



# Dragonlance<sup>®</sup>

the FIFTH AGE<sup>™</sup>

Featuring The New  
SAGA<sup>™</sup> RULES SYSTEM

It is an ancient world  
with ancient troubles. ♦  
The last four ages have  
defined epic struggle on  
Ansalon. ♦ Now the gods  
have left the world, and  
humans must fight the new  
overlords—the Great  
Dragons—just to survive.  
♦ Yet another epic  
struggle has begun.  
This is DRAGONLANCE<sup>®</sup>.  
This is the  
FIFTH AGE<sup>™</sup>.



THE DRAGONLANCE<sup>®</sup> CONSPICUUS



## I see everything.

It is a quiet morning. The sun slowly rises out of the east, softly illuminating the world around me. I stand tall on the highest mountain peak in the Garnet range of Solamnia. I feel strangely at peace. I know not why, when all my world seems at odds. But just the way the sun is climbing into Krynn's wide sky, bestowing gentle shades of gold upon my land, promises better days to come.

I am the Herald, singer of songs, teller of tales. I have seen much upon the continent of Ansalon, and have learned even more. And so I pause, for as this new day dawns we enter what the keepers of time shall call the *Age of Mortals*—the *Fifth Age* of Krynn.

From the shadows of this war-ravaged land, great and terrifying dragons have emerged to subjugate mankind. This once great nation of Solamnia lies besieged. On all sides rule dragons far stronger than any we have ever known. The gods have gone, and thus none remains who can contain these creatures of Evil.

And so I have come forth to do what I may in this time of peril. I am a man with no memories of my own—my mind knows only the memories of the world. Perhaps within my tale of what once was lies the key to what will be, and how Ansalon may rise again.

Before the beginning, before form or purpose took shape, there was only Chaos. Out of this Chaos,

thought and being were born, and a call went out into the Beyond. Two divine beings answered: one of light and one of darkness. Paladine and Takhisis came forth, and together they created the first children of Krynn—five mighty dragons. The *Age of Starbirth* had begun.

But it was written in the stars that the two should never rule peaceably together. Takhisis, Queen of Darkness, destroyed the light within these new children, leaving only Evil. A mournful Paladine forged five monuments to the lost dragons and breathed new life into them. Inevitably, light and darkness collided in the wars of All Dragons and All Saints. Oh, the terrible devastation released upon the world by these warring dragons and deities!

In time, the gods agreed to cease their warring to form the first peoples of the land. The deities of Good fashioned elves, and those of Evil formed ogres. The gods of Neutrality created humans, with the greatest potential for Good or Evil—and the greatest freedom to choose between them. The birth of these three nations ushered in the *Age of Dreams*. Great civilizations arose, as did three great Dragon Wars. The gods of Good gifted men and elves with weapons to best the Evil wyrms: wizardly magic and the holy Dragonlances.

The *Age of Might* which followed offered the world peace once more. But, without the threat of dragons to remind mankind of the blessings of the gods,

humans fell victim to their own self-righteousness. As punishment, the gods turned away from their world, first sending a great Cataclysm, which destroyed nations and forever reshaped the face of Krynn.

The world entered the *Age of Despair*, when darkness engulfed Ansalon and opened a gate for the return of the Dark Queen and her Evil children. She fastened her wicked claws upon the land, and brought death and destruction. But at the moment all hope seemed to have fled, the gods of Good returned! The War of the Lance ended with the humans rediscovering the blessed Dragonlances and banishing the Dark Queen once more. For a time, the folk of Krynn found redemption and lost glory. But then—Chaos came.

A misunderstanding loosened the chains that bound Chaos, from whose very essence the gods shaped the world. Once free, Chaos sought to defile the gods' greatest treasure: the world of Krynn. Through the power of magic, in that Summer of Chaos, all the gods' children joined together and forced Chaos to leave. He agreed, but commanded the gods to follow.

Now, more than any time in the history of Krynn, mortals are alone. As the gods exit this world, the door closes upon their precious gift of magic. Without it, mortals cannot stave off the ravages of the Dark Queen's first children: the dragons are free to rule. From across the sea comes a race of Great Dragons

led by Malystrixx the Red. In a grim Dragon Purge, these wyrms fight to claim the choicest lands of Ansalon for their own. At the dawn of this new age, mortals wage a desperate battle for survival as dragon fights dragon, heedless of the destruction they wreak upon the world.

