

Legends OF THE Lance™

Newsletter
Vol. I No. III

1998 Summer Run



Exclusive interview with Douglas Niles inside!



TABLE OF CONTENTS

- 2 AN OPEN LETTER FROM Margaret Weis
- 3 DOUGLAS NILES: AUTHOR AND GAME DESIGNER EXTRAORDINAIRE By Pat McGilligan
- 6 LETTERS TO THE EDITOR
- 6 SPELL-O-RAMA By Bret W. Davenport
- 7 POISON AND THE SAGA® RULES By Tom G. Harrison
- 7 FACES BEHIND THE SCENES: DAWN MURIN
- 8 THE CURRENT, THE RARE, AND THE HARD TO FIND By Sue Weinlein Cook
- 10 BEHIND THE TAPESTRY
- 11 THE HERALD'S REPORT
- 12 A SAGA GAME TO MARVEL AT By Mike Selinker
- 12 UP AND COMING
- 13 LET THE GAMES BEGIN!
- 14 THE CHAOS WAR AND THE BEGINNING OF THE FIFTH AGE By Peter Archer
- 14 TALK BACK
- 14 ENCYCLOPEDIA UPDATE
- 15 MINI DISTRIBUTION: MAKERS OF FANTASY STAINED GLASS DESIGNS By Mendy Lowe
- 15 JOIN THE RPGA® NETWORK
- 16 CLASSIFIEDS

STAFF

Publisher
TSR, Inc.

Editor
Miranda Horner

Designer
Tanya Matson

Project Coordinator
Sue Weinlein Cook

Art Director
Dawn Murin

Chronicler
Astinus of Palanthas

The LEGENDS OF THE LANCE™ newsletter (the official newsletter for the DRAGONLANCE® Saga) is published quarterly by TSR, Inc. • PO Box 707, Renton, WA 98057. 425/226-6500. Fax 425/226-3182. Email: legends@wizards.com • The LEGENDS OF THE LANCE newsletter is mailed free to interested parties. Policies subject to change without notice. Change of address must be received at least 30 days prior to the effective date of change to ensure uninterrupted delivery. • Unless special arrangements to the contrary are made prior to publication, materials submitted for publication in the LEGENDS OF THE LANCE newsletter are accepted solely on the condition that the material may be edited and published in the LEGENDS OF THE LANCE newsletter without charge for use thereof. TSR shall make no other use of the materials unless TSR and the author or artist enter into a written agreement regarding such use. TSR grants prospective authors a nonexclusive right to use copyrighted material of TSR in their submissions to TSR. An author, however, shall have no right to publish or permit someone other than TSR to publish a submission that includes any copyrighted materials of TSR without first obtaining the written permission of TSR to do so. Letters addressed to TSR or the LEGENDS OF THE LANCE newsletter will be considered as submissions and may be printed in whole or part at the discretion of the editor unless the sender specifically requests otherwise in writing. Unless otherwise stated, the opinions expressed in the LEGENDS OF THE LANCE newsletter are those of individual authors, not necessarily the opinions of TSR, Inc., the newsletter staff, or Wizards of the Coast. Standard Disclosure Forms, Writing Guidelines, and Classified Ad Forms are available from the LEGENDS staff. ® and ™ designate trademarks owned by TSR, Inc. MARVEL SUPER HEROES and the character names and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission ©1998 Marvel Characters, Inc. All Rights Reserved. Newsletter content, game rules, and game design ©1998 TSR, Inc. All Rights Reserved. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. Other product names are trademarks owned by the companies publishing those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status.



AN OPEN LETTER FROM Margaret Weis

I have heard from many of you in regard to *The Soulforge*, the new book that is out about Raistlin Majere. I enjoyed writing the book and my enjoyment increases with your enjoyment of the book! It was fun for me to revisit the Companions and to see them together in their early years. Also it was interesting for me to find out what really happened to Raistlin in the Test in the Tower of High Sorcery. I had not known myself, until I sat down to write it!

Thanks to the success of *The Soulforge*, I will be writing another book about the early years of the twins. Since this book will be dealing with Raistlin's and Caramon's adventures during their years spent as mercenaries, I've asked my husband, Don Perrin, (Canadian Army officer, retired) to work with me on the book, which will also tell of the rise of Kitiara in the forces of the newly formed dragonarmy. This book is currently scheduled to come out in 1999.

In addition, I am working with Tracy Hickman to produce a new FIFTH AGE® trilogy, *The War of Souls*. Tracy and I are very excited about this project, which will deal with events taking place thirty years after the Chaos War. I wish I could tell you more about it, but all of those "in the know" about what is happening on Krynn have been sworn to secrecy! The first book in this series is scheduled to come out in 1999.

To those who have access to the Internet, I would like to invite you to drop by the DRAGONLANCE® newsgroup, alt.fan.dragonlance. We have a great group and very interesting and lively discussions. Many well-known DRAGONLANCE authors participate on the newsgroup. I would also like to invite you to visit our website at www.mag7.com.

And for those of you who will be visiting in Wisconsin this year, make plans to stop by our game and book store, The Game Guild, located in beautiful downtown Lake Geneva. If you let us know you're coming, we can make arrangements to meet you at the store. The annual Game Guild pre-GEN CON® Game Fair party is August 4. Come for the free food, the fun, and the chance to meet lots of interesting people. And then come to the GEN CON Game Fair, of course! Look for us in the Game Guild booth.

In other news, Tracy and I have handed in the manuscript to our publisher, Del Rey, for the *Sovereign Stone* project. The first novel is titled *Dagger of the Vrykyl* and will be out in 1999 from Del Rey publishers. *Sovereign Stone* takes place in a world created by well-known fantasy artist Larry Elmore. It is a magical world of pony-riding dwarven hordes, honor-and-duty bound elves, ork pirates, human rogues and barbarians, princes and knights, mysterious monks, rare dragons, bone-crushing baaks, evil taan warriors, and their leaders, the hideous, powerful, undead Vrykyl. Standing against the Vrykyl are the Dominion Lords, a force of knights belonging to every race who strive to restore peace to the world.

A roleplaying game is being developed for *Sovereign Stone*. Currently in beta playtesting, *Sovereign Stone the Role-Playing Game* is being written and produced by many of the team members who are also working in the DRAGONLANCE setting! These include myself, Doug Niles, Jeff Grubb, Don Perrin, Steve Winter, James M. Ward, Karen Boomgarden, Jean Rabe, Janet Pack—to name only a few! More on this exciting project later!

Finally, I'd like to express my thanks to the great DRAGONLANCE game team, led by Sue Cook, who are working to continue the tradition Tracy and I started so many years ago. We are very pleased to be working with this great team. ~

Margaret Weis

On the Cover: "Mages' Battle" by Jeff Easley first appeared in the 1988 DRAGONLANCE® calendar.

Douglas Niles: Author and Game Designer Extraordinaire

By Pat McGilligan



Douglas Niles has for almost twenty years been one of the pillars of TSR. In that time he has written a remarkable number of game products (“three or four dozen”) and novels (“about twenty-seven”). Forty-three years old, married to a schoolteacher, and the father of two children, Niles was born and raised in Wisconsin and lives in Delavan. This year will see publication of the mass-market edition of the concluding chapter in his popular Watershed Trilogy for Ace Fantasy, and his new DRAGONLANCE® book in the Chaos War series. The latter book, titled *The Last Thane*, will be available for the GEN CON® Game Fair, where he will be the RPGA® Network Guest of Honor.

A full-time author, Niles estimates he writes at least five hours every day, turning out three books a year on the average. We caught up with him on a break:

McGILLIGAN:

How and why did you first go to work at TSR?

