

# DragonLance

FIFTH AGE®  
DRAMATIC SUPPLEMENT

## WINGS OF FURY



THE EXCITING CONCLUSION  
TO THE DRAGONS OF A NEW AGE SERIES!

SAGA™  
GAME RULES



# AERIAL COMBAT RULES

## Heroes and Dragons

At the Narrator's option, a player whose hero is riding a dragon (or other flying mount) into battle can be allowed to play cards for actions by the dragon or other flyer. The hero uses the normal Hand of Fate, but the mount's attributes and ratings are used for determining success.



## Movement and Maneuver

Speeds: Zero, Very Slow, Slow, Average, Fast, Very Fast

When attempting to maneuver the range in aerial combat, each difference in speed level between the hero and his target is one degree of increase or decrease in the difficulty of the action (though it is never reduced below *easy*).

Maneuverability Ratings: Sluggish, Average, or Nimble

When attempting to maneuver the range in aerial combat, each difference in maneuverability ratings is one degree of increase or decrease in the difficulty of the action, though never below *easy*.



## Missile Fire While Mounted

Shooting from the back of a flyer makes the action two degrees more difficult than it would normally be for the range. (Elves mounted on griffins are an exception; they suffer no penalty.)



## Shooting at a Higher Target

A missile attack directed against a higher target is treated as one range category farther than the actual range.



## Melee Attacks While Mounted

A hero who is flying above his target gains a +1 bonus to his attack or defense action. However, a hero who has a lower altitude than his foe has a -1 penalty to his attack or defense action.



## Effects of Wounds on Flyers

Each wound suffered by a flyer reduces its speed and maneuverability by one rating. If a flyer receives wounds equaling more than half of its Endurance (or Physique) score, it must land immediately. It cannot take to the air again until at least partially healed.









WINGS OF FURY

BOOK  
ONE









# DRAGONLORE

*A Treatise on Ansalon's Dragons*



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## Author's foreword



Dragons have ever been the mightiest creatures in the long and bloody history of Krynn. The feuds and passions of these great wyrms have shaped the fates of all the lesser beings and have influenced the reigns and lives of ogre overlords, human emperors, and elf kings. From a draconic point of view, the history of Krynn is nothing more (nor less) than the history of dragonkind.

This is as true as ever in Ansalon of the Fifth Age.

An array of reading materials can augment the information in this book. The natural starting points are the DRAGONLANCE® novels of Margaret Weis and Tracy Hickman—most notably, the *Chronicles* trilogy and its epic conclusion, *Dragons of Summer Flame*. Richard Knaak's *The Legend of Huma* covers an historical period crucial in dragon history, and my own novel, *The Dragons*, spans much of the draconic tale.

Jean Rabe, in her trilogy, carries the story forward into the Fifth Age. *The Dawning of a New Age*, *The Day of the Tempest*, and *The Eve of the Maelstrom* describe Krynn's tumultuous entry into this new era.

The material in this book supplements the SAGA™ rules introduced in the DRAGONLANCE: FIFTH AGE® dramatic adventure game. That is the only other product required before using the game system herein; however, the adventure *Wings Over Ansalon* is the culmination of an epic story of five adventures. Although you do not need the other adventures in the *Dragons of a New Age* series to play *Wings Over Ansalon*, you can find them in the following supplements: *Heroes of Steel*, *Heroes of Defiance*, *Heroes of Sorcery*, and *Heroes of Hope*.

Douglas Niles



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# CHAPTER ONE



*y body and my health are irretrievably shattered. And my eyes! I see through hourglass pupils and therefore I see time—as it affects all things. Even as I look at*

*you now, Tanis,” the mage whispered, “I see you dying, slowly, by inches. And so I see every living thing.”*

*—Raistlin on time passing,  
Dragons of Autumn Twilight*

The history of Krynn is often viewed as the River of Time. This mighty River waxes and wanes with the seasons. Beings both mighty and mundane live and die in its many eddies; vast empires rise and fall among its several currents; and the extinction of whole races flows through its deepest channels and smallest tributaries.

Most of all, however, the River of Time tells the story of dragons—for all of Ansalon's people have lived, died, succeeded, and failed beneath the shadows of the great serpents' leathery wings. In war, the army supported by dragons has prevailed; in culture and civilization, the races who have possessed the benefits of draconic wisdom have advanced the fastest and farthest.

So the River of Time must be examined from the perspective of the major force in the living world: the creatures, descended from the gods themselves, who have borne the tide forward for nearly ten thousand years.

## Numbers and Dates

The most commonly accepted counting system for Krynn's history number the years prior to the first Cataclysm as PC, counting backward until 0, the year of the Cataclysm. The following years number up toward 383AC, until the Second Cataclysm. After that, the years are counted upward from 0SC. See Chapter One of *Dusk or Dawn* for more details on the topic of the terminology of dates.

Dragons, however, reckon their years in a much less specific fashion. For one thing, any individual dragon of great size and age will spend decades or more hibernating, usually within a lair. Upon emerging from dormancy, the dragon cares little for events that have passed upon the world, unless someone has looted its possessions, a kin-dragon or ally has died, or a great disturbance has occurred in its territory.

Even when they are active in the world, dragons pay little attention to an exact counting of the passing years. Except when the other dragons deem it necessary, only the heat-loving blue and brass dragons continually use the passage of winter to mark the general passing of time.

It has been noted that dragons dwelling in tropical climates, where seasons are hard to distinguish, tend to lose track of the passing years. Scion Bard Patersmith, tutor of the first metallic dragons hatched on Krynn, suggests that the tropical climate of the Dragon Isles explains the dormancy and lack of time sense that seemed to plague the metallic dragons during their thirteen centuries of exile prior to the War of the Lance.

For the convenience of the reader, the chronology of this section uses the common numbering system; however, keep in mind that dragon reckoning is much less exact.



## Currents of Light and Darkness

Within dragonkind, there exists a surprising level of agreement regarding the actual events of history. Acts of monstrous Evil and villainous treachery have been perpetrated by the wyrms of Takhisis, and dragons of all clans accept the fundamental truths surrounding these acts. Indeed, the descendants of the greatest chromatic dragons take great pride in their ancestors' scheming triumphs.

Still, the chromatic and metallic clans had little or no contact with each other for long periods in history. In order to present these two histories as side by side occurrences, this account utilizes the words of Oric Darakeen, a dispassionate ogre who has chronicled several events throughout ogre history, to represent the viewpoint of Evil dragonkind.

## The Great Wars

Throughout the history of Krynn, the strife between dragons has spread—or reflected—battles that occurred among the lesser, “two-legged” folk of the world. Because of the dragons' presence in the battles, elves, humans, and other two-legged races view these epic struggles as “Dragon Wars.”

Naturally, to the dragons all wars which involve them are dragon wars. Consequently, the draco-bardic history of these powerful serpents employs a different nomenclature for describing each of these struggles. In each case, the dragons name the confrontation after the race that has had a profound effect upon the course of the battle.

The dragons call the conflict commonly known as the First Dragon War (3500–3350PC) the Dragon War. This should not be confused with the All

Dragons War, which occurred in the Age of Starbirth. The Dragon War was just that—an initial confrontation between the wyrms of Paladine and Takhisis shortly after they discovered each other's existence. Although many elves lost their lives in this battle, the dragons themselves see this involvement only as a catalyst that brought the two sides into battle.

The battle commonly known as the Second Dragon War (2690–2645PC) came to be called the Elven War by dragons. As during the Dragon War, great violence struck the realm of elvenkind; however, this time, the actions of the elves, and particularly the three brother mages of Silvanesti, provided the decisive moment in the conflict. (Even the dragon balladeers agree upon this point!)

Among dragons, the Third Dragon War (1060–1018PC) is known as the Human War. For the first time, the forces of Evil made the teeming race of humankind its main target of assault. Also, the actions of humans (and most notably the invention and use of the dragonlance!) decided the course of this struggle.

Finally, dragons refer to the War of the Lance (348AC) as the Draconian War, since this struggle saw the emergence of the vile corruptions of Good dragon eggs known as draconians.

## The River of Time

The currents of history, told of the creatures that have shaped and lived these tales for hundreds of centuries, commence before the earliest dawn of the Age of Dreams.

## A Time of Dawning

Pre-9000PC

At the climax of creation, the gods gave mortals to the world; the greatest of the mortals were the dragons. After Takhi-





## Notes on Historical Sources

The history of Krynn's four ages has been examined from many perspectives. The definitive source, naturally, is the library of Astinus Lorekeeper, the great edifice in Palanthas. Most recently, it has suffered the assaults of the Storm Over Krynn, but the Aesthetics are striving to restore the volumes that have been lost.

Astinus, by his nature, viewed the world through the eyes of all her inhabitants and felt the sufferings of every heart. This approach insures that each ogre, human, elf, dwarf, and kender's experience are recorded beside each dragon's . . . and, inevitably, given nearly equal treatment and influence. Since each individual dragon voice has the equivalent of hundreds of elves and dwarves (and tens of thousands of humans!) to drown it out, the history of dragonkind inevitably receives short shrift. Amid hundreds of volumes, throughout many rooms of dusty scrolls, one will find only a very tiny percentage of material pertaining to the actual masters of Krynn.

The time line as related here has drawn heavily from several other external sources. The historians have strived, as always, for accuracy, but it should be noted that the points of view of these sources are not always well-balanced. One of Astinus's most meticulous researchers, Foryth Teel, checks conflicting accounts against each other, locating new sources, and generally fine-tunes reports.

### Tales of Bards and Ogres

Information on the earliest years of dragonkind comes mostly from the writings of Bard Patersmith, the ancient tutor of the Good dragons. His accounts, while thorough, focus on the metallic clans.

Other information on ancient history has been gleaned from the dwarven accounts of Chisel Loremaster and a hitherto unknown source, Oric Darakeen, who scribed among the ogres. Darakeen is a mysterious figure who has appeared among the ogres at many times during the course of their tumultuous history. Always he seems to be just another ogre—larger, faster, more quick-witted than most, but a tusked, drooling brute all the same. However, it seems clear from the nature of his writings that Oric Darakeen must be something more than “just another ogre.” Quite possibly, he is an Irda. It seems only natural that this ancient people, forefathers of ogrekind, would take an historical interest in the tale of their brutish cousins.

### The Queen's Own Scribe

In later years, the records of the Dragon Highlords, especially the reports filed for Emperor Ariakas, provide keen insight into the chromatic dragons. From the last years before the Second Cataclysm, the extensive memoirs of the emperor's son Arikan are a prime source, as well. In both cases, it should be noted that heavily biased points of view taint these accounts. Fortunately, since many people survived those years, diligent researchers have been able to record further information about this time.