The present is shadowed and uncertain. Plotting their nefarious schemes, dragons dominate and feast upon the mortals of the once free lands. Where their power fades, the Knights of Takhisis, those foes of the Good who worshiped the Dark Queen, still remain a strong force in the land. The future looks grim.

But though the gods have abandoned us, I say there is still hope. Our world was not saved from Chaos to be given over to Evil dragons. I can see a turning point coming, the light of Good shining within the dark veil of Evil's rule. New sorcerers have restored to us the most ancient magic of our world. Our Citadel of Light teaches us to look within to find the power of our own hearts. The Knights of Solamnia continue to champion the forces of Good, the Legion of Steel fights on for justice, and the Good dragons—though hidden—are at work within the world.

This is an age of discovery, an age of adventure, an age of heroes, an age of hope. Arise, beloved Krynn, to the *Fifth Age*, the *Age of Mortals*. Know that, for all peoples of Ansalon, Good shall prevail.

It is up to all of us.



**BLAIZE (m)**

*Tennterann*

I may be small, but even lions beware the hornet's sting.

**CLARION (m)**

*Alacourt*

In battle is glory; let each challenge be but another foe to best.

**CYAN (m)**

*K'rshinthintl*

I can show you—your bane for your greatest enemy is yourself.

**CYMBOL (m)**

*K'tlanngk*

Never suffer chains, throw off an oppressor no matter the pain!

**D'ARGENT (f)**

*Silvara*

Must I deny my heart for duty? Surely love can surmount all.

**EMBER (f)**

*Pyros*

Power gives you the right to do anything.

**EVENSTAR (m)**

*Tholoth*

My word is my bond; Paladine's will be done.

**MALYS (f)**

*Malystrixx*

Mortals are an infestation, scarcely worth the effort to swallow.

**ONYX (f)**

*Khisanth*

Words mean nothing; a promise means even less.

**WHISPER (m)**

*Sh'ss'rssl*

In darkness and one's heart lie the secrets to despair.

**SKIE (m)**

*Khellendros*

Careful plans made with a loyal ally are better than gold.

**SLEET (f)**

*Ch'krkk'l*

What are others to me? Leave me alone in the cold.

**THE UNDEAD BEAST**

[unknown]



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**CYAN (m)**  
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I can show you—your  
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Never suffer chains,  
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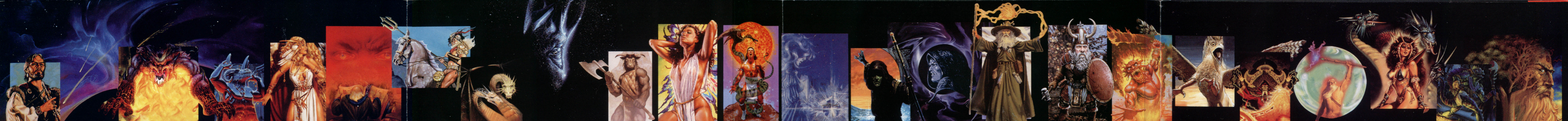
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- |   |  |  |  |   |  |                                      |
|---|--|--|--|---|--|--------------------------------------|
| <b>INSTAR (m)</b><br><i>Instar</i><br>Instar is my bond; he's will be done. | <b>MALYS (f)</b><br><i>Malystrixx</i><br>Mortals are an infestation, scarcely worth the effort to swallow. | <b>ONYX (f)</b><br><i>Khisanth</i><br>Words mean nothing; a promise means even less. | <b>WHISPER (m)</b><br><i>Sh'ss'rssh</i><br>In darkness and one's heart lie the secrets to despair. | <b>SKIE (m)</b><br><i>Khellendros</i><br>Careful plans made with a loyal ally are better than gold. | <b>SLEET (f)</b><br><i>Ch'krkk'l</i><br>What are others to me? Leave me alone in the cold. | <b>THE UNDEAD BEAST</b><br>[unknown] |
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**BRANCHALA** God of peace, forests, kender, elves, music, harmony, beauty, loyalty  
**CHAOS** No thought, just existence  
**CHAOS GOD** One with all and nothing, unbridled fury, disorder, dissolution, eternity  
**CHEMOSH** Lord of the death, undead, wounds, nemesis, ravager, bane  
**CHISLEV** Goddess of the seasons and nature, wilderness, beasts, rebirth  
**GILEAN** God of the Book, true names, plan, balance, Guardian of knowledge  
**HABBAKUK** God of bounty and harvest, mastery, animals, sea, passions  
**HIDDUKEL** Two-headed serpent of deceit, imbalance, betrayal, greed, enslavement  
**HIGH GOD** God of logic, purpose, destiny, creation, truth, chance, energy  
**KIRI-JOLITH** God of battle, dedication, obedience, courage, heroism, self-sacrifice  
**LUNITARI** Goddess of delights, mischief, illusions, change, madness  
**MAJERE** God of meditation, control, inspiration, thought, intuition, faith, mercy  
**MISHAKAL** Goddess of life, healing, nurture, lady of love, beauty, happiness  
**MORGION** Goddess of despair, weakness, vulnerability, disease, decay, corruption  
**MUTARI** God of night, the hidden, domination, destructive black magic  
**PALADINE** King of the gods, Dragonking, God of Order, justice, light  
**REORK** God of manufacture, the forge, invention, technology, dwarves, gnomes  
**SARGONINAS** God of destruction, calculated aggression, anger, vengeance, fire  
**SHINARE** Goddess of wealth, industry, commerce, honesty, integrity, freedom  
**SIRRION** God of flame, innovation, art, transformation, creativity  
**SOLINARI** God of hope, goodness, protection, beneficial white magic  
**TAKHISIS** Queen of the gods, Dragonqueen, hatred, intrigue, darkness  
**ZEBOIM** Goddess of weather, the drowned, rage, storm, seas, jealousy  
**ZINILYN** God of the Tree of Life, history

