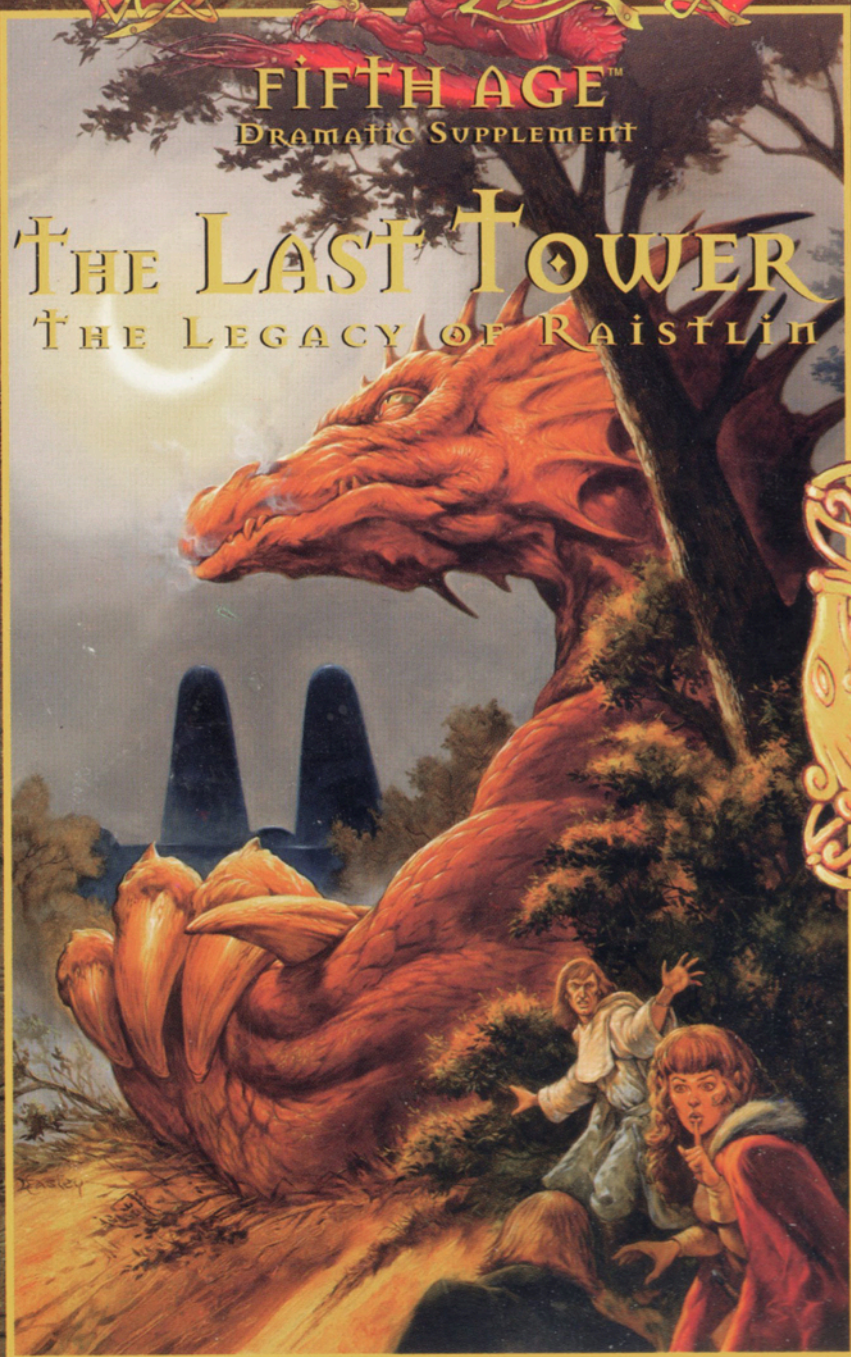


Dragon Lance

FIFTH AGE™
DRAMATIC SUPPLEMENT

THE LAST TOWER THE LEGACY OF RAISTLIN



SAGA™
RULES SYSTEM

PALIN MAJERE



In my youth I longed to follow in the footsteps of my famous uncle, Raistlin, though I soon found that walking in his footsteps also meant walking in his shadow. During the trials of the Chaos War, I threw off that shadow and helped bring my infamous uncle into the light as well. With a heavy heart I bade him, the gods, and the old magic farewell. In the years after the War, the Tower became my sanctuary and my laboratory. Here, I helped discover the gift of sorcery—a new magic for the Age of Mortals.



THE SHADOW SORCERER



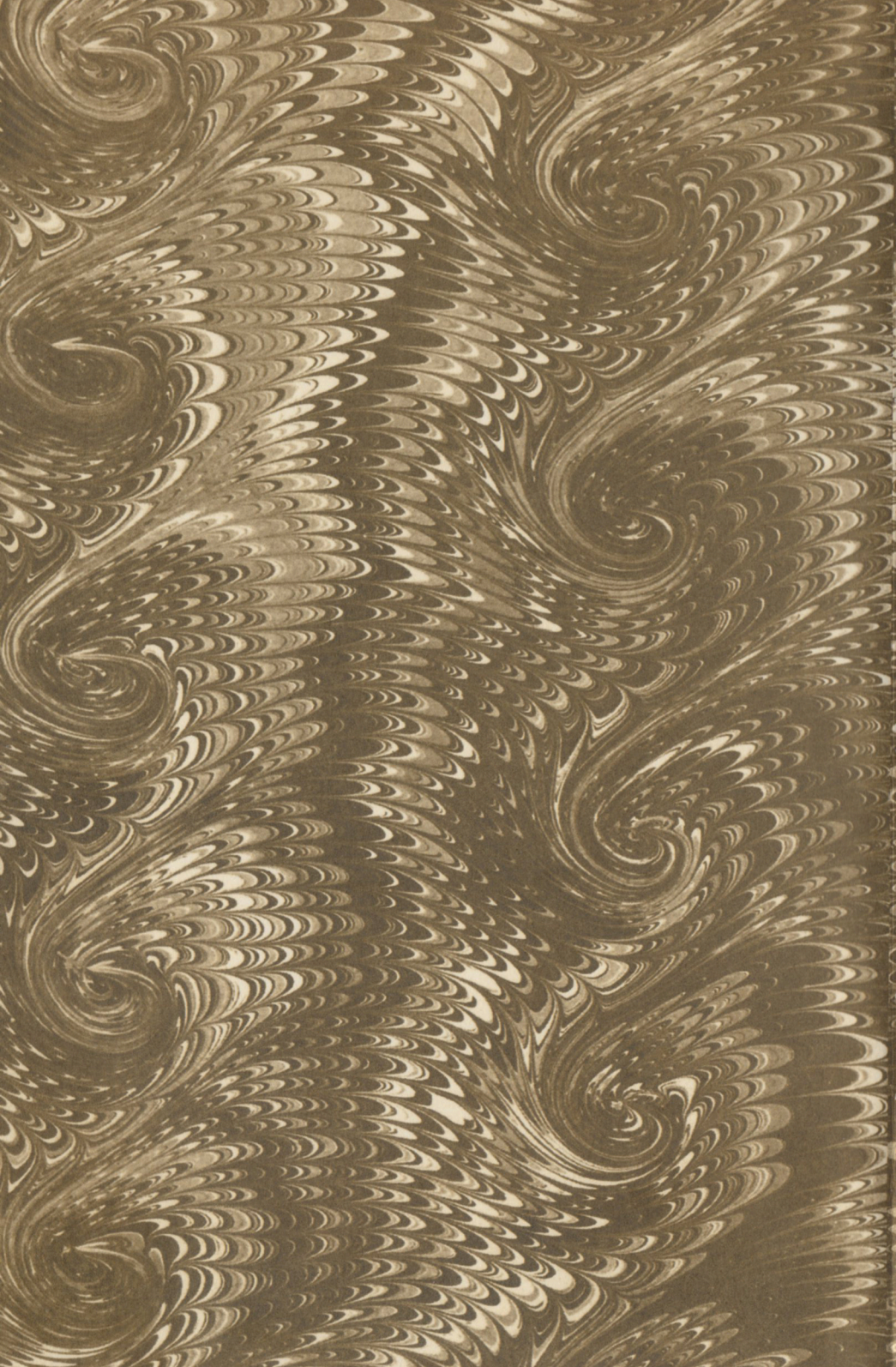
I am the Shadow Sorcerer! What visage lurks behind my mask? Not even the Master knows! Ask me not from whence I came. Destiny (or was it ambition?) brought me to the Tower while Palin searched for new magic and the Master taught those who longed for the old. "Fools," said I. "Look to the past if you would seek the future!" I had not forgotten the primordial magic of Krynn, though I left the others to teach mortals to use it well.



FIFTH AGE™

THE LAST TOWER

BOOK ONE





SECRETS OF THE TOWER



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Author's Foreword



Welcome to the Tower of High Sorcery at Wayreth, a bastion of magic that has stood for three millennia. This Tower, where famed archmage Raistlin Majere once took his Test of High Sorcery, has endured two world-shaking cataclysms, one attempt to overthrow the gods, and no mortal knows what else!

This book puts the most exhaustive collection of lore about the Tower right at your fingertips. The basic material is drawn from twelve years' worth of DRAGONLANCE® novels and games. Best of all, these coveted *Secrets of the Tower* have been updated to the current Fifth Age of Krynn and adapted for the SAGA™ rules system.

Within these pages, you'll glimpse the mysterious residents of the Tower and some of the magical treasures stored within. Chapter One delves into the building of the five Towers of High Sorcery and the history of Wayreth in particular. Chapter Two looks more closely at the area around the Tower as it exists today. In Chapter Three, you receive a visitor's tour of the Tower—plus you get to peek into areas no visitor is allowed to enter, including the Master of the Tower's study and Palin Majere's laboratory. This chapter also includes valuable maps to help you plan your own unique scenes in and around the Tower. Finally, Chapter Four presents an accounting of Krynn's items of magic. The description of each item is taken from the journals of a learned mage, and game details for each one explain the object's arcane powers and how heroes can use them in adventures.

If you're interested in reading more about the Towers of High Sorcery, especially Wayreth, look for these DRAGONLANCE books:

- The Legends trilogy: *Time of the Twins*, *Test of the Twins*, and *War of the Twins*, by Margaret Weis and Tracy Hickman.
- The Defenders of Magic trilogy: *Night of the Eye*, *The Medusa Plague*, and *The Seventh Sentinel*, by Mary Kirchoff.
- *The Reign of Istar* (especially "The Silken Threads"), an anthology.
- *Hammer and Axe*, by Dan Parkinson (an entertaining though largely apocryphal tale involving the Tower, told from the dwarven point of view).
- *The Magic of Krynn* (especially "Test of the Twins" and "The Legacy"), an anthology.


Your trip through the Tower will introduce you to magic from all of Krynn's Great Ages, including the Age of Mortals. Enjoy the journey!



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CHAPTER ONE



he Tower of Wayreth had been, for centuries, the last outpost of magic upon the continent of Ansalon. Here the mages had been driven, when the kingpriest

ordered them from the other Towers. Here they had come, leaving the Tower in Istar, now under the Blood Sea, leaving the accursed and blackened Tower in Palanthis.

*—Lore of the Tower,
Time of the Twins*

Towers of High Sorcery once stood in Palanthis in northwestern Ansalon, Daltigoth on Southern Ergoth, Wayreth within the Qualinesti Forest, the Goodlund Peninsula in the east, and doomed Istar in the northeast. Although the Tower at Wayreth is the only one still standing in the Fifth Age, these magical constructions all share a common history—one that begins long ago, in the Age of Dreams, when the power of High Sorcery came to the land of Ansalon.

High Sorcery is Born

Three thousand years ago during the Second Dragon War, when the First Born Five dragons ravaged the land, three mages summoned potent magic and commanded the elements to swallow these Evil wyrms forever. The spell defeated the dragons, but the mages could not control the power they had

unleashed. The spell ran wild. Thousands died in the earthquakes, storms, fire, and floods that raged for months.

Fearing for their lives, the mages retreated to a tower and called upon the gods of magic—Solinari, Lunitari, and Nuitari—for aid. The gods heard their pleas. They seized the tower and moved it to a place beyond the world where they could teach the three mages a new magical art: High Sorcery. The gods of magic then clouded the minds of other mortals so the wild mages left after the war could escape into the wilderness.

For a century, the gods tutored their three disciples in the ways of High Sorcery. This arcane power, much more controllable than the wild magic that came before, was a powerful way for spellcasters to harness Krynn's primordial magic. The mages ultimately mastered this new magical art and became the first wizards of High Sorcery. They returned to Krynn at the gods' command to lead other wild mages out of hiding and to teach them the new magical art. To this end, the wizards formed the three Orders of High Sorcery to train, protect, and govern wizards.

Each order dedicated itself to one of the three gods and to the magic that god had bestowed upon the world. The Order of the White Robes followed Solinari, the god of good who held dominion over quiet and constructive magic. The Order of the Red Robes pledged itself to Lunitari, the goddess of Neutrality whose domain was illusion and reshaping magic. The Order of the Black Robes followed Nunitari, the god of Evil who held dominion over commanding and destructive magic.

Once the three wizards had returned to Krynn, the gods of magic closed the way to the original tower so no ordinary mortal or wizard could learn the secrets it harbored. This tower became known as the Lost Citadel. During the Fourth Age, at least two wizards—the former head of the Red Robes Belize and the

HISTORY OF THE TOWER

renegade wizard Lyim Rhistad—attempted to locate and enter the Lost Citadel so that they, too, could learn secrets from the gods of magic. Both attempts failed, however, and the Lost Citadel was completely cut off from Krynn when the gods departed after the Chaos War. It might even have been destroyed—no mortal knows for sure.

Building the Towers


To carry out their mission to spread magical knowledge and to protect their new art, the wizards built five towers that would serve as bastions of magic in a hostile world. These Towers of High Sorcery also would serve as neutral ground where the wizards could meet and practice their magical arts, free of the enmities and concerns of the wider world.

Building a Tower was no small undertaking. Besides being an impressive structure, each Tower also was a powerful artifact. A committee of wizards from all three orders set the general design: a multi-spired tower surrounded by a magical forest. The construction was left to wizards living near each Tower's site, so each of them was unique in its details.

In constructing the Towers, the wizards wished to honor the gods of magic who had taught them the art of High Sorcery. They also wanted to make the enchantments they used to create each Tower as strong as possible. Therefore, they chose possible Tower sites only after carefully observing Krynn's three moons, which represented the gods of magic in the heavens and exerted great influence over wizardly magic.

Once their astronomical observations were complete, teams of three wizards, one from each order, visited every potential site, making further observations of the moons and examining the





area's magical properties. According to a fragmentary manuscript penned by one Megistal, a wizard of the Red Robes, an ideal site was a place:

- Where high was low and low was high;
- Where yesterday, today, and tomorrow formed a perfect circle; and
- Where Krynn's three moons periodically formed the points of a perfect triangle whose exact center would fall directly over the Tower.

In addition, arcane lore claims the sites were all linked through the flesh of Krynn and the spirit of the Conclave. When one Tower was destroyed—as were those at Daltigoth and Goodlund—the others became stronger.

Though the early astronomical observations indicated that the continent of Ansalon held at least seven sites with favorable magical properties, the wizards initially chose to build only five Towers.

When planning a Tower, the wizards also had to weigh such mundane considerations as the number of wizards living near each site (to help with the construction both magically and physically), the availability of building materials, and whether anyone living nearby might object to the wizards' presence—the dwarves of Thorbardin thwarted one attempt to build a Tower. Still, some wizards insisted that magic would never be properly balanced until Towers stood at all seven locations, and attempts to construct the two additional Towers continued sporadically for centuries.

The five sites all had outstanding magical properties and stood in wilderness areas, far from civilization. Three of the sites, however, also proved ideal for settlement and, as the centuries passed, the cities of Daltigoth, Palanthas, and Istar grew up around these Towers. Only the Towers at Wayreth and Goodlund remained remote.

Stones of Threes

To speed construction, the wizards created seven stones of threes. Each stone looked like a large, conical gem with

hundreds of facets. The stone's color rapidly switched between red, white, and black. As a team of wizards planted a stone of threes at a Tower site, they initiated a series of spells to raise the Tower's foundations from the bones of the earth and create a magical field where the Tower's surrounding forest would grow. These forests sprang into existence overnight, complete with their protective magical qualities (see page 7). The building's magical foundations were complete in a week. The process of creating the foundation and forest consumed the stone of threes.

With these two elements in place, the wizards completed the structure with a combination of physical labor and magical effort. However, it took decades to actually finish a Tower. The forest protected the wizards and their assistants while final construction proceeded.

The wizards used only five of the seven stones of threes to create Towers. One stone fell into the hands of the dwarves of Thorbardin sometime between 2150 and 2000PC, when the dwarves stopped a group of wizards from building a Tower on their land. Only the dwarves' account of the dispute survived the Cataclysm, and then only in the form of a myth featuring exaggerated tales of dwarven heroism and prowess. Not even the dwarves know exactly what happened to the stone, but divinations cast during the kingpriest of Istar's siege on sorcery (which commenced in 19PC) revealed that the stone had been destroyed. The seventh stone was lost during the Cataclysm, and its whereabouts remain a mystery.

Through the Ages

The Towers of High Sorcery proved effective in sheltering and nurturing magic throughout the Third Age. The wizards primarily used them as centers for teaching and study; each Tower contained a substantial library, a stockpile of enchanted items and materials useful in magical research, and a series



of chambers where aspiring wizards could undergo the Tests required to enter the Orders of High Sorcery.

Almost a century passed before most residents of Ansalon became aware of the Towers' existence; by the time the Towers' function and locations became widely known (c. 2400PC), magic's reputation had improved. Memories of the terrible destruction loosed by wild magic at the end of the Second Dragon War still lingered, but sensible Ansalonians began to understand that magic had changed into something that could be controlled and harnessed to useful ends.


Guardian Forests

Many people still feared magic, however, and others seemed curious about what the Towers held. Inevitably, people tried to approach the Towers without permission from the wizards, intending either to spy or destroy. The protective forests surrounding the Towers demonstrated their value by discouraging unwanted visitors.

Each forest had a different effect. The one protecting the Tower at Daltigoth caused trespassers to fall into dreamless slumber. Intruders approaching the Tower of Istar forgot why they had come. The forest of the Tower in Goodlund filled uninvited guests with all-consuming passion.

Surrounding the Tower at Palanthas was the protective forest—called the Shoikan Grove—with the most sinister reputation. This small grove of oaks generated an aura of fear so powerful no intruder could penetrate it. Only visitors with special talismans could traverse the Shoikan Grove and approach the Tower. Perpetual twilight brooded under the grove's branches.

The forest surrounding the Tower at Wayreth proved to be the most potent of all, however. It looked like an extensive stand of normal hardwood trees, but actually was a transdimensional field—a pocket of space that did not actually exist on Krynn, but adjacent to it. The apparent size and exact location of this forest varied from one moment to the



next, depending on where the field touched Krynn at the time. While the details of the transdimensional field's workings were quite complex (see Chapter Two), the upshot was this: Nobody could find this Tower unless the wizards there had invited him to visit.

Members of the Order of the Black Robes took primary responsibility for—and special pride in—Shoikan Grove. In the other four locations, the duty of maintaining the guardian forests fell to wizards of the Red or White Robes.

The Greatest Towers

The Towers at Palanthas and Wayreth proved noteworthy for reasons beyond their protective forests. The Tower in Palanthas was widely believed to be the most potent magically, and it was there that the mages worked their greatest feats of wizardry. During the Third Dragon War, all three orders met at this Tower to create the five Dragon Orbs that called the dragons to their doom.

From the start, the Tower at Wayreth was intended to serve as the seat for the *Conclave of Wizards*. This body consisted of twenty-one wizards—seven from each order—and governed all three factions. Three Conclave members served as heads of their respective orders, and one of these three also bore the title Master of the Conclave.

The Tower of Wayreth also proved the sturdiest of the five—even when Heroes of the Lance Caramon Majere and Tasslehoff Burrfoot visited an alternate future in which most of Krynn had been obliterated, they saw that the Tower of Wayreth remained untouched.

Kingpriest and Cataclysm

By the end of the Age of Might, the wizards had made a place for themselves. Thanks to their Dragon Orbs, they could claim to have saved the world during the Third Dragon War. Suspicions of wizards and magic still

ran deep, but every village, hamlet, and city neighborhood had its resident wizard. People respected wizardly power, even if it made them uncomfortable.

However, late in the Third Age, the Orders of High Sorcery felt the oppressive hand of the corrupt kingpriest of Istar. Starting in 118PC, the holders of this office issued proclamations designed to purge the land of everyone not considered a follower of Good. Inevitably, the kingpriest's suspicions fell on the Orders of High Sorcery. He neither understood the wizards' power nor accepted their commitment to a balance of Good, Neutrality, and Evil. By 19PC, the kingpriest had incited his followers to attack the most obvious manifestations of the mages' power—the Towers.

In response, the Conclave voted to abandon, then destroy, the Towers at Daltigoth and Goodlund rather than allow them to fall into the hands of angry, ignorant mobs. For the first time since the creation of the Dragon Orbs, wizards of all three orders gathered in Palanthas and worked a spell that caused the two Towers to explode.

The blasts caused such devastation, even the kingpriest was taken aback. He decided to negotiate with the wizards, persuading them to withdraw quietly to the Tower at Wayreth and leave intact the Towers in his home city of Istar and in heavily populated Palanthas. The wizards agreed, but they knew the kingpriest would seize the treasures held in those two Towers.

As it happened, the kingpriest captured only the Tower in Istar. Rather than let the powerful Tower at Palanthas fall into the kingpriest's hands, a Wizard of the Black Robes, Rannoch, hurled himself from the Tower's spire. Rannoch's body was impaled on the gates. With a dying curse, he barred all beings from the Tower until the day that the Master of Past and Present should return with power.

Shortly after the retreat to Wayreth, the Cataclysm struck, destroying the city of Istar and with it, its Tower.

Latter Ages

Through most of the Fourth Age, the Tower of Wayreth served as the sole bastion of High Sorcery on Ansalon. Even when the ambitious Raistlin Majere—Master of Past and Present—reopened the Tower at Palanthas in 365AC, he used it strictly for his own ends. His apprentice, Dalamar, took over the Tower after 358AC, returning it to the Conclave's service. However, Raistlin's influence did not actually leave the Tower, and the Conclave never fully regained control over it.

Both remaining Towers survived the Second Cataclysm, but in 1sc a mysterious robed figure appeared in Palanthas and caused its Tower to implode. The bulk of the Tower simply vanished, leaving only a few shards of rubble and a great black mark on the ground. The Shoikan Grove still stood—guarding nothing. Curiously, at about the same instant, most volumes in Palanthas's Great Library vanished without a trace. This bizarre attack once again left Wayreth as the sole functioning Tower.

Even before the destruction of the Tower in Palanthas, High Sorcery had left Krynn—it disappeared when the gods withdrew from Krynn after the Chaos War. The magical items created by the old Orders of Magic constituted the last vestiges that arcane system.

The Tower of Wayreth itself seemed unaffected by the loss of magic, however, and continued to serve Ansalon's wizards while they searched for new forms of magic. In 28sc, Conclave leader Palin Majere joined two enigmatic colleagues, the Master of the Tower and the Shadow Sorcerer, at Wayreth to consider Ansalon's magical difficulties. By pooling their knowledge, the trio discovered the new art of sorcery, which draws on the primordial magic of Krynn without the intervention of the gods of magic or their traditional methods. With the discovery of the new sorcery, the Conclave was officially dissolved, though the Tower of Wayreth still holds a wealth of magical knowledge and power and remains an unassailable bastion of magic.

Raistlin and Wayreth's Tower

Although many of Krynn's loremasters are quick to associate the infamous Black-Robed archmage with the Tower of Palanthas only, Raistlin Majere's early life as a spellcaster revolved around the Tower at Wayreth.

Wayreth was the only active Tower during Raistlin's youth: The curse on the Tower in Palanthas effectively closed it, and the others had been destroyed. Growing up in Solace, Raistlin constantly saw hopeful wizards making their way south toward the Wayreth to take their Tests of High Sorcery. In time, he took his Test there as well, becoming the youngest mage ever to do so (his nephew, Palin, would later take his Test at the same age).

A popular legend suggests that the Test of High Sorcery is not the only major event of Raistlin's life to take place in Wayreth Forest. Bards across Ansalon repeat the story of "Raistlin's Daughter," born to his Irda soulmate after a liaison in Wayreth Forest just after his Test. Raistlin, during his brief reappearance during the Summer of Chaos, is said to have refuted the story.

From Wayreth, the Conclave sent Dalamar to be Raistlin's apprentice (and to spy on him) in the days following the War of the Lance, when the archmage served as Master of the Tower at Palanthas. Raistlin only returned to the Tower at Wayreth in an alternate future seen by his twin, Caramon—a future in which he defeated the Dark Queen and ruled Krynn as a god. Legends still speak of this mythic visit, especially the torments Raistlin inflicted upon the old Conclave leader Par-Salian while gloating over his victory.

Even today, Raistlin's Room at the Inn of the Last Home remains a frequent stopping point for sorcerers and aspirants traveling through Solace south to the Tower at Wayreth. Although Raistlin has reportedly gone from Ansalon to resume his long sleep, it seems the ties between him and Ansalon's last Tower of High Sorcery will not soon fade away.



CHAPTER TWO



n reflection, the back-breaking weeks he'd spent as a ship hand to pay for his passage were nothing compared to the days of fear and frustration he'd already spent in search of the Tower of High Sorcery. Wayreth Forest was thick, tangled, and difficult to traverse, with few discernible paths. The trees and bushes were twisted into weird, creepy shapes, made even more frightening by the ever-present, distant sounds of wolves and bears.

—An aspirant seeks the Tower, Night of the Eye

The Tower's location at any given time remains uncertain, because of the transdimensional field surrounding it. The actual construction site was in the southern reaches of Wayreth Forest, which (at the time) stretched from borders of Thorbardin north almost to Solanthas. After the signing of the Swordsheath Scroll in 2073PC, the central and northern portions of the forest became the elven nation of Qualinesti.

After the first Cataclysm, the forest's northern third all but ceased to exist. The New Sea swallowed up large tracts, and shifting weather patterns changed much of the rest into open plains.

With the coming of the Green Dragon Beryllintranox, the forest surrounding the Tower has expanded south to the shores of Ice Mountain Bay and east almost to the city of Tarsis.

Landscape and Climate

When most people speak of the Forest of Wayreth today, they refer to the area in the Tower's immediate vicinity, not to the entire surrounding forest. This region is bordered on the north by the Ahlanlas River (which marks the Qualinesti border), to the south by the Windsrun River, to the west by the Straits of Algoni, and to the east by the Kharolis Mountains.

The forest contains many types of broad-leaved trees: Oaks, maples, ash, vallenwood, pear, peach, and apple predominate. Wayreth's fruit trees tend to be low and hardy, with small, sour fruit. In higher elevations to the east, the hardwoods give way to fir and pine, while the moist soil near the riverbanks holds stands of poplar, birch, and aspens.

Like neighboring Qualinesti, Wayreth experiences snowy winters and wet springs. Summer and autumn weather tends toward the cool and dry, though sunny areas in the forest can become uncomfortably hot during midsummer.

The Wayreth region is infamous for its rolling hills and misty dells that all seem to look alike. The roughest areas lie to the east, where foothills meet the Kharolis Mountains. To the west, the land rises and falls in gentle swells that gradually diminish as land meets sea. In ages past, many aspiring young wizards became tired and discouraged from tramping through the woods toward their goal; just getting close to the Tower requires purpose and determination.

Residents

Wayreth Forest has no permanent settlements other than the Tower of High Sorcery. The sixty or so sorcerers living year-round in this arcane bastion follow the Master of the Tower, a mysterious and powerful figure who serves as

THE TOWER'S ENVIRONS

the Tower's keeper. The sorcerers mostly remain inside, and seldom wander far when they do go abroad.

The ruins of Mann in the forest's eastern mountains reputedly hold a colony of draconians; if so, they have hidden themselves well. Elven legends have long held that some unknown creature of darkness lurks in the southwestern fringe of the wood, not far from the banks of the Windsrun.

Some elf and human refugees, fleeing Beryl's realm, live temporarily on the fringes of the forest. They seldom stay long, however, as the dragon's minions hunt such insurgents there. The harsh winters make living outdoors untenable even without threats from enemies.

Despite the near state of war in the fringes, most of Wayreth Forest teems with woodland creatures—birds, squirrels, insects, deer, and badgers, just to name a few. Wolves and bears lurk in thickets, seeking prey. The forest's heart, however, houses little animal life. Most natural creatures shun the enchanted depths of the wood, where time and distance become distorted and the very trees seem dead.

A copper dragon, Clang, apparently disdains the forest's sinister reputation. She makes her lair in the eastern highlands and treats the whole of Wayreth Forest as her domain.

Beryl and the Tower

For a piece of enchanted woodland whose chief settlement is a colony of hermetic sorcerers, the Forest of Wayreth sees quite a bit of intrigue and outright hostility these days.

Beryl, the Green Dragon and overlord of greater Qualinesti, claims all of Wayreth Forest as her own. The whole region does lie within her borders (see *Dusk or Dawn*, Chapter Two).

It is not only the desire for territory that fuels Beryl's aggression. The Tower

of High Sorcery represents a great prize—if Beryl could capture it and master its secrets, she would control a source of power to let her challenge Malystriyx and reign over all Ansalon.

On a more immediate and practical level, the Forest of Wayreth has proven a convenient sanctuary for all those who would challenge Beryl's rule. Rebels who disappear into its depths remain out of the Great Dragon's reach until they choose to venture out again. The copper dragon Clang finds similar protection in the Tower's shadow, and nowhere on Ansalon does a lesser dragon challenge an overlord as she challenges Beryl. The Green's inability to conquer the Tower provides Beryl's downtrodden subjects with a constant reminder that her power is not absolute.


Understandably, the Green Peril has become frustrated and embarrassed by her failure to locate the Tower. After nearly ten years of effort, Beryl has begun to understand that she will probably never find it. She still sends parties of elves to seek it, even though she knows they will find nothing. Abandoning the search would be admitting defeat, however, and Beryl isn't ready to do that. She also reasons that her continued efforts might lead to success in some unforeseen manner.

The Green's Campaign

Recently, Beryl adopted a new strategy aimed at isolating the Tower. Banshees, Dark Knights, young green dragons, and a host of other creatures comb Wayreth's enchanted borders, attacking any rebels or pilgrims who might try to approach this magical refuge. Denying others access to Wayreth's secrets, just as she has been denied, assuages the dragon's anger—and makes the forest a less inviting place for her enemies to hide.

The strategy has been less effective than Beryl hoped, though, because her agents have difficulty pursuing their





quarry through the magically shifting forest. These sentries even have trouble maintaining their posts on the forest's borders, as the wood seems to shift inexplicably without warning. However, the dragon's scheme makes any journey in Wayreth's vicinity a perilous one.

While Beryl's efforts have brought her no closer to conquering the Tower, her campaign has made an impression upon the meeker elements within her realm. Beryl commands young green dragons, banshees, Dark Knights, draconians, and other creatures who strike fear into elven hearts.

Beryl also commands a unit of Knights of the Thorn—the order of Dark Knight sorcerers—to use as a foil for the wizards at the Tower. Thorn Knights, also called Gray Robes, often accompany their fellow Knights of Takthis on sweeps of the woodland border, to help defeat any sorcerers they might encounter. However, Beryl keeps the bulk of her sorcerers hidden away as a secret reserve.

The Master's Response

The Master considers Beryl's campaign against the Tower in itself a small victory for the dragon's enemies. After all, Beryl is unlikely to attack Solace or any take serious action against free realms such as Thorbardin while she remains preoccupied with the Tower. While the Master's overriding interest is protecting the Tower, he also seeks to help the folk of Ansalon survive until they find a way to defeat the Great Dragons.

The Master prefers more subtle tactics in his battle with the Green. He manipulates Wayreth's transdimensional field so Beryl's troops tend to lose the trail when pursuing anyone through the wood; her servants literally find themselves running in circles when the Master turns his eye on them.

He gives his first priority to sorcerers traveling to the Tower, but lends aid to anyone if he has the means. He stays in contact with the elves' Speaker, Gilthas, and other leaders of the elven

resistance, and stands ready to assist whenever the elves need a little extra help. Palin Majere and the enigmatic Shadow Sorcerer maintain close ties with the Master and lend their talents to his campaign against Beryl.

Refugees who can evade Beryl's troops and enter the forest's depths often do locate the Tower. From there, the Master magically transports them to Southern Ergoth or Abanasinia.

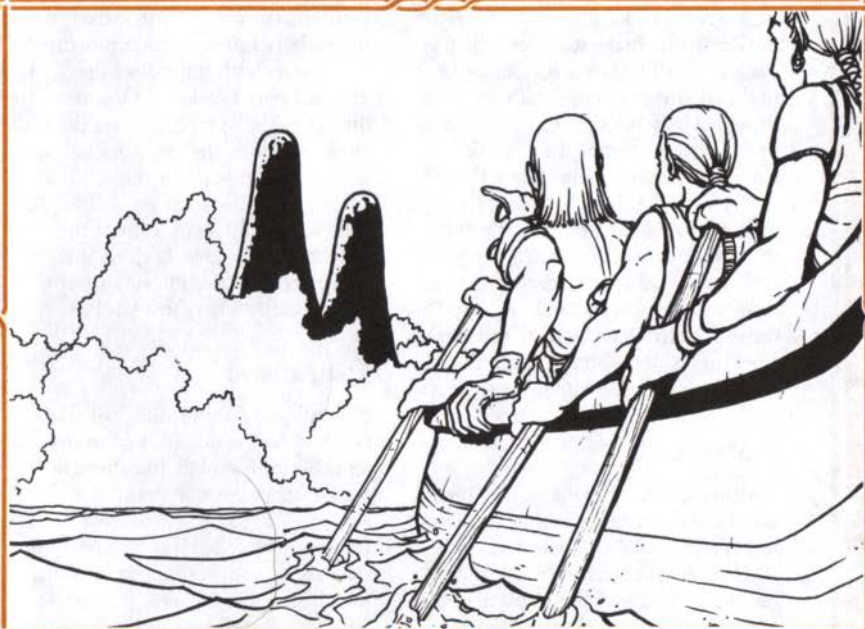
For all the Master's activism, the Tower's other residents remain aloof from the struggle around them. They devote their hours to magical studies and consider the Tower a sanctuary from a world gone mad.

Despite his continuing skirmishes against the Green Dragon and his other concerns, the Master turns most of his attention toward preserving magical knowledge and helping sorcerers explore the limits of their skills. Unlike the Academy of Sorcery in Solace, the Tower serves only those who already have mastered the art of magic and demonstrate an unflinching commitment to it.

The Tower contains laboratories for magical research and a vast library of magical lore. The task of maintaining these facilities falls to the Tower's permanent residents, whose dedication to magic is absolute. Only sorcerers who have passed a Test of High Sorcery can use the laboratories and library, provided they observe the rules (see Chapter Three). Sorcerers born after the fall of High Sorcery still may win the right to study at the Tower, for the Master continues to devise and administer Tests in the Fifth Age. While the old Orders of High Sorcery are no longer a force on Krynin, the Master believes the Tests remain an excellent means of challenging young spellcasters in the ways of their art.

Economy

The Tower provides a self-contained community for its residents. Magic takes care of basic needs such as food, water and waste removal. The residents



occasionally collect herbs and hunt game in the forest, but they take care to remain in its depths, where Beryl's servants cannot reach them. A few more enterprising Tower residents also collect fruits and nuts—Wayreth's apples, pears, and peaches aren't good for eating, but they make excellent preserves. (Not every bubbling pot within the Tower contains an experiment.) A few residents also cultivate plants within the Tower (see Chapter Three), but the effort provides more of a pleasant distraction than actual sustenance.

The Tower's laboratories require a steady supply of rare and unusual materials for magical experiments (material created through magic just won't do). The Master uses his magic to maintain a steady trade with the dwarves of Thorbardin, acquiring minerals and crystals in return for spell-casting and food; Palin Majere serves as a mediator. Sorcerers from all over Ansalon contribute other rare and unusual materials as they can.

Notable Sites

Several locales in and around Wayreth Forest merit additional description. The poster map of Wayreth Forest pin-points each of their locations.

Ahlanost

A Qualinesti village with about five hundred residents, Ahlanost derived its name from the Ahlanlas River, whose source lies in the Kharolis Mountains just a few miles east. The river is no more than a swiftly flowing brook here, however.

Ahlanost's two major streets wind through groves of trees, making the place look more like a park than a village. The elves' wooden homes stand amid orchards and gardens looking decidedly treelike, with their curving walls and conical roofs. Sadly, many homes were abandoned when Beryl assumed control of Qualinesti; their residents have become either refugees or casualties from Beryl's conquest and malevolent rule.



The village's location near Wayreth's border would make it an obvious way-station for elf fugitives seeking refuge in the mountains or at the Tower. Such thoughts may have prompted Beryl to keep a strong contingent of Dark Knights quartered here. These Knights disdain the elves' lovely homes and have constructed a timber fort east of the village. A small green dragon, Virtrian (*young adult male dragon, dishonest demeanor*), lairs near the village. This dragon, called Vale by men and elves, spies on residents and Knights alike, reporting all he sees and hears to Beryl.

Havlinost

Another Qualinesti village, Havlinost nestles in a bend in the Ahlanlas River, which runs broad and deep this far west.

Havlinost supports about eight hundred elves, who live in homes built in the same style as those in Ahlanost. Like that village, Havlinost has lost some population since Beryl took over, and a unit of Dark Knights keeps watch on the Wayreth border. The elves of Havlinost do some fishing in the river, but the Knights keep a sharp eye on all the boats and make sure everyone is docked by sundown. A circle of standing stones less than a half mile north of the village serves as a lair for at least two banshees, once villagers. The lost huldrefolk built the circle, legends say, but it has been abandoned since at least the Age of Dreams.

A Hidden Lair

A family of trolls have made their home in a cave overlooking the Windsrun River since at least the Fourth Age. The family's dominant female wears a magical ring that renders her invisible until she attacks.

These trolls prey on unwary travelers moving along the river. However, since Beryl has extended her forest within the last few years, river traffic has tapered off, forcing the trolls to range farther afield. The Green

Dragon's troops know that trolls live in the vicinity (after several unfortunate encounters with them after the Summer of Chaos) and avoid the area when they can. They prefer to leave the trolls alone, knowing the creatures will do some of their work for them.

The trolls use their great strength to roll huge boulders in front of the mouth of their cave, keeping it well concealed. Not even Beryl's troops know exactly where this lair lies.

Lauranost

A Qualinesti fishing village of about two hundred residents, Lauranost contains buildings much like those in Ahlanost, except that many more lie vacant—dozens and dozens of them, in fact. Soon after Beryl took control of Qualinesti, some of Lauranost's fishermen began ferrying refugees to the Southern Ergoth city of Qualimori.

Beryl decided to make Lauranost an example of what happens when her subjects defy her. With one ferocious attack, she killed half the town's residents. Then she and her minions marched most of the survivors inland to serve as subjects for her sinister magical experiments.

The Green Peril allows ships plying the Straits of Algoni to dock here, but teams of Dark Knights carefully inspect every outgoing vessel for stowaways. As they imprison any elf they find aboard—even those not from Beryl's realm—most ship captains avoid Lauranost.

The remaining elf residents still fish, but only from small, leaky boats that wouldn't survive a minute outside Lauranost's quiet cove. The Dark Knights garrisoned here inspect the boats regularly to make sure the elves haven't made them seaworthy.

The Ruins of Mann

The dwarves of Thorbardin excavated a series of tunnels in Mann during the Time of Light some two thousand years ago. This complex served as a defensive

outpost guarding trade routes to Ergoth. During the War of the Mountain, Mann became a critical fortification guarding Thorbardin's flank. Humans overran it during the war and, after signing the Swordsheath Scroll, the dwarves decided not to rebuild the fortress, instead concentrating their efforts on building the fortress Pax Tharkas north of Thorbardin.

Gully dwarves soon moved into the ruins of Mann, where they remained undisturbed until the War of the Lance. After Dragon Highlord Verminaard met his defeat at the hands of the Heroes of the Lance, some draconian deserters from Verminaard's dragon-army fled to Mann; the gully dwarves hardly noticed. After the defeat of the Dragon Highlords at the end of the War of the Lance, more draconians fled to Mann, finally driving the gully dwarves into the depths of the ruins.

When the Knights of Takhisis assaulted Qualinesti during the Summer of Chaos, these draconians came out of hiding to assist the dark paladins—but did not reveal where they had come from. After the Chaos War, the surviving draconians returned to Mann laden with booty taken from Qualinesti. There they lived in comfort until the copper dragon Clang discovered them during the Dragon Purge and wiped them out.

Today, gully dwarves are once again the masters of Mann, though Clang occasionally uses the ruins as a resting place. Inspired by the dragon's example during the Dragon Purge, the gully dwarves of the Mann and Thim clans delight in tormenting intruders with simple pranks. They regard Clang with worshipful awe.

The Tower of High Sorcery

The "Tower of High Sorcery" site on the poster map shows where the wizards planted the stone of threes in Wayreth back in the Age of Dreams (see Chapter One). This location serves as

the center point for Wayreth Forest's radius of apparent movement.

In essence, the spot marks the true location of the Tower of High Sorcery. In practice, no being can travel directly there, because of the warped reality surrounding the Tower.

Windkeep

Humans built the stone fortification known as Windkeep during the peaceful era following the signing of the Swordsheath Scroll two thousand years ago. Although hostilities between human, dwarf, and elf had dwindled, plenty of dangerous monsters still roamed the land, requiring the fortress.

The castle stands on a spit of land where the Windsrun River and a tributary meet. The Windsrun flows wide and deep along the fort's south wall, providing a formidable barrier to attackers. The tributary, called the Wizard's Run, guards the north flank. The stream is fairly shallow, but the keep's builders dredged a deep channel in the streambed where it follows the castle wall. Invaders trying to wade the stream often get a nasty surprise when they reach the unexpected channel. A moat along Windkeep's west side effectively makes an island out of the patch of ground where the fortress stands.

The castle once guarded a string of farming villages between the Windsrun River and the tundra to the south. Most villagers fled to Tarsis during the Dragon Purge, seeking refuge from the green dragons dueling over the forest to the north.

Beryl's expanded forest has overrun the abandoned farms. Travelers passing through the area often stumble across intact homes and barns caught in the wooded embrace.

A large contingent of Dark Knights serving the Great Green use the castle now. They patrol Wayreth Forest's southern border, in keeping with Beryl's attempt to isolate the Tower of High Sorcery.



CHAPTER THREE



he Tower of High Sorcery at Wayreth is at the best of times . . . difficult to find. Guided by the powerful Wizards of the Conclave, the tower roams its

enchanted forest, the wildest of the wild creatures within its boundaries. One often sees young mages standing, hovering, on the outskirts of Wayreth Forest, their breath coming fast, their skin pale, their hands nervously clenching. They stand hesitating on the outskirts of their destiny. If they are bold and enter, the forest will permit them. The tower will find them. Their fate will be determined.

—Approaching the Tower, “The Silken Threads” in The Reign of Istar

As one of the very strongest magical artifacts on Krynn—perhaps the strongest artifact—the Tower possesses an array of powers that most people, even sorcerers, don’t fully appreciate. The Tower is best known for its legendary mobility, but that’s only one of its abilities.

Note: Unless noted otherwise, the information presented in this chapter is for the Narrator’s eyes only. Stories about the Tower abound in Ansalon, but the real details remain elusive to heroes.

The Approach

The Tower’s legendary mobile nature (see sidebar, next page) poses a challenge to those seeking the magical fortress. Many have tried to locate someone who has been there, thinking such a person could describe the route through Wayreth. Honest folk usually refuse to answer such requests, but the unscrupulous might pretend to have useful knowledge. The fact of the matter is that:

- ❖ No one knows where the Tower of Wayreth truly lies; and
- ❖ Only the Tower of Wayreth can guide visitors to itself.

Clearly, a sorcerer who has visited the Tower a hundred times has no more knowledge of its true location than a gully dwarf would.

Only once in the history of Krynn was anyone able to approach the Tower without permission. During the Fourth Age, the renegade wizard Lyim Rhistadt used Ventyr—a powerful, antimagical artifact—to paralyze the Tower’s defenses and attack it. Bram DiThon, a nobleman from Northern Ergoth, helped the Conclave thwart Rhistadt.

The wizards presented Ventyr to the dwarves of Thorbardin in gratitude for their aid during the assault. At the same time, they altered the Tower’s defenses to defeat any future attempt to circumvent them. The gods might also have strengthened the Tower before withdrawing from Krynn for, in the Fifth Age, anyone wishing to visit this magical refuge must do so on the Tower’s terms.

Setting Out

When any person or creature within five hundred miles of the Tower desires to visit or resolves to locate it, the Tower instantly detects this intent—even if the creature’s mind is magically shielded. The Tower decides whether to allow the individual to enter and determines how

A VISIT TO THE TOWER

hard he must work to get there. It's quite possible for Palin Majere to step out of his Academy of Sorcery near Solace, enter the Forest of Wayreth, and pass into the Tower with just a few steps. Indeed, Palin often makes just such a trip—because the Tower lets him.

In game play, the Narrator must decide which heroes and characters the Tower admits. As a general rule, a visitor must have a Reason code of "A" to be welcome there, but the Tower often admits members of the Qualinesti resistance and other individuals who might benefit from a visit or help further its own interests. A magical entity, the Tower usually does not admit anyone who seeks to harm its residents, steal items in its stores, or seize control of it. Occasionally, the Narrator might encounter a hero who seems to have a legitimate desire to enter the Tower, but proceeds to misbehave once he gets there. Anyone who breaks the Tower's

rules of conduct (see sidebar on page 20) either finds himself confined to the dungeon or expelled from the Tower.

Within the guardian forest (and within its own walls), the Tower controls direction and distance. A visitor might continuously traverse the same stretch of ground, move in circles, or reverse course. However, the visitor perceives nothing unusual—his movement seems perfectly normal to him.

Nothing a visitor does can foil the Tower's manipulation of space and direction. Flying over the forest proves just as uncertain as walking. Summoning spells and devices intended to whisk the user to the Tower fail no matter where the traveler starts from—unless the Tower wishes to admit him, of course.

Uninvited Visitors

Trespassers in Wayreth Forest often find the surroundings unpleasant. No matter

Mobility

Most folk of Ansalon believe the Tower of Wayreth can move about its forest, literally evading any intruder it declines to meet. The truth is even more bizarre than that.


The Tower and its guardian forest (see Chapter One) actually exist in a transdimensional world of their own, magically anchored to Krynn but existing outside of the world's normal dimensions. Travel between Wayreth Forest and the rest of Krynn is possible only where the two worlds touch, and the Tower decides where they touch at any given moment. This ability makes a mortal observer see the forest seem to shift—both in its layout and in its location relative to landmarks on Krynn. The Tower can even appear somewhere without the forest.

This unique trait, conferred upon the Tower by the Conclave members

who built it, is the most effective of all the abilities of the guardian forests—after all, it is the only Tower left. Wayreth's ability may have been devised to offer special protection for the seat of the Conclave and has also made it the wizards' last refuge throughout the ages. No other Tower of High Sorcery ever enjoyed its own transdimensional field.

Wayreth Forest fills an area ten miles in diameter, with the Tower standing at its precise center. However, the guardian forest can touch Krynn at any spot within five hundred miles of the Tower's construction site, where three thousand years ago the wizards planted the stone of threes. As a result, Wayreth Forest can appear to onlookers anywhere from the edge of the Icewall Glacier north to Abanasinia, and from Qualimori east to just beyond Tarsis. (The poster map illustrates the range of Wayreth's transdimensional field.)





what the weather, the forest can appear gloomy or blacker than a moonless, starless night. Wind can whip through the trees, creating a low, eerie roar—enough to make even a kender feel uneasy. Sometimes the trees seem to speak among themselves, murmuring angrily.

Most unwelcome visitors who fail to leave of their own accord suffer attacks from the trees; the Master orders such assaults with a thought. The trees have the following game characteristics:

❖ **Wayreth trees:** *Animated plants.* Co 6, Ph 36, In 6, Es 8, Dmg +12, Def -5, also thrown weapons (nuts, fruits, broken branches).

Rooted in place, the enchanted trees cannot change range, but they can oppose attempts to change range by using their branches to impede others' movement. They prefer not to assail trespassers directly but to merely trap them in their branches, which inflicts only 12 damage points. Someone pinned in this way must perform a *daunting Strength* action to get free. As the trees are not actually gripping the victim—he is merely entangled in their branches—they cannot oppose the action. While trapped, a victim can attempt no action other than trying to get free. A captive who does not get free finds himself rapidly handed from tree to tree until he has suddenly left the forest (see below).

The victim does not suffer additional damage while caught, but the tree can keep attacking others while holding him. A victim's companions can wrench him free with a *daunting Strength* action of their own, or they can hack away at the branches with sharp weapons. Ten damage points inflicted by sharp weapons will free the victim, though this attack does not otherwise affect the tree.

The Tower can direct a virtually unlimited number of trees at a group of invaders, but usually employs only one tree per two trespassers. Once the victims defeat or evade the trees, the Tower usually waits about an hour

before ordering additional trees to attack. Wise intruders leave the forest before they must face the trees again.

Sometimes, the Tower opts for a more subtle approach when discouraging unwanted guests. On these occasions, it simply manipulates distance and direction so the intruders unwittingly move out of the forest on their own. It's possible for someone traveling south to cross the Ahlanlas River bound for the Tower and suddenly find himself walking out of the woods on the Cape of Caergoth, though the Tower usually doesn't displace anyone more than a mile or two.

The Tower doesn't discourage all visitors. Occasionally, it even beckons to sorcerers who might have second thoughts about making the trip. Travelers have reported hearing an alluring birdsong that promised to fulfill their hearts' desires. Others have fallen asleep on the outskirts of the forest, only to waken surrounded by trees and unable to leave the forest.

Before the Fifth Age, uninvited visitors meeting hostile receptions have been known to convince the Conclave of their good intentions by braving the assault from the trees and explaining themselves aloud while steadfastly moving through the forest. If the Narrator thinks the heroes have a good reason for approaching, he can allow them each the following action (accompanied by appropriate role-playing):

➤ **Persuade the Tower**

Difficulty: Average (8)
Action ability: Presence
Opposition ability: None

Comments: Heroes can convince the Tower to let them find it through their words and actions. Success allows the traveler(s) to reach the Tower without further harassment, while failure means he must struggle further.

Mishap: The Tower displaces the hero(es) someplace inhospitable at the far limits of its reach—perhaps the Plains of Dust or glacial Southern Ergoth.

Limitations

Though no one can find the Tower if it doesn't want to be found, the magical structure's ability to control other activities in its vicinity has some limits.

First, it can shift the guardian forest only once each minute, and can allow it to touch Krynn in just one place at a time. The Tower can, however, decide exactly how much of Krynn the forest touches at once, from a few square feet to its entire ten-mile area.

Likewise, the Tower can manipulate direction and distance in only one section of Wayreth Forest at a time, though it decides how large an area to affect. If many different individuals try to find the Tower at once, it might be several hours before it can attend to them all. This is why Beryl's patrols have been somewhat effective in isolating the Tower—the Green Dragon uses so many troops, the Tower can't thwart them all at once.

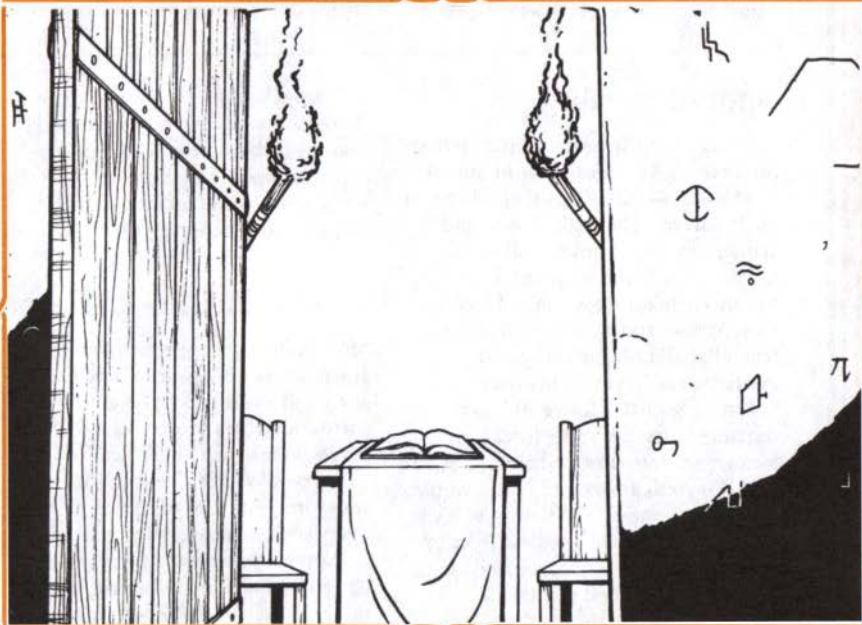
The Tower's Defenses

The guardian Forest of Wayreth and the ability to shift its apparent location are not the only defenses the Wizards' Conclave granted to their most important Tower of High Sorcery. Other special abilities help make it nearly invulnerable.

Concealment

Neither the Tower nor anything inside it can be detected with a divination or sensitivity spell or with any ability or item that creates a similar effect. A hero with a crystal ball, for example, can learn nothing about the Tower or anyone inside it.

The Tower renders individuals and objects inside its outer walls immune to most spells and magical effects created outside the Tower (described in the sidebar titled "Magic and the Tower" on page 32).





Rules of Conduct

The Tower has two basic rules of conduct all visitors must obey: no fighting, and no going where you aren't invited.

This bastion of magic has no need for a garrison or guards. As visitors can reach the Tower only if they are welcome, they usually pose no threat. Nevertheless, all visitors are expected to treat the Tower as neutral ground. No fighting is tolerated, no matter what enmities residents or visitors might have in the outside world. People who break the peace usually find themselves in the dungeon (see page 23). Anyone who knows the rule against fighting and launches an attack anyway is struck dead on the spot—no resistance is allowed. (Fighting during a Test of High Sorcery or in the dream world of the dungeon does not technically offer violence to another visitor or a resident.)

As for the second rule, most visitors never find themselves where they shouldn't be—the Tower can manipulate space within its walls just as easily as it can shift the forest without. When left to explore, guests are simply told not to enter any door that doesn't open itself to them.

Folktales say that no door in the Tower is ever locked because the wizards of the Conclave always trusted each other there. In fact, *every* door seems to be locked, though one might open on its own or with the help of someone who has passed a Test of High Sorcery. Heroes faced with a door that won't open by itself can attempt normal actions to force it open or pick the lock.

However, after the kender Tasslehoff Burrfoot visited in 354AC and got into mischief, the Tower became more sensitive to unauthorized exploration. If anyone breaks into a room where he doesn't belong, the Master of the Tower sends someone to investigate or does so himself. Trespassers receive one warning; further violations result in expulsion from the Tower or a trip to the dungeon.

Expelled visitors magically emerge five hundred miles from the Tower—usually in unpleasant terrain. Those who have severely vexed the Master may find themselves swimming in the chilly waters of Ice Mountain Bay.

Anyone with a Reason code of "B" or higher knows the two basic rules. They are part of Ansalon's magical lore—as are the consequences of breaking them.

Indestructibility

Another of the Tower's defenses is that no force on Krynn can mar or alter it in any way—unlike the other Towers of High Sorcery. The walls, floors, and ceilings are impervious to all spells, magical items, and weapons. Even in the alternate future witnessed by Caramon Majere and Tasslehoff Burrfoot, when Raistlin Majere ravaged the entire face of Krynn in his attempt to become a god, the Tower and its forest remained intact. If some force pulverized Krynn into dust and chunks of rock, Wayreth Tower and Forest would still occupy one chunk, thanks to its transdimensional existence. (Trees in the guardian forest fall prey to damage only when animated to attack.)

Things within the Tower do not share its invulnerability, however. For example, a blast of magical fire inside a chamber wouldn't even scorch the walls, but it could incinerate tables, carpets—and heroes.

The Tower's Exterior

Most visitors are surprised that the Tower at Wayreth is not a single tower at all, but a complex of seven spires surrounded by a protective wall. Some guests wonder why it isn't called the "Towers of Wayreth," but residents just smile and note that the Tower inspires many such unanswerable questions.

Nevertheless, most people find this bastion of magic an imposing, if not unnerving, sight. The enormous com-

plex seems shaped from one unbroken piece of obsidian, polished to a mirror shine. The walls are indeed formed from one seamless block of gleaming black stone, but not obsidian. The wizards who built the Tower drew their materials from the very essence of the world, magically forming a granitelike stone as tough and dense as the planet's core.

Though mostly smooth, the exterior walls bear thousands of powerful magical runes, testaments to the arcane power of a bygone age. These carved, untinted runes range in size from symbols no larger than one might write in a letter to characters as tall as houses.

The glossy walls gleam brilliantly in the sun, despite their blackness. At night, they mirror the moon and stars, though their curves distort the reflections and seem to create new constellations among the runes.

The complex's outer walls come together to form an equilateral triangle, with each side nearly three hundred feet long. Three small towers, less than a third the height of the main towers—stand at the points of the triangle. In the center rise the two main towers, each almost as high as the surrounding walls are long. These main towers have an almost imperceptible bow and appear to curve slightly inward. The shape makes some visitors blink and ask themselves, "Aren't those crooked?" More imaginative viewers liken the towers to a pair of dark talons or blackened, skeletal fingers clawing their way out of a grave.

Two smaller towers between the great ones, one in front of the main pair (the foretower) and one in the rear, hold the entrances. Together, these four form Wayreth's central towers.

All the towers and walls have smoothly curved tops. The complex has no battlements—it has no need of such mundane defenses. Of course, from time to time, visitors with a larcenous streak have tried to climb the walls. Climbers always find the smooth stone as slippery as soap, utterly unscalable.

The Outer Towers

The three *outer towers* at the points of the complex's triangular surrounding wall are mostly solid stone. However, each contains a central floor with two small laboratories. Tower residents whose experiments might produce noxious or destructive results do their work here, some thirty feet above the ground.

Each tower's top floor contains a single large room whose windows admit plenty of sun and afford lovely views of Wayreth Forest. Sorcerers come to these chambers to lounge and meditate.

The Gate and Courtyards

A *gate* in the center of the east wall provides the only ground-level entrance to the complex. The gate has two valves that swing outward, each standing almost twenty feet tall—just a little shorter than the wall itself. The valves look as delicate as great spiderwebs spun from silver and gold. Nevertheless, they share the Tower's invulnerability and can withstand endless pounding from the greatest battering ram. The gate opens with the slightest touch to a welcome visitor, and even swings open as travelers approach, as if to invite guests inside.

Beyond the gate, a visitor finds the *front courtyard*, a vast, empty space paved with pale gray stone. Before the Fifth Age, anyone entering the courtyard saw fleeting glimpses of other visitors hurrying about their business—the Tower's distorted space rendered them all but invisible. Today, the courtyard stands silent, and a lone visitor crossing the flagstones has only the echoes of his footfalls for company.

The entrance to the Tower proper lies in the foretower directly opposite the gate. However, visitors choosing to skirt this main entrance and peek at the *rear courtyard* find a slightly more welcoming sight. A few Tower residents grow fruit trees, culinary herbs, and flowers here. Long rows of tubs and

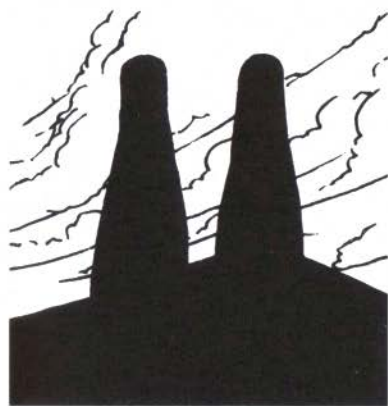


pots hold the greenery, and one or two apprentices here tend the plants throughout the day (except in winter). These individuals seem friendly enough, but they quickly recognize outsiders when they see them and direct all visitors to the foretower.

The Central Towers

The two main towers have seventeen floors each—a height that certainly required magical assistance to build and maintain. Unless noted otherwise, ceilings are fifteen feet high and floors consist of rough slate tiles. Most areas are unlit, so windowless spaces remain completely dark throughout the day. The small windows in other rooms do little to dispel the prevalent gloom.

Despite its great age (nearly three thousand years), the Tower remains unblemished—its invulnerability makes it immune even to normal wear and tear. Unused areas can accumulate lots of dust, but the entire complex remains free of vermin: Such animals are no more able to enter the Tower than any other unwelcome visitors.



The resident wizards keep public areas scrupulously clean.

The following paragraphs describe areas that casual visitors might enter within the four *central towers*. Floorplans of each area appear in this chapter or on the accompanying mapsheet.

Directions Indoors

The Tower's ability to distort spatial perceptions can produce some strange results for guests. Walking down a straight hallway within the Tower does not necessarily take visitors in a straight line. Walking up a north staircase does not necessarily take them up, or even north. It may not make sense, but that's just the nature of the Tower's reality. Things are usually not as they seem.

Despite this unique reality imposed by the transdimensional field, the Tower always maintains its proper orientation. That means compass directions are always as they appear on the maps in this chapter. The Tower cannot change its floorplan or physically shift the location of any rooms within it. All it can do is confuse people by altering their perceptions. Visitors may lose track of the direction, but north is always north—no matter how things may *seem* to have moved!

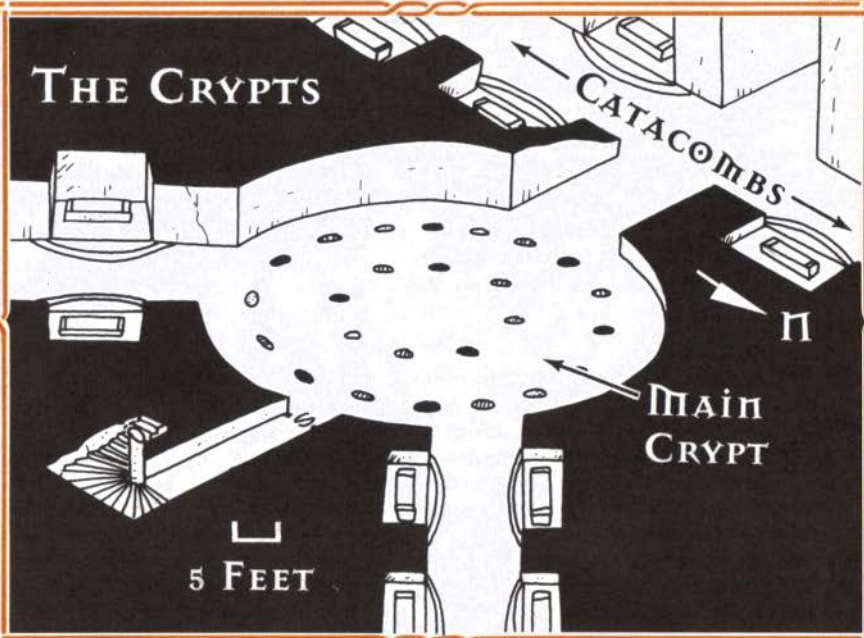
Underground Chambers

The imposing appearance of the central towers causes many visitors to forget that the Tower contains important *underground* facilities.

Crypts

About fifty feet below the central towers lies a complex of *crypts* where many Conclave members enjoy their eternal sleep. During the Fifth Age, any veteran of the Test of High Sorcery also may claim a burial site here.

The main crypt is a round chamber some sixty-five feet wide. This central chamber contains two dozen vaults, where past heads of the Conclave and



others who have rendered great service to the Conclave lie. Each of the twenty occupied vaults is marked with a golden slab enameled in red, black or white, according to the occupant's order.

The domed ceiling here bears a representation of Ansalon's night sky as it appeared above the Tower before the Chaos War. This fully animated scene shows Krynn's three moons and old constellations rising and falling with the passing hours. The depiction represents one of the continent's most complete records of Ansalon's old stars.

Extensive catacombs spread out from the central crypts in three spokes, one for each order in the Conclave. The entire complex contains several acres of tunnels. Anyone desiring burial here must agree to donate all his writings and items of magic to the Tower. Then he may choose his final resting place from the extensive catacombs. Only the Master can grant the right to interment in the main crypt.

The Dungeon

Unruly guests find themselves cooling their heels in small *dungeon* cells carved from the bedrock far beneath the Tower. Like the rest of the Tower, the walls here are impervious to harm. Unlike the rest of the structure, however, summoning magic cannot transport a prisoner out. (See the sidebar titled "Magic and the Tower" starting on page 32.)

One strange thing is that the dungeon cells have no doors. In fact, there is no physical access to the entire dungeon area—the only way in or out is through magic, and will of the Tower itself.

The lack of doors is not the only feature that makes these dungeons differ from cells in normal fortresses. The Tower is, after all, a bastion of magic. Chapter Two of *Adventures in Magic* details the various sorcery-inspired experiences that prisoners might undergo during their stay in the dungeons.



Foretower and Rear Tower

The Master expects visitors to enter his domain through the *foretower*, a four-story just beyond the main gate. The equally tall *rear tower* contains a back door leading into the Tower's small grove and herb garden. Upper floors contain the Tower's kitchen facilities and a scriptorium. The resident sorcerers keep these two small towers spotless.

Front Entry

The plain wooden door leading into the Tower's *front entry* opens by itself when someone approaches. Inside the foretower, a visitor finds a windowless room with a door leading out to each of the great towers. Smokeless torches provide flickering light enough to reveal a row of hard, straight-backed chairs standing opposite the entry. A look around reveals only a fifteen-foot ceiling and a wooden stand bearing a well-thumbed book.

The torches look like fresh pine branches in bronze holders set into the wall. In reality, the torches and holders are one-piece bronze castings; the torches have been enameled to look like pine. They burn with a flame that makes no heat or smoke and never goes out. As these torches are part of the Tower, visitors cannot remove or destroy them. The heatless flame cannot harm or set fire to anything.

At least one Tower resident remains on duty here at all hours. An aging sorcerer named Grevasse (*human elder male, eccentric demeanor, Master*) usually fills the post. (See *Adventures in Magic*, Chapter One, for a description.)

The Guest Book

The book mentioned above is a magical device that the wizards who built the Tower created to facilitate communications inside. This guest book magically records the full name of anyone entering the Tower, showing the day and time of arrival. The name entered in the book is the name the visitor

would give if asked to identify himself, so someone using an alias finds that the book records the false name, not the actual name. When a person leaves the Tower, his name fades from the page.

The writing in the book at first seems indecipherable, but the proper mental command allows anyone with a Reason code of "A" to read the names. Without the proper command, no one can read the book, even with a divination spell. Only the Master, residents, and frequent visitors such as Palin know this command, but no one but the Master will give it out.

A second command allows the reader to mentally contact anyone whose name is recorded and ask up to three questions. The person contacted has no special obligation to answer, and the reader can contact any particular person only once each hour.

If the person contacted chooses to answer a question, his reply appears in the book, then fades after five minutes. Should someone remove the book from the Tower, the book goes blank and doesn't function until returned.

Rear Entry

The windowless *rear entry* usually stands empty; it serves merely as a back door into the Tower for residents. The torches in this chamber resemble those in the foretower's entry but generally go unlit; only when a veteran of a Test of High Sorcery enters the chamber do they magically light up.

On occasions when a member of the Conclave has died, his body lies in state here until the funeral rite in the crypts below the Tower. At such times, the torches remain continuously lit until the residents have removed the body for burial.

A spiral staircase leads from this entry chamber down to the crypts; as a matter of custom, coffins are not carried down the stairs, but transported magically. The stairs merely provide a mundane alternative for individuals to reach the crypts.

Viewing Areas

Unlighted, windowless *viewing areas* on the second floor usually stand empty. Alcoves along the south wall contain magical panels of stone that become transparent when the Master so commands. From here, people can look through the clear panels and watch the activity in the Hall of Mages below.

