civilized lands as spies. Dragon highmasters often use the Baaz in this manner just before an invasion.

When a Baaz reaches 0 hit points, he turns at once into what appears to be a stone statue. If anyone hits the stone form of the Baaz with a melee weapon, he must make a Dexterity Check at -3 or his weapon is stuck in the draconian. The statue crumbles to dust after 1-4 melee rounds have passed. Any weapons stuck in the draconian are then freed. Only the body of the Baaz turns to

DRACONIANS (Dragonmen)

KAPAK

FREQUENCY: *Uncommon*
APPEARING: 2-20
ARMOR CLASS: 4
MOVE: 6"/[15"/]18"
HIT DIE: 3
% IN LAIR: 5%
TREASURE TYPE: *K, L, M*
ATTACKS: 1
DAMAGE/ATTACK: 1-4 +*poison*
SPECIAL ATTACKS: *Acid pool*
SPECIAL DEFENSES: *None*
MAGIC RESISTANCE: 20%
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful Evil*



stone and then crumbles. Any armor or weapons it carries are unaffected.

Bozak: Bozak draconians are magic-users, and have a higher resistance to magic than other draconians (see their saving throw modifier). Bozak can cast magic spells as fourth level magic-users. They are quite intelligent and very devoted to the purposes of the dragon highmasters. They never show mercy once they attack. However, they will not destroy an opponent if they believe their cause can be advanced by sparing the life.

When a Bozak reaches 0 hit points, his scaly flesh suddenly dries and crumbles from

his bones. The bones then explode, doing 1d6 points of damage to anyone within 10 ft. (no saving throw).

Kapak: Kapak draconians are distinguished by their venomous saliva, which paralyzes any creature failing a save vs. poison for 2-12 turns. They often lick the blades of their weapons (commonly shortswords) before combat, envenoming them for 3 rounds. A Kapak takes 1 full round to poison the blade again after the first venom has worn off.

Kapaks are larger than Baaz, and frequently bully and abuse their smaller cousins. The dragon highmasters endeavor to keep dif-

ferent types of draconians separated in order to prevent trouble.

When a Kapak reaches 0 hit points, his body immediately turns to acid and spreads into a 10 ft. diameter pool on the ground. Any character in the area where the Kapak died takes 1d8 points of damage per round from the acid. The acid dissolves other materials at the rate of 1 in. per round. Use the Saving Throw Matrix for Magical and Non-Magical Items in the DMG. All items possessed by the Kapak become useless.

DWARF, GULLY (AGHAR DWARF)

FREQUENCY *Rare*

APPEARING: 1-4 (2-20)

ARMOR CLASS: *By armor type*

MOVE: 12"

I-LIT DICE: *Varies (1-4)*

% IN LAIR: 45%

TREASURE TYPE: 25% *J*

ATTACKS: 1 or 2

DAMAGE/ATTACK: *By weapon type or 1-4/1-4 (fist/bite)*

SPECIAL ATTACKS: *None*

SPECIAL DEFENSES: *Save at 2 levels higher*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Low*