### THE FIRST AGE The Age of Starbirth

CHAOS reigns | High God awakens, summons the Gods | The gods create Krynn | Dragons created from fury and love | All-Dragons War | All-Saints War | Gods form elves, ogres, humans

UNCHARTED TIME

### THE SECOND AGE The Age of Dreams

Reork leads humans north | RISE OF OGRE EMPIRE | Igraine leads the Irda in exile | FIRST DRAGON WAR: House Silvanos rises, Kal-Thax built, Silvanesti built | SECOND DRAGON WAR: Kinslayer War | THIRD DRAGON WAR: Rose Rebellion

9000 8000 7000 6000 5000 4000 3000 2000 1000

BIRTH OF CIVILIZATION | TIME OF LIGHT | TIME OF KNIGHTS

### THE THIRD AGE The Age of Might

Tree of Life begun | OGRE WARS: Kaolyn founded, Kender treaty | TRADE WARS: Elves blockade Istar | Elves withdraw into isolation | Solamnic Knights weaken in face of Istar | Istar installs Kingpriest | Temple of Istar built | Proclamation of Manifest Virtue | The Cataclysm

1000 900 800 700 600 500 400 300 200 100 0

ISTAR DOMINANCE | PEACE IN THE LAND | KINGPRIEST POWER

### THE FOURTH AGE The Age of Despair

Temple of Istar Found | The Dwarfgate War | Solamnic Knights reviled for Cataclysm | Dragonqueen plants Stone Dragons, awakened | Seeker Theocracy takes hold in Ansalon | Theft of good dragon eggs | WAR OF THE LANCE: Ansalon falls, Whitestone Council, Blue Lady's War | Draconians created | Summer of Chaos | Second Cataclysm

0 25 50 75 100 125 150 175 200 225 250 275 300 325 350 375 0

SHADOW YEARS | TIME OF DARKNESS | TIME OF DRAGONS

CHARACTER KEY:  
■ Good ■ Balance of Good and Evil ■ Evil



**EVERLYN** Treat others as you would treat yourself.  
**IGRAINE** Free will and good will is good for business.  
**SITHAS** Elves are keepers of civilization, our blood must not be thinned.  
**KITH-KANAN** No one is better than another, we are all creations of the gods.  
**KAZ THE MINOTAUR** My loyalty is my honor; crushing the weak is without honor.



**ASTINUS** Knowledge is silver, the wisdom to understand it is gold.  
**FISTANDANTILUS** Life and power shall not be denied me.  
**THE KINGPRIEST** Only I know what is truly right and who is truly good.  
**KIRI OF THE SIRENES** Accept destiny's flow, adapt to what lies before you.  
**MAGIUS** My motives are my own.



**PERAGAS** If we must die, let's make it a good fight!  
**LORD SOTH** In death there is no honor.  
**RAQUESTA BAR-THON** Seek unknown waters, where wonders may flow.  
**CARAMON MAJERE** Strength solves all problems.