When viewed from the Hall of Mages, the panels always seem opaque, so that no activity in the viewing area can disturb those in the hall below.

Note: Looking at a subject through one of the viewing panels does not qualify as seeing it with normal sight for purposes of spellcasting (see “Magic and the Tower,” page 32). Looking through the panels actually uses magical sight, not normal sight.

Scriptorium

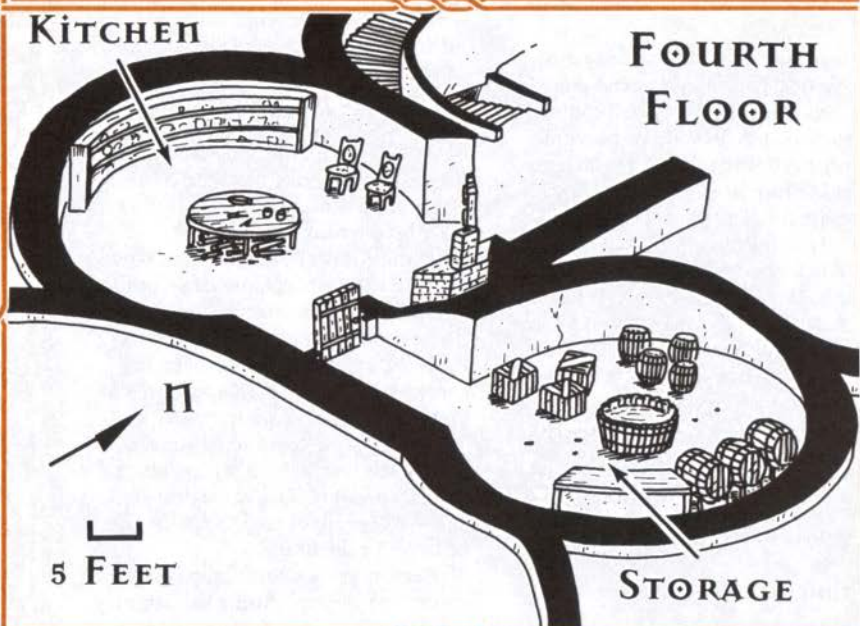
The scriptorium on the third floor of the two smaller central towers serves as a work and study area for Tower residents. Niches in the outer walls hold

writing desks, with windows in the niches providing ample light for sorcerers to copy books from the library in the south tower or compose works of their own. (Similar niches in the outer walls of the main towers at this level also hold desks. Storerooms in the north tower adjacent to the scriptorium hold writing supplies.)

In the Fourth Age and earlier, these desks were occupied from dawn until dusk every day as wizards copied spells. These days, residents spend comparatively little time here, as modern-day sorcerers need no formal spellbooks to cast their magic. Still, a few enterprising sorcerers endeavor to fix some of their spells into written form. Others work to preserve the old magical lore—either out of respect for the past or hope for the future.

Because these central chambers are sunny and pleasant during the day, they also serve as residents’ favorite place to read or just relax. A visitor here seldom hears a noise louder than a whisper or a quill scratching at parchment.





Kitchen

The residents prepare all their food in a small kitchen on the fourth floor of the rear tower. The Tower at Wayreth contains no central dining hall; the residents either retire to their room to take their meals or eat off trays wherever they happen to be working. Consequently, the kitchen stays busy about eighteen hours a day.

The kitchen staff uses a big central fireplace to do the cooking. The brickwork contains several ovens, and a veritable forest of spits and hooks hangs over the open flames. The staff feeds the hearth-fire from a supply of firewood stacked beneath a great round work table. A big set of shelves along one wall holds utensils and supplies.

Two hard, straight chairs—the only other kitchen furnishings—allow the staff to sit down for an occasional rest.

The Head Cook

Olon, an aging minotaur with one broken horn, oversees most of the cooking for Tower residents. A small staff

assists him with kitchen chores and helps him serve the food.

♣ **Olon:** *Minotaur mature male, belligerent demeanor, Champion.* Ag 5C, Dx 5C, En 8B, St 9B, Re 6C, Pe 5B, Sp 7D, Pr 5C, Dmg +2 (improvised weapon), Def -2 (leather).

Olon served on a minotaur privateer for several years until he suffered a broken left horn in a boarding. Among minotaurs, a broken horn is a sign of disgrace, and Olon's status rapidly diminished. By the time he reached middle age, the only job he could get at sea was as a cook on a merchant ship.

The minotaur developed a talent for cooking, though his shipmates never appreciated his skill. Because of his disfigurement, Olon found himself fighting constant brawls with younger minotaurs looking for someone to pick on. One night shortly after the War of the Lance, in the port of Kalaman, Olon met the wizard Dunbar Mastersmate, who persuaded the minotaur to join him on an expedition. When

The Master

The Tower of Wayreth has always been sentient. It was created to respond to the will of the Conclave of Wizards, which determined who would be admitted to the Tower and who would not. In the Fifth Age, those familiar with Tower lore assume it retains some connection with Krynn's sorcerers—a reasonable assumption, but not an entirely accurate one.

When the gods withdrew from Krynn after the Chaos War, this sentient Tower gained independent will. Whether this transformation was a parting gift from the gods of magic or a latent ability that manifested itself in the absence of the practice of High Sorcery, no one can say for sure. The limits of the Tower's intellect remain unrevealed. At the very least, it can monitor and react to everything going on within its confines. It also has limited awareness beyond its walls.

The Tower's intellect and magical powers spring from its whole being; it has no seat of intelligence—no "brain," so to speak. The Tower has an alter ego, however, in the form of the Master of the Tower. The two exist simultaneously, but form two different aspects of the same entity. Where one is, the other is also, though the Master is the more mobile of the two aspects. When someone looks at the Master, he is actually seeing the Tower itself. (See the Master's entry in Chapter One of *Adventures in Magic* for his physical description.)

Physiology

In most respects, the Master functions as a normal human being, though he does not need to eat and he never actually sleeps. The Master *can* eat, though, and often joins Tower visitors in a meal to help them feel at ease. He can feign sleep as well, but if the Tower has no need for its human aspect, the Master just ceases to exist until needed again—but no one ever sees him disappear.

Regardless of his amazing origin, the Master is flesh and blood. He has all the vulnerabilities any other living being

has. However, if slain, incapacitated, or subjugated to another's will (such as through a mentalism spell), the Master temporarily ceases to exist. When a hostile force destroys him, he cannot manifest himself again for one hour.

The Master has normal human senses; he even enjoys acute hearing and eyesight. Because he and the Tower form two parts of one entity, he can see, feel, hear, touch, and taste everything happening there as though he were present in every area in the Tower simultaneously. When the Tower detects that someone is attempting to locate it (see page 16), the Master knows as well.

Though the Tower has limited mobility, the Master can move about Krynn through either normal or magical means, just like any powerful sorcerer.

Spellcasting


The Tower itself does not cast spells, but the Master does. Unlike other sorcerers, he can employ spells from any school of sorcery. Further, he can ignore one of sorcery's most significant limitations: His spells can affect the living.

For example, his transmutation spells can alter the forms of living things (including his own form), and his divination spells can reveal a creature's thoughts or feelings. The Master's enchantment spells can improve a creature's abilities, and they also can place a creature under the Master's control (just as a mystic mentalism spell can).

The Master's identity as a creature of High Sorcery, a relic from an earlier age, also allows him to surpass normal limits of range, duration, area of effect, and spell effects that constrain other sorcerers in the Fifth Age. If he wanted, he could cast a spell with a permanent duration, or one that affects all of western Ansalon. Because the Master represents an alternate aspect of the Tower, the effective range of any spell he casts is automatically reduced if the target or subject lies within the Tower. (See "Magic and the Tower," page 32.)

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Forms of the Master

Another of the Master's abilities, which has only begun to manifest itself in the Fifth Age, hinges on the little-known fact that a Test of High Sorcery not only changes the Test-taker, it changes the Tower. Each Test-taker adds his indelible psychic resonance to the very stone of this bastion of magic. So intensely personal are the experiences of a Test, they actually create an unbreakable connection between the wizard taking it and the Tower itself.

This connection between wizard and Tower allows the Master, once each day, to magically assume the form of anyone who has ever taken a Test of High Sorcery. Not only does he look and sound identical to his subject, he instinctively adopts the subject's mannerisms as well as his very essence. While in the form of another, the Master retains all his own powers, but he also knows whatever the subject knew while alive. When assuming the form of a living person, the Master knows only what his subject knew at the moment he assumed the form.

The Master uses this ability to help him handle the myriad problems he faces in the Fifth Age. For instance, he might decide to use the identity of diplomatic Justarius, former head of the Red Robes, to oversee a tricky negotiation. On the other hand, taking on Raistlin's form and thoughts would serve him well in endeavors that require determination and craftiness.

The Master can remain in the new form as long as he chooses—the power lasts until he assumes a new form. However, once he has assumed someone's form through this power, he cannot use the ability again for a full day. This unique power does not require the Master to cast a spell; he simply wills a transformation to occur.

Dunbar became Head of the Order of White Robes some years later, Olon accompanied him to the Tower at Wayreth, where he served as the wizard's personal chef and later as the head cook for the entire Tower.

Even after all these years, Olon is very sensitive about his broken horn. If anyone asks about the injury or comments on it, the minotaur's eyes burn with fury and he replies, "What broken horn?" Wise folks drop the subject immediately. Fools who press the issue witness a demonstration of Olon's strength, which usually involves bending a fireplace poker. The Tower whisks the offender away before true violence can erupt.

Storeroom

A *storeroom* on the foretower's fourth floor backs up against the brick fireplace of the kitchen in the rear tower. This storage chamber holds bulk supplies and a large tub of water for cleaning. Tower residents magically empty and refill the tub as necessary during the day. Junior staff members assigned to cleanup duty often experiment with hydromancy and transmutation spells to help with the job. Olon doesn't mind, as long as the cleaning gets done.

Every so often, a spell goes spectacularly awry, leaving the storeroom drenched with water or covered with broken crockery. Olon simply fixes the offender with his baleful gaze and demands that the sorcerer clean up the mess before the next morning. Usually, the minotaur makes sure to mutter something about "slow-roasted sorcerer" or a similar threat as he stomps back to the kitchen, just to make sure the offender applies himself to the job.

He has never had to follow through with a threat, because the residents always pitch it to set things right. Nevertheless, the hapless sorcerer must endure taunts from his fellows, including fictional accounts of what happened to the last poor fool who failed to have things spic-and-span when Olon came for his morning inspection.

South Tower

Visitors find the Hall of Mages, on the *south tower's* ground floor, absolutely awe inspiring. In addition, this tower's extensive, five-level library is the envy of sorcerers throughout the land.

Hall of Mages

With a diameter of forty-five feet and a domed ceiling even higher, the Hall of Mages is the largest chamber in the central towers. A permanent magical effect in the air high above the floor sheds a cold, white light—utterly unnatural and completely cheerless—over the chamber. Rather than filling the whole room, this eerie illumination leaves the black ceiling and walls draped in heavy shadows, making the chamber appear even larger than it really is. The room's edges seem as distant as the horizon at twilight.

One cannot stumble into the hall by accident or enter uninvited; visitors who try find themselves in the fore-tower instead. Anyone who has passed


a Test of High Sorcery can enter the hall freely through the door on the chamber's north side—unless the Master wishes to keep him out.

The Conclave of Wizards met in the Hall of Mages for nearly three thousand years, until the organization disbanded in 28sc. The wizards also used the chamber for holding regular meetings, deliberating matters of interest to the Conclave, and for any occasion in which they wished to deal with outsiders in a suitably impressive setting.

These days, the Hall of Mages is seldom used, except when the Master wishes to address the whole Tower community or grant an audience to a large group, such as visiting students from the Academy of Sorcery.

The chamber usually contains nothing except twenty-one comfortable chairs reserved for members of the Conclave. (People appearing before the Conclave were expected to stand.) Twenty of the chairs, fashioned from hardwood darkened with age, form a semicircle around the south end of the





room. The twenty-first chair is carved from a massive block of gray marble shot through with veins of red, white, and black. This chair, placed in the center of the hall, was reserved for the Head of the Conclave.

By general agreement, only Palin Majere (as the last holder of that office) or the Master of the Tower may take this seat now. Visitors who break this rule find themselves making an undignified tumble onto the floor at the north side of the chamber. The chair's usual central position places it in the brightest spot in the chamber; a viewer standing in the hall's north end would see anyone sitting in the stone chair wreathed in pale light, with the people in the other chairs wrapped in faint shadows, and the walls beyond lost in darkness. Most viewers find the effect quite startling.

Library

The five levels in the south tower immediately above the Hall of Mages comprise the Tower's *library*. Although each of these floors holds a different room, the poster map illustrates only the largest of the five, located on the fifth floor.

The library's shelves contain books of spells, magical scrolls, and notes on various arcane processes. Veterans of the Test of High Sorcery may freely browse the shelves and carry items down to the scriptorium for study, as long as they tell the librarian on duty what they're taking and when they will return it. No one may remove a book from the Tower proper without the Master's permission. Book thieves get a trip to the dungeon for their troubles.

North Tower

The *north tower's* entire ground floor serves as a repository for records going back at least as far as the first Cataclysm. Its upper floors hold storage chambers, the Master's study, and residential areas.

Records Wing

No arcane documents are kept in the *records wing*—magical writings, such as spellbooks, occupy the Tower's library. The records wing holds supply inventories, personal diaries, lists of those taking Tests of High Sorcery (including the Test date and outcome), minutes of Conclave meetings, and the like. Visitors can find an incomplete index of the records stored here in the library.

The wing contains three records rooms: one to the east, one to the north, and one to the west. The corridor connecting these chambers boasts torches like those in the rear tower and foretower, but they remain unlit unless a person who has passed a Test of High Sorcery walks by. The residents manage to keep the corridor clean, but thick dust coats everything in the records rooms, and the musty scent of ancient dust and crumbling parchment hangs heavy in the air. A magical lighting effect similar to the one in the Hall of Mages provides illumination inside each of the records rooms.

West and North Rooms

The Conclave had a system of sorts for organizing its records, but new documents kept crowding out the old, resulting in something of a jumble. The *west room* contains the newest records: The most recently stored documents are placed in three shelves left of the door. When these fill up, record-keepers clear them out and pile the boxes of documents on the other shelves in the west room or move them to the *north room*, the repository of Wayreth's older materials.

Anything too old or damaged to be easily read, the record-keepers take to the head librarian for restoration. In order to make room for new documents, the sorcerers resort to magical storage tactics, such as shrinking many boxes of the more unexciting records kept in this wing. One trait most of the Tower's residents seem to share is a great reluctance to throw anything away.

East Room

The *east room* contains records moved from other Towers of High Sorcery during the siege on magic in the time of Istar. A resident team of historians keeps busy compiling a history based on these documents, but their main emphasis is on putting together a complete record of Conclave members throughout the ages. They forward most of the records to other historians once they've finished with them.

Washing Areas

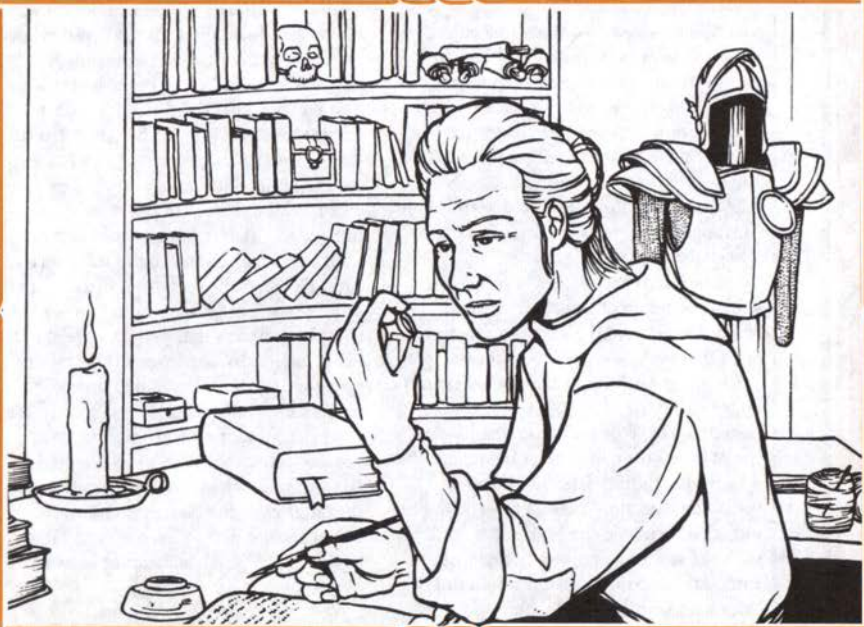
Tower residents do all their bathing and washing in chambers like the *washing area* on the north tower's second floor. These rooms, scattered throughout the central towers, have ceramic tile floors. Braziers full of hot coals warm the air for the comfort of bathers. Sorcerers magically empty the wash water from tubs and replace it as needed. Benches provide places for residents to lay out clothing to be washed or to sit and dry off after a bath. Magical light illuminates each washing chamber.

Jaclyn's Suite

The Tower's senior residents enjoy quarters such as *Jaclyn's suite* on the north tower's ninth floor.

When not hard at work, the Tower's head librarian, Jaclyn (*human elder female, resolute demeanor, Master*), spends most of her time in her comfortable pair of rooms. This venerable woman's passion for magical items created before the Fifth Age has led her to spend decades studying the numerous enchanted objects stored in the Tower and collecting descriptions of items she has not examined herself. (Her life's work, a tome describing items of magic made before the Second Cataclysm, is excerpted in Chapter Four. A physical description of Jaclyn appears in Chapter One of *Adventures in Magic*.)

Jaclyn's writings are crisp and tidy, but her laboratory shows the kind of clutter only a dedicated eccentric can create. Unwashed dishes, hastily scrawled notes, dull quills, and stray volumes carpet the room like autumn leaves.





Magic and the Tower

The Tower at Wayreth, as the greatest concentration of magic on the face of Ansalon, offers various boons to those using sorcery within its bounds. However, the Tower's existence outside of normal space has some unusual effects on spell ranges—for the Master, other sorcerers, and even mystics and users of magical items.

Bonus to Sorcery

The magic imbuing the Tower gives a boost to any sorcerer's spell cast within it. Sorcerers receive a +5 action bonus when casting in the Tower, as well as up to 5 sorcery points for the spell. If the caster has completed a Test of High Sorcery, he receives a +10 action bonus and up to 10 sorcery points. No matter how simple the spell, casters must always expend at least 1 sorcery point of their own.

The Master's Spells

Because the Master and the Tower represent different aspects of the same entity, any spell he casts at someone or something within the Tower is at personal range, no matter where he is. As the Master is aware of everything and everyone inside the Tower, he can target a spell anywhere easily. Anything within the Tower effectively becomes part of his body, for determining the range of his spells, since he and the Tower are one and the same.

However, if the Master becomes the subject or target of a spell or magical effect, the range is the same as if he were any other being—a hero cannot cast a personal-range spell upon the Master merely by touching the wall of the Tower, for instance. This contradiction results from the Master's unique state of being and the Tower's pervading defensive nature.

When directing spells at targets that lie outside the Tower, the Master has to deal with the same limitations as every other sorcerer. (Of course, distance remains utterly under his control within the forest.)

Other Spells and Effects

In a place where a visitor could literally walk through the front door at ground level and enter an upper chamber with the next step, or find himself walking in an endlessly repeating loop, casting spells can be difficult.

The 'See or Touch' Rule

Without touching or seeing the target of his spell, a spellcaster inside the Tower or guardian forest has no idea where it is, thanks to the Tower's ability to alter reality.

To direct a spell at something or someone—inside the Tower or out—a caster must be able to *see with his normal vision or physically touch* his target. Usually, this forces the caster to stay in the same chamber, hallway, or clearing as the spell subject, or at most in an adjacent area. Within these limits, all normal rules for spell ranges apply. This restriction applies to the effects of items of magic as well as spells.

For example, someone cannot cast a spell that affects the landing at the top of one of the Tower's curving staircases unless he can actually see the landing. In a normal building, someone could infer the target's location and cast his spell successfully. But within this transdimensional structure, he can never be certain.

Likewise, spells and magical effects cannot be directed into the Tower from the outside unless the caster can actually see the target with normal sight. For example, if the Shadow Sorcerer stood outside the main gate, he could cast a spell at someone standing in the courtyard. However, he could not direct a spell at someone inside one of the Tower's chambers, unless that person were standing at a window, easily seen. The spell's range is otherwise calculated normally.

Any kind of spell can be cast from the Tower at someone (or something) outside, as long as the caster can see the subject from the courtyard or a window. In the latter case, the Narrator and the player should determine the spell range based on the physical distance between

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This sorceress has an unusual work table shaped something like the letter “C,” which gives her ample room to work and lets her keep more things within reach. Unfortunately, the room’s general clutter has invaded the table, but Jaclyn always keeps a fairly clear space at one end for drafts of her book and one or two magical items on loan from the Master. Jaclyn keeps bookbinding tools and supplies at the table’s other end: glue, hammers, assorted knives, two vises, cords and needles, leather for book covers, and a binding press (a wooden frame strung with cords for making bindings).

A suit of Solamnic armor of renown (see the *Book of the Fifth Age*, Chapter Five) stands next to Jaclyn’s desk. She intends to study its magical properties someday, but she hasn’t quite decided how to apply her usual methods to it—normally she likes to test an item by actually employing it as it was intended to be used. However, the elderly librarian has no desire to “play knight” against a real foe.

Jaclyn’s sleeping room features a canopied bed, an expensive woolen rug, and three chests full of esoteric items she has acquired over the years. The sorceress owns several ancient weapons of ogre manufacture, a set of clay pots dating back to the Time of Light, and other objects that might be of interest to collectors and historians.

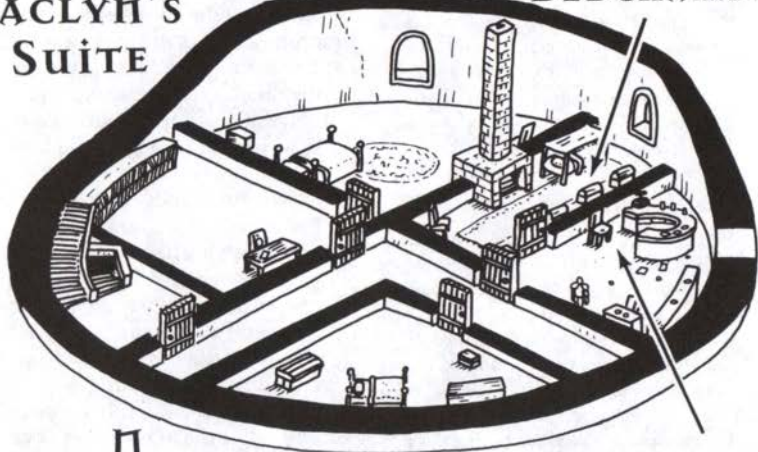
She also owns several items of magic, including a wand of pyromancy, boots of the south, a night-jewel, and several pieces of cursed money (see Chapter Four). As Jaclyn regards these items as precious historical relics, she usually keeps them locked in her room, where they remain protected and preserved.

Guest Rooms

Visitors to the Tower enjoy accommodations in the middle floors of the north tower during their stays. Each *guest room* contains a comfortable bed and often a writing table, an armchair, and a chest or closet for storing equipment.

JACLYN'S SUITE


BEDCHAMBER



N

5 FEET

LABORATORY



Continued from page 32

the caster and his target. For example, if Palin Majere sees someone moving through the forest from a window outside his laboratory, the figure is at far missile range. If the individual were hovering right outside the window, he would be at melee range from Palin.

Any target beyond the guardian forest is outside of spell range in most cases.

Transport Magic

Summoning spells and similar effects that transport the user from place to place are an exception to the above limits. As long as the caster has seen his destination even once, he can use summoning magic to move around in the Tower, taking companions along if he wishes. The caster cannot summon individuals he cannot see, however—he doesn't know where they are.

Magic from the summoning school cast from outside the Tower will transport an individual to the foretower, but only if he has passed a Test of High Sorcery. (The range difficulty modifier for any such spell is 5 points.) But, no matter how well he knows the Tower, he cannot choose any other area within it as his destination.

The Master ignores such limitations, however. Not only can he magically transport himself from outside the Tower to any location within it, all such spells function at personal range—in effect, he is already there.

Divination and Sensitivity

As noted previously in the "Concealment" section, the Tower defeats divination or sensitivity effects created outside its walls. However, these effects can work when cast inside the Tower.

If directed at the Tower itself, a divination or sensitivity effect reveals nothing. If directed at the its furnishings or occupants, the spell can work (as long as the caster can see or touch the subject, as described above). Like the rest of the Tower, however, the magical guest book kept in the foretower is impervious to magical effects and any type of harm.

Sleeping Rooms

Also in the north tower are *sleeping rooms* for junior residents. Each chamber has a cot and a straight-backed chair.

The Master's Study

A two-room suite on the north tower's second floor has traditionally been reserved for the Head of the Conclave. However, it has lain mostly unused since Par-Salian of the White Robes retired late in the Fourth Age. Par-Salian's successor, the Red-Robed mage Justarius, chose to spend most of his time at his mansion in Palanthis and his successor, Dalamar of the Black Robes, preferred to conduct his business from the Tower of High Sorcery in Palanthis.

These days, the room is used as the *Master's study*, where that unique character generally meets visitors to the Tower. Drawing from Par-Salian's example, he always has a cheery fire burning in the hearth and a plate of cookies, fresh from the kitchen, ready on his desk when he entertains guests.

The fire and the room's two windows brighten up the study considerably. At night, the Master lights candles to give the room a soft glow. The light makes a pleasant contrast to the dim corridor outside, where the only source of illumination is moonlight spilling through a single window at the north end.

The study's desk contains an odd assortment of items previous occupants have left behind, but nothing particularly valuable or unusual. The Master does keep a personal journal—short notes about his daily affairs—which he stores in the desk along with a few quills and ink pots.

The attached sleeping room goes unused, as the Master doesn't actually sleep. Two wardrobes against one wall contain some clothing the Master's predecessors left behind. In addition, the wardrobe on the right serves as a portal. Anyone who steps inside and

deliberately walks through the back appears wherever he wished to go in the Tower, provided he has seen the area at least once. If the traveler doesn't specify a location, he winds up in the corridor outside the study. The wizards of the Conclave placed the enchanted wardrobe here long ago to allow their leader speedy access to any chamber in the Tower.

Palin's Laboratory

The Master has set aside the hexagonal chamber at the very top of the north tower as *Palin Majere's laboratory*—the same room Par-Salian used while he headed the Conclave. The honor was not lost on Palin, for the view of Wayreth Forest from the east balcony of this chamber is among the most spectacular in the whole Tower.

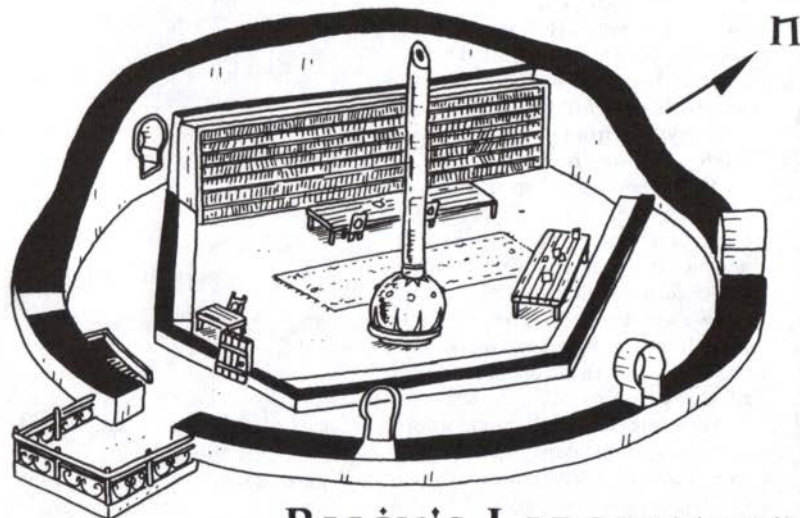
The chamber remains much the same as it was in that White-Robed elder's time, as his successors preferred to use their own laboratories. Palin has not changed it much except to add a coal-fire furnace, which he

used in his early pyromantic experiments. The shelves, desk and tables are much as Par-Salian left them, though Palin has scattered a few of his own notes and books here and there. The gallery surrounding the laboratory provides an excellent place for the contemplative sorcerer to stroll and think.

Other Areas

The vast central towers contain many more chambers beyond the handful of rooms described in this chapter. Some of these locales include:


- ✦ Shrines to Kryn's departed gods, especially the three gods of magic;
- ✦ Classrooms and workshops;
- ✦ Additional laboratories;
- ✦ More sleeping rooms and guest quarters;
- ✦ Strong rooms filled with magical treasures;
- ✦ An infirmary; and
- ✦ Just about any other chamber the Narrator might care to include!



PALIN'S LABORATORY

5 FEET

CHAPTER FOUR



ery well,”
said Raistlin
with unusual
mildness.
He spoke his
word of
command:
“Shirak.” A
pale, white
light shone
from the
crystal on
the tip of the

mage’s staff. It was a ghostly light and did little to brighten the darkness. In fact, it seemed to emphasize the menace of the night.

—Raistlin Majere, in response to
Flint Fireforge’s request for light,
Dragons of Autumn Twilight

This chapter briefly describes each of the fabulous items of magic that the Tower’s head librarian, Jaclyn Cashell, has studied over the last several decades. The entries presented here—excerpted from her longer work, titled *Krynn’s Items of Magic*—include notes on everything from potent alchemical mixtures to wondrous wands.

Throughout this chapter, Jaclyn’s notes appear in *color italic type*; these details, presented in the author’s own acerbic tone, represent what Ansalon’s best-informed sorcerers and sages know about the items. The remainder of each section, in normal black type, contains information about the items for the Narrator.

For some basic background information on items of magic and how they work, readers can consult the end of Chapter Five of the *Book of the Fifth Age* in the FIFTH AGE boxed set.

Jaclyn’s Introduction

Since the end of the Chaos War, certain members of the Conclave of Wizards, myself among them, have striven to catalog the diverse enchanted items created before the Second Cataclysm. Always prized, these items have become even more precious now, as they still contain power bequeathed to mortals by the gods.

Though the Conclave has been officially dissolved, I present this treatise on enchanted items for the edification of sorcerers and sages across Ansalon. Many of the devices described on the following pages are actually included in the vast inventory of magical objects stored in the Tower of High Sorcery at Wayreth. I have examined and tested these items myself, so I can personally bear witness to their powers. I also have included descriptions of several famous items which I have not examined firsthand; however, their powers have been well documented by capable wizards.

I extend thanks to the Master of the Tower for supporting my work, and to Palin Majere for his descriptions of the Staff of Magius. There is one other who deserves mention: Raistlin Majere, whose journals yielded additional information on the Staff of Magius and on the Orbs of Dragonkind, as well as several other items.

Jaclyn Cashell

Wayreth, 15th of Brookgreen, 30sc

Determining an Item’s Powers

Not even the most astute scholar can tell whether an object bears an enchantment just by looking at it. A magical item can be simple or elaborate—anything from a plain-looking workaday tool or weapon to a work of art crafted from precious metal and studded with gems. A simple divination spell can reveal the presence of an enchantment, but beyond that,

there's no telling what an item can do.

A wizard (or wizards) must combine many different enchantments to create a magical item. These magics form a skein so tangled that no mortal can hope to sort them out. Only by actually picking up or wearing an item and experimenting with different feats can one determine what boon it bestows.

When heroes find themselves faced with an unidentified item of magic, the Narrator should let them struggle a little bit to discover its powers. Some items, for example, might have the necessary words of command etched into them, but even then the heroes should not know exactly what the item does until someone takes it up and actually utters the word. Of course, if the heroes have seen the object in operation, they probably have some idea of its particular power.

Divination spells never reveal an item's exact powers or command words, but heroes can get a good hint from a properly worded divination. For example, say a group of heroes who just found a wand of pyromancy cast a divination spell to learn how the item was last used. If the spell succeeds, the caster might get a brief vision of a horde of goblins perishing in flames.

It's a good idea for Narrators to vary the amount of effort it takes heroes to discover all an item's powers. Some items should be simple to understand. For instance, during one quest, the heroes might capture an item from a villain and persuade him to explain exactly how it works. On another quest, however, they could stumble upon an ancient ruin and recover an item from a marble pedestal that bears a cryptic inscription. Upon deciphering the ancient words, the heroes discover the name of the long-dead wizard who made the item. But before they can discover the item's true powers, they must locate the wizard's final resting place and commune with the wizard's spirit—a formidable quest in itself.

The Catalogue

Sorcerers and mystics trained in these modern times will undoubtedly find some of what they read here surprising or puzzling, for many of the items described on the following pages create effects that simply cannot be duplicated using today's sorcerous or mystical spells. Rest assured that I have made no errors in my descriptions. Magic before the Second Cataclysm was much more powerful than it is now, and neither priests nor wizards chafed under the limits we do.

Jaclyn's catalogue of magical items is divided into various sections: alchemical mixtures, magical writings, rings, rods, staves, wands, and other items. Each section's introduction explains some characteristics all the items share, such as particular requirements for use. Wherever a certain item's characteristics differ from those indicated in the introduction, the distinction is noted in its description.


The description of each arcane object indicates whether Jaclyn considers it a trinket, a treasure, or an artifact, as defined in the *Book of the Fifth Age*, Chapter Two.

Using the Items

Most of the items detailed in Jaclyn's catalogue require a hero using them to perform an action to activate them—usually the *easy Reason* or *Spirit* action mentioned in Chapter Five of the *Book of the Fifth Age*. The action ability depends on whether the item's power is sorcerous or mystical, and opposition applies only if the item's power is targeted at a resisting individual. If an item has more than one magical power, a separate activation action is usually required to use each one.

The effects of the items described in the sections that follow do not take effect automatically. An item's magical





power takes effect *only* after one of the following has occurred:

- The item's user, a hero, succeeds in his action to activate the item (or one of its specific powers), overcoming any opposition from resisting characters intended as subjects; *or*
- The intended subject(s) of the item's effect, a hero or heroes, fail to avoid the powers of an item in the hand of a character; *or*
- The item is specifically described as operating automatically or at the user's will; *or*
- The Narrator decides that the item's power takes effect, if no heroes are involved as either users of the item or subjects of its power.

Only *one* of the above choices normally should occur in order for an item's magical powers to take effect. In other words, once a hero succeeds in his action to use (activate) his item of magic (with the intended subject opposing the action where necessary), the effect takes place. The Narrator does not have to then determine whether the subject resists the effect—the attempted resistance is reflected in the character's opposition to the hero's activation action.

The only exception involves hero vs. hero situations. When a hero intends to use an item of magic against another hero, the user must first attempt an action to activate it. If he succeeds, the intended subject attempts to resist. Both heroes may oppose each other's action in this case.

Terminology

An item of magic is “activated” when its user succeeds in the action described above or when the item automatically engages on its own.

Items described as affecting one or more “individuals” or “creatures” can work against any of the races or groups defined in Chapter Six of the *Book of the Fifth Age*. However, an item that affects “people” works on the hero races or hostile nonhumans only.

References to magical items' effects covering areas such as a “large room” or various sized groups of individuals correspond to the categories in the tables in Chapter Five of the *Book of the Fifth Age*.

Certain items allow users to attempt “free” combat actions—a reference to any action that does not allow the opponent a counterattack. When heroes face such weapons, they must attempt a defense action with no chance to attack.

Alchemical Mixtures

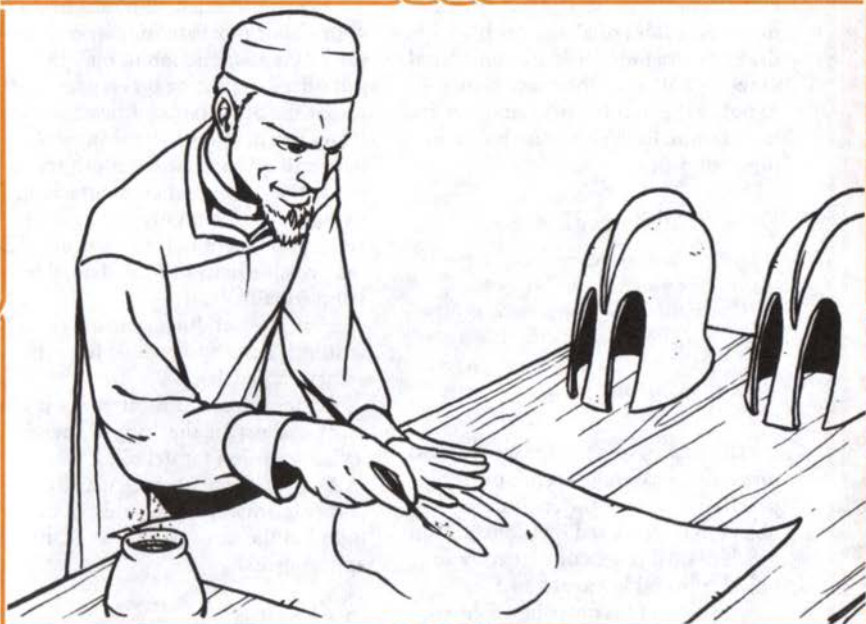
In ages past, the wizards of Ansalon created a wide variety of magical brews, elixirs, and oils that bestowed temporary magical effects on people who imbibed or applied them. Alas, the departure of the gods after the Chaos War created a subtle magical ripple in the fabric of the world that turned most of these into pure water or lamp oil. Still, a few of the more unusual such substances proved resistant to the chaos ripple and have survived with their powers intact.

Alchemical mixtures usually require no special training to use—one simply applies them, and their magic is released.

Unless noted otherwise, anyone can use an alchemical substance—even a hero with Reason or Spirit codes of “X”—by merely spreading it on the skin, eating or drinking it, or whatever is required.

Branchala's Paints

Enchanted pigments blessed by Branchala, god of music and the arts, typically come in small ceramic pots bearing flute or harp drawings. Each pot holds a syrupy liquid that gives off yellow and green sparkles if shaken or stirred. When applied to a surface with a stylus or brush, the pigment magically creates any object in three dimensions, as long as it can be depicted in two dimensions. The paint creates only normal, inanimate objects, not creatures or magical items, although it can create plants. The user need not be a skilled painter, but must have some familiarity with magic.



One jar of Branchala's paint, considered a trinket, contains enough pigment to create an inanimate object the size of a small room, or many smaller objects. A jar can produce a single object roughly equal in volume to two dozen humans, at maximum.

The user can depict precious or valuable objects, such as gemstones or jewelry, but such items only appear at a glance to be valuable: Gems turn out to be made of cut glass, jewelry of tin or brass, and so on. Otherwise, any object created has the normal characteristics that the real thing would have. A ladder will hold a hero's weight and a hole will actually be a hole.

Creating objects with this paint requires a Reason code of at least "C."

Dust of Appearance

Fine, metallic dust of appearance coats any creature or object it touches, rendering an invisible subject completely visible, and forcing it to remain so for a short time. Things coated with the dust

cannot disappear in any fashion until the effect wears off a few hours later, though the subject's ability to move or fight remains unimpaired.

Tossing a pinch of this dust, a trinket, into the air coats every creature or object within personal and melee range of the user. A pinch of dust blown straight ahead through a tube settles on creatures and objects in front of the user, within personal, melee, and near missile range.

A coated creature or object remains visible for one hour. While the effect lasts, anything coated with dust cannot "disappear" in any fashion. The subject cannot become invisible, cloak itself with illusion, or travel to another dimension. For example, the dust renders a ring of projection ineffective (see "Rings").

Dust of appearance usually is found in tubes or packets. To randomly determine how many tubes or packets a hero might find at once, his player draws five cards from the Fate Deck. For every Moons card, he draws one

extra from the deck. The player then totals the values of all the cards drawn—Dragons cards are considered Ones regardless of their face values—to figure the number of containers his hero found. Each container holds one pinch of dust.

Dust of Disappearance

A pinch of sparkling, multicolored dust of disappearance, sprinkled carefully over a creature or object, renders it completely invisible to both normal and magical sight. Only dust of appearance reveals the invisible subject while the effect lasts.

The user of this trinket must spend one minute carefully sprinkling a pinch of dust over the creature or object to be rendered invisible. A single pinch of dust covers one creature or object of roughly human size.

The subject becomes invisible instantly and remains so for one hour. No form of sight, no matter how magical or acute, reveals the invisible creature, though dust of appearance instantly cancels the effect.

A creature sprinkled with the dust can move, attack, and use magic freely. Opponents cannot detect the subject by sight, though individuals with Perception scores of 6 or higher or those with acute nonvisual senses might detect the subject if they come within melee range.



A hero sprinkled with dust of disappearance must attempt an *easy Reason (Perception)* action to remain unnoticed, repeating it every ten minutes if the other remains nearby. Even if an opponent notices the invisible hero and attacks, the latter can try to evade the assault in lieu of attacking. Evasion requires an *average Agility (Perception)* action. If the action fails, the invisible hero still can defend himself normally.

Heroes defending against a counterattack from an invisible foe suffer a -4 action penalty.

Certain conditions can make invisibility useless; see the “ring of invisibility” description for details.

Dust of disappearance usually comes in small packets and can be found in the same quantities as dust of appearance.

Dust of Tracelessness

Magical dust of tracelessness powder seems like fine, gray sand. When thrown into the air, it can make a small chamber look as though it has been abandoned for years. If sprinkled along a trail, it makes even the softest ground appear smooth and untrodden.

Sprinkled indoors, this trinket can make a large room look dirty and neglected, just as though unused for at least a decade. A thick layer of normal dust covers everything in the chamber, and cobwebs cling to every corner (if appropriate for the climate). Several pinches can disguise larger spaces. One pinch of dust can make a length of passage look similarly disused.

Used outside, a pinch of dust can hide tracks left by up to ten individuals of human size and their mounts or vehicles. The area of effect begins where the user stands and extends for a mile back along their trail.

Indoors or out, dust of tracelessness leaves no magical evidence behind. Its magic is instantaneous.

This dust typically comes in small packets. To determine randomly how

much dust a hero might find at once, his player draws five cards from the Fate Deck as described under dust of appearance.

Mishakal's Healing Balm

The cool, soothing unguent known as Mishakal's healing balm looks as blue as a clear summer sky and has a pleasant smell that reminds me of wildflowers and sunshine, though no two individuals ever seem to agree on exactly what the balm smells like. However, this fabulous substance does heal wounds, cure disease, and detoxify poisons.

One dose of this treasure, when applied to a wound or swallowed, removes any disease, including parasitic infestations, from a living thing. The creature or plant treated with the balm recovers fully in ten minutes to ten days, depending on how advanced the disease was. Minor or merely troublesome ailments, such as common colds, disappear in ten minutes. A chronic malady, such as leprosy, takes ten days, as does any disease that has advanced to its terminal stage.

Mishakal's healing balm also neutralizes poisons in the same way it cures diseases. An individual who has died from a toxin can be restored to life if someone applies the balm within five minutes of death.

Named for the goddess of healing, this balm restores up to three cards to a wounded hero, as necessary. To heal wounded nonheroes, the Narrator or a player draws two cards and adds their face values together to figure the number of Endurance points restored to a creature or character. Any Hearts card drawn allows an extra draw, but any Dragons card is considered a One, regardless of its face value.

One application of this balm serves only one function: healing disease, poison, or wounds. The person applying the balm chooses the effect.

Magical Writings

In the years before the Second Cataclysm, Ansalon's wizards created a vast body of temporary magical writings that essentially put many spells of High Sorcery into portable form. Unfortunately, the magical ripple that destroyed most of Ansalon's alchemical mixtures also erased every spell scroll on the continent. Spellbooks remained unaffected, but the arcane formulae they contained seemed increasingly irrelevant as the years progressed without High Sorcery. Today, spellbooks are merely a reminder of the lost magic of a bygone age.

A few other magical writings also survived. Some scrolls that contained defensive magics more potent than simple spells remained intact, and I have cataloged these below. It may seem strange, but any literate person can make use of these powerful protection scrolls just by reading the words.


It also seems clear that a few very potent magical tomes also survived into the present day. The powers attributed to these writings generally involve revealing eldritch secrets that can greatly expand or sap the reader's very soul. I have not examined any of these tomes myself and, as I have no reliable accounts of their effects, I have not included them here.

Anyone who can read and speak can use a magical protection scroll; the scrolls use a magical cipher that most people can understand. Heroes can read protection scrolls if they can read normal writing or if they have Reason codes of at least "C." The ability to read protection scrolls does not necessarily mean the hero can read normal writing.

Most scrolls of defensive magic create spherical effects that protect the reader and anyone standing nearby. These effects are always centered on the reader and move with him. The reader's companions could lose the benefit of the protection if they move away from the reader and, likewise, another creature can gain the scroll's benefits by moving close to the reader.

Though almost anyone can read a





protective scroll aloud and enjoy its effects, only people with Reason or Spirit codes of "A" can scan a scroll to learn what its effects will be. Studying a scroll to discover its function does not trigger its magic.

A scroll can be used only once. When someone invokes its power, the writing on it disappears, leaving behind a sheet of blank, nonmagical parchment.

Unless noted otherwise, reading or studying a scroll takes one minute.

Scroll of Acid Protection

The incantation inscribed on a scroll of acid protection shields the reader from all manner of corrosive substances for a short time.

The reader of this trinket becomes immune to all acidic and corrosive attacks for ten minutes or until subjected to 100 acid damage points, whichever comes first. All acid attacks should be resolved normally while the protection is in effect to determine how much acid damage has accumulated. Once the protection effect ends, the reader becomes fully susceptible to acid once again, though he suffers no damage retroactively. Protected heroes still can suffer mishaps when resisting acid attacks.

Scroll of Cold Protection

A scroll of cold protection creates a bubble of protection the size of a small house. Anyone within it can withstand the coldest temperatures on Krynn, from the depths of the Icewall Glacier to the most frigid Kharolis mountaintop. A person so protected also becomes highly resistant to magical cold attacks and cryomantic breath.

The reader and up to twenty-five others can fit inside the sphere created by this treasure. Affected individuals become immune to the effects of nonmagical cold and receive a +12 action bonus when resisting magical cold attacks (including dragon breath). This protection lasts one hour.

Scroll of Electromantic Protection

The magical passages recorded on a scroll of electromantic protection create a bubble about the size of a small room. Anyone within it becomes impervious to all electromantic attacks.

This trinket's reader and up to ten others can fit inside the defensive sphere. Everyone protected becomes completely immune to all forms of electricity, including dragon breath. This protection lasts five minutes.

Scroll of Elemental Protection

A scroll of elemental protection creates a barrier that keeps some elemental creatures at bay. However, very powerful ones can ignore the barrier, and large numbers of them can overwhelm it enough to let some get through.

Elementals are beings composed purely of one of the four classic elements: air, earth, fire, or water. They usually appear on Krynn as the result of a summoning spell or device—like this treasure.

The scroll of elemental protection creates an invisible sphere about the size of a small room. Up to ten human-sized creatures can join the reader inside the sphere. Everyone within it can move normally and can make missile attacks or cast spells out of it. However, melee attacks against foes outside require attackers to leave the protection.

The sphere keeps up to 36 Physique points worth of elementals at bay; the monsters are unable to enter or reach into the protective environment (for instance, to make a melee attack). A single elemental with more than 36 Physique points can ignore it. Should multiple elementals encounter the sphere, it keeps out the weaker creatures before stronger ones.

The sphere moves with the reader, but if the reader ever deliberately rams an elemental in an attempt to damage it or push it away, the protection collapses. The sphere created by the scroll

lasts for thirty minutes if not brought down sooner.

Scroll of Fire Protection

A scroll of fire protection creates a bubble the size of a small house. Those inside can withstand any amount of heat, from blistering desert sun to fiery dragon breath.

The reader and up to twenty-five others can fit inside the defensive sphere created by this treasure. Everyone within it becomes completely immune to all forms of heat and fire, including magical ones.

Scroll of Gas Protection

The incantation recorded on a scroll of gas protection creates a bubble about the size of a small room. Anyone inside it becomes impervious to all forms of noxious and deadly gases.

The reader and up to ten others can fit inside the defensive sphere produced by this treasure. Everyone so protected becomes completely immune to all harmful clouds and gases, including smoke and gaseous dragon breath. The effect, which lasts ten minutes, does not dispel the cloud. Opaque gases still block vision.

Scroll of Magic Protection

The powerful scrolls of magic protection create a small, invisible sphere of antimagic when read. No spell, magical item, innate magical ability, or magical breath functions within it. The sphere does not destroy magic within it, just temporarily negates it.

The antimagic bubble generated by this treasure is about the size of a small room, large enough to hold five people plus the reader. It is centered on and moves with the reader. No magical effect can move into, out of, or through the protective barrier. Enchanted items in it lose all their magical properties until carried out of it or until the protection effect ends. Magical spells operating on a protected creature also temporarily cease,

though time spent within the sphere still counts toward the spell's duration. Magical breath abilities and creatures' other innate arcane abilities also become ineffective behind the barrier.

The protection lasts ten minutes.

Scroll of Petrification Protection

When read, a scroll of petrification protection creates an invisible magical bubble that prevents creatures within it from being turned into stone.

This trinket creates a sphere the size of a small room, which can hold the reader plus up to ten others. Everyone within it becomes immune to any attack that turns flesh to stone. Baaz draconians still turn to stone if killed while within the sphere, however.

The defensive barrier lasts for ten minutes.

Scroll of Poison Protection

The incantation inscribed on a scroll of poison protection makes the reader immune to all manner of poisonous substances for a short time.

No form of poison—ingested, injected, inhaled, or contacted—affects the reader. The protection offered by this trinket lasts five minutes.

Scroll of Possession Protection

Reading a scroll of possession protection produces an invisible bubble that prevents any form of possession or mental control from being imposed upon creatures inside.

No spell, item, or innate ability that lets the user take control of another individual can function upon those protected by this treasure. However, the defensive sphere blocks only effects that allow physical or mental control; emotions, such as fear, can still be imposed.

The protective environment, the size of a small room, can hold ten people besides the reader of the scroll. This effect lasts thirty minutes.





Scroll of the Stellar Path

Powerful wizards created scrolls of the stellar path during the Age of Might. Reading the scrolls opened magical conduits through time, briefly duplicating—for the reader only—the optimal configuration of Krynn's three moons for casting spells.

Now that Krynn has only a single, non-magical moon, these scrolls make a small portion of god magic available to sorcerers. Reading one of these scrolls can be perilous, as one misspoken phrase can leave the reader physically and mentally scarred.

Reading a scroll of the stellar path—a treasure—takes five minutes. After completing the incantation, the reader's daily allotment of sorcery points increases by 25 during the next two days. He also gains an automatic trump bonus whenever he casts or resists a spell during that same length of time.

If a mishap occurs during the initial reading (the activation action), the scroll bursts into a multicolored spray of energy, which causes the reader's Perception and Presence scores to each

fall 1 point. The reader forever after bears a crescent-shaped scar over his heart. The crescent's color depends on the reader's nature score as follows:

Nature Score	Color
1–3	Silver
4–6	Red
7–10	Black

Using a scroll of the stellar path requires a Reason code of "A." In addition to its above powers, it can also recharge the Staff of Magi (see "Staves").

Scroll of Undead Protection

The useful scrolls of undead protection create a barrier that keeps undead creatures at bay. However, very powerful undead can ignore the barrier, and large numbers of them can overwhelm it enough to let some get through.

The scroll, a treasure, creates an invisible defensive sphere about the size of a small room. Up to ten human-sized creatures can join the reader inside it. All within it can move nor-

mally and can make missile attacks or cast spells out of it. However, melee attacks against those outside require attackers to leave the sphere.

The barrier keeps up to 72 Physique points worth of undead creatures at bay (all those on the “Undead” chart in Chapter Six of the *Book of the Fifth Age*, as well as other creatures created from corpses or disembodied spirits). Such entities can neither enter nor reach into the sphere. A single undead creature with more than 72 Physique points may ignore it, however. If multiple undead encounter it, the weaker creatures are kept out before stronger ones.

The effect moves with the reader, but if the reader ever deliberately rams an undead creature in an attempt to damage it or push it away, the barrier collapses. The sphere lasts for thirty minutes if not brought down sooner.

Scroll of Water Protection

The magic of a scroll of water protection creates a defensive sphere about the size of a small room. No form of water can enter this sanctuary. Those inside enjoy complete protection from inclement weather, magical blasts of water, and other water-based effects.

The reader and up to ten others can fit inside the defensive sphere generated by this treasure. No form of water can enter it—liquid, solid, or vapor. (The scroll has no effect on water that constitutes part of a creature's physical makeup, though.) The sphere keeps out ice, hail, snow, sleet, steam, and so forth. Individuals carrying small amounts of drinking water inclosed containers can cross the barrier, but those within cannot be touched by water in any form.

If those under protection come upon any body of water, the substance will not touch them. The surface tension the scroll creates will not allow those protected to sink into a lake (even if they wish to), slip on ice, get soaked by rain, or suffer any other such effects. The protection lasts one hour.

Rings

Rings can hold all manner of useful enchantments. As the name suggests, a magical ring is a bit of jewelry intended to be worn on a finger. Magical rings have a wide range of designs and appearances. Their magic takes effect only when worn on a finger, thumb, or similar digit.

However, several rings worn together begin to interfere with each other. Once a person dons a ring, any ring already in place on the same hand becomes inactive. Two rings, each worn on a different hand, work fine.

Usually, any fool wearing a ring gets the benefit of powers that apply only to the wearer. Many rings, however, bestow control over others or produce effects that extend beyond the wearer in some fashion. Only wearers who have some familiarity with the magical arts can employ such pervasive powers.

A very few rings have within them only a limited amount of magic, which the wearer depletes with each use.

Magical rings must be worn on the hands, not on the feet or on other parts of the body. Creatures with claws or other fingerlike digits can wear rings on their forepaws.

Most rings generate personal effects that require no special effort; they function automatically and continuously for anyone. Powers that can be used on demand require a Reason or Spirit action, depending on the ring (see below). Unless stated otherwise, a person must have a Reason code of at least “C” to use these powers.

The power contained in some rings is expressed in *charges*—each use drains one or more of them. To determine randomly how many charges a ring holds when a hero (or character) acquires it, the hero's player (or the Narrator) draws five cards from the Fate Deck. For every Moons card he draws, he takes one extra card. Totaling the values of all the cards—Dragons cards are considered Ones, regardless of their face values—yields the ring's number of charges.



Unless the description indicates otherwise, spent rings cannot be recharged.

Golden Ring of Healing

The Wizards of the Conclave busied themselves with making golden rings of healing until the Second Cataclysm. Because of rivalry among the orders, none of them formally recorded how many they completed; however, the process of creating these rings was long and difficult, so there could not have been many.

The rings appear to be simple bands of gold braided into intricate knots. A sorcerer wearing one of these rings can command it to heal his wounds once a day. The ring also protects a sorcerer from a single fatal attack, but once it saves his life, it will never work for him again. Another sorcerer could use the ring, however.

A wounded sorcerer hero using this treasure's healing power regains one lost card to his player's hand. Sorcerer characters regain 1 point of Endurance by using the power.

If the wearer ever suffers a mortal blow, the ring saves his life automatically: Upon discarding his last card, the player of the sorcerer hero may draw a single new card; characters are left with 1 Endurance point. Once the ring saves a sorcerer's life, that person cannot use any of that ring's powers again. The sorcerer could give it to someone else, though, and he could benefit from a different golden ring of healing.

Only wearers with Reason codes of "A" can use this ring's powers.

One golden ring of healing, described in Chapter Five of the *Book of the Fifth Age*, belonged to Dalamar the Dark, but no one knows what he did with it after it ceased to function for him.

Ring of Alteration

A ring of alteration allows the wearer to assume the form of one particular type of creature. Many versions of this item were created during the Ages of Might and Despair—and not all of them were rings;

belts, robes, gauntlets, and circlets also received this enchantment.

The famous kender Tasslehoff Burrfoot, a Hero of the Lance and first among those honored at the Tomb of the Last Heroes in Solace, once found a ring of alteration carved from ivory and shaped like a mouse's head, with two ruby chips for eyes. When he put on the ring and willed himself to change, Tasslehoff could turn into a small white mouse. This ring may have been buried along with Tasslehoff, or the kender might have lost it during his travels, as true kender are wont to do.

This trinket lets its wearer assume the shape of one type of creature from the "Animals of Ansalon" chart in Chapter Six of the *Book of the Fifth Age*. The user can trigger the change either by willing it or by a command word.

When in animal form, the user retains his own Mental ability scores, but gains the animal's size, shape, and Physical ability scores, including special attacks. All the wearer's equipment becomes a part of the new form, but it ceases functioning while the user is transformed.

The wearer can resume his own shape at any time, but he can safely remain in animal form only for a number of minutes equal to his Presence score. If the wearer remains in animal form longer than this, he must attempt an *average Presence* action each minute. If the action fails, he has forgotten his true form and only mystical alteration magic can change him back. The spell to restore his true form requires 10 mysticism points before adjustments for range and invocation time. The wearer's Presence score opposes the spell.

The wearer must have a Spirit code of at least "D" to use this ring.

Ring of Befriending Animals

A person wearing a ring of befriending animals can cause small groups of creatures to act docile and friendly toward him. By expending a portion of the ring's power, the user can compel the animals to protect him or his belongings.

The wearer of this treasure can attempt to befriend any animals (creatures listed in the "Animals" chart in Chapter Six of the *Book of the Fifth Age*) within melee range, provided the total of their Physique scores does not exceed 60. To do so, he attempts a normal action to use a magical item—in this case, an *easy Spirit (Presence)* action, with the animals' average Intellect score opposing it. If the attempt to befriend them fails, the animals flee. A mount or draft animal adds its rider's or driver's Perception score to its Intellect score when resisting the effect.

Befriended animals become docile and follow the ring's wearer around for up to one hour. At the end of that time, they simply wander away.

If the wearer chooses to expend a charge from the ring, he can command the animals to guard him or his possessions. The animals cannot be ordered to attack the wearer's enemies, but they leap to his defense whenever he falls under attack (even if he started the fight).

The wearer must have a Reason or

Spirit code of at least "C" to use this ring. The wearer's player (or the Narrator) determines its number of charges as described in the introduction to this section.


Ring of Blinking

When a person wearing a ring of blinking issues the proper command, he winks out of existence, instantaneously reappearing nearby. Thereafter, the wearer "blinks" once a minute, appearing in a random location each time. The effect usually foils physical attacks, though spells and missiles can still strike the wearer. Once used, the ring becomes spent for a time while it recharges itself.

The wearer of this treasure blinks in and out for six minutes, unless he chooses to end the effect earlier. Thereafter, the ring cannot function for one hour no matter how long it was in use.

All personal and melee assaults against a blinking wearer fail. A wearer can attack another while blinking, but he becomes subject to counterattacks.





Blinking to evade a counterattack requires a successful *average Reason (Agility)* action; if the action fails, he still may attempt a normal combat defense action. The wearer cannot automatically evade any free attacks his opponent might gain as the result of a mishap he suffered during an attack.

Any missile attack the wearer makes while blinking suffers a -4 action penalty, as does any missile attack made against him. The wearer can attempt spells while blinking, but those without an instant casting time automatically fail. The wearer receives a $+4$ action bonus when resisting magical attacks made against him while blinking.

The wearer moves about ten feet with each blink; the ring's magic keeps him from blinking into spaces already occupied by creatures or solid objects.

Ring of the Chameleon

A ring of the chameleon gives the wearer the power to alter the color of his body, clothing, and equipment so he visually blends into his surroundings. The change in color can even alter the wearer's appearance enough to fool dim-witted creatures into believing he is one of them.

Someone wearing this trinket can invoke a color change anytime he wishes, as long as he has a Reason code of at least "D" and stands against a backdrop containing different colors or textures. The wearer could blend into a forest or a castle wall, but not into a featureless plain or a clear sky. When blended, the wearer becomes invisible to creatures at near missile range or farther away. If an observer comes closer, the wearer must succeed in an *average Reason (Perception)* action to remain unnoticed, and even then he will be detected if he moves.

Should the wearer join a group of creatures about his same height and bulk, he can use this ring's power to fool them into thinking he is a member of their race. A human, for example, could try to look like a brute or a hob-

goblin; he could not appear as a kobold or an ogre. The deception fails automatically if the creatures have Reason scores of 6 or higher. Otherwise, it requires an *average Presence (Perception)* action, which the wearer must repeat every ten minutes. And with each action attempt, the opposition value increases by 2 points.

For example, say Ulin Majere falls in with a group of brutes and successfully deceives them. After the first ten minutes, he must attempt to fool them again, and the brutes gain a $+2$ bonus to their Perception scores. If Ulin succeeds again, the brutes gain a $+4$ bonus on his next attempt to deceive them, and so on. If the action fails, the creatures realize the wearer's true race. Should the wearer suffer a mishap during a masquerade attempt, the creatures gain a surprise counterattack.

Ring of Clumsiness

At first, the dangerous rings of clumsiness offer their wearers some sort of beneficial enchantment—conferring invisibility upon them, for example.

When the wearer faces a stressful or dangerous situation, however, the beneficial effect ends. A curse strikes the hapless user, turning him into a hummock incapable of performing any action that requires stealth, precision, or balance. Once the curse takes effect, the victim remains impaired until he can find a sorcerer to remove the ring with an enchantment spell.

When the curse strikes, the wearer of this treasure finds his Agility and Dexterity scores cut in half (rounded down). A score reduced to zero through this cursed magic carries no special penalty—the victim simply has a value of zero when resolving or resisting Agility and Dexterity actions.

While under the curse, the wearer of a ring of clumsiness enjoys no trump bonus to resolve Agility or Dexterity actions. He also suffers a -2 penalty to all defensive Endurance actions. The cursed figure cannot cast a spell unless

he succeeds in an *average Dexterity* action at his reduced score.

Once cursed, the wearer can remove the ring only with the assistance of a sorcerer who can cast enchantment spells. The spell to remove the ring consumes 12 sorcery points before adjustments for range and invocation time and the spell must overcome an opposition score of 12. For example, say the Master of the Tower tries to help Palin Majere remove the ring. If the Master touches Palin and spends a half-hour casting the spell, it consumes 14 sorcery points (12+1+1) and yields an action difficulty of 26 (14+12). If the spell succeeds, the ring loses all its magical properties—even the beneficial one—and can be removed.

To determine randomly this ring's initial power, the wearer's player draws one card from the Fate Deck and consults the table below:

Suit	Initial Power
Shields	Invisibility*
Arrows	Leaping*
Helms	Swimming*
Swords	Feather falling*
Moons	Free movement*
Orbs	Water walking*
Hearts	Warmth*
Crowns	Presence*
Dragons	Narrator's choice

* This power's description appears in this section as a legitimate ability of another ring.

Ring of Contrariness

A dangerous and inconvenient item, the ring of contrariness has a useful enchantment of some kind—such as enabling the wearer to fly. However, it also carries a curse that takes effect the moment the wearer slips the ring on: The wearer can no longer agree with any remark put to him. He disagrees with or contradicts every idea, statement, or action he encounters. An enchantment spell can remove the ring, but the curse makes the wearer refuse to cooperate with such a spell, stubbornly doing all he can to avoid losing the ring.

Contrariness does not necessarily mean the wearer of this treasure responds in a manner exactly opposite to what is asked of him. Instead, he does whatever he can to confound and frustrate those around him. For instance, if Palin wears a ring of contrariness and his wife Usha says, "Don't take off your ring!" Palin might respond by trying to take off one of Usha's rings instead.

The wearer will not intentionally hurt himself through contrariness: If Usha tells Palin not to hit himself over the head, the cursed sorcerer might strike at her head.

A sorcerer can take a ring of contrariness off someone using the same kind of enchantment that removes a ring of clumsiness (see previous entry). However, the ring's wearer actively opposes any attempt to remove it. Once removed, it loses all magical properties.

To determine randomly what the ring appears to be, the wearer's player draws one card from the Fate Deck and consults the table below:

Suit	Apparent Power
Shields	Invisibility*
Arrows	Blinking*
Helms	Flying*
Swords	Strength*
Moons	Spell reflection* [†]
Orbs	Water walking*
Hearts	Shock*
Crowns	Presence*
Dragons	Narrator's choice

* This power's description appears in this section as a legitimate ability of another ring.

[†] The ring reflects most of the effect of any spell cast to remove it, even if delivered by touch. The spell's caster suffers no ill effects, but he cannot get the ring off unless the wearer receives the removal spell's full effect. He can, however, cast the removal spell multiple times in the same week for a cumulative effect.

Ring of Controlling Mammals

A ring of controlling mammals grants even novice students of the mystic arts complete control over small groups of mammals for short periods of time.

This trinket allows its wearer to control any number of mammals, as long



as their combined Physique scores do not exceed 150 points. The mammals oppose the activation action with the average of their Perception scores. Mounts or draft animals add their driver's or rider's Perception score to their own to resist the effect.

Successful users of the ring gain complete mental control over the animals and can even force them into self-destructive acts. The ring allows control over only mammalian creatures from the "Animals" chart in Chapter Six of the *Book of the Fifth Age*. It does not, however, affect mammals beyond near missile range. Control lasts one hour.

The wearer must have a Spirit code of "C" or better to use this ring.

Ring of Feather Falling

The useful ring of feather falling automatically prevents the wearer from suffering any harm when he falls. Before impact, the wearer becomes as light as a feather. After he floats gently to the ground, his mass instantly returns to normal.

The ring, considered a trinket, automatically activates itself whenever its wearer falls more than five feet.

Ring of Fire Resistance

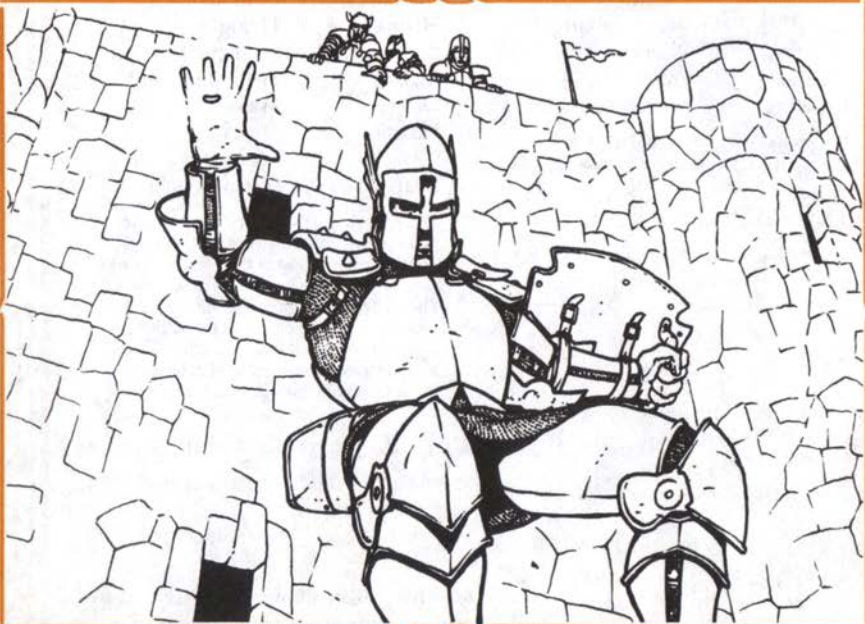
Anyone wearing a ring of fire resistance becomes invulnerable to most forms of heat and flame, though intense natural fire (such as molten lava) and magical fires remain dangerous.

The ring provides a +8 action bonus to the wearer's attempt to resist heat or fire. This treasure also negates his first 10 damage points from exposure to fire.

Ring of Flying

A person wearing a ring of flying can soar like an eagle for short periods of time.

This trinket lets a person fly for up to ten minutes once each hour. Only those with Reason or Spirit codes of at least "C" can activate it. A wearer cannot carry more weight aloft than he could normally carry while running.



Ring of Free Movement

Rings of free movement allow their wearers to move and act freely even when hostile magic or the environment would immobilize or restrict them. The wearer moves through water as easily as he passes through air. Grappling attacks and paralyzing magic can immobilize the wearer, but he becomes resistant to them.