### As the River Flows

A great river has many channels, and the choice of route influences one's ride down that river. Yet for a full grasp of this river, the historian must understand that the tributary races of elves, dwarves, humans, and so on, are just that—minor currents leading off to one side or the other of the river's main channel of draconic history. This tale has a deep and eternal current and gives this river its life. Occasionally draconic history rises, sweeping all the rest of the world into its headlong rush. At other times, the mighty wyrms have dwelled aloof from the lesser races, ignoring the pull of minor eddies leading away from its ponderous course.

Always forceful, ever forward, the story of Krynn and her dragons surges tirelessly onward . . . toward an end, or perhaps another beginning.



sis corrupted the original five metallic dragons into chromatic shades, Paladine and Reorx created another five metallic dragons during the Age of Starbirth.

The earliest mortal dragons claimed a world at last cleansed and cooled from the violent convulsions of Starbirth. They had dwelled upon Krynn since the world was forged from chaos—the birth of Krynn was the birth of dragonkind.

These earliest wyrms were mighty beings, of a size that Ansalon would not know again until the coming of Malys and her fellow overlords. From the beginning, the mightiest gods favored these children: Paladine, with his five daughters of metal, and Takhisis, with her mixed chromatic quintet (although some scholars have found myths claiming that the chromatics were male).

None among dragons or their two-legged balladeers can recollect the time in which these prototypical dragons came of age. Rather, it seemed that they were always there—always fully mature and masters of the lesser creatures. These subject folk included griffins and the Irda, the Chosen of Reorx and huldrefolk. All worshiped the mighty wyrms and offered themselves or their goods in regular sacrifice. The ten dragons were the lords of all the world.

Even then, the realms upon Ansalon were well-divided, with the Good dragons to the West and the Evil dragons in the east.

### Current of Light

The High Kharolis Mountains, with their multitude of labyrinthine caverns and sweeping, glacier-shrouded heights, were the fortress of the metallic dragons; golden Aurora dwelled on the highest mountain in the world, while silver Tianaran made a lair for herself within the ice caves of a mile-deep glacier. Bronze Haraineer chose a network of sea caves along the southwestern coast of Ansalon, while copper

Querrasian ranged far to the South. Brass Sheeranan chose for herself the hot climes in the North.

### Current of Darkness

The Evil wyrms had dwelled in eastern Ansalon since the beginning of time. All but one were male and included red Furyion, white Akis, green (female) Korril, blue Arkan, and the mighty black, Corrozus.

Like the metallic dragons, these were mighty wyrms, every bit the equal in size of the dragon overlords of the Fifth Age. They worshiped their Queen and rendered into a wasteland much of the Khalkists.


### An Age of Sorcery

The first dragons, spawn of all hues, were highly magical beings. It seems that sorcery was an innate trait and held an even more fundamental place in a dragon's life than it does among current dragonkind.

Some of this magical power resembles that wielded by Malys and the other overlords. A school of thought, held among gold dragons in particular, believes that the ten dragons of the first generation exerted influence over the weather and flora of their realms, and—in the cases of Aurora and Furyion, at least—even the topography itself. Ancient texts state that in response to Furyion's arcane desire, the volcanic Khalkists were drawn upward during this prehistoric period. Also, the regal grandeur of the High Kharolis, as well as the splendidly vast cavern that would become Thorbardin, suggest that some powerful and beneficent force shaped the terrain. According to legend, Aurora herself relished the highest of these summits, and she died guarding the grotto at the heart of that magnificent cave.

Yet wyrms of both metal and color also commanded spell magic. The methods employed by the chromatic dragons—and by Aurora herself—when Takhisis gave her sons their first,





## To His Excellency, Astinus of Palanthas

### Regarding the Parentage of the First Wyrmlings

Though I have been beset with numerous (and vexatious!) obstacles to my work, my most recent endeavors have at last led to success. Though, as Your Excellency surely knows, the legends and folk memory of both metallic and chromatic dragonkind avoid this issue almost completely, the facts have at last offered themselves to my scrutinizing eye.

An explanation first: The tales of the origin of the first wyrmlings are confused between the prototypical wyrms born during the Age of Starbirth and the first mortal dragons who appeared upon Krynn at the dawn of the Age of Dreams. This missive concerns the second grouping, the generation of Aurora and Furyion.

Logic second: To wit, the five metallic dragons, mothers of the first brood, were female; conversely, the five chromatic dragons were male.

It is in the latter case that the proof becomes clear, for it is always the female that brings forth the eggs. The chromatic dragon eggs appeared in the Abyss, sheltered within a nest created by Takhisis herself. It is not known whether she summoned her five consorts to her own plane, or journeyed to the high peaks of the Khalkist Mountains for the mating—in those days she had a massive gate in Darklady Mountain. In any event, the offspring of that union were birthed in the Abyss. The nestlings grew to maturity there, under the full brunt of her cruel tutelage, and journeyed to Krynn only when full-grown.

The Queen of Darkness herself is the ancestor of all chromatic dragonkind.

From the metallic dragons, through the Scion Bard Patersmith, we have three mating legends surviving. A platinum-bright hummingbird, whose feathers were brighter than any metal dragon scale, visited the mighty gold, Aurora. Bronze Haraineer encountered a fish in the warm coastal seas, a lively creature with scales the same silvery sheen as the hummingbird's plumage. In Querrasian's case, a platinum snake visited the copper matriarch.

The five females gathered at a place they had long known: the well-watered, beautiful cave known as the grotto. Concealed within a great pillar of stone that was itself shrouded in the darkness of a massive cavern, the grotto stands in the heart of what would become the mightiest dwarven realm of Ansalon.

It was here that the five metallic dragons made their nest, a bowl of fine-spun wire of precious metal, brightened by gemstones of every shape and color. Here they laid their eggs, and—not without a period of violence and trauma—here would be born the first descendants of the five queenly matriarchs.

From the standpoint of the dispassionate historian, one can only conclude that the platinum visitor was, in each case, none other than Paladine. Indeed, what could be more fitting? As the Dark Queen mothered her own splendidly wicked brood, the Platinum Father was insuring that his own scions had a place of safety in the world.

On the topic of Bard Patersmith, I have not found any further evidence regarding my theory about his origin. Although the dates of his writings place him at the right time for being both one of the Chosen of Reorx (circa 8700PC) and then a Scion (once the Graystone was released in 3350PC), I have not been able to support this theory with other writings. Evidently, further research is warranted.

Your Devoted Servant,  
Foryth Teel, 375AC



murderous task best attests to this fact.

## The Will of a Queen

Takhisis had always known that the removal of the metallic dragons would allow her chromatic dragons to become the uncontested masters of Krynn. Her mighty sons, led by Furyion the Red, had already created a vast wasteland among the vast sweep of the Khalkist Mountains. That volcanic range was young in those days and seethed with a force of fire and violence that has faded considerably over the millennia. Even the mighty Lords of Doom, the trio of fiery summits which, many thousands of years later, would smolder over Sanction, pale in comparison to their lofty progenitors.

The greatest of these was Darklady Mountain, a huge, conical summit that rose upon the site that later became Sanction. The caldera of that peak was a gate to the Abyss, and through this portal the five chromatic dragons flew to their Dark Queen and then returned to Krynn.

Knowing that the chromatic eggs remained safely in the Abyss, Takhisis schemed to strike at the nest of her enemies. She sought to deal a consummate blow that would annihilate the entire clan of metallic dragonkind. She gathered her sons on the slopes of Darklady Mountain and spoke to them through the massive, infernal gate, commanding them to fly against the metallic dragons.

### First Violence

The chromatic dragons swiftly followed their Queen's command. First they killed Sheerantar, the brass snake, by ambushing her with a clever trap. An illusory pattern of rainbows lured the curious brass into the lethal dragon breath of Furyion and two of his chromatic brothers.

Next, they flew to the coasts, finding Haraineer lolling in the warm surf of the bronze dragon's favorite coral

lagoons. Coordinating their attack carefully, four of the Queen's dragons dove from the skies, raking the startled bronze with deadly breath and potent spells. As the Evil dragons predicted, she dove into the mouth of her cave, where black Corrozus waited for her. Swimming into the murk of scalding acid, Haraineer died at the very entrance to her lair.

Querrasian perished when azure Arkan goaded the hot-tempered copper into a fight. She rushed forth, ready to spatter the blue dragon with her own breath of acid, but she was crushed by the lunging attacks of white Akis and green Korril, who had been lurking in ambush.

It was Akis who led the attack on Tianaran, for the alabaster chromatic was most comfortable among the ice-shrouded glaciers and sweeping cornices surrounding the vast snowfield of the silver dragon's domain. Here again magic played a key role, for the other four chromatic dragons disguised their shape and rode, hidden as small parasites, beneath Akis's folded wings.


Tianaran, comfortable in her superiority over the pale chromatic, allowed the intruder to enter her lair and even engaged in a period of perfunctory communication. Stealthily, the four chromatic dragons, still disguised as tiny bugs, crawled down from their host and crept into the far corners of the silver dragon's lair. Upon a command from Akis, they assumed their full size and shape. In the instant of transformation, they transfixed Tianaran with a lethal mix of fire and lightning breath, as well as paralysis magic that prevented the silver from responding effectively.

### The Guardian of the Eggs

Flushed with their victories, the five Evil dragons had but one foe remaining: Aurora. Yet they had not located the nest of the metallic dragons, and all of them knew that this had been a key part of their Queen's commands.

Again Takhisis gathered her sons at





## To His Excellency, Astinus of Palanthas

Regarding the Battle between  
Furyion and Aurora; Further  
Questions about Crematia's Mate

The physical proof of the epic battle between red Furyion and golden Aurora has never been recovered, but it is possible that residue, or even whole specimens of their forms, may have survived the ten or more millennia since the doomed fight. No doubt sediment and erosion have concealed or eaten away at the dragons' bodies, but several sources I have uncovered, including writings from Bard Pater-smith, relate that Furyion drowned at the foot of the stalactite that later became the Life-Tree of the Hylar.

If the remains of the mortal enemies are ever recovered, undoubtedly the red dragon's form will be concealed within a stony coil that mimics the shape of the mighty gold dragon. According to my studies, Aurora wrapped herself around Furyion while casting a fatal spell upon herself. When death took the mighty gold dragon, her tenacity and willingness to sacrifice herself so that her offspring might have a chance to live proved to be enough to drown the massive red dragon.

In the meantime, I have uncovered further evidence that refutes the theory that Sargonnas consorted with Furyion's daughter, Crematia, to provide her with draconic offspring. Unfortunately, this leaves us with no further information as to who mated with the fiery red female. Perhaps after mating with one of the red dragons in the Abyss, Crematia was able to use magic to help her put off laying her eggs for a time. I will continue to pursue the answer to this baffling question.

Your Most Devoted Servant,  
Foryth Teel, 375AC

Darklady Mountain. She told them that the eggs were guarded by Aurora; destroy the golden daydreamer and the clutch would be at their mercy. When the chromatic dragons took wing, they flew with hearts inflamed by recent triumph, hatred fueled by their Dark Queen's words, and anticipation of further mayhem.