**ALHANA** Royal blood demands duty and respect.  
**LORD ARIAKAS** Bend your knee to me, or die.  
**BLUE LADY** Trust only those you control.  
**STEEL BRIGHTBLADE** Honor and control are the keystones to success.  
**STURM BRIGHTBLADE** My honor is my life.  
**LU-KAC CALADON** Only I can save the world; I have the power if I but dream it.  
**CRYSANIA** I will go where Paladine wills.  
**CHOT ES-KALIN** Terror is the tool of kings.  
**DALAMAR** Knowledge and magic abide all.  
**GUERRANDE DITHON** Beware what you desire, your wish may be fulfilled.  
**FRITZTON DORGAARD** There's always time for a wench, a mug of ale, or a good fight.  
**FLINT FORGE** Fighting is bad for business.  
**GALL-DRAKE** Glory is the Dark Queen.  
**GILDENTONGUE** Twist your enemies' motives so that they serve you.



**GRIMCAINR** Exterminate the warm-blooded vermin!  
**LORD GUNTHAR** Life is a constant battle versus evil; be vigilant.  
**RAQUESTA MAJERE** Loyalty and duty are all.  
**CARAMON MAJERE** Power is responsibility and purpose.  
**PALIN MAJERE** Knowledge is strength.  
**RAISTLIN MAJERE** Faith is our true strength.  
**RIVERWIND** There is more life than two.  
**GOLDMOON** There's always more to see.  
**SESTUN** Control of self is true strength.  
**TANIS HALF-ELVEN** There's always more to see.  
**TASSEL-KALIN** I don't need anyone's protection.  
**TIKA ANSALAN** Toede comes first.  
**LORD TOEDE** Trust yourself only, honor only the letter of a contract.  
**KITTARA** Trust yourself only, honor only the letter of a contract.  
**LORD SERRINAARD** Glory in destruction.





**BRANCHALA**  
God of peace, forests, kender, elves, music, harmony, beauty, loyalty



**CHAOS**  
No thought, just existence

**CHAOS GOD**  
One with all and nothing, unbridled fury, disorder, dissolution, eternity



**CHEMOSH**  
Lord of the death, undead, wounds, nemesis, ravager, bane



**CHISLEV**  
Goddess of the seasons and nature, wilderness, beasts, rebirth



**GILEAN**  
God of the Book, true names, plan, balance, Guardian of knowledge

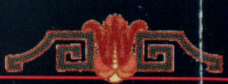


**HABBAKUK**  
God of bounty, harvest, mountains, sea, passions



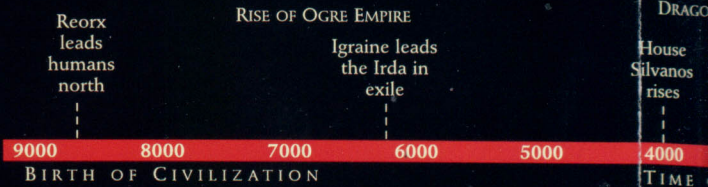
**THE FIRST AGE**

*The Age of Starbirth*



**THE SECOND AGE**

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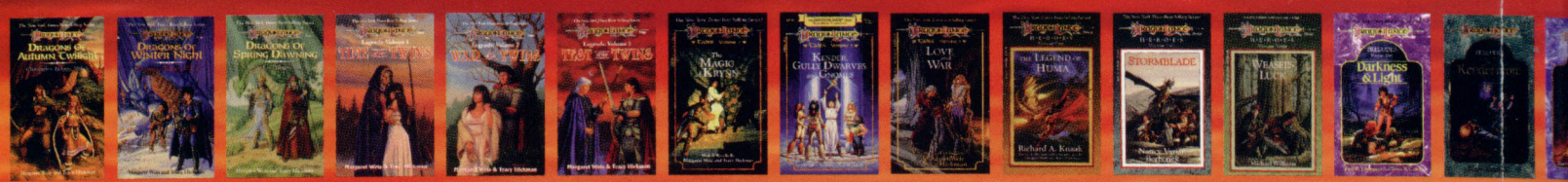
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**KITIAIRA**  
No one should create a world.