A ring of free movement does not prevent its wearer from swimming normally, but neither does this trinket let him breathe underwater. Any card the wearer's player uses to avoid a grappling attack, paralysis effect, or similar assault is automatic trump.

Ring of Invisibility

The marvelous rings of invisibility allow their wearers to apparently disappear on command. A kender equipped with such a ring could wreak untold havoc.

The wearer of this trinket becomes invisible instantly upon activating the ring and remains so for one day or until he casts a spell, makes an attack, or voluntarily ends the effect.

During the minute in which the wearer seems to disappear, opponents can surmise his location and launch attacks. However, the wearer can evade any attack directed at him if he succeeds in an *average Agility (Perception)* action. Should he fail, he still can defend himself normally.

After the first minute of invisibility, opponents cannot detect the wearer by sight. Those with Perception scores of 6 or higher or acute nonvisual senses might detect him if they come within melee range. In this case, the wearer must attempt an *easy Reason (Perception)* action to remain unnoticed, repeating it every ten minutes if observers remain nearby. Even if detected, however, the wearer can evade attacks as described above, provided he does not make an attack himself.

Certain conditions can allow observers to notice the wearer automatically. A wearer trudging through

new snow, for example, leaves visible tracks. Likewise, if the wearer opens a door and bumps into an object, observers can see the door or object move. An invisible figure does not become magically silent—his footfalls could give him away. Those who notice the invisible individual suffer a -4 action penalty when attacking him.

Certain conditions can render the wearer visible again. For example, flour thrown in the air will coat him, leaving a visible outline. Dust of appearance reverses the ring's effects.

Ring of Leaping

Rings of leaping allow any wearer to make spectacular leaps up to four times each day.

The wearer of this trinket can leap forward across a space the size of large room, attaining a height about one-fifth the horizontal distance. The wearer also can leap backward or straight up about the height of a giant. The ring's leaping ability grants the wearer a +8 action bonus whenever he tries to open or close range.

Anyone can use this ring.


Ring of Mental Shielding

A ring of mental shielding makes any wearer impervious to divinations that reveal his mental state.

Neither mystical sensitivity spells nor items that duplicate the effects of that mystic sphere (such as the meditation of mind reading described under "Other Items") reveal any information about the wearer of this trinket.

When someone tries to use such a spell or item against the wearer, the Narrator resolves the action normally. If the action succeeds or fails, the item's user or spell's caster discovers nothing. Should the action result in a mishap, however, the user or caster receives a false indication. For example, if a mystic used a sensitivity spell to determine the nature of someone wearing a ring of mental shielding, a mishap would reveal





a nature other than the wearer's true one (Narrator's choice).

Ring of Nature's Love

The gods created the unique Ring of Nature's Love during the Age of Dreams. The least of its powers helps the wearer in combat defense. The ring also confers resistance to the natural elements and to magic. The wearer's wounds heal twice as fast as normal. Sadly, this marvelous artifact was lost during the Time of Light.

This one-of-a-kind artifact grants its wearer a +2 action bonus on defensive actions and improves the wearer's defense rating by 2 points as well. Unlike other protective bonuses, the ring's bonuses can be combined with those from other items.

Damage points the wearer suffers from magical attacks involving air, earth, fire, or water are reduced by half (round fractions down). In addition, the ring negates the first 15 damage points the wearer suffers from any exposure to natural air, earth, fire, or water.

In addition, the ring slows the aging process and doubles a hero's rate of healing. While it does not confer immunity to disease, it prevents its wearer from dying of a nonmagical disease. Once such a malady reaches the terminal stage, the wearer suddenly begins to recover. To randomly determine how long the recovery takes, the player draws one card from the Fate Deck—the card value indicates the recovery time in days. Magical diseases affect the wearer normally.

Divination spells reveal only a weak magical presence when directed at the ring, even though it is very powerful.

Tika Waylan Majere currently owns this pewter circlet, though she does not realize its power or even that it is magical. She stole it during her brief career as a thief but doesn't clearly remember when she acquired it or from whom.

Tika wears the ring on a chain around her neck as a memento of her father, who actively encouraged her to develop her pilfering skills before he

disappeared late in the Fourth Age. In times of trouble, she tends to slip the ring onto her finger, asking for her father's guidance; this activates it. If she wore it continually, she would enjoy the ring's magical benefits all the time.

Ring of Presence

A person wearing a ring of presence gains a remarkable ability to influence others, as the item enhances the force of the wearer's personality from the moment he puts it on. Wearers with any magical skill also can use it to befriend others and compel them to do their bidding.

The ring, considered a treasure, gives its wearer an effective Presence score of 9 for the purposes of interacting with others (members of any race in the Hero Races or Hostile Nonhumans charts in Chapter Six of the *Book of the Fifth Age*). The user must resist mystic spells using his normal score and, if he already has a Presence of 9 or higher, there is no effect.

Those with Reason or Spirit codes of at least "B" can also use the two special powers a ring of presence possesses.

Once a day, the wearer can try to magically befriend any number of people, as long as their combined Presence scores do not exceed 100 and all of them remain within near missile range of the wearer. Those affected feel a sense of friendship toward the wearer. If they were hostile toward him when he used the ring, they become merely annoyed and willing to forgive. While befriended individuals tend to trust the wearer and feel inclined to help him, they do not fall completely under his control. Instead, they interpret what he says and does in the best possible light.

Should the wearer order someone befriended to take self-destructive actions or to behave contrary to his interests or true nature, the effect ends immediately. Otherwise, the wearer must attempt an *average Spirit (Presence)* action each hour to maintain control. If he fails, the effect ends with-

out the befriended individual ever knowing he was ensorcelled.

Also once per day, the wearer of this ring can compel one person to a particular action, provided that person is within near missile range. The wearer must describe the action briefly—no more than a sentence or two—in a language the subject understands. The action must sound reasonable; the wearer cannot compel anyone to fall on his sword, for instance.

The effect lasts as long as it takes the person to complete the action, but never more than a day. The action need not be immediate; the wearer might compel the person to act only in response to a specified condition. (Players should keep in mind, however, the effect's maximum duration of one day and the mandatory *short* instructions.)

Ring of Projection

The elf wizardess Serinda received the Ring of Projection from a fellow wizard after a sea battle during the last age. This plain bronze band was set with an emerald and a circle of amber chips. Lifting the stone revealed a tiny secret compartment underneath. However, raising the stone while speaking a command word caused an illusory duplicate of the wearer to appear nearby. Serinda could even make the image copy her own actions if she refrained from attacks or sudden movements.

The illusory figure projected by this unique treasure can appear at near missile range or closer. If the wearer does not engage in combat or use a spell or magical item, the image exactly duplicates his every move. Because the image is purely visual, those at personal or melee range can easily distinguish the projection from the original, but anyone more distant cannot.

One must have a Reason code of at least "B" to use the ring. Once each hour, the wearer can summon the image, which remains for five minutes or until he dispels it or disrupts it by engaging in combat or using other magic.

Ring of Protection

Valuable rings of protection make anyone wearing them more likely to resist attacks, both physical and magical. Unfortunately, wearing two of these rings at once confers no extra benefit, nor do they improve the wearer's defenses when worn with more powerful defensive items.

A ring of protection may be either a trinket or a treasure, depending on the strength of its enchantment. The ring's magical bonus applies to any defensive action the wearer attempts—avoiding attacks, resisting spells, and the like—but not to his defense rating.

A wearer cannot accumulate defensive action bonuses from multiple items. Instead, he gets the benefits from only his most powerful item. For example, say Linsha Majere wears chain mail of renown, which gives her a +4 bonus to defense actions. If she also has a ring of protection with a +5 bonus, she receives only the +5 defensive action bonus, not +9. However, the magical chain mail still gives Linsha its normal defense rating of -7: -3 for chain mail in addition to the -4 enchantment. If Linsha dons a cloak of protection with a +6 bonus, along with her chain mail of renown and her ring of protection, she gains a +6 defensive action bonus and keeps her an armor rating of -7. In this case, the ring gives her no benefit at all.

To determine randomly the bonus of a hero's ring of protection, his player (or the Narrator) draws one card from the Fate Deck and consults the table below:

Suit	Enchantment	Category
Shields	+6	Treasure
Arrows	+5	Treasure
Helms	+4	Trinket
Swords	+4	Trinket
Moons	+3	Trinket
Orbs	+3	Trinket
Hearts	+2	Trinket
Crowns	+2	Trinket
Dragons	+1	Trinket





Ring of Psychokinesis

A ring of Psychokinesis allows the wearer to reach out with his mind and move objects as if lifting and manipulating them with one hand. The wearer can hurl things, open normal doors, pull levers, and perform similar feats at considerable distances.

Wearing this trinket, an individual can manipulate any object he can see, provided he could normally move it with one hand and it lies within far missile range or closer. He can use it to mentally generate a steady push or a violent shove.

A steady push, which lasts up to five minutes, can move an object a maximum of one range category per minute.

A violent shove hurls lightweight objects one range category. If the wearer mentally hurls an item at another, the action becomes a normal combat action dependent on the range between the wearer and target. For example, hurling something at a foe in melee range would be treated as a melee attack. Hurlled items inflict 12 damage points if they hit.

A ring of psychokinesis functions once every ten minutes.

Ring of Regeneration

Anyone wearing the rare and precious ring of regeneration heals so quickly that wounds close on their own in minutes. Severed limbs actually grow back fully in a few days or weeks.

When a hero wearing this treasure suffers a wound, the Narrator should draw one card from the Fate Deck without showing it to the wearer's player. The card's face value indicates how many minutes of game time pass before the hero gets any benefit from the ring. After that time has passed, the player with the regenerating hero adds the card to his hand.

If, despite the additional card, the hero remains wounded, the Narrator draws another card and repeats the process, using only one card for each

hero (regardless of whether the hero has multiple wounds).

Should the hero receive enough normal healing to replenish his player's hand fully before receiving the extra "regenerative" card, the Narrator simply discards it.

A hero stops regenerating if someone removes the ring from his finger or if his body is burned up or dissolved in acid. A wounded hero donning the ring receives no benefit until he suffers a wound while wearing it. Putting the ring on a slain hero has no effect.

A character or creature wearing this ring (as opposed to a hero) recovers 1 Endurance point every ten minutes.

Ring of Shocks

A ring of shocks produces a charged protrusion on the wearer's palm. When he slaps or presses the protrusion against a target, he releases a powerful electrical shock. Any fool with enough wit to slap an opponent can use the ring. After three uses, it becomes briefly inert while recharging. Careless wearers sometimes release the shock accidentally.

The wearer of this treasure can deliver an electrical shock worth 7 damage points at melee or personal range. After three uses, it becomes inert for ten minutes, no matter how much time has elapsed between the uses. If the wearer does not wish to walk around with a charged protrusion the size of a walnut in his palm, he must take off the ring.

If a hero wears the ring all the time, the Narrator can make a random draw when he touches another creature or handles something, to see whether it accidentally discharges. Drawing a Dragons card means the ring discharges. If its face value is Six or lower, it causes no harm but produces some noticeable effect (a blue spark, the hero's hair stands on end, or something similar). Should the random draw yield a Seven or higher, either the hero or the person he's touching suffers 7 damage points (Narrator's choice).

Ring of Sparks and Stars

The potent ring of sparks and stars allows a wearer to produce a variety of spectacular effects. Its full power manifests itself only outdoors at night under a starry sky. In these conditions, even a wearer with no formal training can create magical lights, balls of lightning, and glowing meteors. Indoors at night or underground, the rings can create only minor light effects and showers of sparks.

In the conditions mentioned above, this artifact can produce mobile globes of light, a stationary sphere of light, balls of lightning, and fiery meteors.

Globes of Light

A wearer can create mobile globes of light once an hour at near missile range or less. They shed about as much radiance as a torch or lantern and can move about freely, as long as they remain within far missile range of the ring's wearer. They can move either at his command or according to a program of movement he orders. He cannot make this program complex but it can be open-ended, such as, "Hover one foot to my left, no matter what I do." The globes remain for ten minutes.

Sphere of Light

Twice each night, the ring's wearer can create a sphere of fairly bright light—equal to that of a full moon on a clear night. The sphere, large enough to hold twenty-five humans—can manifest within near missile range or less of the ring's wearer. The sphere is immobile, but the effect can be created on a creature or object that one can carry. If the wearer successfully targets the sphere effect on an individual's eyes (or if the target fails to resist the effect), the victim is blinded until the light fades. Should the subject successfully resist or the user fail to activate the item, the sphere becomes centered near the target instead of on his eyes. The sphere lasts one hour.

Ball Lightning

The ball lightning effect produces one to four electrically charged balls; the ring's user decides how many to create. The balls look just like the globes described above and have the same range and movement capabilities. However, if any creature touches them or even approaches within melee range, they discharge. When a ball discharges, the hero wearing the ring attempts an *easy Reason (Perception)* action to determine the effectiveness of the discharge. Success yields lightning damage to the creature according to the table below. The fewer balls created, the higher their damage potential.

No. of Balls	Damage Potential
Four balls	6 points each
Three balls	8 points each
Two balls	12 points each
One ball	24 points

Fiery Meteors


A ring of sparks and stars also can create three fiery meteors each week. The wearer can release individual meteors—glowing missiles about the size of a human fist—all at once or one each minute. He can direct them at any target within near missile or far missile range.

The meteors, leaving trails of smoke and glowing sparks as they travel, burst as they hit the ground or a target, creating a scorching blast large enough to engulf up to ten humans. The blast inflicts 12 damage points on each target. Anyone a meteor actually strikes suffers 18 damage points. However, to strike a particular individual, the ring's wearer must deliberately target him and he must fail his defensive action (if target is a hero). A meteor striking a specific target still damages other creatures nearby.

Minor Effects

When used underground, indoors at night, or under an overcast night sky, the ring loses some of its power. It can, however, create showers of hot sparks or outline figures in eerie light. These





two powers are never available under a clear, starlit sky—the full-power functions replace them.

Shower of Sparks. Once per night a shower of sparks can affect up to five figures at melee or near missile range, inflicting 8 damage points on each target.

Outline of Light. The light effect covers two creatures of human size, four creatures of less than human size, or one creature of greater than human size. The subjects must be at melee or near missile range. Those successfully targeted glow with a dim light (equal to candlelight) for ten minutes. The glow makes them easy to see in the dark, giving all attacks against them a +2 action bonus (or giving them a -2 defensive action penalty). This power functions twice each night.

Ring of Spell Reflection

The unusual rings of spell reflection cause spells cast at the wearer to rebound onto the caster. The reflection is seldom complete, so most spells usually affect both the caster and the ring wearer to some extent. The reflection effect is strictly personal; spells directed at the wearer's general vicinity do not rebound. Spells delivered by touch bypass the reflection and do not rebound either.

Whenever the wearer of this treasure becomes a spell's target, his player (or the Narrator, if the wearer is not a hero) draws one card from the Fate Deck. The card's face value multiplied by ten is the percentage of the spell reflected back onto the caster.

Drawing the Ten of Dragons means the caster receives the spell's full effect and the wearer none at all. Otherwise, the spell affects each of them. Both individuals must resist the spell, an easier feat with a partial spell than a full one. The spell's intended recipient receives an action bonus equal to the value of the card. The spell's caster receives an action bonus equal to the card's value subtracted from ten.

For example, say a Knight of Takhis casts a spell at Palin, who wears a ring of spell reflection. As Palin's player (or the Narrator) draws the Six of Moons, sixty percent of the spell reflects back to the Knight. Both Palin and the Knight then must resist the partial effect. The Knight receives a +4 action bonus, while Palin gets a +6.

Reflected Spell Effect and Duration

Partial spells that succeed do not necessarily inflict the full strength of their duration and effect. Numerically quantifiable effects (such as ability score adjustments or a number of damage points) and durations (a number of minutes up to one hour) must correspond with the amount of the spell each individual received. After multiplying the numeric effect or duration by the percentage of the spell the ring's wearer suffered, the player (or Narrator) should round any fraction down in the defender's favor.

For instance, if the spell in the previous example was intended to deliver as its effect 9 damage points to Palin, the most it can inflict on him is 3 points: $9 \times 40\%$ (or $.4$) = 3.6, rounded down to 3. It inflicts the remaining 6 damage points on the Knight: $9 - 3 = 6$.

The duration of a reflected spell is also split between the two recipients (although instantaneous durations always stay instantaneous). Durations reduced in this manner to less than one minute are considered instantaneous. If the above spell was intended to cause Palin's equipment to burst into flames for ten minutes, inflicting 9 damage points each minute, the partial spell could affect him for only four minutes, inflicting 3 damage points each minute. And it could affect the Knight for six minutes, inflicting 6 damage points each minute.

The ring reflects only spells directed at its wearer. It cannot reflect the effects of magical items, natural magical abilities of creatures, spells not aimed directly at the wearer, or spells delivered by touch. Anyone can use the ring.

If the spell's caster *and* intended recipient both wear rings of spell reflection, the spell resonates between them, warping reality. The Narrator should draw one card from the Fate Deck. The result depends on the card drawn:

- ☞ **Ten of Dragons:** Caster and recipient both destroyed in a burst of pure energy.
- ☞ **Another Dragons Card:** Both rings permanently lose their magic.
- ☞ **Any Moons Card:** The spell affects both caster and recipient at full power.
- ☞ **Any Other Suit:** The spell drains away without effect.

Ring of Strength

Anyone wearing a ring of strength becomes as mighty as an ogre.

One's Strength score increases to 13 while wearing this trinket.

Ring of Sustenance

The quite useful rings of sustenance free their wearers from the need to eat or drink for as much as a week. Wearers also need less sleep; catnaps suffice.

When a wearer first dons the ring, he must wait a week before gaining any benefit. Continuous use drains the ring, forcing it to recharge itself from time to time.

This treasure must be activated and worn a full week before it confers any benefits. Once it takes effect, though, the wearer requires neither food nor drink, and two hours of sleep each night give him all the rest he needs.

After a week of continuous use, the ring becomes inactive for a week while recharging its magic. Once activated, it functions automatically while worn. If the wearer takes it off, he loses its benefits. When he dons the ring once more, he must again wear it a full week before gaining any benefits.

Ring of Swimming

Rings of swimming allow their wearers to remain in the water for hours at a time without fear of drowning. People

wearing these rings can stay afloat during all but the wildest storms and can safely dive into water from great heights.

The wearer of this trinket can safely float in water, provided he is not so heavily burdened that he couldn't normally run. For example, a hero wearing heavy armor would float, but a hero carrying a ship's anchor would sink. If properly clad for swimming (no heavy equipment and only light clothing), the wearer can swim long distances, moving over water at his normal overland rate. The wearer must stop and rest (float) for one hour after every four hours of swimming, however. If too heavily burdened for long distance swimming, the wearer of this ring can still paddle about, moving roughly as quickly as he could crawl on land.

In any case, the wearer can stay safely afloat in anything but hurricane conditions. He also can safely dive into water from heights up to fifty feet, provided the water has at least a foot and a half of depth for every ten feet he plummeted. Finally, the wearer can stay underwater up to five minutes before he must breathe.

Ring of Truthfulness

Wearing a ring of truthfulness is a mixed blessing. It alerts its wearer to any spoken lie—he hears the untruthful words in an uneven falsetto. At the same time, the wearer finds himself unable to utter even the slightest fib. He must always speak the literal truth.

If someone else is using magic allowing him to lie without fear of magical detection, such as a ring of mental shielding or an amulet of nondetection, the wearer of a ring of truthfulness cannot hear a word that person says, true or otherwise.

The ring sometimes proves difficult to slip off, especially when the wearer faces a stressful situation.

This trinket does not reveal errors or evasions of the truth, only outright,



intentional falsehoods. In addition, the wearer must succeed in an *average Presence* action to take it off. If he tries to remove the ring during a stressful or potentially dangerous situation involving a conversation with another, that individual's Perception score opposes the action.

In either case, failing the action means the ring stays on, and the wearer cannot attempt to remove it again for ten minutes.

Anyone can use this ring.

Ring of Warmth

Anyone wearing a ring of warmth stays comfortably warm even if immersed in icy water or exposed to polar conditions while unclothed. Magical cold attacks have little effect, either.

A hero wearing this trinket gains an automatic trump bonus to any actions he attempts to block cold-based assaults or otherwise resist cold. It also negates the first 5 damage points caused by any exposure to cold.

Any cold-related injury the wearer suffers heals just as if he wore a ring of regeneration (see earlier description). However, the ring of warmth restores only those wounds inflicted by cold. For example, if a hero loses two cards to cold attacks and another two cards to physical attacks, he ceases regenerating after regaining two cards.

Ring of Water Walking

Any person wearing a ring of water walking can cross any watery mass or span of liquid without sinking. The wearer's feet do not actually contact the surface; instead the wearer hovers on ovals of force that form underfoot.

The wearer of this trinket can cross even running water, oil, mud, quicksand, snow, and so on. The ring can support its wearer and as much equipment as he could normally carry while running. If the surface is not entirely liquid, the wearer leaves behind a series of oval depressions instead of footprints.



Rods

Most laymen have difficulty distinguishing between magical rods, which measure about as long as a human leg and as thick as a human thumb, and enchanted staves and wands—generally less potent and slightly more common.

Rods are so named because they tend to be straight and fairly sturdy. The materials that go into making them vary widely, from plain shafts of wood to elaborately carved and decorated bars of bone or metal.

Only an individual well trained in the magical arts can employ a rod's powers. To use such an item, the wielder usually must concentrate on the magical energies stored within it, vocalize a few arcane words, and perform a series of gestures, just as he would when casting a spell. Using a rod does not tax the wielder as spellcasting does, however, though each use diminishes the rod's potential—eventually draining it entirely. When a rod's reserves are exhausted, it becomes a mere stick.

The powerful energies stored within a rod produce effects more potent than all but the most skilled sorcerers can create; however, a rod can generate only a limited number of effects (sometimes only a single type of effect), that its creator chose when fashioning it. A rod's wielder need not be skilled in the particular school of sorcery or mysticism the rod employs, but neither can he alter the effect to suit his tastes and needs, as he could with a spell.

Usually, a hero must have a Reason code of "A" to use a rod (exceptions are noted in the descriptions). Unless stated otherwise, a rod's store of power is expressed in charges, much like some rings—each use drains one or more charges. To determine randomly how many charges a rod holds when a hero or character finds it, the player (or Narrator) draws five cards from the Fate Deck and follows the rest of the procedure outlined in the introduction to the "Rings" section.

Some rods can serve as weapons in

addition to their magical properties. Using a rod as a weapon requires no special "activation" action from the wielder—he simply attacks. Exceptions are noted in the individual descriptions that follow.

Rod of Beguiling

The incredibly powerful rod of beguiling overwhelms the minds of those in the wielder's immediate vicinity; people or creatures under the rod's influence look upon its wielder as a trusted friend and benefactor as long as he does nothing to ruin the impression.

When activated with an unopposed easy Spirit action, this treasure sends out a magical wave that covers an area about the size of a large room; the wave can affect up to twenty-five individuals at a time. Any creature more intelligent than an insect becomes subject to the effect.

Beguiled creatures lose all hostile sentiments toward the wielder. Instead, they experience a sense of fellowship and fondness for him, compelling them to trust and obey him to the best of their abilities.

The wave itself is instantaneous, but affected creatures remain beguiled for ten minutes. This effect ends immediately if the wielder or his companions act hostilely toward the subjects or command them to act self-destructively or contrary to their interests or natures.

Rod of Flailing

Anyone armed with the plain-looking rod of flailing possesses a formidable melee weapon. At the wielder's command, two large or small flail heads spring from the rod's tip. Another command causes them to retract. Users familiar with magic also can invoke its defensive magic to increase their skill at deflecting blows.

Both the large and the small flail heads of this treasure have enchantments of +6. The small version, a light weapon with a base damage rating of +3, carries a total rating of +9, while



the large version, a *heavy* weapon with a base damage rating of +6, bears a total rating of +12. The wielder may not use the large version if his Strength code does not allow him to use *heavy* weapons—or even the smaller version if he is restricted to only *very light* melee weapons. (See the *Book of the Fifth Age*, Chapter One.)

Extending or retracting the flail heads does not consume any charges—striking a foe with them does.

The rod's defensive effect grants a +8 bonus to any defensive action the wielder attempts. This effect consumes one charge and lasts ten minutes.

Heroes must have Reason codes of at least "C" to extend or retract the heads or to enjoy this rod's defensive bonus.

Rod of Insect Swarms

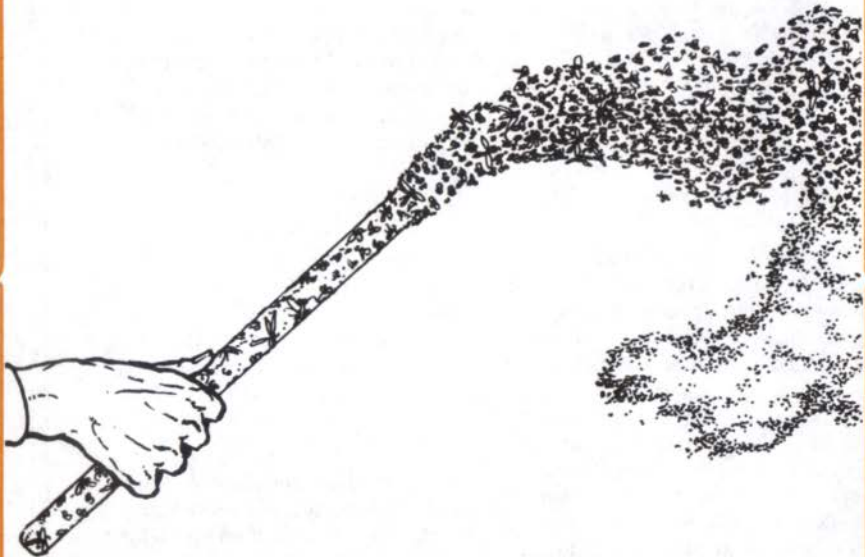
Rods of insect swarms usually are crafted from resinous wood and tend to be longer and slightly thinner than other rods—so much so that some scholars classify them as staves. Numerous carvings of flying, biting, or stinging insects cover the rod's

surface. A mystic or sorcerer can use it to release a swarm of voracious insects that descend on one creature nearby, temporarily driving it to distraction. The swarm is potent enough to kill some creatures. With each use of the rod, one of the carvings disappears, which makes tracking its charges a fairly easy task.

The user of this treasure can direct the insect swarm at any individual in melee or near missile range. The swarm descends on the target, biting and stinging for one minute. It inflicts wounds equal to the wielder's Spirit score plus 6 damage points, but never more than 15 damage points. Armor cannot help the target.

Targets are driven mad by the insects—they can take no offensive action except to try swatting them off. The swarm has no effect on individuals larger than human size that also have a defense rating of -3 or better. Engulfing the target with masses of flame or smoke renders the swarm ineffective.

The wielder of a rod of insect swarms must have a Spirit or Reason code of "A." Each use drains one charge.



Rod of Magic Destruction

The potent rods of magic destruction have the power to drain the enchantments stored in any magical items they touch. The attack leaves an item forever nonmagical and the rod brittle and useless. The rod essentially works like a magic-destroying weapon, but one needs no magical knowledge to use it.

To drain a magical item, this treasure must physically touch it—and that requires at least a successful melee attack from the wielder if the item is in another's possession at the time. The Narrator might increase the action's normal difficulty for small or hard-to-reach items—striking an opponent's armor is fairly easy, but touching his ring can be much trickier.

After a successful melee attack, the wielder may attempt that same minute to use the rod of magic destruction.

- ☞ If the targeted magical item is a trinket, the action goes unopposed.
- ☞ Targeting a treasure with the rod allows its owner oppose the attempt with his Perception score.
- ☞ A targeted artifact allows its owner to oppose the attempt with triple his Perception score or with an action bonus of +15, whichever is greater.

Should the wielder try to touch an unattended trinket or treasure with the rod, the action goes unopposed. However, artifacts themselves carry an opposition value of 15.

The rod can also destroy spell effects, provided that their durations are longer than instantaneous and they can be physically touched. For instance, a wielder can strike a wall of ice conjured by cryomancy with the rod to dispel it instantly. Destroying a spell effect is an unopposed action.

After any attempt to drain an item or spell effect, the rod becomes useless—even if the attempt failed. Although a drained item can never be restored, it is not physically damaged and still works as a normal item of its kind. Anyone can use this rod.

Rod of Security

A sorcerer wielding the wondrous rod of security can instantly transport himself and his companions to an otherworldly paradise where they can dwell for a time in absolute safety. During their sojourn outside the world, the sorcerer and his companions do not age. The paradise has an abundance of fresh water, fruits, and vegetables. Everyone there finds the climate utterly comfortable—even if one is a desert barbarian and another is a thanoi. Injured visitors heal their wounds quickly. When the rod's effect ends, the sorcerer and his party return to the exact place they were standing when they departed for the paradise.


When activated, this treasure instantly transports the wielder and up to 199 others into an extradimensional pocket that no other mortal can find or detect. To be transported, everyone must touch the rod or its wielder, either directly or by touching each other while at least one of them touches the rod or its wielder.

While in the paradisiacal realm, visitors do not age naturally, but remain susceptible to magical effects that cause unnatural aging. Natural healing proceeds at twice the usual rate there, but magical healing works normally.

The maximum amount of time visitors can stay in the paradise is two hundred days divided by the number of creatures in the group. So, the rod's wielder could stay for two hundred days if he went alone. A group of five heroes could stay forty days. (Players should round all fractions down when determining the maximum length of a stay.) Of course, a wielder can always opt to end the stay earlier just by willing it.

Visitors cannot opt to stay behind if the rod's wielder leaves—when the effect ends or is canceled, they all find themselves instantly back in the exact locations they occupied when they left the world. (The same amount of time has passed there as it has for them.) If a





creature or object currently occupies the space a visitor occupied when he left, he appears as close to his original location as possible.

Each use drains one charge.

Rod of Smiting

The potent rod of smiting is a magical weapon requiring no magical skill to use. If the wielder strikes a particularly solid blow, his opponent suffers especially severe damage. The rod is exceptionally effective against magically animated objects.

A rod of smiting, considered a treasure, has an enchantment of +6; though in itself it is considered only a *very light* melee weapon equivalent to a baton (damage rating of +2), it has a total damage rating of +8 (2+6).

If the player of a hero wielding the rod uses a trump card to attack successfully with it and turns over a Moons card first, the rod inflicts triple its normal damage (+24).

The rod always inflicts double damage (+16) against magically animated objects. If the wielder successfully uses a trump card to attack and the first card turned over is a Moons card, he destroys the animated object with a single blow.

Any hit that causes double or triple damage drains one charge. Anyone can use this rod.

Rod of Sovereignty

The powerful rod of sovereignty clouds the minds of intelligent individuals in the wielder's vicinity; those under its influence look upon the wielder as a wise and trusted leader who holds absolute authority over them.

This treasure produces effects similar to those of a rod of beguiling. When activated, it creates an invisible magical wave covering an area about the size of a large house, with the rod at the center; the wave can affect up to one hundred individuals at a time. Any creature more intelligent than an insect is sus-

ceptible to the effect, and only those with Spirit codes of "A" or Spirit scores of 8 or higher can try to resist it.

Those under the rod's influence lose all hostile feelings toward its wielder—instead, they feel a sense of loyalty toward him and obey him to the best of their abilities. The wave itself is instantaneous, but those affected remain so for ten minutes.

This rod's influence ends immediately if its wielder or his companions act hostilely toward the subjects. The effect likewise ends if the wielder commands them to behave self-destructively or in some other manner contrary to their interests or natures.

Rod of Spell Absorption

Rods of spell absorption act as magnets for magic, drawing arcane energy into themselves and storing it for later use. A sorcerer who possesses one of these rods becomes virtually immune to spells and gains command over a considerable pool of magical energy. The rod's ability to absorb energy is finite, however—once it has exhausted its potential, the device simply ceases functioning.

The rod, a treasure, can absorb and nullify any spell actually directed at its wielder, except those delivered by touch. Neither can it absorb effects from items of magic, natural magical abilities of creatures, or spells not aimed directly at the wielder.

When the wielder chooses to use the rod, he can do nothing else that minute—but he can try using it to absorb every spell directed at him during that minute. Each absorption attempt requires a separate activation action, with the opposing spellcaster's Reason (for sorcerous spells) or Spirit (for mystic spells) as the opposition ability. Should the rod fail to absorb a spell, the wielder still gets his normal chance to resist, unless he suffered a mishap—then the spell automatically takes effect.

If the wielder's action succeeds, the spell is entirely negated and the spell

points used to create it become absorbed into the rod. The wielder can then use the stored points freely to cast spells of his own, following the normal rules for spellcasting but drawing the required spell points from the rod, not from his own store.

For example, say Palin holds a rod of spell absorption when a Knight of the Skull attempts to slay him outright with a necromancy spell. The Narrator determines that the spell requires 23 mysticism points to cast. If Palin successfully uses the device, he completely negates the spell and the rod stores all the spell points of magical energy. During the next minute or at some later time, Palin could use those points to create a spell of his own.

Once the rod has absorbed 250 spell points, it can take in nothing more—it can only release spell energy forever thereafter. If a rod of spell absorption is less than fully charged when found, it already has absorbed and released some spell energy. To calculate how many points of potential remain, the player (or Narrator) should multiply the rod's number of charges by five (it can never have a potential higher than 250).

For example, if Palin had a fully charged rod when he absorbed the Skull Knight's 23 points, it could absorb 227 more spell points. If he then used it to cast a 20-point spell, the device would have only 3 points of stored energy remaining—but it still could take in only 227 more points in its lifetime.

Rod of Splendor

Quirky rods of splendor allow their wielders to garb themselves, once and only once, in attire fit for royalty. Though a wielder can freely give away his splendid raiment, any attempt to sell or barter away even a small part of it causes the entire outfit to disappear. While holding or carrying the rod, the wielder enjoys a magically enhanced bearing that impresses most folks. The

device also can cause a luxurious pavilion to spring into being at the wielder's command.

Anyone holding or carrying this treasure gains a Presence score of 9 for purposes of interacting with other creatures—the enhanced score doesn't help the wielder resist mystic spells. If the user already has a Presence score of 9 or higher, however, there is no effect.

A wielder with a Reason code of "C" or higher can command the rod to create a splendid suit of expensive clothes for himself. Creating the clothes drains one charge. The user cannot add to the suit or replace pieces he has given away by expending another charge; any attempt to do so merely wastes the second charge.

Those with Reason codes of at least "C" also can expend one charge to create a palatial tent as big as a mansion anytime. The tent, which lasts for one day, comes equipped with food and furnishings for one hundred.

Once the wielder has tried both features of this rod, he cannot utilize it for those purposes again—it merely continues to enhance his Presence. A different wielder, however, could use all its functions.


Rod of Terror

A rod of terror looks just like a common club or mace. However, someone with even a modicum of mystic training can use it to cloak himself in a frightful aura of power that can make other creatures freeze in terror or flee in panic. The aura lasts only a moment, but the user's own visage becomes horrible to behold while the rod's effect lasts. Wielders, take care, however: Overusing the rod inevitably causes permanent disfigurement.

Anyone who can employ a medium weight melee weapon can use this treasure as a mitre (damage rating of +5) with a +4 enchantment.

Users with Spirit codes of "B" or better, however, can employ the weapon's second effect: its aura of terror. The aura affects up to twenty-five





creatures no farther from the user than near missile range. Those affected can attempt no offensive actions during the minute the aura manifests itself.

Even if all targets successfully resist the terror (or if the wielder fails to activate the item properly), the wielder may immediately try to use the rod's third power to make them flee. A mandatory *average Spirit* (*Perception*) action that succeeds allows him to force the targets to open the range.

A wielder who suffers a mishap using this rod's fear aura finds that the rod's magic warps his features and creates an air of dread around him, permanently reducing his Presence score by 2 points.

Rod of Vigilance

A mystical rod of vigilance sharpens the wielder's senses, making him less likely to be surprised. This power requires no magical training at all.

The device also empowers a wielder who has some magical training to create and analyze magical auras, detect spoken falsehoods, examine one's moral fiber, and discover illusions. If planted in the ground, the rod acts as a sentry: It detects any hostile creature that ventures too close, releasing a sphere of magical light and sending a mental alert to its owner and his companions. If the wielder so chooses, it can provide a magical boost to his allies when it detects an enemy, and it can animate a group of objects to defend him.

Anyone carrying this treasure gains a trump bonus to avoid surprise. The ability operates continuously and drains no charges. However, if the rod ever loses all its charges, this power ceases functioning.

The rod also has the divination, spiritualism, and defensive powers described below, which anyone with a Spirit or Reason code of at least "C" can use. Each power requires a new activation, so a wielder can employ only one of them at a time.

Examining Auras

The wielder can examine the aura of a single creature at near missile range or closer. The rod's effect reveals the subject's true nature to its user. (The Narrator should assign it an appropriate nature if the subject character has no established one.) The effect is instantaneous and drains one charge.

Detecting Lies

The rod of vigilance reveals to its user when anyone in a conversation with him utters a lie within ten minutes of activation; if the activation attempt fails or the liars resist the effect, however, the wielder learns nothing. However, this power does not reveal inaccuracies if the one speaking them believes them to be true, nor does it detect evasions of the truth. The effect drains two charges and works against those at near missile range or closer.

Detecting Magical Auras

Another special power lets the wielder of a rod of vigilance detect any magical auras within an area about the size of a large room, centered around himself. Every magical creature or object in the area glows with a faint light that only the rod wielder can see—the more powerful the enchantment, the brighter the glow. The effect drains one charge and lasts one minute.

If the user expends an additional charge, he can spend one minute concentrating on an emanation he already detected and determine what school or sphere that magic represents.

Those who fail to activate this power—an *easy Reason* action (to detect magical objects) or *easy Spirit* action (for magical creatures)—can detect nothing. When a mishap occurs, the rod indicates a magical aura where there is none (or vice versa) or identifies the wrong school or sphere.

Detecting Invisibility and Illusion

The rod's power to detect invisible creatures has the same area of effect and activation requirements as its abil-

ity to sense magical auras (above). It makes invisible creatures and objects glow with a light only the wielder can see. The effect drains two charges and lasts ten minutes.

The power to detect illusions works in exactly the same way to make illusory objects or creatures glow.

Defensive Powers

If the user plants the rod in the ground, it can utilize several defensive abilities for him.

Sentry Duty. First, he can command it to detect any hostile creatures coming within near missile range of the device. When it senses such a creature, anyone within near missile range or closer to the rod receives a mental warning of danger. To warn those farther away, it also radiates a sphere of brilliant light—equal to sunlight on a clear day—the size of a small room. This effect drains one charge and lasts until someone pulls the rod from the ground.

Strengthen Allies. For the cost of one extra charge, the owner can command the planted rod to bestow an enchantment on up to twenty-five of his allies (also within near missile range of the rod) when it detects a hostile creature. The enchantment grants its recipients a +1 action bonus. Spending another charge triggers this effect again, for another group of twenty-five. This power lasts ten minutes.

Animate Objects. Also with an extra charge, the user can command the planted rod to animate up to ten objects, each no larger than a stool or small shrub. Once animated, these objects function as creatures that fearlessly attack the owner's enemies. They remain animated for ten minutes or until destroyed in combat.

☞ **Objects:** *Magically animated.* Co 6, Ph 6, In 10, Es 10, Dmg +2, Def -4.

A wielder can activate all three defensive powers at once, provided the rod retains enough charges.

Staves

An enchanted staff is probably the most readily recognized type of magical item in Ansalon. Who hasn't heard of the famous Staff of Magius? Indeed, most folk view staves as the quintessential wizard's tool. The perception is not inaccurate—it usually takes a skilled sorcerer or mystic to use a staff's powers.

Though a staff can be fashioned from almost anything, most take the form of good, sturdy shafts of seasoned wood; many sport carved or gem-studded heads as well. Most staves are five or six feet long and as thick as young saplings.

Among items of magic, staves occupy the middle ground between rods and wands—less powerful and slightly more common than the former, but more powerful and rarer than the latter. Though many staves can produce a wide variety of magical effects, their power tends to run out fairly quickly.

Unless otherwise stated, a hero must have a Reason code of “A” to use a staff, as with a rod. All staves contain charges as explained in the introduction to the “Rings” section of this chapter. To determine how many charges a staff holds when someone finds it, the player or Narrator should draw three cards from the Fate Deck and follow the rest of the procedure described in the “Rings” introduction.

Most staff powers, except weapon effects, must be triggered with words and gestures, as explained under “Rods.”

Serpent Staff

The curious serpent staves function as enchanted quarterstaves. Mystics can command them to transform themselves into large snakes that do their bidding.

Serpent staves, considered treasures, come in two varieties:

The Python

The first, called the python, is a quarterstaff with a +4 enchantment. While anyone can employ it as a weapon, only those with a Spirit code of “A” can





command it to assume the form of a giant snake, twenty-five feet long. The staff can remain in this form for up to an hour. Each transformation to snake form drains one charge from the staff.

The snake attacks at the owner's command; defense against the creature requires an *average* Agility action. After striking successfully, the snake wraps its coils around its opponent and automatically inflicts its total damage upon him each minute. The python releases the foe only if its owner so commands, if it kills the victim, or if it dies. Killing the snake destroys the staff.

☞ **Giant snake:** *Magical animal.* Co 4, Ph 15, In 2, Es 10, Dmg +5, Def -3.

The Adder

The other variety of serpent staff is called the adder, which functions as a quarterstaff with a +2 enchantment. Anyone with a Spirit code of "B" and a nature score of 6 or higher can command the head of the staff to transform itself into a venomous serpent's head.

Though the staff does not turn into a creature in this case, the living head can strike opponents in melee combat. Its bite inflicts 4 damage points and allows the bearer to immediately attempt a free *challenging Spirit* (*Endurance*) action. If the action succeeds, the opponent dies of the poison. Heroes bitten by the adder head must attempt an *average Endurance* (*Spirit*) action to save themselves.

The staff loses a charge each time its head transforms into a snake head. The snake head can manifest itself continually for one hour, though the staff's bearer can command it to change back sooner. If the head dies, the staff is destroyed.

☞ **Snake head:** *Magical animal head.* Co 0, Ph 2, In 2, Es 10, Dmg +2, Def -2.

Staff of Commanding

A staff of commanding functions slightly better for a mystic than for a sorcerer. One who fully understands the powers of these devices can make people, animals, and even plants do his bidding.

A sorcerer or mystic holding or carrying this treasure gains a Presence score of 9 for purposes of interacting with others—the enhanced score does not help him resist mystic spells. (There is no effect upon those who already have a Presence score of 9 or higher.) This power drains no charges from the staff, but works only for bearers with Reason or Spirit codes of “A.”

The staff’s special powers, described below, each drain one charge.

Controlling People

A staff of commanding’s magic lets its bearer influence others no farther away from him than near missile range—either to befriend a group or compel a single person to a specific action.

Befriending. The bearer can befriend any number of people with combined Presence scores of not more than 100. Those affected feel a sense of friendship with its bearer. If they were hostile toward him just before he activated the staff, they remain annoyed but tend to be forgiving.

While those befriended do trust the bearer of the staff and feel inclined to help him, they do not fall completely under his control. Instead, they interpret what he says and does in the best possible light. If, however, he orders them to take self-destructive actions or to behave contrary to their interests or true natures, the effect ends immediately. Otherwise, it expires in an hour.

Commanding. The bearer of this staff also can compel a single person to take a certain action, provided that he describes the action briefly (no more than a sentence or two) in a language the person understands. The action must sound reasonable, too—the bearer cannot, for example, compel anyone to fall on his sword.

The commanding effect lasts as long as the person needs to complete the action but never more than a day. This action does not have to be immediate, either—the subject could be compelled to act only in response to some condition the bearer specified in his instructions.

Controlling Animals

The staff of commanding also lets its bearer exercise complete mental control over animals. This effect works just like the befriending power described above, except that it affects groups of animals (such as those from the “Animals of Ansalon” chart in Chapter Six of the *Book of the Fifth Age*).

The bearer gains complete control over the animals and can even force them into self-destructive acts. However, if a hero tries to activate this power upon animals serving as mounts or beasts of burden, the player must add their driver’s or rider’s Perception score to the animal’s to oppose the action.

One must have a Reason code of “A” or a Spirit code of “B” to use this power. However, bearers with Spirit codes lower than “A” can affect only mammals, while someone with a Spirit code of “A” may affect any animal. As controlling animals requires the bearer’s complete concentration, the effect ends if he attempts any other action. Its maximum duration is one hour.


Controlling Plants

Bearers with Spirit codes of “A” can use the staff to control plants in an area the size of a small room. Activating this power to control normal, unintelligent plant life requires an unopposed action, while sentient plants may oppose the action with their Presence.

The staff of commanding can make plants bend out of the way to allow the bearer easy, quiet movement through an area; open their flowers or drop their fruit; and even grab or entwine creatures. Players (or Narrators) should resolve plants’ grabbing attempts as melee attacks using the bearer’s Spirit as the action ability. Commanded plants can inflict damage as follows:

- ✦ Grasses and herbs inflict no damage when they grab someone.
- ✦ Shrubs and vines inflict damage points equal to a bearer’s Spirit score.
- ✦ Large plants and trees inflict damage points equal to twice the bearer’s Spirit score.





Directing plants to attack requires all the bearer's concentration. The plant control effect lasts a maximum of ten minutes.

Staff of Healing

A mystic equipped with a staff of healing can perform miraculous feats—restore sight, banish disease, repair broken minds, and heal wounds. Unfortunately, this device can function only a few times each day.

One touch of this treasure instantly restores sight to a blind individual, provided his eyes have not been destroyed or removed.

A touch also can remove any kind of disease, including parasitic infestations. In addition to banishing disease from a single creature, the staff can cleanse contagion from an approximately human-sized mass of material. The effect on objects or plants is immediate, while creatures recover at varying rates, depending on the advancement of the disease. Minor or merely troublesome ailments such as common colds disappear in ten minutes, but a chronic malady such as leprosy takes ten days—as does any disease in its terminal stage.

A touch of the staff also cures any mental disorder resulting from a spell or injury to the brain.

The bearer can also heal wounds with a touch of the staff, restoring one, two, or three cards (at the bearer's option) to a wounded hero. To heal a wounded creature or character with the staff, its bearer's player (or the Narrator) draws two cards and adds their values together for a result indicating the number of Endurance points restored. Any Hearts card drawn allows an extra draw, but all Dragons cards are considered Ones regardless of the actual face value.

All uses of the staff require an *easy Spirit* action for activation—an unopposed action for willing recipients. However, the bearer can call on the power of this staff only eight times each day. Further, no single function

can be used more than twice daily, and no creature can be affected by the staff more than once a day. Each use drains one charge.

Staff of High Sorcery

The extremely rare staves of High Sorcery come from a time before the first Cataclysm, when the power of wizards was reaching its peak.

Recovering one of these magnificent devices would be the pinnacle of any sorcerer's career, just as finding a true dragonlance would be the bright spot in a warrior's life. With such a staff, a sorcerer can command light, fire, cold, and lightning. It allows him to hurl enchanted missiles, block magical attacks, and overcome foes with weakness or paralyzation. The bearer can even use it to defy gravity.

All the offensive powers of this artifact drain one charge with each use, as does the lifting power. However, the staff's defensive abilities each require two charges.

Offensive Powers

The various offensive powers of a Staff of High Sorcery each have an instant duration.

Light. The staff's power to generate light creates a sphere of brilliance equal to sunlight on a clear day. The staff's bearer can make the sphere, which is large enough to envelop fifty men, appear at personal, melee, or near missile range. The globe of light is immobile, but the bearer can manifest it on a creature or object that can be carried. Targeting the effect successfully on an individual's eyes causes blindness until the light fades; should the target resist the effect (or the activation attempt fail), the sphere winds up centered near him instead of on his eyes. The sphere lasts a full day.

Fire. The staff also can generate a blast of intense flame at near or far missile range. The blast, large enough to engulf up to twenty-five men, inflicts 24 damage points upon each target.

Cold. In addition, the staff can generate a blast of cold toward targets at melee, missile, or far missile range. The blast, which can affect a group of twenty-five, inflicts 20 damage points to each target.

Lightning. The staff's lightning power calls down a torrent of visible electrical might at near or far missile range. The lightning covers an area large enough to hold twenty-five men and inflicts 24 damage points to each.

Missiles. The bearer of a staff of High Sorcery can hurl one to four enchanted missiles similar to arrows at targets within melee or near missile range—he chooses how many missiles will appear. Each one inflicts 4 damage points to its target. One can aim them at different targets that stay within melee range of each other. The missiles affect only creatures, not objects or plants.

Lifting Power

The staff of High Sorcery's power to defy gravity lifts its bearer and anything he carries off the ground. This power allows only vertical movement, though the bearer can move hand over hand along a ceiling or drift along on the wind.

There is no practical limit to how high the bearer can rise, but it takes him about one minute to rise or fall one range category. The effect lasts ten minutes—anyone caught aloft at the end of this time descends slowly to the ground.

The staff can lift other creatures or objects up to human size. Unwilling subjects may oppose the activation action or try to resist the effect, of course.

Defensive Powers

Like the staff of High Sorcery's offensive powers, its defensive abilities occur instantaneously.

Magical Shield. The bearer of the staff can create a magical shield to protect himself and one or two others from frontal attacks. (The other crea-

tures must always remain within melee range of him, however.)

This magical shield negates enchanted missiles created by other staves of High Sorcery, wands of missile hurling, and any spells that create a similar effect—provided they are directed at the front of the bearer. Against other sorts of missiles, the shield offers those under its protection a +3 bonus to their defensive Agility actions and improves their defense ratings by 3 points. Against nonmissile attacks, the shield grants a +1 bonus to defensive Endurance actions and improves defense ratings 1 point. The shield lasts one hour.

Magical Shell. Bearers desiring more extensive protection can create a faintly glowing magical shell that blocks any wand effect or any spell created with 15 or fewer spell points—such weak magic cannot overcome the shell. The shell has no effect on stronger magic, however, or on creatures' innate magical abilities.

Five human-sized beings can fit inside the protective shell with the bearer but must remain within melee range of him to be protected. The spells and arcane items of those within the shell remain unaffected by its magic. This effect lasts ten minutes, though the bearer can end it sooner.

Sorcerers who can cast enchantment spells can bring down the shell with a counterspell costing 11 sorcery points, plus additional points for range and invocation time. The bearer's Reason score opposes such a counterspell.

Paralysis. Finally, the staff's paralysis ability produces a beam that can touch a single creature at melee or near missile range. Those affected remain immobile and helpless for a short time. To determine how long, the bearer's player or the player of an affected hero draws two cards from the Fate Deck and adds their face values together for the total number of minutes the target(s) stay paralyzed. All Dragons cards drawn are considered Ones, but Hearts allow an extra draw.



(See the “Wand of Paralysis” description for more information about this power.)

Staff-Mace

Sturdy-looking staff-maces are typically made from tough hardwood reinforced with iron bands. Anyone familiar with magic can command such a staff to transform itself into a large or small bludgeoning weapon, or back into a staff.

The staff-mace can function as a quarterstaff, mitre, or mace, with varying enchantment levels:

- ❖ **Quarterstaff:** A +5 enchantment with its normal +2 damage rating yields a total rating of +7 for this very light weapon.
- ❖ **Mitre:** A +4 enchantment with its normal +5 damage rating yields a total rating of +9 for this medium weapon.
- ❖ **Mace:** A +3 enchantment with its normal +7 damage rating yields a total rating of +10 for this heavy weapon.

This treasure is not charged. Anyone who can use the appropriate class of weapon may use it in melee combat, but only those with Reason codes of at least “C” can make it change forms.

Staff of Magius

The Staff of Magius remains probably the most famous enchanted item on Ansalon, even though it has been lost. It had a shaft of polished mahogany topped by bronze dragon claw clutching a faceted crystal.

No complete list of the staff’s powers exists because every owner has either discovered or added new ones. Its documented powers include the ability to create light, save its owner from falls, enhance the duration and intensity of spells, and improve bearer’s combat abilities. The staff could recharge itself when exposed to the light of Solinari, Krynn’s lost silver moon.

Legend says that the wizard Magius, a companion to the great Solamnic

Knight Huma Dragonbane, was the staff’s first owner (or its creator, in some versions of the story). This great wizard’s spirit is said to reside within the staff, ready to aid the people of Ansalon in times of peril. The staff’s recent owners include the wizard Raistlin Majere, who carried it during the War of the Lance. After Raistlin’s failed attempt to challenge the Dark Queen, the staff remained locked in the Tower of High Sorcery in Palanthis until his nephew, Palin Majere, recovered it during his Test of High Sorcery.

The Conclave’s records show that Palin’s test occurred in the Tower of Wayreth, though Palin thought he had traveled to Palanthis during his Test. Palin remains convinced that he received the staff from his uncle, though the Conclave’s scholars, including myself, believe the hand of Magius was involved.

Palin carried the staff until the aftermath of the Chaos War, when it appeared to lose its power. (It seems likely that all its charges had been exhausted.) Raistlin, having returned from the Abyss, reclaimed the staff before departing Krynn once again.

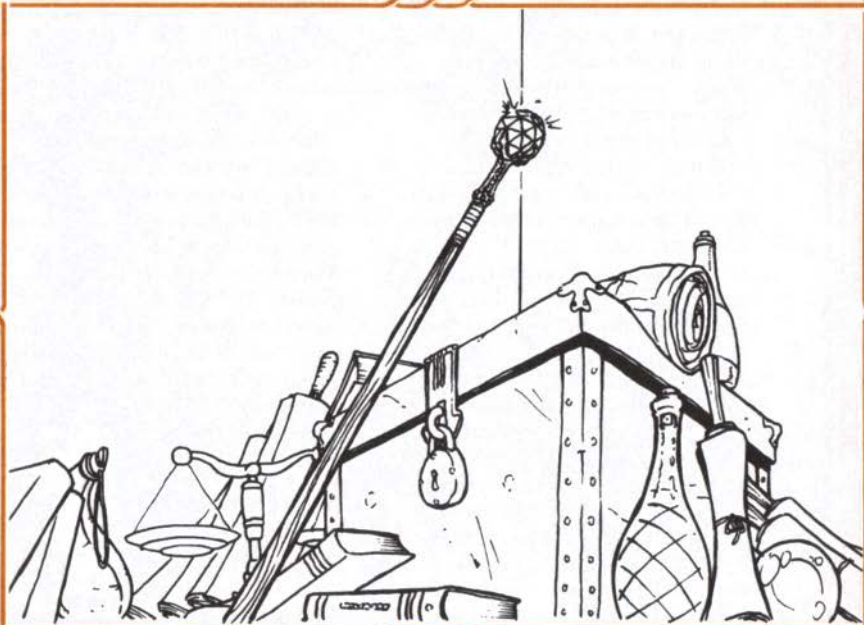
Anyone with a Reason code of “B” or higher can use this artifact’s basic powers, which include combat bonuses, light generation, and feather falling.

Basic Powers

As a very light melee weapon, the Staff of Magius has a damage rating of +2 and an enchantment of +4, for an adjusted damage rating of +6. It also adds a +3 action bonus to defense and improves the bearer’s defense rating by 3 points. These bonuses can be combined with other magical defenses.

Its two other minor powers each consume one charge from the Staff of Magius.

Light. On command, the staff creates a sphere of brilliant light emanating from its crystal top. The sphere is as bright as sunlight on a clear day and large enough to bathe fifty men within its glow. The light lasts one hour.



Protection from Falling. Should the bearer ever fall more than five feet, the staff automatically makes him literally as light as a feather. The change takes place just before the fall ends and lasts until just after the bearer has floated down to a safe landing.

Advanced Powers

A bearer with a Reason code of "A" and a reputation of Champion or better gains additional benefits from the Staff of Magius.

Spell Points. First, it supplements his sorcery points. Each time he creates a spell, the staff supplies 5 points toward its duration and 5 more to augment any damage it causes. However, if the bearer does not use all the points the staff provided, he cannot apply them to other aspects of the spell—he simply loses them.


Random Effects. The second additional power is as much a curse as a blessing. Should the bearer of the Staff of Magius ever suffer a mishap while attempting to activate one of its pow-

ers, a random magical effect occurs instead—something completely under the Narrator's control. (Some examples appear below.) If the mishap with the staff occurs during combat, the bearer suffers the normal combat mishap as well as the random magical effect.

Whenever the staff bearer completes a quest, he can attempt to master any random effects that occurred during that quest. He must spend one day reflecting upon the effect and attempt a *challenging Reason* action to master it. Once he has done so, he can use the effect as one of the staff's regular powers.

In creating mishap effects for the staff, the Narrator might find the following suggestions helpful; the suit of a randomly drawn Fate Card can determine what effect occurs.

♣ **Helms:** The bearer becomes engulfed in hot or cold flames (Narrator's choice). Although they don't harm him, they cause any creature inflicting damage on him



to suffer the same injury in return. While hot flames engulf the bearer of the staff, no card he plays to avoid a fire-based attack is trump, but every card he plays to avoid cold-based attacks is trump. The opposite is true for one cloaked in cold flames. In either case, the flames continue for ten minutes. Once the bearer masters this power, he can choose hot or cold flames and can end the effect early, if he wishes. The power drains four charges from the staff.*

- ♣ **Swords:** If the bearer is engaged in melee at the time of the mishap, the staff strikes his opponent, inflicting 10 damage points instead of its normal 6. If he was not involved in melee combat, the staff hurls three enchanted missiles at an enemy or someone else instead. (See the details on the missile effect under “Staff of High Sorcery.”) The missile effect drains two charges, while the striking effect drains only one.
- ♣ **Shields:** Plants in the area attempt to entwine the bearer’s enemies or bystanders. The power, which drains two charges, resembles the plant control ability described under “Staff of Commanding.”
- ♣ **Arrows:** The staff hurls three enchanted missiles at the bearer’s enemies or others nearby. (See the missile power under “Staff of High Sorcery.”) If the bearer was engaged in melee combat at the time, the staff strikes his opponent as described above for Swords.
- ♣ **Moons:** An enchantment from the staff removes a random spell effect or magical effect within near missile range or closer to the bearer. While this power cancels a spell entirely, it causes an item of magic merely to cease functioning for one to ten minutes (determined by a random draw from the Fate Deck). Items of legend, artifacts, and the innate magical abilities of creatures cannot be rendered inactive.

Once he has mastered this power,

the bearer can target a specific effect and cancel it as above with a successful *average Reason (Perception)* action. Unattended items or willing subjects offer no resistance. The effect drains four charges.*

- ♣ **Orbs:** The bearer of the staff can suddenly detect and analyze magical auras. The effect drains one charge and functions as if the bearer were using a wand of magic divining.
- ♣ **Hearts:** The next time the bearer moves, he makes a fantastic leap—just as if wearing a ring of leaping (Narrator’s choice of direction). Mastering the effect allows him to choose when and where to leap. The effect drains two charges and lasts one hour or until the bearer makes four leaps, whichever comes first.
- ♣ **Crowns:** A swarm of insects covers one of the bearer’s enemies or others nearby, just as if he were using a staff of insect swarms. The power drains four charges.*
- ♣ **Dragons:** A paralyzation ray hits one of the bearer’s enemies or a bystander. If the bearer was engaged in melee combat, the target is the opponent the bearer was trying to strike. The power works just like a wand of paralysis, and it drains four charges.*

* Any power or random effect that drains four charges also forces the bearer to make an *easy Endurance* action due to fatigue from the effort. Failure means the bearer suffers a –2 action penalty until he has rested for five minutes.

The Staff of Magius can hold a maximum of twenty charges. When they are exhausted, all its functions cease. If exposed to moonlight for one night, however, it regains one charge—though it can regain no more than one charge a month in this manner.

Reading a scroll of the stellar path over the Staff of Magius renews sixteen of its charges over the following two nights (eight each night). The scroll has no effect on the reader if used to recharge the staff, however.

Staff of Mishakal

Folklorists and tale spinners called the precious, mystical Staff of Mishakal the "Blue Crystal Staff," as it was carved from crystal and topped with a blue gem. No Evil creature could touch the staff, which had several miraculous healing powers. The staff was the goddess Mishakal's first gift to the world when the true gods returned after the first Cataclysm.

After discovering the staff in the ruins of Xak Tsaroth in Abanasimia, a plains barbarian named Riverwind presented it to Goldmoon, a princess of his tribe. Later, they and their Companions—collectively known as the Heroes of the Lance—returned to Xak Tsaroth. There, Goldmoon used the staff to defeat the black dragon Onyx and recover the Disks of Mishakal. While the heroes rested in Xak Tsaroth's temple, the goddess revealed herself to Goldmoon, who returned the staff to her and became the first true cleric of the Fourth Age.

When Tanis Half-Elven was laid to rest in the Tomb of the Last Heroes, Goldmoon's children laid a staff of blue crystal next to him. Folktales say this was the Staff of Mishakal. Though the staff buried with Tanis is most likely a replica made to commemorate the deeds of the Heroes of the Lance, it also is possible that the goddess Mishakal returned the staff to Krynn when the gods withdrew once again, after the Chaos War.

Only those with nature scores of 3 or less can use this artifact, an augmented staff of striking and curing (see page 75). Those with nature scores of 4 or higher suffer 12 damage points if they try to use the staff. Even a casual touch creates an unpleasant shock.

The staff can hold a maximum of twenty charges. If it loses all its charges, all its functions cease. Exposure to moonlight for one night renews one charge, but the staff can regain no more than one charge a month in this manner.

Minor Powers

When used in combat, this device functions as a staff of striking (see next

entry). At the same time, it has several minor mystical powers. At a cost of one charge, the bearer can compel a creature to perform simple actions, cure minor wounds, or create calm.

Compelling Others. The staff can force one creature no farther away than near missile range to take a simple action—one that can be ordered in a single word. The bearer must speak the word in a language the creature understands, and the command must be clear and unambiguous. For example, most creatures understand the meaning of orders such as "sleep" or "surrender." On the other hand, an order such as "drop" could apply to the creature or to something it holds.

If the bearer's Spirit score exceeds the recipient's, the activation action goes unopposed (or the subject may not attempt to avoid the effect). An affected individual performs the required action for one minute.

Healing. The staff's minor healing power restores one card to a wounded hero or an Endurance point to other wounded individuals. The bearer must touch the recipient with the staff.


Calming. The calm power quells magical fear, including dragonawe. The effect calms up to ten creatures within near missile range of the bearer.

Major Powers

For a cost of six charges, the bearer can use the Staff of Mishakal to create light, cure blindness, cure diseases, or remove harmful spells from creatures.

Light. The light power creates a sphere of brightness equal to sunlight on a clear day. The sphere, large enough to envelop twenty-five people in light, can appear anywhere within near melee range or less of the bearer of the staff. The globe of light is immobile, but the bearer can manifest the effect on a creature or object that can be carried. Targeting the effect on a creature's eyes causes blindness until the light fades; should the target resist the effect (or the activation attempt fail), the sphere winds up centered near





him instead of on his eyes. The light lasts for one day.

Blindness. The staff also can instantly restore sight to a blind individual with a single touch, provided his eyes have not been destroyed or removed.

Disease. With just a touch, the staff can cure any kind of disease, including parasitic infestations. It also can remove disease from a single creature or cleanse contagion from an approximately human-sized mass of material. The effect on objects and plants is immediate, while creatures recover at varying rates: Minor or merely troublesome ailments such as common colds disappear in ten minutes, but a chronic malady such as leprosy takes ten days—as does any disease that has advanced to its terminal stage.

Remove Magic. The staff's power to eliminate harmful spells removes any troublesome magical effect—whether from a spell, innate ability, or magical item—from a creature by touch, as long as the magic is still operating. (Lingering effects of magic that has come and gone are outside the purview of this power.) This includes mystical spells that affect the recipient's mind and effects from magical items.

The staff's bearer removes the offending magic with a successful *average Spirit action* (instead of the usual *easy activation action*). An ensorcelled creature may oppose the attempt to remove the magic with its Presence.

Great Powers

For a cost of ten charges, the Staff of Mishakal's bearer can heal major wounds, restore the dead to life, or create a shield that protects against dragon breath.

Healing. The major healing power restores from two to four cards to a wounded hero (bearer chooses how many) or up to 4 Endurance points to another wounded individual.

Resurrection. The life restoration power can revive a deceased person, provided he has not been dead for more

than one week and that his body remains fairly intact. Activating this power requires the bearer to attempt a *challenging Spirit action*, but the recipient's Endurance score applies as a bonus.

A restored person must rest one day for each day he has been dead (minimum one day). Restored heroes have one card, while characters get 1 Endurance point. The person remains helpless while recovering from the ordeal, which caused him to lose 1 Endurance point permanently (after he has returned to life). Restoration does not heal severe trauma to the body—such injuries require immediate healing or first aid. If the person lost a limb (either before or after death), he is restored without it. A person with a severed head cannot be restored.

Magical Shield. The staff can create an invisible barrier in front of the bearer that gives him and up to five others some protection from breath attacks by dragons or other creatures—provided the attack comes from in front of the bearer. Any card played to resist a breath attack against a protected creature is trump. The shield moves with the bearer and lasts six hours.

Restorative Powers

Expending fourteen charges lets the bearer use the Staff of Mishakal to restore ability scores lost through contact with the undead or hostile magic. It also can bring any slain creature back to life, even if only a fragment of its body remains.

Restoring Points. The restoration power returns 1 point to an ability reduced by a drain attack or through the effects of a spell or magical item. It cannot improve an ability that has not been drained. In addition, if a hero suffered an ability score loss and subsequently improved the score upon reaching a new reputation category, this power has no effect.

Restoring Life. The staff can bring any creature back from death, provided it was once alive and has not been dead more than a century. An individual so

restored is also made physically whole and well, with no required rest period. Otherwise, this power is identical to the resurrection ability described earlier.

The bearer can invoke this power upon an undead creature by striking it with the staff. A successful *challenging Spirit (Presence)* action activates this power, which either resurrects the creature or blasts it out of existence (the latter if it never lived or if it died more than a hundred years ago).

Summoning Powers

For a cost of fifteen charges, the Staff of Mishakal instantly transports its bearer and a companion to any location on Krynn, provided the bearer has seen it or can accurately describe the locale.

For example, one could deliver himself to the main gates of Palanthis, since he likely knows where the city lies and probably has heard descriptions of the place. One could not, however, transport himself to one of Malystryx's hidden lairs unless he has actually visited it.

A hero who suffers a mishap using this power, as well as any companion traveling with him, disappears into another dimension—never to return.

Power of Slaying

Despite its healing propensities, the Staff of Mishakal can let its bearer slay an Evil creature (anything with a nature score of 7 or more) with a single blow in melee combat—at a great price.

After a successful melee attack with the staff, its bearer gets a free *challenging Spirit (Presence)* action to invoke the slaying power. Success means the Evil creature, the staff, and the bearer vanish in a flash of blue light, consumed by the artifact's divine energy. Should the action fail, the blow merely inflicts 15 damage points on the target and costs three charges.

Staff of Striking

The plain-looking staves of striking allow both sorcerers and mystics to deliver unexpectedly powerful blows.

This treasure functions as a normal quarterstaff (+2 base damage rating) in the hands of a user unskilled in the magical arts. Anyone with a Spirit or Reason code of "A," however, can command the staff to strike.

When striking, the staff gains a +6 magical bonus, for a total damage rating of +8. A strike drains one charge. If the bearer uses two charges, the staff's base damage rises to +4, and an expenditure of three charges increases the base damage rating to +6. No more than three charges can be used at once, though, and the staff's enchantment never exceeds +6 no matter how many charges are used. The bearer of this staff must decide how many charges to use before attacking; if the attack misses, any charges spent are wasted.

Staff of Striking and Curing

During the Age of Might, staves of striking and curing were fairly common. The priests of the true gods used them for defense and for tending the faithful. Each staff has a shaft of polished maple topped with a silver or bronze cap bearing the symbol and name of a god.

The art of magical healing, and most of these staves, became lost after the first Cataclysm. The goddess Mishakal gave Goldmoon one of these staves from the vaults of Xak Tsaroth during the War of the Lance. During the twilight of the last age, several other true clerics found similar staves, making it likely that more remain to be found in ancient ruins throughout Ansalon.