Yet in their overweening confidence they made several mistakes: They underestimated the strength and resourcefulness of their foe, and, for the first time, they campaigned in competition with each other instead of in cooperative attack.

Aurora had already learned of the deaths of her sisters. Warned by a griffin, she knew that the Evil dragons had taken wing toward her mountain height. She was willing to do anything to protect the twenty perfect eggs that were sheltered within the grotto.

With a deft command of sorcery rarely matched in the long history of Krynn, the normally tranquil and meditative Aurora met the attacking chromatic dragons with a maze of spells and startlingly aggressive tactics. In quick succession she killed Akis, Korril, and Arkan. Corrozus fell next, though not before grievously injuring the gold with a blast of acid. The battle wheeled through the skies of the High Kharolis, but eventually Furyion penetrated the grotto.

Finally, battered and bleeding beyond recovery, Aurora sacrificed her own life to drag crimson Furyion to his death beneath the chill waters of the subterranean sea.

## First Nestlings

Circa 8000PC

During this period, the eggs of Takhisis were nurtured in the Abyss, while the clutch of the metallic dragons lay abandoned and untended in the grotto. For at least a millennium, Krynn languished without the presence of either Good or Evil dragonkind.

A savage epoch unfolded in this

time period. Spell magic was unknown to the world, for this magic had vanished with the great dragons. Griffins were wild and flew across much of Ansalon, while ogres prospered, raising realms in the East and the North. It is during this period that the works of Oric Darakeen make their appearance.

### Rise of the Two-Legs

Humans and elves had been created by now, but these races had long to wait before making a significant mark upon Ansalon. The elves dwelled in forests, leaving no more historical trace of their presence than did the deer or rabbits—this was well before the time when the sylvan folk moved toward cities and permanent structures.

Humans dwelled in an even more miserable state. Most roamed the plains in ragged bands, surviving as predators, battling each other over bits of carrion or small patches of ripening berries. Ogres captured the luckiest humans; though set to work as slaves, they undoubtedly lived with more comfort and security than did their wild cousins on the storm-swept flatlands.

### Current of Darkness

For the eggs (and later the nestlings) of Takhisis, the time in the Abyss was an ageless era, a period of nurturing and growing. (At least, so it was for those wyrmlings fortunate enough to survive.) Though the first hatching gave rise to many hundreds of wyrmlings, the great majority of these became prey for their largest, most cunning siblings.

From the moment of their first emergence, the chromatic dragons found themselves striving against each other. Many wyrmlings perished in the first dawn of their awareness, slain by a kin-dragon in contest over the plump, slow-witted mammals that teemed around their nest. Others survived long enough to learn hatred and rage, to envy the dragons who captured more prey or to despise those who caught less. Inevitably, this poisonous fury

### First Mistress

Crematia the Red was ever the mistress of her brood—and, by extension, of all the kin-dragons. She was the first to taste the blood of a chromatic dragon and to receive the Dark Queen's gift of spellcasting. While the other red wyrms were content to lair away from their chromatic cousins and to feast upon anything that ventured in range of talon or fang, Crematia always sought the most dangerous foes. Once she destroyed all of the other red dragons, she had to find new victims for her sport.

Tribes of two-legged beings roamed the Abyss. They were miserable survivors of captive races whom Takhisis hoarded for her own pleasure and, perhaps, for the training of her most deadly offspring. Crematia made a game out of seeking these creatures. She enjoyed the way they fought for the survival of the tribe, the stronger protecting the weaker, some even sacrificing their lives so that others might live.


In the end, of course, they all died. Crematia herself was responsible for the extinction of many creatures from the Abyss, though her crimson nestmates made contributions here and there, until they too died by Crematia's claws.

With the absence of any challenging prey, Crematia again began to plot against her chromatic nestmates and to scheme of a means to strike the frigid wastes of the whites or the steaming jungles of the greens. Sensing the growing force of fury and violence among the nestmates, the Dark Queen knew that her favored minions were at last ready to return to the world of their ancestry.

—Oric Darakeen,  
circa 6000PC







flourished, growing into a compulsion for vengeance. Soon the chromatic wyrmlings were slaying in revenge for previous slights—in the Dark Queen's eyes, a much higher purpose than an immediate killing in response to a perceived transgression.

### A Gathering of the Clans

During this time of struggle and cruelty, Takhisis gathered the wyrmlings into like colors for protection against the villainy of other kin-dragons and placed them in different areas of the Abyss. The whites founded a realm of frost and ice, where they made nests and jointly defended each other against any forays made by the brighter wyrms. The blues dwelled in a waterless waste of scorching heat as they, too, found the efficacy of aiding each other against individual onslaughts. The blacks went to a brackish fen, secure beneath the slime-scudded surface—for none of their kin-dragons could tolerate immersion for even a fraction as long as the crocodilian blacks.

Even the greens found a proper lair within a steaming forest, where poisonous lilies wafted pleasant fragrance into the air and puffed soporific gas in the presence of any intruders. The emerald-colored nestlings were proof against this paralytic toxin, which made it costly for the other chromatic dragons to attack them in this often lethal environment.

Only the reds had no perfect hiding place, but this mattered not, for in fact all the Abyss was theirs. As the mightiest of the Dark Queen's children, the crimson wyrmlings were the first to fly and the fastest to master spells of increasingly complex sorcery.

### Current of Light

The grotto was an idyllic place, with rich, humid air and trickles of water constantly supplying the cavern with moisture. Twenty eggs had been laid in the great nest, and—if fate had been kinder—twenty metallic dragons

would have been born into the world.

However, the lack of nurturing must inevitably take its toll, especially since the precious orbs were left for many centuries without so much as a single surviving matriarch.

The effects of this neglect manifested in two ways. First of all, seven of the eggs perished during the course of what should have been their incubation. The first brood of metallic dragons born upon Ansalon numbered thirteen. Fortunately, each of the five metals had a male and female among their numbers. Second, the metallic wyrmlings did not possess the innate ability of spell magic that had been such an inherent hallmark of their mothers, most notably Aurora.

Still, like the wyrmlings of Takhisis, the vibrant, lively, and smart nestmates who emerged from their eggs began to inspect their surroundings and find food to eat. They survived on a steady diet of the bats that regularly swirled through the grotto.

Unlike their Evil cousins in the Abyss, though, the wyrmlings of Paladine had the patient guidance of Bard Patersmith, whose records of his time in the grotto survive to the current age.

### A Kryn of Dragons

7000–4000PC

Again the Kharolis and Khalkist mountains became the focal points for the opposing clans of dragonkind. The metallic wyrmlings dwelled in their grotto for many centuries, only gradually emerging to explore the surrounding cavern and then the high valleys of the range.

Under the tutelage of Bard Patersmith, the thirteen metallic dragons grew to maturity. They learned to fly and then became masters of any realms they chose. For thousands of years they grew larger and more powerful, while remaining ignorant of any real threat.

The maturity of these ancient dragons occurred over a longer period than is typical in the modern era.

According to Patersmith's descriptions, the largest of these wyrmlings—silver Darlantan—did not attain the size of a fully mature male until he was nearly two thousand years old.

## Lords of Metal

During this long period of relative peace, the metallic dragons mingled with the lesser creatures of the world, though they remained almost exclusively in the South and West of Ansalon. The brass dragons, especially the patriarch Smeltithraxian (Smelt), enjoyed consorting with humankind. Many cults and faiths developed among men and women portraying a benign deity in the form of a mighty brass dragon.

Golden Aurican, on the other hand, was fascinated by the elves and spent much of his life in the two-legged guise of an elf sage. He would read, write, and debate with the elf masters until even those venerable sages yielded in agreement or exhaustion.

Silver Darlantan also found himself fascinated with elven culture, but—unlike his golden brother—the elven tendency to move toward lofty cities disturbed him. Darlantan became the special patron of the wild elves, commencing a legacy that would endure through many dozens of centuries to come.

## Chromatic Realms

The return of Evil dragonkind to Krynn is a date lost to history, though it seems to have occurred after the Heresy of Igraine embarked the race of ogres on their epic decline (circa 6000PC). Crematia came first, emerging from the gate in Darklady Mountain and laying claim to the highest valleys of the Khalkists as her first realm. She was a mighty wyrm, vast and fiery and possessed of great magic—a gift from her Queen that took the form of an enchanted Talonstone, which the dragon swallowed. Shortly after her emergence from the Abyss, dozens of

## To His Excellency, Astinus of Palanthas

### Regarding the Two-Legs and the Presence of Chromatic Dragons

In this ancient age of Krynn, even the mightiest realms of human, ogre, and elf were relatively small nations by the standards of later empires. The races conducted trade within very limited spheres, and thus word of conditions in other portions of the continent remained unknown to any given folk. If rumors of dangerous monsters in the Khalkists managed to trickle across the plains, they had lost all sense of immediacy and danger by the time they fell upon distant ears.

More difficult to understand is the absence of curiosity among the metallic dragons. No records indicate that any member of the first brood took it upon himself to fly east to investigate the miasma that lingered in the sky over the Khalkists. The closest that the metallic dragons came to heading toward the troubled area is a reported flight by Darlantan when he decided to visit the wild elves that were his favored allies; he destroyed an ogre war party that was menacing the elves, but he does not indicate in the report that he saw any clue suggesting the presence of chromatic dragons.

Of course, most historians have read about the ambush that the chromatics set for the metallic dragons. Each account implies that the metallics were taken completely aback by the presence of these other dragons. However, as a scholar of history, I have to wonder what motivated Bard Patersmith to keep the presence of the Dark Queen's wyrms a secret from his students. One can only assume that he must have had a good reason for it—perhaps he felt that his pupils were not ready for the experience until it was forced upon them.

As Always, Your Devoted Servant,  
Foryth Teel, 375AC



blue, black, green, and white chromatic dragons followed her.

The chromatic dragons soon infested the northern and eastern portions of Ansalon. Far more numerous and dangerous than their metallic foes, they laid waste to countless realms of humankind and forged the ogres into a subject race that would serve them for millennia to come.

Yet Crematia knew her Queen's will, and so she kept the presence of herself and her kin-dragons a secret from the lands across the continent's great, central plain. Biding their time, the chromatic dragons gathered more and more ogres to their banners and waited for the proper moment to attack. Time passed, measured in generations and then centuries to the humans, and still the Evil dragons waited.

## A River in flood

**3500PC–3350PC: Dragon War**  
This epic strife rocked Krynn in a way that no previous violence ever had. For the first time, legions of two-legged creatures served the same cause as the mighty dragons. Ogres fell under the thrall of Crematia and her kin-dragons, and elves who, through their deep friendship with Aurican, allied themselves with the dragons of metal.

