

Legends OF THE Lance™

Newsletter
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Exclusive interview with Margaret Weis and Tracy Hickman inside!



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AN OPEN LETTER FROM Sue Weinlein Cook

In my time, I've thrown myself wholeheartedly into being a fan of everyone from Nancy Drew to Christopher Reeve, from *Buckaroo Banzai* to *Star Trek*. However, the interest that has lived on while the others have faded is my love for the DRAGONLANCE® Saga.

I've spent years not only reading the novels, but playing DRAGONLANCE roleplaying games and delving into all the Saga's great mysteries, such as "Is Raistlin truly evil?" and "Where do kender come from?" Like many fans, I enjoy the "behind the scenes" stories about the making of the Saga as much as I love the Krynnish stories. I've had the pleasure of listening to DRAGONLANCE pioneers Margaret Weis, Tracy Hickman, Douglas Niles, and Harold Johnson recount tales of how the Saga was born 14 years ago, and I always come away with a better understanding of the concepts that give the DRAGONLANCE Saga its appeal.

Of course, being a fan is an active pursuit. If you're reading this, chances are you have not been content to merely read the DRAGONLANCE novels—you play the games and share your thoughts about Krynn with other fans, too. You may, like me, have even created your own tributes to the Saga. Even if you never intended them for publication, these pieces come from the heart and are therefore important contributions to the world so many of us have come to love.

The LEGENDS OF THE LANCE™ newsletter is the newest and best way for you to make those contributions real. This quarterly publication lets you give voice to your questions, suggestions, thoughts, and ideas about the DRAGONLANCE Saga. Since we know that the Saga's fans want to keep on top of what's new in Krynn, the LEGENDS staff is committed to packing these pages with details about upcoming books and game supplements, as well as telling you a little about what's going on "behind the scenes" with your favorite authors, game designers, and book and game editors.

Making the LEGENDS OF THE LANCE newsletter is a dream I've had for a quite a while, since long before I became the manager of the DRAGONLANCE team here at TSR. I'd like to thank game designer Steven Brown, book executive editor Mary Kirchoff, and book editor Pat McGilligan, for their enthusiastic contributions to this issue—you'll be seeing more from them in issues to come! In addition, I'd like to express my sincere appreciation to Miranda Horner, editor of the LEGENDS OF THE LANCE newsletter, for bringing together all these people and more to produce this fabulous premiere effort. Without the hard work and creativity of all these special fans, this newsletter would still be just another castle in the air.

So enjoy the LEGENDS OF THE LANCE newsletter: our gift to DRAGONLANCE fans everywhere. It's up to you to take this publication and make it your gift to yourself, by passing it along to friends, using its articles to enhance your own DRAGONLANCE sagas, and most of all by adding to it! Use the instructions in the pages that follow to send in your own letters and contributions, and make your mark on the Saga you love. Judging from the passion that pours from all your letters, email, and online posts, I know you won't let me down! ~

Sue Cook

On the Cover: "Flight of the Dragon Orb" by Keith Parkinson first appeared in the 1987 DRAGONLANCE calendar.

Interview with Margaret Weis and Tracy Hickman

By Pat McGilligan



Margaret Weis and Tracy Hickman are the co-creators of many of TSR's bestselling DRAGONLANCE® novel series, including the *Chronicles* and *Legends* trilogies, *Dragons of Summer Flame*, and several volumes of short stories and novellas. Originally based on the roleplaying campaign world, their books for TSR have sold upwards of thirteen million copies worldwide and have been translated into a dozen foreign languages. Apart from TSR, Weis and Hickman continue to write prolifically, alone, together, and with other collaborators.

Within sight of the DRAGONLANCE novels' fifteenth anniversary in 1999, we thought we'd ask them how it began and where it is all headed. We started first with Tracy Hickman. Why? Because his name is usually listed second.

McGILLIGAN:

At what point did you stop thinking of the DRAGONLANCE setting as a game system and begin to think of yourself as a prospective novelist?

HICKMAN:

Becoming a novelist crept up on me and took me by surprise. You'll notice that Margaret's name comes first on all of our work. Primarily that is because Margaret was the writer; I was always going to be a game designer, forever. I had never really seen myself as a writer. In fact, there are still mornings when I wake up and I have to question if I really am a writer or if people are being faked

out. DRAGONLANCE novels have been out for almost fifteen years, and it's only literally been in the last few months that I've begun to think of myself as a novelist and writer.

McGILLIGAN:

What was the company's attitude towards DRAGONLANCE novels, as opposed to game products, in the beginning?

HICKMAN:

It [book publishing] was the poor child. It was not something they were really interested in getting into. They had made a few inroads. They were doing the Pick-a-Path¹ books, for example, which in some ways pioneered the DRAGONLANCE setting. It established channels of communication and distribution for books, albeit very poor ones at the time. [The] AD&D[®] [system] was God at TSR, as far as product was concerned, and everything else was seen in a subordinate light.

McGILLIGAN:

What actually spurred your decision to write the novels together?

HICKMAN:

I'd been working hard on the DRAGONLANCE setting for a number of months. Margaret was originally hired as a book editor and then her first assignment was to edit the DRAGONLANCE books, as I recall. Margaret and I were both unhappy with the direction the manuscript had been taking thus far. A writer had been designated by the company to produce the book, and he did not have the vision of it that we did.

Actually I had come to Arizona for Christmas, that winter of '82, I think it was. While on vacation, I read a *Star Trek* book by Diane Duane that I found extremely clever. For some reason, reading that book at that time sparked something inside of me.

I told myself I had to find some way to write the DRAGONLANCE books. Interestingly enough, Margaret had come to the same conclusion, independently. When we got together after Christmas break, I came into her office and frankly was delighted to hear her tell me that we were really the ones to write the books. It all jelled in that moment.

McGILLIGAN:

Why you two? Her status was new, and you weren't a senior game designer, were you?

HICKMAN:

No, by no stretch of the imagination. As a matter of fact, that was a saving grace for us. It was the fact that we were not the seniors, or considered to be the most prized on staff, that allowed it to happen. I'm actually grateful to the more



prized designers, because they

ran interference for us. Whenever management had a game they wanted produced, they always went to these lead designers first. So much of their time was occupied in trying to satisfy management demands. The rest of us were considered the grunt workers and not terribly stellar, and we were quietly left to do brilliant work. It was from those of us who were not the front-runners—not the heads of departments and so forth—that the DRAGONLANCE setting came together and was created.

Initially, the DRAGONLANCE project came from a game proposal that I submitted. There were of course many other people who became involved very quickly. But I think no one understood how story-driven the DRAGONLANCE line would be, how character-driven it would become. Characters and stories were the province of Margaret and me, and to a certain extent, very early on, Michael Williams, who assisted us tremendously in crafting the plot.

¹ Pick-A-Path books allow the reader to choose what the hero does to advance the plot. Usually, the decision leads the reader to a certain page, where he or she can make another decision on behalf of the hero.

McGILLIGAN:

How do the two of you work together?

HICKMAN:

I think our partnership is unique as all partnerships are unique. One of the wonderful things I appreciate about our partnership is that it has evolved. I don't think that people can work together, without evolving, to allow each other to grow and to allow for all the changes that life brings. Life has changed our thinking and tremendously influenced the partnership, and its evolution is what has kept it so vibrant.

In terms of how we actually work together on any one book, that too has evolved. Initially I was the background creator and evolved from there into the storyteller. I was the guy who came up with the basic ideas for plots and themes for books, and then was left to craft the background, while Margaret did the first draft. We'd often exchange texts and ask for changes or more description of characters or incidents. One of my favorite stories is that, early on in DRAGONLANCE novels, Margaret had the tendency to write the most vibrant battle scenes while the one really hot love scene—in the second book, between Silvara and Gilthanas—was the one that I wrote. Everyone thought that it was the other way around.