In combat, this treasure works just like a staff of striking. However, it also can heal wounds by touch, just like a staff of healing (though it cannot heal blindness or diseases). Each healing use drains two charges. Bearers can use this power a maximum of six times a day, but no more than once a day on any single creature.

If exposed to sunlight, the staff regains one charge every eight hours. It can hold up to fifty charges.



Staff of Wasting

A staff of wasting not only serves as a potent magical weapon for the sorcerer or mystic wielding it, but also has the power to make a foe literally wither away to nearly nothing.

This treasure automatically functions as a quarterstaff (+2 normal damage rating) with an enchantment of +2. Each combat hit on an opponent drains one charge. If the user wishes to expend extra charges to activate the powers described below, he must decide to do so before resolving his attack action. If the attack misses, the extra charges are wasted.

Aging

Spending an extra charge when the staff hits lets the bearer attempt a free *average Spirit (Endurance)* action to cause his stricken enemy to age. If successful, the subject immediately advances one age category, according to the list at right.

Age Categories

Infant	Adult
Child	Middle-aged adult
Youth	Elder
Young adult	

If the subject of the wasting effect is a character, the Narrator decides his initial age. (Most heroes are adults or young adults.) Each age category beyond "adult" lowers all the victim's Physical ability scores by 1 point. Victims aged beyond the "elder" category die. Dwarves, dragons, elves, animated objects, and undead are immune to the aging effect due to their long life spans or undying natures.

Withering

Spending two extra charges and succeeding in a free *average Spirit (Endurance)* action not only ages the foe but causes the part of his body the staff touched to wither into a useless husk. To determine where the staff struck, the player of the bearer or the

target (or the Narrator) should draw one card from the Fate Deck. The suit determines the injury's location and effect on the target:

Suit	Location	Withering Effect [†]
Shields	Right arm*	Arm cannot hold a shield or weapon
Arrows	Left arm*	Arm cannot hold a shield or weapon
Helms	Head	Death
Swords	Chest	-2 penalty to all Physical scores
Moons	Chest [†]	-2 penalty to all Physical scores
Orbs	Abdomen [†]	-2 penalty to all Physical scores
Hearts	Abdomen	-2 penalty to all Physical scores
Crowns	Right leg**	Varies
Dragons	Left leg**	Varies

* Arm hits strike the wing of an avian opponent. No creature can fly with a withered wing.

[†] For winged quadrupeds (such as pegasi), a Moons card indicates a hit on the right wing and an Orbs card means a hit on the left wing. No creature can fly with a withered wing.

** When targeting a quadruped foe, the bearer usually can reach only two of its legs at any time—the Narrator decides which two are exposed. A biped with one withered leg loses 2 points of Agility and suffers a -3 action penalty when trying to change range. A quadruped with one withered leg loses only 1 point of Agility and suffers a -2 change range penalty. Any biped or quadruped with two withered legs becomes immobile. Creatures with more than four legs remain mobile as long as they have two healthy legs on each side.

‡ All ability score reductions apply in addition to any reductions from aging.

Reversing the Staff's Effects

Any magical healing sufficient to restore six cards or Endurance points can repair a withered body part or reverse one category of aging (though a slain individual cannot be brought back to life in this way).

Healing aimed at reversing aging or restoring withered areas does not restore any cards. A single spell can either restore a withered area or reverse one category of aging, but not both at the same time.

Wands

Enchanted wands take many forms, but generally they are about the length of a human forearm and very slender—about the thickness of one's little finger. As they can be made of almost any material, wands can appear as anything from natural sticks to gem-encrusted scepters.

Wands are similar to rods and staves, but slightly more common. They also tend to be less powerful than those devices, but they generally contain greater stores of energy. Even a mediocre student of sorcery can activate a wand's power—some are so simple to use that any peasant with a lick of common sense can manage them.

Unless otherwise stated, a hero must have a Reason code of “B” to use a wand. All wands contain charges, as explained for rings and rods. To determine randomly how many charges a wand holds when a hero (or character) acquires it, the player (or Narrator) draws ten cards from the Fate Deck, then follows the procedure described in the introduction to the “Rings” section.

All wand effects must be triggered with words and gestures, as explained for rods.

Wand of Aeromancy

A sorcerer equipped with a wand of aeromancy can produce magical clouds that conceal, irritate, or even kill.

This treasure can create a thick cloud of fog at near missile range or closer. The cloud fills an area the size of a large house and remains for ten minutes in still air. While not actually harmful, it reduces vision to melee range or less. The effect drains one charge.

A wand of aeromancy also can create a cloud of noxious vapors similar to the harmless fog except that it fills a smaller area (the size of small house). This cloud blocks vision as described above and irritates the eyes, noses, and throats of living creatures caught in it.

Those affected suffer from choking coughs and near blindness, and can undertake no actions except for movement and defense until they leave the cloud and spend one minute recovering in clear air. Anyone who successfully resisted the vapor's effect can remain within it if they wish, suffering a -2 action penalty. Creating this noxious cloud drains two charges.

The wand's most potent effect—a cloud of vapor that fills a large room—strikes any affected creatures dead. It can appear at near missile range from the wand's holder or closer and blocks vision just as the more innocent fog cloud does. Those who successfully resist this death effect can remain in the cloud if they wish, incurring a -2 action penalty. In addition, they must resist the effect again each minute or be slain. This power drains three charges.

Wand of Alteration

A wand of alteration emits a thread-thin beam when activated. The first creature the beam touches is transformed into a small, innocuous animal such as a snail or harmless insect. Alternately, the user can tap a creature with the wand and transform it into almost anything he can imagine, so long as it is no smaller than a wren and no larger than a horse.

One can aim the beam of this treasure at targets within melee or near missile range. An affected individual is immediately transformed into a small animal of the wand holder's choice. His Endurance score goes unchanged, but his defense rating falls to 0, his damage rating to +1, and all his ability scores to 1. The transformation lasts a full day.

The holder of the wand can touch a subject—even himself—with it at personal or melee range to transform him. After touching him (a personal or melee attack or counterattack for an unwilling subject), the holder attempts to activate the wand. Anyone trans-





formed by the touch gains the new form's physical attributes but retains his own mental attributes—that means he gains none of the assumed form's magical or Mental abilities. The user cannot transform the subject into the form of a specific individual.

In either case, any equipment the affected individual was carrying is not transformed and falls off the subject as he changes form. The transformation lasts one hour.

A hero must have a Spirit code of "B" to use the wand.

Wand of Cryomancy

Wands of cryomancy create raging storms of hail or sleet, sheets or domes of ice, and blasts of life-sapping cold.

This treasure's effects are instantaneous unless noted otherwise.

The wand of cryomancy creates hailstones at melee or near missile range, covering an area large enough to shower twenty-five men. Those affected by the hailstorm suffer 15

damage points. The resulting layer of slippery ice over the area creates bad footing (-2 physical or combat action penalty) for one minute after the storm. The falling ice also extinguishes small fires and cools hot objects. Instead of hail, the wand can also create a shower of harmless sleet with double the area of effect. Both effects drain one charge.

One can use the wand to create a sheet of ice at melee, near missile, or far missile range. This effect can be as small as a single man or as big as a large house, but it must be flat—some six inches thick and as strong as a wall of thick planks. The sheet lasts an hour under normal conditions, half of that in very hot areas, and a full day in very cold areas, though the wand holder can end the effect at will. The effect drains one charge.

The holder of this wand can create a dome of ice, just like the sheet, in a hemisphere around himself. It can enclose an area as small as one individual or as big as a large room.

Finally, the wand can emit a blast of cold at melee, missile, or far missile range large enough to engulf up to twenty-five men. It inflicts 20 damage points on each target and drains two charges.

Wand of Discerning Enemies

Almost anyone carrying a wand of discerning enemies can detect hostile creatures lurking nearby—even if the foes are hidden, cloaked by invisibility, or disguised. Imprudent use of this device can create trouble for its holder, however, as many otherwise harmless beings become provoked when strangers point magical devices at them.

When activated, this trinket pulses and points toward any creatures hostile to its user, no matter how they might be hidden. The wand detects hostile creatures in an area the size of a large room, with the effect always centered on the user. Should multiple hostile creatures lurk within the area, the wand points to them all, one at a time, starting with the nearest one. It reveals nothing else about the figures it detects, so if the user cannot see the creature, he has no idea what it is.

Wand of Discerning Hidden Portals and Traps

Even a mediocre student of magic can divine the locations of any concealed windows, doors, or traps in the immediate area using a wand of discerning hidden portals and traps.

This trinket reveals either portals or traps in an area the size of a large room, but not both at once. (Upon activation, its holder must specify which he wants to detect.) If multiple portals or traps are present within the area, the wand points to them all, one at a time, starting with the nearest one. The wand reveals nothing else about the objects it detects, so the user does not automatically know how to open a portal or avoid a trap he has detected.

A portal is “hidden” when it has

been placed or constructed so it can be readily used but is not immediately recognizable as a portal. For instance, one could use the wand to locate a door specially crafted to look just like a stone wall and activated by a hidden stud or lever. The wand would likewise find a door or gate hidden behind a curtain or illusion, but it could not detect a door covered by a solid brick wall, as it is no longer usable.

Wand of Electromancy

A wand of electromancy can release a powerful, short-range shock or loose a torrent of lighting flashes into an area.

This treasure can create a jolt of electricity that inflicts 8 damage points upon one target at melee range. The shock drains one charge.

It also can release a torrent of lighting at near or far missile range across an area large enough to contain twenty-five men. The effect inflicts 18 damage points on each target and drains two charges.

Both these effects are instantaneous.

Wand of Fright


A wand of fright produces a spray of mystical energy that can strike fear into the stoutest heart. Even the most ferocious creatures can be compelled to flee if they succumb to the wand's effects.

This trinket can strike fear in up to twenty-five creatures within melee or near missile range. Those affected can take no action except quitting the field. If pursued, fear-struck creatures can defend and counterattack normally, but they cannot initiate attacks. They remain fearstruck for five minutes.

Wand of Geomancy

Wands of geomancy allow their users to alter the landscape in a literal fashion, digging holes, opening temporary passages through solid rock, or commanding the very earth to rearrange itself. The effects aren't particularly impressive, but they're ridiculously easy to create.





Heroes with Reason codes of “C” or better can use this treasure’s three powers.

Digging

Using the wand’s digging ability, its holder can excavate a roughly man-sized hole (about a five-foot cube) in earth, sand, mud, or loose rock in one minute. Material removed from the hole is piled evenly around the excavation. The digging ability, which drains one charge, lasts five minutes—but the hole created remains after the effect ends.

After the first minute of digging, the holder can widen the hole he has created or continue downward. There is a limit, however, to the depth he can achieve before the excavation collapses. Holes in normal earth stay stable to a depth of about twenty feet. Sand tends to collapse after about ten feet, mud or loose rock after five feet, and very soft mud or quicksand falls in upon itself immediately.

Once the wand holder exceeds the maximum safe depth, the player or Narrator randomly draws one card from the Fate Deck. Drawing a Dragons card means the pit collapses, forcing anyone inside to perform a *challenging* Agility action to avoid being buried. Every additional increment of five feet the digger excavates beyond the safe depth requires an additional draw to check for collapse. Anyone trying to tunnel horizontally must check for collapse for every minute of tunneling, no matter what the depth.

Unsuspecting creatures standing within melee range of the excavation must successfully perform *average* Agility actions to avoid falling in. If the creature was moving toward the point of excavation, the action becomes *challenging*.

Creating a Passage

The wand’s second effect creates an opening in a rocky surface large enough to admit a single man-sized figure and as long as a small room. The

passage can pass through dirt, sand, or stone, but not wood or metal. While there is no danger of collapse, creatures within melee range of the opening when it forms might fall in as described above. The wand’s holder can create the passage within near missile range or less of himself. It remains open for one hour—those caught inside when it closes are harmlessly expelled. The effect drains two charges.

Shaping the Earth

The wand’s final effect causes the very earth (dirt, clay, sand, or loam, but not rock) to reshape itself at the user’s command, thereby allowing a holder of this wand to flatten a hill, dig a ditch, collapse an embankment, or create one where none existed before. The effect cannot create tunnels, however.

Simply caving in an embankment takes about a minute, but more complex reshaping requires an hour. The area reshaped can be at personal, melee, or near missile range from the holder. This effect drains three charges.

Wand of Hydromancy

A sorcerer wielding a wand of hydromancy can make a shower spring from nowhere, change the level of any body of water, or cause the surface to part and provide a safe, dry path.

This treasure’s ability to create water produces about six gallons—enough to satisfy the needs of a small group of humans or two mounts for a day. If no container is on hand to hold the water, it falls to the ground. The holder of this wand can create the water at personal, melee, or near missile range. Projecting the effect into the air creates a small cloudburst sufficient to drench five humans. The effect drains one charge.

The wand also can change the water level of an area the size of a small house, either causing it to rise to its highest natural level or sink about twice the height of a human. This effect, which lasts thirty minutes and

drains two charges, has the same range as the wand's ability to create water. One can use this power only at the water's surface, not underwater. Trying to change the level of a body of water larger than a small house creates a whirlpool that traps boats and ships until its duration expires. Swimming creatures suffer a -4 penalty to Agility actions while within a whirlpool area.

The wand's final effect causes water to move aside and form an aisle or trough. The trough has the height of a man, the width of a small room, and the length of a large house. If created underwater, the effect forms a horizontal cylinder instead of a trough. Natural currents appear to flow through the affected area normally; ships, boats, and swimmers cannot enter or leave the trough area without a successful open or close range action.

This final effect drains three charges and lasts for ten minutes. The wand's holder can form a passage through water as far away from himself as far missile range.

Wand of Lightning (Dalamar's)

The Black-Robed Wizard Dalamar once created a specialized and more potent version of the wand of electromancy that could recharge itself during thunderstorms. After he used it to slay the Blue Lady during her attack on Palanthis in 357AC, it is said that the spirit of the slain Dragon Highlord haunted the wand. According to some accounts, the infamous Lord Soth once appeared to claim the wand. Dalamar himself remained ever silent on the matter, and today the wand is lost—as he is.

This unique treasure creates an instantaneous stroke of lightning at near or far missile range. The stroke covers an area large enough to hold twenty-five men and inflicts 30 damage points on each target.

Although each use of Dalamar's Wand of Lightning drains one charge, it regains a charge during any week

when a thunderstorm occurs. The holder of this wand must have a Reason code of "A" to use it.

Every time a hero (or character) uses the wand, the player (or Narrator) must make a random draw from the Fate Deck. If he draws the Six of Dragons or any higher card in that unlucky suit, a death knight appears within ten minutes and attacks the wand's holder. The knight, seeking to claim the wand and carry it to Darggaard Keep, will stop attacking and depart if the user surrenders it.

Wand of Magic Divining

The useful wands of magic divining function for anyone with even a passing familiarity with magic. It detects magical emanations in the holder's immediate area and indicates their approximate locations. Continued study reveals what sort of magic is present.

When activated, this trinket can detect any magical aura within an area about the size of a large room, pulsing and pointing to the strongest emanation. Each use drains one charge and lasts one minute. If used multiple times in the same area, the wand indicates additional emanations in descending order of strength. Relative strengths of magical effects depend on how difficult the effect was to create (see the *Book of the Fifth Age*, Chapter Five); the more difficult the spell, the stronger the emanation.

The wand's holder can spend one minute concentrating on an aura to determine what school or sphere of magic the spell employs.

Should the holder fail his Reason action to activate the wand, he detects nothing. If the failure results in a mishap, the wand temporarily malfunctions and indicates a magical aura where there is none (or vice versa), or indicates the wrong school of magic to a user attempting to analyze an aura.

Any hero with a Reason code of "C" or better can use the wand.





Wand of Magical Suppression

Wands of magical suppression have the unusual ability to negate the enchantments of other magical devices temporarily, rendering them unable to produce or maintain magical effects for a short time. Further, almost any fool can use one.

The holder of this treasure can aim it at any device in near missile range or closer. The activation action goes unopposed against target devices not resistant to magic or in a creature's possession; otherwise, the user's (or owner's) Reason score resists the action. However, if the target item is anything other than a magical wand, the base difficulty of the activation is *average* instead of *easy*.

Should the action succeed, the wand suppresses the target item's enchantment, preventing it from generating any magical effects for one minute. Any magical effect the item is currently producing stops. Any charges expended to produce or maintain an effect during that minute are lost.

The wand does not function if aimed at a magical effect. To work, it must target the item producing the effect or the creature using that item. The wand has no effect on spells or on a creature's innate abilities.

Wand of Missile Hurling

Those unfamiliar with sorcery can make limited use of a wand of missile hurling, creating with it a missile similar to a normal arrow. In the hands of someone with even a smidgen of training in sorcery, however, the wand can deliver two missiles at once, and with far greater accuracy. Unlike real arrows, the wand's missiles have no effect on inanimate objects.

People with Reason codes of at least "C" can use this trinket to make an attack (or counterattack) at near or far missile range. The activation requires a Dexterity action, just as if the hero were employing a missile weapon. A

missile that hits its target inflicts 4 damage points.

People with Reason codes of at least "B" can use the wand to fire two missiles at once (as an attack with a sorcerous magical item) at near or far missile range. The missiles can be aimed at two different targets, provided they are within melee range of each other.

Each missile fired drains one charge. These missiles affect only creatures (including undead), never objects.

Wand of Paralysis

A wand of paralysis projects a thin, gray beam of mystical energy that renders the first creature it strikes rigid and immobile for a short time. This effect can prove quite devastating for a creature in flight.

The beam from this trinket can touch someone at melee or near missile range, rendering him immobile and helpless for a short time. To determine how long, the holder's player (or the Narrator) draws two cards from the Fate Deck and adds their face values together; all Dragons cards are considered Ones, and each Hearts card allows an extra draw. The total is the number of minutes the target remains paralyzed.

Paralyzation is a mental effect that sends the victim into shock, preventing him from attempting any meaningful actions—even purely mental ones.

A hero must have a Spirit code of "B" or better to use this wand.

Wand of Phantoms

Wands of phantoms create illusory images with both visual and audible elements. However, these images have no scent, taste, or tactile characteristics.

This trinket can create illusory shapes about the size of a large room or a group of five men. The wand's holder can create an image as far from him as far missile range. It moves according to his instructions but must

remain within far missile range of his position when he created it. Images of multiple creatures or objects must move as a group; otherwise they move as explained under "Wand of Spectrancy."

Creating an image with visual characteristics drains one charge, while one with both visual and audible characteristics drains two. However, audible images cannot generate more noise than five humans shouting.

Wand of Pyromancy

Pyromantic wands can create several different fiery effects, including a short-range burst of flame, a searing blast of fire, or a curtain or ring of flames. If pointed at a normal (not magically created) fire, the wand can snuff out the flames, converting them into smoke or a burst of fiery sparks.

This treasure's effects are instantaneous unless noted otherwise.

Creating Flame Effects

At melee range, this wand's flame burst inflicts 7 damage points upon a single target, draining one charge.

At near or far missile range, the wand can shoot a similar searing blast large enough to engulf up to twenty-five people. It inflicts 18 damage points on each affected creature and drains two charges.

The wand's holder can create a curtain of flames at a point within melee, near missile, or far missile range. This curtain can appear as small as a man or as big as a large house, but it must be flat. Anyone touching this flame suffers 9 damage points. The effect lasts up to five minutes (though the holder can end it anytime) and drains two charges.

The ring of flame effect works just like the curtain, except that it forms a short cylinder around its user, enclosing an area as small as the user himself or as big as a large room. The wand will not create a ring tight enough around the holder to cause him injury.



Fire Transformations

To convert a fire into smoke or sparks, a holder must aim the wand at a normal fire lying no farther from him than far missile range. The effect drains one charge and snuffs out a blaze up to the size of a small room, replacing it with a pall of smoke or a shower of sparks at the user's option. (If the fire is larger than a small room, the wand can snuff out only a portion.)

Changing a normal fire into smoke creates a cloud billowing up to the size of a large house (depending on the size of the original fire). Vision within this cloud is reduced to personal range, and creatures within the cloud suffer a -4 penalty to all actions unless they escape the area of effect or succeed at a *challenging Endurance* action to overcome the smoke. (Combat actions still carry a -1 penalty for obscured vision even with a successful action.) The smoky cloud persists for ten minutes; obscured vision and action penalties last as long as a victim remains in it.

Converting a normal fire into a shower of sparks creates a fiery fountain up to the size of a small house (depending on the original fire's size). Creatures within the area or those looking directly at it from near missile range or less must succeed in a *challenging Perception* action or become temporarily blinded. To determine how long the blindness lasts, the players of affected heroes (or the Narrator) each draw one card from the Fate Deck; the card's face value equals the number of minutes of blindness (double the face value of any Dragons cards).





Wand of Spectramancy

A wand of spectramancy allows even the most callow student of magic to create small, mobile globes of light; large, glowing spheres; or sharp, blinding flashes.

At near missile range or less, this treasure can create up to four small globes (the wand's holder decides how many) that shed about as much light as a torch or lantern. The globes can move about at the holder's command or follow a simple program of movement he has described. The instructions cannot be complex, but they can be open-ended, such as, "Remain one foot to my left, no matter what I do." The globes, which continue for ten minutes, can move anywhere within far missile range of the user. Creating the globes always drains one charge from the wand, whether the holder creates one or four.

The wand also can manifest a sphere of fairly bright light—the equal of moonlight on a clear evening. The sphere is large enough to hold twenty-five humans and can appear within near missile range (or less) from the holder. Although the effect is stationary, the user can create it on a creature or object that can be carried. Successfully targeting the effect on someone's eyes causes blindness until the light fades; should the target resist the effect (or the activation attempt fail), the sphere winds up centered near him instead of on his eyes. This effect consumes one charge and lasts one hour.

For a cost of two charges, the wand holder can create a larger, brighter sphere, as brilliant as sunlight on a clear day and large enough to encompass fifty men. This sphere lasts a full day.

The wand can shoot a blinding flash of light at a target within near or far missile range. The flash, which covers an area large enough to hold fifty men, inflicts 18 damage points on every affected undead creature. Anyone within the area or looking directly at it from near missile range or less must succeed in a *challenging Perception*

action or become blinded and stunned (unable to act or offer opposition) for one minute. This instantaneous effect drains three charges.

Any hero with a Reason code of "C" or better can use the wand.

Wand of Summoning

Sorcerers wielding a wand of summoning can transport themselves and their companions over short distances and call creatures to serve them.

The holder of this treasure can use it to transport himself from his present location to any other within artillery range or closer. If the holder cannot see his destination, he must describe it aloud based on what he can infer or recall about it.

For example, someone could transport himself across a flat plain to any locale he can see. However, if he is standing in a thick forest, he must specify his destination in some way. Acceptable destinations include "behind the tall tree with the forked top" and "back to camp," provided those sites lie within range.

Transporting oneself drains one charge. Bringing along extra travelers drains one additional charge per individual and increases the activation action's difficulty by 1 point for each extra creature. Very large creatures prove harder to transport; those larger than a human but less than twice human size require two charges and increase the action's difficulty by 2 points each. A creature about three times human size requires three charges and increases difficulty by 3, and so on. All those transported must be touching one another or the user.

To transport an unwilling individual, the wand's holder first must make an attack (or counterattack) at personal range. After it succeeds, he can then make a free attempt to use the wand, but the opponent can attempt to resist it. One cannot transport another without going along himself. Transportation is instantaneous.

The wand also allows its holder to summon creatures to his location. While activating the device, he simply states what sort of creature he wants to summon, and it appears anywhere within near missile range or closer. The wand summons a creature typical of its race, not a specific individual. The summoned creature opposes the activation action with its Perception score. However, the holder of this wand cannot summon any creature whose combined Strength and Endurance scores (or whose Physique score doubled) exceed three times his own Reason score.

When the summoned creature arrives, it immediately attacks the wand holder's enemies. If there are no enemies to fight, the holder can instruct the creature to perform some other service, provided that he can establish communication.

A summoned creature remains for ten minutes, and each summoning drains two charges. The holder can summon multiple creatures, but each additional one requires two extra charges and increases the difficulty of the wand's activation action by 2 points.

Other Items

Many other objects, both exotic and mundane, hold powerful enchantments. Some of them date back to the Age of Might, when the Conclave of Wizards brought forth a steady stream of wondrous items. Even today, itinerant sorcerers and glib con artists peddle a wide variety of trinkets and charms that supposedly carry magical powers. When the seller is a true sorcerer or mystic, his goods probably will perform as advertised—at least for a while.

The items cataloged here, however, contain true god magic from before the Second Cataclysm and earlier. Barring the return of the gods, Krynn will not see the likes of these precious objects again—they are not the sort of items one buys from peddlers.

For the most part, the items on this list were intended for anyone's use. Most operate automatically when worn or held. Others function only at the command of a user with a working knowledge of things magical. Most of these arcane devices contain permanent stores of magic, so users need not worry about depleting them with use.

The list that follows contains only a small sample of the magical items still in use in Ansalon or waiting to be discovered in some ancient ruin.

Most of these miscellaneous items of magic create personal effects that require no special effort from the user—they function automatically and continuously for anyone. Powers usable on demand require a Reason or Spirit action for activation. Unless stated otherwise, a person must have a Reason code of at least "D" to use these powers.

Some of the items that follow contain charges, as described in the introduction to the "Rings" section.

Amulet of Healing Hands


Shortly after the gods crafted the Amulet of Healing Hands in the Age of Dreams, it passed into mortal hands. This amulet, crafted from white gold, depicts three crooked arms joined in a circle, with three hands clasped in the center.

The amulet grants wisdom and protection to its wearer and promotes harmony. It keeps magically summoned creatures at bay and allows the wearer to perform magical healing. The amulet's most famous owner was the great Solamnic Knight Huma, who gave it to the elf maid Gwynneth (actually Heart, a silver dragon) as a pledge. The amulet was lost when Gwynneth followed Huma through death's doorway.

The elf Gilthanas currently owns this artifact. He received it from his lover, Silvara—actually the silver dragon Dargent, sister to Heart.

Detection spells directed at the amulet artifact reveal only weak magic, even though it is very powerful. All





three of this artifact's basic powers function automatically and work for anyone. However, its healing and light-generating powers function only at the command of a wearer with a Spirit code of at least "D," unless stated otherwise. Should the wearer suffer a mishap while using one of these advanced powers, he becomes exhausted and suffers a -2 action penalty until he rests for five minutes.

Basic Powers

This artifact grants its wearer a +6 bonus to all actions that involve resisting poison or disease. It improves his Spirit score by 1 point, which allows his daily allotment of mysticism points to increase accordingly.

The Amulet of Healing Hands generates a barrier that magically created or summoned creatures cannot cross. Such creatures—including animated objects, elementals, frost-wights, shadow-wights, fire dragons, and daemon warriors—cannot get within melee range of the wearer.

Up to five people can fit into the circle of protection the amulet creates. Everyone within this circle remains immune to melee and personal attacks from creatures outside. Opponents can launch magical attacks or use missiles against those inside, but such defenders receive a +2 bonus when resisting these assaults. Protected individuals must leave the circle to launch melee attacks against creatures outside it. Should the amulet's wearer attempt a melee attack against creatures outside of it, or try to use the circle to damage them or force them back, the circle collapses and cannot be raised again for ten minutes.

In addition to these powers, this unique amulet promotes harmony. The wearer enjoys a trump bonus for Presence actions involving nonviolent, non-threatening negotiations with others. This power does not apply to his ability to resist mystical spells, however.

Advanced Powers

While the Amulet of Healing Hands does not confer immunity to disease upon its wearer, it prevents him from succumbing to any nonmagical disease. Once a disease has reached the terminal stage, the wearer suddenly begins to recover. To randomly determine how long the recovery takes, the player (or Narrator) draws one card from the Fate Deck; the card's face value indicates the number of days.

The amulet's wearer also heals from his wounds at double the normal rate.

If the wearer's nature score is 4 or higher, the amulet automatically begins reducing it, decreasing it by 1 point every six months until the score reaches 3. However, the hero's (or character's) nature description need not change.

The wearer can heal wounded creatures by touch four times each day. A touch restores either one, two, three, or all lost cards (or Endurance points) to a wounded hero (or character). The wearer chooses how much healing to bestow with each touch, but can restore each of the above amounts only once each day. Otherwise, the power works just like the healing power described under "Staff of Healing."

This power can heal those injured by the effects of poison, as well—including restoring a poisoning victim to life, if applied within five minutes of death. In addition, the wearer can remove a disease with the amulet once daily, just as if it were a staff of healing.

Finally, once a day, the wearer can create bright light with the amulet as if using a wand of spectramancy.

Amulet of Nondetection

Amulets of nondetection shield their wearers from all forms of magical divination.

Mystical spells from the school of sensitivity reveal no information about the wearer of this treasure. Items that duplicate spells of the sensitivity school, such as the medallion of mind

reading, also prove ineffective. In addition, the amulet defeats sorcerous divination spells and magical items that duplicate their effects (such as wands of magic divining), as well as crystal balls and items that produce similar effects (such as the sight powers of an Orb of Dragonkind).

When someone uses a divination spell or item against the wearer of this amulet, the Narrator should resolve the action normally. Success means that the spellcaster or user of the item discovers nothing, while a mishap gives the caster or user some false indication of the Narrator's choosing. For example, if a sensitivity spell was used to determine the wearer's nature, a mishap would reveal a false nature.

Bracelet of Magic Resistance

Folklorists sometimes refer to a bracelet of magic resistance as "Dalamar's Bracelet," because that dark wizard lent one to the hero Tanis Half-Elven during the Blue Lady's War. The bracelet confers resistance to magical attacks.

The wearer of this treasure can call on its power three times each day with merely a thought. At these times, his player receives a trump bonus to resist an attack from a spell, a magical effect from an enchanted item, or a creature's special ability. The trump bonus does not apply to blows from magical weapons or to breath attacks, however.

Unknown to most, these bracelets carry a taint of Evil. If the wearer suffers a mishap while using it, his nature score goes up 1 point. Should his nature score ever increase beyond 10, he becomes a ghou, his mind forever destroyed.

Boots of the South

Boots of the south tend to be crafted of fine leather, rare fur, or some combination of the two. Anyone wearing them stays warm even in polar conditions. Ice and snow pose no hindrance to the wearer's overland movement.

Wearing these trinkets allows one to withstand winter cold even if otherwise lightly clad. When properly garbed in cold weather gear, a wearer can withstand even a polar blizzard.

The wearer of these boots can cross ice or snow as though it were level ground. In addition, he won't slip or fall on any icy surface if it is fairly level. The wearer does not gain any special ability to climb ice walls or sharply slanted surfaces, though. When walking across snow, he leaves no tracks.

Brooch of Imog

Elven wizards crafted the exquisite golden Brooches of Imog. The design features a ring of mistletoe with berries of white gold. Traditionally, the elven nations presented them to wizards who had rendered a great service to them. None of these items have been crafted since the first Cataclysm, though the elves certainly had the knowledge and power to make them during modern times.

A sorcerer wearing one of these brooches can create a shimmering globe that defeats hostile magic directed at him.

Once a day, the wearer of one of these treasures can create a barrier to block any wand effect or any spell requiring 15 or fewer spell points to create. The shell-shaped barrier can hold up to five human-sized beings other than the wearer, but all must remain within melee range of him to be protected. The spells and items of everyone protected by the barrier remain unaffected. The shell itself glows faintly and lasts ten minutes, unless the wearer ends it sooner. It has no effect on creatures' innate abilities.

Sorcerers who can cast enchantment spells can bring the shell down with a counterspell that consumes 11 sorcery points, plus additional points for range and invocation time. The wearer's Reason score opposes the counterspell.

The wearer must have a Reason code of "A" to use a brooch.



Cloak of Protection

The valuable cloaks of protection make anyone wearing them more likely to resist attacks, both physical and magical. Unfortunately, they may not improve the wearer's defenses when worn with other defensive magical items.

Cloaks of protection may be either trinkets or treasures, depending on the strength of their enchantment. This magical bonus applies to any defensive action the wearer makes (avoiding attacks, resisting spells, and the like), but not to his defense rating.

Defensive bonuses from multiple items do not accumulate; instead, the wearer gets the benefits from only the most powerful item. For example, say Mirielle Abrena of the Knights of Takhisis has chain mail of renown (+4 bonus). If she also wears a cloak of protection with a +5 enchantment, she gets a +5 bonus to defensive actions, not a +9 bonus. The enchanted chain mail, however, still gives her a defense rating of -7 (3+4). If Mirielle then dons a ring of protection bearing a +6 enchantment, along with her chain mail of renown and her cloak of protection, she gains a +6 to defensive actions from the ring and retains her armor rating of -7. In this case, the cloak gives her no benefit at all.

To determine randomly the strength of the enchantment on a cloak of protection, the player or Narrator draws one card from the Fate Deck and consults the table below:

Suit	Enchantment	Category
Shields	+6	Treasure
Arrows	+5	Treasure
Helms	+4	Trinket
Swords	+4	Trinket
Moons	+3	Trinket
Orbs	+3	Trinket
Hearts	+2	Trinket
Crowns	+2	Trinket
Dragons	+1	Trinket

Crystal Ball

A crystal ball might look simple, but a skilled sorcerer gazing into its depths can view any locale or being he knows.

Using this treasure, someone can view any location on the face of Krynn—provided he has been there or can describe it in detail. He also can view any creature or object personally known to him.

Activating a crystal ball is *easy* if the subject is well known to the viewer. The less he knows about the subject, however, the more difficult viewing it becomes.

- ✦ **Very Familiar (Easy):** The viewer can observe a well known person, place, or item for up to thirty minutes. Very familiar subjects have had almost daily contact with the viewer for a period of several months. Such subjects might include the viewer's best friend, the inside of his home, or his lucky steel piece.
 - ✦ **Familiar (Average):** The viewer can observe familiar subjects in the crystal ball for up to ten minutes. Most familiar subjects are those the viewer can remember seeing at least once. A subject might also be familiar to a viewer if he has a piece from it, such as a chip of stone from a particular cliffside or a lock of someone's hair.
 - ✦ **Unfamiliar (Challenging):** A viewer can watch unfamiliar subjects for only five minutes. An unfamiliar subject is one that the viewer has never seen, but he has some object associated with it, such as a drawing of a rock formation or a child's toy.
 - ✦ **Utterly Unfamiliar (Desperate):** Completely unfamiliar subjects are those the viewer has never seen, just heard about. He can observe for only one minute.
- Once the viewer sees an object in his crystal ball successfully, it becomes familiar to him. Frequent viewing via this item can increase his familiarity with the subject.

A viewer can use his crystal ball for a maximum of one hour each day. Subjects who have not given him specific permission to watch them may use their Perception scores to oppose his activation action. As a crystal ball does not provide light to a scene, the viewer sees only darkness when viewing a dark area.

Successfully activating this item of magic creates an intangible, almost imperceptible lens near the subject. A sorcerer looking into his crystal ball sees the subject through this lens just as though he were staring through a peephole. The lens appears somewhere near the subject, at the viewer's discretion. Once established, the position of the lens cannot change—it maintains that position relative to the subject even if the subject moves.

Creatures being observed may attempt an *average Perception (Reason)* action to detect the lens. Avoiding this detection is a *challenging Reason (Perception)* action for the viewer.

Cursed Money

Steel coins of cursed money seem to be normal currency minted early in the last age. They carry a powerful curse: If anyone accepts one or more of these coins in return for making some kind of promise, that person dies a slow, rotting death should he break that promise.

The wizard Raistlin used one hundred thousand of these coins to bribe a group of treacherous dwarves to betray their king and leave the gates of Thorbardin open during the Dwarfgate War. Since then, small caches of these coins have turned up all over Ansalon.

A person becomes subject to the curse if he accepts even one of these trinkets. The curse has no effect unless the money is actually part of a promise—stated or implied.

Should the recipient ever go back on his word, his hands turn black and begin to rot. Soon, the rot spreads throughout the rest of his body. Heroes under this curse lose one card each day; other creatures lose 1 Endurance point each day.

Nothing can halt the rot, so long as the recipient remains untrue to his word. If he fulfills his promise, the rot ceases and the damage heals normally.

While suffering from the rot, the recipient cannot rid himself of the coin. If he discards it or gives it away, it always turns up in his possession again. He can, however, neutralize the curse on a single coin with the assistance of a sorcerer who can cast enchantment spells. The spell to remove the curse consumes 12 sorcery points before adjustments for range and invocation time. If it succeeds, it renders the coin nonmagical. All the cursed coins the sufferer has received must be neutralized before the rot stops.

Flute of Wind Dancing

Enchanted flutes of wind dancing are fashioned from driftwood. Folktales say sirens from the depths of the sea give them to mariners who find favor with them. In any case, several have found their way to dry land. Skilled musicians can use the magic of these instruments to make gentle breezes, create strong winds, and even summon sentient whirlwinds from beyond the circles of the world.

By piping the proper tune for at least two minutes, the player of one of these treasures can generate a normal breeze that blows in whatever direction he wishes. The breeze disperses nonmagical clouds and halves the duration of magical clouds. Blowing continually over an area the size of a large house, this breeze can put out small flames such as candles or fill a boat's sails.

By playing a livelier tune for at least three minutes, the piper can generate a strong gust that disperses both magical and nonmagical clouds, causes sailing vessels to move at double speed, and sends light items tumbling in the wind.

If the user plays for ten minutes, he summons a small air elemental. This tiny whirlwind snuffs out small fires (anything the size of a campfire or smaller) and picks up loose material (such as dust



or fresh snow) from the ground to create a blinding cloud large enough to engulf ten humans. Vision within the area is reduced to melee range.

This living whirlwind triples sailing speed when it moves favorably to a vessel. The creature aids the summoner as explained under “Wand of Summoning.”

✦ **Air elemental:** *Monster.* Co 9, Ph 12, In 3, Es 8, Dmg +5, Def -4, also dive, aeromancy, immune to air attacks.

All the flute’s effects last as long as the user plays. However, the user can reliably play only one minute for each point of Endurance he has before resting. To play longer, he must succeed in an *average Endurance* action each minute. The user cannot fight, cast spells, use other magical items, or move at more than a slow walk while playing.

The user must have a Reason or Perception code of “A” to play the flute.

Glasses of Arcanist

The wizard Arcanist created a pair of magical spectacles before the first Cataclysm. These Glasses of Arcanist have narrow, platinum frames fitted with lenses of rose-colored crystal. The frames fit elves and kender most easily.

This treasure grants the wearer acute vision within melee range. He can see illusions for what they really are, detect hidden portals or items, and see invisible creatures. The wearer also can decipher any writing he sees (within range); although he does not necessarily understand or remember what he reads, he can repeat it aloud in a language he knows. Wearing these glasses allows one to automatically use protection scrolls and other magical writings. If the wearer suffers a mishap while using the glasses, he misinterprets what he sees or he sees an illusory image.

Anyone can use these glasses. While wearing them, the user cannot see clearly beyond melee range, nor can he make missile attacks or cast spells at targets beyond melee range.

Haversack of Order

The ordinary-looking leather haversacks of order can hold as much equipment as large trunk or barrel—they are literally larger on the inside than on the outside! When the user reaches into one of these backpacks, the item he wants always turns up on top.

Any item a hero puts into his haversack, a trinket, he can recover again automatically. In addition, the hero might find other needed items stored in the sack by previous owners.

If the Narrator calls for a wealth action to decide whether a hero has a particular piece of equipment during a quest, this backpack makes any card played automatic trump, provided the desired item is no larger than a shield. Success puts the desired item right on top, while failure indicates that the sack does not contain the item.

The owner must wear his haversack for an entire day before it becomes attuned to him. Until then, he must paw through its contents before finding anything. Thieves trying to pilfer items from the pack have the same difficulty.

Horn of Kiri-Jolith

Horns of Kiri-Jolith—trumpets made from silver, brass, bronze, or iron—summon bands of armored knights that attack the horn blower’s foes. If the person sounding the horn is not pure of heart, however, the warriors might turn on him.

Anyone with a Reason or Spirit code of “B” or higher can sound one of these horns, considered treasures. Its blast summons one to ten knights clad in plate armor and carrying great swords. To determine randomly how many warriors answer the call, the player or Narrator draws one card from the Fate Deck; its face value indicates how many appear. These warriors of Kiri-Jolith—god of justice and righteous warfare—have the following game information, depending on how many the horn summons:

- ❖ **One knight:** *Various races and ages, purposeful demeanor.* Co 10, Ph 10, In 9, Es 9, Dmg +12, Def -12.
- ❖ **Two or three knights:** *Various races and ages, purposeful demeanor.* Co 8, Ph 8, In 7, Es 7, Dmg +11, Def -11.
- ❖ **Four to six knights:** *Various races and ages, purposeful demeanor.* Co 6, Ph 6, In 5, Es 5, Dmg +10, Def -10.
- ❖ **Seven or more knights:** *Various races and ages, purposeful demeanor.* Co 5, Ph 5, In 4, Es 4, Dmg +9, Def -9.

The warriors willingly serve only those with nature scores of 5 or less. A user with a nature of 6 or 7 must succeed in an *average Presence (Presence)* action or the warriors attack him. The knights automatically attack a user with a nature score of 8 or higher.

Should the warriors arrive and find no enemy, they depart again immediately. They do not speak to the horn blower or anyone else. They remain for one hour, until they vanquish their foes, or until slain—in any case, all their equipment vanishes with them.

The horn can be used only once each week. Should the user suffer a mishap when blowing it, the horn bursts, becoming a useless chunk of twisted metal.

Medallion of Faith

The small, silver medallions of faith worn by followers of the true gods became widely known after the War of the Lance, when the cleric Ellistan began preaching about the return of the pantheon.

In the hands of a mystic, such a medallion can bring success in battle, keep summoned creatures at bay, and delay the effects of poison. The medallions also allow their wearers to detect evil creatures in their midst.

Before the Chaos War, a cleric of sufficient skill could command a medallion to create a nonmagical duplicate of itself. The clerics used these to welcome new members into the ranks of the faithful. This power seems to have vanished, however, with the departure of the gods after the Second Cataclysm.

These treasures automatically identify those not pure of heart: If any creature with a nature score of 7 or higher comes into physical contact with a medallion of faith, the item glows with a pale blue light and chimes softly.

Anyone with a nature score of 3 or less and a Spirit code of "A" can use a medallion's other powers, each once a day.

First, the wearer can grant a magical boon to up to fifty creatures, provided they are no more distant than near missile range. Those affected gain a +1 bonus to all actions for five minutes.

The wearer also can create a barrier that magically created or summoned creatures cannot cross. Such creatures—including animated objects, elementals, frost-wights, shadow-wights, fire dragons, and daemon warriors—cannot get closer to the wearer than near missile range. Up to five people can fit into the circle of protection the medallion creates.

Everyone within the defensive circle remains immune to melee and personal attacks from those outside it. Opponents can launch magical attacks or use missiles, but those within the barrier receive a +2 action bonus when defending against them. Protected individuals must leave the circle to launch melee attacks against those outside it, however. The circle collapses and cannot be raised again for ten minutes if the medallion's wearer attempts a melee assault against opponents or if he tries to use the circle to injure them or force them back.

A medallion of faith can delay the effects of poison if the wearer lends it to a poisoning victim. Wearing the medallion delays the effects of any poison for one day. Someone who has already succumbed to poisoning can still be saved if someone places the medallion around his neck within five minutes of death. However, the victim needs a permanent cure before a full day has elapsed or he will die again.





Medallion of Mind Reading

Medallions of mind reading usually appear to be small medals or disk-shaped pendants hung from metal chains. Anyone who wears one can pick up thoughts from nearby creatures by concentrating.

These trinkets allow their wearers to detect thoughts of those directly in front of him, to a distance of near missile range. The wearer can turn face different directions while using this power—for instance, scanning a sixty-degree arc in one minute.

The wearer can detect only what a creature happens to be thinking about at the moment and its general emotional state: angry, fearful, sad, friendly, and so on. He can comprehend the thoughts regardless of whether he knows the creature's language. If a creature uses no language, the wearer can read only its emotions.

Mirror of Belize

No mortal knows the true origins of the Mirror of Belize, an enchanted sheet of silvered glass. It might be a relic left over from the Age of Might, but many consider it a creation of the modern-day renegade wizard Belize.

In its original form, the mirror was almost as big as a man—about six feet tall and two feet wide—but over the years, several chunks have been cut from the corners.

The mirror itself has two powers: extending the user's vision and serving as an extradimensional gate. Anyone stepping into the mirror disappears and can instantly reappear at the location of another mirror the traveler knows about. Or the traveler can simply reside between dimensions for a time, reappearing again at the mirror's location.

Smaller chunks of the mirror grant this travel power but do not extend vision.

The vision power of this treasure resembles that of the Orb of Dragonkind (see next page), except that it has no range limit and no spirit to take over the user's mind. This ability, which

can operate three times a day, requires the user to have a Reason code of "A."

The mirror's transportation power allows its user to slip between dimensions and enter a mist-filled space there. After the normal activation action, the user must will himself to enter the mirror using an *average Reason* action. Once inside, he can either step back out through the mirror or appear at the location of any other mirror on Krynn. The destination mirror must be fixed in place and the traveler must have seen it himself. While in the mirror dimension, he still needs to eat and sleep. No food or water exists there, but the traveler can breathe. If someone speaks directly at the mirror, he can hear the words on the other side.

Should the Reason action fail, the traveler becomes lost in the mirror world. To randomly determine how long it takes him to find his way back, the player or Narrator draws one card from the Fate Deck; the face value is the number of days the traveler remains lost. In addition, drawing a Dragons card means the traveler encounters a hostile creature of the Narrator's choice. One who suffers a mishap while crossing into the mirror dimension remains forever lost in that world.

It is possible to store items in the mirror dimension. However, each time the mirror's user tries to retrieve an item, his player (or the Narrator) must make a random draw. A Dragons card means the stored items are lost, carried off by some creature trapped in that other world.

The mirror itself has been recovered from Belize's mansion in Palanthas and is currently stored in the Tower of Wayreth. However, at least three pieces have been broken off. One of these was presumed destroyed when its owner, the Red-Robed Wizard Guerrand DiThon, attacked renegade mage Lyim Rhistadt before the Second Cataclysm.

Each of these three pieces is about the size of a man's palm, but they cannot be further divided. If anyone tries to break one of these trinkets into

smaller pieces, it shatters into useless slivers. Theoretically, one could break off additional pieces from the main mirror using sufficiently strong sorcery.

Nightjewel

The jet-black nightjewels seem as cold and unlovely as lumps of coal. They allowed courageous individuals to defy the terrors of the Shoikan Grove that once surrounded the Tower of High Sorcery in Palanthas. With the destruction of the Tower, these jewels would seem to have little use, but stalwart souls can still use them to defeat undead monsters.

Each of these trinkets hangs on a silver chain and can be worn around the neck. In the presence of undead (see the "Undead" chart in Chapter Six of the *Book of the Fifth Age*), the jewel glows with a pale blue light that only undead creatures can see. If the wearer holds up the jewel so this light shines on his face, he can command the undead to flee with an *average Spirit (Perception)* action. Success means the undead flee and do not return for at least a day. If the action score is at least 10 points higher than the minimum score needed for success, the undead disintegrate—blasted out of existence. Should the action fail, the jewel cannot be used again for one day.

One jewel can compel up to ten undead at once, but they all must be no more than near missile range from the wearer. The wearer must have a Spirit code of "A" to use the jewel.

Orb of Dragonkind

An alliance of wizards created five fragile crystalline devices called Orbs of Dragonkind—which some scholars call Dragon Orbs—during the Third Dragon War. The wizards modeled the orbs on the five stones the gods used to imprison the original five dragons of darkness during the First Dragon War. Each orb held the spirit of a powerful Evil wyrm. When properly commanded, an orb could call other Evil dragons to it, like moths to a

flame. When improperly commanded, the user became the slave of the malignant spirit inhabiting the orb.

Legend has it that the orbs slew the dragons they called. In fact, the orbs simply lured the dragons to them, leaving the wizards to destroy them with magic.

At least three orbs remained on Ansalon during the last age. Of these, two were destroyed—one on Sanctist Isle and the other in the heart of the High Clerist's Tower. The wizard Raistlin Majere recovered the third orb from Silvanesti, where Lorac, the elven king, had succumbed to its power. It seems likely that Raistlin eventually brought the orb to the Tower of High Sorcery in Palanthas. It was presumed lost after the Tower's destruction in 15C.

To use one of these artifacts, a person must touch it with his bare hand and utter a command word. A successful *challenging Presence* action activates the orb and puts the user in contact with the spirit within it. He can now use the orb to lure dragons or command its other powers.

An Orb of Dragonkind is normally about two feet across and very difficult to carry. Once a user has contacted the spirit within it, however, he can command the orb to shrink to any convenient size—even as small as a marble.


Should an individual suffer a mishap in any attempt to activate the orb or use its powers, the dragon spirit within takes control of the user. The user's nature score immediately rises to 10, and he becomes a villain under the Narrator's control. The control can be broken only if someone else successfully commands the orb—something the original user will try to prevent.

Luring Dragons

This power calls every dragon within one day's flying distance of the orb—not just Evil ones.

The user must attempt an *average Spirit (Presence)* action to lure each dragon in range. Unless this number is clear, the Narrator draws three cards





from the Fate Deck to determine randomly how many of them the orb contacts: one for each Dragons card drawn. The dragon's age category (from the chart in Chapter Six of the *Book of the Fifth Age*) equals the card's face value. The Narrator should choose the dragon's color based on the local terrain.

A summoned dragon turns its attention to attacking the orb, ignoring any danger to itself until the orb is destroyed.

Other Powers

Once the user contacts the spirit in the orb, he can use the orb's minor powers. For instance, the Silvanesti orb could extend the user's vision, grant invisibility, divine the past, grant the ability to breathe water, create air-filled spheres underwater, heal wounds, and transport the user to any location he knew. Each power functions once a day and requires a command word—which the dragon spirit gladly supplies—and an *average Reason* action resolved with a random draw.

Vision. With the orb, an individual can view any place within sixty miles of his location, provided he can describe it. For example, he can view a crossroads he has seen once before or look at a spot twelve miles due east of his present location. However, he cannot look over Palin Majere's shoulder unless he has some idea where Palin is. The user can view the area for up to one hour. The power does not provide light, however, so if the target area is dark, the user sees only darkness.

Invisibility. The Dragon Orb's invisibility power renders the user and up to ten other creatures invisible. This effect lasts one day or until any of the subjects attacks another creature.

Divination. The divination power gives information about legendary people, places, and things. The subjects must be noteworthy in some way. If the activation action succeeds, the Narrator should feel free to present the information revealed in cryptic form (a riddle, anagram, rhyme, or the like).

This power does not work quickly. When the subject is at hand, a divination takes ten minutes. If the subject is elsewhere but the user has firsthand knowledge of it, the power takes ten days. Should the user have only vague information regarding the subject, the power takes three months to use. While using this ability, the user cannot cast spells, use other magical items, conduct combat, travel, or take any other action except normal eating and sleeping.

Water Powers. The orb allows the user or any creature he touches to breathe underwater for twelve hours.

The power to create air-filled spheres underwater generates a bubble large enough to hold twenty-five humans. It remains centered on the user and moves with him for six hours.

Healing. A Dragon Orb's healing power removes all wounds from the user or anyone he touches.

Summoning. The transport power sends the user and one companion to any location on the face of Krynn, provided the user has seen it or can accurately describe the locale, as explained under the orb's vision power.

Singing Statue

The goddess Mishakal created the hollow singing statues of purest gold. Each stands about half a foot tall and depicts a physician or torch bearer. Pouring clean water into a hole at the statue's top causes it to sing for up to an hour. The power of the song heals wounds, forces open portals that are locked or stuck, and keeps undead creatures at bay.

Before one of these treasures can function, it must be completely filled with about a cup of liquid. Any drinkable fluid will do: water, wine, milk, ale, and so on.

Once filled, the statue sings for one hour, though prematurely spilling the liquid from the statue ends the song. While the statue sings, no undead creature can approach any closer to it than near missile range.

At the user's command, up to ten wounded creatures no more distant than near missile range receive magical healing when the statue's song begins. Wounded heroes regain one lost card, while wounded creatures and characters each regain 1 lost Endurance point.

A second command opens one portal or closure no farther away than near missile range. The song affects doors, locks, lids, shackles, bars, gates, and the like, even if they have been magically locked. Each song opens a single closure.

A singing statue's powers each can be used once a day. While the statues do not contain charges, any one of them can be used only a limited number of times before it cracks and become useless. To randomly determine how many uses a statue can survive, a player or the Narrator draws eight cards from the Fate Deck, then follows the procedure as described in the introduction to "Rings." Powerless statues cannot be rejuvenated.

One must have a Sprit code of at least "C" to employ the statue's powers.

Trueheart's Warding Armband

The gods created the unique Warding Armband of Trueheart during the Age of Dreams. This heavy band of bronze is etched with a hawk that bears arrows in its talons and four roses upon its breast. I could find no verifiable tale to explain how the armband got its name.

The armband protects its wearer from blows and helps heal wounds.

This treasure improves the wearer's defense rating by 3 points and provides

a +6 defensive action bonus. These enchantments can be added to those of other items. Any physical attack that strikes the armband's wearer inflicts only 1 damage point plus the attacker's weapon or damage rating.

Once a day, the armband can heal all wounds the wearer has suffered, but it cannot bring him back to life.

Though the armband is extremely powerful, divination magic directed at it reveals only a weak enchantment.

Caramon Majere currently owns the item, but he knows nothing of its true power.




Ventyr

The magical gauntlet known as Ventyr was reputedly made by the dwarves of Thorbardin during the Time of Light, though how dwarves with no magical skills could create

such an artifact is a matter of debate. The gauntlet comprises ivory, silver, and jade plates, all carved with intricate magical symbols. The numerous plates create a fully articulated gauntlet, so anyone wearing it can move his hand as freely as if he were wearing a supple leather glove.

The gauntlet has the power to drain magical energy, rendering any spell of High Sorcery or item enchanted through the old Orders of Magic ineffective. During the last age, the renegade wizard Lyim Rhistadt attempted to use it to destroy all High Sorcery. After his defeat, the gauntlet was returned to the dwarves. Now that there is virtually no High Sorcery left in the world, however, it seems likely that the gauntlet has lost most of its power as well.



Ventyr is still a very potent artifact, though the withdrawal of the gods has reduced its power. Six times a day, it can analyze magical auras just like a wand of magic divination can.

The gauntlet also has the power to negate magical effects generated by items of magic enchanted before the Chaos War. Any such effect targeted on the wearer is negated if he succeeds in an *average Reason* action to activate Ventyr. This power does not work against effects targeted on the area containing the wearer or on other creatures or objects. An enchanted sword's magical bonus, for example, affects the sword, not the wearer, so the gauntlet cannot drain it.

Ventyr also can create a sphere of antimagic similar to the effect created by a scroll of protection from magic, except that it nullifies only enchanted items and the effects they generate. Spells and innate creature abilities still function within the sphere, which lasts ten minutes and can be created once a day.

The wearer must have a Reason code of at least "C" to use the gauntlet.

Webnet

Dimernesti sea wizards spun beautiful hair ornaments called webnets in the years before the Second Cataclysm. The magical arts used to make them proved ineffective after the departure of the gods in the wake of the Chaos War, though the Dimernesti now seek new approaches to magic, just as land-bound sorcerers do.

Though highly prized as a personal decorative ornament, a webnet's true power is loosed with the proper words and gestures. One command renders creatures susceptible to hypnotic suggestion, while another expands the webnet into a sturdy net large enough to trap five human-sized individuals.

This treasure can be used six times a day by someone with a Reason or Spirit code of at least "C."

Hypnotic Power

The net's hypnotic power is released when the user twirls the net before a creature's eyes and speaks a command word. The subject of the hypnosis can be no farther away than near missile range. The user can compel affected subjects to take some action, which he must describe briefly—no more than a sentence or two—in a language the subject understands. The action must sound reasonable—he cannot compel anyone to fall on his sword, for instance.

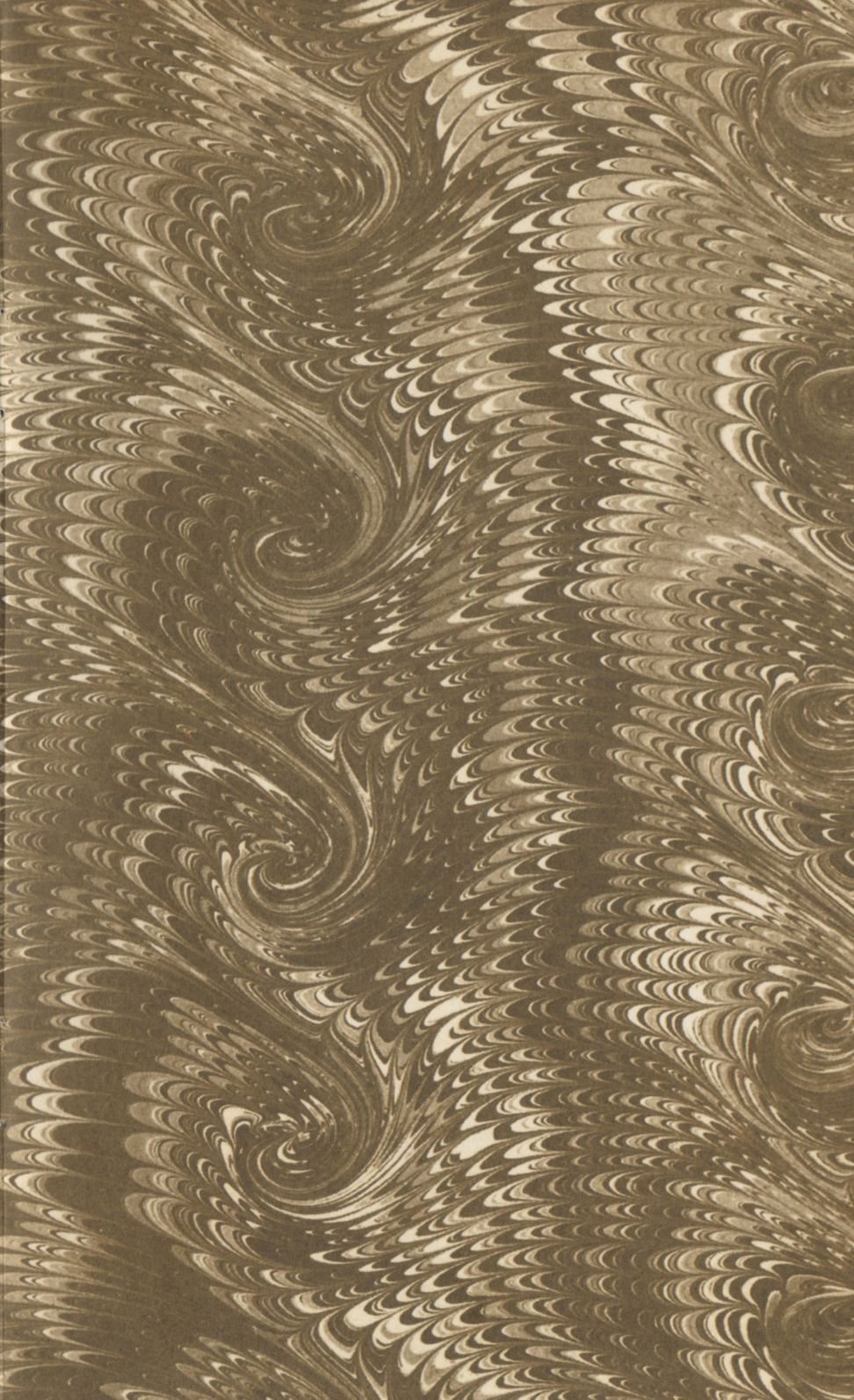
The hypnotic effect lasts until the subject has completed the task, but never more than a day. The action does not have to be immediate; the user might compel the subject to act only in response to some specified condition (within the effect's maximum duration of one day and explained with brief instructions). This power also can be used against groups of creatures, provided that they are all within range, that they can see the webnet, and that the total of all their Presence scores does not exceed 60. The user must issue the same command to the entire group.

Net Power

The webnet's second power converts it from a tiny hairnet to a large net almost ten feet across. One can hurl it at opponents or suspend it overhead to fall and entangle those passing below.

The net can trap up to five human-sized creatures at once. After activating the net to expand it, the user makes an *average Dexterity (Agility)* action against each individual he wishes to trap. Those affected become enmeshed in the net, unable to escape unless the user releases them or they cut their way out. Cutting the net requires a *challenging Strength (Reason)* action, opposed by the user's Reason score. Preventing an attempt to cut the net requires an *easy Reason (Strength)* action from its user. Cutting the net frees those trapped within it.

The wielder can return only an empty net to normal size with a command—this does not count as a use. The net repairs itself at this time.





FIFTH AGE™

THE MASTER OF THE TOWER



The Conclave of Wizards is no more, but the Tower of High Sorcery remains—a bastion of magic that has stood for three millennia. Who among mortals shall be privy to its secrets now? Only me. I gave counsel to Palin during the years he searched for the new magic, drawing on knowledge kept in the Tower. Once again, the door to power stood open, and a Majere strode in.

CLANG

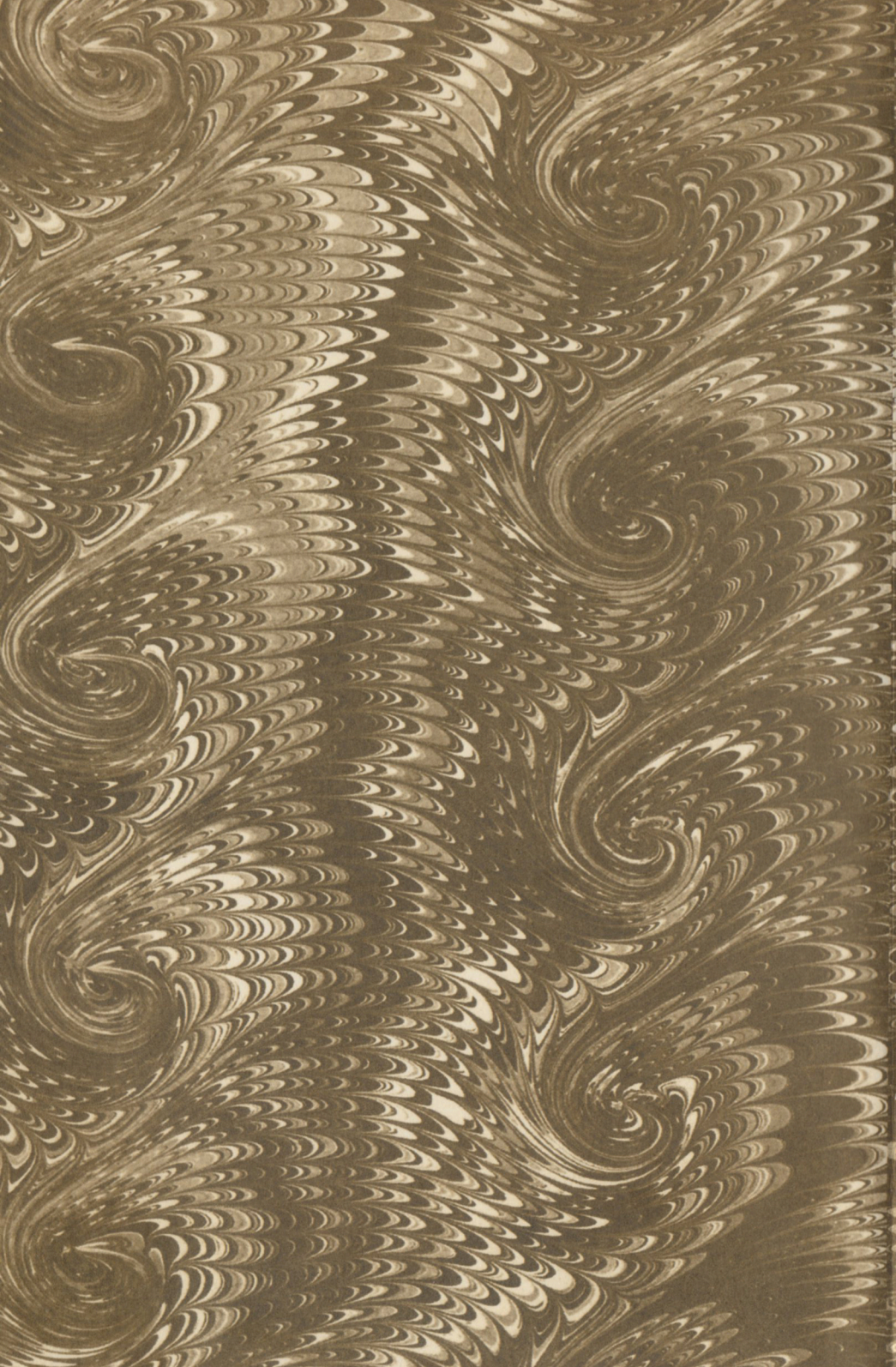


Shatraklangg is my name, though you may call me “Clang,” if that better suits your mortal tongue. If you would approach the Tower of High Sorcery, you must first pause and entertain me a while. Wit is what I appreciate; let me see how well you use your mind. Oh, have no fear, I’m easy to please—for a dragon. . . .



THE LAST TOWER

BOOK TWO





Dragonlance
Fifth Age

**ADVENTURES
in
MAGIC**



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Author's Foreword



Wayreth's Tower of High Sorcery is more than just an unusual site. It's also a living community of sorcerers and the focal point of many intrigues. *Adventures in Magic* presents some of the many characters heroes might meet in and around the Tower of Wayreth, as well as opportunities for daring escapades and magical mysteries that may—or may *not*—be what they seem. Chapter One gives readers a close-up look at several important Tower inhabitants, Last Conclave members, and frequent visitors to Wayreth. In Chapter Two, you learn what happens to offenders who wind up in the Tower's dungeon: For the hard-headed, it's a confinement that might last a lifetime. Chapter Three reveals the terrors and rewards awaiting those brave enough to face that ultimate gauge of magical acumen—the legendary Test of High Sorcery. Both the Dungeon and Test adventures consist of a series of free-form, customizable scenes you can modify to suit a particular hero.

The full-length adventure in Chapter Four, "Quest for the Tower," examines what happens when a group of stalwart heroes inadvertently becomes involved in the intrigue surrounding Wayreth.

- ✦ Act One pits them against a group of Dark Knights who have mysteriously lost their way in the forest. This act also introduces them to a woman named Trenna: a sorceress with a secret.
- ✦ In Act Two, the heroes encounter members of a dwarven posse searching for a thief who just happens to fit Trenna's description. Whether these travelers from Thoradin become friends or foes to the heroes, the end sees them all enter Wayreth Forest—always an interesting venture.
- ✦ Throughout Act Three, the heroes are faced with challenge after challenge from Wayreth's copper dragon guardian. Proving themselves worthy to find the Tower requires the utmost kindness, wisdom, and loyalty. But Wayreth's resident gully dwarves provide perhaps the greatest challenge of all!
- ✦ The Epilogue contains a bonus combat scene to insert in this adventure, plus an Afterword with hints for further storylines based on this one's outcome.

The perils in this scenario are typical of the challenges facing most first-time visitors to the remarkable last Tower, so you can use the scenes as the basis for other visits to this enchanted locale. *DRAGONLANCE*® novels and stories by Margaret Weis, Tracy Hickman, Mary Kirchoff, and Terry Phillips provided important background about Wayreth and the other Towers of High Sorcery for this book and can serve as further resources for you to create your own adventures in sorcery.

Now, you're off to see the Tower—enjoy the trip!

Gloria Williams

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Take a magical journey into Wayreth.

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CHAPTER ONE



would be honored to meet your sons,” Justarius said coolly. “Palin in particular. I understand that the young man is desirous of becoming

a mage someday.”

—Justarius, Head of the Conclave, “The Legacy”

Today, the Tower at Wayreth provides a home to some three score sorcerers and scholars, and still more people visit every year. This chapter details the key characters associated with the Tower.

