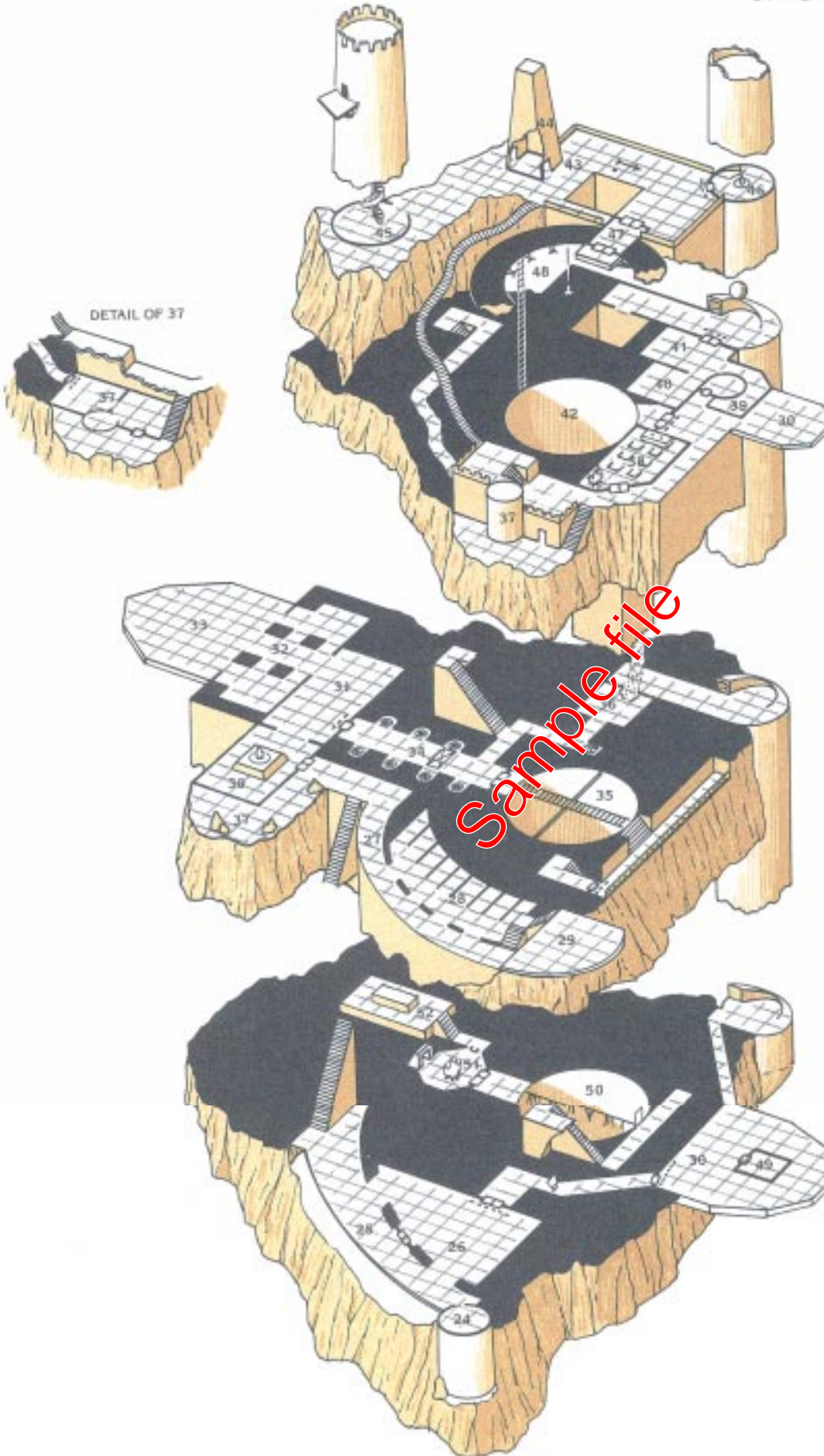


# The floating Tomb



DETAIL OF 42



Key to Derkin's Tomb

	Door
	Double Door
	Concealed Door
	Spiked Pit
	Stairway
	Covered Pit
	Spiked Stair Step-Down
	Rock
	Maze
	Wall
	Pit
	Spine
	Flame
	Lava
	Electrically Wall (Thunder Door)
	Ice Falls
	Pillar
	Ladder
	Movable Platform
	Gem
	Derkin Key Symbol
	Livingstone Pictal Corridor
	Flag Pole
	Slab
	Ball

Scale: 1 square = 10 feet



DETAIL OF 35

## TRAP EFFECTS

All traps are triggered by a tripwire or by walking past them.