As the years have gone by, I have learned a great deal more about the craft of writing and have begun writing on my own. Margaret has grown tremendously in her ability to tell a story as well. Therefore, the clear-cut lines between what each of us does within a story have actually become blurred, and we each contribute what best we can, depending on the schedule.

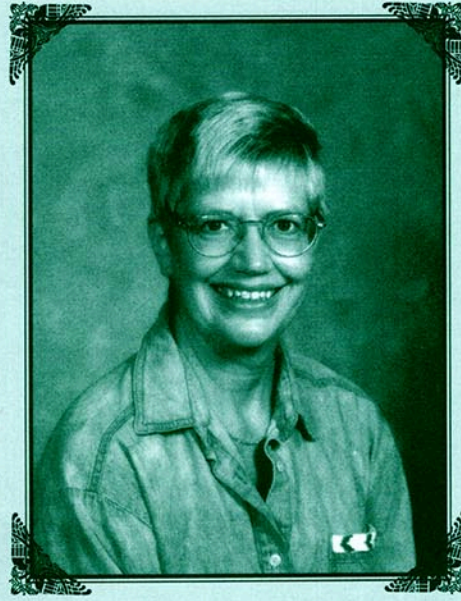
McGILLIGAN:

People worry that you're done collaborating in the world of Krynn.

HICKMAN:

People don't understand the nature of our relationship to begin with, or its evolution. I've moved out West, primarily to be close to my family. Margaret has, since we've begun, gotten married and is in a wonderful relationship with Don [Perrin]; I performed their wedding, which was a great honor. Despite all this, I still get mail that says, "I love the books that you and your wife write together. . . ." Of course I also still get mail addressed to "Ms. Hickman"—and that's even after we started putting my picture in books!

Don't worry, we expect to write more DRAGONLANCE novels together, and we expect to write some additional DRAGONLANCE novels separately as well.



We also asked Margaret Weis to reminisce about DRAGONLANCE past and foretell its future:

McGILLIGAN:

Where did the name "Raistlin" come from?

Weis:

Harold Johnson,² I think. As I remember, Raistlin was originally something like "Waistman" and Caramon was supposed to be "Caring-Man." By the time I came to work at TSR in '83, however, everyone had been named and they all had their [game] stats.

I was just given the names of these people and their stats and told to make flesh-and-blood characters of them. The stat of Raistlin said his nickname was "The Sly One." He was thin and in not very good health, in contrast to his warrior-brother. And he had golden skin and hourglass eyes. I remember asking, "Well, why does he have golden skin and hourglass eyes?" and people said, "The artists just thought that would look cool."

I had to come up with a reason why he had golden skin and hourglass eyes, and that led to the whole business about the Test in the Tower. I wrote that short story ["The Test of the Twins"], the first one we ever published, in an '84 issue of DRAGON[®] magazine, I believe. That is what gave me a lot of insight into Raistlin's character.

McGILLIGAN:

In his foreword to your new book, *The Soulforge*, Tracy Hickman also gives a lot of credit to his friend Terry Phillips.

² Harold Johnson is one of the co-creators of the DRAGONLANCE setting. For many years, he was the setting's creative director.

Weis:

Terry was the one who kind of set Raistlin's character in that game-testing session Tracy writes about in his foreword. Terry was a professional actor, and he did decide to play Raistlin with a whispering voice, based on his character description as being sort of weak. What we noticed in the playtest is that everybody was yelling and shouting, like you do, and then all of a sudden Terry would start to say something and everybody would shut up and listen. I thought that was pretty cool, definitely something Raistlin would use even if he didn't need to. Speaking softly sometimes gets you more attention than a shout.

McGILLIGAN:

Why do you think people connect so strongly with Raistlin?

Weis:

Power is sexy, and Raistlin has a lot of power. It's mysterious power. We find that women in particular really like Raistlin. He's the dark hero; they think, if only he'd respond to love, he would turn to good. Men identify with him because, unless they're bodybuilders, they've also felt weak and vulnerable in their lives. Everyone wishes they had a magic power that would get them over this feeling.

Too, I think the sibling rivalry catches a lot of people. Everybody has felt jealous of a brother or sister, and can really identify with Raistlin on that score.

McGILLIGAN:

We know that Caramon is Raistlin's twin. Is he his equal?

Weis:

Yes, but he doesn't realize it. That's what's interesting about Caramon's character and what really comes out in *Legends*. It's a very codependent relationship. Caramon is bigger and stronger than Raistlin, more handsome; the women love him. But he's always living in Raistlin's shadow, because he has to take care of him, but also because he's living his life through Raistlin. That's what leads him into alcoholism, when Raistlin finally leaves and breaks the tie.

McGILLIGAN:

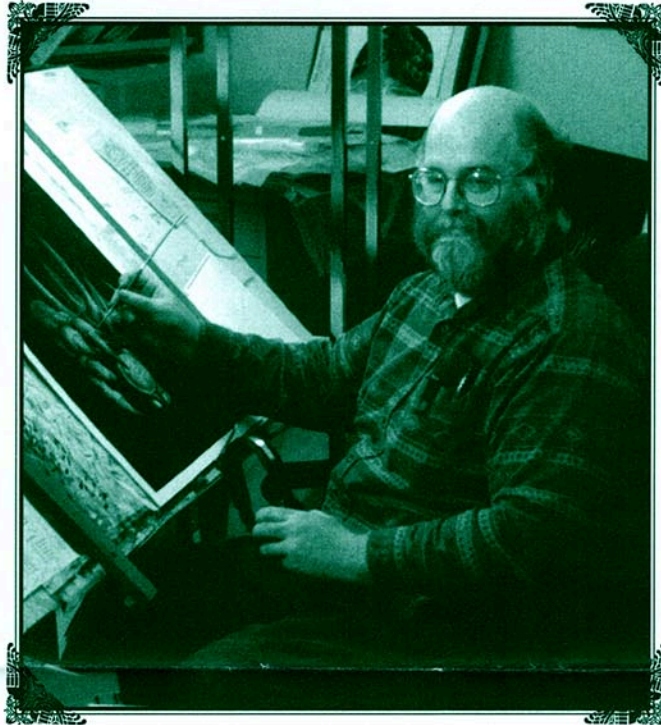
Why did it take you so long to write the story behind *The Soulforge*?

Weis:

I had always thought the Test in the Tower should remain mysterious. Also, to be quite honest, I

FACES BEHIND THE SCENES

Jeff Easley



Jeff Easley
with the cover
for the new
Wings of Fury
dramatic
supplement.

Photo by Charles Kohl.

didn't know what happened during the Test. I didn't know until I actually sat down and wrote it and got to that point in the book. Which is kind of an odd experience, because usually when I wrote a book I have everything mapped out in my mind and I know exactly what the ending is going to be. In this case, I did know what the ending was going to be, but I didn't quite know how I was going to get there. I didn't really know what happened between Raistlin and Fistandantilus.

McGILLIGAN:

Did you ask Tracy about his opinion on what happened during the Test?

WEIS:

Over the years we talked about Raistlin many times. Raistlin was always sort of "my character," as Tracy says in the foreword. I don't think Tracy ever really liked him. Tracy always took Caramon's part, which was good, because it gave me a nice balance.

McGILLIGAN:

We know Raistlin has a past. Does he have a future in the series?