### Crematia's Plan

This wicked serpent had learned many things about violence and destruction during her long coming of age in the Abyss. She knew that she had two great advantages going into this attack: her own and her kin-dragons' knowledge of spell magic (brought from the Abyss), and the fact that the Good dragons did not yet know of the chromatic presence in the East.

She used these advantages to the fullest, planning an attack that would strike fast and hard against the mighty elven tribes concentrated to the South, who had begun to show signs of advanced civilization. Under their

acknowledged leader, Silvanos, they had become a real threat in the eyes of the mighty red dragon.

Also, she knew that the destruction of the elves would bring the metallic dragons into the war, but only when their most potent ally had been defeated soundly. Thus, Crematia employed griffin spies to inform her of the Good dragons' activities.

When she knew that all thirteen of the serpents of metal were visiting the grotto in the High Kharolis, Crematia sent her armies thundering southward.

### Good Dragons Caught Unawares; Farewell to a Tutor

The beginning of Crematia's onslaught coincides with the passing of the Bard Patersmith from the brood of his nestlings. All thirteen dragons had become powerful serpents, and the pairs had mated. As a result, eggs of a new clutch, with the colors of five metals gleaming pure and true, lay in the ancient nest in the grotto.

Because of his continued documentation, scholars know that Patersmith did not die at this time; it seems likely that he foresaw the coming struggle and knew that he had accomplished all that he could to prepare his pupils for their task. He always had kept from influencing the choices of the wyrmlings, instead asking probing questions and relating obscure illustrations to help them make their own decisions.

Yet his final teachings were profound, for they stressed the necessity of protecting the nest and the eggs. With the departure of the Scion, the female metallic dragons made it clear that the males were not welcome in the grotto. Consequently, the five great males took wing together. Upon Aurican's suggestion, they flew southward, intending to visit among the elves and instead discovering the aftermath of war.



## A Warrior's Tale

*Historical Note: The following tale is condensed from one of the earliest known ballads composed by Quevalin Soth, the elf bard; it purports to be the story of a young elf recruit, frantically summoned to arms in the wake of terrifying reports from northern villages.*

—Foryth Teel, 375<sup>AC</sup>

The smoke pressed through the trees, silent as a hunter—yet careless, too, as though proud of its scent, the proof of wrack and decay. And flesh; no one could mistake the taint of death and butchery on that sinister breeze. Wisps of vapor, black and deadly, probed like scouts amid the brush and foliage.

Then the darkness took solid form, and the brutes of nightmare appeared. Ogres, tusks yellowed and sharp, now encrusted with dried blood—*elven* blood—rushed from the once-friendly embrace of the woods.

We met them with steel, we elves of Oakenglade. Arrows glinted in the sun, and our blades were silver tongues of death—until they grew black with the blood of our enemies.

Torches flew and our houses began to burn, the living trees of our shelters twisting, blackened by cruel flames; steam hissed as leaves withered and curled, and it was as though the forest itself intoned a sonorous song of death.

And then the ogres were all around. My own blade danced like a living thing, thirsty for blood, and it drank deeply and well. Perhaps terror should have compelled me to flee, but pride would not let me go. My neighbors stood to either side of me, and we knew that others—the young, the infirm, and any too weak to fight—fled along the forest trails to the south. Each minute we fought gave them another minute to extend their lead.

Smoke thickened, until the cloud of ruin blackened the sun. Still we fought, standing in the gore that was all that remained of childhood friends and killing ogres in the remnants of a venerated village garden.

A strange, calm kind of fury settled over me. I fought savagely, but without hatred. Many ogres fell to my blade, and many more came forward to take the places of the slain. For a long day and an endless night, we stood in line, and the ogre wave crashed against us, faltered, and broke.

At last, with the coming of the second dawn, we began to sense hope. We felt the weakness of our enemies and knew that their martial fury flagged. Our chief raised a cry, which echoed from every surrounding elven throat, and we surged, ready to drive the brutes back into the woods, to chase them all the way to their mountainous homes in the north.

But then the sun was blocked out again, and in this new darkness we felt the grip of dragonawe. Mighty serpents fell upon the remains of our village, spewing fire and acid. Lightning crackled through the ranks of the elves who survived, and vile, green gas chased the survivors through the woods. Again the ogres surged, and now there was none to stand in their path.

And, in the end, I alone survived to tell the tale.



## Ambush in the Sky

The second part of Crematia's plan went into effect when the five metallic dragons, flying over Silvanos's realm, discovered the wrack of the invasion. In an effort to seek retribution for the attack, the metallic dragons flew to the Khalkists. When they arrived, a host of chromatic dragons, employing spells of invisibility and teleportation, attacked them with brutal force. In the first moments of the clash, brass Smelt, bronze Burl, and copper Blayze were slain. Darlantan and Aurican killed several chromatic dragons, but that mighty pair was lucky to escape alive.

Flying with all possible speed, the gold and silver patriarchs fled westward, seeking the shelter of distance. Though the chromatic dragons undoubtedly could have destroyed the pair (by using haste magic in the pursuit, if nothing else), Crematia seemed content to let them flee. Perhaps the easy victories attained by her invasion force, coupled with the brutal effectiveness of the ambush, had convinced her

that this would be an easy campaign. In any event, she let Aurican and Darlantan escape to fight another day.

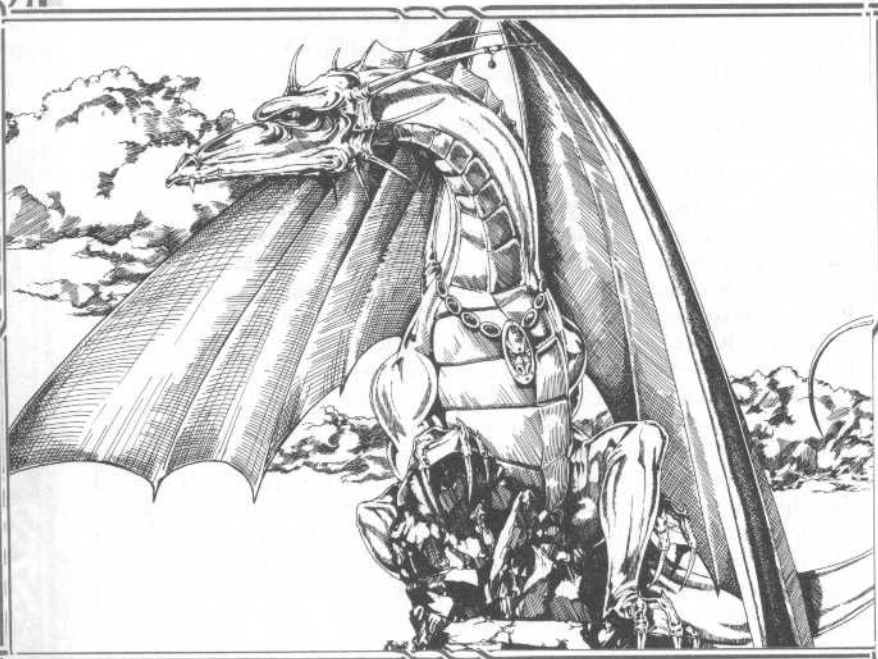
It was a decision she would come to regret very much later.

## In Search of Time

Knowing that the spell magic of their enemies presented a nearly insurmountable obstacle toward Good dragon victory, Darlantan and Aurican determined that they needed to develop magical powers of their own.

They agreed that Aurican would embark upon a quest, venturing into the godly realms themselves, while Darlantan remained in Ansalon to carry the fight to the enemy. This he did with a vengeance, becoming known and feared by the chromatic dragons of all five colors.

Darlantan waged his campaign most vigorously in the forestlands south of the Khalkists. Much of the woodland was well-watered, resisting all attempts by ogres and dragons to set it aflame, and within this dense cover



the silver dragon made numerous lairs and secret hideaways. Often he changed shape, using the guise of a human or wild elf to allow himself passage through the trees. When he attacked, however, he rose from the forest as a vengeful silver serpent, slaying several chromatic dragons, then vanished into his concealing terrain once more.

The silver dragon waged this relentless campaign over many years. Without the sacrifices and triumphs of the argent patriarch, it is likely that the reign of Paladine's dragons would have come to an end before it had been given a chance to flourish.

### In Search of Magic

Very little is known of Aurican's foray into the "godly realms." Since he lacked spell magic, he must have traveled through the planes via means of one or another of Krynn's long-lasting portals.

Reports common in elven history (though utterly lacking in dragon lore) state that Aurican carried three elf sages with him on this quest. The trio of brothers had long conducted his own quest for the secrets of spell magic.

Some credence must be placed into these stories, for the elf sages played a very real role in future history, and they could never have mastered the power they would later demonstrate were it not for some sort of divine encounter.

Furthermore, according to some historic accounts, the three gods, Nuitari, Solinari, and Lunitari, were cast into the heavens as the moons of magic immediately following the conclusion of Aurican's quest (although this account places the coming of the gods millennia later than most other accounts). The brother mages, throughout their existence, remained deeply tied to these potent orbs—each in his own, passionate way.

### A Turning of the Tide

Aurican returned to Krynn bearing the most tangible proof of magic of the gold dragon's long life. Several of the

gods, perhaps even with the tacit approval of Paladine, had taken pity on the plight of the elves. As a result, they forged five mightily enchanted gems, the dragon stones, and allowed Aurican to bring these baubles with him when he reappeared.

The stones were large and bright, with one in each of the five colors of Evil dragonkind. Since the potent stones could trap souls, it was the gold dragon's hope that they would provide the means of winning the war against Crematia's horde.

The chromatic dragons, ever fractious among themselves, preferred to fight and fly in segregated wings: The greens, for example, all remained gathered in a great, deadly flock.

Aurican carried only one of the dragon stones with him at a time. Those that had not been used remained with the elves, in the keeping of a special armed encampment near Silvanos's own tent. Once the spirits of the serpents imbued the dragon stone, an elf mounted on a griffin carried it far into the fiery reaches of the Khalkists, where it was buried deeply.

Three times the pair of metallic dragons repeated a ploy, luring one color after another of the Dark Queen's wyrms in to an ambush. Speedy Darlantan was always the bait, allowing himself to be discovered by the chromatic dragons (who had been previously observed and studied). The silver patriarch took great chances with his flight; he was scalded badly by black dragon acid while leading the chromatic dragons into Aurican's trap. Finally, only the blues and Crematia herself, the lone red dragon, remained.


It was then that one of those rare events occurred: The actions of two-legged allies almost profoundly affected the course of dragon history.

### Historical Footnote: Ground Armies of the Dragon War

It should be noted that, during the struggles of Aurican and Darlantan







## The Great Triumph of Barc Darrontale

*The best account of this event comes to us, surprisingly, from the lore of ogre history. Although the original version is a cant full of crude sounds and grunts so deep that they hoarsen a human throat, it has been paraphrased here into a more appropriate structure.*

—Foryth Teel, 375AC

From the slopes of smoking Khalkist came an ogre lord of cunning. He was Barc Darrontale, massive of girth, and he smiled with long, curling tusk.