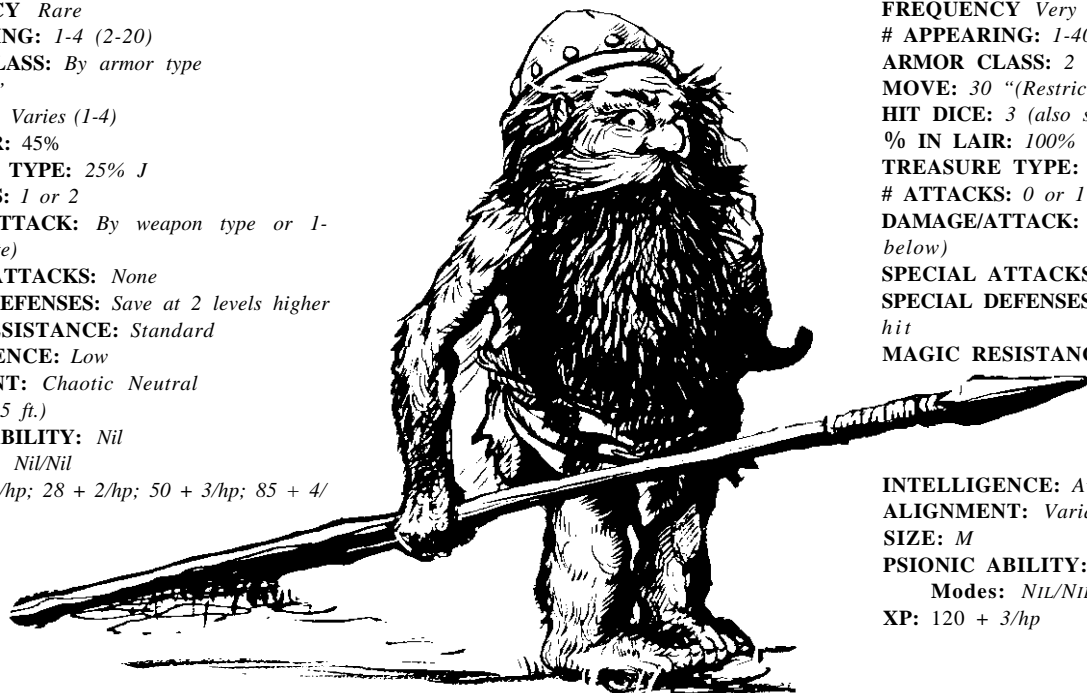
ALIGNMENT: *Chaotic Neutral*

SIZE: *S (3-5 ft.)*

PSIONIC ABILITY: *Nil*

Modes: *Nil/Nil*

XP: 14 + 1 /hp; 28 + 2/hp; 50 + 3/hp; 85 + 4/hp

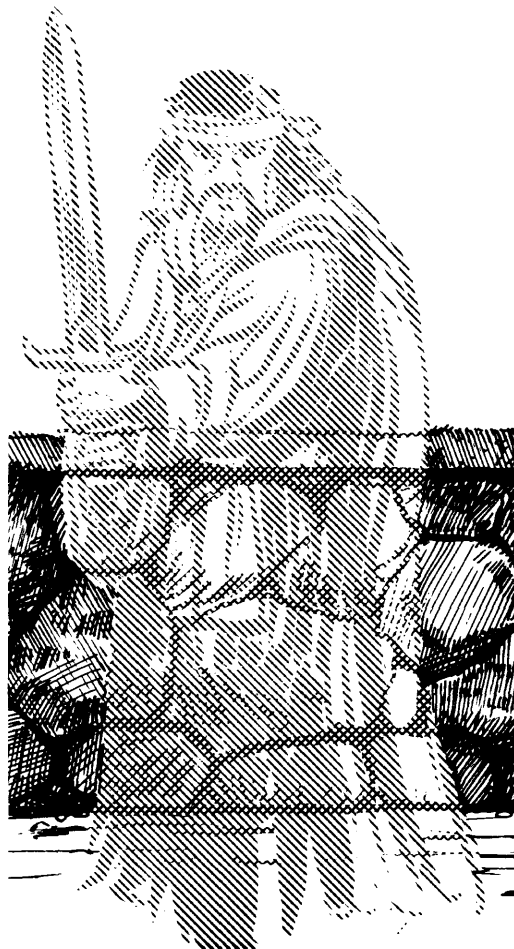


Aghar are the lowest class in the dwarven caste system—indeed, most Mountain Dwarves say that they aren't part of any caste. These raggedly clothed dwarves vary in skin color from parchment to mottled to olive. Their hair is as unkempt as their clothing. Their health is generally bad, their bodies bear sores and scars, and they smell.

Though humans often find the Aghar comical, they are a disgusting race whose motto is, "Do anything, no matter how mean, to survive." Occasionally, a decent, moral Aghar can be found, but those are extremely rare.

Gully dwarves tend to have weak constitutions and low intelligence, but have above-average dexterity. Despite their almost total inability to put two thoughts together, the Aghar have excellent memories. This makes them a great source of raw information.

An average Aghar cannot count higher than two.



SPECTRAL MINIONS

FREQUENCY *Very Rare*

APPEARING: 1-40+

ARMOR CLASS: 2

MOVE: 30 "*(Restricted; see below)*

HIT DICE: 3 *(also see below)*

% IN LAIR: 100%

TREASURE TYPE: *Nil*

ATTACKS: 0 or 1 *(see below)*

DAMAGE/ATTACK: *By weapon below)*

SPECIAL ATTACKS: *None*

SPECIAL DEFENSES: *+1 or better hit*

MAGIC RESISTANCE: 20%

INTELLIGENCE: *Average*

ALIGNMENT: *Variable*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Modes: *NIL/NIL*

XP: 120 + 3/hp

Spectral Minions are the spirits of humans or demihumans who died before fulfilling powerful vows or quests they had undertaken. Spectral minions do not exist fully on the Prime Material Plane. Even in death, they remain bound to their vows or quests: every day, they must relive the events leading to their deaths, trying to complete their mission. Outdoors, spectral minions must stay within 1,000 yards of the spot where they died; indoors, within the fateful corridor or room. Because of their speed, spectral minions receive a +1 on initiative rolls.

Spectral minions do combat damage only if they died holding a weapon. The weapon becomes a part of the spirit. Unless otherwise noted, only 50% of them have weapons. Those that do have swords unless otherwise noted.

Remove curse dispels spectral minions permanently. They also disappear forever if someone fulfills their vow or quest.

When very powerful people, such as high level paladins, become spectral minions, they retain the number of hit points they had before they died.

Spectral minions are barely visible because they are colorless and transparent. They look very much as they did before death.

Dragon Lance™

CHARACTER CARDS

CUT OUT CARDS

RaisTlin 5TH LEVEL HUMAN MAGIC-USER

SPELL BOOK 1ST LEVEL: BURNING HANDS, CHARM PERSON, COMPREHEND LANGUAGE, DETECT MAGIC, HOW PORTAL, MAGIC MISSILE, PUSH, READ MAGIC, SLEEP, TENSER'S FLOATING DISC
 2ND LEVEL: AUDIBLE GLAMER, DARKNESS 15' RADIUS, DETECT INVISIBILITY, ESP, INVISIBILITY, KNOCK, MIRROR IMAGE, WEB, WIZARD LOCK
 3RD LEVEL: PHANTASMAL FORCE, TONGUES

Tasslehoff Burrfoot 6TH LEVEL KENDER (HALFLING) THIEF

ABILITIES Languages: COMMON, KENDERSPEAK
Thief Skills: PICK POCKETS 55%, OPEN LOCKS 52%, FIND TRAPS 45%, MOVE SILENTLY 47%, HIDE IN SHADOWS 37%, HEAR NOISE 20%, CLIMB WILLS 92% .
Kender Talents: Taunt: KENDER ARE MASTERS AT ENRAGING OTHERS BY VERBAL ABUSE. ANY CREATURE THE KENDER TAUNTS MUST SAVE VS. SPELLS OR ATTACK WILDLY AT ONCE FOR 1-10 ROUNDS AT A -2 PENALTY TO HIT AND A +2 PENALTY TO ARMOR CLASS.
Fearlessness: KENDER ARE IMMUNE TO FEAR, INCLUDING MAGICAL FEAR. THEY ARE CURIOUS ABOUT EVERYTHING: A TENDENCY THAT OFTEN GETS THEM INTO TROUBLE.

Tika waylan 5TH LEVEL HUMAN FIGHTER (Formerly 3rd Level

STR 14 WIS 12 CON 13 THAC0 16
 INT 9 DEX 16 CHR 14 AL NG HP 30

HUMAN THIEF

AC 8 (LEATHER ARMOR)

WEAPONS SHORT SWORD (1-6/1-8)
 DAGGER (1-4/1-3)
 HEAVY FRYING PAN (1-8/1-8)

EQUIPMENT AS SELECTED BY PLAYER; 500 STL/ 1000 GPW MAXIMUM

ABILITIES Languages: COMMON, PLAINSMAN
Thief Skills: PICK POCKETS 40%, OPEN LOCKS 38%, FIND TRAPS 30%, MOVE SILENTLY 27%, HIDE IN SHADOWS 20%) HEAR NOISE 15%, CLIMB WALLS 87%.

See back of card for more information.



GilThanas 5TH LEVEL ELF FIGHTER/4TH LEVEL ELF MAGIC- USER

STR 12 WIS 10 CON 12 THAC0 15
 INT 14 DEX 16 CHR 13 AL CG HP 19

AC 2 (CHAIN MAIL AND SHIELD, DEX BONUS)

WEAPONS LONGSWORD +1 (1-8/1-12)
 LONGBOW AND QUIVER OF 20 ARROWS (1-6/1-6).