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**HIDDUKEL**  
 Two-headed serpent of  
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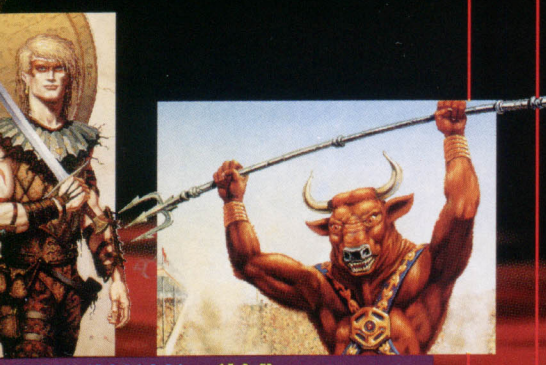
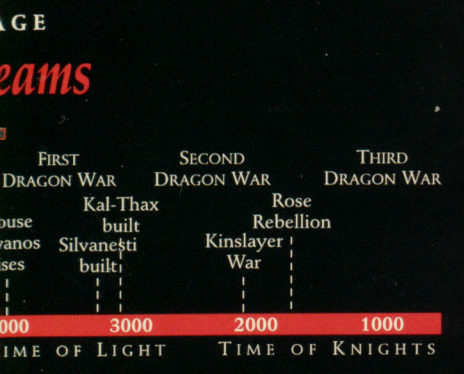
**HIGH GOD**  
 God of logic, purpose,  
 destiny, creation, truth,  
 chance, energy

**KIRI-JOLITH**  
 God of battle, dedication,  
 obedience, courage,  
 heroism, self-sacrifice

**LUNITARI**  
 Goddess of delights,  
 mischief, illusions, change,  
 madness

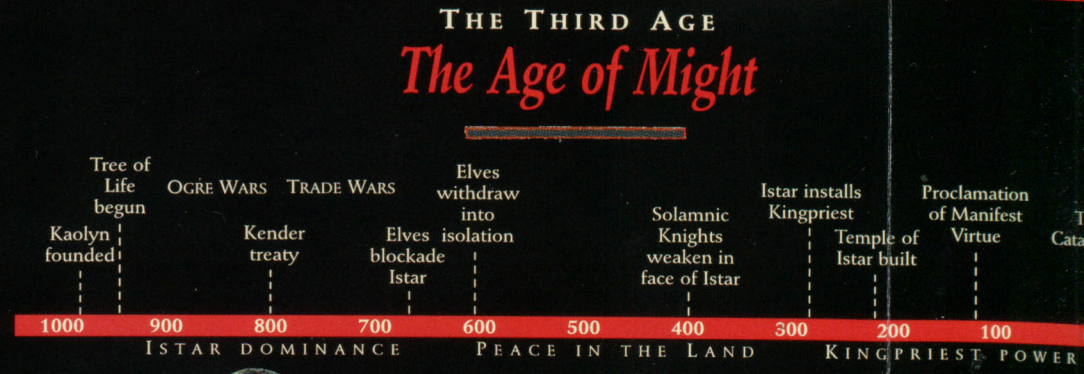
**MAJERE**  
 God of meditation, control,  
 inspiration, thought,  
 intuition, faith, mercy

**MISHAKAL**  
 Goddess of life, healing,  
 nurture, lady of love,  
 beauty, happiness



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 No one is better than another, we are all creations of the gods.

**KAZ THE MINOTAUR**  
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**MAGIUS**  
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**PERAGAS**  
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**LORD SATH**  
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 faith, mercy



**MISHAKAL**  
 Goddess of life, healing,  
 nurture, lady of love,  
 beauty, happiness



**MORGION**  
 Goddess of despair,  
 weakness, vulnerability,  
 disease, decay, corruption



**PALADINE**  
 King of the gods, Dragon-  
 king, God of Order, justice,  
 light



**REORK**  
 God of manufacture, the  
 forge, invention, technol-  
 ogy, dwarves, gnomes



**SARGONNAS**  
 God of destruction,  
 calculated aggression,  
 anger, vengeance, fire

THE  
 Light



**DAN- THE KINGPRIEST**  
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 In death there is no honor.

Temple of Istar Found

The Dwarfgate War

Solamnic Knights reviled for Cataclysm

Dragonqueen plants Foundation Stone Dragons awakened



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 Royal blood demands duty and respect.



**LORD ARIAKAS**  
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**LOGRAC CALADON**  
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**GRIMCAIRN**  
 Exterminate the warm-blooded vermin!



**LORD GUNTHAR**  
 Life is a constant battle versus evil; be vigilant.



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 Seek unknown waters, where wonders may flow.