Talonian's loyal servant he was, and he knew how to be cruel with purpose.

The ogres of the Black Hawk made him their chieftain; his warriors were as many as the cornstalks in a field of one hundred paces.

They were Barc Darrontale's loyal servants, and they knew how to be cruel with purpose.

The ogres of his tribe made spears from the trunks of pines, with the blades of elven short swords gleaming at the tips.

When the silver-garbed elves attacked, the Black Hawks mowed them like the scythe mows wheat.

And when Barc Darrontale charged, the elves could only flee.

For these ogres knew how to be cruel, with purpose.

But the dragons were stolen; farewell to white and green, and to black . . . and here came silver death, with breath more chill than winter's vicious bite.

Talonian was afraid, and his legions marched away, to the shelter of smoking valleys.

But cunning Barc Darrontale did not retreat, for he knew how to be cruel, with purpose.

Black Hawks burrowed, hiding like rats in a warren. The ogres were silent and deep, and the tunnels were roads of fire into the Khalkists.

And stinging pests buzzed in the lowland plain, and there was no water in the dry valleys above; so on that field Silvanos made his camp.

Cunning Barc Darrontale marked the blue gem, and in the night, when his enemy slumbered, his ogres struck.

Mighty were the guardians of the shrine, and red was their blood as Barc Darrontale seized the precious gem.

The blue stone was taken, borne onto the Khalkist roads.

When the elves pursued, they met a vision of twice-curved tusks and great, blood-stained spears.

For Barc Darrontale knew how to be cruel, with purpose.

A long night he held at the mouth of the cave, oft-buried by the corpses of human and elf.

Blood soaked his knees, but ever flailed Barc's mighty spear, and the elves could only die.

They dragged aside their dead that others might die.

And with the coming of dawn, Barc Darrontale fell at last, drained of blood by wounds counted as the cornstalks in a field of one hundred paces.

The tunnel beyond fell shut, and the blue stone was gone, vanished into the maze of the Khalkists.

For Barc Darrontale was cunning and knew how to be cruel, with purpose.

against the chromatic dragons, a massive campaign of warfare also ranged across the landscape of central Ansalon. All the houses of the elves (except the Elderwild of Kagonos) united under the banner of Silvanos. Thousands of golden-haired warriors, bearing the keen steel blades they had recently learned to forge, formed massive legions and marched onto the plains. Some elves had tamed griffins, and these formed companies of flying archers; others perfected techniques of infiltration and ambush.

Their foe over these decades of war was the large army of ogres. Three generations of chieftains led this horde during the course of the strife. Originally the venerable Ironfist, who had been selected by Crematia upon her first meeting with her subject tribes, served her by gathering the brutish army in the valleys of the Khalkists. Later his son, called Blacktusk, led the onslaught against Silvanesti. However, it was his grandson, Talonian, who would fight the ultimate battle.

## Human Influence

During the century and a half of the war, a third race began to take an increasingly active role—on both sides. Gradually the humans of the West started to perceive what their brethren in the Khalkists had known for centuries: The ogres and the chromatic dragons constituted a dire threat. Many of these peoples had long venerated the brass dragon, Smelt; the story of his death and Crematia's treachery served to ignite a martial fire within many a barbarian's breast.

The humans of the coastlands to the North and East, on the other hand, knew of dragons only as beings to be feared and respected; they had never seen the metallic dragons and had no reason to believe in the existence of creatures such as Darlantan and Aurican. Also, treasures of fine steel, which the ogres had plundered from the elves, fascinated the humans. With this mix-

ture of fear and greed, the savage barbarians who dwelled beyond the Khalkists were lured into serving the Dark Queen.

## War's End

After the ogre lord, Barc Darrontale stole the blue stone from the elven camp and the Elderwild of Kagonos recovered it from him and his troops, the blue dragons returned to battle. Darlantan fought the enemy wyrms, who numbered at least five, by himself. He killed two of them before he was slain.

Silvanos himself employed the blue stone, capturing the spirits of the three remaining dragons before they could lay waste to his army. Then the elves surged forward, and in a great victory they routed the ogres from the battlefield and from the war.

During this epic day, Aurican fought Crematia in a struggle that carried them through hundreds of miles of skies. Each scored grievous wounds on the other, but in the end the red dragon escaped. Her army scattered, her allied dragons imprisoned, she went into hiding far beneath the fiery landscape of the Khalkists.

Darlantan, in the last battle of his life, had gained shards of the three magic moons—bits that had been blasted free by blue dragon lightning and fell to Krynn along with the grievously wounded silver. When Aurican found his ancient nestmate, Darlantan, acting upon intuition, bid him to swallow these potent shards.

## Second Brood and Spell Magic

3300–2700PC

Though the battles with the Evil chromatic dragons had been costly, even tragic in the eyes of the Good metallic clans, they had resulted in an epic triumph. The effects of the victory created a legacy that forms a strong current on the River of Time.





## Elven Contradictions

While it is natural for the serpents of Paladine to hold in high regard the accomplishments of mighty ancestors, history can be ill-served by such an utterly narrow-minded point of view. No elf would desire to minimize the contributions of Darlantan and Aurican to the waging of the First Dragon War, but we would like it noted that these mighty serpents did not, in fact, carry on this struggle all by themselves.

Indeed, Silvanos himself, already the most prominent tribal leader among elvenkind, rose to his exalted status (Speaker of the Stars) specifically as a result of his splendid leadership during this bitter and violent strife.

It should be noted that Aurican, on his mission to gain magic, was in fact accompanied by three elf sorcerers—wizened elders, all, who had devoted their lives to quest for magic. If it was the gold dragon who provided the means of flight for this expedition, it was the three brother mages who gave form to the task and carried through with its eventual success.

Also, the elven legions—though sadly damaged by the initial ogre/dragon attacks—had not been destroyed. Indeed, thousands of warriors waged very effective guerrilla war against all ogres who dared to try to occupy the realm that would become Silvanesti. While Darlantan plotted his ambushes in the foothills, many brave elves gave up their lives in the struggle to free their homeland.

Some reports (unconfirmed, or at least lacking reliable sources) state that the wild elves of Kagonos aided and accompanied Darlantan on several of these campaigns.

—Quevalin Soth,  
for elvenkind

## Current of Light

Aurican returned to the grotto and breathed a soft smoke of magic over the nest; the power came from the three moonshards he had ingested. When the dragons of this generation came forth, they possessed within them the power of spell magic.

Now the metallic dragons numbered in the dozens, and the chromatic dragons were nowhere to be found. Aurican doted on his nestlings, and as the great females of his generation finally died—the last, Aysa the bronze, circa 2864PC—he found himself the mentor as well as patriarch to these powerful wyrmlings.

Certainly he favored his own son, Auricustian (or Auricus), and Darlantan's proud scion, Callak—perhaps to the exclusion of the brown metallic wyrms. Most of the dragons of copper and bronze (including all of the males) left the grotto and made lairs for themselves in other parts of the world, though always in the West. The young brass dragons, following the legacy of Smelt, took to living among the humans of the Northwest, where they were well-liked and treated to many feasts and pageants.

## Maturity

The first examples of true willfulness among the Good dragons of Paladine were recorded during this time, for the different clans began to lose touch with each other. Even within a family, violent strife between brother wyrms commonly occurred. Tharn and his fellow copper Flash, for example, carried on a feud that lasted for more than a century.

Under Aurican's tutelage, however, all the metallic dragons gained at least a minimal level of ability with spell magic. The golds and silvers flourished, with Auricus himself eventually becoming a spellcaster as potent as any later mage.



## Eddy of Evil

While the tides of metallic dragonkind swept through a period of activity and growth, the chromatic dragons absented themselves from Krynn. So long did they remain away that the short-lived humans began to dismiss the tales of a crimson fire-breather as a nightmare. The ogres, however, never abandoned the legends of their former, mighty masters, and the elves, of course, numbered among the living many who recalled the scourge of the Dark Queen's dragons in vivid and personal detail.

Still, the dragon stones were buried deep, and it was likely they would have been lost forever, save for the confluence of two facts. First, thanes of dwarves appeared in the Khalkists around this time, abandoning ancient Kal-Thax in search of more hospitable sites for their subterranean cities. The naturally heated caverns that surrounded the hiding place of the gems served as a particularly alluring setting. The dwarves named this new delving Thorin, or "New Hope."

Second, Crematia had not been imprisoned in a dragon stone as various scholars theorized at the time; instead, she had escaped to voluntary exile. For centuries she slept, insulated from the world by the volcanic heat of her fiery lair. Eventually, either because enough time had passed or because she was summoned by her Queen, Crematia awakened.

### Fires in Stonehome

During the Dragon War, the mighty red dragon had secured a nest of her eggs high in the mountains in a place well-removed from her lair in Darklady Mountain. These eggs survived her exile, and upon her awakening, they began to hatch. The first of the nestlings to emerge was Deathfyre, and he would prove a worthy heir to his matriarch's fiery crown.

Also, Crematia determined where the elves had buried the dragon stones.

They had long since been encased in the solid bedrock at the roots of the mountain range, safe against even Crematia's might. Yet once again, the great red dragon found a willing servant to do her bidding.

The dwarf scribe Chisel Loremaster encapsulated the events of Crematia's efforts to regain the dragon stones in one of the earliest historical documents still available to scholars in the Age of Mortals (see the sidebar "The Red Queen's Demands").

In the meantime, Deathfyre grew to be a powerful wyrm. As Crematia had gained the loyalty of the ogres, so did he recruit the bakali, bringing these lizard men from the swamps and mire into the valleys below Darklady Mountain.


After the initial visit to demand the dragon stones from the dwarves of Thorin, Crematia returned every one hundred years to gain another bauble, until finally only the black stone remained. This one, too, was handed over on time, but because the dwarves took precautions against her violence and stayed out of reach, she was limited to plundering the fields and destroying some outer structures of the delvers' realm; no dwarves had been killed by the time she departed with the last of her stones.

### The Destruction of Darklady

The massive volcano called Darklady was the center of the Dark Queen's might upon Krynn, and so it was here that Evil Crematia turned for the next phase of her plan. She sacrificed the wisest shamans among her bakali, casting them into the flaming mountain together with the dragon stones.

The resulting explosion shattered the great summit of this mighty mountain, raining destruction downward over a swath of a hundred miles. A triumvirate of smoldering peaks called the Lords of Doom now surrounded a great, gaping valley and flowing rivers of lava. Though each peak was a lesser crest than the mighty summit that had





## Red Queen's Demands

Many years before the Second Dragon War, the Red Queen came from the skies and with her furious breath killed a full company of the royal guards. Our people fled in tumbling panic, all expecting to die in the next incinerating expulsion—but lo, the monster spoke!