**Ball:** Damage = 2d8;  
Save vs Petrify to avoid.

**Blade:** Damage = 1d10;  
When activated starts chopping;  
Dexterity check to pass or pass  
to right or left of wedge shaped blade.

**Flame:** Damage = 2d6,  
if fanned out in some way.

**Ice Falls:** Damage = 1d6;  
Save vs Spells or encased in ice,  
3 turns to thaw.

**Spiked Pit:** Damage = 2d6;  
10' deep, trapdoor snaps shut.

Advanced Dungeons & Dragons



**Official Game Adventure**

**Dragons of Desolation**

**by Tracy Hickman and Michael Dobson**

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since the 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 forever lost. The greatest loss was knowledge of the Gods themselves—the world of Krynn has sunk into blasphemy to these many generations, and clerics have lost the power to heal.

Mankind? separation from the True Gods opened the door to renewed evil. Dragons, thought to be only a myth to frighten children, are once again in the world. They are commanded by humans called Dragon Highmasters, and assisted by strange creatures called Draconians.

The Dragonarmies have now conquered much of Krynn, and soon all the land will be under their sway. Evil, it seems, may soon triumph over good.

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

Five years ago, seven adventurers set out from the town of Solace to seek the True Gods. They did not succeed. In time, six returned: Tanis, Flint, Tasslehoff, Raistlin, Caramon, and Sturm. Of Kitiara, the seventh, beloved of Tanis, nothing was heard.

On their return, they met Goldmoon, a princess of the Que-Shu tribe, and her lover Riverwind. Goldmoon had a blue crystal staff that could heal by magic.

As the Dragonarmies marched, the

Imfellows sought the secret of the staff. Their quest led them to the ancient sunken city of Xak Tsaroth, there to confront an enemy out of nightmare: a Black Dragon.

The crystal staff was indeed a gift of the Gods. With its power the dragon was destroyed. The Imfellows recovered the Disks of Mishakal, the writings of the Gods, and so did knowledge of the True Gods return to Krynn.

Now armed with powerful weapons of the spirit, the heroes returned to Solace, only to find it overrun by the Dragonarmy. The people had been taken to a terrible Text the fortress of Pax Tharkas.

At grave risk and through great heroism, the heroes crept into Pax Tharkas, foiled the plans of the Dragon Highmaster Verminaard, and rescued over 800 slaves.

Through the trackless wilderness, pursued by the tireless draconians, they sought passage through the long-lost dwarven kingdom of Thorbardin to the seaport of Tarsis in the south. Temporary refuge for the escaped slaves was found in the Hopeful Vale, and the heroes braved the dangers of Skullcap, the fortress of the evil wizard Fistantilus, who perished in the Dwarfgate War.

On that trek, the Seeker priest Elistan became the second true cleric of Krynn. Text did the High God Paladine reenter the world of Krynn.

And there, deep beneath Skullcap, was found the key that would unlock the gates to Thorbardin...

# Prologue

## NOTES FOR THE DUNGEONMASTER

“Dragons of Desolation” is the fourth in the epic DRAGONLANCE™ series, and concludes 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; the 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. (See THE WORLD OF KRYNN, below.)

If you allow players to bring in other characters, but still want to play the epic, the DRAGONLANCE characters must be either player characters (PCs) or non-player characters (NPCs). If players wish to play multiple characters, make sure that they play each character as an individual. Some characters can be used as Henchmen NPCs—for example, one player should play both Goldmoon and Riverwind, one (their choice) as a Henchman NPC.

If players do not choose to take all of the DRAGONLANCE heroes, you should keep the others in the background as NPCs. All of the pre-generated characters figure prominently in future modules.

In any case, 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 4, make sure the other PCs (especially Tanis and Gilthanas) are aware of her presence.

Elistan was converted from the false Seeker religion to the worship of the true gods, and is now a powerful cleric. In DL 6, he becomes a PC. In this module, he enters the dream world to battle Verminaard, and does not reappear until the climax.

Eben Shatterstone, the third important NPC, is a traitor, an agent of Verminaard. 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. Until he betrays the heroes in the final chapter of this adventure, he appears to support the party in every way. Give his Character Card to one of the players to run as an NPC. Overrule any obviously out-of-character behavior. When Eben's treason occurs, take the card back and remove it for the remainder of the adventure.

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” charac-

ters 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 4 without having played the previous DL modules, you must set the stage for the current adventure by using the chapter of the *Iconochronos* on the opposite page. If you have played the DL modules up to this point, no additional background is needed—the story starts the morning after the end of DL3.