WEIS:

Definitely. Don [Perrin] and I would like to do a book based on Caramon and Raistlin's military years, when they worked as mercenaries, a real sword-and-sorcery book.

McGILLIGAN:

How about after his death? Will Raistlin live on?

WEIS:

(laughs) I have no clue what will happen next, but I'm sure we're going to be doing something with him in the Fifth Age.

While not working on articles for the LEGENDS OF THE LANCE™ newsletters, Pat McGilligan edits DRAGONLANCE novels and writes biographies. ~

When Jeff isn't working on art for projects including *Heroes of Defiance* and *Wings of Fury* (see photo), he and his wife are raising four children. Some of his notable DRAGONLANCE pieces include "Dragons of Flame," which features Verminaard, "Raistlin in the Tower of High Sorcery," and the covers for the *Dragons of a New Age* trilogy of novels.

Jeff was born in Nicholasville, Kentucky, and attended high school in that area. He graduated from Murray State University in 1976, with a BFA in painting. Having a life-

long interest in the fantastic, it occurred to him that he might be able to make a living in fantasy art. After graduating, he and his wife Cynthia moved to Massachusetts, where he did his share of factory work while trying to break into some freelance markets. He did a little work for Warren Publishing and Marvel Comics, but the market was pretty tight.

Around 1980, he learned that Larry Elmore, whom he had met through a mutual friend, was going to work at TSR, makers of the AD&D® game. Jeff contacted Larry and learned that TSR was looking for other artists. Jeff sent in samples, was interviewed, and got a job there. Jeff has been working with TSR for over fifteen years now, and he has seen a lot of people come and go in the art department, as well as in the company as a whole. He believes that the recent acquisition of TSR by Wizards of the Coast will be a good situation all around, and he looks forward to working with the company for the next fifteen years and beyond. ~

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# The Wyrms of Icewall Glacier

By Christopher Perkins



he swath of frigid land that forms southern Ansalon has been claimed by the dragon sisters Cryonisis (Ice) and Frisindia (Freeze). The twins hold their realm in a cold embrace, casting their baleful gaze over the untamed lands farther north in a concerted effort to expand their frigid domain.

Cryonisis and Frisindia hold the lesser whites at bay with sheer determination and cold ferocity, driving their weak-minded kin farther south into the glacial mountains or toward the Missing City—into the domains of Iyesta the brass and Stenndunuus the blue. The chill sisters have no lair to speak of, although they hold the ruins of Icewall Castle and often perch on the high crags of the surrounding glacier. Within the castle ruins lurk a full garrison of Sivak draconians led by the savage draconian Franatik. The twins also command legions of loyal thanoi that scour the frozen tundra for creatures to destroy.

Presently, the greatest threat to the dominion of Ice and Freeze are the frost-wights. These wretched undead prowl the sisters' snowy realm, oblivious to the biting cold. Their nullifying touch not only makes a being vanish forever, but also removes all memory of the individual from the minds of those who knew him. The numbers of frost-wights are steadily increasing despite the dragons' efforts to obliterate them. Some believe that the frost-wights are the remnants of fallen soldiers, rising from their snow-covered battlefields to punish the living for leaving them to be buried by the cold. Others speculate that they are refugees of an ancient city buried beneath the icy mantle, rising from their cold graves to purge their land of

interlopers. Regardless of their origins, these creatures of chaos have spawned terror in the hearts of men and dragons alike, attacking draconian marches as readily as the ice barbarians living on the frigid plains.

Ice and Freeze are looking for powerful weapons to combat the frost-wights and banish them forever from their realm, thus enabling them to focus on the expansion of their dominion and the brewing conflict with Gellidus the dragon overlord. A recent discovery has given the white dragons hope.

Several months ago, a fracture in the great glacier revealed a cave entrance hewn from blue ice. The ice cave is deeply embedded in the glacier, at the back of a treacherous rift too narrow for a dragon to reach, but not narrow enough to preclude investigation by Ice and Freeze's draconian and thanoi minions. The ice cave was as hard as granite, and the bluish hue suggested that this cave entrance had not seen the light of day in thousands of years. At the end of the icy caverns, beyond a series of spiraling tunnels, a stone cave marked with dwarven runes was unearthed. Cryonisis and Frisindia now believe the icy cave leads to Aurvarindun, an ancient dwarven enclave.

Loremasters in Tarsis speak of Aurvarindun, better known as the dwarven enclave of Goldmantle, in legendary terms. It has long been established that dwarves inhabited the mountains of southern Ansalon long before the polar ice laid claim to its surface, but few relics of the city's existence have been unearthed from the frozen depths. A passage to Aurvarindun would undoubtedly lead explorers to treasures unimaginable and, beyond the seemingly endless maze of passageways, to the tombs of the Vrakar. The Vrakar dwarves of Goldmantle are, too, legendary. They forged their weapons from the purest, most unbreakable steel, created perhaps in the fiery heart of Krynn itself, and brought the weapons to the surface in their tireless efforts to purge the mountains of deadly "primitives" and monsters.

The steel axes of the Vrakar are weapons of renown, blessed by dwarf priests eons before the continent bore the name Ansalon, when the oldest wyrms were mere hatchlings. Cryonisis and Frisindia seek to claim these weapons for their draconian and thanoi legions, using the axes to destroy the frost-wights forever.

The dragon sisters have tried twice to mount a search for the axes of renown, commanding Franatik to send parties of draconians and thanoi through the frozen rift and into the ice cave. In both instances, Franatik's legions were thwarted—driven mad by disembodied dwarven chants or turned to stone by ancient dwarven wards.

The crafty white dragons, annoyed with their minions' failure, have spread word of the recent find deep within Icewall Glacier to the ice barbarians and to various agents residing in Tarsis. The barbarians seek to obtain the axes as a means to protect themselves from the frost-wights, while sages and blacksmiths in Tarsis seek the weapons for more selfish reasons. Finally, we should not forget the heroes who boldly dare to keep such weapons out of Evil's hands. Cryonisis and Frisindia are watching the cave entrance closely, waiting to see who shows up to explore the lost entrance to the dwarven enclave and to see whether these subterranean explorations yield promise . . .

## THE ICE CAVES

The Vrakar dwarves were unlike many of their dwarven descendants, being a deeply spiritual and magical people with great sorceries at their command. Most of this magic was tapped to build the wondrous cavern-cities in which the Vrakar lived and the fabled tombs in which they placed their honored dead, as well as the wards used to protect the cities from invasion and the tombs from thieves.

The ice cave entrance embedded deep in the Icewall Glacier does not lead to the lost city of Aurvarindun as Ice and Freeze believe. It does, however, lead to one of the fabled, millennia-old tombs of the Vrakar. This particular tomb holds the frozen corpses of the Vrak Skarpos, a dwarf war legion comprised of sixty heroic dwarves, all of whom gave their lives purging the mountains of the earliest monsters to walk the face of Krynn. Each fallen dwarf is sealed in a sarcophagus, protected by the wards of deceased dwarf battlepriests and sorcerers. Across each sarcophagus lies the dwarf's blessed battle axe, likewise protected by ancient and forgotten magic.



The dwarven tombs are hewn from the cold mountain rock and can be reached only after successfully navigating the glacial rift. Beyond the rift, embedded deep in the glacier, lay a series of naturally-formed ice caverns hung with monstrous icicles. Trapped within the icy walls of one glittering cavern are a dozen yeti, and beyond these frozen guardians lurks the hibernating ice naga Ivelya who uses her command of pyromancy to awaken the slumbering yeti if intruders fail to honor her with their most valuable treasures.