EQUIPMENT AS SELECTED BY PLAYER; 500 STL/ 1000 GPW MAXIMUM

ABILITIES Languages: QUALINESTI ELF, SYLVANESTI ELF, COMMON
Spell Use: 3 1ST LEVEL, 2 2ND LEVEL PER DAY

SPELL BOOK 1ST LEVEL: SLEEP, DETECT MAGIC
 MAGIC MISSILE, READ MAGIC
 2ND LEVEL: LEVITATE, WEB

See back of card for more information.



Laurana - npc 4th LEVEL ELF FIGHTER

STR 13 WIS 12 CON 14 THAC0 16
 INT 15 DEX 17 CHR 16

AC 0 (CHAIN MAIL +1 AND SHIELD, DEX BONUS)

WEAPONS SHORT SWORD (1-6/1-8)

EQUIPMENT AS SELECTED BY PLAYER,
 500 STL/ 1000 GPW MAXIMUM

LANGUAGES COMMON, QUALINESTI ELF,
 SYLVANESTI ELF

See back of card for more information.



Eben Shatterstone - npc 5th LEVEL HUMAN FIGHTER

STR 14 WIS 7 CON 8 THAC0 16
 INT 15 DEX 13 CHR 15 AL CN HP 28

AC 4 (CHAIN MAIL AND SHIELD)

WEAPONS LONGSWORD (1-8/1-12)
 DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY THE PLAYER; 500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON

See back of card for more information.



Elistan - npc 7th LEVEL HUMAN
 CLERIC

STR 13 WIS 17 CON 12 THAC0 16
 INT 14 DEX 12 CHR 16 AL LG HP 40

AC 5 (CHAIN MAIL)

WEAPONS WAR HAMMER (2-5 /1-4)

EQUIPMENT AS SELECTED BY THE PLAYER; 500 STL/1000 GPW MAXIMUM

ABILITIES Spell Use: 5 1ST LEVEL, 5 2ND LEVEL,
 3RD LEVEL, 14TH LEVEL.

LANGUAGES COMMON, SEEKER, QUALINESTI ELF

See back of card for more information.



Gilthanas IS A HANDSOME ELF. HE APPEARS YOUNG, BUT HIS EYES REVEAL HIS TRUE MATURITY. HE MOVES NIMBLY AND WITH QUIET SKILL.

HE IS BROTHER TO PORTHIOS AND LAURANA, AND SON OF THE SPEAKER OF SUNS. HE KNOWS ABOUT TANIS AND LAURANA, BUT IS HESITANT ABOUT THEIR RELATIONSHIP.

GILTHANAS SERVED AS A MESSENGER AND SPY IN THE OCCUPIED DRAGONLANDS. WHILE VISITING SOLACE, HE WAS CAPTURED BY DRACONIANS. IT WAS IN CAPTIVITY THAT HE MET THE OTHER HEROES. AFTER THEIR RESCUE BY ELVES, GILTHANAS ELECTED TO ACCOMPANY THE HEROES IN THEIR DESPERATE MISSION TO FREE THE CAPTIVES FROM PAX THARKAS, RATHER THAN FLEE QUALINOST WITH HIS PEOPLE.

GILTHANAS IS BRAVE AND CHARMING, WITH A LOVE OF ADVENTURE. INSPITE OF THE TRAGEDIES HE HAS WITNESSED, HIS OPTIMISM AND LOVE OF LIFE ARE INTACT.

Eben Shatterstone WAS BORN TO WEALTH AND COMFORT. HIS FATHER, A MINOR NOBLE AND LANDOWNER, SENT EBEN TO THE FINEST TEACHERS, AND THE BOY GREW UP TO BE A HANDSOME, CHARMING, AND PROUD MAN.

BUT THE FAMILY WEALTH WAS LOST THROUGH POOR MANAGEMENT, EXCESSIVE TAXATION, AND BAD LUCK. EBEN LOST HIS HERITAGE, AND WAS FORCED TO BECOME A WANDERING ADVENTURER. HE IS PROUD OF HIS PAST, BUT ASHAMED OF HIS CURRENT CONDITION. HE WANTS WEALTH AND THE OPPORTUNITY TO REBUILD HIS SHATTERED FAMILY FORTUNES.

EBEN IS CHARMING AND FRIENDLY, BUT TENDS TO DOMINATE CONVERSATIONS. HIS PRIDE FREQUENTLY GETS IN HIS WAY. HE IS A CAPABLE FIGHTER, BUT PREFERS TO "FIGHT AGAIN ANOTHER DAY" IF THE ODDS ARE TOO GREAT. HE THINK SHE'S SUPERIOR TO MOST PEOPLE AND THAT HE'S IRRESISTABLE TO WOMEN... BUT HE'S WRONG ON BOTH COUNTS.

Tika Waylan IS THE DAUGHTER OF A THIEF. SHE GREW UP TOUGH AND FAST, BUT INSIDE REMAINED VULNERABLE. AT THE AGE OF 15, SHE TRIED TO ROB OTIK SANDATH, PROPRIETOR OF THE INN OF THE LAST HOPE, BUT WAS CAUGHT IN THE ACT. OTIK'S FIRST INCLINATION WAS TO HAVE HER ARRESTED. INSTEAD, HE OFFERED HER A JOB. SHE ACCEPTED TO KEEP OUT OF JAIL, BUT GREW TO LOVE OTIK AS A FATHER.

TIKA LOOKS OLDER THAN HER 19 YEARS. SHE SEEMS MORE WORLDLY THAN SHE IS. HER FATHER, WHO ALSO KNEW SOME ILLUSIONIST TRICKS, LEFT HER A RING THAT SHE WEARS ON A NECKLACE, BUT THE RING DOESN'T SEEM TO BE MAGICAL. HER FAVORITE FIGHTING TECHNIQUES TO BASH SOMEONE WITH AROUND, HEAVY OBJECT. SHE HATES THE DRAGONARMIES FOR DESTROYING THE ONLY HOME SHE EVER KNEW. SHE IS FOND OF CARAMON, BUT IS ANNOYED THAT HE STILL THINKS OF HER AS A KID. SHE IS FASCINATED BY MAGIC.

Laurana IS THE DAUGHTER OF THE SPEAKER OF SUNS AND SISTER TO GILTHANAS AND PORTHIOS. SHE GREW UP WITH GREAT PRIVILEGE, NOT ONLY AS A PRINCESS, BUT ALSO AS AN EXCEPTIONALLY BEAUTIFUL ELF-MAID. SHE BECAME VERY SPOILED IN CHILDHOOD, BUT HER HEART IS GOOD. SHE IS USED TO GETTING HER OWN WAY, AND IS SKILLED IN USING HER GOOD LOOKS AND CHARM TO ADVANTAGE. SHE IS A SKILLED DIPLOMAT.