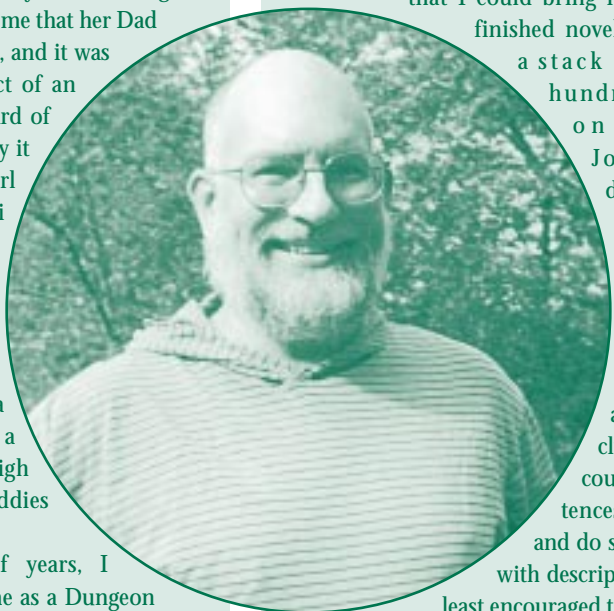
NILES:

Actually, I started playing the DUNGEONS & DRAGONS® game because I had Heidi Gyax, who was Gary Gyax’s daughter, in my class. I was a teacher of speech, English, and drama at Clinton High School in Clinton, Wisconsin. Heidi, who was a great student, was in my speech class. She had a pass to get out of class one day because she was going to be part of an interview for *People* magazine. As

far as I knew, nobody in Clinton, Wisconsin had ever been interviewed for *People* magazine before. I asked her why she was being interviewed, and she told me that her Dad had invented this game, and it was going to be the subject of an article. I said, “I’ve heard of that game. I’d like to try it some time.” So, nice girl that she is, Heidi brought me a complimentary copy of the old ‘Blue Basic’ set. I think she gave it to me on a Wednesday, and by Friday night I had a campaign started with a couple of my old high school and college buddies and my wife.

For a couple of years, I enjoyed the D&D® game as a Dungeon Master. That kind of rekindled my creative juices. I had done an awful lot of fiction writing in high school, mostly for fun, although I actually did a semester of independent study in English, where I wrote stories for a teacher, who evaluated and graded them. Then I went to college at UW-Oshkosh—about as far away from home as I ever got—and I put aside those thoughts and decided I’d better learn something pragmatic, so I could actually get a job. I pursued a teaching degree with an English minor. My writing was then very much on the backburner. I taught for five years, and during those years as a teacher I never even considered being a writer, until I started playing D&D.

I was designing campaigns for my dungeon, and I said to myself, “Some of this might make an interesting story.” One summer—in 1979 or 1980—I sat down on the spur of the moment and started to write a novel. It ended up being a piece of crap, but it was fun. I did half of it during the summer and then bits and pieces during the school year, at which point I learned from a friend,



who had been hired by TSR to work for DRAGON® magazine, that the company was hiring game designers. I liked teaching, but it sounded like a chance to turn my hobby into a job.

In a lot of ways I was just lucky—for example, Lake Geneva being so near to Delavan. I went over to TSR and then went through five different job interviews. Basically it took from September to December to finish the process. Although I had no credentials whatsoever as a game designer, I think the fact that I could bring in a mostly finished novel and drop a stack of three hundred pages on Harold Johnson’s¹ desk was impressive. As I say, it wasn’t a great novel, but they read it and concluded that I could put sentences together and do some things with description that at least encouraged them to give me a chance. In January of 1982, I was hired on staff as a game designer.

McGILLIGAN:

What did that entail?

NILES:

Basically writing modules, or ADVANCED DUNGEONS & DRAGONS® adventures. That was actually a period of growth for the company. That same year, they hired Jeff Grubb and Tracy Hickman, after me, and Zeb Cook had been hired half a year before me.²

McGILLIGAN:

Game designers were at the top of the creative hierarchy?

NILES:

I guess, although certainly we felt like peons in the corporate hierarchy.

McGILLIGAN:

What kinds of things did you do, at first?

¹ Harold Johnson is one of the co-creators of the DRAGONLANCE setting. For many years, he was the setting’s creative director.

² Between the two of them, Jeff Grubb and David “Zeb” Cook have worked on most of the game lines TSR has published over the years.

NILES:

For a couple of weeks, my boss had me reading all their different games—TOP SECRET®, BOOT HILL®, and other games—and the ones they were working on—including the STAR FRONTIERS® and GANGBUSTERS® games. I kept bugging my boss, “Can’t I write something?” Finally, mainly to shut me up, he said, “Okay, here’s a brief for a low-level adventure called *Against the Cult of the Reptile God*. See what you can do with it.” I thought ‘great,’ so basically I sat down and started to write. I was using a typewriter at the time—some of the people were actually using computers, but us new guys had typewriters—and I pounded away and stacked up the pages and ended up coming up with what I still think is a pretty good adventure module. Then, of course, it had to be edited and that was a deflating experience, because I realized it wasn’t enough to just make something up, you had to be aware of the rules and the nuances. Anyway, that was my big start, and after that I wrote several other adventures for different parts of D&D, before I finally got a chance actually to design a game system.

McGILLIGAN:

How was TSR different from teaching?

NILES:

I’ve often made the comparison to college. There was a college atmosphere. The officers were in an old hotel in downtown Lake Geneva. The top floor was designers and editors, who worked very closely together. People were always brainstorming, going out to lunch together—that was something I found really nice, compared to teaching. (On the other hand, when June, July, and August came along, I started to miss being a teacher.) The creative atmosphere was always exciting, and of course on certain holidays, like Halloween, everyone would dress up for work. The artists always had the best costumes.

McGILLIGAN:

What was the first inkling you had of the DRAGONLANCE Saga?

NILES:

A kind of decree came down saying the game was called DUNGEONS & DRAGONS, but they’d never



*Cover illustration
by artist Todd Lockwood
for the novel
The Last Thane*

really done any modules that dealt with dragons. There was a sort of competition to think of cool dragon adventures. I did a brief for the DRAGONLANCE concept, along with everyone else. Mine was a big, three-module series. Of course, Tracy Hickman came up with this twelve-module series: One module for each color of dragonkind was the original theory behind it. Tracy’s idea blew everybody else’s right out of the water. It was this sprawling epic, and then he got the artists involved and excited, and the idea really took off. I know Tracy then spent about half a year working on just doing a sourcebook for the DRAGONLANCE setting—nothing that would even be published—just a sourcebook for designers, editors, and artists.

I wasn’t really involved in the project at that time. In fact, I got drawn in when the company went through its relatively depressing growing pains and ended up laying off a lot of people. A department that had been twelve game designers was trimmed down to five or six. That brought me into the DRAGONLANCE Saga, because the company had decided that this line was going to get a lot of resources devoted to it. Even though I

was not in on the ground floor, so to speak, I was in on the DRAGONLANCE setting from the beginning of the time we started doing product.

McGILLIGAN:

Is there any way to separate out your earliest contributions to the DRAGONLANCE Saga?

NILES:

One area I could claim some credit for is in thinking about, mapping out, and eventually doing a game design for the strategic course of the War of the Lance. Tracy was really going at the story from the perspective of the characters, so I think I made some contribution as to how the conquest of Krynn was going to happen—how the armies were going to be deployed, where they were going to attack, how these battles were going to be waged. I’d always been a war gamer, and I was a buff of military strategy. Way back in high school, I had started playing military board games, and I really did enjoy that aspect of gaming. I have to say, now, that for recreational gaming I play the military board games. I don’t really play roleplaying games anymore.

McGILLIGAN:

When did the light go on in your head that you might write a novel for TSR?

NILES:

After the success of the first DRAGONLANCE novels, TSR started to talk to Ed Greenwood about acquiring the FORGOTTEN REALMS® setting. We were going to try to launch another sort of DRAGONLANCE world, only different. Instead of building a world around one epic story, it was supposed to be a lot more wide open in terms of stories—a world with a ton of stories going on all at the same time. In addition to doing sourcebooks and game product, we were going to do a line of FORGOTTEN REALMS novels, and it evolved that I got to do the first one—*Darkwalker on Moonshae*.

Actually, the germ for the book was the novel I brought in when I was hired. Obviously, I had to do a total rewrite. I had learned so much in the intervening years. When I look back on that first book, I’m amazed; I was such a rank amateur then. I had learned a lot working at TSR, and then

I learned a lot more writing the Moonshae Trilogy.

The first book was remarkably successful, and then I started trying to do more ambitious things with successive books. I realized, especially, that the way I approached characterization was an area that needed to be developed. By the time I had the first trilogy done, however, I also realized how much fun it was to write fiction. I actually found it more fun than writing game product, so, from a purely selfish standpoint, I sought opportunities to write books whenever I could get them.

McGILLIGAN:

How long was it before you woke up one morning and knew you were a full-blown author?

PILES:

I wrote the first two trilogies, one book a year, all outside of my regular, forty-hour a week job. I had to design games during the day, and in the evenings and on weekends put those novels together. In the summer of 1988, when we were building a new house out in the country, I designed my own office—a nice big area for writing, with tables to set up board games on—and I remember looking out the window at the view and thinking, “Boy, if I could be here, writing all the time, I could write several books a year. . . .”