"Hear me, dwarven delvers! I am the angel of magic, and four of my eggs lurk in the bowels of your realms!" she cried. "Bring them to me and your city will be spared! Fail to obey, and you all will die. You have one hundred days!"

With this warning, the Red Queen flew back to her sullen volcanoes.

Now at that time among the tribes was a great high thane who possessed great battle skills but proved even more adept at dueling with words. His greatest miners had already discovered one of the wyrm's stones; it was a sphere of perfect white and no more an egg than was the high thane an ogre. The dwarf alchemists determined that the bauble was indeed a gem. However, they also learned (at some cost in lives) that the stone had potent magic and was thus anathema.

Though the dragon had spoken of other baubles, the miners had yet to discover them. They knew the stones were down there, but neither the high thane nor the miners wanted to devote their sole efforts toward recovering a thing that they had no use for.

The high thane thought for many days, until the Red Queen returned. This time, our people were ready. A horn sounded the alarm as she emerged from the clouds, and before she could strike, all the dwarves had taken shelter within the city or in one of the surrounding warrens that had been excavated for this purpose.

Boldly did the high thane march forward to confront the monster. He produced the bauble of white to the pleasure of the dragon. When he told her that she was to return in one hundred years for the others, however, she grew very angry. The high thane's puissant words, sound logic, and calm demeanor defeated the dragon in debate. One can only tremble at the thought of the fury that must have burned in her heart as she flew away once more.

—Chisel Loremaster

been their matriarch, they were lofty mountains, angry and dangerous—suitable guardians to the Queen's hellish realm.

In this eruption, the spirit of Takhis reached into Krynn from the Abyss, seizing the dragon stones and tearing them asunder. The multi-colored explosions that resulted from this became the five eyes of the Dark Queen's five-headed constellation. By releasing the spirits of the captured dragons, the Dark Queen allowed Crematia to once more become the mistress of a mighty force.

To top that, this time the mighty red dragon had her own heir, Deathfyre, to fly at her side.

## A Return to Warfare

### 2690–2645PC: Elven War

By all accounts, the invasion unleashed against Silvanesti at this time was swifter and even more brutal than the onslaught that had initiated Crematia's first campaign. Again the ogres struck with savage force. Great legions marched from the foothills, laying waste to the forests while great numbers of cruel dragons flew overhead, pulverizing any attempt at organized elven resistance.

By this time, the tribes of Silvanesti had forged themselves into a mighty nation led by a ruler of truly historical vision. Also, the three long-lived brother mages were potent mages, and their spells helped to stem the tide of war slightly and to aid in the evacuation of numerous villages and forest settlements.

Silvanos deployed his warriors with skill, and they fought valiantly at every turn. Even so, the race of elvenkind was sorely damaged by this onslaught, and the legions of Silvanesti had to strive desperately even to survive.

In one difference from the first campaign, the bakali seized the swampy lowlands of the elven realm, denying the fair folk one of their main sources of refuge in the previous war.

Driven relentlessly down the valley of the Thon-Thalas river, the elves at last fell back to the shelter of their city on its island capital.

Thanks to a wall of sorcery erected by the combined efforts of the three brother mages, the stings of the invasion missed Silvanost. This magical barrier held the enemy at bay long enough that virtually all the elves who survived the war either had holed up in the island stronghold in the river or had fled into the coastal marshes far to the South.

### Aurican's Quandary

This time the metallic dragons received warning of the Dark Queen's attack. Remembering the ambush that had claimed his three mighty nestmates at the commencement of the Dragon War, Aurican faced an agonizing dilemma. The youngsters of his brood were far smaller than the fully mature wyrms of Crematia's force, and even the most advanced of them—Auricus and Callak—lacked enough magical power to equal the mighty chromatic dragons.

Consequently, Aurican decided that he would wage the war on his own, and that the younger metallic dragons would remain concealed in the grotto. It was a good plan that would have worked—except for the wicked deviousness of Crematia's scion, Deathfyre.

First the venerable gold flew into battle, killing many chromatic dragons. Eventually, he met Crematia herself, and in a struggle such as the world has rarely seen, left the mighty red mortally injured. Aurican then returned to the grotto, desperately afraid for the survival of his brood.

### Deathfyre's Task

Deathfyre, who possessed spell powers superior to the mightiest of the metallic nestmates, used a combination of invisibility and patience to discern the location of the grotto. Upon his mother's death, Deathfyre led all the chromatic dragons to the High Kharo-

lis Mountains. They set upon the young metallic dragons, who had gathered at their ancestral home in reaction to the news of war.

The slaughter was horrible, though it was not one-sided. Still, Deathfyre and his fellow chromatic dragons slew far more than half of the Good dragons, while the metallic wyrms killed barely a dozen of his own fully mature dragons. Aurican, who managed to get back in time for the battle, fell, mortally wounded.

Ultimately, only ten of the metallic dragons escaped the slaughter. However, these numbered a male and female of each metallic clan. Aided by haste magic that had been bestowed by Aurican before his death, these five pairs scattered across western Ansalon.

Deathfyre, in perhaps the greatest strategic mistake in any of the epic wars, allowed the surviving Good dragons to flee his forces. He reasoned, not illogically, that the elves in sorcerously-protected Silvanost were a greater threat than the fleeing metallics and that he and his wyrms would have plenty of time to seek out and destroy the Good dragons—after the war had been won.

### Terror and Wild Magic

The noose of Evil tightened about Silvanost, with great ranks of ogres stationed outside the shimmering wall of magic that encircled the elven capital. The defenders had reached the very end of their options—until the three brother mages went to Silvanos with their plan.

With the help of a Scion, they could unleash magic from within the bowels of the world, they told him, and this magic might be powerful enough to drag the wyrms of Evil down into the depths of Krynn. As to what other effects the magic would have, the mages admitted that they did not know.

With no other option, Silvanos agreed to allow the casting. The trio of







## The Cant of Wild Magic

*History's best records of the wrack of wild magic have been told by Quevalin Soth, the elf bard, who pieced together the following account from those elves who were actually alive at the time of the scourge.*

—Foryth Teel, 375AC

Lightning flashed, and the Tower of the Sun flared bright as its name. Fingers of fire crackled down the walls outlining the crystal domes and parapets of glorious Silvanost. Then the tower vanished in the great whirlwind summons of the gods.

Beyond the river, the army of the Dark Queen wailed and shrank, their thunder of flight drowned by the roar of wild magic.

Then the river boiled; sacred Thon-Thalas churned in her banks, seething and bubbling. Strangely enough, the source of the boiling was not heat, but magic.

Before my eyes, I saw a dog grow wings and take to the sky.

Trees lashed the fleeing ogres, tearing them into pieces, casting the flesh amid the tangle of panicked comrades or into the faces of elf watchers.

A great house of intertwined trees turned into metal and melted into the ground, running like water until it vanished into the tormented flowage of the river. A rank of elf archers, Silvanos's own bodyguard, sank into the ground and drowned, though their clutching hands remained, stiff and desperate, above the dust and dirt.

The river came to life, casting the bakali from the shallows. Many were battered and broken, while others fell among us. Crazed and terrified, they snapped and clawed and fought until they were slain.

Before my eyes, I saw an elf maiden, beautiful with the first blush of womanhood, become an old hag who wailed as she withered into dust. Children became adults, but they were men and women crippled by grief for childhoods lost.

—Quevalin Soth

magicians gathered in their tower on a hot still night; Quevalin Soth says that the gods themselves held their breath, awaiting the chaotic effects of wild magic. With the casting of the mighty enchantment, sorcerous power such as the world had never known swept across the land.

Although history has lost any descriptions about how the casting affected Krynn, several facts are well known: Most significantly, the wild magic did capture the Evil dragons. Sorcerous power reached out with clutching fingers, dragging the hissing, screaming serpents to their doom. This time it *would* be doom, for the wyrms would petrify in their graves, unlike the more temporary entrapment wrought by the dragon stones.

However, the wild magic also wracked Silvanesti with bizarre and frightening convulsions of destruction. Trees distorted, some becoming writhing serpents, others melting into grotesque forms or lashing tentacles. Many an elf who had survived the perils of the invasion found themselves seized by one of these unforgiving tendrils and crushed to death.

## Vanishings

Krynn in the wake of the Elven War was a changed place, lacking many of the powerful elements that had forged her history through the last millennium. Not so strangely, the absence of these factions did not result in a lessening of conflict—rather, the inhabitants of the world merely found lesser enemies in each other.

## The Fate of the Brother Mages

As their wild magic wracked the world, the brother mages vanished with the Tower of the Sun, disappearing in the cyclonic storm shortly before they would have been seized and slain by a mob of enraged elves. Some proclaimed them dead, while wiser heads merely hoped that they would never be seen again.

Scholars find strong indications that each of these mages was instrumental in creating the towers of magic and in founding, respectively, the orders of the Black, Red, and White robes. Still, they knew better than to reveal themselves to the elves when they returned to Krynn.

### **Metallic Dragons in Exile**

The five pairs of metallic dragons that survived the loss of the grotto vanished from the awareness of history for several centuries.

Callak and silver Daria laired somewhere in the high, cold mountains of southern Ergoth. They maintained occasional contact with the Kagonesti, who had begun to filter into the forests west of the High Kharolis, but other than this communication with the secretive wild elves, their existence went undetected by the world.

Auricus and his mate, Blythelan, simply disappeared, presumably by adopting the guises of other, probably two-legged, creatures. They most likely assumed the forms of humans, working as scribes in Palanthas for several hundred years. This period marks an interval during which the gold dragons became more firmly involved with humankind, as opposed to the elves, who had so long been Aurican's favorite companions.

The pairs of the brown metals vanished into tracts of wilderness. The bronzes laired somewhere along the vast southwestern coast of Ansalon, which at this time was inhabited by no culture more advanced than stone-age barbarians. The brasses and coppers probably sought warmer climes in the North, but they too vanished from the rolls of recorded history.

### **Takhisis Rebuffed**

Most lethal of all these terminations was the fate of the chromatic dragons. With the exception of Deathfyre (and numerous, well-concealed nests of eggs), all of the Evil dragons were

killed. If not slain outright by the clutching grip of wild magic rising in sorcerous tentacles from the earth, the chromatic wyrms suffocated when they were dragged into the ground, with tons of rock eventually crushing them from above.

Deathfyre, however, was near the Lords of Doom—and far from Silvanost—when the mages unleashed the wild magic. Perhaps he was warned by his Queen; more likely, his position as heir to Crematia's realm had created matters that needed his attention in the realms of his tribal armies.

In any event, Deathfyre sought refuge in the fiery vaults in the Lords of Doom. Here he escaped the worst of the wild magic, for the power of his Queen was strong in the caverns.

Yet some power of wild magic did reach Deathfyre, for he fell into a dormancy so deep that it would claim him for more than a thousand years. During all that time, he continued to grow.