IN CHILDHOOD, SHE AND TANIS WERE "PLEGGED," ALTHOUGH SHE TOOK THEIR RELATIONSHIP MORE SERIOUSLY THAN DID HE. SHE STILL HAS FEELINGS FOR TANIS.

ALTHOUGH LAURANA IS IMMATURE, SHE POSSESSES GREAT INNER STRENGTH AND THE POTENTIAL FOR GREATNESS. THE TRIALS AND DANGERS SHE FACES WILL CALL OUT HER INNER STRENGTH AND CAUSE HER TO GROW INTO A MATURE, CAPABLE, WOMAN. HOWEVER, IN HER MATURITY SHE WILL NOT LOSE THE VIRTUES OF YOUTH-OPTIMISM, LOVE, AND AN INNER BELIEF IN LOVE AND HAPPINESS.

Elistan WAS ONCE A SEEKER PRIEST AND WORSHIPPED FALSE GODS. WHEN THE DRAGONARMY TOOK HAVEN, HE WAS CAPTURED AND BROUGHT TO PAX THARKAS. HE MET A FELLOW PRISONER, GOLDMOON, A CLERIC OF THE GODDESS MISHAKAL. WHEN SHE USED THE LONG-LOST HEALING MAGIC, HE KNEW SHE HELD THE TRUE FAITH.

HE WAS BROUGHT BEFORE VERMINAARD AND TORTURED WHEN HE WOULD NOT JOIN THE DRAGON HIGHMASTER CAUSE. HE WAS RESCUED ALONG WITH THE REFUGEES OF PAX THARKAS, AND BECAME A LEADER ONCE AGAIN—BUT WITH A DIFFERENCE. GOLDMOON SHARED WITH HIM KNOWLEDGE OF THE TRUE GODS, AND HIS FAITH WAS CHANGED. OVERNIGHT, THROUGH DEEP PRAYER, HE BECAME A TRUE CLERIC IN THE SERVICE OF PALADINE, THE HIGHEST GOD.

ELISTAN NOW DEVOTES HIS LIFE TO THE SERVICE OF PALADINE AND THE WELFARE OF HIS PEOPLE. ALTHOUGH A MAN OF PEACE, HE DOES WHAT IS NEEDED FOR HIS CAUSE.

combined monster statistics chart

NAME	AC	MV	HD	hp	#AT	DMG	SA	SD	AL	THAC0	BOOK	ABBREVIATIONS
Apparition	0	24"	8	V	1	S	No	Yes	CE	12	F-12	AC = Armor Class
Bear, Cave	6	12"	6+6	V	3	1-8/1-8/1-12	Yes	No	N	13	M-9	AL = Alignment
Bee, Giant (Queen)	5	12"/30"	8+6	V	0	N/A	No	No	N	N/A	M2-17	#AT = Number of
Bee, Giant (Soldier)	5	12"/30"	4+2	V	1	1-4 + poison	Yes	No	N	15	M2-17	attacks per round
Bee, Giant (Worker)	6	9"/30"	3+1	V	1	1-3 + poison	Yes	No	N	16	M2-17	CE = Chaotic Evil
Demilich	-6	S	S	50	S	S	Yes	Yes	NE	9	M2-32	CG = Chaotic Good
Draconian, Baaz	4	6"/[15"/]18"	2	V	1/2	1-8;1-4/1-4	No	Yes	CE	16	DL 3-30	CN = Chaotic Neutral
Dragon, Brass (Blaise)	2	12"/24"	7	48	3	1-4/1-4/4-16	Yes	No	CG	13	M-31	DL 3-(X) = Found In
Dragon, Red (Ember)	-1	9"/24"	11	88	3	1-8/1-8/3-30	Yes	No	CE	10	M-33	DL 3, page (X)
Dragon, Shadow	-2	18"/24"	6+6	50	3	2-5/2-5/3-12	Yes	Yes	NE	13	M2-58	DMG = Damage
Dwarf, Aghar (Gully)	8	12"	2	V	1,2	1-6 or 1-4/1-4	No	Yes	CN	16	DL 3-30	F-(X) = Found In
Dwarf, Neidar (Hill)	4	6"	1-4	V	1	1-8, or by weapon	Yes	Yes	LG	V	M-35	FIEND FOLIO,
Eagle, Giant	7	3"/48"	4	V	3	1-6/1-6/2-12	Yes	Yes	N	15	M-36	page (X)
Elk (Herd Animal)	7	15"	3	V	1	2-12	No	No	N	16	M-51	HD = Hit Dice
Ghost	0/8	9"	10	V	1	S	Yes	Yes	LE	10	M-42	hp = hit points
Green Slime	9	0"	2	V	0	0	Yes	Yes	N	16	M-47	LE = Lawful Evil
Kender (Halfling)	7	9"	1-4	V	1	1-6, or by weapon	Yes	Yes	LG	V	M-50	LG = Lawful Good
Men (Bandits)	8	12"	1-4	V	1	1-6	No	No	NE	V	M-66	LN = Lawful Neutral
Moon Dog	V	30"	8+16	V	1	3-12	Yes	Yes	NG	12	M2-92	M-(X) = Found in
Ogre	5	9"	4+1	V	1	1-10 or weapon	No	No	CE	15	M-75	MONSTER
Phantom	N/A	9"	N/A	N/A	N/A	N/A	Yes	Yes	V	N/A	M2-100	MANUAL I, page (X)
Piercer	3	1"	1-4	V	1	V	Yes	No	N	V	M-78	M2-(X) = Found in
Rat, Giant	7	12"/6"	1	1-4	1	1-3	Yes	No	N(E)	20	M-81	MONSTER
Shadow	7	12"	3+3	V	1	2-5	Yes	Yes	CE	16	M-86	MANUAL II, page (X)
Shadow Mastiff	6	18" (9")	4	V	1	2-8	Yes	Yes	N(E)	15	M2-84	MV = Movement Rate
Shrieker	7	1"	3	V	0	0	No	No	N	N/A	M-87	N = True Neutral
Skeleton Warrior	2	6"	9+12	60	1	1-8(SM)/1-12(L)	Yes	Yes	N(E)	10	F-79	NE = Neutral Evil
Snow Leopard	6	12"	3+2	V	3	1-3/1-3/1-6	Yes	Yes	N	16	M-60	NG = Neutral Good
Spectral Minion	2	30"	3	15	1	1-8	No	Yes	CE	16	DL 3-30	S = Special
Spectre	2	15"/30"	7+3	V	1	1-8+5	Yes	Yes	LE	13	M-89	SA = Special Attacks
Stone Golem	5	6"	N/A	60	1	3-24	Yes	Yes	N	12	M-48	SD = Special Defenses
Trapper	3	3"	12	72	4	S	Yes	No	N	9	M-95	THAC0 = Base number
Violet Fungi	7	1"	3	V	1-4	S	Yes	No	N	16	M-42	to hit AC 0
White Stag	-5	24"	10	77	3	1-12/1-6/1-6	No	Yes	LG	10	M-92	V = Varies
Wolf, Winter	5	18"	6	V	1	2-8	Yes	No	N/E	13	M-101	
Wraith	4	12"/24"	5+3	V	1	1-6	Yes	Yes	LE	15	M-102	