The Tower’s less flamboyant residents include about forty aging former wizards who have retreated to Wayreth mostly to hide from the realities of the Age of Mortals. They yearn for the great days of High Sorcery, finding the limitations of the new art of sorcery frustrating. Jaclyn Cashell, the Tower’s chief librarian, typifies those with this backward-looking attitude.

A substantial minority of residents—about twenty—consider the Tower an excellent place to advance new methods of sorcery. They actively experiment, trying to discover, for example, why transmutation spells don’t work very well on wood. The Master of the Tower and Grevasse, head door warden, represent those most concerned with the future of magic.

The Tower also houses about a dozen domestic servants who handle heavy work for the sorcerers, as well as most of the cooking and cleaning—though all residents must pitch in.



CHARACTERS

Grevasse

Thin, wrinkly-faced Grevasse is a white-haired old wizard who walks with a stoop and often squints—his eyesight isn't what it used to be.

Despite his obvious age and apparent infirmity, Grevasse displays considerable energy, especially when lecturing some youngster about the proper way to assemble a sorcerous spell, talking about the good old days of the last age, or harassing first-time visitors to the Tower.

As chief door warden, Grevasse makes it his business to ensure that visitors realize the Tower of High Sorcery is no mere building, but a millennia-old monument to magical power. The crotchety wizard frequently has to remind visitors that the Tower is a mage's refuge, not a shop where one comes to hire sorcerers or purchase spells. Still, there's a hint of humor behind his gibes, and his twinkling eyes often betray the merriment that underlies his bluster.

Grevasse usually carries a staff, but sometimes takes up a broom if he thinks the Tower needs cleaning. He also keeps a few old rags with him to pick up dust and polish the odd piece of bric-a-brac. Many residents joke about the gruff old man's tender care for his longtime home.

Unlike most permanent residents of the Tower, Grevasse sees the modern age as an era filled with possibilities. Naturally, he shared his colleagues' dismay when the old magic disappeared after the Chaos War. Rather than sit and brood, however, he soon journeyed to the Citadel of Light to study mysticism with Goldmoon. Though this matter-of-fact fellow didn't find the First Master's spiritual beliefs catching, he did master various mystical spells. He spares little sympathy for sorcerers today who whine that their magic no longer affects the living.

Upon the foundation of the Academy of Sorcery, Grevasse quickly traveled to Solace to study with Palin Majere. He returned to his post at the Tower once more, not to hide from the world—as many other residents have done—but to help direct its resources toward building a future and away from preserving a past that is fast evaporating.

Those who get to know Grevasse find him a jolly soul with a sharp wit and a maddening knack for turning puns. He often pokes fun at colleagues who wallow in tales of the “good old days” of High Sorcery by cracking jokes about some of those old spells. His favorite is the ESP spell, whose casting required a copper coin. “A copper for your thoughts,” he says with a smirk.

Nevertheless, Grevasse remains a creature of habit. A member of the Order of the White Robes for many years, he still wears only white garments, even if they tend to get grimy when he goes on one of his cleaning binges. His white robes, white hair, and white beard make Grevasse look more like a pole draped with old sheets than the powerful sorcerer he is.

- ☞ **Grevasse:** *Human elder male, eccentric demeanor, Master.* Ag 5C, Dx 4D, St 5D, En 6D, Re 7A (49), Pe 8C, Sp 7B (49), Pr 6B, Dmg +2 (quarter-staff), Def 0 (no armor), also sorcery (divination, aeromancy, summoning) and mysticism (mentalism).





Jaclyn Cashell

Head librarian Jaclyn Cashell serves as the Tower's unofficial expert on the history and lore of magic.

After serving as an apprentice to the great Justarius, a former head of the Conclave of Wizards, Jaclyn settled in Palanthis to undertake a lifelong study of magic. When the Knights of Takhisis occupied the city during the Summer of Chaos in 383AC, Jaclyn lay low. She ignored the Dark Knights' orders restricting wizards to the Tower of High Sorcery and continued her life much as she always had. She believes her unassuming ways allowed her to escape the Knights' notice. Jaclyn finally left the city in 1SC, when Palanthis's Tower of High Sorcery was destroyed.

The aging sorceress has a solid frame, squat but not obese. She has a large face with baggy cheeks—often her eyes look puffy, thanks to long hours spent poring over old scrolls and tomes. In her youth, Jaclyn's hair was intensely black, though today her locks have turned mostly gray. She wears her hair pulled into a loose knot that usually begins falling apart by late afternoon.

Clearly, Jaclyn generally has other things on her mind than her appearance. Her threadbare red robe is patched at the elbows, and the sleeves show stains where candle wax has dripped during her late-night studies.

Conversation with Jaclyn often proves bewildering. She has a brilliant mind but forceful and unpolished manners. She can speak with confidence and authority on almost any topic, but tends to understand theories better than practical applications. Magic and all its attendant details is her favorite subject, and she can expound at length about magical theories and accomplishments from any point Ansalon's history.

Unfortunately, her vast store of knowledge often gets in her way—she seems unable to finish a thought without wandering off to explore several other ideas, no matter how obscurely

related they might be to the subject at hand. Sometimes several ideas strike her at once, reducing her speech to a series of unintelligible monosyllables until she gets herself straightened out. Other times she forgets the topic of conversation entirely, but she's never shy about asking what it was, then picking up where she left off. Nobody can speak briefly with Jaclyn—she never wants to end a conversation until she's said everything that comes to mind.

Despite her proclivity for lengthy diatribes, Jaclyn spends most of her time reading and studying. This librarian becomes so engrossed in her work that she often forgets to eat or sleep. When fatigue finally overcomes her, she usually just nods off where she sits, no matter what she may be doing at the time.

Since the Chaos War, Jaclyn has occupied herself with studying items of magic, seeking a way to bring High Sorcery back to Krynn. She has learned to cast sorcerer spells, but considers them a poor substitute for "real" magic. She thinks dissolving the Conclave of Wizards was a bad idea and still considers herself a member of the Order of Red Robes.

Her correspondence with Nathal of Palanthis, a historian specializing in the events of the modern age, keeps Jaclyn remarkably well informed about current events.

Jaclyn has a laboratory and sleeping quarters in the south tower and often frequents the library. She never misses conferences in the Hall of Mages. Heroes who come to the Tower seeking information usually get referred to her. She happily answers questions—at length—and often asks travelers to carry letters to Palanthis for her.

☞ **Jaclyn Cashell:** *Human elder female, resolute demeanor, Master.* Ag 4D, Dx 5D, St 5D, En 6D, Re 8A (64), Pe 7B, Sp 6C, Pr 7X, Dmg +2 (quarterstaff), Def 0 (no armor), also sorcery (divination, enchantment, transmutation).

Palin Majere

Ansalon's most famous sorcerer looks nondescript at first glance. He stands about six feet tall—a respectable height—but he has a slender, fine-boned frame. In a younger man, Palin's build might suggest a resilient sapling, but at nearly fifty-five years of age, Palin looks more like a stalk of ripe grain not quite yet gone to seed.

Although his shoulder-length auburn hair shows a few streaks of gray, Palin remains a vigorous man with a serious face and clear, penetrating eyes. His hands, though delicate, are still deft and rock steady. In retrospect, this great mage more closely resembles a well-seasoned staff than a trembling stalk of grain.

Late in the last age, Palin took his Test of High Sorcery in the Tower of Wayreth, becoming the youngest person to do so since his uncle Raistlin's Test thirty-six years earlier. Upon receiving the White Robes, Palin embarked on a series of adventures with his two brothers, but often feared his magic would fail him—especially after their deaths during the Summer of Chaos. However, young Palin showed his true mettle when he cast a spell of the great war-wizard Magius during the Battle of the Rift. One of only two survivors of this battle, Palin Majere has become a major figure in the Fifth Age.

Though Krynn's wizards were stripped of their magical powers when the gods withdrew from the world after the Chaos War, the Conclave of Wizards attempted to continue its work. While Palin and other mages sought new ways to practice magic, other wizards bent their efforts toward preserving old magical lore or collecting enchanted items. Neither of these two endeavors bore much fruit, instead resulting in pointless debates over defunct magical rites and petty squabbles over the ownership and proper use of magical items.

Palin became the leader of the White

Robes in 7sc. In 24sc, the Conclave recognized his efforts to return wizardly magic to Ansalon and elected him Master of the Conclave. The post was mostly symbolic by then, however; the Conclave's numbers plummeted each year, and Palin's leadership did little more than keep the frustrated wizards from each others' throats.

Four years later, Palin took part in the Last Conclave and helped unveil arcane secrets that allowed sorcerers to tap into Krynn's primordial magical energies. At that time, Palin and his colleagues formally dissolved the Conclave of Wizards, which clearly had outlived its usefulness. With his new-found knowledge, the former White Robe founded the Academy of Sorcery near Solace to teach this newest magical art to anyone with the wit and will to learn it.

Palin spends the bulk of his time in Solace, teaching and studying at the Academy. He visits the Tower of High Sorcery several times a year. He never schedules a visit, but simply travels to the Tower when he wishes to consult with the Master about some magical theory or get an update on the situation in Qualinesti. He always travels to the Tower magically, as he has no desire to become entangled with Beryl or her cohorts.

The Master has offered Palin the use of the laboratory once occupied by the great wizard Par-Salian, head of the Order of White Robes when Raistlin took his Test. Palin uses the chamber only occasionally, when he has a project that requires privacy or one that might prove dangerous to bystanders.

When visiting the Tower, Palin usually confines himself to his laboratory, the Hall of Mages, or the Master's study.

- ❖ **Palin Majere:** *Human adult male, impulsive demeanor, Legend, 1* ● Ag 8c, Dx 8c, St 7d, En 7d, Re 10A (100), Pe 9b, Sp 9c, Pr 9c, Dmg +2 (quarterstaff), Def 0 (no armor), also sorcery (pyromancy, summoning, and divination).



Master of the Tower

In his normal form, the Master appears a strapping fellow more than six feet tall. His long legs don't quite seem to match his fairly short trunk, and his hips seem slightly larger than his shoulders. He has a bullet head with a solemn, unreadable face. His night-black skin gleams, and his bluish black hair—though thin at the crown—grows thick over the temples, forming compact masses of tight curls that look vaguely lopsided. The Master has hollow, unblinking eyes with ebony irises that make his pupils look perpetually dilated. He wears a floor-length black robe sewn all over with dark appliques in the shape of arcane runes. Few have ever noted his similarity in build and appearance to the Tower itself.

The Master made his first appearance the year after the second Cataclysm. He seldom leaves the Tower of Wayreth and, before the Last Conclave met in 28SC, very few Ansalonians even knew of his existence. Now that he has achieved some measure of notoriety, many believe him to be the archmage Raistlin Majere returned from his imprisonment in the Abyss. Even those who have met the Master face-to-face mistakenly take him for just another sorcerer.

The Master is not Raistlin—he's not really even human. Instead, the Master is the physical manifestation of the sentient Tower of Wayreth, as discussed in *Secrets of the Tower*, Chapter Three.

The secretive Master has confided only in Palin Majere, the copper dragon Clang (see page 10), and several high-ranking members of the now defunct Conclave of Wizards, explaining his true nature to them. Several other visitors to the tower undoubtedly have surmised the truth.

For the first few years of his exis-



tence, the Master remained uninterested in the world beyond the protective forest surrounding the Tower. He did what he could to help Ansalon's wizards find new sources of magic, but spent most of his time preventing desperate wizards from looting Wayreth's stockpile of enchanted items. The Master himself had full command of the art of sorcery from the instant of his creation, but wisely kept the full extent of his powers concealed until he understood them better.

The start of the Dragon Purge concerned the Master greatly.

He had no doubt that the Tower of Wayreth would survive the scourge, of course, but he began to doubt anyone would remain to visit it if

the dragons overran the land. After long reflection, the Master concluded that although the Tower existed to serve magic, magic ultimately existed to serve the peoples of Krynn. So, in an effort to safeguard the mortal races, he stepped up his research into the nature of sorcery and began exploring ways to extend his influence beyond the forest of Wayreth.

The Master can be a powerful ally. Not only does he wield considerable sorcerous power, he also can assume the guise of any wizard from the Third or Fourth ages of Krynn. Once he has assumed a wizard's form, he knows everything that person knew. (*Secrets of the Tower*, Chapter Three, explains this power.)

The Master can freely and instantly move to any point within the Tower of Wayreth or the protective forest beyond, so visitors could encounter him anywhere.

☞ **The Master of the Tower:** *Human adult male, thoughtful demeanor, Legend. Ag 5C, Dx 5C, St 10C, En 10C, Re 10A (100), Pe 9B, Sp 10C, Pr 9A, Dmg +2 (quarterstaff), Def 0 (no armor), also sorcery (not subject to normal limits; see *Secrets of the Tower*, Chapter Three).*

The Shadow Sorcerer

The mysterious Shadow Sorcerer appears to be a stooped human or elf about five and a half feet tall, or perhaps slightly taller. Though most people refer to him as masculine, his gender remains as much a mystery as his race—and almost everything else about him, for that matter.

The figure's real name is unknown; "Shadow Sorcerer" is a nickname derived from his odd appearance. Insubstantial as a shadow, he has an impossibly gaunt body, thin limbs, and a light step. The sorcerer wears several layers of wispy, mottled gray robes. The ensemble includes a voluminous hood and long hems that stream behind him like smoke on the wind even when he stands still. When he sits, his robes seem to settle and spread out like a pool of spilled ink. Satiny black boots and gloves sheathe the figure's clawlike hands and feet.

No one has ever seen the Shadow Sorcerer's face—most of the time the big hood seems to swallow his visage without a trace. A deliberate peek reveals only a mask of blue-black metal and two silvery eyes peering out from narrow slits. The mask has no other openings.

The Shadow Sorcerer speaks in a silky voice which seems neither low nor high, neither quiet nor loud. In fact, the most remarkable thing about this speech is its lack of distinctive qualities. Nevertheless, the Shadow Sorcerer is known for being quite a speaker. His voice seems understandable in almost any conditions and over any type of background noise. When he addresses a crowd, all listeners hear the voice clearly, in their own languages and at the same volume and pitch. It seems likely that the sorcerer speaks with the aid of some sort of spell.



The Shadow Sorcerer became infamous in 20sc, when he calmly walked out of the Desolation and demonstrated a command of magic that had not been seen since the twilight of the Fourth Age. He wandered Ansalon for years, sharing his secrets with no one and predicting the defeat of humanity at the claws of the Great Dragons. The predictions didn't win him any friends, but his magic commanded respect.

When the Last Conclave convened in 28sc, this secretive arcane master apparently had a change of heart, for he appeared at Wayreth to help Palin Majere and the Master of the Tower unlock the secrets of sorcery.

Speculations about the Shadow Sorcerer's true identity abound. Armchair wizards throughout Ansalon identify him as the gold dragon Pyrihellion—or Pyrite—companion to the wizard Fizban (the god Paladine in mortal guise). However, historians familiar with the War of the Lance scoff at the idea that the senile Pyrite could be the glib and insightful Shadow Sorcerer.

Those who dismiss the Pyrite theory often suggest that the Shadow Sorcerer is none other than the dark elf Dalamar in disguise. Dalamar, once the head of the Conclave of Wizards, disappeared after the Chaos War. His fate remains uncertain.

The Shadow Sorcerer visits the Tower of High Sorcery often but not regularly. The Hall of Mages and the west courtyard are his favorite haunts there.

☞ **The Shadow Sorcerer:** *True race, age and gender unrevealed, enigmatic demeanor, Legend, 5*. Ag 9C, Dx 9B, En 9B, St 9D, Re 10A (100), Pe 9A, Sp 9B (81), Pr 9A, Dmg +2 (quarterstaff), Def -2 (source unrevealed), also sorcery (geomancy, divination, and spectramancy) and mysticism (mentalism).



Clang

The copper dragon Shatraklangg—Clang for short—possesses a sleek, powerful body. She has a sinuous neck and long, whiplike tail that flicks back and forth like a hunting cat's. Jutting from her triangular head are two gazellelike horns. Her expressive golden eyes reveal a shrewd intelligence, and her powerful, fleshy wings are tipped with claws, like a bat's.

Coppery scales about the size of coins cover her reptilian hide. Due to her age (more than eight hundred years), the scales have developed a bluish-green tarnish along the edges. This verdigris allows Clang to hide easily among the trees of Wayreth Forest.

A veteran of the War of the Lance, Clang and several younger siblings claimed lairs in the mountains south-east of Qualinesti shortly after the final victory of the Whitestone forces. Never particularly ferocious, Clang spent many happy days hunting giant scorpions and centipedes (her favorite foods), and occasionally bedeviling passersby with practical jokes and riddle contests. She also began raising a clutch of rambunctious dragonlings. Clang was one of many dragons whose eggs had been destroyed in Sanction during the last age, and she became a doting mother to her young.

The Dragon Purge nearly destroyed Clang—she survived through sheer craftiness. Clang refused to meet the enemy in open battle, instead tricking her chromatic foes into her deathtraps. Although she made sure to appear meek and helpless—and almost mad in her penchant for riddles—she was in reality a very clever and deadly foe. But for all her guile, she could protect neither her children nor her siblings from the fury of the Dragon Purge. All of them perished, to her utter despair.

Their deaths have left her seething and looking for revenge. While unwilling to sacrifice herself in this aim, Clang does all she can to covertly interfere with the Great Dragons' plans.



Often, that means aiding those who seek the Tower at Wayreth in their own battles against the dragon overlords.

Clang's greatest foe is Beryllinthranox, the lord of the green wyrms. Of course, the old copper knows she could never defeat Beryl in open battle, so she prefers to play the fool—all the while attempting to lead the Green Dragon into making a fatal decision that would spell the tyrant's demise.

This copper riddler could never resist a mystery and she hates being out-tricked. So over the years she has tried many times to discover the exact location of the Tower of High Sorcery within Wayreth Forest. Ever since she was a young dragon, she had heard of the Tower, of course—what a fabulous challenge it would be to thwart its legendary defenses!

After observing Clang's antics, the Master of the Tower offered the dragon an alliance. At first she refused, but when the Master beat her in a contest of wits, she realized she would never solve the mystery of the Tower. Now she assists the Master whenever he asks for her aid. She still delights in audacious stunts that provoke Beryl, but whenever the Green appears, she flies for cover near the Tower, where the Great Dragon cannot follow.

♣ **Shatraklangg (Clang):** *A female copper wyrm, cantankerous demeanor, 3 ♣. Co 13, Ph 66, In 17 (289), Es 17 (289), Dmg +40, Def -30, also mysticism (animism, mentalism, and sensitivity) and sorcery (geomancy).*

Trenna

Trenna appears to be a human sorceress who has led a hard life. She has long auburn-gray hair and a comely but careworn face with a delicate chin, pert nose, and shapely lips. Her emerald eyes seem luminous and sensual, though framed with crow's feet. Freckles and even age spots mar her fair skin.

The lady speaks with a rich, breathy voice that could stop a young man's heart. Though amicable, Trenna seems nervous. She walks with a careful, padding step, as though she's afraid to make any noise. When on the move, she casts frequent glances back the way she has come. Even at rest, she scans her surroundings continually.

Trenna wears a dress that hangs a little loosely on her and a dark shawl. She carries a plain wooden staff and wears doeskin boots.

This interesting figure is actually the human form of Ventyr, a magical artifact of dwarven manufacture. Her true form is an exquisitely made gauntlet with the power to negate the magic of High Sorcery (see *Secrets of the Tower*, Chapter Four). During the Fourth Age, Ventyr could project the image of an attractive young woman to communicate with its owner. After the Chaos War, Ventyr fell into a senseless stupor and lay unused in Thorbardin's vaults.

The followers of the dwarf prophet Severus Stonehand took Ventyr along with them on their migration to Thoradin in 29SC. Recently, a dwarf scholar began experimenting with the gauntlet and reawakened its intelligence.

Ventyr suffered quite a shock when it "awoke." The power of High Sorcery, which had sustained it as an sentient entity, was gone. Instead, it had to rely on its accumulated store of magical energy. Severus discovered its powers, to its dismay, and began draining its reserves. To save its own life, the gauntlet broke away from Thoradin and, adopting the name Trenna, Ventyr headed across Ansalon for Wayreth's Tower—the last source of Krynn's old magic.

Along the way, Trenna has heard tales of the Master of the Tower and, herself a manifestation of a sentient magical construct, she guessed at his true identity. In addition to life-sustaining magic, she hopes to find companionship at the Tower. After all, what could be better company for an intelligent artifact than another intelligent artifact? Trenna's quest to find the Tower provides the basis for the adventure in the second half of this book.

Like the Master, Trenna can use any school of sorcery and her sorcerous spells can affect living things. (See *Secrets of the Tower*, Chapter Three.) Unlike the Master, however, Trenna's spell—and her very existence—depend on the magic stored within her.

Trenna can hold unlimited sorcery points, and for every 5 points she stores, she gains a point in one of her ability scores, though no score can exceed 10. When Trenna suffers injury, she loses sorcery points, and her ability scores decrease accordingly. If one of her scores ever falls to zero, she forever becomes just a magical gauntlet.

By draining magic from enchanted items, Trenna can regain lost sorcery points. Whenever she or anyone she touches is subject to an effect from an item created before the Fifth Age, she can negate the effect and gain a sorcery point. By touching an arcane item, she can drain it, rendering it permanently nonmagical. If it had charges, she gets 1 sorcery point per charge; if it had a numeric bonus, she gets 1 point per point of bonus; and if it had neither charges nor bonuses, she gains points based on the Narrator's assessment of the item's power: Consumable trinkets, such as protection scrolls and magical dusts, restore 1 point, while powerful treasures and artifacts, such as rings of spell reflection, restore up to 15 points.

🔮 **Trenna:** *Human elder female, mysterious demeanor, Champion.* Ag 5D, Dx 5D, En 4C, St 4C, Re 9A, Pe 8B, Sp 8C, Pr 8A, Dmg +2 (quarterstaff), Def 0 (no armor), also sorcery (any school).



CHAPTER TWO



ell," said Tas brightly....
"I'm feeling much better. How about you, Caramon? Let's go explore!"
"Explore!"
Caramon gave him such a horrified look that Tas was momentarily

taken aback. "Are you mad? I wouldn't set foot outside that door for all the wealth in Krynn...."

"Yeah, I guess you're right, Caramon. I'd forgotten where we were."

—Tasslehoff and Caramon are guests at the Tower, *Time of the Twins*

Caramon Majere knew well the dangers of exploring the Tower of High Sorcery uninvited. Unfortunately, not all guests are quite as prudent (and certainly not kender). Persistent "explorers" and indiscreet meddlers could find themselves suddenly transported to the dungeon hidden deep beneath the Tower.

These cells are purportedly so dreadful that no report of them has ever reached the outside world. The common folk of Ansalon assume that no one has ever emerged from confinement there to speak of the frightful experience.

However, as with many aspects of the Tower of High Sorcery at Wayreth, the truth about its dungeon is slightly more complex than what most folk understand.

Characteristics

As noted in Chapter Three of *Secrets of the Tower*, no physical access to the dungeon exists; the area consists of hundreds of cubical cells carved from the bedrock deep below the central towers, even deeper than the crypts. Though each cell actually is only a scant few feet across, the Tower's manipulation of people's perception of space makes any cell seem large enough to hold its occupant, no matter what his size. To a human, a cell seems about ten feet square.

No corridors connect the individual cells of this dungeon. No windows or air shafts lead to the surface. Each prisoner remains alone, entombed in the rock.

The dungeon is immune to all forms of damage, just like the rest of the Tower, and to summoning magic intended to transport a prisoner away. In fact, no magic save the Tower's own can reach into the dungeon from the outside or travel out of it. Even the magical guest book in the foretower (see *Secrets of the Tower*, Chapter Three) fails to note those held in the dungeon—when a visitor becomes a prisoner, his name disappears from the book.

A captive's own spells work normally within the dungeon, provided he can see or touch the spell's target or subject, but they can never pierce the dungeon walls, reveal anything going on outside the cell, or affect things outside the cell. Summoning spells, for example, cannot bring a creature into the caster's presence any more than they could free the caster.

A visitor transported magically to a cell arrives stripped of everything except normal clothing. Inside his cell, he finds a tin cup and plate, a wooden bucket, and a hard cot just long enough and wide enough for his body. A drain grate about as wide as he is rests in the center of the floor, and a similar grate, presumably for ventilation, occupies the center of the ceiling. The walls,

THE DUNGEON



floor, and ceiling appear to have been built of cut stone, and a dim light emanates from the ceiling at all times.

The cot, cup, plate, and bucket are real enough, though magical effects surround them. Twice every twenty-four hours, simple food magically appears on the plate. Once during that time, the bucket fills with fresh water, no matter what it contained before. The prisoner can place scraps or waste in the bucket, only to find it fresh and clean the next day—anything he put in it is whisked away by magic. A clever prisoner, after observing this pattern, might try climbing into the bucket himself. Unfortunately, he stays behind when the old contents disappear—the best he can hope for from this ploy is a thorough bath as the bucket refills. Neither can he get rid of his cup or plate this way: If he puts them in the bucket, they appear next to it when it refills.

The stone walls and the two grates

are not as real as a cell's other features, however. Each cell is actually just a featureless cubical space. Prisoners who try to escape by prying up these hallucinatory grates or digging through the illusory stone actually enter a vision or dreamscape in which they appear to leave their cells and visit other places. They think they're moving about freely, interacting with others, fighting, casting spells, and so on, but in reality they never leave their cells.

It is possible for a captive to communicate with the Master of the Tower during such a dreamscape adventure and win release from the dungeon (see the "Crystal Ball" section, page 23). Most prisoners who free themselves this way don't realize where they've been. Instead, they think they've been on a trip though unexplored areas in Tower. Hence the story that no one has ever left the Tower dungeon—people often don't recall ever being there.



Nature of the Dreamscape

A prisoner can enter the dungeon's dreamscape by "escaping" from his cell, as suggested earlier. Escape options are detailed in the Cell area on page 16.

Once a prisoner "exits" his cell, he enters a world of illusion created by the Master of the Tower. In his journey, a hero may pass through areas such as libraries, other cells—even outdoor locales like graveyards and forests. Each of these dreamlike settings offers heroes a unique challenge. The dreamscape appears different to every hero or group entering it; it can even seem different to the same prisoner on separate occasions. Heroes wander from one area to the next in this imaginary world, according to the flow chart on the next page.

Dreamscape Journeys

For a hero to leave an area, his player plays a card from his Hand of Fate. The card's face value indicates where the hero goes next and what he finds there. For instance, according to the flow chart, playing a One, Two, or Three to leave his cell takes a hero into a familiar locale where he meets an old friend. However, playing a Seven, Eight, or Nine instead would take him to a similar area where he might meet an enemy. Lower cards generally produce results more favorable to the hero—but Narrators should let players figure that out for themselves!

Heroes lose control over their dreamscape journey when they hesitate or linger. For instance, if a hero fails to move on (in other words, the player does not make a choice or play a card to leave), the Narrator takes matters out of his hands by looking at the top card in the Fate Deck and moving the hero along the flow chart to the appropriate area. The Narrator then shuffles the card back into the deck without showing it to the player; suddenly the hero's surroundings begin fading away, and a new scene forms around him.

A hero can fight and cast spells normally in dreamscape areas, except that—no matter where he *thinks* he is—he stays confined to the dungeon. He cannot escape it via magic or bring anything to him from outside. He has nothing with him beyond what he gains on his trip.

All wounds and other injuries (such as ability score losses) the hero suffers during dreamscape journeys are real. However, should he die in the dreamscape, he actually wakes up back in his cell, his wounds healed but 1 point down in both Spirit and Reason. If either score falls to zero, he truly dies. Should a hero's journey bring him, wounded, back to his cell, he can rest there to recover all lost cards before venturing out again.

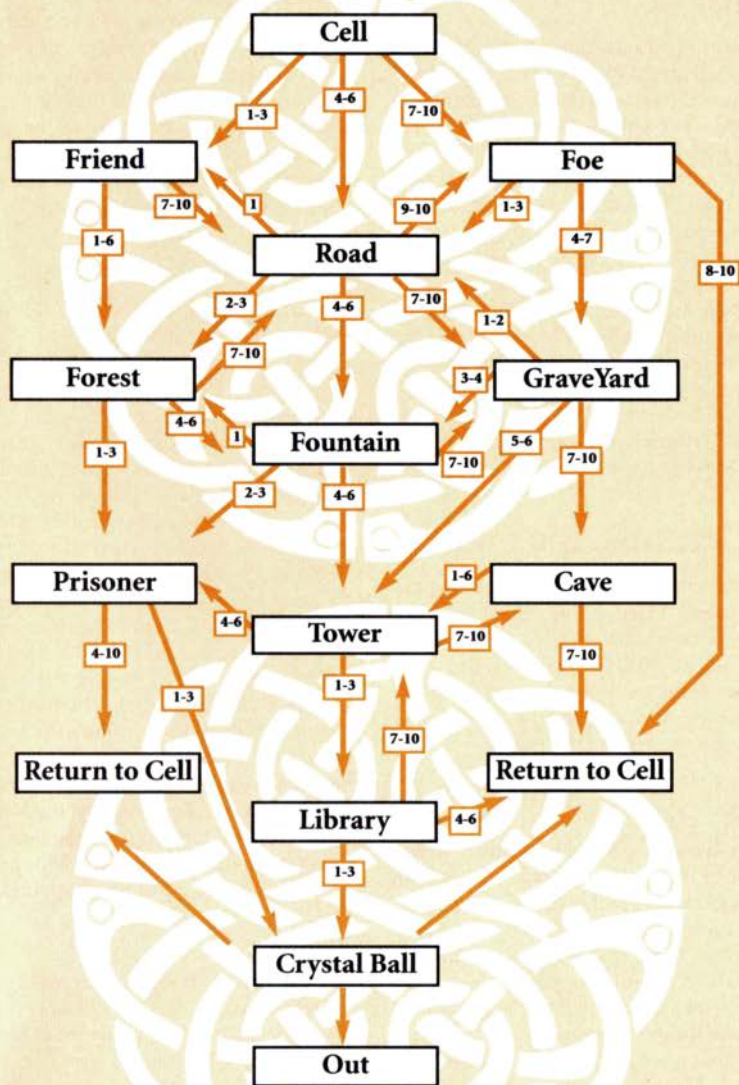
Once a hero enters the dreamscape, he can leave it only by returning to his cell, dying (apparently) in an encounter, or reaching the "Crystal Ball" area.

Creatures

Each of the area descriptions that follow includes game details about creatures the hero might meet there—people, animals, or monsters. The Narrator should make them seem authentic: The Master wants prisoners to think they're real. However, the scores of these magical creatures do not always match those of real-life specimens.

If a hero enters an area more than once, creatures there gain 1 point in each ability score. This increase applies whether the hero visits an area several times on one journey or whether he makes several trips while incarcerated.

The creatures in an area appear at melee range if no other distance is specified. Unless noted otherwise, the hero can escape them by successfully opening the encounter distance to far missile range; hostile creatures will pursue him. He can open the range by one category with a summoning spell that has a difficulty of 17 (assumes an instantaneous invocation, as a longer one would let the creature close in or attack).



The Dreamscape

Creatures cannot leave their dream-scape locales unless otherwise stated.

Atmosphere

Narrators should play up the dream-scape's unreal qualities to suggest the unusual nature of the hero's surroundings. He might see everything in shades of gray, for instance, or notice that he floats about like a phantom instead of walking. The paths between dream-scape locations should look like tunnels filled with white, gray, or black mist.

The site descriptions below are purposely kept vague to allow the Narrator maximum flexibility in adapting them to his group of heroes. If a hero visits an area more than once, the Narrator should alter it slightly to give the hero the impression of moving forward, even when he backtracks.

Dreamscape Sites

The hero's dreamscape journey begins in the Cell area, positioned at the top of the flow chart on page 15. Each site he might visit is described in this section, along with information on the characters he meets and the actions he can attempt along the way.

Cell

An inventive prisoner can find a number of ways out of his cell. (Though the escape is really all in his mind.)

- ✦ A *daunting Strength* action allows him to lift or bend the grate in the floor, exiting through the drain.
- ✦ With a *daunting Perception* action, he locates a loose stone in the wall that gives access to a crawl space.
- ✦ A *daunting Agility* action lets him reach the grate in the ceiling. He can then remove the grate and climb up into the ventilation shaft with an *average Strength* action.

An escaping hero can use the bucket from his cell or the legs off his cot as

weapons (+2 damage rating). If not used as a weapon, the bucket can serve as a shield with a +1 defense rating (after all, this is a dream world).

Once a hero discovers an exit, the player must discard to determine where he goes. Opening an exit begins the dream sequence, whether the hero wants to leave his cell or not. If the hero locates an exit but decides not to leave, the Narrator should draw a card and move him along the flow chart.

Friend

The hero enters a familiar place: his childhood home, a familiar street, a classroom, or any other location he remembers well. The area seems abandoned and a bit run down from age.

A search reveals some token of the hero's past success or of some happy moment—a medal or favorite toy. Carrying this token gives the hero a +1 action bonus until he returns to his cell.

While exploring the area, the hero encounters a friendly figure from his past: a childhood friend, a favorite pet, or another trusted person. This figure has been immobilized in some fashion—caught in a trap, locked in a room, etc. (Narrator's discretion). If the hero frees his friend, the character tells him to head for the forest and indicates a direction. Should the hero comply, the Narrator subtracts a point from the face value of the card played to leave the area (to a minimum card value of 1 point).

Actions

Finding the token requires an *average Perception* action, but there is only one token, no matter how many times the hero searches. Freeing his friend requires an *average Spirit (Presence)* action, regardless of how how he has been immobilized.

Characters

If the hero attacks his friend, he automatically leaves via the Road, with an assumed card value of 10 points.

- ☞ **Friend:** *Age, race, and gender variable.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def -0 (no armor).

foe

This site looks a lot like the Friend area, except that the surroundings seem run-down or partially destroyed. A hero's childhood home might have been gutted by fire, for instance, or his favorite inn might have broken furniture and windows, and so on.

If the hero searches the area, he might find some useful object from his past: a favorite weapon, useful magical trinket, or similar item. The object breaks when the hero uses it, however, causing whatever action he was attempting at the time to fail.

While exploring, the hero encounters a friendly figure from his past, just as in the Friend area. This figure might seem dazed, be asleep, or might greet the hero warmly. Should the hero speak to him, the friend advises him to take the Road out of the area. If he does not immediately comply, the friendly figure takes on the appearance of a rival from the hero's past and attacks. If the hero follows the suggestion, the Narrator adds 1 point to the value of any card played for him to leave the area.

Actions

Finding the item from the hero's past requires an *average Perception* action. There are as many items as he cares to look for. However, a hero suffering a mishap in the search is injured by the debris he's sifting through and incurs 1 damage point and a -1 penalty to all actions until he returns to his cell.

The hero has the normal chance to be surprised when the foe changes form and attacks.

Characters

The foe is the same no matter what card brought the hero here.

- ☞ **Foe:** *Age, race, and gender variable.* Co 6, Ph 6, In 6, Es 6, Dmg +2, Def -2.

Road

The hero steps onto a road, which also could appear as a path, a bridge, a hallway, a street, or a series of markers (signposts, milestones, or even footprints). Whether the hero moves or stands still, he meets a fellow traveler.

Actions

A successful *average Perception* action lets the hero see or hear the approaching traveler while still some distance away, increasing the initial encounter distance to near missile range.

Characters

The value of the card that brought the hero to the road dictates who he meets:

Peddler (Card Value 1-3)

The peddler—of any race and either gender—appears pushing a brightly painted cart topped with an umbrella. He could also be carrying a large pack or standing in front of a tent, under a pavilion, or driving a wagon. The peddler happily chats with the hero about the weather or other trivial subjects.

This character can sell heroes anything they want, if they make *challenging wealth* actions. (In the dreamscape, a hero can find some money just by looking for it.) A hero can reduce the action's difficulty to *average* by *haggling*, an *average Presence (Spirit)* action.

Any item the hero purchases proves genuine. He can try to rob the peddler or use a spell to influence him, but anything he acquires this way—though it seems fine—will break when used, causing the hero to fail his action.

- ☞ **Peddler:** *Age, race, and gender variable.* Co 5, Ph 5, In 5, Es 6, Dmg +3, Def -3.

Minstrel (Card Value 4-6)

The minstrel plays a jolly tune about a deranged prisoner who cannot escape captivity no matter how hard he tries. When his song ends, he holds out his hat for a tip. If the hero looks for any



money, he feels a few coins in his pocket. To those who offer an acceptable tip (*average wealth* action), the minstrel winks and says, "Take a drink from the fountain over yonder, but beware the toad." If the hero walks in the direction indicated, he travels to the Fountain, with an assumed card value of 6 points.

The minstrel looses a pyromancy spell at a cheap hero, which inflicts 3 damage points if it succeeds. (He can create three such spells.)

♣ **Minstrel:** *Age, race, and gender variable.* Co 6, Ph 6, In 7, Es 5, Dmg +2, Def -2.

Cat (Card Value 7-10)

The cat—a pretty gray domestic feline—could alternately be another common pet, such as a dog or bird. The cat purrs and rubs against the hero's legs, tripping him if he tries to ignore it. If the hero pets the cat, it snarls and bites him, inflicting 1 damage point.

If the hero ignores the cat, the animal follows him along the road until

he kills it. The cat stays constantly underfoot, giving the hero a -1 penalty to all actions and preventing him from opening the range. When he attacks the cat, it transforms into a snarling beast.

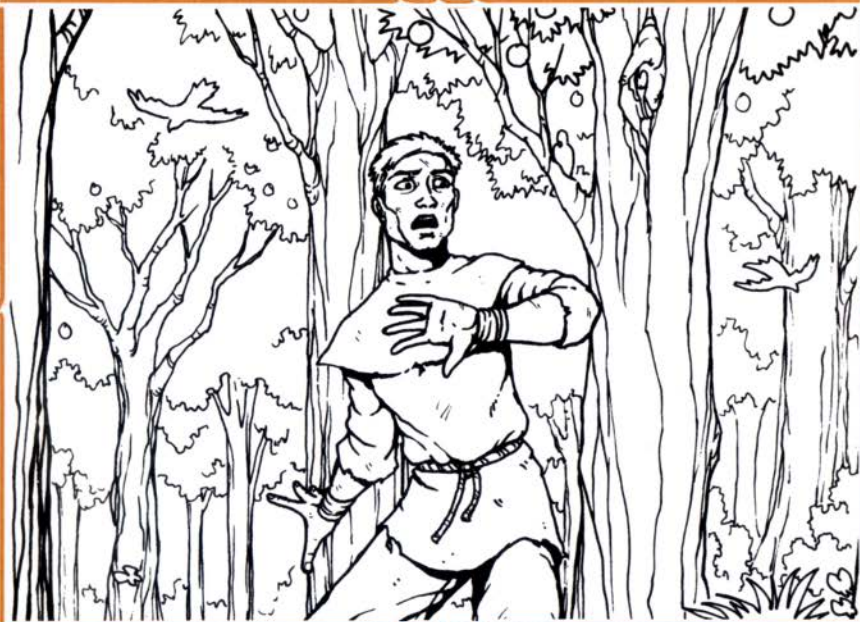
♣ **Cat:** *An animal.* Co 7, Ph 5, In 4, Es 4, Dmg +5, Def -5.

forest

The hero enters a wooded area—a sylvan forest, orchard, garden, or other verdant area. Feeling very hungry, the hero might have the urge to eat some of the fruits or nuts growing here. Nothing happens if he resists the urge.

Actions

Picking fruit or nuts takes an *average Perception* action to locate the bounty and a *challenging Dexterity* action to reach high into the trees and pluck some of it. If the Perception action fails, the hero can't find any fruit within reach, but a mishap means he locates some tainted fruit.



If the Dexterity action fails, the hero can't grab the fruit, but can try again. In the event of a mishap, he falls and suffers 3 damage points.

Eating a piece of fruit or some nuts not only satisfies the hero's hunger, it also bestows a +1 action bonus on him until he leaves the area; the price of eating tainted fruit is a -1 action penalty instead. He can carry one piece of fruit for each point of his Dexterity. If he bought a sack from the peddler at the Road or takes off his shirt, he can double his carrying capacity. Fruit also can be thrown, for a damage rating of +0.

The hero can gather fruit here only once during any dreamscape journey.

Characters

The type of card that brought the hero to the forest determines what type of creatures live here:

Flock of Birds (Card Value 1-3)

The sweet song of the birds makes the hero feel sleepy. If he doesn't chase them off, he falls asleep and the birds eat half the fruit he has picked. However, he feels so refreshed that he enjoys a +1 action bonus until he returns to his cell. Any successful attack drives off the birds.

♣ **Birds:** *Animals.* Co 8, Ph 1, In 1, Es 1, Dmg +2, Def -0.

Parrot (Card Value 4-6)

The parrot can appear as a crow, owl, vulture, or any other large bird. It watches the hero constantly, but he can get rid of it by giving it a piece of fruit or throwing some nuts at it. Any other action provokes an attack.

If given a bit of fruit, the parrot says, "On the right lies one not unlike yourself; to your left, a spring of pure water."

Understanding the parrot requires an *average Reason (Presence)* action. If the hero gets the clue, he can move right on to either the Prisoner (with an assumed card value of 1) or the Fountain (with an assumed card value of 4).

♣ **Parrot:** *An animal.* Co 6, Ph 3, In 5, Es 5, Dmg +2, Def -2.

Pack of Squirrels (Card Value 7-10)

The squirrels scamper overhead, dropping sticks and nuts onto the hero. They can also be monkeys, songbirds, or even tiny dragons. Attacks do no good against so many, though a spell might. The barrage forces the hero to attempt an *average Endurance (Strength)* action. Failure results in 5 damage points and causes him to fall unconscious—while the squirrels eat his fruit.

♣ **Squirrels:** *Animals.* Co 8, Ph 5, In 1, Es 1, Dmg +2, Def -2.

Graveyard

The hero enters a cemetery, its weathered headstones overgrown with trees and vines. The area might at first look like a forest or untended garden, but a casual search reveals the headstones.

Actions

A careful search (requiring an *average Perception* action) reveals the graves of every foe the hero has ever defeated in combat. If the action fails, the hero finds nothing special, but a mishap reveals his *own* grave. The shock is so great, he must immediately attempt a *daunting Spirit* action or lose 1 point of Spirit. A mishap causes him to fall dead of shock.

Characters


Who the hero meets in the graveyard depends on the card that brought him there (with a card value of 1 to 3, the hero meets no one):

Mourner (Card Value 4-6)

The mourner, a mysterious figure draped in black, might be a relative or old friend. He greets the hero openly. If the hero doesn't attack, he thanks him for coming, then beckons him to follow.

The mourner leads him to a grave whose headstone bears his own name—quite a shock, as described earlier. If the hero refuses to follow or tries to evade the mourner, the mourner attempts to close to personal range and grab him. The character can grab automatically





after successfully closing. Getting free requires an *average Strength (Strength)* action. Otherwise, the mourner drags him to see the headstone.

Once the hero sees his grave, the mourner leaves him alone. Should he attack the mourner, the character counterattacks in an effort to kill him.

☞ **Mourner:** *Age, race, and gender variable.* Co 6, Ph 27, In 9, Es 9, Dmg +8, Def -5.

Ghoul (Card Value 7-10)

The ghoul crouching in the bushes tries to surprise the hero. It attacks to kill. A hero paralyzed by the ghoul's attack remains helpless for six minutes, while the ghoul tears away at him. The hero suffers 11 damage points each minute; armor and shield bonus don't apply.

☞ **Ghoul:** *An undead creature.* Co 5, Ph 6, In 3, Es 3, Dmg +6, Def -2, also paralyze.

fountain

The hero finds a bubbling fountain, natural spring, pool, river, or other small body of water. Pleasant-looking trees and bushes surround it.

A drink from the fountain restores one card lost to a wound immediately and one additional card (up to normal hand size) each time the hero exits a dreamscape area until he returns to his cell. If he isn't wounded when he takes a drink, he still gets the fountain's benefits if wounded later. Additional drinks during the same dreamscape journey confer no benefit.

The hero can carry water away from here if he brought the cup or bucket from his cell or if he bought a container from the peddler at the Road. Drinking the water won't do him any good if he already has taken a drink, but it might help him deal with other creatures he meets in the dreamscape.

Actions

If the hero isn't inclined to drink, he can attempt an *average Perception*

action. Succeeding means he sees the words, "Drink me and be restored" appear briefly on the water's surface. A mishap at this action shows him a skull and crossbones on the water's surface.

Characters

The hero may meet a toad at the fountain, depending on the card played to bring him here (with a card value of 7 to 10, the hero meets no one):

Normal Toad (Card Value 1-3)

The normal toad can appear as a frog, salamander, or other small aquatic animal. If the hero kills it, bad luck overtakes him, causing him a -1 action penalty until he returns to his cell.

☞ **Normal toad:** *An animal.* Co 4, Ph 1, In 1, Es 1, Dmg +0, Def -2.

Giant Toad (Card Value 4-6)

The giant toad could be any amphibian or reptilian monster. It lucks in the bushes, waiting for an unwary victim. If the hero takes a drink without searching the bushes first, the toad surprises him.

☞ **Giant toad:** *An animal.* Co 6, Ph 10, In 1, Es 1, Dmg +4, Def -3, also swallow whole.

Prisoner

The hero enters an immense cell similar in appearance to his own. A hill giant sits chained to a set of huge rings protruding from the floor. The hero has entered through one of four openings in the walls, most of them too small to admit the giant. This site also can appear as a labyrinth, a cage, a collapsed mine, or other confining area,

If the hero attacks, the giant fights to the death using loops of chain as weapons. To any hero who speaks to him, the giant demands to be freed. He points out a massive padlock holding his chains together. The creature won't respond to anything the hero says or asks until he is set free.

Should the hero try to leave without first freeing the giant, the creature

attacks (at melee range only). The hero can escape by ducking through one of the wall openings.

Once freed, the giant exhibits behavior based on the aura of the card that brought the hero here: A white aura makes him friendly, red makes him neutral, and black means he's hostile.

A piece of fruit from the Forest or a drink of water from the Fountain will turn any giant friendly. A hostile giant laughs when set free and promises to squash the foolish hero like a bug; the hero must fight or escape. However, a friendly giant enthusiastically rips a fifth hole in the wall, making his own way out of his cell. He invites the hero to follow. Heroes that do so wind up at the area dictated by the card played, and they lose the giant along the way.

If the hero thinks to ask where the openings lead, the giant shrugs and reaches down each one. After feeling around, he makes the following pronouncements about what he finds: "prickly," "wet," "door," "round thing," and "empty" (the hole the giant just made). The creature cannot retrieve anything from the openings.

Simply choosing an exit at random requires card play to see where the hero emerges. If the hero follows one of the giant's clues, however, he ends up in the area indicated below, with an assumed card value of 3 points:

- ♣ "Prickly" leads to the Forest.*
- ♣ "Wet" goes to the Fountain.*
- ♣ "Door" leads to the Tower.*
- ♣ "Round thing" is the Crystal Ball.
- ♣ "Empty" leads to the hero's cell.

* Indicates an area the hero could not reach from here through card play.

Actions

Freeing the giant requires a *daunting Dexterity* action to pick the lock. The hero can't break the chains or lock, no matter what he tries—they're even impervious to spells. Escaping from the giant, chained or otherwise, requires a standard open range action.

Characters

The giant also could be an ogre, dragon, or other large creature. He need not be chained, just confined somehow.

♣ **Hill giant:** *A hostile nonhuman.* Co 6, Ph 38, In 3, Es 4, Dmg +15, Def -2.

Tower

The hero has arrived before a tall tower or other type of construction, from a humble cottage to a walled city.

The hero can knock (or announce himself some other way), try to force open the door, or simply walk away.

Any of these options brings the resident wizard running. The wizard's attitude toward the hero depends on the card that brought him here, just like in the Prisoner area. However, attempting to break down the door or pick the lock brings a hostile reaction no matter what the card was. When the wizard appears, the scene shifts to a hallway, chamber or street beyond the door (depending on the type of building).

A friendly wizard mildly asks what the hero wants. If the hero explains his situation or asks for directions, the wizard invites him inside to visit the library.

A neutral wizard eyes the hero suspiciously and demands to know who he is and what he's doing here. If the hero can convince the wizard he's no threat, he gets an invitation to come inside and visit the library. Otherwise the wizard orders the hero to leave.


Finally, a hostile wizard attacks with his spells, beginning the assault at near missile range.

If the hero leaves without being invited in, card play determines where he goes next. Otherwise, he goes to the Library. Should he think to ask what's so special about the library, he's told about a rare work: *The Master's Eye*.

Actions

Forcing the door requires a *daunting Strength* or *Dexterity* action, depending on whether the hero tries to break it down or pick the lock.





Convincing a neutral wizard to invite him in requires an *average Presence (Spirit)* action from the hero. The attempt gets a trump bonus if he offers the wizard water from the Fountain or any fruit from the Forest, but a mishap causes the wizard to attack immediately.

Characters

The wizard might appear as a human, elf—even a dragon. The Narrator determines his schools of sorcery.

☞ **Wizard:** *Age, race, and gender variable.*

Co 5, Ph 4, In 9 (81), Es 9, Dmg +2, Def -2, also sorcery (three schools).

Cave

The hero passes through a short tunnel into an immense space: the lair of a chromatic dragon. The Narrator chooses which type of dragon, then makes the area reflect that race. For example a black dragon would live in a swampy area, and a green dragon would lair in a forest.

The dragon demands that the hero pay it tribute—in the form of large amounts of treasure—or it will attack. The hero must comply, flee, or fight.

From the dragon's starting point of near missile range, it takes one minute to fly into the air for a dive attack. After its dive, it continues with melee attacks. To escape, the hero must open to visual range. If he gets out of melee range after the dragon has made its dive, it attempts to close range once, then switches to assaults with its dragon breath.

Actions

Producing enough treasure to satisfy the dragon is an *impossible wealth* action. The dragon also can be satisfied with a magical item (which the hero may have purchased from the peddler at the Road) or five pieces of fruit from the Forest. If the hero can't offer enough, he can still escape by promising to bring the dragon some fabulous item. For this ploy to work, the hero must describe the item in detail and succeed with a *daunting Presence* action.

Those who escape in this way had better have the item if they return here on this trip. However, heroes using this ploy suffer no penalty if they never return.

Characters

The chromatic dragon's race may vary, as noted above.

☞ **Dragon:** *A young chromatic dragon, gender and color variable.* Co 9, Ph 39, In 8 (64), Es 8 (64), Dmg +12, Def -8, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (three schools), mysticism (one sphere).

Library

In the library, the hero finds hundreds of shelves full of books. This area also might appear as a sculpture garden, an art gallery, or a collection of monuments.

Inside, he meets a cloaked figure resembling the wizard from the Tower area. This creature, however, is a ghost. It does nothing unless the hero attacks or tries to converse.

Actions

The hero must attempt a *daunting Spirit* action if he disturbs the ghost by speaking to it, making noise, or trying to touch it. Success makes the ghost dissolve into mist and vanish through a crack in the wall. Otherwise, it attacks him with its fear aura and Spirit drain abilities.

A search of the shelves requires a *daunting Perception* action. A successful hero locates a book titled *The Master's Eye*. Opening it sends him to the Crystal Ball area. However, in his search he inadvertently trips the catch of a hidden trap door and falls through. Card play determines where he goes from there. A mishap makes the ghost appear and attack, even if the hero has already defeated it or initially left it alone.

Characters

The ghost can look like the wizard in the Tower, a passerby, or anyone else.



☞ **Ghost:** An undead creature. Co 5, Ph 6, In 7, Es 8, Dmg N/A, Def N/A, also fear aura, Spirit drain.

Crystal Ball

The hero enters a hexagonal chamber that contains a pedestal bearing a crystal ball. The ball lets the hero contact the Master of the Tower and maybe persuade him to free him. Anyone can use the ball just by staring into its depths.

If the hero touches the crystal ball, he suffers 1 damage point from electrical shock, as well as an additional damage point each minute he touches it. Touching or moving the ball always results in this injury, despite the hero's attempts to insulate himself, move the ball using a net rather than his hands, and so on. Once he stops fooling with the crystal ball, he returns to his cell.

Actions

Activating the crystal ball requires a *daunting Reason* action, with a trump

bonus for those with a Reason code of "A." Success puts the hero in contact with the Master. Those who fail to activate the ball can try again, but three failures sends one back to his cell. A mishap drains 1 Reason point on top of that.

Once the hero contacts the Master, he can try convincing him that he's learned his lesson with a *Presence (Presence)* action; the difficulty depends on the severity of his crime. Since the Master does not imprison people lightly, the difficulty should be at least *challenging*.

Return to Cell

Reaching a Return to Cell area immediately sends a hero back to his cell. Everything there seems intact—even items he may have removed or broken. Any objects he acquired in the dreamscape have vanished, but his wounds remain.

If the hero can escape again, he begins another dreamscape journey.

CHAPTER THREE



can't answer that..." said Esme. "I can only remind you that the Test exists to weed out those wizards who might be harmful to themselves, to the order, or to innocents.

Remember, too, that the Test is meant to teach the mage something about himself."

—Esme, a Red-Robed wizardess, on Tests of High Sorcery, The Medusa Plague

When the gods of magic gave the gift of High Sorcery to the mortals of Krynn, the wizards of the new Conclave gained a solemn and terrible responsibility: to make sure no wizard used this divine gift capriciously. It was not the Conclave's place to decide whether individuals should serve Good, Evil, or Neutrality, they understood. But they also knew the gods were watching to see if mortals would use their newfound power wisely and with proper gratitude, or if the gift would make them mad with power.

Tests in Past Ages

The wizards created the Tests of High Sorcery not just to test a person's magical abilities, but also to learn how he would use his magical powers. Each Test was different, specially tailored to an applicant's own strengths, weaknesses, and needs. Failure meant death. A wizard who undertook a Test literally pledged his life to magic, and if he survived, his fellow wizards could be sure

he would continue to give the fullest measure of devotion to magic.

Every Test, though unique, had several elements in common.

- ✦ They were rigorous: Failure always meant death.
- ✦ Every Test featured at least three challenges to examine the mage's knowledge and use of magic. During these challenges, the wizard had to cast every spell he knew.
- ✦ A Test included at least three perils or tasks that could not be solved through magic alone.
- ✦ In a Test, a wizard faced at least one confrontation with a known ally.
- ✦ All Tests involved the mage in solo combat with a more powerful foe.

Usually, the challenges in a Test combined several of these elements. For example, the best documented Test of the Fourth Age required Raistlin Majere to use his final spells to defeat first a dark elf wizard, then his brother Caramon, who always had been his most dependable ally.

Tests in the Fifth Age

Now that the gods have withdrawn from Krynn, the Master of the Tower still conducts Tests of High Sorcery. His goal is not to ensure that only the deserving gain access to magic—today, Krynn's primeval magic is available to almost everyone—but to maintain camaraderie among Ansalon's sorcerers, help him decide who should have access to the Tower of High Sorcery, and provide him with insight about Ansalon's most ambitious sorcerers.

The Master realizes that people who have shared a common experience—in this case a magical ordeal—form bonds that transcend most worldly matters. He believes that such bonds can help further the advancement of magical knowledge.

TESTS OF HIGH SORCERY

Like the mages of the original Conclave, the Master also is concerned about the responsible use of magical power. Therefore, he grants free access to the Tower only to those sorcerers who have proven their mettle in a Test.

Finally, the Master can assume the form of anyone who has completed a Test—this power lets him know everything that person knows, or knew (see *Secrets of the Tower*, Chapter Three). With a constant influx of new initiates, this power allows the Master unparalleled insights into events across Ansalon.

Requirements

A hero wishing to take a Test of High Sorcery needs a reputation of at least Adventurer and a Reason code of "A." He must journey to Wayreth's Tower by normal means—summoning spells won't transport anyone there without the Master's permission, and he never

grants it for Tests. When the hero arrives at the Tower, he presents himself to the Master and states his intentions.


Every hero takes his Test alone and may carry with him only regular clothes and two weapons. The hero may not wear armor, carry a shield, or employ magical items (though his two weapons can be enchanted with combat bonuses). In earlier ages, wizards sometimes brought companions along on their Tests, and many used enchanted items, but the Master no longer allows such aid.

It is possible for several heroes to take Tests simultaneously, but the Master prefers to hold them one at a time.

Characteristics

The Master concerns himself mostly with the subject's ability to use spells creatively and effectively. Most situations that confront a hero during a Test require him to use magic to intervene





on someone else's behalf. In this way, the Master reminds the subject that a sorcerer's power brings responsibility. Finally, every Test includes some elements that measure the hero's ability to discern when using magic might be appropriate and when it would not.

Each Test includes at least one situation that requires the successful use of sorcery from each of the three schools the hero has studied. In addition, the hero often faces a situation he can resolve without magic, but finds that using magic will allow a faster or more complete solution. Finally, subjects generally also have to defeat one magic-using foe in single combat.

All Tests take place inside the Tower of High Sorcery at Wayreth. Folklore maintains that several upper floors in the north tower have been set aside for Tests; however no one but the Master knows exactly where they occur. In any case, the *where* of these challenges is rarely vital, as Tests are most often hallucinatory—mental quests similar to the dreamscape journeys that prisoners in the dungeon experience.

To begin a Test, a hero must be unwounded and have his full daily allotment of sorcery points. Those who reach the Tower injured or fatigued can rest to refresh themselves. When ready to begin, a hero presents himself in the Hall of Mages, where the Master and at least seven high-ranking Tower residents await. (This group almost always includes Grevasse.) If the hero has brought others with him, they may enter the Hall of Mages, too.

The Test can be fatal, the Master reminds the hero at this time. However, its difficulty depends on the sorcerer's own ambition. A modest hero will face little danger but can expect little in the way of reward. The bolder the sorcerer, the greater his danger—and the potential reward. Is the hero willing to undertake the Test under these conditions? the Master asks. If the sorcerer agrees, the Test begins.

Witnesses see the hero vanish, to reappear only when he has completed

the challenges before him. In most cases, the witnesses retire to another chamber for the duration of the Test. Retiring to another chamber allows Tower residents to go about their business while the Test proceeds and spares the hero's comrades the sight of their friend's dead body reappearing in the Hall of Mages if he fails.

Nature of the Test

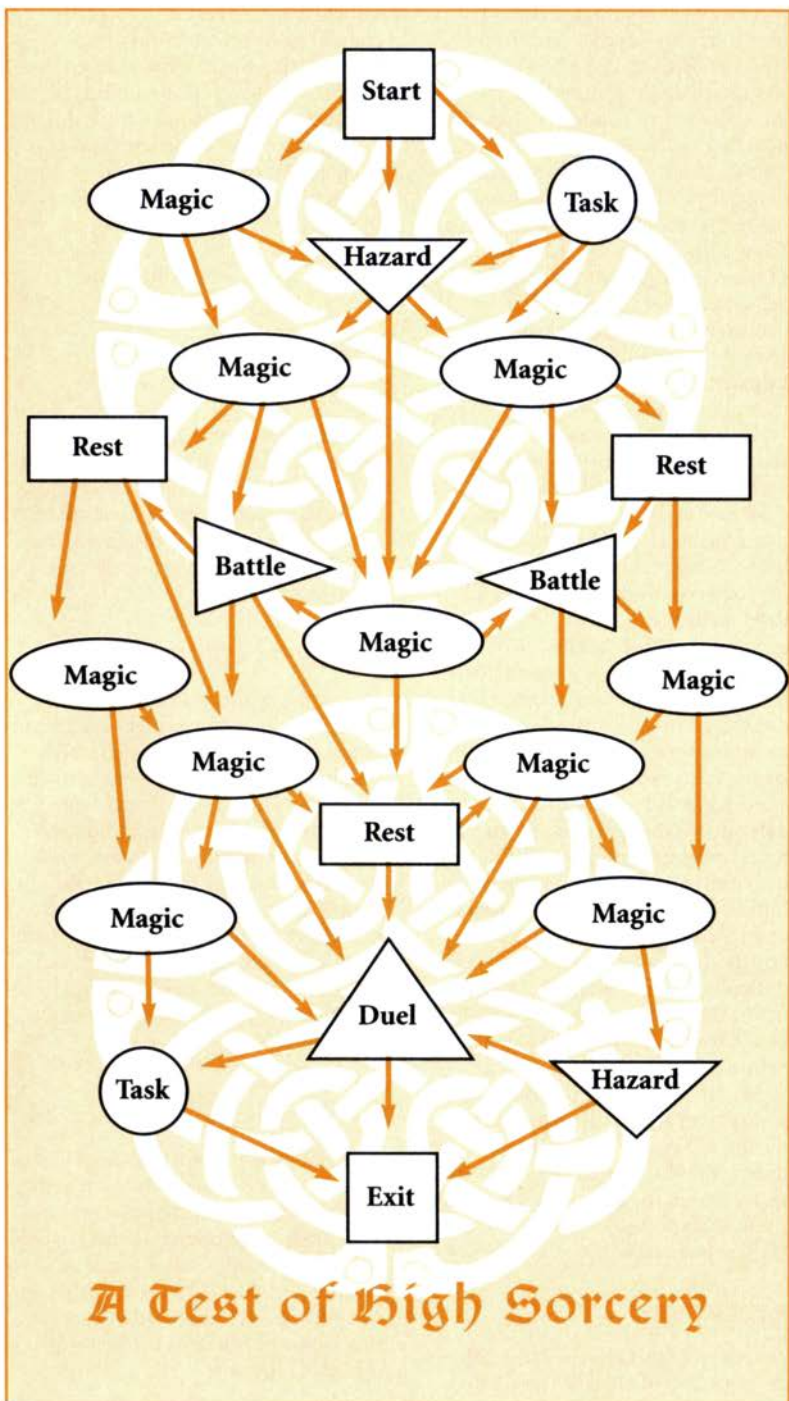
A hero undergoing a Test of High Sorcery enters a mindscape similar to the dream world prisoners in the dungeon experience. Unlike a prisoner, however, a hero undergoing a Test always chooses his own path. He enters this mindscape with only his clothing and chosen weapons. Those who try to sneak in extra equipment find the contraband gone the moment they enter the world of the Test.

The magical guest book in the fore-tower (see *Secrets of the Tower*, Chapter Three) notes when a visitor is undergoing a Test, and that communication with him via the book isn't possible.

Mindscape Journeys


To proceed through this mindscape, a hero moves from one area to the next according to the flow chart on the next page, beginning in the space at the top marked Start. Each of these areas serves as the setting for a new scene in the Test adventure. When the hero has met the challenges one area has to offer, he must leave it to continue his journey.

When the hero feels ready to proceed, the Narrator briefly describes each of his options, offering clues as to what may lie ahead on each potential path. The clues vary according to how the Master (actually, the Narrator) has constructed the Test; some examples of clues appear in the sample area descriptions starting on page 29. After listening to the clues, the player chooses a path for the hero. He may move in only one of the directions indicated on the flow chart.



A Test of High Sorcery





Once the hero has selected a path, his player chooses one card from his Hand of Fate—called a Test Card—and lays it face up in front of him. Its value indicates generally how much peril the hero faces as he enters the new area. The Test Card is not discarded normally; instead, it remains face up for the rest of the journey or until events force the player to discard it. At the end of the mindscape journey, the total value of all Test Cards left face up determines the successful sorcerer's reward. Those who risk greater dangers by playing high Test Cards stand to reap greater rewards—if they survive.

Unless otherwise stated, the player repeats this procedure—selecting a path from the clues, then laying a Test Card face up and drawing a replacement for his Hand of Fate—each time his hero moves to a new area.

The hero conducts combat and casts spells just as he would in any adventure, except that he always remains within the Tower and, therefore, subject to its restrictions. He cannot escape from the mindscape or move between areas with summoning spells (see *Secrets of the Tower*, Chapter Three). Neither can he contact individuals outside the Test or summon creatures or equipment from outside to help him. A summoning spell with a difficulty of 17 will allow the hero to open the range between him and a hostile creature by one category (this difficulty assumes an instantaneous invocation time, as anything longer would let a creature close in or attack before the spell was finished.)

Wounds and other injuries (such as ability score losses) the hero suffers during a Test are real. Anyone who dies during the Test is truly dead. However, an injured hero can stop at a Rest area (indicated on the flow chart) during his Test and recover.

Creatures

Heroes will meet a variety of creatures during a Test of High Sorcery. The

sample areas described in this chapter contain game information on any creatures waiting there. If the Narrator creates areas of his own, he should include game details for creatures there as well.

The face value of the Test Card played to enter an area can increase the ability scores of the creatures the hero meets there, according to the table below:

Card Value	Ability Bonus
1–3	+0
4–6	+2
7–9	+4
10	+6

Creatures appear at melee range unless an area's description states a different range. Unless noted otherwise, a hero can escape from any creature by opening the encounter distance to far missile range. However, hostile creatures will pursue.

Atmosphere

Most areas in the mindscape appear completely real; some might even seem familiar. For instance, the hero might find himself revisiting his home town during his youth or meeting old enemies.

Sometimes the various mindscape areas are connected by hallways, roads, staircases, doors, or the like (see the sample areas described starting on the next page). Other times there is no path at all—the hero just finds himself suddenly in completely new surroundings. The Narrator should modify them to suit his own tastes.

Constructing a Test

A Narrator creates a personalized Test of High Sorcery especially for each hero. This section explains how to combine the sample areas offered in this chapter with the Narrator's tailor-made areas to create a Test. Just like an adventure, any worthwhile Test takes a bit of preparation from the Narrator before the playing session begins.

Getting Started

The flow chart on page 27 depicts the mindscape and how the areas within it relate to each other. Though the chart contains twenty-two separate areas, most heroes will pass through only about half of them during their Tests. A complete Test requires only twelve different area descriptions, as follows:

- **One Rest:** The hero enters a restful place where he can recover from the hardships he has experienced. He may rest more than once, but one scene will do for them all.
- **One Battle:** The hero must defeat a creature or group of creatures.
- **Two Hazards:** The hero encounters a trap or barrier that can prove dangerous if he makes a mistake or fails to think quickly.
- **Two Tasks:** The hero finds himself in an odd situation that requires some thought to resolve. Using magic might or might not help.
- **Five areas of Magic:** The hero reaches a potentially dangerous situation that requires great ingenuity or a particular kind of spell to resolve (or a little of both).
- **One Duel:** The hero faces single combat with another magic-using creature.

Sample Test Areas

This section features examples of the six types of Test areas, for Narrators to use as a basis for creating Tests. Like a normal-length scene in a FIFTH AGE adventure*, each sample area's short description contains these elements:

- A paragraph connecting the area to the previous one in the flow chart (it offers the Narrator clues to help the player select his hero's path)
- A short *Overview* of the setting
- A description of what takes place there as *The Test Continues*
- A mention of important *Actions* (including details for helpful spells)
- Information on *Characters* to meet

- A description of the *Outcome*, including the rewards and consequences a hero might earn from his activities in the area.

* The "Atmosphere" and "Getting Started" sections of a scene appeared earlier in the chapter.

Rest Areas

Although the flow chart contains several Rest areas, one description is sufficient for all of them.

When a hero enters the area, the player does not lay a Test Card face up. Instead, he takes the highest Test Card already face up and discards it. Before leaving the area, he regains all cards lost from his hand to wounds, and his hero's sorcery point total returns to his daily maximum (mysticism points remain unaffected).

In addition to (or instead of) the Inn, described below, the Rest area could appear as the Citadel of Light, a temple, or an empty but well-stocked cabin.

Inn of the Last Home

As he is about to leave a Test area, the hero sees a hand-painted sign pointing the way to the Inn of the Last Home.

Overview

The sorcerer enters Solace's most famous establishment, and the Inn's staff members immediately begin pampering him. They provide him with a comfortable bed, plenty of food and drink, and lots of undisturbed rest.

The Test Continues

Nothing happens to interrupt the hero's rest here. He may have the chance to hobnob briefly with famous guests at the Inn, but none of them have any information pertinent to the Test.

Actions

If the hero speaks with the Inn staff or other occupants, he can learn about the adjacent Test areas. Getting the information requires an *easy Presence* action.



Characters

The staff includes a bartender and several barmaids, all with the same general characteristics.