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 have adventured in previous DL modules know the following information. 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. True clerics wear a Medallion of Faith bearing the symbol of a god or goddess. When a new true cleric comes into being, the medallion magically duplicates, and the new medallion bears the symbol of the appropriate god or goddess. Only two of the true gods are currently known: Mishakal, goddess of healing, and Paladine, the high god of good. All PC clerics brought into the campaign must be of good

alignment and worship one of these two gods.

All PC elves in this adventure are from 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 much less valuable; 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.

# Chapter 14: The doors of Thorbardin



## EVENTS

Each Chapter is divided into Encounters (keyed to areas) and Events (keyed to time). Keep track of both location and time to know which Event or Encounter to run next.

### The mission

Eight hundred refugees are fleeing the armies of the dragon highmaster. They were forced to enter a wilderness ringed by impassable mountains. The only route to safety is through the ancient dwarven kingdom of Thorbardin—but the gates to Thorbardin have been hidden for over 300 years. The PCs must find the gates to Thorbardin, get permission for the refugees to cross through, and get back before the dragonarmies attack the refugee camp.

### about Time

The dragonarmies conquer areas of the wilderness on a regular basis. If you played DL 2 and DL 3, use those modules to calculate the time available to the refugees. If not, assume that the heroes have seven days to complete their quest. Do not tell the players how much time they have. The Epilogue tells what happens if the-heroes succeed...& fail!

## event #1: departure of elistan

The adventure begins in the camp of the refugees at midnight—the same night as the end of DL 3.

You are summoned to a late night meeting of the refugees Council of Freedom. When you arrive, you notice that Elistan seems strangely peaceful. “The dragonarmies are approaching, and now you must find the way to the gates of Thorbardin. It is the only hope for our people. There is little time; waste none of it. As for me, I now know what must be done,” he says.

“To the hope of safety!” he says, lifts a flagon, and drinks.

Although the flagon contains only water, as soon as Elistan drinks, he grows pale and shudders once. Then, eyes rolling back, he pitches forward.

Elistan has received a dream vision from Paladine, and has gone into the dream world to battle Verminaard. The PCs do not learn this until the end of the module.

Elistan cannot be revived by any means available to the party. He appears dead, but his body does not decay.

The Council asks the PCs to leave in the morning to find a way through Thorbardin. If the characters found a map to the gates in DL 3, they know where to go—otherwise, Fizban the Fabulous (see NPC Capsules) now reveals that he knows exactly where the gates are.

## event #2: dreams of darkness

This Event takes place the same night as Event #1, as soon as the heroes fall asleep. Ail sleeping characters have the following dream:

You are standing in front of a huge door. You feel that there is great evil behind it. The voice of Elistan, now very weak, is calling for you.

“I have entered this door and cannot find my way back,” he cries. “Please! Come and bring that which I left behind!” He does not seem able to hear anything you say; he just repeats his cry over and over again.

Ask each player in turn if he will open the door. If all characters refuse, the dream ends and the PCs awake. Skip Event #3, below. If even one character opens the door, read the next boxed section.

# Chapter 14 Events

You feel yourself floating in a vast nothingness for an uncertain length of time—whether moments or centuries, you cannot tell. Suddenly, you are standing on an empty plain. In the distance, mountains are silhouetted against a starry sky. Before you is a tower made of crystal, silver, and pure white marble. Beside you are your companions in adventure.

You walk toward the tower. The ground is soft beneath your feet and a sweet, warm wind blows. But as you walk, the tower changes. Now it is made of steel and stone, and the wind is bitter. And now it is made of rough, decaying stone, and the tower is in ruins.

There are seven open archways into the tower. As you watch, a group of hooded pilgrims approaches. As they come closer, they begin to change into draconians, but do not attack. They enter the tower.

You see a long, dimly glowing tunnel that leads inside. You and your companions enter... and suddenly find yourself in a large chamber!

Seven hallways radiate from this room. Six are brightly lit; one is dim. From the dim hall whispers the voice of Elistan: "I have entered this door and cannot come back. Please! Follow me and bring that which I left behind!"

In the six bright hallways are your heart's desires—glory, power, wealth. But you know that your doom lies down the dim corridor.

Suddenly, you wake in a cold sweat, deeply disturbed. Something horrible happened to you and your companions... but you can't remember what!

## EVENT #3: The Dragon highlord arrives

This Event takes place the following morning. If no hero opened the door, the Event does not occur.