RANDOM ENCOUNTER CHART

In addition to the set Encounters and Events in this adventure, the following Random Encounters can occur at your discretion. You can alter the frequency if you choose, or omit them altogether if the party is seriously weakened. Properly run, Random Encounters can add flavor and excitement to the game.

Use the following tables to set up a Random Encounter. Table 1 contains a list of all the areas that might be explored during the adventure. Next to each area is a column labeled "Check." This shows how often you should check to see if a Random Encounter occurs in that area. For example, "1/3 hours" means that you should make a Random Encounter check once every 3 game hours when in that area. To make a Random Encounter check, roll 1d10. If the result is 1, a Random Encounter takes place.

Roll 1d10 again, and add the result to the number in the column labeled "Range." Then look on Table 2 to find the Random Encounter that has the same number. The statistics for each creature are listed on the Combined Monster Statistics Chart, above.

Table 1: Random Encounter Checks

Area	Check	Range
Hopeful Vale	1/3 Hours	+1
Mountains	1/3 Hours	+3
Dergoth Plains	1/4 Hours	+8
Skullcap	1/3 Turns	+15
Steam Tunnels	1/4 Turns	+21

Table 2: Random Encounters

2. 1-12 Neidar (Hill) Dwarves
3. 1-20 Giant Eagles
4. 1-4 Elks
5. 1-2 Cave Bears
6. 1 Moon Dug
7. 1 White Stag

This creature stays just ahead of the party, leading them toward the best path. The stag bounds out of sight and disappears immediately after traveling 3-6 hexes on the wilderness map.

8. 1-12 Neidar Dwarves
9. 1-12 Neidar Dwarves
10. 2-20 Men (Bandits)
11. 1-2 Snow Leopards
12. 2-8 Winter Wolves
13. 2-20 Baaz Draconians
14. 2-20 Ogres
15. 1 Moon Dog
16. 1 Ghost
17. 1 Phantom
18. 2-20 Shadows
19. 1 Spectre
20. 2-8 Shadow Mastiffs
21. 1-4 Wraiths
22. 2-20 Aghar Dwarves
23. 1-4 Violet Fungi
24. 2-20 Kender (Halfling) Prisoners
25. 1-3 Green Slime
26. 4-40 Giant Rats
27. 3-18 Piercers
28. 2-8 Shriekers
29. 1 Trapper
30. 2-20 Aghar Dwarves
31. 2-20 Aghar Dwarves
32. 2-20 Aghar Dwarves

Goldmoon, a princess of the QUE-SHU TRIBE, fell in love with RIVERWIND, a poor man's son. The chief, her father, demanded that RIVERWIND prove himself by undertaking a quest for magic and power.

RIVERWIND returned with a crystal staff from the Forbidden Lands. Goldmoon's father refused to believe the staff was magic, and ordered RIVERWIND stoned to death. Goldmoon rushed to his side, and the staff teleported them to safety. With the aid of the Innfellows, they discovered the ancient, true gods, and Goldmoon became a true cleric.

Goldmoon is pure of heart and completely in love with her betrothed, RIVERWIND. She is a cleric of Mishakal, the goddess of healing. She is brave, dutiful, and deeply religious. She mourns for her people—all murdered by Verminaard—and longs for the peace of the plains she once knew.

Riverwind, a far hunter for the QUE-SHU TRIBE, has roamed far across the land and heard many strange tales. He loved the princess Goldmoon, but she was betrothed to the son of the village cleric. RIVERWIND gave challenge, as was his right, and accepted a betrothal quest. He found a blue crystal staff in the city of Xak Tsaroth, but Goldmoon's father, enraged, refused to accept it, and ordered RIVERWIND stoned to death. Goldmoon rushed to his side, and both were saved by the miracle of the staff. Now, they are the only survivors of the QUE-SHU, for the dragon armies destroyed all.

RIVERWIND is a man of few words and quick action. An imposing figure of a man, he is the subject of much attention wherever he goes. He is a born leader (though he doesn't realize it), and sees his role as service to the cause of good. His love for Goldmoon is absolute.

Flint Fireforge, a grandfatherly dwarf, is the oldest. His father fought in the Dwarfgate War, when the hill dwarves sought refuge in the dwarfrealm of Thorbardin. Flint grew up hearing stories of the treachery of the mountain dwarves. He left the hills to seek his fortune, but planned to return and save his people.

He was captured by gully dwarves, and held prisoner for three years. When he escaped, he returned home, but the dwarves had moved on. He wandered, making a living as a tinker, and eventually settled in Solace.

While visiting Qualinost, where his work was in demand, he met Tanis, and recognized a kindred spirit. Flint has a deep regard for the Innfellows, but has a special bond with Tanis. He hates Aghar, and is deeply suspicious of all other dwarven races except his own. He is brave, but very cynical.

Tasslehoff Burrfoot left the homelands of the Kender as a child to accompany his parents, who were great wanderers. When he reached adulthood, he wandered off on his own, as many Kender do.

Tas was hard hit by wanderlust, and it was several years before he arrived in Solace, carrying everything necessary to a Kender's survival: a case full of pre-Cataclysm maps (Tas loves maps), a coil of strong rope, his Hoopak sling, and another bag full of odds and ends he had "acquired"—for Tas, like most Kender, is a "handler." (The term "thief" is considered in poor taste.)

He met Flint when he "accidentally" acquired an armbracket Flint had made. Tas has unstoppable curiosity (another Kender characteristic), a quick wit, great energy, and a good sense of humor. Kender do not feel the emotion of fear.