- ☞ **Inn staff:** *Humans of varied age, gender and demeanor, Unknown.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def -0 (common clothing).

Outcome

If the hero is foolish enough to attack anyone at the Inn, the Test ends in failure: He finds himself ejected the maximum distance from the Tower (see *Secrets of the Tower*, Chapter Two).

Battle Areas

The Test's Battle areas present the hero with straightforward fights, though other elements—such as a damsel in distress, a beleaguered town, and so on—might add drama.

A Friend in Need

The sorcerer hears a familiar voice calling for help or receives a message telling him that he has one last chance to see an old friend.

Overview

Walking down a road, the hero hears the sounds of combat ahead. Upon investigating, he discovers a beloved friend from his past apparently making a last stand against a band of seven gnolls. The friend's comrades lie dead about the scene, and the friend himself bleeds from a jagged wound.

The Test Continues

The gnolls press their attacks on the hero's friend until the hero reveals himself. When he attacks, all but two gnolls turn to face him.

Actions

The hero has the normal chance to surprise the gnolls and cannot be surprised himself.

His friend has his hands full with his two gnoll attackers and can offer no

assistance. If the hero kills these assailants first, two more turn on the unlucky character. The gnolls all fight to the death.

Characters

No matter how quickly the hero acts, the gnolls inflict a mortal wound on his friend.

- ☞ **Seven gnolls:** *Hostile nonhumans.* Co 5, Ph 7, In 3, Es 5, Dmg +4, Def -3, also missile weapons.
- ☞ **Friend:** *Identity variable.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def -0 (common clothing).

Outcome

If the hero dispatches the gnolls, his friend utters the clues to the next areas with his dying breath. Should the hero flee without dispatching the ruffians, he forfeits his highest face-up Test Card.

Bandits!

A wealthy lady approaches the hero in her carriage and offers him a lift.

Overview

The sorcerer finds himself riding in a well-appointed coach along a country road. His lady companion wears several valuable-looking items of jewelry.

The Test Continues

The driver utters a strangled cry and falls from his perch as the coach skids to a halt. Harsh voices outside demand that all within the carriage exit quietly and with hands in the air.

Actions

The hero cannot see clearly enough from inside the carriage to cast a spell or launch an attack. If he bursts out of the carriage to attack immediately, he may surprise the bandits. The leap requires an *average Agility* action; heroes who succeed have a normal chance to surprise the bandits. If the action fails, there is no effect, but a mishap allows the bandits to surprise him as he falls on his face.

Characters

Five bandits surround the carriage. If the hero doesn't leap out and attack right away, the thieves recognize him. They lower their weapons and offer to split the lady's jewels with him, as they don't wish to fight a hero of such renown.

- ♣ **Five bandits:** *Human male adults, lawless demeanors, Rabble.* Co 5, Ph 6, In 5, Es 5, Dmg +4 (cudgels), Def -4 (chain mail).
- ♣ **Lady:** *Human female adult, fastidious demeanor, Unknown.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def -0 (common clothing).

Outcome

If the hero agrees to split the lady's jewels, the bandits pretend to hand over his share, but automatically close to personal range and attack, aided by the treacherous lady. If the hero survives, his player must discard the Test Card he played to enter this area.

If the hero defends the lady, she gives him a token of her affection and tells him about the adjacent areas.

Hazard Areas

A hazard is an unexpected danger or problem that befalls the hero, requiring some quick thinking to resolve.

The Rope Bridge

A most unusual crossing lies just ahead, the sorcerer learns.

Overview

The hero finds himself a third of the way across a rickety rope bridge over a deep chasm.

The Test Continues

Wind blows along the chasm, causing the bridge to sway and twist precipitously. The planking is rotten and the frayed ropes creak loudly. If the hero doesn't fall off the bridge, it will probably break under him shortly. Either event would send him plunging into the chasm, suffering 5 damage points.

He then may be surprised by the creatures lurking below.

Actions

The hero may try to walk gingerly across the bridge using a *challenging Agility* action. If he tries to backtrack instead of moving forward or dealing with the bridge, he discovers that it stretches endlessly behind him, even though the distance had seemed slight when he started across. He must attempt a *challenging Agility* action every minute he spends moving backward.

An enchantment or transmutation spell would strengthen the bridge enough to make it safe. The spell's difficulty is 12 points before adjustments for invocation time; however, invocations of one minute or more require an *average Agility* action each minute.

Cryomancy or geomancy would enable the hero to create his own bridge with ice or stone. The spell has a 14-point difficulty before adjustments for invocation time and, as before, invocations of one minute or more call for an *average Agility* action each minute.

A summoning spell might transport the hero safely to the far side of the bridge, with a difficulty equal to that of the enchantment or transmutation options described above.

Characters

At the bottom of the chasm live giant ants, which attack anything that falls in.

- ♣ **Three giant ants:** *Animals.* Co 9, Ph 8, In 1, Es 1, Dmg +4, Def -4.

Outcome

If the hero crosses the bridge or defeats the ants, he finds a scroll directing him to the next areas in the flow chart.

Stairs of Fate

A message invites the hero to "ascend to new depths."

Overview

The sorcerer finds himself climbing a long, wooden staircase.



The Test Continues

Without warning, the stairs fold flat under the hero's feet, causing him to slide down into a pit of poisoned spikes.

Actions

The hero has one chance to avoid sliding into the pit once the stairs fold: If he has a sharp weapon, he can attempt a *challenging Strength* action to jam it into the wood to stop his slide. If the action succeeds, he can regain his footing and walk carefully up the slide.

A successful summoning spell can transport the hero to the top of the stairs. The spell's difficulty is 12 points before adjustments for invocation time; however, the hero has only one minute before he falls into the pit.

Cryomancy or geomancy would enable the hero to fill the pit with ice or stone. The spell difficulty for this action is 14 before adjustments for invocation time. As before, the hero has only a minute to work his sorcery.

If he falls into the pit, he suffers 8 damage points and must attempt a *challenging Endurance* action to resist the poison. Failing inflicts an additional 8 damage points, while a mishap causes him to die of his wounds.

Characters

There are no creatures in the area.

Outcome

If the hero gets to the top of the stairs, he meets a withered old crone carrying a crystal ball in one hand. She stares into the ball and describes the adjacent areas, then vanishes in a puff of smoke.

Heroes who fell into the pit discover one or more doors there, each bearing a plaque that describes an adjacent area behind the door.

Task Areas

The hero faces an unusual situation that requires some serious thought—or a creative spell—to resolve.

The Shell Game

The hero is told he may make a wager with the dead.

Overview

Entering a street lined with the ruins of ancient buildings, the sorcerer might recognize the place as one of Ansalon's famous lost cities, such as Xak Tsaroth, (see the "Abanasinia" section of Chapter Two in *Dusk or Dawn*) or as the remains of his home city.

The Test Continues

For several minutes, the hero sees nothing but ruins all around him. As he wanders or looks about, he spies a crowd of diaphanous figures (spectres) gathered around a small table. The next moment, the finds himself standing in front of the table. One of the figures places a pea under one of three shells, shuffles the shells around, and then demands that the hero pick out which shell hides the pea.

Actions

All the spectres counterattack if the hero attacks one of them or tries to flee without playing the game.

An *average Perception* action lets the hero figure out which shell should hide the pea, but that isn't helpful—the spectre has slipped the pea out from under it. A divination spell with a difficulty of 4 points before adjusting for invocation time reveals that the pea isn't under any shell.

Accusing the shell-shuffling spectre of removing the pea—or choosing the "wrong" shell—provokes the creature to attack, but the others just watch.

The only way the hero can leave this area without a fight is to lift up two shells at once. This tactic fails to reveal the pea, implying that it *must* be under the remaining shell without actually exposing the spectre's duplicity.

Characters

The group here contains five spectres, including the one playing the shell game.

- ☞ **Five spectres:** *Undead creatures.* Co 15, Ph 6, In 7, Es 8, Dmg +4, Def -4, also Endurance drain.

Outcome

If the hero wins the shell game, the spectre winks and tells him about the adjacent areas. Those who fight or flee the spectres and survive find an inscription on a monument directing him to the nearby areas.

A Cool Drink

A sign or passerby explains that a damsel awaits with a task for a gallant soul.

Overview

A beautiful young maiden wearing a sun bonnet and a pretty dress (or a doddering old crone wearing a threadbare shawl and a tattered dress) sits weeping next to a ruined well.

This woman might appear as a girl who once spurned the hero's affections or as an unfriendly neighbor.

The Test Continues

The hero hears the woman crying before he sees her. When he comes into view, the woman clasps her hands in front of her, as though giving thanks.

If the sorcerer approaches, the thirsty woman explains her predicament. She has a little china cup, but the well is far too deep for her to reach the water. There is no bucket to get water and no rope to lower a bucket anyway.

Actions

The hero can climb down the well and fill the woman's cup. This gallantry requires an *average Agility* action for the climb and a *challenging Dexterity* action to avoid spilling the water on the way back up.

If the Agility action fails, the hero slips down the well, suffering 5 damage points. A mishap sends him plunging headfirst into the water to suffer 10 damage points; then he must attempt a *challenging Endurance* action to avoid drowning. Assuming the hero survives,

he still has to climb out of the well.

If the initial Dexterity action fails, the sorcerer spills the water and must go back for more. A mishap means he dropped the cup and broke it.

A simple hydromancy spell (with a difficulty of 4 points before adjusting for invocation time) would fill the woman's cup with water. However, she doesn't want to drink anything created with magic. Convincing her the water is okay requires an *average Presence (Spirit)* action.

A summoning spell with a difficulty of 6 before adjustment for invocation time brings water from the well into the cup, but also requires the above Presence action to get the woman to drink it. Two summoning spells, each with a difficulty of 8 points before adjusting for invocation time, can send the cup into the well and bring it back full.

A transmutation spell cast on a thread or hair can create a string long enough to lower the cup into the well and haul it back up again; the spell's difficulty is 10 points before adjustment for invocation time.

A 20-point aeromancy spell (before adjusting for invocation time) can create rain to fill the cup.

Characters

The woman actually is a gorgon. She won't attack a hero who gets her a drink.

- ☞ **Gorgon:** *A monster.* Co 5, Ph 8, In 6, Es 6, Dmg +2, Def -3, also petrify and poison.

Outcome

The woman tells the hero about the adjacent areas if he gets her a drink. If he avoids her, he must discard his highest Test Card. Should the gorgon have cause to petrify the hero, she breaks apart the resulting statue, killing him.

Duel Areas

A duel pits the hero against another spellcaster in a fight to the death.





Dark Elf

The hero receives a warning that he isn't the only sorcerer in the area.

Overview

The fight in this area resembles the one Raistlin Majere faced during his Test.

The Test Continues

This Duel area lacks any obstacles that might provide cover. As the hero enters, a dark elf appears at near missile range and immediately begins a spell: a work of spectramancy that makes the whole area dark, rendering the hero effectively blind. The elf, however, has already cast a spell to let him see in the dark.

The darkness spell has a one-minute invocation time, so if the hero can harm the dark elf with an instantaneous spell or a missile attack, he disrupts it. If the elf's spell works, he follows up with an electromancy attack that inflicts 5 damage points, followed by a necromancy spell that—if successful—kills the hero. The dark elf alternates between electromancy and necromancy until the fight ends. He uses one minute invocation times until the hero disrupts one of his spells, then switches to instantaneous invocations.

Actions

A hero in the dark suffers a -4 penalty on all combat actions (including changing range) and cannot direct spells at the dark elf accurately. A spectramancy or enchantment spell with a difficulty of 15 points before adjusting for invocation time cancels the darkness.

Characters

The dark elf wears black robes over leather armor and carries a magical long sword. If he runs out of spell points, he switches to melee or missile attacks.

☞ **Dark elf:** *Silvanesti male adult, bigoted demeanor, same reputation as hero.* Co 8, Ph 5, In 8, Es 7, Dmg +9 (long sword of distinction); Def -2

(leather armor), also missile weapons (light crossbow/+5), sorcery (spectramancy, divination, electromancy), and mysticism (necromancy).

Outcome

If the hero defeats the dark elf, he finds a book or scroll lying nearby, which describes the adjacent areas. Should the hero flee, the player discards the Test Card he played to enter the area.

Magic Areas

Areas of magic present the hero with situations or dangers that sorcery can solve most readily. These areas generally require a specific type of sorcery, but some lend themselves to spells from several different schools.

Labyrinth

The hero is told, "There is only one true way."

Overview

Using only one spell, the sorcerer must find his way out of a maze. Unbeknownst to him, three traps and a hostile opponent await within the maze's twists and turns.

This Magic area is geared for the school of divination.

The Test Continues

The hero finds himself standing before a T-intersection of three featureless corridors. He does not have to cast his one spell immediately—he may opt to explore the immediate vicinity first. Heroes who explore encounter a pit trap within the first twenty paces.

Actions

A sorcerer who succeeds at an *average Agility* action avoids the trap; otherwise, he falls into a covered pit with rough stone walls. The pit remains open, but climbing out requires a *challenging Agility* action. If he does not leave the pit within ten minutes, the creature inhabiting the maze—an

enormous gelatinous cube—will find and attack him (see “Characters”).

The hero’s best chance to navigate the maze safely is to construct a divination spell that indicates the quickest path out, as well as any traps. Such spells reveal no information about the cube directly, though a wise hero may choose to track the position of an object the creature has absorbed, thereby keeping tabs on the monster’s position. The spell’s difficulty before adjustments for invocation time and duration is 13 to find a path; each additional request (finding traps or tracking a moving object) adds 1 point to the base difficulty. It takes at least half an hour to exit the maze. The hero can use only one spell to find his way out of this area—subsequent castings have no effect.

Alternately, the hero can use transmutation to change a hair or thread into a rope to mark the route he has traversed; cryomancy or geomancy can create ice pellets or stones to do the same thing. The difficulty of any of these castings is 8 points before adjustments for invocation time and duration; however, these items last only until swept up by the passage of the gelatinous cube. A random draw from the Fate Deck determines exactly how many minutes any path markers last. Once the cube sweeps up the markers, they’re useless for finding the way out.

If the cube finds the hero (see below), he must make a *daunting Perception* action to avoid surprise. Should he come upon the monster instead, he has the normal chance to avoid surprise.

Characters

The gelatinous cube is a bizarre mass of clear protoplasm ten feet thick that fills the entire corridor. The creature moves through the maze continuously, sweeping up debris as it goes. It paralyzes and eventually digests any organic matter it holds, while inorganic matter just rides along, suspended within its protoplasm. Absorbed heroes die after ten minutes.

The hero may meet this monster in one of two ways: If he remains in any

one place ten minutes (such as in the pit or standing around casting a spell), the cube finds him and attacks.

If the cube doesn’t find the hero, he should stumble across it instead at a three-way or four-way intersection (Narrator’s option). Should the hero quickly step into a side passage, the cube passes by without turning to pursue him. However, the hero will encounter this creature again and again as long as he remains in the maze.

After each meeting, the player draws a new card from the Fate Deck; the face value indicates how many minutes elapse before the hero’s next meeting with the monster. On any meeting after the first, the cube recognizes the hero as debris and actively pursues him. He must either fight the cube or open the distance between them to far missile range to escape it temporarily.

☛ **Gelatinous cube:** *A monster.* Co 5, Ph 9, In 3, Es 3, Dmg +2, Def -1, also paralyze.

Outcome

Heroes who slay the cube have as much time as they need to escape the maze. Two pillars, engraved with the clues to the next areas, mark the exit.

Squalls Ahead

The hero spies a sign that says, “This way to the Turbidus Ocean,” or perhaps a passer-by tells him he’ll soon take a journey over water.

Overview


The sorcerer finds himself at sea, the only spellcaster on a small minotaur ship. After a few minutes, he hears the lookout shout, “Squall!”

This test of aeromancy might also be suitable for cryomancy or enchantment.

The Test Continues

The approaching storm threatens to send the already waterlogged vessel to the sea floor. Looking the hero in the eye, the captain bellows, “Avast there, sorcerer! Earn your keep! Either man





the pumps or magic away that storm—it'll sink us for sure!"

Actions

If the hero chooses to man the pumps, he must make a successful *daunting Strength* action or be swept overboard when the storm hits; a mishap means he drowns. Regardless of the success or failure of this action, though, the ship capsizes and sinks in the storm, forcing the sorcerer to succeed in a *challenging Endurance* action to avoid drowning.

An aeromancy spell can quell the storm, but the difficulty is 32 points before adjustments for invocation time, which must be thirty minutes or less to do any good. Conjuring up a favorable wind will take the ship safely away from the storm. This work of aeromancy has a difficulty of 10 points before duration or invocation adjustments. Again, only spells cast within half an hour or less can do any good. The ship must sail at least three hours to reach safety from the storm. The hero can try to save the ship with one spell, or he can cast several of shorter duration.

Using a cryomancy spell to fill the ship with ice will keep it from sinking, as will an enchantment to make it unsinkable. Either spell has a difficulty of 13 points before adjustments for invocation time or duration, but only those cast in half an hour or less take effect quick enough to do any good. The ship must ride out the storm for at least three hours before the squall blows out. To keep from being swept overboard in the storm, heroes should attempt *average Agility* actions. Those who fall into the sea must attempt a *challenging Endurance* action to survive. Heroes who suffer a mishap at either action drown.

Characters

The minotaurs belittle any physical action the hero attempts—they brought him along for his magic use.

- ❖ **Six crewmembers:** *Adult male minotaurs, belligerent demeanors, Adventurers.* Co 5, Ph 8, In 4, Es 5, Dmg +3, Def -2.

Outcome

Assuming the hero saves the ship, the minotaurs make port and describe the adjacent areas as he goes ashore. If he was washed overboard but survives, a fisherman plucks him from the water and puts him ashore, giving him clues about the next areas as he does so.

Save Me!

In this area, the hero is told to pluck two tender morsels from the jaws of a ravenous beast.

Overview

Foul-smelling smoke clouds the air around the sorcerer, and concerned-looking commoners run to and fro, some carrying buckets, some clutching valuables or children. Through the smoke and clamor, the hero can see a huge tenement wreathed in flame.

This Magic area can test the hero's command of cryomancy, aeromancy, geomancy, hydromancy, or pyromancy.

The Test Continues

A woman and a child, crouching miserably at a window, remain trapped on an upper floor of the burning building, awaiting rescue. A bucket brigade has formed, but it has little effect. A ladder tall enough to reach the trapped people is at hand, but the flames engulfing the lower floors are so intense the ladder and anyone climbing it would be incinerated before reaching the upper floor.

Actions

A sufficient volume of ice, snow, or water will quench the fire, as would a pyromancy spell (to dampen the flames) large enough to cover the whole building. Such spells have difficulty ratings of 19 points before invocation adjustments, but they must be cast within half an hour or less to save the people.

A sheet of ice large enough to cover one wall of the building would allow someone to scale the ladder and make the rescue. This work of cryomancy has

a difficulty of 13 points before adjustment for invocation time, but faces the same time restrictions as those above.

A cryomancy or geomancy spell could make a pile of snow or a pit of mud deep enough to allow the trapped pair to jump to safety. The spells have difficulties of 9 points before adjustment for invocation time. However, an *average Presence (Spirit)* action is required to induce the two to jump.

Aeromancy could create enough rain to douse the fire; the spell has a difficulty of 20 points before invocation adjustment. Should the hero try to create a wind strong enough to lift himself or another rescuer to the top floor, his spell requires a difficulty of 16 points before adjustment for invocation time. He also must succeed in an *average Presence (Spirit)* action to convince the pair to walk out into thin air. He could try plucking them out of the window with aeromancy, but the pair would resist the attempt.

Characters

The members of the bucket brigade recognize the hero as a sorcerer and, if he hesitates, they demand he do something. Six of them pursue and attack if the hero tries to leave without rescuing the woman and child. The woman and child might resemble people the hero knows: The woman might be a sibling or friend, while the child might be a childhood pal or rival.

☞ **Locals:** *Men, women, and children of various races and demeanors.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def -0 (common clothing).

Outcome

If the hero saves the pair, the woman gives him a hug and whispers the clues to the adjacent areas. Should the hero actually flee the area, he finds a charred signpost pointing out his possible paths.

Golden Fleece

The message to the hero indicates that he will attract great wealth.

Overview

In this Magic area, the sorcerer must fill a bushel basket with some of the legendary golden fleece.

The challenge here can test a creative hero's command of electromancy.

The Test Continues

The hero finds himself in a pleasant grove alive with birdsong and sunshine. Before him, a young blond woman dressed in a loose tunic sits beside an old man who appears to be sleeping. The woman looks up at the hero's approach, tears in her eyes. "My father is dying," she says. "All that can save him now is to be covered in the golden fleece. But alas, I cannot fight the golden ram." She buries her face in her hands and weeps softly.

Actions

The hero can acquire the necessary fleece by two means: He can track the ram to its lair, slay it, and return with its hide, or he can gather tufts of its wool that have caught on bushes throughout the grove. The hero cannot tame the ram, and the creature will not allow itself to be sheared.

Tracking the beast requires an *average Perception* action. Alternately, the hero can use a divination spell (difficulty of 4 points before adjusting for invocation time) to locate the fleece, though spells lead first to the tufts stuck on the bushes, not to the ram.

The hero can try to gather the wool without magic, but the fleece is difficult to find and even harder to remove from the bushes; the ram attacks the hero after a few hours' work. A sorcerer proficient in electromancy can charge himself with static, then simply move through the grove—the bits of wool will fly to him through electrostatic attraction. The spell difficulty is 8 points before adjustments for invocation and duration. By this method, it takes only an hour to gather enough wool to cover the woman's father.



Characters

The huge and vicious ram will fight the hero to the death. It attacks on sight, with normal chances for surprise on both sides. The hero may fight it with weapons or magic.

❖ **Golden ram:** *An animal.* Co 8, Ph 9, In 2, Es 10, Dmg +4, Def -3.

❖ **Woman:** *Human female young adult, simple demeanor, Unknown.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def -0 (common clothing).

Outcome

If the hero attacks the woman or refuses to aid her, this area's test ends in failure. Should the hero cover himself completely with the fleece, either by gathering the wool or by wrapping himself in the ram's skin, he finds any wounds or diseases healed. Giving the fleece to the woman leads her to tell him the clues about the next areas.

The Jilted Lover

The sorcerer receives a message to the effect that he's gotten himself in hot water over the affections of a lady.

Overview

In this Magic area, the unlucky hero must advance the matrimonial agenda of a particularly loathsome ogress.

The Test Continues

The hero finds himself bound hand and foot, standing in a large cast-iron cauldron full of water. He can see his possessions sticking out of a sack in the opposite corner of the room.

A large and especially ugly specimen of femininity turns from a huge table and throws a handful of chopped vegetables into the pot with the hero. "Swampweed," she mutters. "Maybe another handful will add some flavor." Turning again, she glares balefully at the hero. "Scrawny one. Only good for stewing. But they say the way to a man's heart is through his stomach, and it's high time I got me a husband."

Alys, the ogress, is in search of a

mate. No ogre has yet cast a romantic eye on her, but she remains convinced that a pretty face or a good pot of stew will attract a man.

Actions

The hero can try to escape from the pot or offer to help the ogress get a husband in exchange for his freedom.

To break or wiggle free of his bonds requires a *daunting Strength* or *Dexterity* action from the sorcerer. If he succeeds, he can climb out of the pot before the ogress notices. Assuming he just wants to free his hands for spell-casting, the action difficulty falls to *challenging*. To flee the room, he must open the range; he enjoys no trump bonus while bound. He can also try to escape with a summoning spell, but he must cast off his bonds first. The spell has a difficulty of 16 points before adjustments for invocation time.

After four minutes, Alys lights a fire under the pot and sits down at a table littered with pots of rouge and kohl, plus brushes, combs, and beaded jewelry. She begins fussing with her hair and face. A pyromancer or hydro-mancer can put out the flames, while a cryomancer or geomancer can create ice or dirt to quell the fire. Any such spell involves 14 points of difficulty before adjusting for invocation time, but Alys will notice the casting immediately and come to investigate.

"A sorcerer, are you?" she says with a gleam in her eyes. "I need a husband. Know any magic to make me beautiful?" Alys will release the hero upon his promise to help her.

If the hero does not escape from the pot or volunteer to help Alys, she continues making him into stew.

Characters

Enchanting the ogress's cosmetics can enhance their ability to improve her appearance, or similar magic directed at her cookpot can improve the quality of her stew. The difficulty for either of these spell options is 6 points before adjustments for invocation time.

❖ **Alys the ogress:** *A hostile nonhuman.* Co 5, Ph 13, In 3, Es 6, Dmg +5, Def -3, also thrown weapons.

Outcome

If the hero fails to escape or aid Alys in her romantic endeavors, he becomes her dinner. Should he succeed in enchanting her cosmetics, cookpot, or other like item, a knock sounds at her door. The visitor—a handsome fellow (for an ogre)—causes Alys to immediately forget about the hero, allowing him to collect his belongings and depart.

A raccoon approaches the sorcerer outside the ogress's shack. It holds in its mouth a scroll describing the next areas.

The Apple

The sorcerer receives a message touting the value of an apple a day.

Overview

In this Magic area, the hero must sneak a gem of great value out of a treasure trove past a pair of vigilant guardians.

The Test Continues

The hero finds himself in a large chamber filled with all manner of treasure. With him is a companion, Wendel, whom he recognizes as a recent acquaintance—a summoner of some skill.

Gold, gems, and jewelry lie heaped in untidy piles on the floor, and the walls are draped with rich tapestries and brocades. "Told you I could get us in here," remarks Wendel with a smirk.

"I had a glimpse of this magical stash once before. Now we just have to find the tree, grab one of those ruby apples the khan's daughter wanted, then I'll zap us right back to his tent. Just remember, touch nothing here but the apple—that's what that Khur fakir said. Good thing we didn't have to come in past those guardians out front, eh? Hey, there it is!"

Wendel points to a magnificent tree with a golden trunk and green leaves that sparkle in the lantern light. From its

branches hang perfect apples of ruby red. "Grab one and I'll—hey!" exclaims Wendel, bending to pick up an object from the floor. "This looks like the ring I lost when..." Upon touching the ring, Wendel crumples to the ground, dead.

Actions

Wendel succumbed to the fate of those who disobey directions on an enchanted quest. Hopefully, the hero learned something from his demise.

Once he has secured an apple, the sorcerer must escape from the treasury. A summoning spell can transport him back to a familiar area; the spell difficulty is 18 points before adjusting for invocation time. If he spends more than five minutes casting, however, the guardians Wendel mentioned come to investigate. A hero with no summoning ability must get past the guardians at the entrance: a pair of animated statues that can detect items of value.

A transmutation spell using geomancy can change the apple into a lump of coal or worthless stone (4-point difficulty), which the statues will not detect. Alternately, a geomancer could tunnel out (14-point difficulty). The indicated spell difficulties do not include invocation adjustments.


Characters

The guardians are a pair of huge stone statues of elf warriors in full battle gear. They become animate when anyone comes within ten feet of the entrance.

The statues can detect gold, silver, gems, and other items of value. If the hero tries to leave by the entrance with any such items, including the apple, the statues move to block his path, swords drawn. "Put it back," they demand, launching an attack if the hero does not turn back. The guardians stare balefully at a hero carrying no items of value or magic, but they allow him to pass.

❖ **Wendel:** *Human male adult, roguish demeanor, Adventurer.* Co 5, Ph 5, In 7 (49), Es 6, Dmg +0 (unarmed), Def -0 (common clothing), also summoning.



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- ❖ **Two guardians:** *Animated statues.* Co 8, Ph 12, In 9, Es 9, Dmg +10, Def -10, also detect items of value.

Outcome

Should the hero fail to escape or try to remove any item save the apple from the treasury, this challenge ends poorly, and he must discard his last Test Card. If he retrieves the apple and escapes, he finds himself in a grand tent, where the khan gratefully accepts the prize for his smiling daughter and an old fakir tells him about the next areas.

The Great Fire

The hero smells smoke or learns about a town about to be reduced to ashes.

Overview

Entering a small town threatened by a raging forest fire, the sorcerer finds the citizens all looking to him for help. The town might resemble one where the hero is well known. This situation can test hydromancy, aeromancy, divination, pyromancy, or summoning.

The Test Continues

The hero finds himself walking down a dusty street in a little town. Though the forest all around him blazes with autumn color, the air feels stifling. Every rain barrel and horse trough is bone dry. Clouds of sooty black smoke ring the town, and the occasional hot, dry, breeze carries the smell of ash.

A group of frantic citizens rush up to the hero and beg for his help, explaining that the whole town is ringed by fire. They must find a way to fight off the flames or be burned alive within twenty-four hours.

Actions

Some fairly straightforward hydromancy can supply the town with enough water to fight the flames. A spell to replenish the water supply all at once has a difficulty rating of 20 points before adjusting for invocation time, or the hero can use several spells to conjure smaller amounts

of water—but to save the town, he must finish that same day. Once they have water again, locals drape their roofs with blankets and soak them down, allowing the town to survive with little damage.

An aeromancy spell can create rain to soak the town. Creating this much rain all at once has a difficulty of 26 points before invocation adjustment. The hero cannot cover enough area to extinguish the forest fire, however.

Pyromancy could douse the flames, but again, the hero can't put out the whole forest fire this way. Using a spell with a difficulty of 17 points before adjustment for invocation time, he can quench fires in individual buildings when they start. Only a spell cast in ten minutes or less can save a building. At least eight such spells will be needed.

A divination might locate a new source of water for the town. Such a spell has a difficulty of 15 points before invocation adjustment. The sorcerer must cast it within twelve hours of his arrival, as the townsfolk need time to dig new wells.

Finally, a 20-point summoning spell (before invocation adjustment) could evacuate the town's population to a place beyond the flames.

A hero who flees the town without helping out meets the creature that started the deadly blaze: a fire elemental.

Characters

The townsfolk let the hero go if he won't help, saying they were hoping for a miracle, but the hero clearly wasn't it.

- ❖ **Townsfolk:** *Men, women, and children of various races and demeanors.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def -0 (common clothing).

- ❖ **Fire elemental:** *A monster.* Co 6, Ph 48, In 5, Es 11, Dmg +15, Def -4, also trample, pyromancy.

Outcome

Should the hero flee without helping, the player must discard the Test Card he put down for this area. If he saved the people but not the town, the player must dis-

card his lowest Test Card, whereas saving the town and the people requires no card loss. The grateful townsfolk tell their savior about the adjacent areas. Otherwise, the hero hears what to expect from the fire elemental—as it launches its first counterattack.

Two if by Sea

The hero receives a message warning of invaders from the sea.

Overview

The sorcerer faces the task of lighting two signal fires on a dark and stormy night. This Magic area tests his command of pyromancy or spectramancy.

The Test Continues

The hero finds himself standing in the rain atop a cliff, looking down at a storm-tossed sea. An elderly knight at his elbow peers into the darkness, then excitedly points out the invader's ship, a barely visible black silhouette against the darkness. Smiling, the knight turns and claps the hero on the shoulder.

“So it's to be by sea, then! Climb up yonder and light the signal fires, and be sure to get them going in an hour, or the enemy will surprise the garrison for sure. Keep both fires burning bright for at least an hour after they're lit or nobody will see them.”

Actions

If the hero does as ordered, he finds two small stone towers and a little hut. Firewood has been piled up on the towers, and extra fuel lies all about. However, the rain has completely soaked all the wood. A pyromancy spell with a difficulty of 9 points before invocation adjustment could ignite the wood for one signal, as long as it the hero casts it within thirty minutes. Once he has the fires lit, he must repeat the spells as he adds sodden fuel to them. If he starts a third fire inside the hut, he can dry fuel for the signal fires and needs only one additional spell.

Two spectramancy spells with difficulties of 13 points before invocation adjustment can create lights big and bright enough to serve as signal fires.

A spell cast at the ship will fail.

Characters

The knight stays at the cliff until the hero goes to light the fires. If the hero hesitates or refuses, the knight cries, “Traitor!” and attacks. Should the sorcerer defeat or elude the knight—or fail to light the fires—he must deal with a party of invaders the next morning. They attack to kill.

♣ **Knight:** *Human male elder adult, forthright demeanor, Master.* Co 5, Ph 5, In 5, Es 5, Dmg +4 (cutlass), Def -5 (plate armor).

♣ **Ten brute invaders:** *Hostile non-humans.* Co 6, Ph 11, In 6, Es 8, Dmg +8, Def -5, also missile weapons.

Outcome

If the hero signals, the knight returns in the morning flushed with victory and tells him about the next areas. A refugee fleeing the invaders offers clues to any hero who didn't signal but survived the brute attack; however, his player must discard his last Test Card.

The Fugitive

The night can play tricks on the eyes, the sorcerer is told.

Overview


The hero must help a local constable apprehend an escaped felon in this Magic area, which tests his practice of spectramancy and geomancy.

The Test Continues

As night is falling, the hero appears at the edge of a field that seems to stretch for miles. Nearby, six peasants with pitchforks speak angrily with the local sheriff, who assures them justice will prevail.

Recognizing the hero, the sheriff approaches him for assistance in capturing an escaped criminal.





"He got away from me about here. I reckon he's out in that there field someplace waiting for dark, when he can sneak away," explains the sheriff glumly. "But I can't comb yonder field by m'self, and they're not much help," he continues, waving at the glowering peasants. "They'd just as soon kill him as look at him, but he's got to stand trial first."

Actions

The hero can aid the sheriff in various ways. A spectramancer can light up the entire area to daylight brightness, allowing the sheriff and peasants to easily spot the lurking fugitive. The difficulty of this spell is 14 points before adjustments for invocation time and duration, and it has to last at least five minutes to do any good.

A spectramancy spell also could produce simulated torchlight to convince the escapee that his pursuers are upon him, causing him to break his cover. This 4-point spell (plus invocation and duration adjustments) assumes the hero creates only one such area of torchlight but cannot roust out the villain unless it lasts at least an hour.

A geomancy spell to create a small earth tremor (14-point difficulty without invocation adjustment) would flush out the villain as well.

Characters

The sheriff goes along with the hero's plan or, if the hero has no ideas, he simply recruits him to help sweep the field. The peasants, suspicious of both the hero and the sheriff, want to charge into the field and slay the miscreant. They grudgingly let the law handle the situation, provided the fugitive is caught before morning. Otherwise, they will turn on the sheriff and hero.

The fugitive is a dark elf, a nervous fellow who breaks cover and runs at the first sign that his pursuers have spotted his hiding place.

❖ **Sheriff:** *Human male adult, practical demeanor, Rabble.* Co 5, Ph 7, In 6,

Es 5, Dmg +5 (scimitar), Def -3 (chain mail).

- ❖ **Six peasants:** *Human men and women of varied age and demeanor.* Co 5, Ph 5, In 5, Es 5, Dmg +5 (pitchfork), Def -0 (common clothing).
- ❖ **Fugitive:** *Qualinesti male young adult, resolute demeanor, Adventurer.* Co 7, Ph 6, In 7, Es 8, Dmg +2, Def -2 (leather), also missile weapons.

Outcome

Refusing to help find the fugitive means this challenge ends in failure and the player discards his last Test Card. Searching the field unaided by magic will not suffice, either—the sheriff and hero will come up empty-handed in the morning and face the wrath of the peasants. (The player merely loses his lowest Test Card.) Should the hero aid in capturing the fugitive, the sheriff tells him about the next areas. Otherwise, a peasant woman reveals the clues.

Caged

The hero receives a warning about a cat who hunts caged birds.

Overview

The sorcerer finds himself trapped in a cage suspended above a bottomless abyss. This Magic area tests his summoning ability, though several other sorcerer schools might be helpful, too.

The Test Continues

Confined in a locked iron cage just large enough for two or three people, the hero can notice to either side many similar prisons, all suspended from great chains that disappear upward into the darkness. Each one hangs about a stone's throw from another. At almost the limit of his vision, the hero can see an open cage with a knotted rope hanging out. Just beyond that hangs the vague outline of a cage with something squatting on top.

Actions

Escaping the cage by bending the bars or picking the lock requires a *daunting*



Strength or *Dexterity* action. Turning a section of the bars into a metal or mineral that can be more easily bent requires a transmutation spell using geomancy; the spell has a difficulty of 10 before adjusting for invocation time.

If the hero spends more than half an hour in the cage, a ghoulish creature scurries down the chain overhead and claws at him through the bars. The bars don't hinder this undead creature in the least, but force the hero to attack with *very light* or *light* weapons only.


A sorcerer who wins free of the cage can try to leap to the next one or climb the chain. Climbing requires a *challenging Agility* action; failing means the hero falls on top of his cage and suffers 1 damage point, whereas a mishap means he misses the cage and falls to his death. Even if he succeeds, the climbing hero meets a ghoulish creature clinging to the chain and must conduct combat. He cannot cast instant spells while clinging to the chain and can employ only *very light* or *light* weapons. If he defeats the ghoulish creature, he encounters

another, then another—the chain is endless, as is the parade of ghouls.

Leaping to the next cage requires a *daunting Agility* action—but a ghoulish creature attacks from above when the hero reaches the next cage. If the action fails, the hero falls to his death.

An aeromancy spell (difficulty of 13 points before invocation or duration adjustments) can lift or lower the hero. Anyone traveling upward in this fashion must land eventually and fight a ghoulish creature, but he'll never reach the top. If he descends, it takes a day to reach the bottom, so he must renew his aeromancy spell in midair. Failure at a renewal spell, or allowing himself to free-fall, causes a hero to plummet to his death.

Using summoning spells or magical bridges, the hero can move between cages toward the rope that dangles six cages away. Creating a stone or ice span requires an 11-point geomantic or cryomantic spell (before invocation adjustment). However, the bridge-maker finds himself assailed by a ghoulish creature during the crossing. Summoning one-



self from one cage to the next is just as difficult as creating a bridge, but at least the ghouls leave the hero alone—as long as he remains in a cage at all times. And, as mentioned earlier, the hero may spend no more than thirty minutes in any single cage.

One summoning spell with a difficulty of 12 points before adjustment for invocation time can bring the hero to the cage with the rope in one jump, or bring the rope to the hero's cage. Because the hero can neither see the exit nor surmise its location, he cannot escape the area via a summoning spell.

Finally, the “floor” below the cages is too far away for the hero to reach using an object he might create with sorcery.

Characters

Ghouls first paralyze their victims, then devour them.

☞ **Countless ghouls:** *Undead*. Co 5, Ph 6, In 3, Es 6, Dmg +6, Def -2, also paralyze.

Outcome

The hero leaves the area after descending to the floor.

Moving a Mountain

The hero receives the following cryptic message: “What cannot be scaled in one leap must be scaled in small steps.”

Overview

In this Magic area, the sorcerer must relocate a large monument in the desert.

The Test Continues

At the foot of a colossal stone statue of a dragon, the hero sees a man sitting on a block, wearing desert garb and a disconsolate expression. “The wrong site. I built it on the wrong site,” he moans to himself. “How will I ever move it?”

Looking up at the hero's approach, the man recognizes him as a great sorcerer.

“Help me, Great One! I must move this statue five hundred feet south, over

the true battle site where the dragon lord defeated his final foe. No other site will do.” He paused, wringing his hands. “It means my life!”

This man, Clotus, is a sculptor and architect, ordered by the local dragon lord to build a monument to his glory. Though it took hundreds of workers to raise the granite statue, the Great Dragon decreed that none shall help the hapless architect move it.

Actions

With an *impossible Strength* action, the hero can drag one block from the colossus about ten feet. However, a transmutation spell can change a block from granite to chalk, enabling the hero and Clotus to carry it easily to its new site, block by block, and reconstruct it there. The chalk block will revert back to granite when the spell's duration lapses.

The statue contains five hundred blocks. Transmuting one block requires a 4-point spell (before adjusting for invocation time and duration). Changing ten blocks at once increases the base difficulty to 12 points, while changing one hundred blocks at once makes it 16 points. To transmute the whole statue at once, a sorcerer faces a base spell difficulty of 18 points.

Multiple blocks are too heavy to move at once, even when changed to chalk. However, once the hero transforms them, Clotus can get hundreds of locals to assist, defying the dragon's orders. The locals need about five hours to move all the blocks, but can move ten blocks in about eight minutes or one hundred in just about an hour. The transmutation must last until all the blocks are moved or it doesn't help.

Characters

Clotus agrees readily to any plan the hero proposes.

☞ **Clotus:** *Human male adult, heedless demeanor, Unknown*. Co 5, Ph 5, In 5, Es 5, Dmg +3 (stone mason's tools), Def -0 (common clothing).

Outcome

Should the hero refuse to aid Clotus, this challenge ends in failure, and the player must discard the last Test Card he put down. A hero who helped Clotus finds an inscription on the very top block describing the next areas. Otherwise, a tearful Clotus offers the clues.

After the Test

Every sorcerer knows the serious consequences of a Test of High Sorcery. A hero killed during the Test is slain, and his body returns to the Hall of Mages. If he came alone, Tower residents magically transport his body into Wayreth Forest and forget all about him. Test survivors with unhealed wounds can recover at the Tower. However, lost ability score points stay lost.

A Test veteran gains standing permission to visit the Tower. He can freely summon himself to the foretower and generally enjoys only a short trip through Wayreth Forest—unless the Master does not particularly want him to visit at that time. The copper dragon Clang, the forest's primary guardian (see Chapter One), is inclined to let the hero pass unmolested, provided he has not offended her.

Items the hero collected in his Test remain in the mindscape, except rewards.

Test Rewards

In addition to Tower privileges, the hero can expect another reward for passing the Test. The nature of this prize depends on the total value of the Test Cards left at the Test's end: The higher the total, the more risks the hero undertook, and the greater his reward:

Card Total	Hero's Reward
30 or less	None
31–60	Reason increase
61–75	Trinket
76–90	Treasure
91–105	Artifact
106 or more	Soulforge

Reason Increase

The Test has taught the hero something about himself, which grants him a free attempt to improve his Reason score, according to the rules in Chapter One of the *Book of the Fifth Age*.

Trinket

The hero receives a minor item of magic, along with a free attempt to improve his Reason score (as above). Perhaps a figure offers him the trinket before he exits the mindscape, or the Master might present it to him after the Test. The Narrator selects the item.

Treasure

A magical treasure is awarded to the hero (as above). He may also attempt to improve his Reason score.

Artifact

The hero's efforts during his Test place him on a par with the most famed sorcerers of his generation. In recognition, he receives a powerful, unique artifact, along with a free attempt to improve his Reason score. Palin Majere received the Staff of Magius in this fashion.

Soulforge

The hero may be one of the most dedicated sorcerers ever to inhabit Ansalon. Powerful and influential wizards like Justarius and Raistlin Majere exhibited similar determination during their Tests.

So rigorous was the hero's Test that it has reformed his very being. He earns a magical artifact (as above), along with free attempts to improve both his Reason and Spirit scores. However, the experience also transformed him in some fashion, to forever remind him of his Test and mark his dedication. The Soulforge gave Justarius an obvious limp, while Raistlin was granted golden skin and hourglass eyes. In game terms, this disfigurement neither harms nor helps the hero.





CHAPTER FOUR

Introduction: Unwelcome Visitors

To begin their “Quest for the Tower,” the heroes, on a journey through the countryside, come upon a patrol of Dark Knights and some captive villagers.

Overview

The Knights serve the dragon overlord Beryl and were hotly pursuing a band of rebel elves when the Master of the Tower expelled them from Wayreth Forest, displacing them a considerable distance and leaving them completely lost.

Getting Started

These Knights form part of Beryl’s Wayreth border patrol, described in Chapter Two of *Secrets of the Tower*. Chapter Three of that book explains the Master’s technique of manipulating trespassers’ spatial perceptions to remove them from the forest.

This scene takes place near a bluff within sight of a human village. Its actual location may vary according to the Narrator’s needs, but it must lie outside Qualinesti on the round poster map (within five hundred miles of the Tower).

First Impressions

You’ve been enjoying a nice, safe, boring walk down a country road that winds through an occasional farming town. You haven’t seen anything particularly interesting—until now.

The road ahead runs through a rustic village, really just a few huddled cottages. But the last one is on fire! Thick, greasy clouds rise from what’s left of the cottage’s thatched roof, and tendrils of smoke seep from the windows.

There’s not a soul in sight, just the muddy road and a few discarded children’s toys and farm tools. From some-

where up the road comes the sound of voices raised in solemn, mournful song.

The Story Begins

When she realized she was lost, the Dark Knights’ leader, Sir Kelci Nielow, initially assumed they had become trapped in some sort of illusion and ordered her men to investigate the surroundings. One discovered a village and wandered in, thinking the fugitive elves might have sought refuge there. The locals didn’t appreciate the dark paladin’s intrusion and killed him in an ambush. His battle cries drew the rest of his patrol, however, and they quickly rounded up the villagers. Knight-Warrior Nielow marched them off to a bluff nearby, where she ordered her men to make camp until she could get her bearings.

The heroes can easily put out the house fire, a pyromantic effect produced by one of the Thorn Knights in Nielow’s patrol, though the flames already have gutted the cottage. The wind is calm today, so there’s little danger of the fire spreading.

The song the heroes hear is a modified Solamnic requiem. (The original commends the fallen to Huma’s breast, but the Dark Knights substitute the name of their founder, Lord Ariakan.) A look down the road toward the voices reveals only a rocky cliff face.

The Knights are burying their fallen comrade in a grave they forced the villagers to dig. The bound townsfolk now sit propped against the cliffside. The two lookouts Nielow posted atop the bluff above the camp have already spotted the heroes but, because they want information, the Knights let them approach.

If the heroes don’t attack on sight, Nielow invites them to talk, provided they keep their weapons sheathed. One villager, however, immediately shouts, “It’s a trap, there’s two of ’em up on

QUEST FOR THE TOWER

the bluff?" Should the heroes remain nonhostile, one Knight silences the villager with a raised fist while the knight-warrior renews her invitation.

Atmosphere

As the scene opens, Narrators should play up the abandoned village's forlorn appearance. The captive villagers look equally pitiful—most of the men are bruised and bloody, while the women and children look disheveled and unhappy, but uninjured.

The Knights appear proud, stiff, and cold in their elaborate plate armor decorated with death lilies and skulls. They look very much the part of conquerors.

Actions

Spotting the lookouts on the bluff high above requires a *challenging Perception* action if the heroes scan the cliff face from the village. Looking from closer range drops the difficulty to *average*. Once the villager shouts his warning, the heroes can see the sentries automatically.

Any cavalier, Knight, or Legionnaire recognizes the song, but it takes an *average Perception* action for them to note the altered words. Otherwise, a hero can make an *average Reason* action to identify the song's funereal nature.

Heroes approaching the Knights' campsite at the base of the bluff cannot achieve surprise or be surprised.

The Battle

The shrubs and boulders ringing the Knight's camp force the heroes to draw to near missile range before they can see the Dark Knight patrol.

In a fight, Nielow closes to melee range and attacks the heroes' leader. Her men fall in beside her, striking anyone they can reach. (They must lay down their shields before using their bows, however.) The lookouts atop the bluff—a Thorn Knight and a Lily

Knight—stay at far missile range. The Knight of the Lily fires his bow at anyone casting a spell or at lightly armored targets, while the Thorn Knight casts pyromancy spells at other targets.

Characters

The Dark Knight patrol consists of Knight-Warrior Nielow, one Knight of the Thorn, plus one Knight of the Lily for every two heroes (rounded up). The Thorn Knight has already used up 14 sorcery points attacking the village.

These dark paladins have captured the village's entire population: six men, six women, and eight children.

☞ **Knight-Warrior Kelci Nielow:** *Human female adult, somber demeanor, Champion.* Co 7, Ph 9, In 6, Es 6, Dmg +10 (two-handed sword of distinction), Def -11 (horse shield of distinction, plate armor), also missile weapons (great bow/+8).

☞ **Lily Knights:** *Human adults, various demeanors, Adventurers.* Co 7, Ph 8, In 5, Es 6, Dmg +8 (two-handed sword), Def -9 (horse shield, plate armor), also missile weapons (great bow/+8).

☞ **Thorn Knight:** *Qualinesti male young adult, observant demeanor, Adventurer.* Co 6, Ph 6, In 8 (64), Es 8, Dmg +6 (broad sword), Def -7 (chain mail, horse shield), also sorcery (pyromancy, divination, enchantment).

☞ **Villagers:** *Humans of varied age and demeanor, Unknowns.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def 0 (common clothing).

Outcome

From here, the adventure could take several routes:

- ☞ It progresses to Act One, Scene One if the heroes defeat the Knights or if they decide to negotiate with them.
- ☞ Should the Knights defeat the heroes, the story shifts to Act One, Scene Two.
- ☞ If the party leaves without dealing with the Knights, the Narrator may turn to Act One, Scene Three.





ACT ONE

Scene One: Questions Answered

Heroes who defeated the Dark Knights in combat (or established a truce with them) have twenty grateful townfolk on their hands—and maybe a few badly wounded Knights, as well.

Overview

If the heroes manage to free the villagers without a fight, they can potentially trade information with Knight-Warrior Nielow before her patrol starts the trek back to Qualinesti.

Getting Started

The scene takes place at the Dark Knights' campsite on the bluff. If the heroes have chosen to negotiate with the Knights, the villagers will play a secondary role. However, the townfolk become the scene's focus if the heroes have defeated these agents of Beryl.

Chapter Three of *Dusk or Dawn* and the first two chapters of *Night and Day* describe Dark Knights' general modes of behavior.

First Impressions

The Knights seem to have set up a hasty encampment at the base of a stony cliff. Bedrolls and packs lay in precise rows in the grass.

A score of villagers sit with their backs to the cliff, bound hand and foot. Ropes lash each villager to the next person in line. There seem to be about a dozen women and children among the prisoners—unharmful, though with tear-stained faces. Three men sitting with the other captives look wounded.

A freshly dug grave waits under a lone tree opposite the cliff. Three additional men hobble about with ropes tied around their ankles. Until you

arrived, they were busy filling the grave with their hands while a number of Knights looked on.

The Story Continues

Assuming the heroes defeated the Knights, the villagers rejoice and beg to be untied. The emotional townfolk explain that they were just minding their own business when the Knights of Takhisis walked out of the woods and started throwing their weight around. (The “woods” in question was Wayreth Forest, temporarily bordering on this area.) In reality, however, one Knight came looking for information and a fight ensued, which brought the other Knights running. If any Knights remain alive, the villagers very much want to dispatch them.

Knight-Warrior Nielow, if questioned, explains that her patrol had recently been chasing some rebels through the forest near the Ahlanlas River. The Knights lost sight of the elves and, when they tried to backtrack and pick up their trail, they found themselves here.

Defeated or not, the Knights refuse to accept any recrimination for their actions. They maintain (truthfully) that they got lost. The last they knew, they were in Qualinesti. All they want to do now is report back to their commander. They insist that they did nothing to provoke the villagers into making their cowardly attack on one of their patrol.

Should the heroes approach the Knights hoping to negotiate or talk with them, Nielow orders the villagers to keep working. Once the three men have filled the grave, two Knights take them to search for stones to pile over it. The Knights don't allow any of the captives to utter a sound.

As a favor to the heroes, the knight-warrior offers the villagers' lives in return for directions back to the Qualinesti border and maybe a few provi-

A BUSY NEIGHBORHOOD

sions for the trip. She also wants the heroes' word that the Knight's grave will remain undisturbed.

If the heroes give the Knights what they want, they finish burying their comrade, then break camp and march off toward Qualinesti. Otherwise, the knight-warrior fully intends to hold a trial to determine exactly who killed her comrade and execute the offender or offenders on the spot.

The villagers remain silent unless the Knights leave or are defeated in battle. When questioned, they stick to their story: They were minding their own business when the Knights overran the village. They refuse to accept blame for waylaying the lone Knight.

Atmosphere

The Knights remain cool and proud, no matter what the party does, eyeing any elf heroes with suspicion. As long as the Knights control the camp, the villagers huddle in cowed silence. If the heroes want to question the villagers in her presence, Knight-Warrior Nielow advises them not to waste their time talking to cowards and liars.

The Knights believe they are the injured party in this scene, so play up their sense of wounded honor—especially if the heroes seem to favor the villagers. The dark paladins speak movingly of young Cullum Redmon, their fallen comrade, who lived for naught but honor and duty. They remind the heroes that no Knight would attack anyone from behind, as the villagers did to poor Sir Cullum.

Once freed, the villagers cannot contain their joy. They were absolutely sure they faced death—or worse—at the Dark Knights' hands. If pressed, they admit they attacked first but insist that the Knights surely would have attacked their village anyway.

Actions

Knight-Warrior Nielow feels wary of any elf heroes, forcing the party leader to attempt an *easy Presence (Spirit)* action to convince her they are not part of the elven resistance. If the action fails, Nielow insists that all elf heroes and characters lay down their weapons. In the event of a mishap, she orders an attack.

An *average Reason (Presence)* action exposes the villagers' evasions of the truth regarding the Dark Knights' attack, as described in the introduction.

Characters

This scene involves the following characters:

- ✦ **Knight-Warrior Kelci Nielow:** *Human female adult, somber demeanor, Champion.* Co 7, Ph 9, In 6, Es 6, Dmg +10 (two-handed sword of distinction), Def -11 (horse shield of distinction, plate armor), also missile weapons (great bow/+8).
- ✦ **Lily Knights:** *Human adults, various demeanors, Adventurers.* Co 7, Ph 8, In 5, Es 6, Dmg +8 (two-handed sword), Def -9 (horse shield, plate armor), also missile weapons (great bow/+8).
- ✦ **Thorn Knight:** *Qualinesti male young adult, observant demeanor, Adventurer.* Co 6, Ph 6, In 8 (64), Es 8, Dmg +6 (broad sword), Def -7 (chain mail, horse shield), also sorcery (pyromancy, divination, enchantment).
- ✦ **Villagers:** *Humans of varied age and demeanor, Unknown.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def 0 (common clothing).

Outcome

From this scene, the adventure continues with Scene Seven.





Scene Two: Interrogated

The heroes lost a battle with the Knights of Takhisis. The dark paladins seem very interested in learning about the area and the whereabouts of any elf rebels, but otherwise they treat the heroes generously.

Overview

In this scene, the Knights question the heroes and the townsfolk. If the heroes can convince the Knights they're not from around here, the Knights let them go. However, an uncooperative group will have to think of a way to escape or just sit tight and hope for rescue.

Getting Started

Assume the Dark Knights successfully rendered first aid (see *Book of the Fifth Age*, Chapter Four) to any needy hero.

First Impressions

It's no wonder the Knights of Takhisis once conquered practically all of Ansalon in less than a month. The Dark Knights know how to fight, and you've got the cuts and bruises to prove it.

You and your defeated comrades have been bound hand and foot, then tied to each other, just like the captured villagers you tried to rescue. You lie with your backs against a stony bluff.

All your wounds have been neatly bandaged with strips of clean linen. You note that the wounded villagers haven't received similar attention.

You're just noticing how your bonds are beginning to cut into your flesh (you've been tied quite securely) when the officer approaches you. She is a nice-looking woman, but her face is hard, without a trace of kindness. "You fought well," she says, "but not well enough to win."

Behind the woman, you see a few hobbled villagers piling rocks over the

fresh grave you noted earlier. The woman indicates the toiling prisoners with a toss of her head. "You're not malicious peasants like them," she says. "No doubt you felt you were doing right. Still, you have been defeated in a fair fight, and I now demand your aid. My men and I seem to have been transported here by some great magic. We must return to our superiors in Qualinesti immediately. Tell me where we are and how to get back."

The Story Continues

The Knights strip the heroes of their armor, shields, and weapons, piling the confiscated equipment in a big heap in the center of the camp. Knight-Warrior Nielow promises to let them go if they answer her questions. Not only does she want to know where she is, she demands the heroes' assurance that her comrade's grave will remain undisturbed after the Knights leave.

She interrogates all elf heroes closely, in case they turn out to be rebels or rebel sympathizers. She refuses to release anyone she thinks is a member of the Legion of Steel (see "Actions"), due to the hatred between the Knights and the Legion.

Nielow has no further interest in the villagers (they refuse to tell her anything) and will let them go as well after the heroes cooperate. If the heroes don't like the knight-warrior's terms, they'll have to find a way to escape. They might be able to work their bonds loose, but they'll still have to fight their way out of the camp. Clever heroes might volunteer to help cover the grave with rocks—which puts improvised weapons in their hands, though they would still have their ankles tied.

Atmosphere

Knight-Warrior Nielow is confident and uncompromising, but not cruel. She clearly dislikes the villagers, and her troops drive the workers mercilessly. The terrified villagers cringe at the Knights' every move.

Actions

Nielow studies each captured hero very carefully, noting aloud how each one performed during the battle. At this time, every hero must attempt an *average Presence (Spirit)* action. Failing makes Nielow conclude the hero is a Legionnaire; she will not release him, even if the heroes answer all her questions honestly. Should the hero suffer a mishap, Nielow knocks him out with a blow from a mailed fist. If the hero really is a Legionnaire, no card he plays for this action is trump.

Working the rope bindings loose requires a *challenging Dexterity* action. Successful heroes attract one Knight's immediate notice. The dark paladin gets a free counterattack unless the hero makes an *average Presence (Perception)* action to intimidate him.

Convincing the knight-warrior to let a hero help the villagers complete the grave requires an *average Presence or Reason (Presence)* action. If the action succeeds, she lets the hero stand up and Knights untie his hands but loop a strong rope around his ankles. The hero can't loosen the rope without being noticed, but he can move around. No attempt a hobbled hero makes to change range is trump.

A hero who has gotten free can lunge for the pile of weapons by successfully opening the encounter range.

The Battle

The heroes begin the scene within melee range of the Dark Knights but are quickly tied up. The Knights make subduing attacks against any hero they catch trying to wiggle loose from their bonds. (Rules for nonlethal attacks appear in Chapter Three of *Night and Day* from *Heroes of Steel*.) However, if attacked with an improvised or concealed weapon, the Knights counterattack to kill.

The heroes might easily pick up rocks during this scene, either to use in melee combat or to throw at near missile range. Narrators should treat a rock

as a *very light, light, or medium* class weapon, depending on its size, with a damage rating of +1, +2 or +3.

Characters

The following characters appear in this scene:

- ✦ **Knight-Warrior Kelci Nielow:** *Human female adult, somber demeanor, Champion.* Co 7, Ph 9, In 6, Es 6, Dmg +10 (two-handed sword of distinction), Def -11 (horse shield of distinction, plate armor), also missile weapons (great bow/+8).
- ✦ **Lily Knights:** *Human adults, various demeanors, Adventurers.* Co 7, Ph 8, In 5, Es 6, Dmg +8 (two-handed sword), Def -9 (horse shield, plate armor), also missile weapons (great bow/+8).
- ✦ **Thorn Knight:** *Qualinesti male young adult, observant demeanor, Adventurer.* Co 6, Ph 6, In 8 (64), Es 8, Dmg +6 (broad sword), Def -7 (chain mail, horse shield), also sorcery (pyromancy, divination, enchantment).
- ✦ **Villagers:** *Humans of varied age and demeanor, Unknown.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def 0 (common clothing).

Outcome

From here, the heroes can choose from several possible paths.

- ✦ If they manage to escape but leave the villagers behind, the Narrator can turn to Scene Three.
- ✦ Should the heroes talk the Knights into freeing them, the story continues with Scene Seven.
- ✦ Escaping with the villagers also sends the heroes to Scene Seven.
- ✦ Finally, if the heroes can't talk their way out of this jam and seem to need help escaping—or if their escape attempt seems to be failing—the Narrator may move to Scene Five.





Scene Three: Deputized

If the heroes avoided the opening encounter with the Knights or left the captured townfolk in the dark paladins' hands, they soon meet a Legionnaire named Anson Quickneedle and his apprentice, Barr. The pair stops the heroes and tries to recruit them to help flush out "some marauding Dark Knights."

Overview

Not long ago, Anson and Barr spied the Dark Knights in their camp—they keep an eye on this area for the Legion. They were heading for the nearest large town to build up their numbers when they met the heroes. With help from Anson and Barr, the heroes should have little trouble defeating the Dark Knights.

Getting Started

Narrators can glance at the rules for cover in Chapter Three of *Night and Day* (from *Heroes of Steel*) in addition to the background on the Legion of Steel presented in Chapter Two of that book and in Chapter Three of *Dusk or Dawn*.

First Impressions

The scene takes place in a rugged area with plenty of cover—perhaps a stand of trees, tall grass, or heavy brush. Using their superior knowledge of the local terrain, Anson and Barr catch the heroes unawares.

You're making good time down the trail away from the village when a clear, bright voice makes you jump right out of your skins. You've been ambushed!

A tall, handsome man clad in a green tunic seems to have materialized out of thin air. Actually, it appears he rose up from a hollow in the ground. "Howdy!" he says with a grin wider than the New Sea. "You folks really ought to get yourselves under some cover unless you're

out here going dragon hunting. There's a green one just over yonder—" He craned his neck, searching the sky. "Aw, shucks, musta hid behind a cloud. Anyway, I'm what passes for the law 'round these parts, and I'd be much obliged if you could help me and my deputy out with a little something." A youngish man in identical green now stands behind some brush a few paces behind the speaker. He holds an empty crossbow in each hand.

"I'm Anson Quickneedle of the Legion of Steel, and this here's my associate, Barr."

The Story Continues

Anson really did see a green dragon flying in the area. It was working with the Dark Knights and got transported here along with them. For the moment, the dragon isn't anywhere in sight.

If the heroes don't want to join Anson in his attack on the Dark Knights, the Legionnaire suggests that the heroes stick with him.

"What's the matter?" he asks. "Would you rather fight a green dragon than just a few Dark Knights? Me and Barr tracked 'em to just up yonder. You probably passed 'em right by. Right by!"

However, if Anson just can't persuade the group to join him, he and Barr take their leave, slipping quietly away and disappearing from sight as quickly as they came.

Atmosphere

Anson speaks with a slow drawl, while Barr smiles but says nothing at all. Anson doesn't like to take no for an answer, and even pokes fun at the heroes if they refuse to join him.

Actions

Anson and his apprentice appear before the heroes at melee range. If the party decides to attack, the Legion-



naires immediately try to open the range, then quit the field—they're not interested in killing or capturing the heroes.

Because of the rugged terrain, they have escaped when they reach near missile range. Any attempt from the heroes to oppose this maneuver cannot be trump, as the Legionnaires know the terrain very well.

Characters

The Legionnaire Anson Quickneedle and his apprentice, Barr, carry similar equipment.

♣ **Anson Quickneedle:** *Human adult male, valiant demeanor, Champion.* Ag 6C, Dx 6A, St 7A, En 7C, Re 8C, Pe 6A, Sp 6C, Pr 6B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield).

♣ **Barr:** *Human male youth, charismatic demeanor, Novice.* Ag 5C, Dx 5A, St 6A, En 6C, Re 7C, Pe 5A, Sp 5C, Pr 5B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield).

Outcome

If the heroes agree to help Anson attack the Dark Knights, the Narrator should use the background from the introduction to fight the battle. The leader of the heroes plays cards on Anson's behalf. Leaders of less than Champion reputation get to draw a Champion's Hand of Fate (five cards) for this battle only—the extra cards reflect Anson's superior experience. Any card played on Anson's behalf is trump if it involves physical combat with a Dark Knight. The party scout plays cards for Barr, using his normal Hand of Fate.

- ♣ After the Knights' defeat, the story moves to Scene Seven. Anson takes surviving Knights into custody and wonders aloud what their superiors will think of their failure (he's trying to recruit them for the Legion).
- ♣ If the Knights capture the group, the adventure moves on to Scene Four.
- ♣ The Narrator goes to Scene Six if Anson and Barr fall in a fight with the heroes or if the heroes force them to flee.



Scene Four: Barr's Inspiration

The heroes have failed to defeat the Dark Knights, even with help from Anson and Barr. However, the senior Legionnaire, Anson, seems to have slipped away during the battle.

Overview

While the Dark Knights question the group, Barr tries to create a diversion that will help them all escape.

Getting Started

This scene unfolds in much the same way as Scene Two, except that Barr has joined the heroes.

First Impressions

It's no wonder the Knights of Takhisis once conquered practically all of Ansalon in less than a month. The Dark Knights know how to fight, and you've got the cuts and bruises to prove it.

You and your defeated comrades have been bound hand and foot, then tied to each other, just like the captured villagers you tried to rescue. You lie with your backs against a stony bluff. Anson, the fellow who got you into this mess, seems to have slipped away from the Knights during the battle.

All your wounds have been neatly bandaged with strips of clean linen. You note that the wounded villagers haven't received similar attention.

You're just noticing how your bonds are beginning to cut into your flesh (you've been tied quite securely) when the senior Knight approaches you. She is a nice-looking woman, but her face is hard, without a trace of kindness. "You fought well," she says, "but not well enough to win."

Behind the woman, you see a few hobbled villagers piling rocks over a fresh grave. The woman indicates the toiling prisoners with a toss of her head.

"You're not malicious peasants like them," she says. "No doubt you felt you were doing right. Still, you have been defeated in a fair fight, and I now demand your aid. My men and I seem to have been transported here by some great magic. We must return to our superiors in Qualinesti immediately. Tell me where we are and how to get back."

The Story Continues

After administering first aid as necessary, the Knights stripped the heroes of their armor, shields, and weapons, piling the confiscated equipment in a big heap in the center of the camp. Knight-Warrior Nielow, the senior Knight who addressed the group, promises to let them go if they answer her questions. Not only does she want to know where she is, she demands the heroes' assurance that her comrade's grave will remain undisturbed after the Knights leave.

She interrogates all elf heroes closely, in case they turn out to be rebels or rebel sympathizers. She refuses to release anyone she thinks is a member of the Legion of Steel (see "Actions"), due to the hatred between the Knights and the Legion.

Nielow has no further interest in the villagers (they refuse to tell her anything) and will let them go as well after the heroes cooperate. If the heroes don't like the knight-warrior's terms, they'll have to find a way to escape. They might be able to work their bonds loose, but they'll still have to fight their way out of the camp. Clever heroes might volunteer to help cover the grave with rocks—which puts improvised weapons in their hands, though they would still have their ankles tied.

While the heroes ponder Nielow's offer, Barr whispers to one of them, "I got an idea. Just follow my lead."

Then he addresses the senior Knight, offering to help cover the grave with stones. Looking him over, Nielow says accusingly, "You're a Legionnaire, aren't you?" Barr gulps, but she signals her men to release him. The Knights lead him away, still hobbled, to haul rocks.

Later, Barr tries to attack his guard with a rock, but all he manages to do is drop it on the Knight's armored foot.

Atmosphere

Knight-Warrior Nielow is confident and uncompromising, but not cruel. She clearly dislikes the villagers, and her troops drive the workers mercilessly. The terrified villagers cringe at the Knights' every move.

Barr seems very nervous—he knows the Knights will kill him now that they realize he's a member of the Legion.

Actions

The heroes have an excellent chance to get free while the Knights laugh at Barr's pitiful escape attempt. Working their bindings loose requires a *challenging Dexterity* action. Heroes who get free during Barr's distraction go unnoticed, which gives them a free action.

Otherwise, freed heroes attract one Knight's immediate notice. The dark paladin gets a free counterattack unless the hero makes an *average Presence (Perception)* action to intimidate him. The Knights make subduing attacks, as described under "Nonlethal Attacks" in Chapter Three of *Night and Day from Heroes of Steel*. However, if attacked with an improvised or concealed weapon, Knights counterattack to kill.

A hero who has gotten free can lunge for the pile of weapons by successfully opening the encounter range.

Once the Knights set Barr to work picking up rocks, they don't let anyone else loose; any further efforts to get onto the rock-carrying detail fail.

Any attempt a hero makes to flee the camp with an open range action is automatically trump. Anson lurks outside, and has prepared some traps and an escape route that will foil pursuit.

The Battle

The heroes begin the scene within melee range of the Dark Knights but

are quickly tied up. The pile of their weapons and other possessions lies at near missile range from them.

Freed heroes might easily pick up rocks during this scene, either to use in melee combat or to throw at near missile range. Narrators should treat a rock as a *very light*, *light*, or *medium* class weapon, depending on its size, with a damage rating of +1, +2 or +3.