For a time I had an arrangement negotiated with my boss at TSR, Jim Ward, that allowed me to work at home, but still as an employee of the company, only coming in periodically for meetings. In January of 1990, however, I leaped out of the airplane; I left the company as an employee and became a full-time freelancer. Finally, I was a full-time author.

McGILLIGAN:

What are you writing, right now?

PILES:

I am working, with a co-author, Michael Dobson—who goes back with me to TSR days; we co-wrote the Bloodstone Path series of adventures—on a book entitled *Fox on the*

KRYNN AND THE DRAGONLANCE SETTING HAVE NEVER GOTTEN OLD FOR ME. I’VE GOTTEN A CHANCE TO DO SOME REALLY NEAT HISTORIES IN THAT WORLD, INCLUDING THE DRAGONS AND THE KAGONESTI, AND THIS YEAR THE DWARVEN NATION DURING THE CHAOS WAR.

Dragon by artist Jeff Easley from the cover of game supplement Wings of Fury



Rhine. It’s an alternate history of WWII, which will be published by Tor in 1999. The concept of the book is that the July 20th assassination of Hitler succeeds and puts an even more dangerous Nazi hierarchy in command of the Third Reich. It’s something totally different for me, and I’m very excited about it.

McGILLIGAN:

You’ve dipped into so many worlds. Are the FORGOTTEN REALMS and DRAGONLANCE settings ancient history for you nowadays?

PILES:

I feel like I’m fairly removed from the FORGOTTEN REALMS setting, because it’s been a long time since I’ve written in that field. But Krynn and the DRAGONLANCE setting have never gotten old for me. I feel like I’ve gotten a chance to do some really neat histories in that world, including the dragons and the Kagonesti, and this year the dwarven nation during

the Chaos War. And for next year, I’ll be going back to the elven nations and dealing with their history, also during the Chaos War. I try to take inspiration from Michener and what he did in his books: treating, not just centuries, but millennia, in the saga of people, showing how threads of characters and clans have continuity in history. I’ve always been fascinated by history, and I enjoy the challenge of weaving historical threads together. I would have said, before *Dragons of Summer Flame*, that the tale of the DRAGONLANCE Saga had been told. Now, thanks to Margaret and Tracy, the Chaos War opens a whole new venue. I find it just as exciting and fascinating to work on the developing history.

Pat McGilligan continues to edit DRAGONLANCE novels while traipsing around the world and doing interviews and biographies. ~



LETTERS TO THE EDITOR

Here are some letters we've received over the past several months. We're always happy to hear from our readers, so don't hesitate to write in with your questions and comments!

DEAR LEGENDS:

I would be very interested to receive any additional information on the DRAGONLANCE® Saga that may be available, such as where I could order things like games, puzzles, calendars, etc.

—Tim
Merritt, British Columbia, Canada

DEAR TIM:

Tim:
To find out where you can buy DRAGONLANCE TSR products, please call our customer service department (206) 624-0933 or email custserv@wizards.com. Also, we have a few classified ads containing information about how to get some of our out-of-print products. As for things like puzzles and other licensed merchandise, we intend to put our licensees into the spotlight in the newsletter. Each issue will contain an article about one or more of the companies who produce items for the DRAGONLANCE Saga. Finally, if you're searching for a particular out-of-print product, don't hesitate to send in a classified ad yourself!

DEAR LEGENDS:

I found the DRAGONLANCE SAGA® rules to be a good game, but it doesn't cut it everywhere. When I purchased the boxed set, I was very excited. I had heard a lot of praise all over the place.

The card system made actions much faster. A combat round goes much faster because everybody plays a card instead of rolling dice. They also make it easy for a player to decide how well he wants to perform an action. The magic system is much better because you can decide how powerful you want your spell to be. This also takes the spotlight off the magic-users because magic has been balanced.

However, the classless system lets every character be a sword-swinging, magic-throwing, missile-launching character, which makes the game easier for the party. There are no proficiencies, so every character can try anything.

Hitting a stronger creature like a dragon can be too hard. A 96-page book isn't large enough to describe the beauty and wonder of Krynn.

If they decide to make a second edition of the DRAGONLANCE SAGA game, they might look into these problems. As for now, I'm tailoring the rules to make the game better. Keep on adventuring, fellow roleplayers!

—Damian Clementi
Rohnert Park, California

DEAR DAMIAN:

Damian:
Thanks for the input! In fact, the cards do allow for faster roleplaying and put more choice into the hands of the players. As for your concern about classless systems, pick up a copy of *A Saga Companion* or one of the recent dramatic supplements. Within these products are hero archetypes called roles. If you want a campaign where the heroes maintain a certain mindset and skill set, you could use roles to help you! With the help of *A Saga Companion*, you can introduce a basic skills system from Chapter One to help you focus a hero's abilities even further.

In the SAGA rules, hitting powerful creatures like dragons is harder for heroes than it would be for high-level player characters in the AD&D® system! This fact of life should help players come up with strategic plans for their heroes to implement. Keep in mind that if the heroes have an advantage such as higher ground or good cover, they have a better chance at taking out some of their tougher opponents. Of course, it should take some real ingenuity and skill to destroy even a small dragon! As the Narrator, you certainly don't have to build your campaign plots with the destruction of a dragon or giant in mind. You can allow stealthy or guileful heroes to win through despite the odds.

Also, we have so much information about Krynn that we can't fit it all into a small book. Keep an eye on the "Up and Coming" section for new products that will provide you with more details on certain subjects! For example, the *Citadel of Light* supplement goes into more detail on Goldmoon and the institution she created to teach others about the magic of the heart!

Finally, Narrators should feel free to make the campaign their own! We can't emphasize enough the fact that Narrators can choose what they wish to do with the DRAGONLANCE setting and the SAGA rules. The game is made to be flexible! ~

SPELL-O-RAMA

By Bret W. Davenport

KHARIOD'S EARTH IMAGE

Khariod created this spell of geomancy, enchantment, and spectramancy schools after years of dangerous and often futile attempts at duplicating the High Sorcery spell known as *project image*. Frustrated at his continual failures, he decided to join the many students at the Academy of Sorcery. He took up studies in enchantment and geomancy. After mastering many of the techniques of these two disciplines, he then studied his first love, spectramancy. Taking what he learned in the other two schools, he began the long journey down a path of study, testing, and failing before finally striking upon success. The result: a golem made of earth with the illusory image of himself held upon it. Forming it out of soft clay and taking time to mix within it fragrance and other minor effects, Khariod made an illusory image of himself that duplicated him exactly and offered a soft texture and realistic odor to heighten the effect.

Khariod first used it to fool a teacher into believing that he was actually in attendance at a lecture. The student sorcerer used enchantment to make the golem nod its head in understanding and turn the pages of a book it held. More than half an hour after the beginning of the lecture, the spell's duration ended, and the golem was revealed! Those present noted that close inspection of the image indicated that it was not of flesh and had an earthy smell beyond that of the herbs and perfumes Khariod had used. Still, the Academy received the combination of effects well! Now Khariod is working on a way to make the whole thing work for a longer duration with some extra, more complex commands.

Invocation (30 minutes)	1
Range (personal)	1
Duration (1 hour)	5
Area (individual)	1
Spell effect (27 points*)	6
Total difficulty	14

The golem resists initial control with its Intellect, so the spell difficulty increases by 1 point. Once the caster creates the golem, he or she must succeed at an *average Presence (Presence)* action to control it. If it fails, the golem turns upon its creator.

During the duration of the spell, the caster cannot regain the spell points used to cast the sorcery. Once the duration lapses, the caster can regain spell points normally, but because he caused an object to take on minimal intelligence and life, he loses 1 spell point permanently.

* Creates a golem of Co 5, Ph 8, In 1, Es 1, Dmg +7, Def -5 (no special abilities). See *A Saga Companion* for more rules on enchanting creatures.

Bret is a consultant and writer who lives in the warm sun and refreshing rains of Oregon. ~

POISON AND THE SAGA® RULES

By Tom G. Harrison

According to the rules presented in the *Book of the Fifth Age* in the *DRAGONLANCE: FIFTH AGE Dramatic Adventure Game*, creatures who successfully hit a hero with a poison attack cause the hero to perform a successful *average Endurance (Strength)* action or find herself affected by poison. Once the poison sets in, the hero's player must give up a card each minute until none are left. One minute after that, the hero dies, unless first aid or mystical healing can help her. For Narrators who wish to have a little more choice in the quickness and strength of a poison, Tom presents the following optional poison rule.