Tanis was born of an elf-maiden who was taken by humans turned savage in the Shadow Years following the Cataclysm. She escaped to Qualinost, where she died in childbirth. The elves of Qualinost raised the boy, but did not fully accept his tainted heritage. Tanis became a wanderer, never feeling quite at home until, after years of travel, he settled in Solace. There he met the people who were to become the Innfellows.

Laurana has loved Tanis for many years, but the half-elf's heart is torn between the elf maid and the human woman Kitiara, half-sister to Caramon and Raistlin. Kitiara left Solace to travel north, but did not return—her fate is unknown.

Tanis is torn between human and elf, and feels at home nowhere. He is a true friend and a kind man, but dark moods and depressions afflict him. He is a natural leader, a deadly fighter, and a hero in the truest sense of the word.

Caramon, a fighter of great strength and courage, is Raistlin's twin and Kitiara's half-brother. The twins are mirror-images of one another—Caramon is cheerful and personable, but Raistlin is dark, mysterious, and frail.

The twins' mother was sickly, and died when they were very young. Kitiara, several years their senior, raised them. Caramon developed into a fine fighter, and a good and decent man, although sometimes a bit naive.

He feels responsible for his frail twin, but does not understand Raistlin. Caramon is friendly and trusting, and enjoys people very much. Lately he has begun to notice that Tika Waylan has matured from a freckle-faced kid into a good-looking woman.

Raistlin, a magic-user, is Caramon's mirror-image twin and Kitiara's half-sister. The mother of the twins was sickly, and died when they were young. Kitiara raised them.

One day, Raistlin saw a village illusionist, and came home able to do the tricks he saw. Kitiara, recognizing his gift, enrolled him in a magic school. He astounded his teachers with his talent, but they worried that his pride and ambition would overwhelm him.

He left the school to seek out a great teacher. The teacher put him to terrible tests that increased his ability but left him with golden skin, a weak constitution, and hourglass eyes that see death all around him.

Raistlin is not fond of people and prefers to keep his own counsel. He has a strong sense of justice.

Sturm Brightblade is the son of a Solamnic knight—an order that fell into disrepute as the northern kingdoms decayed. His father sent his mother and the young Sturm away to safety. When Sturm reached adulthood, he received his father's legacy—the sword and ring of the knights. When the Innfellows left Solace, Sturm traveled north to take his father's place in the knights of Solamnia. He searched in vain. No trace of the order could be found.

In spite of that, Sturm has adopted the ideals of knighthood, and believes in the Solamnic motto, *Obedience Unto Death*. His deepest goal is to die bravely in battle against evil. He is a man of military bearing, of great dignity, of absolute fearlessness in the face of death. He is honest, forthright, and deeply concerned for the welfare and safety of others. His greatest wish is to become a knight of Solamnia.

Dragon Lance

character cards

CUT OUT CARDS

Tanis 7TH LEVEL HALF-ELF FIGHTER

STR 16 WIS 13 CON 12 THAC0 14
INT 12 DEX 16 CHR 15 AL NG HP 55

AC 4 (LEATHER ARMOR +2, DEX BONUS)

WEAPONS LONGSWORD +2 (1-8/1-12)
LONGBOW, QUIVER WITH 20 ARROWS (1-6/1-6)
DAGGERS (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM.

LANGUAGES COMMON, QUALINESTI ELF,
HILL DWARF, PLAINSMAN

See back of card for more information.



goldmoon 7TH LEVEL HUMAN CLERIC

STR 12 WIS 16 CON 12 THAC0 16
INT 12 DEX 14 CHR 17 AL LG HP 29

AC 8 (LEATHER ARMOR)

WEAPONS SLING +1 AND 20 BULLETS (2-5/2-7)

EQUIPMENT MEDALLION OF FAITH
AS SELECTED BY PLAYER; 500 STL/1000 GPW
MAXIMUM

ABILITIES Spell Use: 5 1ST LEVEL, 5 2ND LEVEL,
3RD LEVEL, 1 4TH LEVEL

LANGUAGES: COMMON, PLAINSMAN, HILL DWARF,
QUALINESTI ELF

See back of card for more information.



Caramon 8TH LEVEL HUMAN FIGHTER

STR 18/63 WIS 10 CON 17 THAC0 14
INT 12 DEX 11 CHR 15 AL LG HP 52

AC 6 (RING MAIL ARMOR AND SMALL SHIELD)

WEAPONS LONGSWORD (1-8/1-12)
SPEAR (1-6/1-6)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON, PLAINSMAN

See back of card for more information.



riverwind 7TH LEVEL HUMAN RANGER

STR 18/35 WIS 14 CON 13 THAC0 14
INT 13 DEX 16 CHR 13 AL LG HP 42

AC 5 (LEATHER ARMOR AND SMALL SHIELD, DEX
BONUS)

WEAPONS LONGSWORD +2 (1-8/1-12)
SHORT BOW, QUIVER OF 20 ARROWS (1-6/1-6)
DAGGER +1 (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER, 500 STL/
1000 GPW MAXIMUM

LANGUAGES COMMON, PLAINSMAN,
QUALINESTI ELF, HILL DWARF

See back of card for more information.



raistlin 5TH LEVEL HUMAN MAGIC-USER

STR 10 WIS 14 CON 10 THAC0 20
INT 17 DEX 16 CHR 10 AL N HP 15

AC 5 (STAFF OF MAGIUS, DEX BONUS)

EQUIPMENT STAFF OF MAGIUS (+3 PROTECTION,
+2 TO HIT, DAMAGE 1-8, CAN CAST CONTINUAL
LIGHT AND FEATHER FALL ONCE PER DAY.) AS
SELECTED BY PLAYER, 500 STL/1,000 GPW MAXI-
MUM.

ABILITIES Languages: COMMON, QUALINESTI ELF,
MAGIUS

Spell Use: 4 1ST LEVEL, 2 2ND LEVEL, 1 3RD LEVEL
PER DAY.

See back of card for more information.



flint fireforge 6TH LEVEL DWARF FIGHTER

STR 16 WIS 12 CON 18 THAC0 16
INT 7 DEX 10 CHR 13 AL NG HP 60

AC 6 (STUDDED LEATHER ARMOR AND SMALL
SHIELD)

WEAPONS 2 HAND AXES +1 (1-6/1-4)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/100 GPW MAXIMUM

LANGUAGES COMMON, HILL DWARF

See back of card for more information.



sturm brightblade 8TH LEVEL HUMAN FIGHTER

STR 17 WIS 11 CON 16 THAC0 14
INT 14 DEX 12 CHR 12 AL LG HP 3

AC 5 (CHAIN MAIL)

WEAPONS TWO-HANDED SWORD +3 (1-10/3-18)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER; 500 STL/
1000 GPW MAXIMUM

LANGUAGES COMMON, QUALINESTI ELF,
SOLAMNIC

See back of card for more information.