Characters

- ❖ **Knight-Warrior Kelci Nielow:** *Human female adult, somber demeanor, Champion.* Co 7, Ph 9, In 6, Es 6, Dmg +10 (two-handed sword of distinction), Def -11 (horse shield of distinction, plate armor), also missile weapons (great bow/+8).
- ❖ **Lily Knights:** *Human adults, various demeanors, Adventurers.* Co 7, Ph 8, In 5, Es 6, Dmg +8 (two-handed sword), Def -9 (horse shield, plate armor), also missile weapons (great bow/+8).
- ❖ **Thorn Knight:** *Qualinesti male young adult, observant demeanor, Adventurer.* Co 6, Ph 6, In 8 (64), Es 8, Dmg +6 (broad sword), Def -7 (chain mail, horse shield), also sorcery (pyromancy, divination, enchantment).
- ❖ **Villagers:** *Humans of varied age and demeanor, Unknown.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def 0 (common clothing).
- ❖ **Anson Quickneedle:** *Human adult male, valiant demeanor, Champion.* Ag 6C, Dx 6A, St 7A, En 7C, Re 8C, Pe 6A, Sp 6C, Pr 6B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield).
- ❖ **Barr:** *Human male youth, charismatic demeanor, Novice.* Ag 5C, Dx 5A, St 6A, En 6C, Re 7C, Pe 5A, Sp 5C, Pr 5B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield).

Outcome

Heroes who answer the Knights' questions can go free but must leave Barr. As they depart, Anson attempts a rescue.

- ❖ The Narrator turns to Scene Five if the heroes assist the Legionnaire, if they need help escaping, or if their escape attempt seems to be failing.
- ❖ Leaving Anson and Barr to their fate takes the adventure to Scene Six.





Scene Five: The Rescue

An unexpected spell assault gives heroes a chance to escape the Dark Knights.

Overview

Anson, a Legionnaire, stands ready to assist the heroes. He has been tracking the Dark Knights and might have just escaped from their camp (see Scene Four). He has recruited Trenna, a wandering sorceress, to help him rescue the heroes and villagers. The two surprise the Knights while they try to wrangle information from their captives, one of whom is Barr, Anson's apprentice.

Getting Started

The Narrator can refer to Chapter One for background and game information on Trenna, introduced in this scene.

First Impressions

If the heroes are not already in the midst of battle when this scene opens, the Narrator should make it clear that their evasions have infuriated the Dark Knights, who move to attack them.

Several angry armored Dark Knights wheel and close in on you. Somehow, you hadn't quite figured on dying at the base of a strange cliff surrounded by wailing villagers and angry Knights. The air rings with the metallic clangs of weapons and armor—enough, it seems, to account for three times as many Knights as you see before you.

Wait! The metal in the pile of your confiscated equipment has come to life! With a flash of ruddy light, the heap of weapons in the center of camp rises and flies outward in a whirlwind of steel. About a bushel of loose stones joins your arms and armor in the whirling mass.

The cloud cuts your opponents to shreds! Say, is that your own sword headed straight for your forehead?

The Story Continues

This assault, compliments of Trenna, fells enough Dark Knights for the heroes to work free and win the battle.

When the dust settles, the heroes see a tall, handsome man in a green tunic standing near the camp, sword in hand. This is Anson, a member of the Legion of Steel. Trenna, an aging sorceress carrying a staff, stands next to him.

As the spell ends, the weapons all fall to the ground with a clatter. The grinning Legionnaire whoops and claps the woman on the shoulder. He's impressed with her magic.

Anson runs over to free a young man near you from his bonds: this is his apprentice, Barr. Clapping him on the shoulder, Anson congratulates Barr for his "good work" in distracting the Knights while Trenna prepared her spell (whether the youth actually did anything or not). The mild apprentice, who had been looking somewhat crestfallen, perks up at the words.

Atmosphere

Trenna's spell produces a spectacular show of gleaming, whirling metal. Narrators should use expansive gestures as they describe the whoosh the equipment makes sailing through the air. The heroes' own weapons look sharp and deadly as they streak though the air right at them.

It's best to leave one or two Knights standing after the attack, so the heroes can have the satisfaction of delivering the final blows themselves.

Actions

Unfortunately, the heroes run a slight risk of getting caught in Trenna's stunning rescue spell. To avoid the cloud of weaponry, each hero must attempt an *easy Agility* action. Failure results in the loss of the hero's lowest card. If he had only one, he falls unconscious.

After the battle, the heroes may recover their scattered equipment after



a bit of a search (an *average Perception* action). If the action fails, the hero may try again to find his things. A mishap indicates he has found all his possessions, but something has been damaged or destroyed (Narrator's choice).

Characters

Trenna has 258 spell points left at the end of this rescue scene.

- ✦ **Knight-Warrior Kelci Nielow:** *Human female adult, somber demeanor, Champion.* Co 7, Ph 9, In 6, Es 6, Dmg +10 (two-handed sword of distinction), Def -11 (horse shield of distinction, plate armor), also missile weapons (great bow/+8).
- ✦ **Lily Knights:** *Human adults, various demeanors, Adventurers.* Co 7, Ph 8, In 5, Es 6, Dmg +8 (two-handed sword), Def -9 (horse shield, plate armor), also missile weapons (great bow/+8).
- ✦ **Thorn Knight:** *Qualinesti male young adult, observant demeanor, Adventurer.* Co 6, Ph 6, In 8 (64), Es 8, Dmg +6 (broad sword), Def -7 (chain mail, horse shield), also sorcery (pyromancy, divination, enchantment).

- ✦ **Villagers:** *Humans of varied age and demeanor, Unknowns.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def 0 (common clothing).
- ✦ **Anson Quickneedle:** *Human adult male, valiant demeanor, Champion.* Ag 6C, Dx 6A, St 7A, En 7C, Re 8C, Pe 6A, Sp 6C, Pr 6B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield).
- ✦ **Barr:** *Human male youth, charismatic demeanor, Novice.* Ag 5C, Dx 5A, St 6A, En 6C, Re 7C, Pe 5A, Sp 5C, Pr 5B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield).

Outcome

Anson introduces Trenna (as well as himself and Barr, if he hasn't already) and tells the heroes how lucky they are he ran across the sorceress. Anson takes any surviving Dark Knights into custody and wonders aloud what their superiors will think of their failure (he's trying to recruit them for the Legion). The story then moves to Scene Seven.



Scene Six: Green Death

If the group evaded a second chance to be heroic by refusing to assist Anson and Barr, the heroes now must face an even greater challenge.

Overview

Iclor, a small green dragon working with the Knights of Takhisis, has been flying about, keeping an eye on the band of Knights and getting the lay of the land. He watched the meeting between Anson and the heroes and moves to attack after the two Legionnaires depart, figuring the Knights can handle them.

Getting Started

A dragon's many powers and forms of attack are described in the *Book of the Fifth Age*, Chapter Six.

This scene takes place in a fairly rugged area with terrain similar to that in Scene Three: trees, tall grass, heavy brush, or the like.

First Impressions

It's been hard going for the past few hours, and you're in great terrain for an ambush. There's lots of bumps and hollows for archers to hide in—the way that crazy Legionnaire you met did—and plenty of tangled undergrowth to restrict your vision. Fortunately, there's been no sign of green dragons flying about, though the sky appears to have gotten pretty cloudy.

Though the ground underfoot seems fairly dry, there must be some kind of swamp or bog nearby, because whole squadrons of biting flies hover around your head, looking for nice, soft flesh. The terrain seems to rise a bit to your left, and you can see a rocky outcrop above the slope. There might be fewer bugs over there.

The Story Continues

Iclor was working with Knight-Warrior Nielow's talon of Knights chasing down the elf renegades in Qualinesti and found himself transported here along with them. When Anson and Barr headed off in Nielow's direction, the green dragon decided to take the heroes on himself, since they seemed to be moving away from the Knights' camp.

Iclor has been watching the party from the clouds—he even created a few new ones to give him more cover. Right now, he's riding a thermal over the rocky outcropping. He has just used an aeromancy spell to drive the biting insects toward the heroes as a little push to move them toward the outcrop. He also enchanted the rocks on the outcropping to make them very slippery. He expects some heroes to slip and tumble down the slope.

Atmosphere

Narrators who have ever been on a hike that proved much less pleasant than they expected can relate to the heroes' situation at the beginning of this scene. The trail always seems to be going up, forcing them to clamber over fallen logs and loose stones that make the footing treacherous. Annoying flying insects buzz around their faces all the time—the heroes just can't get rid of the little pests.

Actions

A hero scanning the sky might spot Iclor flitting between the clouds; the party scout may attempt a *challenging Perception* action. Those who do notice the dragon can't quite tell how big or exactly how far away it is—it's either a really big dragon far away or a smaller dragon much closer. In either case, Iclor vanishes behind a cloud again about ten minutes before his attack.

If the heroes decide to climb the slope to avoid all the bugs, the pests stay with them until they reach the rocks. The party scout can make an *average*

Perception action to note how unusually smooth and shiny the rocks look.



When the party ventures onto the rocks, each hero must attempt a *challenging Agility* action. (Those who've been warned of the slippery conditions find the action *average*.) Anyone who fails the action slips and tumbles down-slope a short distance, stopping at near missile range from the rest of the group. A mishap results in a long slide all the way to the base of the slope. The unfortunate hero suffers 5 damage points (defense ratings don't apply) and comes to a stop at artillery range from the group.

If the party chooses not to climb the slope, they can drive off the insects in several ways. An aeromancy spell large enough to cover the whole party does the trick, provided its spell effect difficulty is at least 2 points. The heroes also can drive them off with torches or a smoky fire.

The Battle

When the heroes reach the rocks, Iclor begins a dive attack. If they decide not to climb the slope, he glides down out of the clouds and uses an alteration spell to turn a hero into a sheep (which is how he views most humans in the first place). Then he begins his dive.

When Iclor attacks, the heroes must attempt an action to avoid surprise, as described in Chapter Four of the *Book of the Fifth Age*; they cannot surprise Iclor. If they spotted the dragon earlier, the action is automatically trump. However, if the insects still bedevil them, they receive no trump bonus for the surprise action—it's hard to look out for danger when you've got a face full of bugs.

After his dive attack, Iclor lands and begins a series of melee attacks against the heroes. (Narrators should note that he can attack everyone within melee range in the same exchange.)

At any time during the dragon's attack, the heroes might find it prudent to flee. Heroes can be assumed to have quit the field when they reach far missile range, provided that Iclor has

landed. In the air, the dragon can follow the heroes all the way out to visual range, and pursues anyone he can see.

A fleeing hero can try to duck under cover to escape the dragon's notice. To do so, he must be at artillery or visual range and he must attempt an *average Reason (Perception)* action against the dragon. When several heroes are fleeing together, all must succeed for the cover to be effective. If the hero suffers a mishap, the dragon automatically closes range and executes a dive attack on the hero and everyone near him.

Should Iclor have to pursue fleeing heroes, he might create a huge blast of wind that covers the entire group, inflicting 5 damage points upon anyone who fails a resistance action.

Characters

☞ **Iclor:** A male young green dragon, malicious demeanor. Co 9, Ph 39, In 8 (64), Es 8 (64), Dmg +12, Def -8, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (enchantment, aeromancy, transmutation), mysticism (alteration).

Outcome

From here, the adventure could take one of two routes:

- ☞ If Iclor defeats the heroes, the adventure ends for them. Narrators can allow players to create new heroes, who begin play with Scene Seven.
- ☞ Should the heroes manage to defeat or evade Iclor, Anson and Barr appear after about an hour. "My," the elder Legionnaire says, "you *did* go hunting dragons!" The story continues with Scene Seven.





Scene Seven: Hail the Heroes

The grateful villagers throw an impromptu party to celebrate their deliverance from the Dark Knights—no matter how it was finally achieved.

Overview

The heroes get invitations to the feast, either as saviors and guests of honor or as fellow victims. New heroes can appear at the party as traveling visitors. The group might be called upon to tell stories, dance with the locals, or engage in some form of friendly competition.

Getting Started

The scene takes place in the open air, behind the row of cottages described in the introduction. All heroes wounded during the previous scene have received first aid, either from each other or from Anson and Barr. If a wounded hero became separated from the group during the previous scene and could not receive first aid (or if the group never encountered the two Legionnaires), the villagers give him a foul-tasting herbal brew that restores one card.

Trenna's description and game information appear in Chapter One.

First Impressions

Narrators should adjust the text below as needed for any new heroes entering the story here.

It's amazing what a few hours have done for the miserable-looking crowd of commoners you first saw in the clutches of the Dark Knights. A big pile of building supplies has sprouted up next to the burned-out cottage. No doubt repairs will be swiftly made. Despite their cuts and bruises, the locals smile as they bustle about preparing to celebrate their deliverance from the Knights of Takhisis.

A barn door hastily removed from its hinges serves as a huge dining table, and some wonderful aromas drift out from the remaining cottages, whetting your appetite.

A small contingent of folks from a neighboring village also have appeared, including a hulking fellow with brawny arms, a brightly garbed juggler (probably an itinerant entertainer) and a couple musicians.

The Story Continues

At the celebration, the heroes enjoy roasted potatoes, heady ale, fresh bread, and assorted game. The juggler the heroes saw performs acrobatic feats during the meal and also juggles flaming brands, fragile cups, and several knives.

As the evening deepens and the stars come out, the villagers light a big bonfire and call for stories; they expect the heroes to oblige.

After the storytelling, the musicians take up their instruments and the villagers begin dancing. Again, the heroes are expected to join in. An elderly man approaches the female hero with the highest Presence score and invites her to dance with his son—the hulking fellow the heroes saw before the feast. He's an apprentice blacksmith who proves an enthusiastic but clumsy dancer.

Heroes who avoid dancing are invited to make a friendly wager on a knife-throwing contest with the juggler. Sometime during the evening, Trenna approaches a male hero and wants to dance—it seems the young blacksmith has been dancing her to death. (If there are no male heroes present, Trenna attempts to hide behind a female hero.)

Atmosphere

Here's a chance for the heroes to take a breather and enjoy their status as extraordinary figures. The villagers treat them the way most people would treat professional athletes who suddenly arrived among them.

When it comes to participating in the festivities, the villagers won't take "no" for an answer. At storytelling time, they shout and clap until someone holds forth. Likewise, at least one hero winds up among the dancers, even if the villagers must drag him—though they prefer to launch a barrage of compliments and coax the hero before getting physical: "I would be so honored if such a valiant warrior would dance this reel with me, kind sir. Please, everyone is watching! What shall I say if you refuse? Surely one dance cannot be as unpleasant as fighting an Evil Knight?"

Actions

Impressing the crowd with a story requires an *easy Presence* action. Success brings polite applause and general appreciative comments. An action score of 11 points or higher brings wild enthusiasm of a type appropriate to the tale (laughter, tears, or whatever). A mishap, on the other hand, brings good-natured laughter at the storyteller's gaffe.

Dancing requires an *easy Agility* action. Failure means no one else seems interest in shaking a leg with the hero for the rest of the evening. A mishap brings about a spectacular accident: Perhaps the hero gets an ember from the bonfire in his shoe or kicks over the banquet table. Dancing's difficulty rises to *average* for a hero partnered with the young blacksmith, who tends to stomp on a lady's toes. Failure here results in a -1 action penalty for the rest of the scene (due to a numbed foot).

The knife-throwing contest requires an *easy wealth* action to come up with a wager. Winning the contest requires an *average Dexterity* (*Dexterity*) action. The juggler is willing to compete until he has lost three times. Each time a hero wins, he can claim a +1 action bonus to a future wealth action.

Staring down the young blacksmith who has come looking for another dance from Trenna requires an *average Presence* (*Spirit*) action. If it fails, the blacksmith drags the woman off to

dance unless the heroes physically intervene. In the event of a mishap, the blacksmith becomes offended and tries to punch the hero. If the heroes don't return the attack, the villagers run the blacksmith out of town. Otherwise, the villagers let the heroes pound the smith into the dirt, and the party ends on a sour note.

Characters

The festivities certainly drew a wide assortment of colorful characters. The apprentice blacksmith, who smells of sweat and coal smoke, considers himself a suave fellow, but he's really a lum-mox and a hayseed. On the other hand, the juggler is smooth, well-traveled, and clear-headed enough to stay out of trouble. Trenna looks quite fetching in the firelight, which hides her aged appearance (see Chapter One).

If the heroes have not yet encountered the Legionnaires Anson and Barr, they should run into them in this scene.

- ☞ **Two dozen villagers:** *Humans of varied age and demeanor, Unknowns.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def 0 (common clothing).
- ☞ **Blacksmith:** *Human young adult male, purposeful demeanor, Rabble.* Co 5, Ph 7, In 5, Es 5, Dmg +2 (improvised weapon), Def -2 (leather armor).
- ☞ **Juggler:** *Half-elf adult male, clever demeanor, Adventurer.* Co 7, Ph 5, In 5, Es 5, Dmg +2 (improvised weapon), Def -2 (leather armor).
- ☞ **Anson Quickneedle:** *Human adult male, valiant demeanor, Champion.* Ag 6c, Dx 6A, St 7A, En 7c, Re 8c, Pe 6A, Sp 6c, Pr 6B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield).
- ☞ **Barr:** *Human male youth, charismatic demeanor, Novice.* Ag 5c, Dx 5A, St 6A, En 6c, Re 7c, Pe 5A, Sp 5c, Pr 5B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield).

Outcome

When the heroes have celebrated long enough, the adventure continues with Act Two, Scene One.



ACT TWO

Scene One: Trenna's Offer

After the celebration in Scene Seven on Act One, Trenna asks the heroes to accompany her to the Tower of High Sorcery at Wayreth.

Overview

Trenna doesn't tell the heroes the exact truth about herself, but explains that she seeks to have a curse removed.

Getting Started

The Narrator should study Trenna's story in Chapter One before playing this scene. In addition, the Narrator might review Chapter Three, in case the subject of Tests of High Sorcery arises.

The scene takes place at the site of the villagers' celebration on the following morning.

First Impressions

The heroes awake feeling a bit groggy, plagued with aches and pains from the exertions of the previous day.

Those who celebrated a little too heartily the night before can add light heads and wooden tongues to their lists of ills.

A number of townsfolk are up and about before you. A lone man chops firewood outside one cottage, and a team of rowdy youngsters apply themselves to clearing away the debris from last night's festivities.

The villagers have laid out breakfast for you. Trenna—the woman who drew unwanted attention from the young blacksmith last night—is seated already, though she doesn't seem to have touched her food.

The Story Continues

In fact, Trenna seems more interested in speaking with the heroes than in eating her breakfast. There's nothing wrong with the food, it's just that Trenna has very little appetite (This sentient magical artifact does need to eat while in human form, though.)

Trenna would like to know how the heroes came to be in this part of the world and whether they have any important errands to complete. She listens attentively to their reply. If the heroes launch into any detailed stories of their exploits, they soon draw an audience—the kids who've been cleaning the area would rather listen to stories than do their work. If the heroes pay them any attention, the kids beg for more stories and ask for demonstrations of magic or swordplay as well. This sort of thing continues for quite a while until the heroes send the kids packing or one of the villagers appears and sets the kids back to work.

When Trenna has the heroes' attention again, she explains that she is trying to reach the Tower of High Sorcery at Wayreth. She claims to suffer from a curse that makes her ill when she uses magic. "Part of me dies each time I cast a spell," she laments. She hopes the sorcerers at the Tower can help her. She also adds, blushing, that she would very much like to meet the Master of the Tower.

Trenna might reveal any of the following points in response to questions or comments from the heroes:

- The Tower lies many leagues away, but the trip could be very short nonetheless, as the Tower tends to move around and might actually be closer than it seems.
- The trek to the Tower could be a bit dangerous—that's why Trenna seeks some companions. Dark Knights, banshees, green dragons, and who knows what else lie in wait for vulnerable travelers such as lone women.

GET THE GAUNTLET!

- ❖ Trenna comes from Sanction and has been journeying for weeks already. She found the matter of the mysteriously appearing Dark Knights (from Act One) interesting enough to delay her only a while.
- ❖ If the heroes ask Trenna about the spell she cast in Act One, Scene Five, she just shrugs. “Sorcery is a matter of feeling magic flow through you,” she says. “I don’t know how I do these things—I just do them. Except now, casting spells makes me ill.”
- ❖ Trenna says she acquired her curse from an ancient temple she found beneath the city of Sanction. She apparently went some place where she wasn’t welcome.
- ❖ If the heroes want to hear the tale of Trenna’s adventures on her journey, she shrugs again. She took a ship from Sanction to the island of Schallsea, where she met a captain who wanted to sail her back to Sanction again—it seemed he wanted a spellcaster to help fend off dragons. The fellow wouldn’t take no for an answer, and eventually she used a spell to “convince” him. She eventually found another ship to the mainland and wound up here.

Trenna isn’t really suffering from a curse, and she didn’t come from Sanction (though she did pass through the city). The rest of her tale is true enough.

Regardless of the result of their discussion with Trenna, the heroes are free to remain in the village for a bit, resting and healing their wounds before continuing with the adventure.

Atmosphere

Trenna is insistent but not desperate. If the heroes seem reluctant to help her, she won’t try to magically compel them, nor will she offer them wealth or magical rewards. If they refuse, she

does wonder aloud what the heroes might have to do that’s more important than lending aid to a fellow traveler—and visiting one of the most mysterious sites in Ansalon to boot.

Should the heroes refuse Trenna’s request, some of the villagers scowl at them—they expected a little gallantry from the party.

Actions

A hero who can cast spells of any sort might wish to “talk shop” with Trenna. If he succeeds in an *average Reason (Presence)* action, he notes that Trenna doesn’t seem to know much about sorcery at all.

If challenged, Trenna casts a simple (5-point) spell, such as lighting a fire or temporarily turning a fly into a songbird. The effort reduces her sorcery point total to 253 points and causes her to lose 1 point from one ability score of the Narrator’s choice. When she loses the point, she seems to age slightly right before the heroes’ eyes.

Characters

Though Trenna looks human, she actually is an item of magic—not a living being at all. Mystical spells, including works of sensitivity, reveal nothing about her.

Outcome

From here, the heroes can choose one of two possible paths.

- ❖ If they agree to accompany Trenna to the Tower of High Sorcery, the adventure moves on to Scene Two.
- ❖ Should they decide not to accompany Trenna, the Narrator may turn to Scene Three.



Scene Two: Gotcha!

If the heroes accept Trenna's offer, they set out together for the Tower. The sorceress seems to know the way.

The group hasn't gone far when a trio of dwarves hails them.

Overview

When the dwarves catch up with the party, they accuse Trenna of stealing a magical gauntlet known as Ventryr from Thoradin's treasury.

Getting Started

The section on dwarves in Chapter Two of the *Book of the Fifth Age* should help Narrators portray the mountain dwarf characters vividly and effectively. Chapter Two of *Dusk or Dawn* describes the realm of Thoradin, while Chapter One of this book offers the truth about the artifact the dwarves seek.

The scene takes place in fairly open terrain, plains, rolling hills, or a road.

First Impressions

If the heroes took time to rest after the celebration in Act One, Scene Seven, all their wounds have healed fully.

You've been on the trail for a week now, and Trenna says many miles still lie between you and the Tower—unless it decides to come and find you. So far, the Tower hasn't shown any signs of rolling out the red carpet.

Something seems to have found you, however. A figure standing on a low rise ahead seems to be waving a scarf or cloak at you. It must see you looking its way, because it begins bouncing up and down and waving all the harder. The figure seems a tad shorter and perhaps a bit broader than a human. As you study it, two similar figures

come to join the first one. Now the whole trio seems to be waving at you.

The Story Continues

The three figures are a scouting party from the faraway realm of Thoradin. Although the dwarves regard Ventryr as one of their national treasures, they remain unaware of its power to take human shape. When Ventryr assumed the form of Trenna and was spotted fleeing, the dwarves naturally believed a human woman had stolen the gauntlet.

As the scene begins, the dwarves stand at visual range but want to approach and speak to the heroes. At that distance, they don't even recognize Trenna. When they draw closer, however, the sight of the sorceress excites them. The mystic in the trio casts a quick spell on her (a sensitivity spell to read her mind from near missile range), but it has no apparent effect.

The dwarves quickly explain that they suspect "that woman" (pointing at Trenna) of stealing a very powerful item of magic from them. They wish to search the party's belongings. If the heroes refuse, Trenna encourages them to cooperate but doesn't press the issue.

Should the heroes forbid a search, the dwarves stalk off, muttering angrily.

Assuming the heroes agree to the search, the dwarves find nothing of interest to them. Protesting her innocence, Trenna lets them search her as well; she carries only her staff, a few clothes, some coin, and a few rations.

The dwarves, if asked, tell the heroes that the gauntlet they're seeking has only weak powers but remains a valuable asset nevertheless. This claim

brings a snort from Trenna.

While his two companions search, the mystic asks if he can try some more spells. Trenna happily agrees. None of his magic works on Trenna, however, because she's



not really alive. The mystic is puzzled by his lack of success, and his two comrades are equally puzzled when they find nothing, though they insist on examining every glove and gauntlet they find on the heroes.

After being searched, Trenna demands that the dwarves present their equipment for her to examine. It's only fair, she points out. After initial protests, the dwarves agree, to Trenna's delight. She invites the heroes to help her search the dwarves' belongings.

When Trenna finishes, the dwarves apologize for their arrogance in presuming her involvement in the theft. They ask the heroes if they can join the group for a while, as a patrol of Dark Knights passed this way recently. Actually they just want to keep an eye on Trenna, in case she has hidden their gauntlet or passed it to one of the heroes when they weren't looking.

Atmosphere

The three dwarves try their best to remain friendly, but still manage to be a little pushy. They act a bit like policemen warning a motorist about a traffic violation, even through they don't intend to issue a ticket.

Trenna acts something like a cat who's just sneaked a quart of cream and gotten away with it—she knows the dwarves don't have a clue to her real identity. She smiles at them warmly and agrees to their requests with an air of superiority.

Actions

If the dwarves allow Trenna to handle their equipment, any hero watching can attempt a *challenging Perception* action. Success allows the hero to notice a brief flash of light from the maces she examines, then note that the items seem to have lost a little color.

Heroes who help Trenna search the dwarves' equipment can each attempt an *average Perception* action. Success reveals normal traveling gear and sev-

eral hidden caches of money. If the action fails, the hero doesn't note the money. In the event of a mishap, the hero breaks or tears some piece of the dwarves' property.

The dwarves aren't looking for a fight in this scene, but they defend themselves if the heroes attack.

Characters

The three dwarves in this scene are part of a larger group pursuing Trenna.

Given the chance to examine the dwarves' possessions, Trenna drains both warriors' enchanted maces of their magical bonuses and regains 8 sorcery points. The dwarves don't notice their loss unless a hero calls their attention to the weapons.

🔪 **Saiph Rockbreaker:** *Neidar adult male, dedicated demeanor, Adventurer.* Co 6, Ph 8, In 7, Es 7, Dmg +11 (mace of distinction), Def -7 (scale/target), also missile weapons (crossbow/+5).

🔪 **Shanidar Thaneguard:** *Daewar adult female, thorough demeanor, Adventurer.* Co 6, Ph 8, In 7, Es 7, Dmg +11 (mace of distinction), Def -7(scale/target), also missile weapons (crossbow/+5).

🔪 **Blunt Oreseeker:** *Daewar adult male, prying demeanor, Adventurer.* Co 6, Ph 6, In 6, Es 8 (64), Dmg +5 (pick), Def -6 (chain mail/target), also missile weapons (horse bow/+4), mysticism (sensitivity, healing, mentalism).

Outcome

The adventure can proceed in one of several manners from this point.

- 🔪 If the heroes send the dwarves away without letting them search, the Narrator should turn to Scene Six.
- 🔪 The adventure also moves to Scene Six if the heroes allowed a search but do not let the dwarves join them.
- 🔪 If the heroes permitted a search and invited the dwarves to accompany them, the story moves to Scene Five.
- 🔪 The dwarves withdraw upon discovering Trenna's effect on their magical maces, and the adventure continues again with Scene Six.





Scene Three: To Catch a Thief

The heroes, having decided not to accompany Trenna to the Tower of High Sorcery, have been on their own for a few days. They have not traveled far from the site of their recent celebration (Act One, Scene Seven).

Overview

A trio of dwarves from Thoradin—in pursuit of Trenna, whom they consider a thief—cross paths with the heroes as they continue their journey.

Getting Started

The information in the section on the dwarven race from Chapter Two of the *Book of the Fifth Age* should help Narrators portray the dwarves. Chapter Two of *Dusk or Dawn* describes the realm of Thoradin, while Chapter One of this book offers the truth about the artifact the dwarves seek.

This scene begins with the heroes moving along a road through fairly rugged terrain. It can take place almost anywhere, as dwarves are combing Ansalon looking for Trenna.

First Impressions

If the heroes took time to rest after the celebration, all their wounds have healed fully.

You're back to your nice, safe, boring walk down a winding country road. So far, the countryside seems clear of Dark Knights and villagers in distress; all you've seen are a few farmers herding their animals along the road.

The travelers who've just rounded the bend up ahead might be more interesting than farmers, though: It's a threesome of armored dwarves walking along at a determined pace right toward you.

The Story Continues

When they get within speaking range, the dwarves greet the heroes and invite them to share a skin of ale and talk a while. If the heroes agree, the dwarves lead the heroes back up the road, where the group can sit comfortably on some boulders.

The dwarves explain that they have pursued a thief all the way from Thoradin and ask the heroes whether they have seen her during their travels. (The dwarves do not understand that Trenna and Ventyr are one and the same.) They might reveal any of the following details in response to questions or comments from the heroes:

- The stolen item is one of a pair of gauntlets crafted from ivory, silver, and jade plates, all carved with intricate symbols. Dwarf smiths crafted it with such skill that anyone wearing it can move his hand as freely as if he were wearing a supple leather glove. The pair of gauntlets comprises a national treasure.
- The thief is a young human woman, they say—perhaps only a few decades old. She's very attractive by human standards, with flowing auburn hair and a slim figure, and seems to have sorcerous abilities.
- The dwarves know through divinations that the thief is in the area somewhere and that she has not discarded or sold the gauntlet—at least, not as of about a week ago.
- They confess that they are at least as curious to find out how the thief got into Thoradin as they are interested in recovering the gauntlet.

If the heroes tell the dwarves about Trenna, they become excited. They can't be sure Trenna is the thief, but she certainly fits the description. If the heroes tell the dwarves that Trenna claims to have come from Sancton and traveled to this area via Schallsea, the dwarves slap their knees, exclaiming that she must be the culprit. The dwarves quickly offer the heroes a few

gems in exchange for helping them track her down. If they actually find the stolen gauntlet, the dwarves promise to give each hero a weapon or shield from Thoradin's armory.

If the heroes remain silent about Trenna, the dwarves seem disappointed and take their leave.

No matter what the heroes say, at some point during the conversation the dwarven mystic, Blunt Oreseeker, takes a sip of ale and shakes his head. "Ale just doesn't taste as good once it's been hauled along the trail for a couple weeks. Mind if I cast a spell to freshen it up a bit?" If the heroes agree, Blunt asks everyone to hold out their cups.

The spell he casts is actually a work of sensitivity magic to determine whether the heroes are telling the truth. If the heroes don't agree to the spell, Blunt claims he's had too much ale anyway and excuses himself. He moves behind a nearby bush, as if he's going to relieve himself, then casts the spell from behind cover.

Atmosphere

The dwarves put themselves on their best behavior but still manage to sound somewhat curt and impatient. Their manner when they question the heroes might remind Narrators of mystery movies, when the police interview potential suspects.

The dwarves' ale tastes fine, perhaps a little flat. The taste doesn't improve a whit after Blunt's spell. If the heroes point this out, the dwarf coughs and admits that he needs to work on that spell a bit.

Actions

The heroes have the normal chance to resist Blunt's sensitivity spell. If any of them fail, the dwarf knows for sure whether they have seen Trenna or not.

Any hero who doubts that Blunt is really trying to improve the ale with his spell can attempt an *average Perception (Spirit)* action. Success means the hero

suspects that Blunt had to work a bit too hard to explain the casting.

Characters

The three dwarves in this scene are part of a larger group pursuing Trenna.

- ✦ **Saiph Rockbreaker:** *Neidar adult male, dedicated demeanor, Adventurer.* Co 6, Ph 8, In 7, Es 7, Dmg +11 (mace of distinction), Def -7 (scale/target), also missile weapons (crossbow/+5).
- ✦ **Shanidar Thanguard:** *Daewar adult female, thorough demeanor, Adventurer.* Co 6, Ph 8, In 7, Es 7, Dmg +11 (mace of distinction), Def -7 (scale/target), also missile weapons (crossbow/+5).
- ✦ **Blunt Oreseeker:** *Daewar adult male, prying demeanor, Adventurer.* Co 6, Ph 6, In 6, Es 8 (64), Dmg +5 (pick), Def -6 (chain mail/target), also missile weapons (horse bow/+4), mysticism (sensitivity, healing, mentalism).

Outcome

From here, the heroes can choose one of several paths.

- ✦ If Blunt casts his spell and learns that the heroes withheld information about Trenna, the scenario continues with Scene Six.
- ✦ Should the heroes agree to help the dwarves pursue Trenna, the Narrator may turn to Scene Four.
- ✦ Perhaps the heroes tell the dwarves about Trenna but don't join them in their search. Refusing yet another chance to embark upon adventure brings them face to face with the green dragon Iclor (if they didn't already meet him in Act One, Scene Six). After the dragon attacks, the Tower might take an interest in the heroes, which would lead them to Scene Seven. (The Tower also might take an interest in them if any of them have Reason codes of "A.")





Scene Four: The Culprits?

The heroes have agreed to accompany the three dwarves in their pursuit of Trenna. In payment for their services, the dwarves have given each hero a gem, which allows a +1 bonus to one future wealth action.

Overview

Trenna has persuaded Barr, the Legionnaire Anson's apprentice, to accompany her to the Tower. Between Trenna's ill health and young Barr's inexperience, the heroes have little difficulty overtaking them on the trail.

Getting Started

The Narrator can refer to the character information on Trenna from Chapter One in playing this scene.

First Impressions

The dwarves set a rapid pace as the group travels back to the village where you last saw Trenna. A quick talk with the townsfolk reveals that your quarry left several days ago with Barr, the apprentice Legionnaire.

After several days on the road, you overtake the pair at dusk. They sit next to a small campfire: Barr dines on a roast bird, his crossbow nearby, while Trenna drinks from a cup. The two don't seem to be aware of you.

The Story Continues

If the heroes wish to question Anson before leaving the village, the Legionnaire tells the group he gave his apprentice leave to accompany Trenna because he felt the lady needed an escort. He also instructed Barr to speak with the Master of the Tower about the lost Dark Knights—he believes the elves they'd been pursuing might have been headed for the Tower. Anson wonders whether

the Tower had something to do with the Knights appearing in this area. Finally, the usually affable Legionnaire warns the heroes sternly not to let his apprentice come to any harm.

The party has little difficulty closing in on Trenna and Barr. The two don't wish to fight, though the apprentice keeps a weapon unsheathed and tries to look fierce.

Heatedly denying stealing anything from Thoradin, Trenna agrees to be searched. She even tells Barr to spread out his equipment for inspection, too. The dwarves don't find their gauntlet among Trenna's things—or anything else of value, except a few coins. Barr doesn't have the gauntlet either. (Actually, Trenna is the gauntlet, but the dwarves don't know that).

Trenna insists that turnabout is fair play and demands to search the dwarves' possessions. If any heroes searched her belongings, she wants to search their things, too. Should the heroes refuse to be searched, the dwarves also refuse. Trenna gives Barr a kiss on the cheek, then vanishes into thin air. If, on the other hand, the heroes agree to the search, the dwarves reluctantly go along with it. Trenna looks over all the items, comments on the workmanship, then hands everything back to the dwarves, even the heroes' equipment. She invites them to look at it, too.

In any case, the dwarves don't know what to do once they've searched Trenna and Barr's possessions. They suspect Trenna is the thief they've been chasing, but can't imagine what she might have done with the gauntlet.

Though not inclined to fight, the dwarves join right in if the heroes attack Trenna and Barr. Barr does his best to shield the sorceress, who vanishes in the first minute of combat.

Atmosphere

Trenna looks haggard when the scene opens. Travel doesn't seem to agree with her, and the Narrator should make her sound weary. Barr does his gallant best

to protect Trenna, though his enthusiasm exceeds his ability. For their part, the dwarves seem excited at first to find their quarry, but a bit surprised that Trenna agreed to a search.

Actions

No mysticism spell (including one from Blunt Oreseeker) affects Trenna, because she is not a living being.

If Trenna handles any equipment, any hero watching can attempt a *challenging Perception* action. Success allows the hero to notice a brief flash of light from the item as she touches it, then note that the item seems to have lost a little color.

Heroes who help the dwarves search Trenna's and Barr's equipment can each attempt an *average Perception* action. Success reveals normal traveling gear and several hidden caches of money. If the action fails, the hero doesn't notice the money. In the event of a mishap, the hero breaks or tears some piece of Barr's property.

Should Trenna choose to escape, she uses a spell with an instantaneous invocation time. The only way the heroes can stop her is to close to personal range and grab her with a successful personal range attack.

The Battle

Trenna and Barr are at far missile range when the group sees them. The pair doesn't wish to fight or escape (at least not right away), so the heroes can automatically close to melee range. As the dwarves don't want Trenna hurt, the only long-range attack they will allow is a mentalism spell designed to immobilize the pair.

In a fight, Barr returns fire if attacked with missiles. If attacked in melee, he chooses total defense (makes no counterattack, doubles his Endurance score for the purpose of resisting attack). Trenna attempts no missile attacks and uses a summoning spell to escape if exposed to a melee attack.

Characters

Assuming Trenna handled the group's equipment, she drains the dwarves' two maces of their magical bonuses and regains 8 sorcery points. If the heroes threatened her or hurt Barr, she drains their most powerful item of magic, too. The dwarves don't notice their loss unless a hero calls attention to the weapons.

- ✦ **Anson Quickneedle:** *Human adult male, valiant demeanor, Champion.* Ag 6C, Dx 6A, St 7A, En 7C, Re 8C, Pe 6A, Sp 6C, Pr 6B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield).
- ✦ **Barr:** *Human male youth, charismatic demeanor, Novice.* Ag 5C, Dx 5A, St 6A, En 6C, Re 7C, Pe 5A, Sp 5C, Pr 5B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield), also missile weapons (crossbow/+5).
- ✦ **Saiph Rockbreaker:** *Neidar adult male, dedicated demeanor, Adventurer.* Co 6, Ph 8, In 7, Es 7, Dmg +11 (mace of distinction), Def -7 (scale/target), also missile weapons (crossbow/+5).
- ✦ **Shanidar Thaneguard:** *Daewar adult female, thorough demeanor, Adventurer.* Co 6, Ph 8, In 7, Es 7, Dmg +11 (mace of distinction), Def -7 (scale/target), also missile weapons (crossbow/+5).
- ✦ **Blunt Oreseeker:** *Daewar adult male, prying demeanor, Adventurer.* Co 6, Ph 6, In 6, Es 8 (64), Dmg +5 (pick), Def -6 (chain mail/target), also missile weapons (horse bow/+4), mysticism (sensitivity, healing, mentalism).

Outcome

The story might proceed in one of several ways from this point.

- ✦ Should the dwarves catch Trenna draining their items (thanks to the heroes), they attack, but she flees via a spell. The dwarves then take leave of the heroes to report the incident, and the story moves to Scene Seven.
- ✦ If Trenna drained some items and nobody noticed or said anything, the Narrator turns to Scene Five.
- ✦ If the heroes don't let Trenna search them, or if they try to capture her, she attempts an escape spell. Play then proceeds to Scene Seven.





Scene Five: The Morning After

The heroes' attempt to help the dwarves recover their stolen gauntlet from Trenna has failed. The dwarves searched Trenna's gear and found nothing. Stumped, they decided to make camp and sleep on the problem. Trenna had no objection to the dwarves' company, and the whole group has passed the night together.

Overview

Trenna awakens the next morning much refreshed and looking much younger and healthier. After draining two of the dwarves' items of magic, she has gained a point of Endurance.

Meanwhile, the dwarves awaken to find their arcane items nonfunctional and are fit to be tied. If Trenna also drained one of the heroes' magical items in Scene Four, she has regained even more sorcery points and possibly more ability points, too.

Getting Started

The Narrator should refer to Trenna's description in Chapter One to determine how many points Trenna gained from draining additional items.

The scene takes place wherever the party decided to camp, probably not far from the spot where they all met up in the previous scene (Scene Two or Four).

First Impressions

You awaken to a beautiful morning. A few low clouds roll across the sky on a steady breeze, the sun shines brightly, and the wind feels warm on your face. The fine weather seem to agree with Trenna as well—you'd swear the lady has grown several years younger overnight. Her skin seems smoother and her hair less gray.

Your dwarf companions seem a bit

edgy this morning. The mystic, Blunt, greets you with a curt nod and holds up a mace he's borrowed from one of his fellows. "Our weapons seem to have fared badly during the night," he says. "How is your stuff?"

The mace he holds seems serviceable but a bit discolored and pitted—hardly an example of dwarven workmanship.

The Story Continues

The dwarves have no idea how it might have happened, but they think their weapons have lost their enchantments.

The heroes' belongings seem fine, except for the item Trenna may have drained in Scene Four; it would also appear discolored and pitted, as though it had lain neglected for years.

The dwarves point accusing fingers at Trenna. "You did this!" they exclaim.

"Come now," Trenna retorts. "Did I steal your precious gauntlet, too?"

The dwarves demand that the heroes assist them in capturing Trenna, who has certainly begun looking even more like the thief they've been pursuing. "Probably a magical disguise that's wearing off!" says Blunt.

Trenna spreads her arms and proclaims her innocence. "I'm no thief!" she says with a laugh.

The dwarves reply by once again demanding that the heroes help them capture Trenna.

Atmosphere

Trenna seems exceedingly cheerful during this scene. She casually tosses aside any accusations leveled against her, especially if they come from the dwarves. For example, if someone suggests she damaged the dwarves' items of magic, she laughs and says no sorceress on Krynn could do such a thing. (Perhaps, but then again, she's no sorceress.) She never actually tells a lie, though she doesn't mind misleading others.

Actions

A simple divination spell with a difficulty of 3 points before adjustment for range and invocation time is sufficient to confirm that a drained item is indeed no longer magical. Checking the whole party's items all at once requires a more difficult spell (see *Book of the Fifth Age*, Chapter Five.)

Another simple divination can reveal that Trenna is under some kind of magical effect (should anyone think to cast one on an apparently living woman). A spell with a difficulty of 6 points before range and invocation adjustments reveals evidence of very powerful enchantment sorcery. Trenna suggests that the divination has revealed her curse, which she explained to the heroes in Scene One.

The Battle

If the heroes attack Trenna or otherwise try to capture her, the sorceress goes on the defensive, as described in Scene Four. (So does Barr, if he's present.) Everyone begins within melee range unless a hero specifically noted that he spent the night sleeping away from the rest of the group or if one party withdraws for a private conference.

The dwarves will not initiate a fight with the heroes but will defend themselves if attacked. If Barr is involved in

this scene, he returns fire after being attacked with missiles. After suffering a melee attack, he chooses total defense (makes no counterattack, doubles his Endurance score for the purpose of resisting attack). Trenna attempts no missile attacks and uses summoning to escape if exposed to melee attacks.

Characters

Anson's apprentice, Barr, is present in this scene only if the heroes arrived here from Scene Four. He still feels obligated to protect Trenna, though he's not sure from what.

- ✧ **Barr:** *Human male youth, charismatic demeanor, Novice.* Ag 5C, Dx 5A, St 6A, En 6C, Re 7c, Pe 5A, Sp 5C, Pr 5B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield), also missile weapons (crossbow/+5).
- ✧ **Saiph Rockbreaker:** *Neidar adult male, dedicated demeanor, Adventurer.* Co 6, Ph 8, In 7, Es 7, Dmg +7 (mace), Def -7 (scale/target), also missile weapons (crossbow/+5).
- ✧ **Shanidar Thaneguard:** *Daewar adult female, thorough demeanor, Adventurer.* Co 6, Ph 8, In 7, Es 7, Dmg +7 (mace), Def -7 (scale/target), also missile weapons (crossbow/+5).
- ✧ **Blunt Oreseeker:** *Daewar adult male, prying demeanor, Adventurer.* Co 6, Ph 6, In 6, Es 8 (64), Dmg +5 (pick), Def -6 (chain mail/target), also missile weapons (horse bow/+4), mysticism (sensitivity, healing, mentalism).

Outcome

- ✧ If the heroes refuse to help the dwarves capture Trenna, the three slink away, muttering. Noting that she and the heroes seem to have been reunited, the sorceress renews her invitation for them to accompany her to the Tower. The Narrator should turn to Scene Six whether the heroes accept or not.
- ✧ Should the heroes agree to help capture Trenna, she probably flees via a summoning spell. Regardless of whether she escapes, the adventure proceeds to Scene Seven.





Scene Six: Dwarf Attack

The dwarves have not yet recovered their stolen gauntlet—and they blame the heroes for their failure.

Overview

Lying in wait atop a rocky slope, the dwarves have gathered reinforcements and plan to roll a boulder onto the group and start a barrage of spells and missiles.

Getting Started

Before proceeding with this straightforward fight scene, Narrators should review the rules for combat, surprise, and changing the encounter range in the *Book of the Fifth Age*, Chapter Four.

Game information on Trenna appears in Chapter One of this book.

First Impressions

Narrators may modify the text below to fit the heroes' current destination.

Rocky hills surround you as you press on toward the Tower of High Sorcery. Though the hills around you rise higher than any you've seen so far on this trip, the going is fairly easy as you traverse the valleys between them. You're beginning to see more trees. Could this be the Forest of Wayreth at last? Trenna says no. Oh, well.

The Story Continues

If the heroes feel uncomfortable in the valleys described in the text above, they can march over the hills instead. This kind of traveling makes for rough going, however, and they may suffer an accident (see the "Actions" section).

In addition, the dwarves are much more likely to surprise heroes seeking a higher elevation, for two reasons:

- ❖ A hero climbing a hillside is easier to see than one hidden in a valley.

- ❖ Clawing one's way up a slope occupies a hero's full attention, leaving little time to maintain a lookout.

In either case, the dwarves attack after the heroes have been marching through the hills for three days.

Atmosphere

Narrators should emphasize the sheer effort the heroes must make to traverse this area, describing the tall hills that jut high above the heroes. If the group climbs out of the valleys, the heroes must use both their arms and legs to cross the hillsides, remaining ever vigilant of occasional rockfalls. One little slip could be disastrous, and the players should feel the pressure every minute.

Actions

If the heroes decide to move along the hilltops, their leader must attempt an *average Perception* action each day for three days. If the action fails, the Narrator should ask each player to place one card from his Hand of Fate face up on the table. (The Narrator may draw one card from the Fate Deck for Trenna.)

A card with a white aura allows the hero to escape harm. But if the card has a red or black aura, he suffers an accident: He takes a tumble, is struck by a falling rock, or meets some other misfortune. The accident costs him a number of damage points equal to the card's value. If anyone suffers a wounding mishap in an accident (see *Book of the Fifth Age*, Chapter Four), the ability penalties apply for the rest of the scene.

The Battle

The battle opens at far missile range. To begin their attack, the dwarves shove a large boulder down on the heroes. Because of the range, the rock takes a minute to arrive.

The heroes have the normal chance to avoid surprise if they are marching through the valleys. If players specifi-

cally state the heroes scan the hilltops for potential ambushes, the attempt becomes automatic trump. For heroes trying to move along the hilltops, the attempt to avoid surprise is not trump, even if one of them was keeping a special lookout or has a racial or role advantage that normally provides a trump bonus for surprise.

Surprised heroes cannot avoid the boulder.

A group that hears the rock approaching can try to move out of the way by opening the range (opposed by the dwarves' Coordination score of 6), either as a group or as individuals. Success means they got out of the boulder's path. Note that heroes cannot cast spells or launch attacks while trying to change range.

If the heroes fail to avoid the boulder, or if they don't try to avoid it, the boulder crashes among them after a minute's roll. Each hero must succeed at a *challenging Agility* action or be struck as the boulder sweeps through the group, along with the dozens of smaller rocks it has dislodged. Failure results in 10 damage points to the hero (defense ratings do not apply). If a hero suffers a mishap, he is knocked down, stunned, for one minute.

After launching the boulder, two dwarf warriors fire their crossbows at the heroes but avoid shooting at Trenna. Two mystics cast mentalism spells. One mystic targets Trenna, but the spells fails (because she's immune to mysticism). The other picks out a likely target from the heroes. If this spell succeeds, the afflicted hero sits down and does nothing for five minutes. The mystics spend one minute invoking. Each spell consumes 27 mysticism points; as each mystic has only 64 points, they attempt these spells only twice each. Afterward, they either heal their wounded comrades or fire their bows at the heroes.

During the battle, attempts to close range carry a -3 action penalty because the heroes must move uphill.

Characters

The dwarf attackers include three warriors and two mystics. If Saiph Rockbreaker, Shanidar Thaneguard, and Blunt Oreseeker survived this act's earlier scenes, they form part of the attacking party; otherwise, new dwarves replace them in this scene. Barr also may be present.

- ☞ **Three warriors:** *Daewar adults, fierce demeanors, Adventurers.* Co 6, Ph 8, In 7, Es 7, Dmg +11 (mace of distinction), Def -7(scale/target), also missile weapons (crossbow/+5).
- ☞ **Two mystics:** *Daewar adult males, confident demeanors, Adventurers.* Co 6, Ph 6, In 6, Es 8 (64), Dmg +5 (pick), Def -6 (chain mail/target), also missile weapons (horse bow/+4), mysticism (sensitivity, healing, mentalism).
- ☞ **Barr:** *Human male youth, charismatic demeanor, Novice.* Ag 5C, Dx 5A, St 6A, En 6C, Re 7C, Pe 5A, Sp 5C, Pr 5B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield), also missile weapons (crossbow/+5).

Outcome

This scene has a number of possible outcomes, all of which advance the adventure to Scene Seven:

- ☞ If the heroes seem in real danger of being beaten by the dwarves, Trenna uses a summoning spell to whisk them all to safety.
- ☞ The heroes may defeat the dwarves.
- ☞ Should the heroes capture and question any dwarves, the prisoners call them thieves and offer them only the information from Scene Three. The heroes can leave them behind or take them along as they proceed to the next scene.
- ☞ If the dwarves capture the heroes and Trenna can't engineer their escape, she surrenders. The dwarves render first aid to the heroes and search their belongings. They don't find whatever they're looking for. The victors intend to march their prisoners all the way back to Thoradin, but the Tower intervenes.





Scene Seven: Wipe Your Feet

The heroes are about to enter Wayreth Forest, and the copper dragon Clang is there to meet them.

Overview

Clang decides that a prank should be the first order of business. She uses several geomancy spells to literally bog down the heroes.

Getting Started

Assuming the dwarves captured the heroes in Scene Six, they have confiscated all weapons, shields, and items of magic. They intend to take the heroes back to Thoradin, but wind up in the forest of Wayreth instead, which makes for some angry and confused dwarves.

If Trenna had to cast a summoning spell to extricate the heroes from Scene Six, she has expended 21 sorcery points and lost at least 4 ability score points in the process (as explained in Chapter One). The Narrator must choose which attributes to reduce, but the loss makes Trenna look quite old and unhealthy.

First Impressions

Before you, a forest of hardwood trees spreads as far as you can see. As the woods thicken, you spot a large sign hanging on a tree. It reads: "Welcome to Wayreth Forest. Wipe your feet before entering. This means YOU!"

The Story Continues

The sign appears courtesy of a mentalism spell from Clang, which produces a hallucination the whole party can see—except Trenna. Even heroes who cannot read or have poor eyesight understand the sign's message.

Those who don't comply with the sign's order find themselves leaving huge, muddy footprints behind when-

ever they move. Eventually, they start sinking into a pit of quicksand. When they try to leap out, the ground where they land turns to quicksand, too. Finally the whole group becomes mired. As the heroes struggle to free themselves, a huge mound of mud builds in their midst and bursts like a bubble, scattering the group and covering everyone with wet sludge.

If the heroes comply with the sign's request—by wiping their feet on the ground, removing their shoes and trying to clean them, or the like—every move they make causes a pool of mud to spread beneath them. Eventually, they also become mired in quicksand and separated by a bursting bubble.

In either case, by the time the heroes drag themselves free, they have lost most of the characters accompanying them; Barr and the dwarves have disappeared, leaving only Trenna. If Trenna and the heroes had separated, she rejoins the group now, looking as muddy and bedraggled as the others.

Once free of the quicksand, the heroes can continue. However, before they have gone even ten paces, they see another sign, and the whole process repeats itself.

Atmosphere

The quicksand proves exceedingly gunky, horrible, and smelly. Narrators should make slurping sounds as the heroes struggle with it, pointing out how squishy it feels between the heroes' toes as it fills their shoes. After the heroes have crawled out of the mud, the whole group smells like a scummy pond.

Actions

Leaping free of the quicksand initially requires an *easy Agility* action. Succeed or fail, though, the hero finds himself in deeper quicksand. Those who suffer mishaps fall face first in the muck.

After the first minute of actions, the heroes must attempt *average Agility* actions, with the same results as above.



After the second minute, the mud-bubble forms. Heroes who succeed at *challenging Agility* actions escape the bubble to dry land. Those who fail sink chest deep, and any who suffer mishaps disappear into the muck.

After the third minute, the quicksand gets no bigger or deeper. Heroes sunk chest-deep must make *challenging Endurance* actions to get free; help from a hero on dry land gives the action automatic trump. The heroes must jump into the muck to rescue anyone who has sunken out of sight. Finding a submerged hero requires an *average Perception* action, while getting him out calls for a *challenging Strength* action. Both actions are trump if two or more heroes cooperate.

The heroes can make as many attempts at escape or rescue as necessary.

Characters

Because she works her sorcery from a safe distance, the copper dragon Clang makes no actual appearance in this

scene. The dwarves' game details vary, depending on the characters involved.

- ♣ **Dwarf warriors:** *Daewar adults, demeanor established earlier, Adventurers.* Co 6, Ph 8, In 7, Es 7, Dmg +11 (+7) (mace of distinction {mace}), Def -7 (scale/target), also missile weapons (crossbow/+5).
- ♣ **Dwarf mystic(s):** *Daewar adult male(s), demeanor established earlier, Adventurer.* Co 6, Ph 6, In 6, Es 8 (64), Dmg +5 (pick), Def -6 (chain mail/target), also missile weapons (horse bow/+4), mystic(s) (sensitivity, healing, mentalism).
- ♣ **Barr:** *Human male youth, charismatic demeanor, Novice.* Ag 5C, Dx 5A, St 6A, En 6C, Re 7C, Pe 5A, Sp 5C, Pr 5B, Dmg +8 (two-handed sword), Def -6 (chain mail, target shield), also missile weapons (crossbow/+5).

Outcome

Narrators should repeat the scene until the players just can't stand it anymore or until the heroes stop trying to escape the quicksand when it appears. Then the adventure proceeds to Act Three.



ACT THREE

Scene One: The Mighty Clang

After dealing with Clang's prank, the heroes meet the copper dragon herself.

Overview

The Master has asked Clang to question the group about their reasons for seeking the Tower and to put them through their paces. The dragon, who loves riddles and pranks, was only too happy to comply.

Getting Started

It might be helpful to review the section on Clang's personality in Chapter One, as well as the section on dragons from Chapter Six in the *Book of the Fifth Age*, before playing this scene.

First Impressions

Mud and grit cover just about every square inch of your bodies. You might never be clean again.

"Aww, c'mon. Don't be such sticks in the mud," booms a voice from behind the trees. A massive, coppery head with a blunt snout and a mouth full of teeth the size of broad swords pops into view, followed by a copper-clad body longer than a merchant caravan. The massive creature eyes your group. "Say, you look rather nice—in an earthy sort of way," it says, unfurling a pair of leathery wings larger than most temple roofs.

The dragon speaks with a gravelly rumble. "Yep," it says. "Here's a band of heroes headed for the Tower. Heroes, that is, except for ONE of you!" The creature glares and points a curved talon longer than your leg at Trenna. "You *are* different, aren't you?" It does not wait for an answer. "Well, come and wash off that muck. While you're at it, you heroes might tell me just why you

seek the Tower. Your friend here can tag along, of course."

The Story Continues

Assuming the heroes wish to clean up, Clang leads them to a stream where they can get rid of most of the mud. The dragon watches them the whole time, but always remains half hidden; the full force of her presence would surely inspire dragonawe among the group members.

If they think to ask why Trenna is "different," Clang brushes off the question. "It doesn't really matter," she says. "What does matter is that she knows that *I* know she's different." If the heroes ask Trenna what the dragon means, the woman just shrugs.

When the heroes finish washing, Clang asks them their names and their reasons for seeking the Tower. Everyone must say something about why he has come here. There are no right or wrong answers—Clang just wants to know.

Once she's heard from all the heroes, Clang grunts:

"Well, that's just the most pathetic bunch of reasons for visiting the Tower I've ever heard! But no matter, it's what you've got inside that counts, understand? To reach the Tower, one must have a generous heart, a little loyalty, and some brains. So if you want to go on from here, you've got until the moon rises to bring me a well-warmed heart, an eye that has been used with precision, and a vessel filled with uncompromising spirit. Now, a warm heart can be useful anytime, but a precise eye sometimes makes it a whole lot easier to be uncompromising, spirit-wise. Got it? Good!

"Now your lady friend is gonna wait right here, because I've got a little job for her. The rest of you, just take a walk down that path and see what you can find for me."

INSIDE THE FOREST

The dragon wants the heroes to have a reasonable chance of passing the tests she has created for them, so she'll repeat her instructions if the heroes ask. (The players can write them down.)

If the heroes seem inclined to leave the forest, Clang objects. "Not so fast! Do you think I'm gonna waste a perfectly good set of brain teasers by letting you just walk out of here? By Paladine, I don't think so!" Should the heroes persist in trying to leave, another mud pit opens in front of them.

Assuming the heroes agree to undertake Clang's tests, they must walk down the path she indicated. Several paces away, the heroes find a signpost with three arrows pointing in different directions. Each arrow bears an inscription, as follows: "A Well-Warmed Heart," "A Precise Eye," and "A Vessel of Uncompromising Spirit."

If the heroes have suffered any wounds, Clang allows them to rest until they are fully healed before undertaking her challenges.

Atmosphere

Narrators cannot overemphasize Clang's physical presence. Measured nose to tail, she's almost as long as a football field, and her wingspan is wider than a football field. Though capable of humanlike speech, she can speak with a voice louder and deeper than a foghorn. Clang is not a being to be trifled with.

A deep gloom has gathered under the trees of Wayreth Forest surrounding the heroes. To enhance this spooky mood, the Narrator might describe a light breeze that stirs the leaves and fills the air with an indistinct, unsettling murmur. Perhaps a hulking beast—could it be a bear?—lumbers through the shadows as well to frighten the group.

Actions

If the players are having trouble figuring out Clang's instructions, the heroes' leader can attempt a *challenging Reason* action. If it succeeds, the Narrator can tell players that it's best to undergo the test of reason (retrieving an eye used with precision) before attempting the test of loyalty (retrieving a vessel of uncompromising spirit). It makes no difference when the heroes undertake the test of kindness (retrieving a well-warmed heart).

The Battle

The heroes may decide to attack Clang. In response, the dragon unleashes her full fury, counterattacking to kill and offering no quarter.

If attacked, Clang looses a gout of dragon breath upon the heroes, then follows up with melee attacks. She picks out the heroes' leader and tries to swallow him whole, repeating the attempt until she succeeds.

Characters

Clang's full description appears in Chapter One.

Outcome

If the heroes accept Clang's tests, the Narrator should ask them which arrow they will follow.

- ☞ "A Well-Warmed Heart" leads to Scene Two.
- ☞ "A Precise Eye" takes the adventure to Scene Three.
- ☞ "A Vessel of Uncompromising Spirit" leads to Scene Four.
- ☞ If the heroes attempt to fight Clang, the adventure ends with them ejected from the wood. In the unlikely event that they slay the dragon first, they will never again be allowed to enter the forest.





Scene Two: The Test of Kindness

This scene occurs when the heroes follow the arrow on the signpost in Scene One labeled “A Well-Warmed Heart.”

Overview

To succeed in this test, the heroes must do something kind for someone else.

Getting Started

The Narrator should review the sidebar below, “Clang’s Tests,” before starting to play this scene.

First Impressions

The trail beyond the signpost leads you down a hillside. The rays of the setting sun here turn the leaves overhead into molten sparks, glowing white and red. The trail ends in a lovely meadow where butterflies flit among a profusion of wildflowers. Directly opposite you stands a magnificent white stag, its noble head crowned with velvety antlers. The creature lifts its head from grazing and fixes you with a wide-eyed stare as you emerge from the wood. As it raises a foreleg to bound away, a shaft of sunlight strikes its fleecy breast in a patch of golden fire.

The Story Continues

Heroes who keep watching the stag see it leap away with a great bound to disappear into the forest beyond the meadow.

If the stag escapes from the glade, the heroes can track it easily, as its leaps through the woods have left a clearly visible trail. However, the group will have a difficult time catching up with it once it gets into the woods.

While pursuing the stag, the heroes break into another meadow, where Elsa, an elderly woman, has just finished picking a basket of wild strawberries. Elsa is so startled to see the heroes burst into the glade that she spills her berries, which promptly vanish in the tall grass. The sun is setting and the shadows are growing long. The stag’s tracks disappear into the brush.

In dismay, the old woman falls to her hands and knees. Her ancient hands claw through the grass as she weeps quietly. She’ll never recover the spilled berries before dark, not with her tired old eyes.

If the party speaks to her, she does not have anything nice to say in return. She might respond with one of the following statements:

- ☛ “I don’t know why you’re chasing that beautiful stag. I remember a time when only those blessed by Paladine saw him. Now, all manner of ruffians chase him, frightening poor old women!”

Clang’s Tests

All three tests are hallucinations Clang creates using mentalism. (Her spell does not fail.) For all intents and purposes, these hallucinatory environments are real in every way—at least, while the heroes remain within them. Just about everything looks, tastes, smells, sounds, and feels just as it should; any exceptions are noted. Spells and items of magic usually function normally, but many of the creatures the heroes meet remain unaffected by magic in any way.

Each test lasts only as long as the heroes try to solve the problem that it presents. If they give up or attempt to convince themselves that what they’re experiencing isn’t real, the test ends immediately. Clang regards exiting the test in this manner as poor sportsmanship.

The heroes can attempt each of the dragon’s challenges only once. Every time they complete a test—whether they pass or fail—they return to the signpost from Scene One, the corresponding arrows having disappeared.

- ☞ “Oh, I suppose his heart will be well warmed from all the exercise if you keep chasing him!”
- ☞ “Off with you now! I must pick up the berries you made me drop before some bear ambles out of the wood and has my dry old bones for a snack.”

If the party doesn't pursue the stag, Elsa comes walking along after a few minutes, carrying her berries. She's startled at the sight of the heroes in the wood, however, and drops her basket of berries anyway.

Should the heroes help pick up her berries, her whole demeanor changes. She acts very grateful, clapping her hands together and smiling. “Oh, thank you so much! I'm just so silly, jumping at shadows like that. Your kindness warms my heart.” Elsa gives each hero a handful of berries, which feel curiously warm. Each berry is shaped like a tiny heart.

Atmosphere

In portraying Elsa, the Narrator should speak in a voice that crackles like dry leaves on a cold autumn day.

Actions

Any attempt to follow the stag's trail automatically succeeds. However, when the party begins its pursuit, the Narrator should not reveal the difficulty of chase. Neither should he indicate the difficulty of attacking it with missile weapons or mention that the animal is invulnerable to spells.

When the heroes fail to catch up to the stag or can't land an arrow, the Narrator might hint that their efforts fell just short of success—the idea is to make the decision to help Elsa a tough choice for them.

Gathering all of Elsa's dropped berries requires three successful *average Perception* actions from the group.

The Battle

When the heroes first see the stag, they have one chance to attack it (note that the creature is invulnerable to spell attacks). The stag appears at far missile range. After the first minute, the stag bounds into the woods and automatically increases the encounter distance to artillery range. If the heroes pursue, they can occasionally see the stag in the distance, but cannot launch any effective attacks unless they successfully close to at least far missile range. Because of the stag's swiftness, no attempt to change range is trump.

Physical attacks against the stag are resolved normally. However, attacking the stag or Elsa ends this test; the body is stone-cold when the heroes reach it.

Characters

Elsa, the epitome of the poor peasant woman, seems thin and frail and wears threadbare clothing.

- ☞ **Elsa:** *Human elder female, fastidious demeanor, Unknown.* Co 4, Ph 3, In 5, Es 5, Dmg +0 (unarmed), Def -0 (common clothing).
- ☞ **White stag:** *Animal.* Co 24, Ph 12, In 2, Es 2, Dmg +8, Def -4, also immune to spells and magical effects.

Outcome

At the end of the test—regardless of whether they passed or not—the heroes find themselves back at the signpost from Scene One. They can then proceed to another test; if they've already taken the other two, the signpost bears no more arrows and the adventure continues with Scene Five.

- ☞ If the heroes gather Elsa's berries and receive the heart-shaped ones in return, they pass the test. If even one hero stays behind to help recover the berries, the group still passes.
- ☞ Groups that don't recover Elsa's berries wander for several hours and eventually return to the signpost, somewhat more dirty and disheveled than before.



Scene Three: The Test of Wisdom

The heroes get to this scene by following the arrow marked “A Precise Eye” on the signpost from Scene One.

Overview

To succeed in this challenge, the heroes must unravel a cryptic clue; the eye used with precision, which Clang has asked them to find, is not necessarily the most obvious one in the scene.

Getting Started

The “Clang’s Tests” sidebar on page 78 explains some important background information for this scene.

The heroes might become involved in a difficult battle here. In the test, all injuries the heroes suffer are real. The advanced combat rules from *Heroes of Steel* (see *Night and Day*, Chapter Three) might improve their chances in the fight.

First Impressions

Passing the signpost, you make your way through a dense, thorny hedge. Beyond, you find a well-manicured lawn with a flagstone path leading up to the door of a dainty little cottage. Actually, a second look reveals that the cottage isn’t so dainty, and it’s hardly little. The building resembles a one-room peasant cottage, but with gargantuan proportions. It is easily as large as a minor fortress.

A normal-sized elf clad in a homespun dress sits before the entrance, working a spinning wheel. Hundreds of skeins of yarn and thread lie in untidy heaps next to her. Nearby, you can see at least a dozen clay vats containing colored liquid giving off an acrid smell.

The slender woman notes your arrival with some amazement, and her spinning wheel coasts to a stop as she gazes at you. The wheel remains still only a moment before she begins furiously

spinning once again.

A voice booms forth from the depths of the cottage. “Unami! Why have you stopped? You’d better not be falling behind!” The elf woman cringes and her wheel whirs still faster, until the thread breaks with an audible *snap!* Unami picks up the broken end and gazes at it sorrowfully, then busies herself at rethreading the wheel.

The Story Continues

Unami, a Kagonesti elf, was busily spinning thread for her mistress, a cyclops, who remains inside the cottage sewing a tapestry. The elf pays little attention to the heroes at first. Her efforts to resume the rhythm of her spinning consume her concentration.

Once she gets the wheel going smoothly again, however, she’s willing to exchange a few brief words with the heroes, including the following:

- “Nice meeting you all, but you’d best move along before my mistress hears you out here. She doesn’t see too well, but she keeps her eye on everything, so to speak.”
- “I make the thread, and she sews the tapestry. She’s quite precise in her needlework.”

Before the group can converse with the elf at any length, the booming voice from within the cottage interrupts:

“Unami! Bring me a hank of emerald green!” The elf smiles and tells you, “It would be ever so helpful if you’d carry in that thread for me, so I can catch up from my momentary lapse at your appearance.” She nods toward a pile of shimmering green thread.