Passageways from the naga's cavern lead to a twisted maze of icy tunnels that spiral deeper into the glacier, terminating suddenly at a treacherous fissure several hundred feet deep. Near the bottom of the chasm are the rock-hewn chambers of the tomb itself—a veritable gantlet of magical and mechanical booby traps. The petrified remains of several Sivaks linger in the frozen corridors—victims of dwarven magic. Runes etched into various cavern walls suggest that such traps can be avoided if one is pure of heart. Several of the magical wards, like the madness-inducing chants and the wards that transform flesh to stone, are indeed triggered only when an Evil-natured being threatens to violate the tomb. However, the mechanical traps—ballistae that fire great shards of ice, great stone rollers, and hidden pits—are more a test of wits and determination than pureness of heart, intended to catch the unwary.

## REMNANTS IN THE TOMB

Those who enter the frozen caves and survive the natural and magical defenses of the vaulted tomb may take the magical battle axes from their previous owners. However, even then the battle is not won. Dwarf ghosts lingering in the tomb challenge nondwarves who dare remove the blessed weaponry, using their dread aura of fear to drive out all but the most resolute interlopers.

If the heroes prove themselves and bring the battle axes of renown back to the surface, they must contend with Frantik and his Sivak henchmen waiting at the cave entrance. Fearing the loss of these needed weapons, Cryonisis and Frisindia lurk high above the rift and deep beneath the snow, waiting to catch those who slip through Frantik's guard. Of course, should the heroes relinquish the dwarven axes to the dragons' minions, they might escape a bitter death, but they will not leave Icewall without hearing the cold, victorious cackle of the twin dragons' laughter echoing across the glacier.

THE VRAKAR DWARVES  
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THEIR  
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## CHARACTERS

When fleshing this article out for campaign use, the following monster descriptions might be useful:

- ♣ **Yeti:** *Monster.* Co 7, Ph 16, In 5, Es 7, Dmg +6, Def -2, also crush, thrown weapons, and immune to cold/ice.
- ♣ **Ivelya:** *Ice naga.* Co 5, Ph 27, In 6, Es 5, Dmg +2, Def -4, also camouflage (while near ice), spit (ice shards—each successful attack causes 13 damage points), and sorcery (aeromancy, cryomancy, and hydromancy).

## VRAKARAN BATTLE AXES

The dwarves crafted these steel battle axes millennia ago. Held in a steel "claw" at the end of the handle is an indestructible gemstone in which the power of each axe is contained.

Vrakaran battle axes inflict damage as great axes (+8 damage rating) with a +4 damage rating attack modifier for being weapons of renown (+12 damage rating total). These axes do not tarnish,

they are unaffected by cold, and they cannot be scarred by fire. Blessed by dwarf priests and charged with Vrakaran sorcery, the weapons carry a +16 damage rating against dragons, their spawn (i.e., draconians and true spawn), behirs, wyverns, manticores, and chimerae. Furthermore, any undead touched by an axe's gem-set handle suffers normal damage (+12 damage rating) and, if the wielding hero succeeds in a *daunting Presence* action, the creature will be destroyed on contact with the gemstone. Finally, since these axes are blessed weapons, they can kill frost-wights.

The axes represent the best in dwarven craftsmanship. Blacksmiths in the Fifth Age do not have the pure metal or the tools to fashion weapons such as these.

*Christopher Perkins works on TSR's periodicals staff. Before he became the editor of DUNGEON® magazine, he wrote many adventures for that publication, including the DRAGONLANCE scenario "The Ice Tyrant."*





# BEHIND THE TAPESTRY

Daring Deeds of Krynn's Co-Creators

As always, the people behind the tapestry of Krynn are busy at work on many new projects. Look for updates on all your favorite authors, editors, and artists in future issues.

## STEVEN "STAN!" BROWN

Stan! is firmly entrenched in the DRAGONLANCE® group. After working on the SAGA™ Fate Deck and *Heroes of Sorcery*, Steven finds himself in the midst of all manner of beasts and creatures as he writes an upcoming DRAGONLANCE supplement, *The Bestiary*.

## WILLIAM W. CONNORS

Although he's just finished a PLANESCAPE® project, Bill's latest DRAGONLANCE project, *A Saga Companion*, will be on sale in May. He has also just completed his first novel, and made a contribution (along with co-author Sue Weinlein Cook) to the upcoming DRAGONLANCE anthology *Relics and Omens*.

## JEFF GRUBB

Jeff is one of the founding fathers of DRAGONLANCE. He and his wife Kate Novak (also a writer of DRAGONLANCE stories and recipes) have recently seen publication of the novels *Finder's Bane* and *Tymora's Luck* in the FORGOTTEN REALMS® line, the latter of which features some interesting individuals from Krynn. Jeff is currently working on *The Brothers' War*, the first of the new MAGIC: THE GATHERING® novels, but has found time to revise his DRAGONLANCE: FIFTH AGE® short story, "Relics," for the upcoming *Relics and Omens* anthology.

## TRACY HICKMAN

Tracy's most recent projects include working with Margaret Weis on the *Sovereign Stone* project for Del Rey. Not only are the two of them working on a novel for this fantasy setting (by the artist Larry Elmore), but they are also working with the game designers at Archangel Entertainment to help create the roleplaying game version of the setting. Tracy is also helping Pat McGilligan and Margaret with the new *Relics and Omens* anthology.

## HAROLD JOHNSON

Not only is Harold one of the co-creators of the DRAGONLANCE setting, but he also held the position of TSR creative director over this line for many years. Currently, he is the brand manager of the BIRTHRIGHT®, GREYHAWK®, MARVEL SUPER HEROES™ Adventure Game, MARVEL SUPER DICE™ game, and DRAGON DICE® lines. However, the DRAGONLANCE team retains the right to pick his brains when necessary!

## MARY KIRCHOFF

Mary's commitment to the DRAGONLANCE line began when she managed TSR's book department several years ago. She carried on this love of the line by writing the *Defenders of Magic* series, among many other DRAGONLANCE novels and sourcebooks. Although she left TSR to pursue other interests, she found her way back into the fold last year as the executive editor of the book department.

## RICHARD KNAAK

Richard, author of the bestselling DRAGONLANCE novels *The Legend of Huma* and *Kaz the Minotaur*, has just completed a story titled "Sword of Tears" for the *Relics and Omens* anthology. His strong interest in the DRAGONLANCE setting could lead him to write another Krynnish novel sometime soon!

## STEVE MILLER

Although Steve has a great love for the RAVENLOFT® setting, we certainly count him among the many DRAGONLANCE enthusiasts currently working on other product lines at TSR. His most recent DRAGONLANCE products include *Heroes of Defiance* and the SAGA Fate Deck. Watch for another of his projects, *Citadel of Light*, this summer.

## ROGER E. MOORE

Roger was in the second or third team of DRAGONLANCE folk, working on articles for DRAGON® magazine and writing short stories about the campaign setting. His stories have appeared in a number of DRAGONLANCE anthologies, most recently in *Dragons of War* and *Dragons of Chaos*. Currently, he has one story in *Relics and Omens*. Roger is inordinately fond of kender, gully dwarves, and tinker gnomes, because they cause so much trouble.

## DON PERRIN

After co-writing *The Doom Brigade* with Margaret Weis, Don currently finds himself working as the vice president of Archangel Entertainment, the company that brought you *Groo: the Game*. He is also working on the epic fantasy world of *Sovereign Stone*. On another note, he and his wife Margaret Weis handed over *Hung Out*, the third of the Mag Force 7 books to Roc, and he has just completed a short story for *Relics and Omens*. Lastly, he is working on a military science fiction novel to be completed this year.