Poison, as a game term, currently has one function in the SAGA rules as they stand: to kill, usually by damaging the nervous system. However, some Narrators might want to add a second function to poison: to debilitate or impair a victim! These types of poisons can cause fatigue, hallucinations, or any assortment of harmful effects.

All poisons, regardless of function, have two defining terms: Strength and Speed. Strength uses a number (usually 1 to 15) to indicate the power of the toxin, while Speed has a code that reflects the duration of its effect. When trying to decide how strong a poison is, a Narrator can use the following chart to help assign a score:

Score	Example
1-4	Provides a low level of discomfort or sickness temporarily (alcohol, for example)
5-8	Knocks a hero out for a few minutes or so (venom from ants or wasps)
9-12	Debilitates or paralyzes a hero for a while (spider or snake venom)
13-15	Kills a hero (extract from rare sources like mandrake roots or an herbalist's deadly mixture of herbs)

A poison's Speed has a code of "F" (fast: it fully affects the body in one minute), "N" (normal: it fully affects the body in two minutes), or "S" (slow: it fully affects the body in five minutes or more). Unless resisted successfully at the outset, a poison that has a code of "F" causes a hero to lose two cards every minute; a code of "N" causes a hero to lose one card every minute; and a code of "S" causes the hero to lose one card every five minutes (or more; Narrator's discretion). In cases where the Strength of the poison is less than 13, the Speed of the poison determines how many minutes the effect lasts. The Narrator should multiply the Strength of the poison by the Speed factor (listed above in parenthesis). For example, a

(continued on page 10)

FACES BEHIND THE SCENES

Dawn Murin



Dawn Murin looks over the map for the *Citadel of Light* dramatic supplement.

Photo by Miranda Horner

Dawn Murin was born and raised in Chicago, and she attended high school on the South side where she was very active in the theatre. (She won the Outstanding Performance Award for her impersonation of a monkey in an Indonesian piece that her troupe did at the State Conference. Go figure.) She attended the University of Illinois in Champaign/Urbana. Her love for both art and science caused her to wonder which direction she should take for her curriculum. She chose Pre-Med since she wasn't sure she could actually make a living with a career in the Arts. It didn't take long for her to figure out that she didn't have enough self-discipline for medical school. Good thing, too, or she wouldn't be the *DRAGONLANCE* Art Director today!

While she was at U of I, she got involved in the local band scene. She created flyers to announce when bands would be playing and promotional kits to send to record labels. She also worked in a T-shirt shop where they custom painted anything you wanted, from album and magazine covers to Sesame Street characters for children's shirts. After that, she worked in the screen printing industry for about ten years and thought a lot about opening her own shop.

Dawn feels that getting a job at TSR was kind of a fluke. She shuddered when she admitted that she originally moved to Lake Geneva for "a man." She was looking for work in Chicago when she got a foot in the door at TSR with an entry-level position in the graphics department.

Though the man has gone, she has been with TSR for almost six years and has served as art director for the *DRAGONLANCE*®, *PLANESCAPE*®, and *AD&D*® lines for almost a year now. Regarding the *DRAGONLANCE* line, she finds that her personal highlight was when she created the look for the *FIFTH AGE*® boxed set and the supplements following it. To her, the *DRAGONLANCE* Saga is classic fantasy with a huge emphasis on character development, and the *SAGA*® rules are all about telling stories. To graphically reflect both of those concepts, she uses borders and drop caps influenced by the Celtic style and designs the outside cover treatment of each *DRAGONLANCE* product to resemble a leather-bound tome! ~



THE CURRENT, THE RARE, AND THE HARD TO FIND

A BOOKLIST FOR DRAGONLANCE® SAGA COLLECTORS

By Sue Weinlein Cook

If you're like me, you spend a good portion of your time (and paycheck!) haunting used book stores for those classic titles. Even those of us here at the TSR offices don't have complete collections of all those DRAGONLANCE® gems. (What I wouldn't give for another copy of the *Art of the DRAGONLANCE Saga* right now!)

To help collectors round out their shelves, here's a bibliography of all the DRAGONLANCE books and games that we're aware of (yes, even we miss some!). Each title is preceded by its TSR stock number. Underlined titles are scheduled for release later this year. Titles marked with a dagger (†) are in stock but scheduled to go out of print when inventory runs out. Titles marked with asterisk (*) are out of print and unavailable. That means get hauntin'!

Sadly, we can keep in print only the titles with high consistent demand. On the up side, if you start demanding, we'll start printing! Case in point: Look for a reprint of the much sought-after *Art of the DRAGONLANCE Saga* this fall due to public demand—it's been out of print for years. If you want your opinions heard, email or write us c/o the *LEGENDS OF THE LANCE™* newsletter. I promise, we'll listen.

You can order any *available* DRAGONLANCE title from your local game, hobby, or book store. To find the store nearest you, try our retailer locator at <http://locator.wizards.com>. If you're having trouble regarding product availability, contact our cheerful Customer Service department at (206) 624-0933 or custserv@wizards.com.

Now, just when you think you've got a handle on your DRAGONLANCE wish list—there's more! Watch this space next issue for a list of obscure Krynnish references in TSR products, DRAGONLANCE magazine articles, licensed publications, and more!

The Chronicles Trilogy

- 8300 Dragons of Autumn Twilight
- 8301 Dragons of Winter Night
- 8302 Dragons of Spring Dawning
- Chronicles collection (hardcover)
- 8326 Chronicles collection (paperback)*

The Legends Trilogy

- 8307 Time of the Twins
- 8308 War of the Twins
- 8309 Test of the Twins
- Legends collection (hardcover)
- 8327 Legends collection (paperback)*

Heroes Trilogy

- 8323 Legend of Huma
- 8324 Stormblade
- 8325 Weasel's Luck

Heroes II Trilogy

- 8334 Kaz, the Minotaur
- 8335 The Gates of Thorbardin
- 8336 Galen Beknighted

The Elven Nations Trilogy

- 8337 Firstborn*
- 8338 The Kinslayer Wars*
- 8339 The Qualinesti*

Preludes Trilogy

- 8328 Darkness and Light
- 8329 Kendermore
- 8330 Brothers Majere

Preludes II Trilogy

- 8331 Riverwind, the Plainsman
- 8332 Flint, the King
- 8333 Tanis, the Shadow Years

Meetings Sextet

- 8340 Kindred Spirits
- 8341 Wanderlust
- 8342 Dark Heart
- 8343 The Oath and the Measure
- 8344 Steel and Stone
- 8345 The Companions

Tales I Trilogy

- 8314 The Magic of Krynn
- 8315 Kender, Gully Dwarves, and Gnomes
- 8316 Love and War

Tales II Trilogy

- 8346 The Reign of Istar
- 8347 The Cataclysm
- 8348 The War of the Lance

Villains Series

- 8352 Before the Mask*
- 8353 The Black Wing*
- 8354 Emperor of Ansalon*
- 8355 Hederick the Theocrat †
- 8356 Lord Toede †
- 8357 The Dark Queen*

Dwarven Nations Trilogy

- 8349 The Covenant of the Forge*
- 8350 Hammer and Axe*
- 8351 The Swordsheath Scroll*

Defenders of Magic Trilogy

- 8360 Night of the Eye
- 8361 The Medusa Plague
- 8362 The Seventh Sentinel

Warriors Series

- 8366 Knights of the Crown
- 8367 Maquesta Kar-Thon
- 8368 Knights of the Sword
- 8375 Theros Ironfeld
- 8370 Knights of the Rose
- 8377 Lord Soth
- 8383 The Wayward Knights

Lost Histories Series

- 8363 The Kagonesti
- 8364 The Irda
- 8365 The Dargonesti
- 8371 Land of the Minotaurs
- 8373 The Gully Dwarves
- 8374 The Dragons

Lost Legends Series

- 8388 Vinas Solamnus
- 8384 Fistandantilus Reborn

"Dragons" Anthologies

- 8359 The Dragons of Krynn
- 8378 The Dragons at War
- 8382 The Dragons of Chaos

Dragons of a New Age Trilogy

- 8376 The Dawning of a New Age
- 8381 The Day of the Tempest
- 8385 The Eve of the Maelstrom

Tales of the Fifth Age Anthologies

- 8386 Relics and Omens

The Chaos War Novel Series

- 8380P The Doom Brigade (paperback)
- 8393 The Last Thane
- 8389 Tears of the Night Sky

**The Bridges of Time Series**

- 8390 Spirit of the Wind
- 8392 Legacy of Steel

Art and Oversized Books

- 8447 The Art of the DRAGONLANCE Saga
- 8446 Leaves from the Inn of the Last Home
- 8372 The History of the DRAGONLANCE Saga