When the heroes try to pick up the thread, they discover that the hank is quite huge. The more they pick up, the more there seems to be, as though the skein were miles long. It takes all the heroes to move the mass inside, and they must drape it over their shoulders and around their necks to keep it from dragging on the ground. Unami spins

away as they struggle with the thread, evidently oblivious to their plight.

Should the heroes remind Unami that she told them to move along, the elf assures them that her mistress is blind as a bat and will never notice that she's not the one carrying the thread, provided they take it in right away.

Inside the cottage, the heroes find a room large enough to serve as a banquet hall for the mightiest human palace. Before them stands a heavy table loaded with multicolored bits of thread, several pincushions stuffed with giant needles and pins, a huge pair of shears, thimbles the size of ale mugs, and a measuring stick longer than the heroes are tall.

A massive tapestry covers all the walls, draped and folded endlessly upon itself. Only one section of tapestry lies flat against its wall—the portion presently under construction. This section depicts a forest scene with hardwood trees and rolling hills, not unlike the forest through which the heroes have been traveling. A monstrous one-eyed giantess busily plies her enormous needle there.

As the heroes enter, the giantess ties off a stitch and breaks the thread she's using with her teeth. "Well it's about time!" she bellows. "Give me that thread, Unami!" She casts the thread remnant onto the table to join the pile already there, thrusts the needle into her apron, and holds out her hand.

The cyclops's needle is actually the object of this test; the blind seamstress uses its "eye" with much more precision than her own! At this point, the heroes have an excellent chance to snatch the needle from the giantess's apron and flee. They also can pass the test of wisdom by snatching a needle from one of the pincushions on the table.

Atmosphere

Narrators can imitate the hum of Unami's spinning wheel by humming at varying pitches, depending upon the speed of the wheel. (Unami spins faster

with increasing nervousness.)

The giantess's voice booms like summer thunder; the heroes can feel the ground tremble beneath their feet whenever she utters even a word. Narrators should make their voices low and loud when the cyclops speaks.

If the heroes seem unable to make the "eye" of the needle connection, have the giantess thread another needle as they watch, to plant the suggestion.

Actions

Snatching the needle from the cyclops's apron requires an *average Dexterity (Agility)* action. Taking one from the table calls for an opening of the range, then an *average Dexterity* action.

The Battle

The heroes begin at melee range from the giantess and can automatically close to personal range, as she expects them to hand her the thread. Those who retreat to the far corners of the room find themselves at near missile range from the giantess. One can't get farther from the cyclops than near missile range without exiting the cottage.

Characters

The giantess is indeed blind, but in this scene she suffers no combat penalties.

- ♣ **Cyclops:** *Hostile nonhuman.* Co 4, Ph 21, In 3, Es 3, Dmg +10, Def -4, also immune to spells and magical effects.
- ♣ **Unami:** *Kagonesti adult female, artistic demeanor, Rabble.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def -0 (common clothing).

Outcome

The heroes succeed in this test if they retrieve any needle from the cottage. However, the test ends immediately if they attack Unami. In either case, they find themselves back at the signpost from Scene One, where they must either proceed to another test or to Scene Five if they have taken the other two.



Scene Four: The Test of Loyalty

The heroes arrive at this scene by following the signpost arrow marked “A Vessel of Uncompromising Spirit.”

Overview

The group passes the test of loyalty by risking themselves on behalf of their companion, Trenna.

Getting Started

This scene, like the previous two tests, is constructed as described in the “Clang’s Tests” sidebar on page 78.

If the heroes have already undertaken the test of wisdom (Scene Three), any battle wounds are fully healed as this scene opens. Heroes who were killed return to life with one card (they cannot benefit from first aid, though). Clever players might surmise, therefore, that they face no danger of death in this test—this is the conclusion Clang hinted at in Scene One when she said that a precise eye could make it easier to be uncompromising in spirit.

First Impressions

The path from the signpost turns into a cobblestone street through a grimy little town. It looks like the filthiest place you’ve ever visited, outside of a gully dwarf hole. Indescribable piles of refuse lie everywhere, and a foul smell rises from the gutters in the summer heat. The stores are closed and shuttered, though the streets seem full of folks scurrying toward the center of town. Couples walk hand-in-hand, carrying picnic baskets and folded blankets, with children in tow.

The crowds pay you no notice, jostling past you and sweeping you along with them, until the throng empties into the town square. There, the people settle down with their blankets and picnic baskets, and all eyes turn toward a raised platform.

On the platform stands a huge wooden block streaked with rusty, dark stains. A terrified-looking young woman with long auburn hair kneels before the block, her hands tied behind her back. Beside her looms a broad-shouldered, bare-chested man wearing a black hood. He holds a great axe with a crescent blade casually in one hand. A dumpy man stands nearby, completing the tableau. His silken hose and close-fitting tabard show every bulge in his corpulent body.

The fat man reads from a scroll in his hand: “Mistress Trenna,” he proclaims. “Since no one speaks in your defense, you have been found guilty of crimes against the common good.” The crowd cheers. “You are sentenced to death by beheading before these assembled witnesses!” Trenna looks terrified and struggles with her bonds, but the hooded man restrains her.

The Story Continues

Unless the heroes intervene, the crowd murmurs its approval as a quaking Trenna lays her head on the block. The headsman takes his time getting into position and raising his axe for the blow, heightening the tension. The heroes might hear the following snatches of conversation before the blow falls:

- ☞ “Too bad she was alone—multiple executions are *much* more festive.”
- ☞ “Hey, didn’t I see one of those guys with her out in the woods?”
- ☞ “Who does she think she is, coming here and saying we’re untidy?”
- ☞ “I knew she was a troublemaker the minute I saw her. All that red hair!”

If the heroes don’t try to break up the execution, someone in the crowd stands up and shouts, “Stop! Those people are her friends!” The angry man points accusingly at the heroes, and the crowd turns as one to face them. The bailiff—the pudgy man on the platform—pins the heroes’ leader with a suspicious glare and says, “How say you? Is that true?” Denying the claim means the execution proceeds. The test ends in failure.

If the heroes admit they know Trenna, the bailiff makes them an offer. If one of them agrees to undergo an ordeal, he will spare the sorceress. Of course, anyone failing the ordeal faces execution alongside her.

Once a hero assents to the ordeal, he learns that it requires him to reach into the bottom of a pot of boiling water and retrieve a rock without being burned.

If no hero agrees to undertake the ordeal, the execution proceeds and the test ends in failure. Assuming even one hero agrees, the townsfolk produce a large cauldron of boiling water, and the hero is invited to reach in and fetch a rock from its bottom. Should he fail to grab the rock without being burned, another hero may undertake the same ordeal to save Trenna and his comrade.

Atmosphere

Narrators should move the heroes quickly into the town square. Everyone wants to go see the execution, so the townsfolk aren't interested in talking to them along the way, and all the businesses are closed. If the heroes pause, the crush of the moving crowd carries them to the town square anyway.

Actions

An *average Dexterity* action lets a hero retrieve the rock and an *impossible Endurance* action means he avoids a 10-point burn. He can use spells, but they must have an instantaneous invocation time or the crowd notices the magical aid and calls the ordeal a failure.

After failing the ordeal, the hero automatically appears on the platform, kneeling and bound before his own chopping block with his own headsman behind him.

The Battle

The heroes can intervene at any time. To stop the execution, they must fight their way through the crowd, scale the platform, and defeat the headsman. Fighting

through the crowd requires three *challenging Strength (Strength)* actions from each hero, while scaling the platform calls for a *challenging Agility* action.

The crowd turns into an unruly mob long before the heroes can approach the platform. Each minute any hero spends in the crowd, he suffers five melee counterattacks. It makes no difference how many townspeople the heroes slay or incapacitate, there are always more to take their place.

Characters

Clang made the hallucinatory headsman and bailiff stronger, smarter, and tougher than such figures ordinarily would be, as an extra challenge to the heroes. If the bailiff is killed, a new one immediately takes his place. The execution is the most exciting thing the bloodthirsty townsfolk have seen in a long time—they regard the beheading as public entertainment.

- ♣ **Headsmen:** *Human adult male, murderous demeanor, Rabble.* Co 10, Ph 10, In 10, Es 10, Dmg +10, Def -1.
- ♣ **Bailiff:** *Human middle-aged male, cruel demeanor, Unknown.* Co 10, Ph 10, In 10, Es 10, Dmg +0 (unarmed), Def -0 (common clothing), also immune to spells and magical effects.
- ♣ **Countless townsfolk:** *Humans of varied race and demeanors, Unknowns.* Co 5, Ph 5, In 5, Es 5, Dmg +0 (unarmed), Def -0 (common clothing), also immune to spells and magical effects.

Outcome

The heroes pass the test if they rescue Trenna or if they all end up on the platform facing execution—they themselves become vessels of uncompromising spirit. If they passed, any who were wounded or killed in this scene return unharmed in Scene Five.

- ♣ If the heroes have a test left to take, they wind up at the signpost from Scene One. When they arrive, however, Trenna has vanished.
- ♣ Heroes who have taken the other two tests may go to Scene Five.



Scene Five: Clang Evaluates

After the heroes have taken all three tests, the copper dragon Clang reappears and considers how they fared.

Overview

The heroes never really left Clang's presence during their tests—actually just magical hallucinations the dragon created with mentalism. Any hero killed in Scene Three's test of wisdom begins this scene very much alive, but with only a single card in his hand. Anyone wounded in that test recovers all lost cards as this scene opens. Finally, those wounded or killed in Scene Four, the loyalty test, begin this scene unharmed (unless they suffered injury in another scene).

The heroes now find themselves united once again with Trenna. She appears just as she did when the heroes last saw her, not as the youthful character from Scene Four.

Getting Started

Chapter Six in the *Book of the Fifth Age* describes dragon behavior and combat.

The course of this scene depends on how the heroes did during their three tests. Below is a review of what they needed to accomplish to pass each test:

- ❖ **The Test of Kindness (Scene Two).** The heroes should have helped Elsa recover her dropped strawberries. Those who did so have a handful of heart-shaped berries to show for it.
- ❖ **The Test of Wisdom (Scene Three).** The heroes should have recovered a needle from the giantess's cottage. If they did, one hero has it now.
- ❖ **The Test of Loyalty (Scene Four).** The heroes must have either prevented Trenna's execution or been sentenced to execution themselves for failing an ordeal. Either way, the group has nothing tangible to show for its efforts.

First Impressions

You get a brief glimpse of the signpost, now bearing no arrows at all, as you emerge from your final trial. In the blink of an eye, your surroundings dissolve into the glade where you last saw your huge, coppery inquisitor. The dragon—and your companion, Trenna—stand before you now. Twilight has fallen, and Krynn's single gray moon is just peeping over the treetops.

"So, feeling a bit worse for the wear are we?" booms a familiar voice. "Well, don't—you've gotten off lightly." The dragon flexes a foreclaw broader than any of you are tall. "Have you brought me what I sent you to fetch?"

The Story Continues

Clang expects everyone to give an account of themselves. Of course, she knows exactly what they did during each test, but she wants to hear what the heroes have to say.

They can please Clang simply by handing over the items they've recovered. Unfortunately, they didn't bring anything back from the Test of Loyalty, even if they passed the test.

Clang first demands a heart, well-warmed. If the heroes present her with a chunk of meat from an animal, she wrinkles her snout. "Metaphor seems to be lost on you," she snorts. "Tell me, didn't you encounter anything, or anyone, who might have supplied you with what I sought?" If anyone realizes that they should have recovered Elsa's



berries, Clang nods sagely. “You failed,” she says. “But perhaps you learned something.”

The heroes can satisfy the dragon with any needle they brought from the cyclops’s cottage. They might even get away with presenting her with any old needle. However, Clang shakes her huge head sadly if they present her with the giantess’s head or some other gory trophy. Offering her the spinning wheel from Scene Three or some portion of the wheel leads Clang to admit that they’ve come close. “Nice try,” she says. “But I was expecting something a little more precise.”

The heroes might have a tougher time figuring out how to present the dragon with a vessel of uncompromising spirit. If they passed the test of loyalty, they simply present themselves. Clang will accept only a hero who actually intervened on Trenna’s behalf—and even then not without an argument. “What?” she says. “You? What makes *you* so special?” Of course, the hero need only explain that he helped save Trenna.

Atmosphere

Clang seems very pleased with herself during this scene, though her general demeanor depends on how the heroes act. If they seem annoyed by her antics, the dragon takes on a high-and-mighty attitude. As far as she’s concerned, the heroes should consider themselves privileged to have matched wits with her.

On the other hand, should the heroes seem entertained or impressed by the tests, Clang beams with pleasure. The whole process has been quite a romp for her.

Actions

Heroes who eat Elsa’s strawberries find them particularly sweet and delectable.

Passing off any old needle as one from the cottage requires an *average Presence (Spirit)* action. Clang knows the needle didn’t come from the cot-

tage, but she appreciates the wit and the nerve it took to present her with a substitute.

The Battle

The heroes can attack Clang at any time during this scene. If they do, the dragon unleashes her full fury, attacking to kill and offering no quarter.

When attacked, the dragon breathes a shaft of raw energy on the heroes, then follows up with melee counterattacks. Ultimately, she tries to swallow the heroes’ leader whole, repeatedly assailing him until she succeeds.

Characters

No matter how well the heroes handled themselves during the tests, Clang enjoyed watching them struggle with the problems she had set before them. A description of this dragon, along with her game information, appears in Chapter One.

Outcome

No matter what the outcome of the three tests, any items the heroes acquired during them vanish when they leave Clang’s presence.

- ❖ If the group passed all three tests, Clang tells them to climb aboard—she’ll fly them to the Tower. The Narrator may turn to Scene Seven.
 - ❖ Assuming the heroes failed only one or two tests, Clang points to a path through the forest and tells them to follow it to the Tower. The adventure continues with Scene Six.
 - ❖ If the heroes failed all three tests, the dragon tells them sternly that they can’t visit the Tower. She attacks if the group doesn’t withdraw.
- Should the heroes withdraw, they see Trenna hang back, then rush back to Clang’s glade. The last they see of the sorceress is Clang’s claw closing over her.

In any case, the adventure comes to an end here for the heroes.





Scene Six: Gully Dwarves

The heroes failed one or two of Clang's tests—not a great showing. The path the dragon indicated leads them to the ruins of Mann, an abandoned dwarven fortress now home to gully dwarves.

Overview

The dragon inspired the gully dwarves to lay some clever traps.

Getting Started

Secrets of the Tower, Chapter Two, offers a brief history of Mann. These ruins consist of miles and miles of looping tunnels originally built to allow the dwarf garrison to reach any part of the complex quickly. After centuries of cave-ins and erosion, accurate navigation through the tunnels has become impossible for newcomers.

Narrators should use the flow chart on the opposite page to track the heroes' progress through the tunnels of Mann. Each area represents a feature, obstacle, or creature the heroes encounter. When they leave an area, their leader makes a random draw from the Fate Deck. The card's aura (or in one case, its face value) indicates where on the flow chart the party goes next. If the player does not draw one of the colors indicated for the area, he should just draw again.

First Impressions

You make good progress down the path for a few days until it leads you out of the trees and begins a torturous climb up a mountainside. It must be several thousand feet to the summit.

Behind and below you lies Wayreth Forest, spread out like a verdant blanket. You can't really make out any distinctive landmarks except the Kharolis Mountains many leagues to the east. In any case, you sure don't see the Tower of High Sorcery from here.

The Story Continues

No matter which direction the heroes decide to travel, they enter a cavern, courtesy of the Tower's manipulations of spatial perceptions. One moment the group members are outside, and the next moment they're underground.

Ancient skylights cut through the rock above admit some light. Through the gloom, the heroes can see a stone wall ahead, topped by battlements. Three massive arches with portcullises pierce the wall. Small, glittering piles lie here and there near its base.

Actions

The heroes begin their trek through the tunnels at the top of the flow chart in the space marked "Start/Wall." Should they approach the wall, the Narrator should refer to the "Wall" section below. If they poke around the cavern, they discover several tunnels but no obvious way out. Exploring a tunnel takes them to either the "Treasure," "Trap," or "Prison" spaces on the flow chart, also described below. Each space on the chart is connected by a length of tunnel.

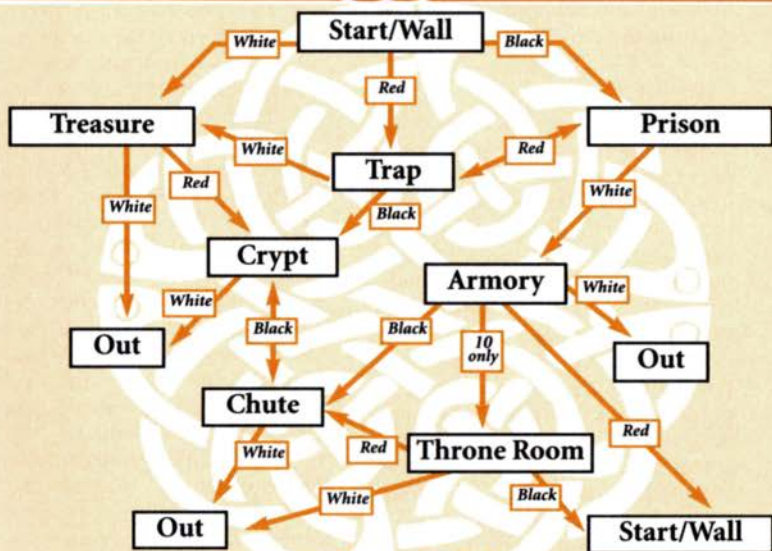
The Wall

This wall before the heroes once served as one of Mann's inner defenses. The piles of glittering objects are X-shaped mounds of golden coins and rock crystals (the latter might look just like diamonds to the heroes). If a hero rummages in a pile, a gully dwarf up on the battlement tugs on a rope and drops a ton of debris from a net.

Avoiding this trap requires an *average Agility* action from everyone within melee range of the hero who touched the pile. Failure results in 5 damage points (armor and shields don't apply). A mishap results in 10 damage points. Heroes who survive the trap hear gales of laughter.

If the heroes don't touch the gold, they hear a scuffle from above. "Stupid Thim, told you it not work."

"Who you call stupid?" comes the



Tunnels of Mann

reply. "I not have dumb name like 'Mann!'"

Two gully dwarves watch the heroes on the battlement. To pass beyond the wall, the heroes must give a password. The trouble is, the guards don't remember what it is. This causes another scuffle, which ends when one of the guards points to the heroes and announces, "They must give!" Anything the heroes say will do. After they give a password, the guards lift a portcullis and they may proceed through the tunnel.

Heroes can scale the wall with a *challenging Agility* action. The effort takes three minutes, and the guards hurl weapons and stones at the climbers the whole time. Before the climbers reach the battlements, however, the two gully dwarves flee. If all the party members reach the battlements, they can proceed from there but still must play a card to see where they go next.

Treasure


The treasure chamber at the end of the tunnel once served as a storeroom for a

temple within the fortress. Among the wrecked furniture, the heroes can find several golden chalices and a sleeping gully dwarf, easily captured. The fellow, whose name is Veek, wrings his hands and warns the heroes not to take any "shiny things," or the "old dwarf" will get mad. The old dwarf lives in a big room nearby, he says.

If ordered to lead the heroes out of the complex, the gully dwarf will lead them to the crypt, where he can escape while its resident wight attacks the group. Otherwise, the heroes' leader plays a card to see where they go from the treasure room.

Trap

Entering a long corridor, the heroes travel a few feet, then find shards of broken glass and wine stains on the floor. They can either continue or turn back. If they continue, their footfalls dislodge wine bottles attached to the ceiling with ropes. The bottles swing down and strike any heroes who fail at an *average Agility* action. Injured



heroes incur 8 damage points, or 16 points in the event of a mishap.

Prison

The gully dwarves keep a Kapak draconian imprisoned in the ruins, in a cell under what looks like a drain grate. The draconian lies quietly, waiting for someone to step on the grate. After achieving surprise, it grabs the scout's leg. Avoiding surprise in this instance is a *challenging Perception* action for the party, because the kapak can lie very still.

The draconian won't let go of its victim's leg until it gets some water or until the heroes pry it loose. Getting loose is an *average Strength (Strength)* action. The scout attempts the action, but another hero can help by adding half his Strength score to the action score. If the heroes give the Kapak some water, it asks for food, too. Once fed, it offers to show the group the way out.

Assuming the draconian can't grab anyone, it begs the group for food and water. Opening the grate to comply requires a *challenging Strength or Dexterity* action. If released, the kapak keeps its word: It leads the group to the Armory, then outside. No card play is necessary when the draconian leads.

Crypt

An ancient dwarf wight lives in a crypt within the ruins—it's the "old dwarf" the gully dwarf in the treasure room mentioned. The wight launches itself first at anyone carrying an item from the treasure room.

If the heroes have captured Veek, he wiggles free at that moment and vanishes into a side tunnel unless the hero guarding him succeeds in a *challenging Perception (Reason)* action. If Veek can't escape, he leads the party to the Chute.

Armory

A rubble-choked room at the end of a tunnel once served as the central armory for the fortress. Amid the debris, the heroes can find any *medium* or *heavy* weapon, armor, or shield they

desire (see the *Book of the Fifth Age*, Appendix Two). If the draconian from the Prison led the heroes here, he grabs a sword and shield and urges the others to follow him to the exit.

No matter how the heroes came here, they can each grab three items from the pile safely. The moment anyone grabs a fourth item, the chamber collapses.

In the event of a collapse, everyone inside the Armory must attempt a *challenging Agility* action. Failure results in 15 damage points and forces the hero to drop the last thing he grabbed. Should the hero suffer a mishap, he incurs 30 damage points and drops everything he grabbed.

Heroes can draw one card from the Fate Deck for every item they carry out of the Armory. Anyone who draws a Moons card has found an item of distinction (an enchanted item with a +2 magical bonus). A Dragons card causes the item to break the first time it's used.

Chute

An underground river flows out of a wall at a point in the tunnel and plunges hundreds of feet into a chasm. Crossing this area safely requires a *challenging Agility* action from each hero. If they rope themselves together or take other precautions, the action becomes automatically trump. Failure results in a fall that inflicts 10 damage points. A mishap here causes a hero to lose all his cards as he plunges into the chasm.

If the heroes have their gully dwarf prisoner, Veek, at this point, he tries to escape again (see "Crypt").

Throne Room

The heroes open a door and step into a vast chamber where two outlandishly dressed gully dwarves—Highmanns Smed and Highthim Klesch, the clan leaders in This Place—are having an argument. If the heroes act politely, the leaders treat them to a feast (a dubious honor) and lead them out of the ruins.

Should the heroes attack or behave rudely, the clan leaders escort them all

back to the “Start/Wall” area, where they become subjected to several volleys of debris from another overhead trap. The leaders escape in the confusion, and the heroes must thread their way back through the complex again.

Out

Finally, the heroes find a passage that leads outside, which allows them to proceed to the next scene.

Atmosphere

The “Characters” section offers some background to help Narrators portray the always-entertaining gully dwarves. Whenever the two clans living together in the ruins here mix, arguments undoubtedly erupt. Anyone who has ever seen the Three Stooges on television has a good idea of how the gully dwarves act toward each other.

Characters

The draconian prisoner in this scene has been stuck in his cell since the Dragon Purge. The gully dwarves have come to think of this Kapak as a sort of dangerous pet. It’s always hungry and desperate to escape.

The wight in the Crypt, the remnant of a dwarf priest from the Age of Might, remains possessive of the items in the fortress’s ruined chapel (treasure room).

Gully Dwarves

Gully dwarves are slovenly creatures who can’t even count to three. Their language is a patios of words created and forgotten in the space of a week.

For all that, gully dwarves can be cunning. They value survival and would rather grovel before an enemy than fight, though they prefer retreating to groveling.

The gully dwarves in this scene come from two rival clans. The Mannses, the more numerous group, came to This Place (as they sometimes call their home) during the Time of Light and

eventually adopted the name of the fortress as their clan name. Their leader, Highmanns Smed, is a great admirer of the copper dragon Clang, who not long ago drove out a force of draconians that had enslaved the gully dwarves. Smed believes the gully dwarves can stay safe by being clever, like Clang.

The less numerous Thim clan arrived during the War of the Lance. The Thims included groups from several clans displaced by the war. The Mannses, resenting the newcomers’ jokes about their clan name, began referring to the new arrivals with scorn as “Them.” Owing to the variability of gully dwarf language, “Them” became “Thim,” and the name stuck. The Thims’ ruler, Hightim Klesch, supposedly shares authority with Smed. In practice, though, few gully dwarves obey either leader.

Gully dwarves dress in whatever rags they can get their hands on. They carry an odd assortment of bludgeons, axes, and daggers that they can throw or use in melee combat. The two clan rulers, Highmanns Smed and Hightim Klesch, array themselves in salvaged finery. Both resemble filthy little mannequins clothed by a drunkard in a dark room.

- ☞ **The Mannses and the Thims:** *Gully dwarves, varied demeanors, Rabble.* Co 8, Ph 6, In 2, Es 5, Dmg +1, Def -1, also thrown weapons.
- ☞ **Clan leaders Smed and Klesch:** *Gully dwarves, stubborn demeanors, Novices.* Co 8, Ph 6, In 3, Es 5, Dmg +1, Def -1, also thrown weapons.
- ☞ **A Kapak:** *Draconian, motivated demeanor, Adventurer.* Co 8, Ph 6, In 5, Es 7, Dmg +2, Def -3, also can glide, paralyze with its bite, dissolves into acid on its death.
- ☞ **A wight:** *An undead creature.* Co 6, Ph 12, In 5, Es 7, Dmg +4, Def -2, also Presence drain.

Outcome

When the heroes finally exit the ruins of Mann, the adventure continues with Scene Seven.





Scene Seven: The Tower at Last

The heroes enter the Tower of High Sorcery and meets one of the residents.

Overview

The sorcerer who meets the heroes seems grumpy and tells them to come back tomorrow—he represents one final obstacle for the group

Getting Started

Chapter Three of *Secrets of the Tower* contains descriptions of the Tower's courtyard and foretower. Floor plans of these areas, as well as an illustration of the Tower complex, appear on the poster map.

The sorcerer who meets the heroes in the foretower, an old man named Grevasse, is detailed in Chapter One.

First Impressions

If Clang carries the heroes here from Scene Five, she drops them off at the gate and tells them to enter and go directly to the front door. Assuming the heroes passed through Mann on their way here, they step out of the woods and find themselves at the front gate, too.

You stand before the Tower at last, and you see that it is, in fact, many towers, not just one. Two great conical columns soar up almost into the clouds. Between them rise two smaller central spires. A wall in the shape of a triangle surrounds the four central towers; the small tower at each corner makes seven in all.

The whole edifice seems made from one unbroken piece of obsidian polished to a mirror shine. Though mostly smooth, the walls bear thousands of inscribed magical runes, testaments to the arcane power of a bygone age. Some runes seem no larger than those you might find on a written page, but others are as tall as houses.

The glossy walls shine brilliantly in the sunlight, despite their blackness. The main towers seem a little crooked at the top, but you can't be sure—perhaps it's a trick of the light. All the towers and walls have smoothly curved tops. The place has no battlements; but then, would a bastion of magic even need them?

A pair of closed gold and silver gates as delicate as spiderwebs rises over you. Beyond lies an empty courtyard paved with gray stones, and past that, in one of the small central towers, stands a plain wooden door.

The Story Continues

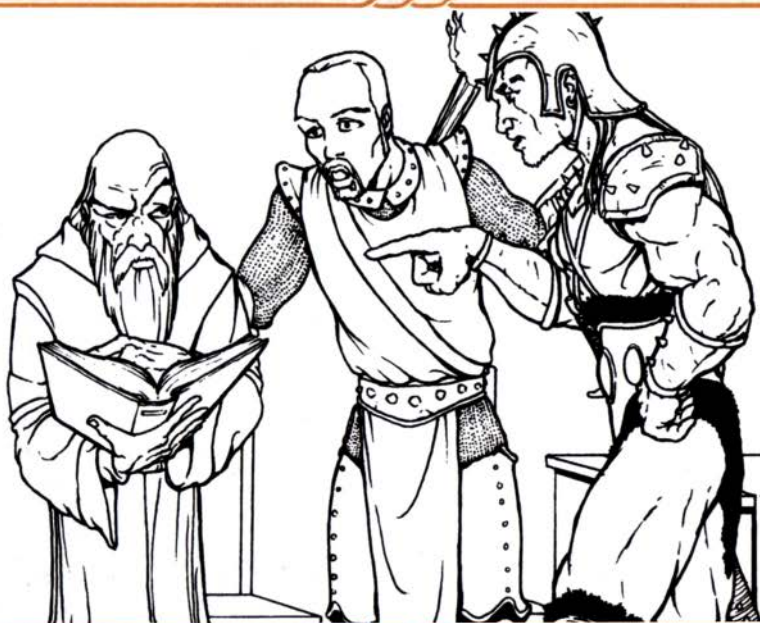
The heroes need only push open the gates (which close behind them) and walk across the courtyard. When they approach the wooden door, it opens by itself.

Once inside, they find a few hard chairs to sit on and see two other doors that won't open. A well-thumbed book lies open on a stand next to the door where they entered. Before the heroes can get into trouble (by breaking down a door or stealing the book), they meet Grevasse, the doorkeeper today—and most days.

The old sorcerer knows the heroes wouldn't be here if they weren't welcome, but he doesn't know them so he's not about to let them past the entry room unchallenged. He considers this a matter of etiquette—first-time visitors to the Tower should have to display graciousness before entering.

First, Grevasse demands to know how the heroes got in and why they've come. However, he hurriedly cuts them off before they can even answer—everyone's busy, he says: Come back tomorrow.

If Clang brought the heroes to the Tower and the heroes tell Grevasse so, the sorcerer does a double-take, then stalks over to the book on the stand. He flips several pages, then declares that arriving on dragonback merits a meeting with the Master. Otherwise, the heroes must somehow convince the sor-



cerer that they have important business here. If all else fails, a demonstration of magic from Trena gets Grevasse's attention. "Yep, demonstrations of High Sorcery merit an audience with the Master," he says, after consulting the book.

Atmosphere

The windowless room where this scene takes place seems cavelike and gloomy after the group's trip through the forest. The heroes' shadows loom large on the room's black walls, amorphous spots of deeper blackness.

Grevasse works hard to make the heroes feel awkward. While the heroes attempt to make their case for visiting the Tower, the Narrator should mention that the old sorcerer produces a rag and makes a show of polishing one of the room's bronze torch holders. He pretends to forget about the heroes while he works, and when he "notices" them again he demands to know why they haven't left yet. If the heroes have

been speaking, they have to repeat what they've said.

Actions

Convincing Grevasse to let the heroes stay requires several minutes of explanation and an *easy Presence* action.

Characters

Full information on Grevasse appears in Chapter One.

Outcome

This scene has several potential outcomes:

- ❖ Should the heroes agree to leave and return the next day, they must play through a variant of this scene again.
- ❖ If they attack Grevasse, they find themselves instantly in the Tower dungeons (see Chapter Two).
- ❖ Assuming they convince Grevasse to let them stay, the adventure proceeds to Scene Eight.



Scene Eight: The Master

When the heroes finally convince Grevasse they've come to the Tower for a good reason, the old man consults the book in the foretower and through its magic speaks briefly with the Master (see the foretower's description in *Secrets of the Tower*, Chapter Three).

Overview

The Master has recognized Trenna as Ventyr, the artifact that almost destroyed the Tower in the Fourth Age, and has resolved to deal with her forthwith. He has a vague idea of why the heroes have come, courtesy of his ability to detect people's desires to find the Tower, but he wants to speak with them about their trip and learn the details.

Getting Started

Chapter Three of *Secrets of the Tower* contains descriptions of the Master's study and the hallway leading to it; both areas also appear on the poster map. The items of magic described in the "Outcome" section are detailed in Chapter Four of *Secrets of the Tower*.

The Master himself is described in Chapter One of this book (as are Grevasse and Trenna), with additional information on his powers in Chapter Three of *Secrets of the Tower*.

First Impressions

Grevasse says the Master wants to see all the heroes, the old man closes the book and leads them to a study on the second floor of one of the tall towers.

The crazy old man leads out a door and up a curving staircase. There are no windows and hardly any light penetrates from the foyer. Surprisingly, you find you have some difficulty keeping up with the old geezer as he pads steadily up the stairs.

At the second landing, your guide veers left and heads down a shadowy hall. A narrow window at the far end sheds some light, but little reaches you.

The old man stops before a door many paces short of the window and gives a curt knock. As the door opens, your guide announces your names.

The Story Ends

Grevasse knows the heroes' names, even if they didn't introduce themselves—the magical guest book in the foretower revealed them.

The Master is sitting at his desk when the heroes enter. Grevasse slips in behind them, quietly closes the door, and goes to stand next to the fireplace. The heroes find a comfortable armchair for each of them arranged in a semicircle before the desk. Once they have seated themselves, the Master passes around a plate of warm cookies.

This dark, robed man welcomes the heroes to the Tower, but furrows his brow at Trenna. A quick (instantaneous) spell from him transforms her to gauntlet form, which Grevasse quickly scoops from the chair.

If the heroes object, the Master explains that their companion is no woman, but a powerful artifact that once caused him a lot of trouble. (He has inadvertently given the heroes a clue to his true identity, since he wasn't around when Ventyr "caused trouble.")

Any heroes who start a fight find themselves in separate cells in the dungeon (see Chapter Two). After an hour or so, each captive receives a mental message from the Master, asking whether he has gotten his violent impulses out of his system and now feels ready for a civilized conversation.

The Master asks the heroes for an account of their trek to the Tower. Two details pique his interest: the Dark Knights' appearance and the involvement of the dwarves of Thoradin. He murmurs something about seeing that Knights do not wander so far afield again. (He realizes he transported them inadvertently.)

Ventyr was entrusted to the dwarves of Thorbardin in the Fourth Age, the Master notes. He wonders aloud whether Severus Stonehand, recently crowned High Thane of Thoradin, had leave to take the gauntlet from Thorbardin with him. He congratulates the heroes on solving a case of apparent theft—though not the theft they had heard about.

Atmosphere

The Master goes out of his way to seem cheerful in this scene, and his study is very homey, with a fire burning in the hearth and sun streaming through the windows. Before sending belligerent heroes to the dungeon, he does what he can to soothe their tempers or fears.

Even Grevasse tries to make the group feel at home. He drops his bluster and tries to lighten the atmosphere with a joke here or amusing quip there.

Actions

The scene should require no unusual actions from the heroes.

Characters

The three characters in this scene are fully described in Chapter One.

Outcome

Assuming the heroes don't antagonize the Master, he happily presents them with a protection scroll of their choice, and five pinches of dust of appearance, both drawn from the Tower's stores.

If they gave a particularly good account of their trip (Narrator's decision), he also offers them Sunglory, a broad sword of renown (+4 magical bonus) that glows like a lantern at its wielder's command.

The Master also invites qualifying heroes to undertake a Test of High Sorcery (see Chapter Three).

After the heroes' chat with the Master of the Tower, the Narrator should turn to the Afterword in the Epilogue (page 96).





❧ EPILOGUE

Scene One: Banshee The Story Continues

Narrators can insert this optional scene into Act One at any point or into Act Two after Scene One has ended.

Overview

This scene adds an element of danger to the adventure and gives the group a chance to pick up some extra loot.

Getting Started

The banshee attacking the heroes in this scene radiates an aura of death that poses a real threat, as explained in the *Book of the Fifth Age*, Chapter Six.

The scene works best if the Narrator has periodically asked the players to describe the heroes' camping arrangements when they're on the move and has occasionally called for a Perception action from the scout when it's time to stop for the night. That way, this scene's opening seems like just the end of another day.

Chapter Four of *Secrets of the Tower* describes the brooch of Imog the heroes might find in this scene.

First Impressions

The scene begins when the heroes have found a good spot off the path to make camp for the night.

It's been a hard day, and this looks like a good place to camp. You see the remains of a campfire left by previous travelers, and the surrounding trees seem to offer plenty of fuel. The sound of flowing water comes to you from close by, and a grassy rise not far from the fire pit should provide a good sleeping area. The grass looks deep and soft. Even if it rains, the rise should remain fairly dry. The clouds overhead don't look like rain clouds, but you never can tell.

The campsite is everything it seems to be—and more. A banshee's grave lies nearby, which explains why the grass on the rise grows unchecked.

After sundown, the night grows chilly and dark; clouds obscure the moon and stars. Sometime after midnight, the banshee rises and stalks the area, crossing the stream and making its way through the brush toward the camp. The creature's incorporeal body moves through the vegetation without making a sound, though a sentry on duty might hear some wild beast fleeing from the brush across the stream.

Atmosphere

Everything seems pleasant at first. Narrators can describe the sun setting behind the heavy clouds as having painted the sky shades of purple and mauve. As the night deepens, however, the air grows cold and the darkness closes in like a funeral shroud. The normal sounds of the night fade into ominous silence. Whispering is appropriate here.

When it appears, the banshee looks like a moving shadow. Heroes at melee range get a glimpse of a beautiful female elf face than turns hideously skeletal as the banshee releases a tortured cry and looses its death aura.

Actions

Any heroes that stay awake can be considered sentries and may attempt *average Perception* actions as the banshee approaches the camp. If successful, they hear some small creature crashing through the brush and splashing across the steam. It's heading away from camp.

If the heroes investigate or prepare for an attack, the banshee cannot surprise them; they might even surprise it, as the undead creature expects to find them all snoozing. Otherwise, the ban-

EPILOGUE



shee has a normal surprise chance and cannot be surprised herself.

Heroes who search the area find a pile of stones covered with ivy atop the rise. A successful *challenging Perception* action reveals a jeweled brooch lying in the ivy as well.

The Battle

The banshee enters the camp at near missile range from the heroes. It attempts to close range, to assail everyone within melee range with its death aura. Next, it tries to close to personal range and tear at the closest victim. The creature attacks female elves in preference to other opponents.

If the heroes haven't lit a campfire or torches, they can barely see the banshee in the darkness, but she functions without impairment. In a dark camp the heroes all suffer a -4 action penalty in combat against the banshee.

The incorporeal creature breaks off the assault after: killing her first victim,

when the heroes have illuminated the camp with magical light, or after five minutes of melee combat. If the heroes pursue her through the woods, she turns and fights until destroyed or magically compelled to flee.

Characters

In addition to the banshee, this scene may involve the heroes' previously established traveling companions.

♣ **Banshee:** *Undead*. Co 7, Ph 6, In 8, Es 7, Dmg +4, Def -5, also death aura.

Outcome

The piece of jewelry in the ivy is a brooch of Imog the banshee owned in life. Assuming the heroes destroyed the creature, they can take the brooch without consequence. If they did not destroy it, however, the banshee attacks every night until they return the brooch to the pile of stones.



Afterword

The heroes have covered lots of ground during their quest for the Tower and have made lasting impressions—for good or for ill—on several characters.

The Villagers

The handful of townsfolk from the early scenes will remember the heroes for their deeds. Heroes who rescued them from the Dark Knights become local celebrities and can expect royal treatment whenever they return. The poor villagers have very little to give but are always willing to offer their saviors a meal and a dry place to sleep.

If the heroes didn't lend a hand in rescuing the villagers, or had to be rescued themselves, the folk still remember them fondly as fellow sufferers.

The Dwarves

The dwarves of Thoradin likely hold a very different view of the heroes. Word of their involvement in this quest eventually gets back to Thoradin somehow. Even if no dwarves survived encounters with the heroes, new scouting parties arrive in the area asking questions. They can easily guess the heroes had something to do with Trenna's escape.

Unless the heroes actually managed to force Trenna back into gauntlet form and hand Ventyr over to the dwarves, Thoradin will regard them as potential enemies. If the heroes actively defended Trenna, the dwarves conclude that they must have been her accomplices all along. Even if the dwarves eventually learn the truth about Trenna/Ventyr, they prove slow to forgive the heroes for their involvement.

If the heroes engineer Ventyr's return to Thoradin, however, the dwarves honor the promise they made in Act Two and present each one of them with a weapon of distinction (+2 magical bonus). After delivering the weapons, the dwarves consider their honor satisfied and the matter closed.

The Dragon

Clang has a long memory for those who do either very well or very poorly in her tests. She also remembers everyone who doesn't find her antics amusing.

Should the heroes ever venture into Wayreth again, the copper dragon is there to meet them. Those who impressed her with their wit will face whatever good-natured outrageous obstacle Clang has placed in their path: a parade of singing porcupines, maybe. If they didn't appreciate her efforts—which she felt she made entirely for their own edification—the dragon's next pranks might take on a deadly edge. Perhaps she uses geomancy to constrict their armor or bend their weapons.

Tower Residents

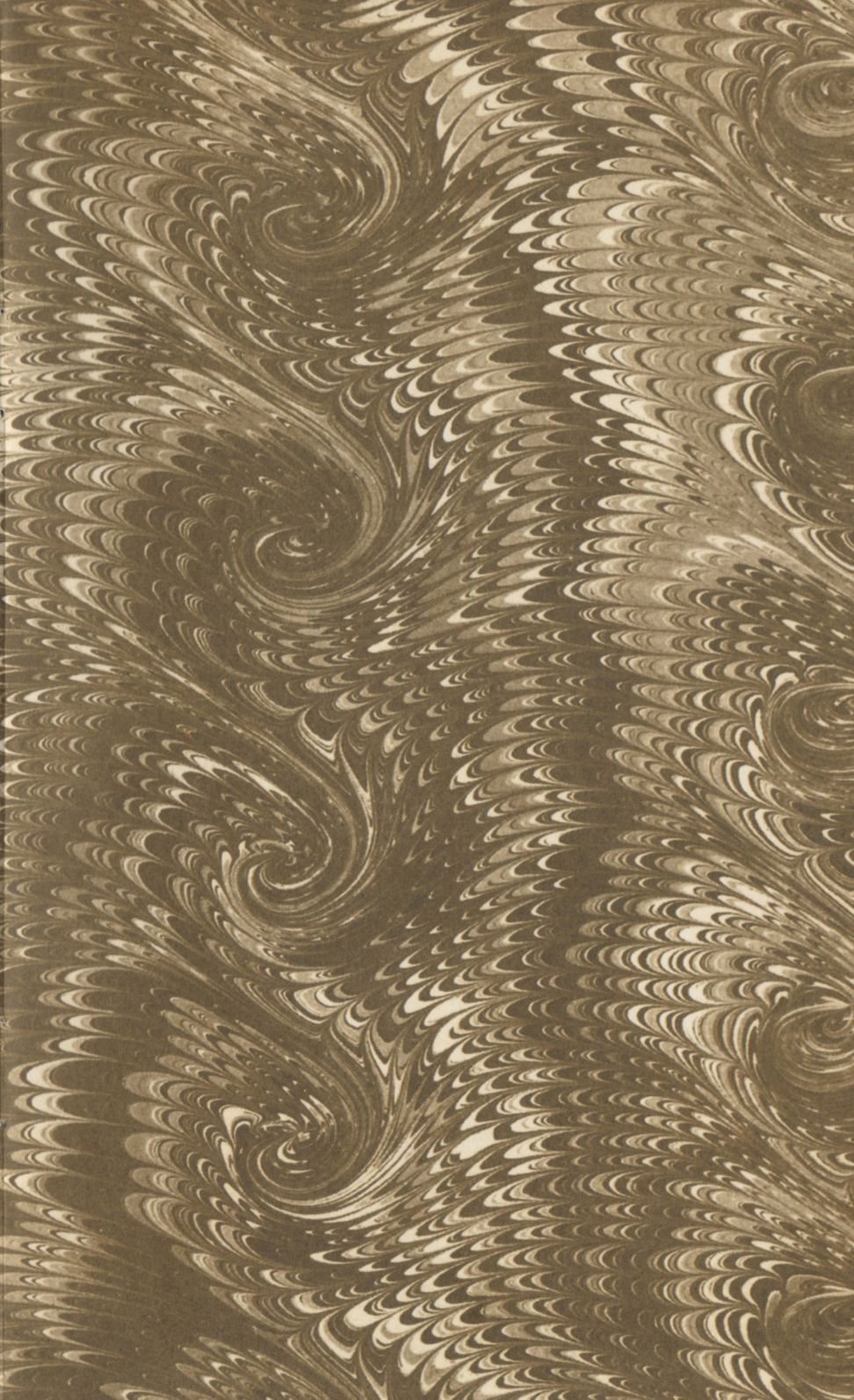
The Master and other denizens of the Tower pay little attention to the heroes, no matter what they did. The Master believes that giving them the rewards he offered relieves him of further obligations. If the party acted boorish in the Tower, the Master shrugs off the incident as arising from ignorance.

However, heroes that take and pass a Test of High Sorcery become members of the Tower community. They can freely visit anytime (though they still must deal with Clang, if she's in a bad mood) and consult its libraries.

Further Adventures

The ruins of Mann hold enough mysteries to keep any group of heroes busy for years. The resident gully dwarves provide a constant nuisance and comedic element, but the deeper levels might hold skulking draconians, undead monsters, and hidden treasures.

If the heroes acquitted themselves well against the Dark Knights, they might find themselves invited to get involved in the Qualinesti rebellion—on either side. Beryl, Gilthas, Porthios, or the Legion might be impressed enough to make offers.





FIFTH AGE™

RAISTLIN MAJERE



For the first two decades of my life I looked to the Tower of High Sorcery for a release from the misery of my youth and as the first step on the road to power. Little did I know that fate cared not one whit for my ambition. Indeed, the gods must have smiled in mockery when I presented myself at the Tower for my Test of High Sorcery. True, the door to power was opened for me, but the mettle of my soul was reformed in ways I never suspected.

PAR-SALIAN

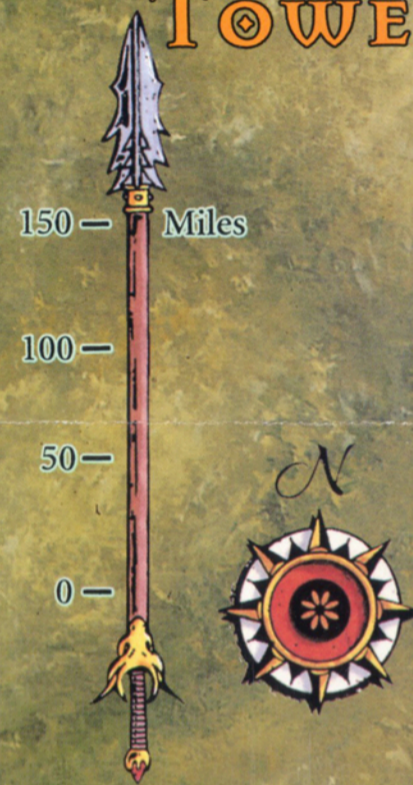


As Master of the Conclave, I reigned from Wayreth's Tower for years, keeping watch over the lives and works of Ansalon's wizards. In a sense, the Tower and I were one. It understood and anticipated my thoughts, and together we kept the Conclave safe. When Raistlin Majere looked to the Tower, he did not know that we—the Tower and I—looked back and saw a young man who could be forged into the sword of the gods.

Continent of ANSALON



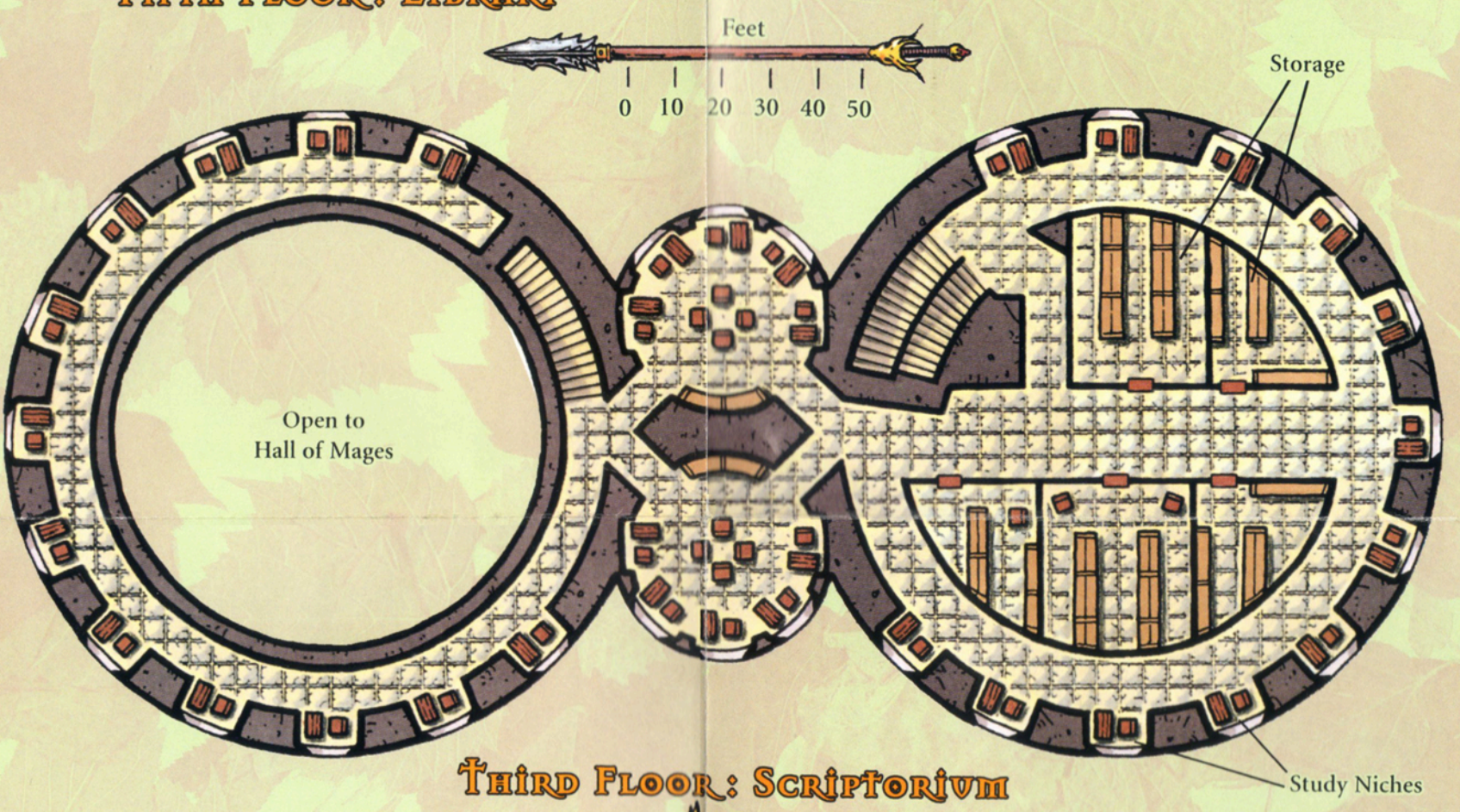
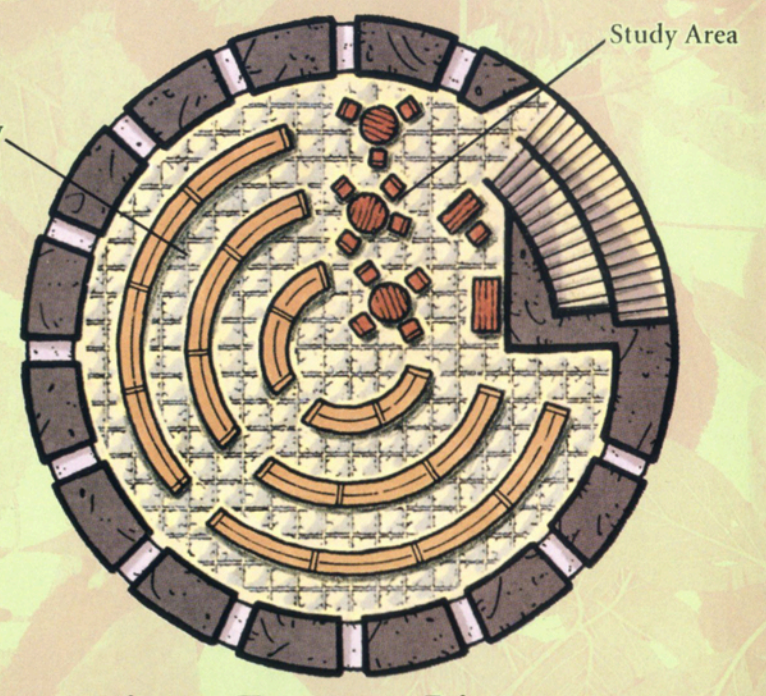
QUEST FOR THE TOWER



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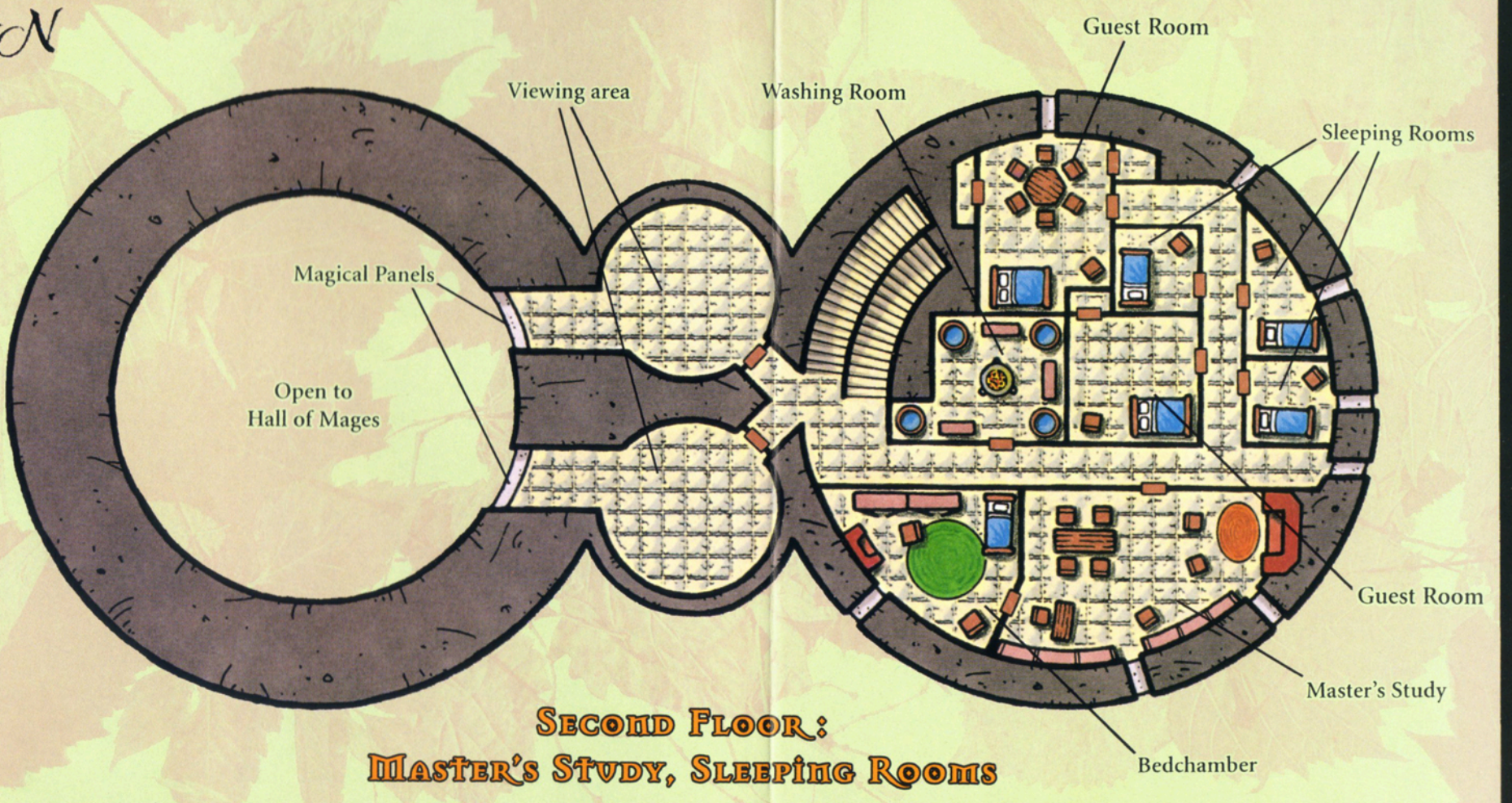
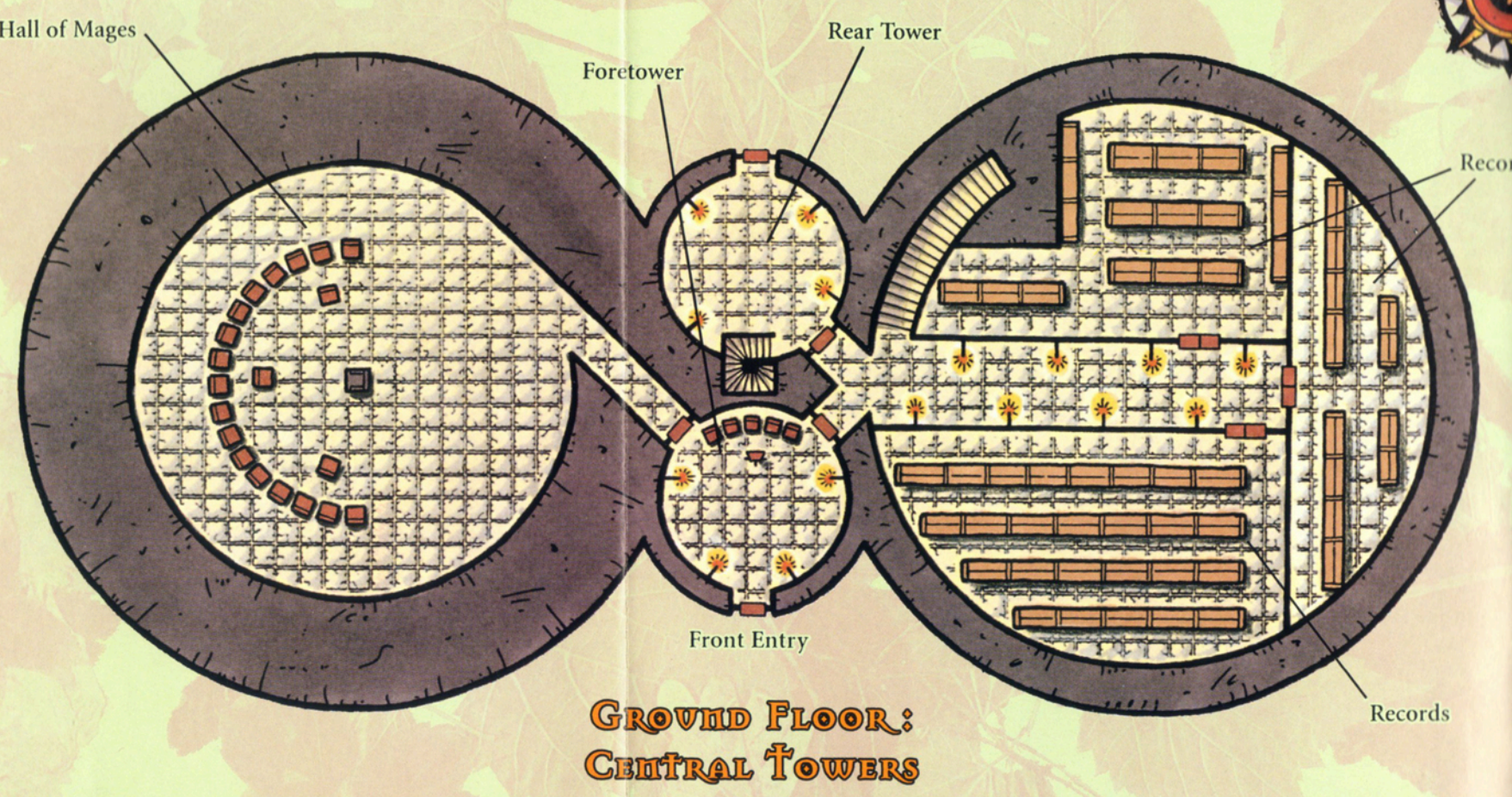
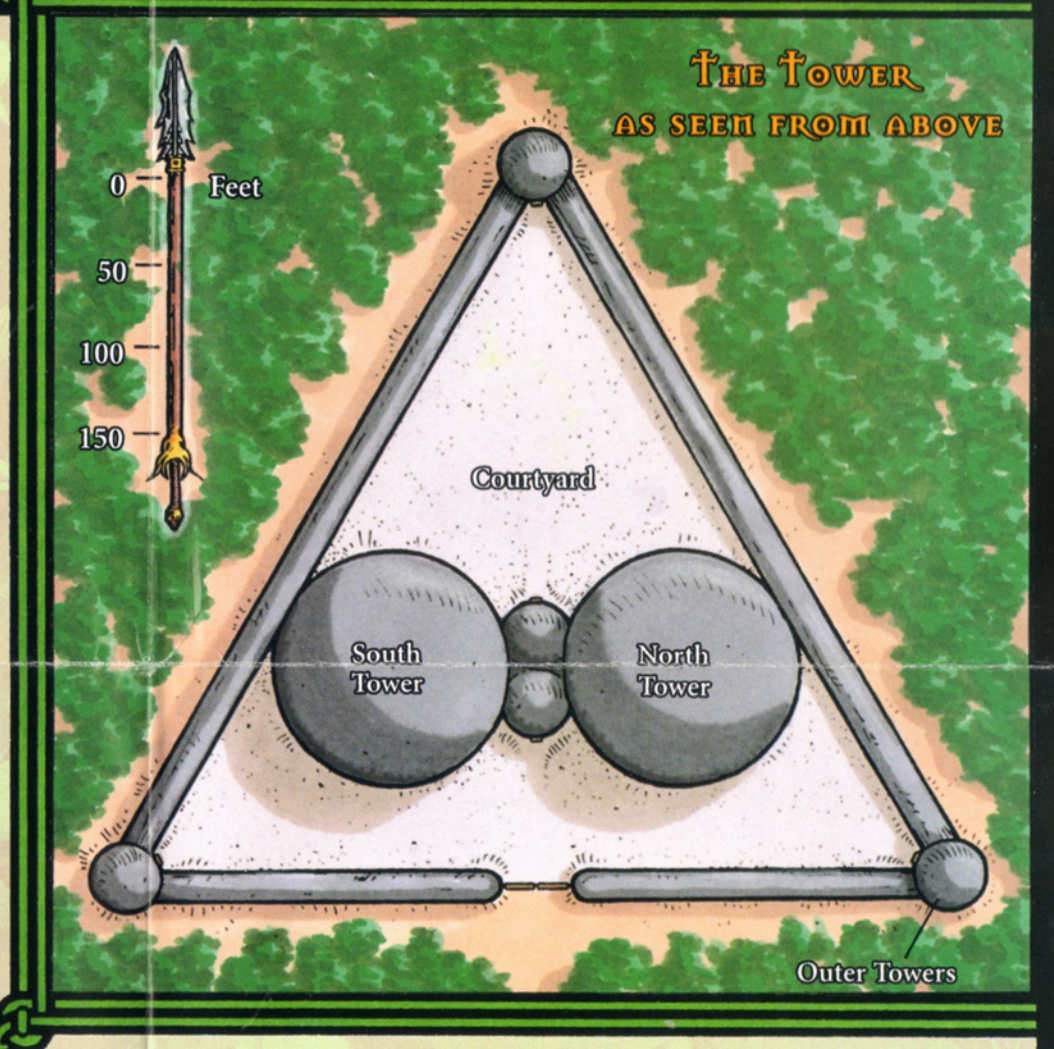
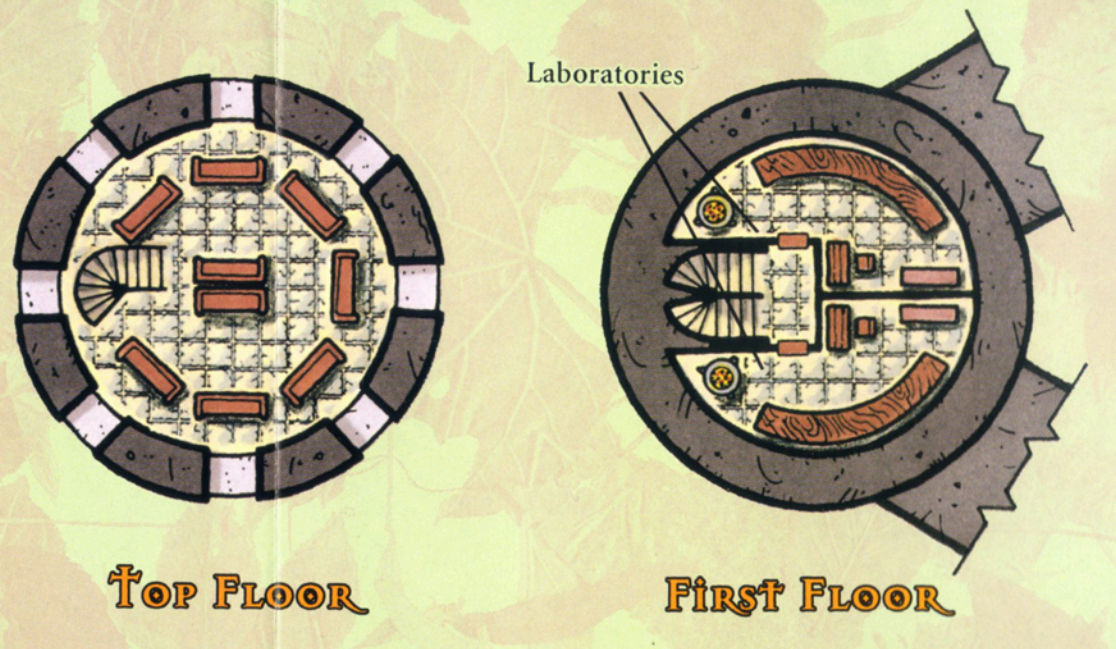
VIEWS OF THE TOWER

- | | | | |
|--|--------|--|-----------|
| | Door | | Fireplace |
| | Window | | Settle |
| | Bed | | Shelves |
| | Table | | Bookstand |
| | Chair | | Torch |
| | Bench | | Brazier |
| | Tub | | Wardrobe |



THE OUTER TOWERS

Direction of tower center for all three of the Outer Towers





1149

FIFTH AGE™
DRAMATIC SUPPLEMENT

THE LAST TOWER

THE LEGACY OF RAISTLIN

BY
SKIP WILLIAMS

THOSE THE TOWER INVITES MAY ENTER. ALL OTHERS . . . BEWARE!

Millennia ago, the Wizards of High Sorcery created five magical Towers to serve as centers of arcane knowledge and to protect their fellowship of sorcerers from those who would see magic destroyed. Throughout the centuries, however, mages across the land of Ansalon were persecuted until today, in the Fifth Age, only one of these remarkable bastions of magic still stands—the Tower at Wayreth.

Now you can explore the mysteries of this enigmatic Tower of High Sorcery, where the archmage Raistlin once faced his arcane Test. Details of this, *The Last Tower*, are revealed for the first time ever in the sourcebook *Secrets of the Tower*. Sections include:

- A history of the Towers of High Sorcery, and Wayreth in particular.
- A travelogue of the traps and treasures surrounding Wayreth Forest.
- Rules for using magic inside the Tower's unique protective field, which can make up seem like down or cause the Tower to appear out of nowhere.
- A catalogue of magical items, from tiny trinkets to powerful artifacts.
- A description of the Tower's most important locations, as well as its mysterious and secretive Master.

The Last Tower also includes *Adventures in Magic*, a book containing scenarios for modern-day Tests of High Sorcery, trips through Wayreth's dreamlike dungeon, and an adventure that pits the heroes against Dark Knights, gully dwarves, and a clever copper dragon in a quest for an artifact that almost destroyed the Tower. A full-color poster map illustrates Wayreth Forest in beautiful detail and offers floor plans of the Tower's layout, for heroes who dare to explore.

In this Tower, where the magic of High Sorcery lives on, remember to watch your step and mind your manners—the Master is watching.

The Last Tower uses the SAGA™ dramatic adventure rules introduced in the DRAGONLANCE: FIFTH AGE™ boxed set.

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