**CARAMON MAJERE**  
 Strength solves all problems.



**PALIN MAJERE**  
 Power is responsibility and purpose.



**RAISTLIN MAJERE**  
 Knowledge is strength.



**RIVER**  
 Loyalty are all.







**SHINARE**  
Goddess of wealth, industry, commerce, honesty, integrity, freedom

**SIRRION**  
God of flame, innovation, art, transformation, creativity

**SOLINARI**  
God of hope, goodness, protection, beneficial white magic

**TAKHISIS**  
Queen of the gods, Dragonqueen, hatred, intrigue, darkness

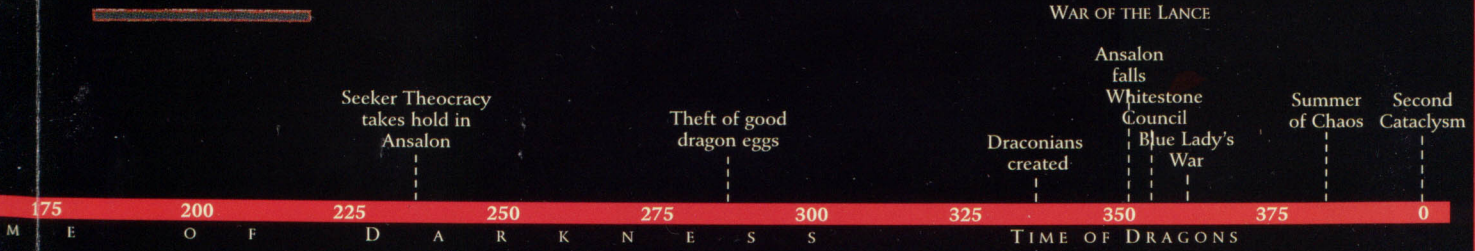
**ZEBOIM**  
Goddess of weather, the drowned, rage, storm, seas, jealousy

**ZIVILYN**  
God of the Tree of Life, history



THE FOURTH AGE

The Age of Despair



**CRYSANIA**  
I will go where Paladine wills.



**CHOT ES-KALIN**  
Terror is the tool of kings.



**DALAMAR**  
Knowledge and magic above all.



**GUERRANDE D'ITHON**  
Beware what you desire, your wish may be fulfilled.



**FRITZON DORGAARD**  
There's always time for a wench, a mug of ale, or a good fight.



**FLINT FIREFORGE**  
Fighting is bad for business.



**GALL DRAKE**  
Glory is the Dark Queen.



**GILDENTONGUE**  
Twist your enemies' motives so that they serve you.



**VERWIND**  
Loyalty and duty all.



**GOLDMOON**  
Faith is our true strength.



**SESTUN**  
There is more to life than two.



**TANIS HALF-ELVEN**  
Control of self is true strength.



**TASSLE-HOFF KALIN BURRFOOT**  
There's always more to see.



**TIKA WAYLAN**  
I don't need anyone's protection.



**LORD TOEDE**  
Toede comes first.



**KITIARA UTH MATAR**  
Trust yourself only, honor only the letter of a contract.

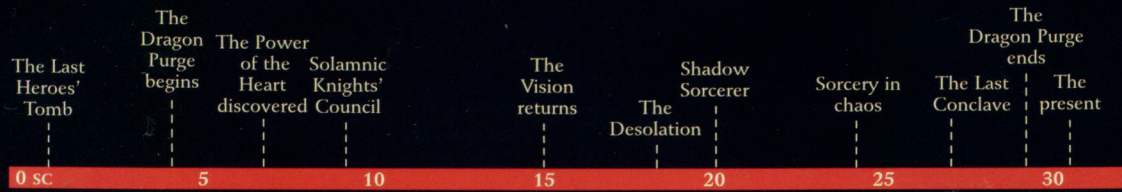


**LORD VERMINAARD**  
Glory in destruction.





THE FIFTH AGE  
*The Age of Mortals*



**BLISTER NIMBLEFINGERS**  
 I'd be careful if I were you.



**FERIL**  
 The seasons change without our help, learn to change with them.



**FURY**  
 Grrrr ... rrrf! [Loyalty is earned, not owned.]



**GROLLER**  
 The guilty don't deserve forgiveness or happiness.



**JASPER GNEISSFELD-FIREFORGE**  
 Judge with your heart and mind if at all.



**LAURANA**  
 Love conquers all.



**SHAON**  
 Better a rolling deck beneath your feet than silken slippers.



**USHA MAJERE**  
 Embellishment is the bard's brush.

The story has just begun...



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