## **Idyll in the Time of Knights**

2000–1300PC

It is more than a coincidence that this era should parallel the period when the Good dragons were alone on the world, mingling freely with the two-legged peoples from Sancrist to Balifor. The dragons began to emerge from their exile after the adult pairs had reached full maturity and at least one brood of nestlings had been hatched and raised through infancy.

This emergence marked the beginnings of the great clans that trace their lineage into the Fifth Age. Each of the metallic pairs would eventually produce at least five or six broods, totaling fifty or sixty direct descendants, effectively populating the world with their kind. Even now, all of Ansalon's Good dragons can trace ancestry to one of these five pairs.





## Silver Lords

With reasonable assurance of the continuity of the line, Callak and Daria flew back to the High Kharolis. No less than eight silver wyrmlings trailed them through the skies, and they bugled greetings to elf and dwarf, to human and griffin alike. The lesser folk—especially the short-lived humans—greeted the return of the dragons as a mythic event worthy of pilgrimages and homage.

The silver dragons discovered that a great dwarven nation, Thorbardin, thrived in the cavern that had once been their grotto, and this pleased them, for they knew that they and their kin-dragons had no more need of that sacred place. Instead, Callak and Daria made a lair in a network of ice caves in the glaciers atop the mountain range, while their nestlings dispersed to smaller caverns.

The pair and their offspring quickly became well known among all the peoples of western Ansalon. They found that the civilization of humankind had advanced far since the Elven War; the Knights of Solamnia had come into being, and they were clearly bold and honorable men. The dwarves, too, had taken a firm root in western Ansalon, and they, too, were a people that the silver dragons admired.

Finally, wild elf tribes existed in virtually all of the great tracts of Ansalon's forests, and the silver dragons were aware of them all. Though these elves did not always know they had been visited (Callak, in particular, enjoyed walking among the elves in the guise of one of their own), they took comfort from the knowledge that, always, they lay under the watchful eye of Darlantan's mighty heirs.

## Golden Scholars

Auricus and Blythelan put their time in Palanthis to good use. One reason that gold dragons enjoy taking human form is because the flesh of man or woman

is better adapted for two of the golds' favorite activities: reading and writing.

Thus, the pair had created and assembled a massive library during their six centuries of hidden exile. Through the use of powerful magic, and the secretive employment of their real bodies (and power), they maintained a stately mansion on a low hill-top just beyond the city walls.

In a deep cave beneath the estate they nurtured a nest and hatched a brood of wyrmlings. The young dragons never saw daylight until they were old enough to take human shape and walk among the folk of Palanthis.

When the first hatchlings achieved an age of five centuries, the gold dragons embarked in their true form, forming a gleaming cavalcade in the skies, circling Palanthis under the awe-struck gaze of the population. Finally, Auricus turned southward, leading his gleaming offspring toward the ancient dragon-friends in Silvanesti.

Little is known of that meeting, during which Auricus must have certainly learned that Silvanos had perished. His grandson, Sithas, ruled from the Tower of the Stars—but over a fractured realm. A new elven nation, Qualinesti, had been formed in the West, with its Speaker Kith-Kanan. It broke the gold dragon's heart to learn of the brutal civil war that had wracked the elven realm before, finally, sundering it.

In any event, the gold dragons formed no strong bond with either nation of elves. The once-powerful friendship that had linked Aurican and Silvanos was, at last, a thing of the distant past. Instead, the elder golds returned to Palanthis, where they still lived as humans—though without the subterfuge that had earlier concealed their true natures. The younger gold dragons traveled the world, occasionally lairing in the wilderness but more frequently blending with the societies of men and elves.

Eventually, one of these wanderers crossed the northern ocean to find the Dragon Isles and lay the foundation



that would one day become Aurlastican, the City of Gold.

## Brass Dragon Legend

Dazzall and Cornet sought shelter in the Northern Wastes and Estwilde, some of the most arid terrain upon all of Ansalon. These sociable wyrms dwelt in exile, lacking contact with humans and other dragons for the duration of their stay.

Still, tales suggest that Dazzall, at least, did not remain entirely aloof from the affairs of the world. The ogres of the northern Khalkists tell of ancient legends about a vengeful wyrm that would set upon groups of ogre bandits. Generally the monster rendered his victims senseless with an attack of sleep magic, then stole whatever hoard of treasures the thieving ogres had acquired. Bard Patersmith, whose "death" in the presence of the first metallic brood has never been explained, thought it worth noting that only those tribes who were especially ruthless in the gaining of plunder were thus victimized—a sense of justice that is also suggestive of the fair-minded brass dragons.

The kender, too, tell of a bright-scaled dragon that often arrived in time to spare the small folk some dire happenstance. In Kendermore, the serpent killed a sea dragon that crawled from the ocean and terrorized a section of coast; in Hylo, a brass dragon aided the kender when a great horde of hobgoblins threatened to sweep the land.

## Copper Treasures

Tharn and Sithtillaxx never revealed where they had taken shelter during the centuries of exile. However, they were among the most prolific of the Good dragons, and when they returned to the world, they did so with no less than twenty-five offspring.

These dragons populated many of the northern mountain ranges, spanning Ansalon from the West to the East. Less social than the brass dragons, they

actively sought treasures and systematically looted every chromatic dragon lair (currently abandoned, of course) that they could find.

Tharn and Sithtillaxx went their own separate ways, the cantankerous male dwelling in a vast cavern in the heart of a trackless mountain range. Some tales state that he lived to an incredibly venerable old age, amassing a hoard of treasures and artifacts richer than any other in Krynn; and he was killed by Deathfyre himself when the Dark Queen again assaulted Ansalon.

Sithtillaxx, on the other hand, flew far to the East and was never heard from again.

## The Bronze Coast

Bruntara and Meliasteran found a deep sea cave along the rocky bluffs on the southwestern shore of the continent. Existing on the plentiful bounty of the ocean, the two bronzes raised several broods of proud, strong wyrmlings.


Never the smartest of the Good dragons, the bronzes were some of the strongest, and when they flew back into the ken of men and elves (circa 2000PC), they did so in great numbers, with a stubborn determination to claim their rightful place in the world.

Within a hundred years, the sea-coast of Ansalon from Tarsis all the way to Palanthas was guarded by the watchful eyes of Brunt, Melia, and their offspring. Each bronze had his own lair—even the mated pairs lived separately—and each gathered such treasures as could be plundered from shipwrecks. Coincidentally (or not), the human pirates that had scourged this coast for the last few centuries became virtually extinct at the same time as the bronze dragons moved in.

## Humankind During the Time of Knights

This age was characterized by the (for the most part) benign rule of the Knights of Solamnia. Born out of a





revolt against injustice, the Knights strived for fairness and justice, and thus naturally attuned themselves to the values of the Good dragons. The golds, silvers, and brass dragons, in particular, cultivated relationships with the Knights, often befriending individuals or working in conjunction with specific garrisons to preserve order in a certain area of Ansalon.

The golds and silvers, naturally, conducted much of their interaction with humans while in the guise of humans (or, in the case of some silvers, wild elves). At the end of this age, the love that the Knight Huma had for a silver dragon symbolized this cooperation most strongly and provided the catalyst for victory in the next war.

### Awakening of Fire

Deathfyre's dormancy was a deep and timeless trance, an exile that went far beyond his matriarch's six-century slumber after the Dragon War. Though he spent more than twice that time in the fiery vault below the Lords of Doom, the red dragon was unaware of any passing time. Yet when at last he awakened, perhaps because he was touched by his Queen's summons, he was a massive serpent, as huge as any red dragon that had flown across Krynn since the coming of Crematia.

In any event, the mighty chromatic dragon burned with hatred for his ancient foes. His own (and his Dark Queen's) will compelled him to strike against the ancient enemies of his kindragons and avenge the great losses they inflicted in both the Dragon and Elven Wars.

Hearing the reports of ogre scouts who eventually arrived to pay him homage, Deathfyre learned of the mastery of the Good dragons across Ansalon. This time he knew that brute force would not be enough—he would have to approach his task with subtlety and careful planning. To this end, he decided to work in disguise.

## The Seeding

1300PC

Deathfyre was a creature of mighty magic, knowledgeable in most spells known to the wizards of Krynn and many that were not. He disguised himself in the flesh of a dwarf, a guise that he would use for several centuries, until his plan came to fruition.

Aided by the vast hoard of treasures that Crematia had gathered during her life, he used his two-legged disguise to hire the services of many hundreds of dwarf miners. For decades these delvers labored for their mysterious master, receiving generous payments as they sought strange objects beneath the ground, excavating perfect orbs of red, blue, black, white, and green.

These, naturally, were the dormant eggs of the chromatic dragons. The bakali had gathered these eggs earlier and spread them throughout the realms of the dwarves so that they could be "delved" later by the dwarves.

When hundreds of the unusual spheres had been collected, the "dwarf miner" proved equally adept as a merchant. He formed a caravan and "seeded" the eggs among the wealthy collectors of the world. Because of their uniqueness, pure color, and perfect roundness, fashionable nobles, greedy bandits, and other patrons sought these beautiful eggs.

The dwarf who was Deathfyre spent more than a hundred years marching around Ansalon in this great deception. He avoided the elven realm of Silvanesti—perhaps the memories of wild magic were too much for him to overcome. Beginning in Balifor and proceeding through the realms of Istar, Thoradin, and parts of Solammia, the dwarf traded away his precious baubles with an almost capricious lack of greed. Depending on the worth of his trading adversary, he would let a red dragon egg go for the value of a few horses, or demand a veritable king's ransom for the transfer of a white egg.

Ultimately, he visited the great cities of the central plains, including Sanction, Xak Tsaroth, and Tarsis. As with the elven realm of Silvanesti, he seems to have avoided Qualinesti—nor do any accounts of his trading mission among the dwarves of Thorbardin exist. Only when all of the eggs were scattered among the realms of dwarf and man did Deathfyre return to the mountains. There, sheltered in the fiery bowels of the Lords of Doom, he waited for the hatching and gathered his forces about him.

## Summons of a Patriarch

1100pc

The chromatic eggs, once again exposed to the light, air, and moisture that drifts on the winds of the world, thrived. Soon they began to hatch and, in nearly every case, the first thing the young, ravenous wyrmling did was kill and devour its owner.