Other Book Titles

- 8358 The Second Generation (hardcover)*
- 8358P The Second Generation (paperback)
- 8369 Dragons of Summer Flame (hardcover)*
- 8369P Dragons of Summer Flame (paperback)
- 8656 Murder in Tarsis (hardcover) †
- 8380 The Doom Brigade (hardcover)*
- 8379 The Soulforge (hardcover)
- 8387 Tales of Uncle Trapspringer

Game Books

- 8951 Prisoners of Pax Tharkas* (Super ENDLESS QUEST® Adventure Gamebook 1)
- 8954 The Soulforge* (AD&D Adventure Gamebook 4)
- 8960 Lords of Doom* (AD&D Adventure Gamebook 10)
- 8470 Dragonwand of Krynn* (1 on 1 Adventure Gamebook 10)
- 8966 Shadow over Nordmaar* (AD&D Adventure Gamebook 16)
- 8421 Gnomes 100, Dragons 0* (CATACOMBS® Books Solo Quests 2)

Maps/Map Books

- 8448 Atlas of the DRAGONLANCE World*
- 9400 TM3, The World of Krynn Trail Map*

Roleplaying Rules Titles

- 2021 DRAGONLANCE Adventures*
- 2105 MC4, DRAGONLANCE Appendix to the MONSTROUS COMPENDIUM® accessory*
- 1074 Tales of the Lance †
- 2143 Player's Guide to the DRAGONLANCE Campaign †
- 1148 DRAGONLANCE: FIFTH AGE Dramatic Adventure Game
- 9565 DRAGONLANCE Fate Deck
- 9566 A Saga Companion
- 9564 The Bestiary

Dragons of a New Age SAGA**Dramatic Supplements**

- 1150 Heroes of Steel
- 9517 Heroes of Defiance
- 9543 Heroes of Sorcery
- 9546 Heroes of Hope
- 9551 Wings of Fury

The Chaos War AD&D/SAGA Adventures

- 9587 Seeds of Chaos

Herald's Lorebook SAGA**Dramatic Supplements**

- 9588 Palanthas

Other SAGA Dramatic Supplements

- 1149 The Last Tower: Legacy of Raistlin
- 9554 Citadel of Light

DL AD&D Adventure Series

- 9130 DL1, Dragons of Despair*
- 9132 DL2, Dragons of Flame*
- 9131 DL3, Dragons of Hope*
- 9139 DL4, Dragons of Desolation*
- 9135 DL5, Dragons of Mystery*
- 9140 DL6, Dragons of Ice*
- 9136 DL7, Dragons of Light †
- 9141 DL8, Dragons of War †
- 9137 DL9, Dragons of Deceit †
- 9142 DL10, Dragons of Dreams †
- 9144 DL11, Dragons of Glory*
- 9133 DL12, Dragons of Faith †
- 9176 DL13, Dragons of Truth*
- 9180 DL14, Dragons of Triumph †
- 9231 DL15, Mists of Krynn*
- 9237 DL16, The World of Krynn †

DLIC AD&D Adventure Collections

- 9291 Classics Vol. 1 (DL1–DL4) †
- 9394 Classics Vol. 2 (DL6–DL9)*
- 9453 Classics Vol. 3 (DL10, DL12–DL14) †

AD&D Campaign Expansions

- 1050 Time of the Dragon*
- 1086 Dwarven Kingdoms of Krynn*

DLE AD&D Adventure Series

- 9243 In Search of Dragons*
- 9244 Dragon Magic †
- 9245 Dragon Keep †

DLA AD&D Adventure Series

- 9275 Dragon Dawn †
- 9285 Dragon Knight †
- 9294 Dragon's Rest †

DLS AD&D Adventure Series

- 9314 New Beginnings*
- 9319 Tree Lords †
- 9327 Oak Lords †
- 9334 Wild Elves †

DLR AD&D Adventure Series

- 9278 Otherlands †
- 9344 Taladas: The Minotaurs †
- 9383 Unsung Heroes †

DLQ AD&D Adventure Series

- 9381 Knight's Sword*
- 9382 Flint's Axe*

DLT AD&D Adventure Series

- 9395 New Tales: The Land Reborn*
- 9396 Book of Lairs*

Other Games

- 1058 Mage Stones game*
- 1038 DRAGONLANCE (board) game*

Calendars

- 8885 1985 DRAGONLANCE Calendar*
- 8887 1987 DRAGONLANCE Calendar*
- 8888 ADVANCED DUNGEONS & DRAGONS DRAGONLANCE Calendar 1988*
- 8891 DRAGONLANCE Saga 1991 Calendar*
- 8892 DRAGONLANCE 1992 Calendar*
- 8893-1 DRAGONLANCE & Other Worlds 1993 Calendar †
- 8894-1 DRAGONLANCE Saga 1994 Calendar †
- 8895 DRAGONLANCE Saga & Other Worlds Calendar 1995 †
- 8896 DRAGONLANCE Saga & Other Worlds 1996 Calendar †
- 8899 1999 DRAGONLANCE Calendar



Sue Weinlein Cook controls the forces behind the SAGA® rules at Wizards of the Coast. ☺

Illustration by Larry Elmore



BEHIND THE TAPESTRY

Daring Deeds of Krynn's Co-Creators

NANCY BERBERICK

Readers can look for Nancy's short story "Guardian of the Barrow" in DRAGON® magazine. Her poem "The Dream Child" appears in Bruce Coville's *A Glory of Unicorns*, along with the short story, "A Song For Croaker Nordge." She has recently sold "Jonas, Just Jonas" to Bruce Coville for his *Shapeshifters* anthology, but no word yet on a publication date. Nancy will be attending BucConer Con (this year's WorldCon) in Baltimore during the first week of August.

STEVEN "STAN!" BROWN

Stan! has finished work on the first of the *Herald's Lorebook* series Palanthas and has moved on to other projects in the DRAGONLANCE® and MARVEL® line-up. He also has a short story appearing in the *Realms of Mystery* anthology for the FORGOTTEN REALMS® setting.

WILLIAM W. CONNORS

Bill has turned over a new adventure featuring the elves of Ansalon. He is now designing a live-action roleplaying game using the SAGA rules!

JEFF EASLEY

Jeff continues to put his hand in on DRAGONLANCE projects such as the forthcoming cover for the *Legacy of Steel* novel in the Bridges of Time series.

JEFF GRUBB

Jeff's recent novel called *The Brothers' War*, which is set in the world made famous by MAGIC: THE GATHERING® trading card game, is available in stores now. He has finished a short story titled "Magic and the Mob" for an upcoming anthology, and he is working on one for Interplay's new game, *Free-space*. His short story called "Reunification: Body and Soul" recently appeared in issue #247 of DRAGON magazine.

MIRANDA HORNER

Miranda continues to read letters from fans and plug away at the newsletter. She is also currently finishing her editorial work on *Palanthas*, the first of the

Herald's Lorebook series of game supplements. For as far as she can see, her future contains DRAGONLANCE projects with some light MARVEL project proofreading.

HAROLD JOHNSON

Harold "Wisconsin" Johnson works as a designer and editor for TSR on projects in the GREYHAWK®, MARVEL, and RAVENLOFT® lines.

TODD LOCKWOOD

Todd works as an artist for TSR's DRAGONLANCE and FORGOTTEN REALMS lines. You can see one of his most recent pieces on the cover of *The Last Thane*, a novel from the Chaos War series. In his spare time, Todd designs action figures for Antiquities Vault for their forthcoming Middle Earth toy line and works as the Vice-President of ASFA, the Association of Science Fiction/Fantasy Artists. Todd is in the process of moving from Illinois to Washington state with his wife, three children, two mice, a rat, and Spook.

STEVE MILLER

Steve continues to work on projects for the DRAGONLANCE and RAVENLOFT lines. He anxiously awaits the release of *Citadel of Light* so that he can hear feedback from DRAGONLANCE fans.

NICKY REA

Nicky, who is one of the designers of the Visions of Destiny RPGA tournament cycle, has just recently edited *Seeds of Chaos*. (See the "Up and Coming" section for more on this product.)

SKIP WILLIAMS

Skip's schedule is full of AD&D game projects. However, he always has the time to answer DRAGONLANCE questions for his "Saga Advice" column in DRAGON magazine!