Tasslehoff burrfoot 6TH LEVEL KENDER (HALFLING) THIEF

STR 13 WIS 12 CON 14 THAC0 19
INT 9 DEX 16 CHR 11 AL N HP 24

AC 5 (LEATHER ARMOR, DEX BONUS)

WEAPONS HOOPAK: TREAT AS COMBINATION
BULLET SLING (2-5/2-7) AND +2 JO STICK (1-6/1-4)
DAGGER (1-4/1-3)

EQUIPMENT THIEVES' TOOLS, LEATHER MAP CASE
AS SELECTED BY PLAYER, 500 STL/1000 GPW
MAXIMUM

See back of card for more information.



Dragon Lance

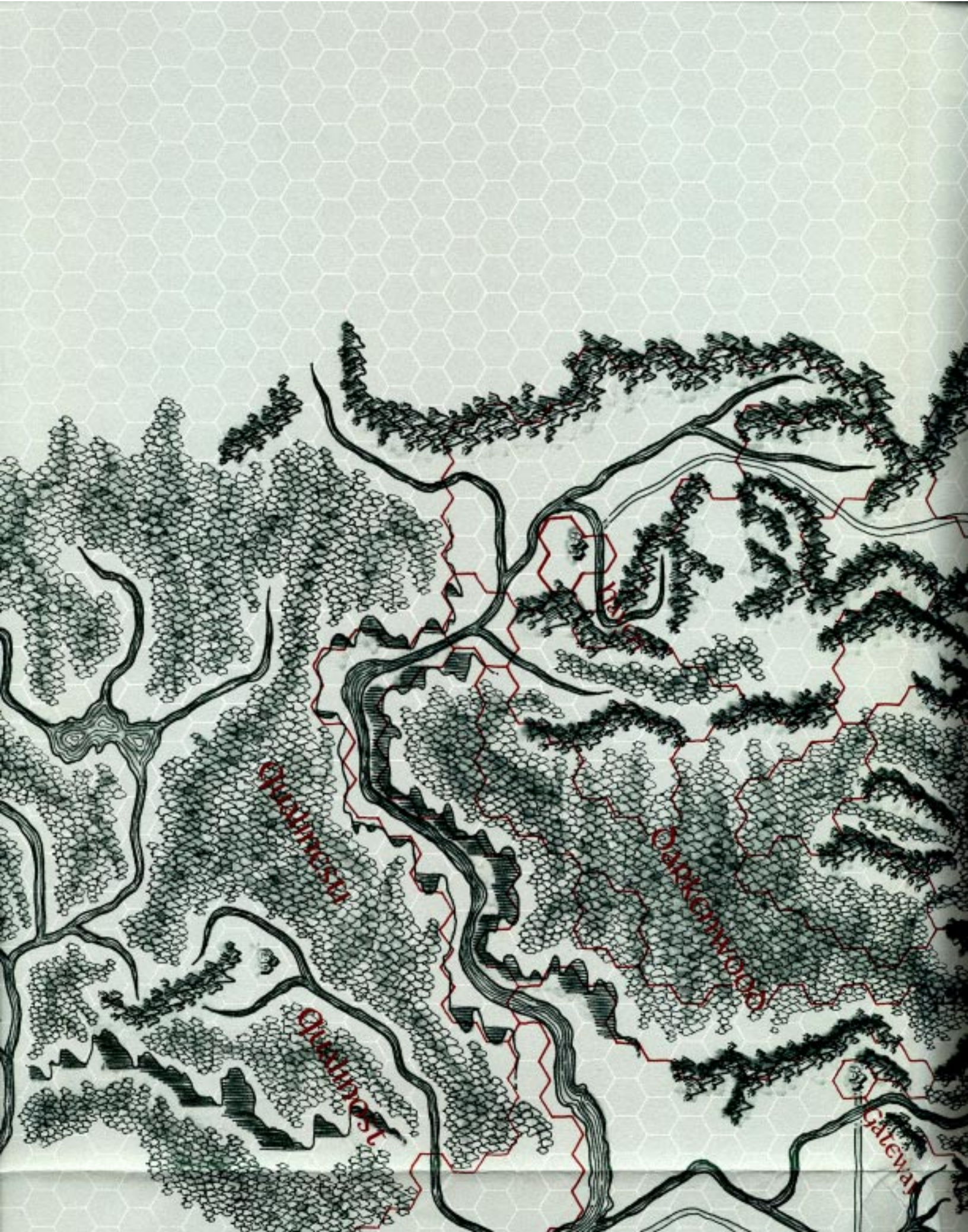


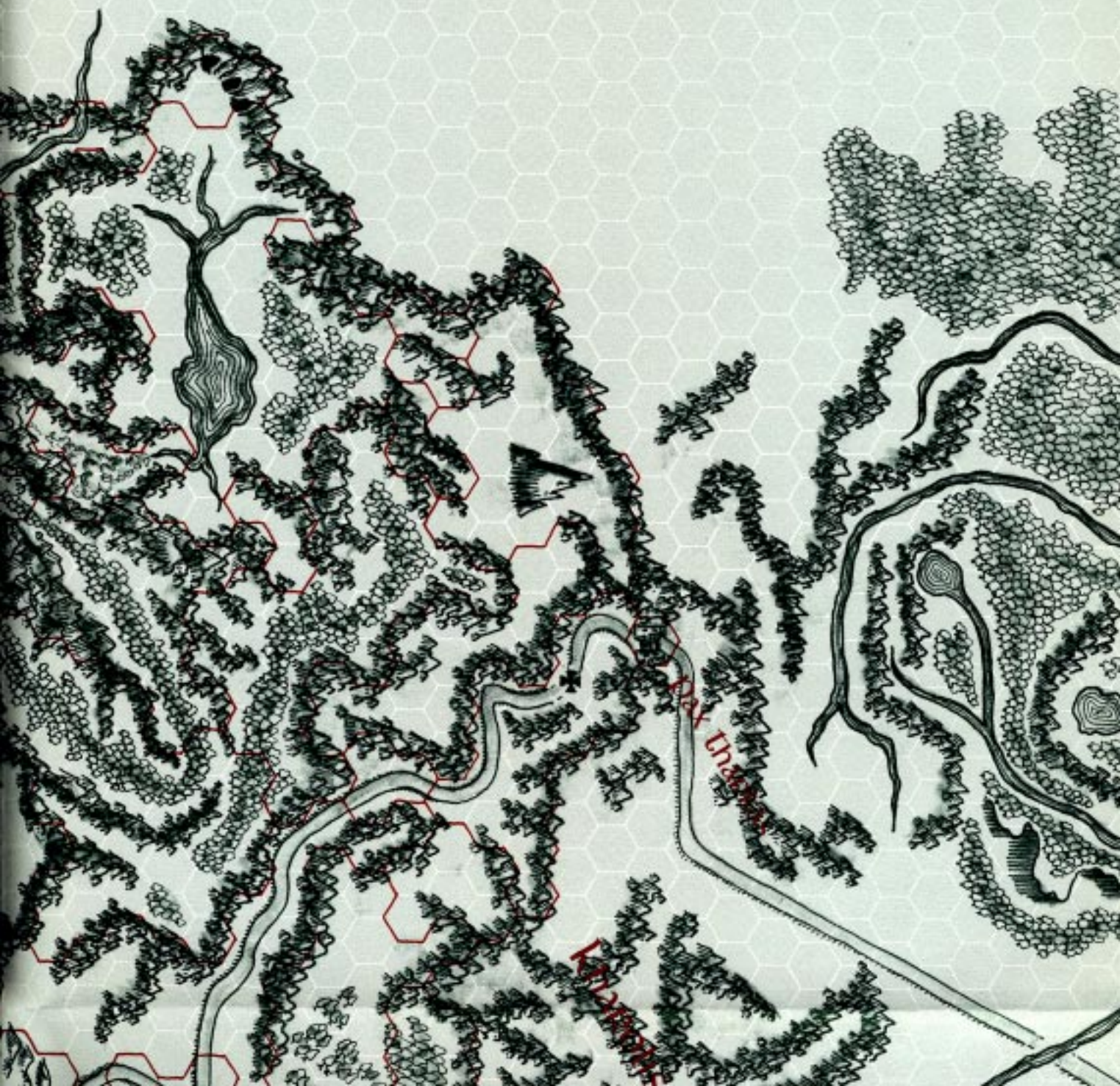
