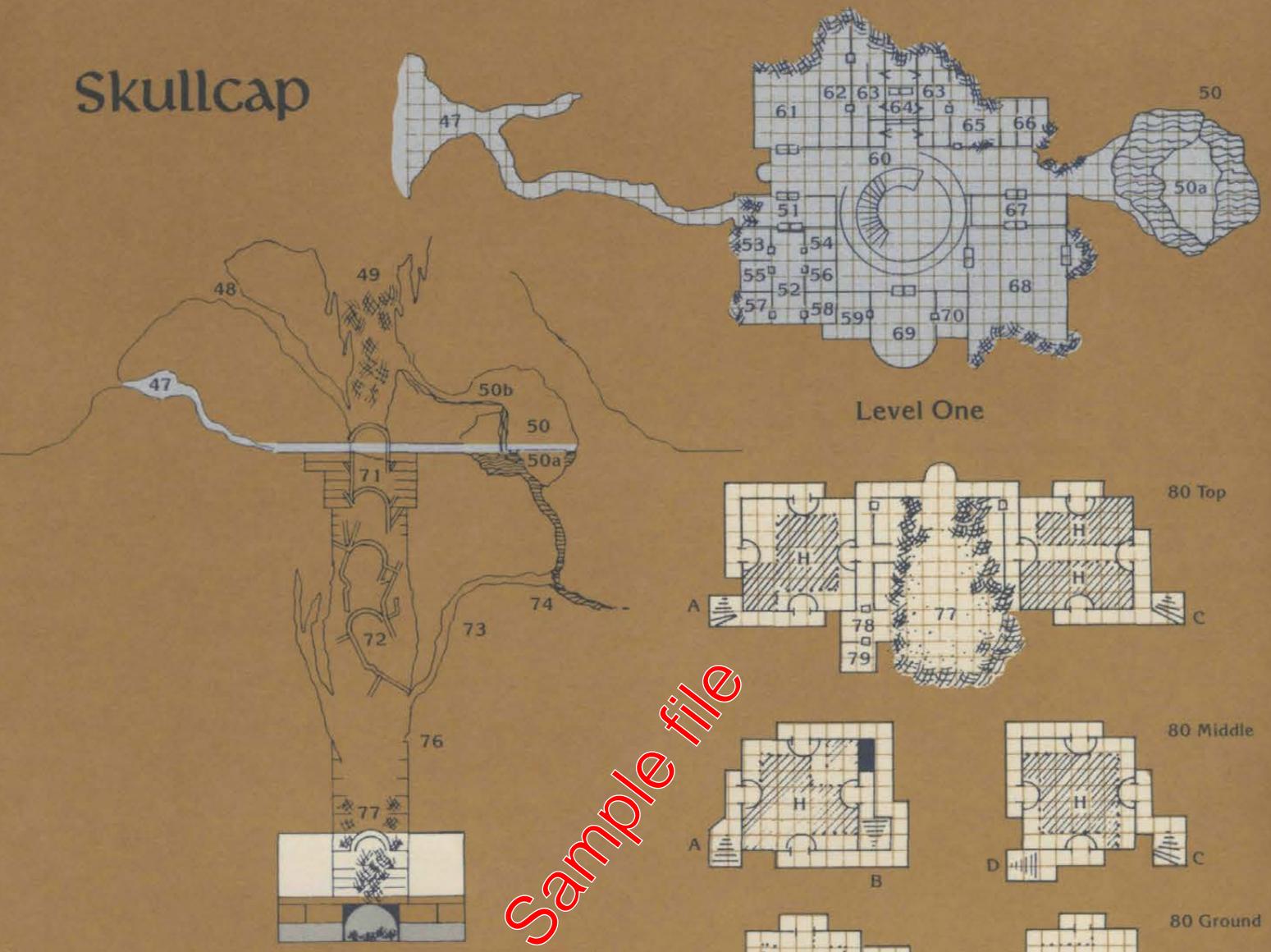
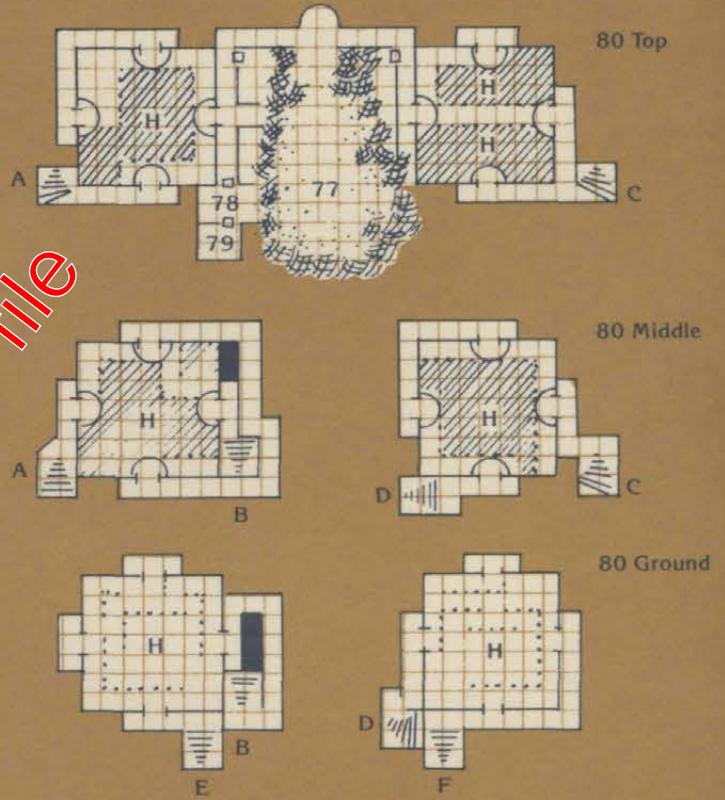