## MARGARET WEIS

Margaret has just published a new DRAGONLANCE novel, *The Soulforge*, and is now helping Pat McGilligan edit the *Relics and Omens* anthology. She is also working with Tracy Hickman and Archangel Entertainment on the *Sovereign Stone* project. The third Mag Force 7 novel, *Hung Out*, has been handed over to Roc and is due out soon. Margaret and Don continue to run the Game Guild game store in Lake Geneva, Wisconsin, and invite everyone to stop by!

## SKIP WILLIAMS

After working on several DRAGONLANCE: FIFTH AGE® products, Skip now finds himself editing several PLANESCAPE projects, among them an adventure anthology called *Tales from the Infinite Staircase*.

Other authors, artists, editors, and game designers who worked on the DRAGONLANCE setting should feel free to write to us and tell us what they are doing! ~

## ENCYCLOPEDIA RESEARCHERS WANTED!

We need the help of our fans! TSR is planning to publish a definitive DRAGONLANCE Encyclopedia, and so we are looking for dedicated readers. Research reports generated by these readers will help identify, correlate, and condense the huge amount of information found in the DRAGONLANCE novels, game products, periodical publications, and even the out-of-print comic book line in a relatively short time window. An editor will compile all this information into a database from which the encyclopedia will be written.

Researchers will read assigned materials and write their reports in English to a specified format in return for credit as researchers in the published encyclopedia. In addition, researchers will receive a small amount of money for completing their assignments. The reports must be submitted by email in an electronic format.

This is your chance to help the DRAGONLANCE Encyclopedia become a reality! For more information on becoming a researcher, please email [suec@wizards.com](mailto:suec@wizards.com) or send your request, along with your address and phone number, to Sue Cook care of this publication.



# THE HERALD'S REPORT

The Latest News from Krynn

S

ilence fell across the room after the Herald uttered his last words. With a bow, the bard left the tavern's common room to the sound of overwhelming applause. Shortly after he left, a uniformed woman exited the tavern.

After winding her way through the streets of Sanction, the woman passed by the guards at Hogan Bight's gates with a nod, entered the Lord Governor's abode, and walked into her lord's study.

"Milord Governor, the Herald has much to report. . . ."

## ERGOETHIAN ROYALTY BOUNDED FOR CITADEL

In Northern Ergoth, Emperor Mercador Redic has announced his intent to send his only daughter, the Princess Mercidith, to the Citadel of Light for instruction in the mystic arts. The announcement has led to a flurry of preparations as the princess and her retainers plan the long and treacherous journey from Ergoth across the Gale to Schallsea Isle. Escorting the Princess, or Mercy as she is known to her friends and brothers, is special Citadel emissary Daneel Warnoc, who has guarded His Imperial Highness's Citadel mystic at court for some years now. Citadel Guardian Daneel extended the invitation on behalf of First Master of Mysticism Goldmoon herself. Princess Mercidith has voiced her intent to bring knowledge of the "power of the heart" back to Ergoth for the glory of the Empire. Rumors around the capital, however, whisper that the Emperor is sending Her Highness away from Gwynned due to her embarrassing habit of talking to "spirits."

## A BITTER FROST

Increased marauding from Frost on the isle of Southern Ergoth has the residents of that Dragon Realm scurrying to the defense. Surprise attacks on Kagonesti camps and Solamnic forts along the western coastline have dismayed locals, who have never before now experienced attacks west of the Last Gaard Range. Thanks to the Knights' and elves' extensive forces, augmented by aid from silver dragons, little loss of life is reported.

Apparently the heightened attacks began after groups of apparent treasure-seekers and Knights of Takhisis successfully made their way across the White's borders to Foghaven Vale—the heart of the dragon's territory. Although it is not known what these groups sought there, tales have made their way to the elven cities of Silvamori and Qualimori of an incursion into Silver Dragon Mountain and the Tomb of Huma. The

Knights at Castle Eastwatch, the Solamnic outpost nearest Foghaven, have stepped up their work to reopen the collapsed tunnel that connects their fortress with the fabled Vale. Meanwhile, elves from the isle's southern region have increased lookouts to guard against a sneak attack from Frost's thanoi and wild ogre ground troops.

## CHAOS OVER NORDMAAR

Although the trials of the Chaos War are decades past, remnants of that time of troubles continue to resurface to remind Ansalon of the power of the departed Chaos God. In this most recent occurrence, a pair of fire dragons—creatures believed long since vanished from the area—have appeared in Nordmaar, scouring its tropical forests with their sulphurous breath, and lighting miles of jungle land with sparks from their fiery wings. King Shredler Kerian has personally led efforts to squelch the activities of these minions of Chaos, but so far to no avail. Although the threat seems contained for the moment to a small township along the realm's northwest coastline, residents fear the widespread devastation that might result if the Chaos minions expand their attacks. Some observers from North Keep conjecture that the two wyrms are a mated pair protecting a nest in the vicinity of Willik, but the fort's senior Knight, Sir Owen Mantilla, is quick to point out that there has been no evidence of a nest—or even evidence to support the idea that fire dragons have successfully mated since the Chaos War. The last known fire dragon eggs were discovered about the time of the Second Cataclysm and shortly thereafter in Thorbardin.

## SHARED SORCERIES

In an effort to spread the knowledge of new sorcery techniques and methods, Palin Majere recently asked one of his former students, Emma Xela, to travel to the smaller academies of sorcery. After visiting the Citadel of Light to talk to those there with sorcerous abilities, Xela found herself with a traveling companion. First Master of Mysticism Goldmoon decided to assign veteran Citadel Guardian Briony Thistleknot to assist the young sorceress in her travels. Currently, Xela has already passed through Abanasinia and Solamnia, and she and her Guardian are making their way to Nordmaar.

*The woman finished her report to the Lord Governor and stood ready for further orders. As the ruler of the besieged city of Sanction, Bight needed to know everything that went on in the world outside—he might need further clarification of the Herald's news.*

*She watched her leader attentively, waiting. Finally, with a thoughtful nod, Bight ordered tersely, "Lieutenant, I must speak with the Herald personally. Go locate him for me and bring him here." ~*





# Ansalonian Winter Sports

By Mary Kirchoff



Winter can be a difficult time in Ansalon, with weather ranging from frigid cold to gray and rainy. But it's also a time when the normal concerns of daily work in the fields and shops are relaxed a bit, and everyone is looking for some diversion from cabin fever. The different cultures of Ansalon have found a variety of ways to take advantage of the special recreational possibilities of the snowy months. Of course, due to the actions of the Great Dragons in the Fifth Age of Krynn, some of the winter sports have changed a bit. It is a tribute to the races of Ansalon that they haven't gone away entirely!

## DWARVES

Hill dwarves work ceaselessly between Yule and Harnkeggerfest, when the first barrel of late summer ale is tapped. After that festival in the middle of the second month, they take a little more time for recreation. A favorite winter activity for them is "shielding." When new snow has fallen (particularly the moist, heavy kind), dwarves wax the undersides of old shields, equip them with steering straps, and ride them down hillsides. As the traditional version of this sport mandates, young dwarves sit sedately on the shield and ride it to the bottom of a hill.