the lands of abanasymia



1 hex = 1 mile



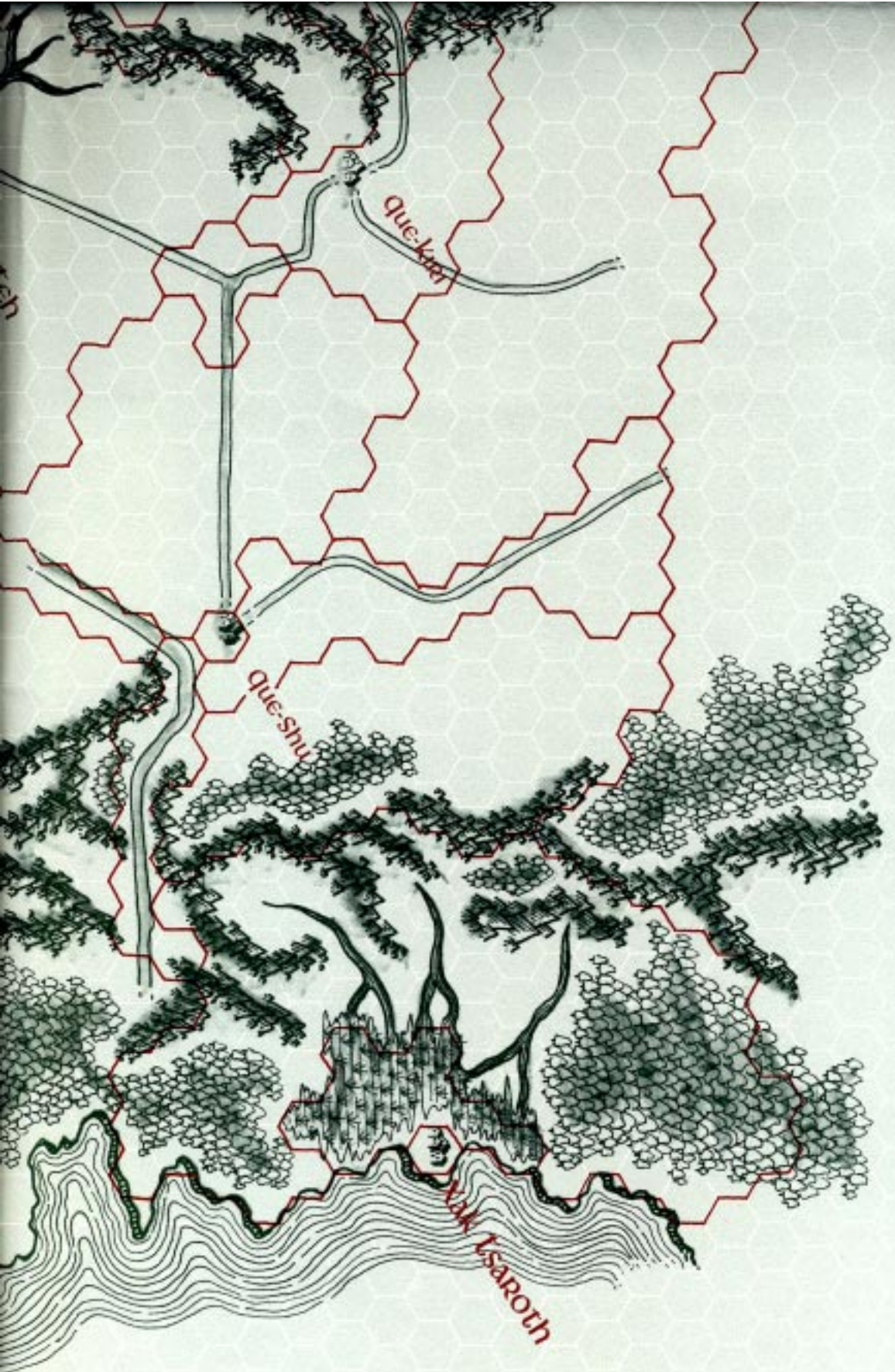






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Mount of Ophor

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Official Game Adventure

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by Tracy Hickman

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An adventure for Character Levels 6-8

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