# Skullcap



Level One



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

Advanced Dungeons & Dragons®



Official Game Adventure

**Dragons of Hope**  
by Tracy Hickman

TABLE OF CONTENTS

Prologue ..... 2  
*Wherein the tale is told, and the story is explained.*

Chapter 11: The Way ..... 6  
*In which the heroes attempt to find safety and shelter for the refugees of Pax Tharkas.*

Chapter 12: The Outpost Mines ..... 14  
*In which the heroes discover remnants of the once-mighty dwarven kingdom, and once again encounter the Aghar dwarves.*

Chapter 13: Skullcap ..... 20  
*In which the tomb of Fistandantilus is found, and the mysteries of the Dwarfgate War revealed.*

Epilogue ..... 27  
*Wherein shadows of events to come cast their shadows, and the fate of the refugees is revealed.*

APPENDICES ..... 28  
*Here are the tools of the story. That which is explained, as are encounters governed by fate alone.*

Appendix 1: Monsters, Creatures, and More ..... 28  
Appendix 2: Character Cards ..... 31 and Inside Cover  
Appendix 3: Combined Monster Statistics Chart ..... Inside Cover  
Appendix 4: Random Encounter Chart ..... Inside Cover

CREDITS

Development/Editing: Michael Dobson  
Graphic Design: Elizabeth Riedel  
Cover Art: Keith Parkinson  
Interiors: Keith Parkinson and Larry Elmore  
Cartographers: Dennis Kauth and Elizabeth Riedel  
Typography: Marilyn Favaro  
Poetry: Tracy Hickman

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR(UK)Ltd. ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE, and PRODUCTS OF YOUR IMAGINATION are trademarks of TSR, Inc.

This adventure is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

© 1984 TSR, Inc. All Rights Reserved. Printed in U.S.A.

TSR, Inc. POB 756 Lake Geneva WI 53147  
TSR, Inc. PRODUCTS OF YOUR IMAGINATION™  
TSR(UK)Ltd. The Mill, Rathmore Road Cambridge CB14AD United Kingdom

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 to 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: Janis, Flint, Jasslehoff, Raistlin, Caramon, and Sturm. Of Kitiara the beautiful, the love of Janis, 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 adventurers, 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 of 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 used 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 small 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 50% or more	-10 for 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 plainsmen. 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 stamped 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 Charisma of character trying to persuade the Council  
Adjustment

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™!