To find out where you can meet some of these authors, designers, editors and artists, read the "Let the Games Begin!" article on page 13! ~

POISON AND THE SAGA® RULES

(continued from page 7)

5N poison will last for 10 minutes. In the case of killing toxins, multiply the duration by two. For instance, a 14F poison will last for 28 minutes ($[14 \times 1] \times 2 = 28$).

->Resist Poison

Difficulty: Average
Action ability: Endurance
Opposition ability: Strength (of poison)

Comments: Even if the hero succeeds with this action, there may be some residual effects, especially with the more powerful toxins. In any case, failure in this action results in the player losing cards (determined by the Speed of the toxin, above). When the player loses all of the cards, her hero suffers the final effect of the poison, whether it is death, paralyzation, debilitation, sleep, or simple illness. If the hero doesn't die, the player draws a full new hand once the duration of the poison expires. If the hero succeeds at resisting the poison, the Narrator might have a killing poison merely debilitate and a debilitating poison cause sleepiness or illness for as long as the duration would have lasted ordinarily.

Debilitating effects cause a -3 penalty to all actions and prevent trump bonuses for the duration of the poison. If a hero survived a killing poison, the Narrator may rule that she also suffers these effects and the player loses

a card for the rest of the poison's duration (since it was a killing poison, the duration is multiplied by 2 as mentioned above).

Mishap: Increase the poison's Speed by one category.

In any situation, the hero should have a chance to realize that she has been poisoned (even when suffering from a weak poison). For example, a Narrator might allow an *average Perception* action for a hero sickened (but not paralyzed or debilitated) by a mid-Strength poison, while allowing her to make a successful *challenging Perception* action if she suffers from a mild poison. (If this latter action fails, then she might think that she merely suffers from bad food or a stomach flu!)

Finally, successful first aid can determine the function of the poison and attempt to slow it by one Speed category (a *challenging Reason* action). Attention by a mystic using the sphere of healing can negate the poison effects entirely. If the type of poison is known (Narrators can allow for a relevant skill such as herbalism to help), a readied antidote can negate poisons weaker than 13 Strength in three minutes or prevent a hero from dying from a Strength 13 or higher toxin!

Tom Harrison currently attends the University of North Texas to pursue his Masters in English Literature. He is a founding member of the online Council of Greyhawk and has been published in their Oerth Journal e-zine. Tom currently runs a regular Tuesday night GREYHAWK® campaign using the SAGA game rules. ~

THE HERALD'S REPORT

The Latest News from Krynn

H

onored Bard,
First, I thank you for your kind words to First Mystic Goldmoon regarding my recently completed history of the Citadel of Light. Naturally, it cannot compare to the works you create, but I am glad that both you and Bertrem of the Great Library found the information within its pages useful.

In return, I am sending you some of the most interesting news that I have heard from pilgrims arriving at the Port of Schallsea. Perhaps you can spin tales around them, or perhaps you will find some of these warrant further investigation.

BLOOD SEA ISLES TENSIONS INCREASE

I assume you have already heard about the deepening divide between Emperor Chot and the leadership of the Church of Sargas. Several travelers have said that affairs there have grown worse of late. Ship-to-ship battles between the sea barbarians of Saifhum and minotaurs have been growing more frequent and more intense, and the High Priest of Sargas, Touro Et-Pethis, has been stirring devout followers of his faith into frenzies of hatred against the human colony on Mithas by painting them with the same brush as the sea barbarians. You and I both know that these two human groups descend from cultural heritages with a long-standing enmity, but the distinction is apparently lost on all but the most sophisticated of minotaurs.

Although Chot is doing his utmost to hold true to treaties that were signed with the seafaring humans of Eastern Ansalon, the emperor has lately been placed in the awkward situation of protecting human merchants from minotaur "patriots." He can hold the treaty with the humans only for so long, after which the humans of Mithas may well set aside their ancient feud with the sea barbarians so that they can protect each other against their common minotaur foes.

I wonder if divided minotaurs will survive against united humans.

TAX RIOT IN JELEK

A roaming mystic in the lands of Neraka brought back a report of an uprising in the town of Jelek. Lord Knight Sammel Tyv made several sweeping changes to the city's tax codes, many of which actually lightened the tax burden on farmers and artisans. He wanted to streamline the collection efforts, however, and insisted that all taxes owed by all citizens be paid on a single day. He made the changes in the city's tax codes, changed the

date taxes were due, and informed citizens how to determine the amount they were to pay via written instructions. All in all, it seemed like a sound idea.

However, the Lord Knight failed to take into account the high degree of illiteracy that the Dark Knights, and the Highlords before them, have fostered among the common people in that part of Ansalon. Few people even realized that there was a new system of taxation in effect until the Lord Knight declared martial law in the city in anger over the low adherence to his new laws. The Lord Knight had also demanded at this time that all citizens pay a full year of taxes before the end of the week.

The response of the populace was an uprising so universal and violent that the Knights were taken almost entirely by surprise, and they were actually forced to retreat into the town's central keep. After a day under siege by the townsfolk, Lord Knight Tyv, who is an honorable man as far as Dark Knights go, opened negotiations with them rather than ordering his troops to attack. The root of the miscommunication—or rather the total lack of communication—was discovered, and the Lord Knight is now reportedly trying to find people willing to teach his citizens how to read.

WIND DANCER PEAKS MYSTERY

Since Princess Mercidith of Ergoth became a student of Citadel of Light, we have been receiving a steady stream of news from the Empire. Much of it is of little interest to anyone not personally involved in the complicated tangle that is Ergothian politics, but one event was particularly fascinating.

One of Mercidith's brothers, by all accounts a reckless thrillseeker who is quite unlike his regal sister, led a group of young nobles on a quest to penetrate the secrets of the Wind Dancer peaks. He and his companions weren't heard from for almost three months, and then suddenly the prince returned to the Imperial Palace. Eyewitnesses report that a winged female of such beauty that it brought tears of joy to the eyes of all who looked upon her left him on the plaza in front of the Imperial Palace and flew away without a word.

The prince has reportedly been driven insane, and even the Citadel mentalists at the imperial court can't penetrate the haze of madness. His companions are still missing, and several powerful Ergothian nobles are looking for answers about what happened to their first-born sons.

That is all I can provide you with for now, Herald. I hope you find these tidbits of interest, and I look forward to speaking with you when you next visit Schallsea.

Respectfully Yours,



Iryl Songbrook

A SAGA® GAME TO MARVEL AT!

By Mike Selinker

Hey there. Yeah, you, the SAGA fan. Listen close, 'cause this summer, we're putting out a game that'll blow the doors off, SAGA-style.

Crashing into stores this summer, the MARVEL SUPER HEROES Adventure Game brings the SAGA game rules to a whole new universe—the Marvel Universe! Now you can play all the heroes of Marvel Comics—Thor, Storm, the Invisible Woman, and legions more—in the same dramatic manner as heroes of Krynn!

Check this game out, and you'll find some familiar friends from the DRAGONLANCE®: FIFTH AGE® box: a Fate Deck, dramatic actions, emphasis on characterization and story rather than rules. By using SAGA, the fast, furious, and action-intensive MARVEL game breaks the mold of super hero games. It's easy to learn and thrilling to play, just like the DRAGONLANCE Saga.

But we didn't stop there. The new game brings some innovations to the SAGA rules that make the game suit a purely MARVEL setting. An exciting system of dramatic events means a simple card flip can bring on a fire, a rescue, or an unexpected rift in space! Heroes gain a new statistic called Edge which represents their ability to bend the rules and make truly superheroic things happen. And the game has a full powers and skills system which lets you create any hero in the Marvel Universe and beyond.

In this game, your fate is truly in your hands. Fate cards fly left and right, and you stop to catch your breath only when the laser beams stop firing. The MARVEL game is quick and high-impact, so you can play around a dinner table or on a half-hour bus ride.

The game hits stores at the end of July. All you need to play is in one compact box, but you can always supplement your game with our line of support products that are as deep as the Marvel Universe. First up are hero books and adventures for the X-Men and the Avengers, plus a world-spanning *Guide to Marvel Earth!*

So come join us as we bring the SAGA rules into a raucous and colorful new world, the world of Marvel Comics—where you just can't be seen in public without a cape and an Ultimate Nullifier.

Welcome to the MARVEL SUPER HEROES Adventure Game. Hang on, 'cause it's gonna be a wild ride.

Mike Selinker, the lead designer of the MARVEL SUPER HEROES Adventure Game, has worked on such games as the MAGIC:

THE GATHERING® card game, the ADVANCED DUNGEONS & DRAGONS® game, the BATTLETECH® Trading Card Game, and the ALPHABLITZ® family card game. He owns a Silver Surfer tie AND a Fantastic Four tie. ~



UP AND COMING

The month of Autumn Twilight is just around the corner, so look for these new DRAGONLANCE® products in your local book and hobby stores!