However, as time passed, this sport fell into the hands of adult dwarves. As a result, shielding turned into a seriocomic competition among adults. After the children have

had their fill of the sport for the day, and after the adults have had more than their fill of ale, mock tournaments are conducted. The shielding dwarves joust with sticks and weighted ropes on their way down the hillside, weaving between trees and bouncing over boulders, giving new meaning to the lines from the Dwarven Marching Song, "Come back in glory, /Or on your shield." Wax, derived from the hives of bees deep in the Kharolis Mountains, is the lubricant of choice to make the shields faster, particularly after one enterprising but foolish dwarf experimented with grease from bear fat. It didn't make his shield any faster, but it did draw the attention of a large hunting party of gnolls, putting an end to the day's festivities while the dwarves turned their energies to defending their lives.

## PLAINS BARBARIANS

New-fallen snow on a sunny day in the vast expanses of the plains is dazzlingly beautiful. The children of the plains tribes there, having heard fireside stories of horse-eating griffins, love to play the game "Griffin and Horse." One child, called the stallion, drags his feet to create a wide pattern of connected trails in a neverending circle. Another child is chosen to be the griffin, who pursues all of the other children, or horses. Everyone must stay on the trails; stepping out of bounds is strictly against the rules.

If the griffin catches a horse, he gets to bury his prey in the snow (just like a real griffin that hauls a freshly caught meal back to its lair and then lets it freeze to be eaten later). But the griffin must guard his lair at the same time that he tries to capture the remaining horses, because the captured horse can be freed if another horse reaches it and digs the player out of the snow. If a horse is captured a second time, he is "eaten" and must sit out of the rest of the game.

## ELVES

Elves are not by their nature very sports-minded, but when not fighting for their lives in dragon-occupied Qualinesti, many of them do engage in a winter activity that is unique to their race: ice sculpting.

The art of carving ice blocks is not unusual and is practiced by many other cultures (except the dwarves, who have no intention of carving anything that won't last for at least a hundred years). What sets the elves apart is that they "grow" their sculptures icicle by icicle, in natural surroundings.

An elf ice sculptor begins by finding a tree in the forest that has an interesting shape, or at least interesting possibilities. She then builds her creation by wetting the tree and letting the water freeze (taking care to cause no harm to the tree), then adding more water, letting that freeze, and so on. By controlling how and where water is added to the tree, truly stunning designs, both abstract and realistic, can be created. It is not uncommon for great masters to spend the entire winter working on a single sculpture, timing the process so it is completed just days, or hours, before the beginning of the thaw. Indeed, to the elves, the transitory nature of ice sculpting is a great part of its beauty. Human chroniclers have been rendered speechless by the sight of an entire forest transformed into soaring figures of glittering ice.

## HUMANS

Every year, except during wartime, the Knights of Solamnia sponsor an endurance race at the end of Deepkolt, the second month after Yule. Peoples from all over Ansalon bring their trained beasts of burden to pull them and their sleds. In the past, the race ran through the Vingaard Mountains and swamplands and plains between Palanthas and Solanthus.

Each year new teams try to capture the coveted Solamnic Shield, although the winner is usually one of the veteran teams. In the years before the Summer of Chaos, an elf team led by Feldas of Havlinost seemed unbeatable. As long as their delicate sled drawn by arctic gazelles survived the grueling journey across the mountains without breaking down, its speed on the Plains of Solamnia was such that it easily caught and passed everyone ahead of it. The year before Chaos walked Ansalon, this team emerged from the mountains a full day behind the first-place team and still won the race with a lead of five miles, making for one of the most exciting finishes in the years before Storm Over Krynn claimed Palanthas.

Now, because Khellendros controls the area around Palanthas, the competition tends to run toward the foothills of the Vingaard Mountains, back around Thelgaard, into the northern part of the Garnet Mountains, and back to Solanthus. Although a shorter route, this race through the snow still provides for a diversion from the Solamnic winters.



The winner of the race receives the Shield, which he or she gets to keep until the next year's race, and a coupon good for a dinner for four at Smedbury's Inn in Solanthus.

## KENDER

Can any discourse on winter sports be complete without a list of kender hijinx? For that is the only word to describe the disorganized frenzy that ensues when the snow falls in Hylo.

Events usually begin with a snowball-and-hoopak free-for-all. The true kender quickly become frustrated by the tendency of the snowballs to disintegrate when launched, so they begin packing the snow around rocks or mixing gravel with slush. Soon horseplay turns to tears and this game breaks up for something more "organized."

The "kender catapult" (or "ladder splash") is another favorite. In this exciting game, one or more kender sit on a ladder on the ground. Other kender then pick up the ladder and race with it toward the edge of a hill or frozen pond. At the precipice, the ladder is launched forward, riders and all, to careen and bounce tobogganlike down the hill or across the ice. Of course, very seldom does anyone check to see that the hill is free of boulders or that the ice is thick enough to support the weight of several squealing ladder-riders. Horseplay soon turns to tears again.

No snowfall can go by without hundreds of kender testing the old parental warning, "Your face will freeze like that." Kender young and old screw up their faces into the most distorted and horrendous visages, then pack their faces in snow—and wait. Many faces have frozen, but only temporarily, except in the case of Dwiggan Bucktooth, whose face remained contorted for exactly seven years. Mulberry Oakleaf swore that it was all an act and that Dwiggan could have gone back to normal at any time (and probably did, when no one was looking), but most kender accept the event at "face value." Of course, it only spurs them on to greater face-freezing efforts and causes afflicted kender to avoid them—but then, they try to, always, anyway.

*Mary Kirchoff, author of many DRAGONLANCE® novels, now serves as the executive editor of Wizards of the Coast's book department.* ~



## MEET MIKE SIMS A.K.A. 'RAISTLIN'

**Y**ou might have noticed Mike Sims at the 1996 GEN CON® Game Fair. Black velvet robes, long white hair, staff of Magius, yellow eyes with hourglass pupils. Yeah, the guy who looked eerily like Raistlin come to life.

Sims, 24, lives in Glen Burnie, Maryland, just outside of Baltimore. A digital computer artist by day, he operates a roleplaying game store by night—the Adventure Inn, also in Glen Burnie.

Introduced to gaming in 1981, Sims was reading DRAGONLANCE® game products and novels zealously by age ten. His favorite character, then and now, was the infamous archmage Raistlin, twin brother of Caramon. "I always like the tragic characters, or the underdogs," Sims explained. "They're the ones I tend to play when I am roleplaying. Raistlin blurs the lines a little between bright white goodness and black, stark evil."

A former pre-med student at the University of Tampa, he switched his career to digital art, while keeping up his interest in roleplaying and game worlds. Online in 1996, he struck up communications with TSR advertising-publicity executives. He was intending to show up at the 1996 GEN CON Game Fair dressed as Raistlin, and doctored a photograph of himself to demonstrate how he would look the part.

TSR decided to help underwrite his homage to the robed one, to help promote the debut of the DRAGONLANCE: FIFTH AGE® dramatic adventure game. That included especially-made eight hundred dollar contact lenses with the proper eye coloration and hourglass effect.

That gig worked out so well that nowadays Sims is working with TSR as a consultant. Not only has he playtested the new ALTERNITY™ science fiction game system (due in 1998), but he is also presently working with programmer Steve Kelm on a more ambitious Internet roleplaying system called SAGA™ Online.

Whereas normal dice operations are easy to manipulate with random number generators, accurately portraying the mechanics of a shuffled deck of eighty-two cards is a different concern. "The new TSR program will allow the mechanics of a SAGA Fate Deck to be displayed simultaneously with a chat program," Sims explained. "This will allow the freeform playing of the SAGA rules system to incorporate readily into the gaming environment of the Internet. The Narrator will have full control over the deck and the hands of the gamers, while the gamers will have their hands visible only to themselves."

Call him the next generation: a "fan employee." Expect the new FIFTH AGE online game, available for free, off the TSR website very soon.