Out of the setting sun comes a dark shadow and a rush of wind. It is a huge red dragon, its wings terribly scarred. Astride it is the dragon highlord of Pax Tharkas—Verminaard!

The huge dragon hovers above you, its mammoth wings beating slowly.

Verminaard (see **NPC Capsules**) calls for the heroes, using both voice and telepathy. "Pitiful fools," he sneers, "to think you could defeat me in the Mind of Evil!"

When Verminaard uses the phrase, "The Mind of Evil," each of the heroes suddenly remembers the terrible dream of the night before.

Memories flood into your mind. In the dream, you walk down the dim corridor, afraid and despairing. Each step you take is harder than the last. At last you enter a large chamber.

There, before you, stands Verminaard, holding Elistan prisoner in a crystal cage. A small golden lock holds the cage shut. Elistan sees you, and tries to speak, but cannot.

Verminaard raises his hand. Out of the darkness step fearsome fighters. He laughs, and lowers his hand in a chopping motion. The fighters attack!

Give each player one of the Dream Cards on pp. 6 and 7. Once the players have read their dream cards, Verminaard laughs chillingly. "So, fools, now you remember your night in the Mind of Evil!"

The dragon highlord speaks to each member of the party, revealing that he knows exactly what happened to each person in the dream. He mocks the futile efforts of the heroes to resist him, and belittles their accomplishments both in the dream and in the real world. He gloats of his victories and their defeats.

"It is pointless for you to continue in this lost cause," he says. "Wealth and power can be yours if you but take your place beside me, and place your sword in my service."

Verminaard has no intention of keeping his word. If the heroes betray the refugees, Verminaard takes them back to Pax Tharkas with promises of rich rewards. Once there, he orders his troops to feed them to Ember.

If the heroes attack, Ember flies out of missile range. Verminaard laughs at the futility of the attack. If the heroes actually hit either Verminaard or the dragon, Ember attacks with spells, but does not use his breath weapon.

If the heroes reject Verminaard's offer, he says, "Fools! I could destroy you as you stand. But I have other uses for you... and there are things worse than death!"

With that, he commands the dragon to fly off to the north.

## EVENT #4: The Dwarven gates

After Event #3 (or the next morning, if Event #3 does not occur), the Council urges the PCs to seek out the dwarven gates without delay. Using the map from DL 3 (or the instructions given by Fizban, who goes with the party in any case), the PCs reach the doors after four hours' travel. Run normal wilderness random encounters. After four hours' travel, the heroes see the following...

The steep defile suddenly opens up onto a narrow, 5 foot wide ledge. Below, a cliff drops 1,000 feet to the valley. Above, the

cliff climbs 500 feet to become part of the mountain range. Another defile can be seen at the far end of the ledge, almost 100 feet away.

A large secret door is in the middle of this cliff face, so well hidden that there is only a 15% chance that it can be found by non-elven races. Elves and half-elves have normal chances to find the door. If the PCs have a map, they know that the door is supposed to be here.

The defile on the far side of the ledge leads into a box canyon dead end.

If the PCs cannot find the door, Fizban locates it for them.

The following methods can open the great door:

1. A *fireball* spell can open the door. If Fizban is with the party, he tells everyone to stand back, then casts his *fireball*. Fizban stupidly stands right in front of the door, and appears to be destroyed in the blast. The door slowly opens (see below).

2. A *knock* spell can open the door. Fizban does not use that spell.

3. The door-opening mechanism is found. If any elf or half-elf character successfully checks for secret doors a second time, he finds a small (2 feet square) door that is easily opened. Within the door is a small opening with a mechanical hand in it. If any character shakes the hand, the door slowly opens.

When the door begins to open, a deep rumbling sound (like an earthquake) is heard. The ledge and cliff face begins to shake. The door suddenly breaks free and pushes out 5 feet; anyone standing in front of it must make a Dexterity Check to avoid falling off the cliff. No matter how the door is opened, Fizban manages to be caught on the ledge, and falls down, apparently to his death. His body cannot be found. The door continues to move outward at a rate of 5 feet per round.

The door is built on a giant screw shaft propelled by a mechanism within the mountain. Originally, the door would rest on the wide ledge that once was here. However, during the Cataclysm, much of the ledge collapsed. Therefore, after the door has moved out 15 feet, the machinery begins to strain. Strange noises are heard. Within 3 segments, the screw shaft breaks, and the door, which weighs several tons, plunges over the cliff face, falling 1,000 feet and crushing anything beneath it.

The entrance to the lost dwarven kingdom of Thorbardin has been found. The door, once opened, remains open forever.