JULY

Citadel of Light

By Steve Miller



A DRAGONLANCE: FIFTH AGE® Dramatic Supplement

In a world shadowed by dragonwing, the Citadel of Light is both a beacon of hope and a valuable weapon in the struggle against the Great Dragons. This resource offers a wealth of new information on mysticism and the Citadel to encourage campaigns based on this center of mystical power. The adventure included in this supplement allows heroes to follow the path of mysticism with the guidance of the Citadel mystics.

\$21.95 U.S./\$28.95 CAN

ISBN: 0-7869-0748-7

Spirit of the Wind

By Chris Pierson

A Novel in the *Bridges of Time* Series

Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon, Malystryx. This is the first in a new series to bridge the years between Classic and Fifth Age DRAGONLANCE novels.

\$5.99 U.S./\$6.99 CAN

ISBN: 0-7869-1174-3

SEPTEMBER

The Art of the DRAGONLANCE Saga

Edited by Mary Kirchoff

An Art Book

In response to popular demand, TSR reprints its bestselling art book, with a new foreword by Margaret Weis and Tracy Hickman. The visual creation of the DRAGONLANCE world is depicted on top-quality paper, with text revealing the creative process behind each painting. A great gift for DRAGONLANCE fans and collectors.

\$19.99 U.S./\$25.99 CAN

ISBN: 0-7869-1181-6

The Bestiary

By Steven "Stan!" Brown, Harold Johnson, and Slade

A DRAGONLANCE: FIFTH AGE Dramatic Supplement

This resource is to the DRAGONLANCE: FIFTH AGE game what the MONSTROUS MANUAL™ supplement is to the AD&D® game: an indispensable guide to beasts both cruel and kind, many never before offered in SAGA® format. *The Bestiary*, narrated by Caramon Majere, features full-colored illustrations of each creature—a must-have for all DRAGONLANCE novel and game fans.

\$24.95 U.S./\$32.95 CAN

ISBN: 0-7869-0795-9

OCTOBER

Seeds of Chaos

By Douglas Niles

A Classic DRAGONLANCE Adventure

Dark Knights or Solamnic Knights, invaders or freedom fighters, your characters can fight the final battles of the Fourth Age of Krynn in *The Chaos War* adventure series. This AD&D scenario contains SAGA conversion rules, ties into the new novel *Tears of the Night Sky*, and offers a chance to experience the Dark Knight invasion during the Summer of Chaos.

\$13.95 U.S./\$18.95 CAN

ISBN: 0-7869-1198-0

Tears of the Night Sky

By Linda P. Baker

A Novel in the *Chaos War* Series

A quest for her god becomes a test of faith for Crysania, blind cleric of Paladine. A magical tiger companion that is beholden to the mysterious dark elf wizard Dalamar aids her.

\$5.99 U.S./\$6.99 CAN

ISBN: 0-7869-1185-9

Let the Games Begin!

DRAGONLANCE® Events at the 1998 GEN CON® Game Fair



A

s promised in the last issue, here are the DRAGONLANCE and SAGA events you can find at the 1998 GEN CON Game Fair, which is held at the Midwest Express Center in Milwaukee, Wisconsin August 6–9. Not only can you play in all kinds of games, but you can also visit exhibitors, see celebrities, enjoy the art show, buy or sell merchandise at the game auction, and much more!

SEMINARS

Songs of the Saga: Hear the music of the DRAGONLANCE Saga performed by Janet Pack—one of the true bards of Krynn—and YOU! Bring your own songs and instruments for the third annual concert and sing-along. Featuring appearances by Margaret Weis and Tracy Hickman.

News from the World of Krynn: Catch the latest developments in the DRAGONLANCE Saga, including the first hints about the new War of Souls book and game story line! Seminar features popular writers, editors, and game designers, including Margaret Weis and Tracy Hickman.

Writing and Judging SAGA Adventures: This “how-to” session offers tips on game mastering adventures using the award-winning SAGA roleplaying rules from the DRAGONLANCE: FIFTH AGE® game and the MARVEL SUPER HEROES adventure game. Includes basic instruction in the system’s easy-to-learn card-based mechanics and addresses the challenges of writing epic fantasy story lines and action-packed comic book-style adventures.

Weis and Hickman Q&A: Join Margaret and Tracy as they talk about their latest projects, including new DRAGONLANCE, *Starshield*, and *Sovereign Stone* titles. You bring the questions, they bring the answers.

The Books of Weis and Hickman: Discuss new and upcoming book projects

with Margaret Weis and Tracy Hickman, authors of the DRAGONLANCE *Chronicles* and *Legends* trilogies.

A Saga of Your Own: Game designers discuss how to adapt the SAGA roleplaying rules from the DRAGONLANCE: FIFTH AGE game and the MARVEL SUPER HEROES adventure game to suit other roleplaying settings.

DRAGONLANCE Dramatic Reading: The Weis and Hickman Traveling Road Show returns to the Game Fair with an all-new performance guaranteed to dazzle and amaze! Don’t miss this one-of-a-kind event!

HIGH-PROFILE/CELEBRITY EVENTS

SAGA Spell-O-Rama! Join game designer Stan! in the second annual contest to find the greatest spellcasters in all of Krynn! Create your own sorcerer, mystic, or hybrid spellcaster and pit your magical skill against all comers. This event features the innovative magic system from the DRAGONLANCE: FIFTH AGE game. Thrills, chills, prizes, and more fun than you can shake a kender at!

Dragon War! As close as you can come at the Game Fair to experiencing a ferocious battle of the wyrms! Doug Niles, this year’s RPGA® Guest of Honor, guides players through a legendary dragon battle using the SAGA aerial combat rules he created for *Wings of Fury*.

Hickman’s Killer Cocktail Party: The Game Fair’s favorite “killer DM” has changed his game—come see how many heroes survive this all-out attack on SAGA adventurers!

EVENTS AT THE SAGA TOWER

Dragonlance Castle Demo: Come visit the TSR Castle in the Exhibitor Hall for a fun demonstration of the DRAGONLANCE: FIFTH AGE game!

The Visions of Destiny tournament cycle: The “Visions of Destiny” series consists of ten adventures that draw together a group of heroes for a long-term quest. The adventure begins with *Moonsteel Rising*, where the heroes set sail for Moongaard Keep in search of a missing Solamnic Knight and a legendary sword. The first adventure is followed by *Stormwind Raging*, *Autumn’s Crown*, and *Nightsinger’s Flight*. RPGA-sanctioned but open to nonmembers.



OTHER SAGA GAME EVENTS

Learn to Play the DRAGONLANCE: FIFTH AGE Game: Let the pros teach you how to play the award-winning new roleplaying game that everyone’s talking about! Designed for beginners. Create your heroes, then play through an adventure scene.

Leviathan’s Deep: You’re a member of the crew of the *High Stakes*, a fishing boat that hasn’t thrown her nets in weeks. The captain stays locked in his cabin talking incessantly to himself as you sail ever closer to a haunted stretch of ocean—Leviathan’s Deep. The adventure’s author, TSR designer Steven “Stan!” Brown, narrates the Game Fair premiere of this RPGA ADVENTURER’S GUILD™ event.

Pyramids of Brass: Danger lurks in Krynn’s legendary Dragon Isles. When a scholar disappears while studying the mysterious Brass Pyramids of Berann, your assignment is to find him—or his remains—and bring him home. The adventure’s author, TSR designer Steven “Stan!” Brown, narrates the Game Fair premiere of this RPGA ADVENTURER’S GUILD event.

AD&D® GAME EVENTS

Hickman’s Killer Breakfast: A sadistic group of crazed DMs has only one desire: to kill! Your 1st-level AD&D character goes up against the baddest dudes in the universe in this annual bloodbath.

INTERACTIVE GAME EVENTS

Playtest TSR’s Live-Action Game! They said it would never happen—but think again! This is your chance to playtest the new live-action roleplaying game currently in development at TSR. We need those with and those without live-action gaming experience to help make this LARP the best game it can be.

OTHER DRAGONLANCE-RELATED EVENTS

TSR Periodicals Panel: Want to write for TSR? Let the editors of DRAGON® Magazine and DUNGEON® Adventures show you how.

For more information on the game fair, call 1-800-529-EXPO, visit www.andonunlimited.com, or see DRAGON magazine #248.