*Do you know a special DRAGONLANCE fan? If so, please write to us with your suggestions. Be sure to include the contact name and phone number!* ~



# UP AND COMING

In the months leading to Spring Blossom, look for these great new DRAGONLANCE® products in your local book and hobby stores:

## FEBRUARY

### *The Eve of the Maelstrom*

by Jean Rabe

Third in the *Dragons of a New Age* Novel Trilogy

The first epic trilogy of the Fifth Age—the campaign against the Great Dragons tyrannizing Krynn—concludes with victories and courageous sacrifices, the rise of surprising new heroes, and the rebirth of beloved figures from classic DRAGONLANCE novels.

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

ISBN: 0-7869-0749-5

## MARCH

### *Wings of Fury*

by Douglas Niles

A DRAGONLANCE: FIFTH AGE® dramatic supplement

*Wings of Fury* provides a wealth of detail about the mightiest creatures of Krynn—the dragons. *Dragonlore*, the handbook in this box, describes the clans of Good and Evil serpents who have ruled Krynn for millennia and the monstrous overlords who have claimed so much of Ansalon during the Fifth Age. It also details, for the first time, the history of Krynn as told from the point of view of the dragons, offers extensive description of the dragon realms including the idyllic Dragon Isles, recounts the lore of the ten clans of ancient dragons, and describes the elders, strongholds, and enemies and allies of each clan.

In the accompanying adventure, the epic climax to the *Dragons of a New Age* adventure cycle, the heroes gain the aid of powerful Good dragons and pit themselves against the great Red Dragon: Malys herself! The hero's success or failure will determine the future of Krynn.

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

ISBN: 0-7869-0722-3

### *The Doom Brigade*

by Margaret Weis and Don Perrin

First in *The Chaos War* (paperback) Novel Series

*The Doom Brigade* is the first novel to spin off from *Dragons of Summer Flame*, further expanding the stories set during the Chaos War. When war erupts, an intrepid group of draconian engineers must unite with their despised enemies, the dwarves, for without an alliance, doom is assured.

\$6.99 U.S./\$8.99 CAN

ISBN: 0-7869-0785-1

## APRIL

### *Relics and Omens*

Edited by Margaret Weis  
and Tracy Hickman

A *Tales of the Fifth Age* Anthology

In these short stories set after the Chaos War in the dawn of the Fifth Age, the gods have vanished, taking magic with them. Fresh heroes, monsters, and quests arise as the new world takes shape, at once strange and familiar.

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

ISBN: 0-7869-1169-7

## MAY

### *A Saga Companion*

by William W. Connors

A DRAGONLANCE: FIFTH AGE dramatic supplement

At the heart of the DRAGONLANCE: FIFTH AGE game is the art of storytelling. Here are the tools for novice and experienced players and Narrators alike to create better, more enchanting heroes and stories in the flavor of Krynnish tales. This book shows how to get the most out of the SAGA™ roleplaying rules and answers many questions that come up in play. It also tells how to introduce twists and turns in game plots, offers new takes on hero creation, gives alternate ideas for magic use, and provides game ideas that will challenge even the most experienced players!

\$14.95 U.S./\$19.95 CAN

ISBN: 0-7869-1197-2

### *DRAGONLANCE 1999 Calendar*

Edited by Lizz Baldwin

The 1999 DRAGONLANCE Calendar features twelve stunning illustrations from popular DRAGONLANCE artists. It also includes calendar notes, major Krynn holidays, and birthdays of popular characters.

\$12.99 U.S./\$16.99 CAN

ISBN: 0-7869-1193-X

## THE CHAOS WAR SERIES

This year marks the premiere of a new series of novels and game adventures set during Krynn's tumultuous battle with the Chaos God. *The Chaos War* series takes the DRAGONLANCE Saga to a new level of richness and complexity, featuring books and adventures peopled with compelling characters and set within the world-shaking events that mark the ultimate confrontation between Order and Chaos.

The novels and adventures in the series explore important places such as Thorbardin and key characters like Lady Crysanina. Together, these releases create the great tapestry of the Chaos War, against which the events of *Dragons of Summer Flame* were played out. Don't miss them!



# TALES FROM THE RPGA® NETWORK

By Jeff Quick

The SAGA™ game system offers infinite ways to tell your own stories, but what if you could tell shared stories with different people? New faces, new interpretations, new stories. You've found the *Visions of Destiny* campaign cycle.

*Visions of Destiny* is unique in tournament gaming. Although heroes are provided, they are not one-shot characters. Instead, the same heroes appear in every volume over the ten-volume cycle, growing and changing through each installment. *Volume I: Moonsteel Rising* introduces the heroes and their stories as they set sail for Moongaard Keep in search of a missing Solamnic Knight and a legendary sword. These heroic men and women include the following:

**Britta Moonsteel:** A Solamnic Knight of the Crown, Britta strives to uphold her knightly honor while searching for her lost brother and reconciling a forbidden romance.

**Lorekind:** An old, wizened mystic-sorcerer with a gentle nature; he sees more than failing eyes would allow.

**Mithralas Nightsinger:** Mithralas speaks only truth. Though this trait endears him to some, it cost him his heritage and station in Silvanesti society, making him a dark elf.

**Sorrow:** Sorrow waits and plots revenge against Malys for her cruel destruction of his kender homeland. As an apprentice sorcerer, he may yet have his chance.

**Stormdancer:** A warrior, a mystic, and a prisoner to her memories, Stormdancer believes unswervingly in the triumph of Good over Evil.

**Igneous "Hammer" Hammerstone:** Dwarves know many secrets, though Hammer's may be some of the most unusual yet. Be careful what you say . . .

Best of all, the continuing story and each hero's eventual fate depends on your actions in play! After each adventure, players are asked to answer questions about the choices their heroes made and outcomes that resulted. Your answers to these questions will determine the future course of the game.

If you hurry, there's still time to find *Volume I: Moonsteel Rising* at a convention near you. *Volume II: Stormwind Raging*, premiered in August at the 1997 GEN CON Game Fair and will see play through 1998. Volume III of this series premieres this month at the WINTER FANTASY® 1998 Show in Chicago. (Contact Andon Unlimited, PO Box 13500, Columbus, OH 43213 for details.)

After the premiere, each volume is released to conventions around the country (and internationally!) for continued play. Of course, you can always jump in without having played any previous games, but the sooner you start, the more influence you can have over the continuing story.

## WHAT THE RPGA NETWORK CAN DO FOR YOU

The *Visions of Destiny* cycle is sponsored by the RPGA Network. The Network is a worldwide organization of individuals who pursue the enjoyment of roleplaying activity in all forms. Network members advocate the spread of roleplaying, render service to the community, and teach roleplaying games to others, sharing their enjoyment of the hobby.

Just for sitting down and playing a game, you can join the Network at our FELLOWSHIP-LEVEL™ membership. You can begin tournament gaming in a *Visions of Destiny* game, or any of our hundreds of other roleplaying adventures and never have to do anything more.

However, for only twenty dollars, you can join the largest and best roleplaying organization in the world as a GUILD-LEVEL™ member, getting in touch with others who share your interest in playing, designing, and collecting games and adventures. You also get a free subscription to our bimonthly publication, POLYHEDRON® Magazine. As a GUILD-LEVEL member, you can also contribute to POLYHEDRON, find other game fans in your area, and receive absolutely free a thirty-two-page AD&D® game adventure you can get nowhere else. Message boards, Internet chat, and more await you online. Soon you can play Network events without even leaving your home!