THE CHAOS WAR AND THE BEGINNING OF THE FIFTH AGE

By Peter Archer

Several astute readers, poring over *Dragons of Summer Flame* and the *Dragons of a New Age* Trilogy, have asked a reasonable question: How long was the first year of the Fifth Age?

The answer's not quite as obvious as you might think. Since the Summer of Chaos ended in the Second Cataclysm, the year was only partly over when the Fifth Age began. The problem is connected to the question of when the Chaos War began and ended. Sue Cook and I have put our heads together over *Dragons of Summer Flame* in an effort to come up with an answer to this question.

Dragons of Summer Flame is not, unfortunately, a book that's very heavy on dates. The only firm mention of a date in the entire book, in fact, is when Raistlin tells Palin to find Usha and take her to the Great Library of Palanthas. "I will meet you there the day after tomorrow, on midnight of Midsummer's Eve," the mage tells his nephew.

Since we know that Midsummer's Eve on Krynn fell on June 21, we know that this conversation occurred on June 19. We also know, looking at the events

described in the rest of the book, that the Cataclysm occurred two days after Raistlin met Usha and Palin in the Library. Therefore, the Second Cataclysm occurred on June 23. (Although we should keep in mind that the "days" grew longer during this time, for our purposes, even a longer day still counts as one day!) Effectively, the moment of the Cataclysm (that is, the moment when Usha imprisoned Chaos's blood in the Graygem) was 0, and the Fifth Age began immediately after that point. Thus, the first year of the Fifth Age was only six months long: from June 24 to December 31.

Trying to calculate backward from this to the point when the war began is trickier. What fans of the DRAGONLANCE Saga are accustomed to call the Chaos War in fact refers to two different wars: the invasion of Ansalon by the Dark

Knights under the command of Ariakan, and the conflict with the forces of Chaos, which occurred later in the year. Weis and Hickman give a few dates that we can use to estimate precisely when these events happened, but some of this is necessarily guesswork.

Dragons of Summer Flame opens with a visit to the island of the Irda by two Dark Knights, at a point that the book describes as late spring. Two days after that, the Protector sends Usha away from the island; later that night the Irda break the Graygem, releasing Chaos. From that point to the siege of Kalamán, approximately three days pass (enough time for Usha to make the journey to Palanthas, meet Tasslehoff and Jenna, and be introduced to Dalamar; also during this time Steel Brightblade travels to Solace in the company of Palin).

The other events of Books 2 and 3 take place in approximately four days to a week. At the beginning of Book 4, we're told that a month has passed since the taking of Palanthas (that is, since the battle at the High Clerist's Tower and the death of Tanis Half-Elven). Several paragraphs later Weis and Hickman write, "Within a matter of weeks, Lord Ariakan was ruler and master of more territory than the Dragon Highlords had been

able to gain during the War of the Lance." I think we can allow for approxi-

mately six weeks between the fall of Palanthas and the time the story again picks up with the appearance of Raistlin at the Inn of the Last Home.

If we calculate back six weeks from June 19, we get May 8. If we go back another week, allowing for the time of Books 2 and 3, we get May 1. Three more days makes April 28 the day Usha arrived in Palanthas. Therefore, it seems reasonable to suggest that *Dragons of Summer Flame* begins on or around April 26.

Such are the conclusions we've come to about the timeline for this book. What do you think? If you wish to respond to this question, please write to "Talk Back"; LEGENDS OF THE LANCE editor; P.O. Box 707; Renton, WA 98057-0707 or legends@wizards.com. ~



"Dragons of Summer Flame"

by Larry Elmore

TALK BACK

We received another response to the question "Who is your favorite DRAGONLANCE character and why?"

My favorite character is Raistlin, as I'm finding out is true of a lot of people. Part of the reason I like him is because of the mystery and awe that surrounds him. A lot of people may not like Raistlin, but I think that they all fear him because they fear the unknown and what they don't understand. Secondly, I admire his power and the way he knows how to use it to his best advantage. He holds magical power and much more, which is probably even unknown to himself.

—Shan
Lexington, KY

ENCYCLOPEDIA UPDATE

The ambitious database that will form the backbone of the forthcoming DRAGONLANCE® Encyclopedia is slowly taking shape at the hands of project coordinator Jean Blashfield Black and her team of crack researchers.

At press time, she had already assigned close to one hundred products, and she has received back almost half of the reports to assimilate the material into database entries. The researchers all had to respond to a questionnaire and submit a sample report on a reading assignment to be selected for an official database research project.

We wish to thank the flood of LEGENDS OF THE LANCE™ readers who have written in for your interest in helping do research for the DRAGONLANCE Encyclopedia. Rest assured, we will keep all your names on file. Currently, however, Jean tells us that we have all the researchers we need for the initial rounds of research assignments. When openings arise, Jean will contact you to tell you more about what the position entails. We may have need for further researchers as late as August.

Meanwhile, thanks for your patience! Look for more details on the Encyclopedia's status in the next issue.

MMI DISTRIBUTION: MAKERS OF STAINED GLASS DESIGNS

By *Mendy Lowe*

MMI Distribution, an official licensee of TSR, Inc. located in Wisconsin, has a license to produce Stained Glass Designs featuring reproductions of Jeff Easley and Paul Jaquays art from the **DRAGONLANCE** Saga. MMI takes the artist's works and adapts it for stained glass production. Each image represents the highest quality and offers a unique way to display your favorite art.

Three different designs are currently available: the cover art from the **DRAGONLANCE®: FIFTH AGE® Dramatic Adventure Game** (product number 1148), **Dragon Mountain** (product number 1089), and the **Dragon Attack** art from the **Monstrous Manual™** tome (product number 2009). These limited production stained glass designs contain a high level of detail that maintains the complexity of the original image.

The pieces are made using new technology that allows MMI to keep their costs down while

bringing you some of your favorite art in a unique format. The designs are screen printed, using up to fourteen screens each, producing vibrant colors, technical accuracy, and hairline precision. Typically, it takes five to six days for one piece to be completed from start to finish. The designs measure 16 inches high by 12 inches wide and are hand finished and framed with an authentic lead came. The images will not fade in UV light.

Each individual piece retails for \$200 and comes packaged with hooks and a chain for hanging. Additionally, the boxes have been drop tested and approved by United Parcel Service to assure safe delivery.

MMI Distribution will be at the **GEN CON®** Game Fair this year if you wish to visit their booth. You may also contact your favorite TSR retailers and have them place an order or you can visit MMI's website at www.mmidistribution.com for ordering information and to view the stained glass designs.

Mendy Lowe is Licensed Product Manager for the Consumer Products Team at Wizards of the

Coast. She enjoys working with licensees and bringing new products to gamers. She played her first roleplaying adventure in April and feels the best word to describe her fellow adventurers and herself is "bumbling."



~ JOIN THE RPGA® NETWORK! ~

The RPGA Network is the largest and best roleplaying organization in the world. The Network promotes roleplaying in all its forms and provides activity centers for members to engage in this terrific hobby. Through this organization and its channels of communication, you can get in touch with others who share your interests in playing, designing, and collecting games and adventures. The Network gives its members a chance to share their ideas, reactions, and gaming experience with other game fans.

Those interested in the Network can join for free and get into the **FELLOWSHIP-LEVEL™** membership level. The benefits of this level include playing in or judging any sanctioned Network event (and receiving points toward a ranking system), playing in **LIVING™** campaign events, and more! If you wish to gain the added benefits of a one-year subscription to **POLYHEDRON®** Newzine, a free **AD&D®** adventure, the ability to playtest TSR products (and more), you can buy a **GUILD-LEVEL™** membership. See the application form for price information.

If you want to get a free **FELLOWSHIP-LEVEL** membership, visit the website at [www.tsr.com/rpga](http://www TSR.com/rpga) or send a self-addressed stamped envelope with a query to the address below. If you wish to purchase a **GUILD-LEVEL** membership, fill out the form and mail it to:

RPGA Network
Membership Query
P.O. Box 707
Renton, WA 98057-0707



Join or Renew Now!

For renewal, please provide your RPGA number

Name

Address

City State/Prov

Country Postal Code

Phone (Day) Year of Birth

Email address

- \$20 One-year Guild-Level membership USA
- \$25 One-year Guild-Level membership Canada/Mexico
- Family Guild-Level membership (costs \$20 USA or \$25 Canada/Mexico plus an additional \$10 for each extra member)
- \$40 One-year International
- Check/Money Order MasterCard Visa

Credit Card # Exp

Authorized Signature

Today's Date