Perhaps you'd like to enter Ravens Bluff, a huge fantasy city in the FORGOTTEN REALMS campaign, where your AD&D character can cut deals, fight evil-doers, find fame and fortune, and perhaps live to a ripe old age. Network members play their own characters in LIVING CITY™ events at conventions across the U.S.A. More than three thousand active players participate in the campaign, and only the Network brings it to you on this scale. Take care, though, because in official LIVING CITY tournaments, every encounter may be your last! Nonmembers can try the LIVING CITY, but only members can advance their characters beyond first level.

For more information on how to get involved with the Network, contact us by mail at:

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

Or email us:  
<RPGAHQ@tsr.com>

For faster service, visit our website:  
<<http://www.tsr.com/rpga>>.

The RPGA Network gives you the chance to play with the best of the best, or just play with your best friends. Join us for *Visions of Destiny*, and join up to continue the adventure for years to come.

Although Jeff Quick is the editor of the POLYHEDRON® magazine, he spends his scant spare time drumming up players and judges for roleplaying game events at the Game Center in Seattle. ~



# READER SURVEY

## TELL US WHAT YOU WANT TO SEE!

We want to fill this newsletter with the articles and features that *you* most want to see! To help us out, please take a few minutes and fill out this survey (photocopies are fine), telling us a little about yourself and the things you like about the DRAGONLANCE® Saga.

Mail completed surveys to:

Editor, LEGENDS OF THE LANCE™ newsletter  
 TSR, Inc.  
 P.O. Box 707  
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What would you like to see in the LEGENDS OF THE LANCE newsletter?

Please rate the following topics on a scale of 1 (not interested) to 5 (very interested) by circling your selection.

More interviews with authors, editors, and artists  
 1      2      3      4      5

Mini roleplaying adventures  
 1      2      3      4      5

Short fiction by fan authors  
 1      2      3      4      5

Short fiction by established DRAGONLANCE authors  
 1      2      3      4      5

DRAGONLANCE website and Internet information  
 1      2      3      4      5

Mail-order DRAGONLANCE merchandise catalogs  
 1      2      3      4      5

Previews of DRAGONLANCE works-in-progress  
 1      2      3      4      5

News of forthcoming DRAGONLANCE releases  
 1      2      3      4      5

A DRAGONLANCE fan directory  
 1      2      3      4      5

Free classified ad section  
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Letters section featuring questions from readers  
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Roleplaying hints or supplemental rules  
 1      2      3      4      5

Character-based features  
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Check this box if you do not wish to receive further mailings (aside from more issues of this newsletter).

What is your date of birth?  
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Respondants under the age of 18 must have parental consent to return this completed survey.

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How did you become interested in the DRAGONLANCE Saga? (circle as many as apply)  
 Saw an ad for it  
 Saw the books in a store  
 Played the game  
 A friend's recommendation  
 Saw the books in the library  
 Recommendation from store clerk  
 Other (please explain)

Do you read DRAGONLANCE novels?

If so, who are your three favorite authors (or writing teams)?  
 \_\_\_\_\_  
 \_\_\_\_\_

Where do you buy most of your DRAGONLANCE books? (circle one)  
 Bookstore  
 Game or hobby store  
 Mail order  
 Other

Do you play DRAGONLANCE games?

If so, which ones? (circle all that apply)  
 DRAGONLANCE board game  
 Classic DRAGONLANCE game (ADVANCED DUNGEONS & DRAGONS® rules)  
 DRAGONLANCE: FIFTH AGE® game (SAGA™ rules)

Where do you buy most of your DRAGONLANCE games? (circle one)

Bookstore  
 Game or hobby store  
 Mail order  
 Other

How did you find out about the LEGENDS OF THE LANCE newsletter?  
 \_\_\_\_\_

Which magazines do you subscribe to or read?  
 \_\_\_\_\_

Do you own or have access to a computer? (circle one)


Yes, own  
 Yes, have access to  
 No

If yes, is it a Macintosh or a PC? Which online services do you subscribe to, if any?  
 \_\_\_\_\_

Have you ever visited TSR's website?  
 \_\_\_\_\_

Thank you  
 for your response!





**T**he LEGENDS OF THE LANCE™ newsletter accepts submissions from everyone. We love articles dealing with general DRAGONLANCE® topics (such as new songs, recipes, and stories), ones that provide support material for campaigns, and those that offer a new way to look at some part of the setting. Gaming articles could detail interesting locations (without maps) or new characters.

The guidelines outlined below are primarily for writers interested in submitting articles. If you are submitting a Letter to the Editor, or suggesting a name of a DRAGONLANCE fan to be interviewed, you do not have to follow these guidelines. You should, however, make sure that submissions are as legible as possible. If we can't read your letter, we can't adequately respond to it. See the back cover for more details!

## STEP ONE: SUBMISSION

The road to publication begins when you send us a completed article. You must send a hard copy (neatly typed, double-spaced, on white letter-quality, 8 1/2 inch by 11 inch paper) and an electronic copy (on 3 1/2 inch disk or via email). We prefer that the electronic copy be in Microsoft Word or RTF (rich text format). It is a good idea to include an ASCII file as a backup.

A Standard Disclosure Form must accompany each submission. To get one, please write to us and request one. Remember to send a self-addressed, stamped envelope (SASE) with your request. Those with access to the Internet can download the form from the periodicals area of the TSR website and print it out.

You should also send a cover letter highlighting any special features or other considerations within the submission. Your name, address, and home telephone number must appear on the upper right corner of the first page of the submission. Your name and the page number must be on each subsequent page.

Indicate on the outside of the envelope in which you send the article that you have enclosed a newsletter submission.

Each submission must include a SASE for the editor's reply. If you want your article back, send an envelope with sufficient postage to cover the return mailing. Persons outside the United States should send International Reply Coupons (do not send cash or foreign stamps for return postage). Submissions without sufficient return postage will not be returned. Make sure you keep a copy of the submission for your records.

TSR cannot be held responsible for lost manuscripts. Mail all correspondence to the following address:

LEGENDS OF THE LANCE newsletter  
P.O. Box 707  
Renton, WA 98057-0707  
email: legends@wizards.com

Any article submitted to us must be written in as professional a manner as possible. Spelling, punctuation, and grammatical errors detract from our ability to give your submission a fair reading, as do syntax and organization problems. We strongly urge that you edit your manuscript thoroughly. You should show it to someone with strong editorial skills; another person's viewpoint may improve your article. Often we do not have time to properly edit manuscripts with numerous errors or which seem confusing. This can result in an otherwise acceptable article going unpublished.

Make sure that your article is complete. It must have all relevant game statistics and any other necessary support documentation. Place any tables or charts at the end of your article. Please do not try to make the manuscript look fancy by using artistic fonts; these are more difficult to read. We are interested in what you have written and how it is constructed; a simple font will do.

Because the newsletter is only 16 pages, we cannot often publish long articles. We encourage you to submit articles of approximately 750 to 1500 words. We usually have around 750 words per page, which puts the maximum article length at around four pages. An 8 1/2 inch by 11 inch double-spaced page averages 250 words, so manuscripts should be no longer than 9 or 10 pages.

## STEP TWO: PUBLICATION!

Once you sign a contract releasing all rights to the article to TSR, Inc., we own all publication rights to the article. This means that you cannot resell the article to another publication, even in revised form, without our written permission.

The work must be your own. If you use material from other sources, you must accurately identify your sources. Make sure that quotes match exactly with your source. Be careful not to plagiarize (do not take someone else's writings and attempt to present them as your own). Authors bear full legal responsibility for their writing.

Finally, we reserve the right to edit any submissions for space requirements or grammar corrections. ~