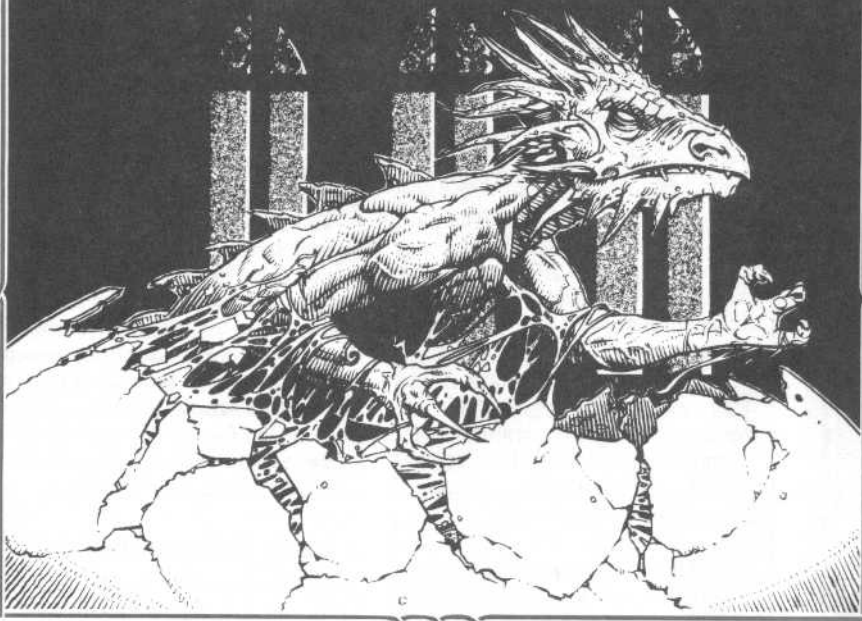
Occasionally, a startled owner (or, more likely, his or her bodyguards)


would slay these neophyte wyrmlings. More often than not, the wyrmling either escaped or held any curious or vengeful humans at bay. Reports tell of black dragons dwelling in city sewers of Sanction, Tarsis, and Kalamán, and blues creating ghost towns among the isolated desert settlements across Estwilde. Many an ice house was given over to a pale serpent that laired within and blasted with frost anyone who approached, and the young but deadly reds and greens coiled in the treasure rooms in which they had been born.

Some of these wyrmlings had dwelled for decades in their secretive birthing chambers, while others had only emerged from their eggs within the past year. Ultimately Deathfyre brayed his call from the loftiest of the Lords of Doom, and the wyrmlings came in great, chromatic flights from all the corners of Ansalon.

## Blessings of the Dark Queen

With the exception of Deathfyre, the wyrmlings of this hatching were all





## To His Excellency, Astinus of Palanthas

**Regarding the First Dragon Riders**  
On a tactical note, historical works referencing the campaigns of the "Human War" tell of the first use of "dragon riders" on the battlefield. Confronted by a series of fortified mountaintop towers on the Solamnic borderlands, red Deathfyre ordered many blue and white dragons to carry troops into the attack upon their backs.

Their tactics were brutal and effective, as the chromatic dragons carried elite ogre shock troops to the highest battle platforms of these strongholds. The Evil dragons could perch on the platforms, which protected them from suicidally brave defenders. The mighty serpents, by battering down doors and breathing into the upper passages of the stronghold, cleared the way for the ogres to rush through the fortress and quickly complete the capture.

It should be noted that these instances of dragon riding are still a far cry from the mounting of a rider who actually fights from dragonback. Indeed, the tactics of earlier dragon riding were rather heartless and amazingly brutal, if not deadly, to the riders. For example, when a small group of copper dragons came upon a flight of white serpents bearing their ogre mounts, the chromatic dragons merely flipped upside down to divest themselves of their unnecessary weight before joining fight in the skies. According to some reports, Deathfyre seemed to possess an amazingly tolerant attitude toward these tactics, which is highly appropriate for a serpent of his mindset.

I Remain Your Devoted Servant,  
Foryth Teel, 375AC

under one hundred years old, and thus not terribly large—as dragons go. However, the might of Takhisis still maintained a great presence around the Lords of Doom, and during the years of gathering, the wyrmlings swooped and circled through the calderas of her great volcanoes, allowing the magic of the Queen to increase their growth and power. By the time Deathfyre wished to commence his onslaught, he was the leader of more than one hundred mature and vengeful chromatic dragons.

Nor had the mighty red been idle while his kin-dragons were hatching, killing, and eating around Ansalon. Deathfyre had been quick to resume the traditional draconic lordship of ogrekind, gathering the mighty tribes of the Khalkists to Sanction, where they lived in an uneasy truce with the crude and violent human population.

### Recruits and Captains

The bakali, too, recalled from their tribal memory the campaigns of the Elven War, when great, leather-winged serpents had swept through the skies and led the lizardmen to the greatest triumphs of their bloody history. When Deathfyre was ready for them, they made their way from the brackish swamplands north of the Silvanesti borderlands, the swamps and fens along the north coast, and the steaming lowlands of the deep, wet valleys of the Khalkists.

To lead his horde Deathfyre found a mighty ogre, perhaps a descendent of mighty Talonian himself. Garic Drakan had the power and charisma to draw the ogres and bakali together. Tens of thousands of monstrous troops stood ready to obey their general's command, while the chromatic serpents—now primed with the full power of adulthood—watched from the high mountaintops and made ready to attack.

### A Lordly Crimson Heir

As a subcommander of his serpentine flyers, Deathfyre appointed his own



son, a mighty red dragon male named Tombfyre, who was already quite huge and powerful.

Twice the forces of Takhisis had hurled themselves at Silvanesti, and each time they had met with terrible disaster. As a result, their new objective would not be the elven realm. Indeed, Deathfyre was pleased to discover that, during his long exile, the realm of Silvanos had been sundered by internecine violence. No longer were elves the dominant race of Ansalon. Deathfyre decided to turn his attentions toward a more appropriate—and vulnerable—foe.

## Human War: First Phase

1060–1031PC

Still exhibiting a patience far beyond that displayed by his violent matriarch, Deathfyre commenced his war with swift, brutal subjugation of the realms immediately around the Khalkist Mountains. Ogres and bakali conducted most of these attacks, with dragons lending their strength (and breath) against only the most stubborn of opposition. In this fashion, Deathfyre's troops absorbed the realms of Khur and Blöten, the nomad-inhabited wastes of the eastern desert, and the coastal realms down to Balifor.

Yet so quickly and firmly did Deathfyre accomplish these conquests that for years the guardians of Solamnia heard only vague rumors of violence to the East. Communication through the Khalkists was virtually nonexistent, and the prideful Knights placed a higher priority on maintaining order in their own nation instead of investigating reports of trouble amid the barbarians to the East.

In this fashion, Deathfyre kept his base of power secure. Sanction became a place of great arsenals, with weapon-smiths gathered from across the world, drawn by the promise of loot or held at the point of a sword, if need be. The

red dragon's troops heavily fortified the city of fire, especially against attack from the western plains. Tens of thousands of troops gathered to the Dark Queen's banner. Following these initial invasions, the number of human mercenaries serving in Deathfyre's armies actually exceeded the number of ogres and bakali combined; still, Garic Drakan remained firmly in command.

During the early phases of the war, no records indicate that dragons actually bore human (or other two-legged) riders into battle. While mighty flyers of both colors carried a passenger now and then for a wide variety of reasons, dragons considered any burden of extra weight a liability in aerial battle—where speed, maneuverability, and altitude are all crucial.

## Human War: Second Phase

1031–1021PC

The war that commenced with Garic Drakan's invasion of the West was the most bloody of all the great conflicts that had raged across Ansalon up to this time. Perhaps because the early battles were fought on the plains, without the concealing verdure that had characterized the campaigns in Silvanesti, the armies of monster and human raged through daylong pitched battles, leaving thousands of dead upon the field before the forces of mankind retreated. Also, the short-lived humans were more savage and reckless in battle than were elf troops, and this trait also contributed to the gore of the battles.

Furthermore, the Knights of Solamnia had forged a mighty empire encompassing most of western Ansalon. Given the legacy of courage and pride that was the foundation of this nation, it is not surprising that the human armies and their valiant lords fought with tenacious determination and valiant self-sacrifice. Defenders slayed more than a few ogres and





## Death of a Patriarch

A vengeful arrow dives from the sun, slashing past wings of black and green. Acid falls like rain, searing scales from the Dark Queen's wyrms, ripping leathery membranes, burning scale-covered flesh.

Mighty Tharn flies to war! Copper jaws tear the throat from a blue dragon; metal talons rend the wings from a white wyrm.

His rage is a thing of legend, and mighty wyrms quail before his roar. Fire licks at his wings, and spearheads of lightning score his flesh. Frost and poison cloak him, and claws of white and black and red strain to bring him down.

However, mighty Tharn is a hammer of the gods! He crushes a dragon in each of his paws; he devours another and still more, chromatic flesh trailing from awful fangs. He spews his acid across the legions on the ground. A thousand ogres perish, shrieking to the unhearing ears of their goddess. Bakali turn and flee, and dark-hearted men die while in the grip of the fear that chokes flesh and tears at sanity.

At last Tharn roars against the red dragon, the wyrm who is master of the horde. Flames engulf him, and lesser wyrms tear at his flanks . . . when he falls, the body of the world shakes from his weight, and the clouds shed their tears at his passing.

—An excerpt from  
*Lore of the Ancient Wyrms*  
by Bard Patersmith, 1021PC

bakali for each hotly contested mile of Garic Drakan's advance.

Still, the forces of Evil numbered many, and they launched their attacks with such precipitous violence that the initial campaigns carried the Dark Queen's forces in a surging tide across the plains. Troops that had been blooded in the minor campaigns of the Khalkist realms were anxious for the more worthy foes represented by the honorable Knights. Greed for the plunder of the much richer targets in the west also motivated these troops to win battles for their Queen.

## Copper Fury

Unlike the two earlier epic wars, the Good dragons learned of the enemy invasion during the early stages of the war. Indeed, so many of the chromatic wyrms gathered in the West that the news of their presence inevitably spread to the metallic dragons.

The coppers, who had made their lairs across much of northern Ansalon, encountered the invading horde first. In fact, some of these serpents had inhabited lairs within the Khalkist Mountains, but the returning chromatic dragons had quietly exterminated them. Because of the fractious nature of copper dragon relationships (even with other coppers), the absence of these wyrms had not created a commotion among the metallic dragons.

However, when the dragons of color took to the skies over Garic Drakan's armies, the coppers couldn't help but notice. Many of these metallic serpents took wing against their hereditary enemies, flying into the teeth of overwhelming odds to strike the first blows in defense of Solamnia and the West. Reports from the ogre histories, as well as songs sung among the Solamnian bards, tell of one of these attacks in particular, detailing the vengeance and sacrifice of the copper patriarch, Tharn.

## Gathering the Knights and Metallic Dragons

Despite some typical bardic hyperbole, it seems clear that Tharn sold his life dearly. Some reports claim no less than a dozen chromatic dragons were killed before the venerable copper was finally brought down by Deathfyre himself.

At the same time, other copper dragons, including most of the nestlings, flew to Palanthas, Caergoth, Tarsis, and all the outposts of Solamnia. Flying far more quickly than the fastest horsemen could ride, they spread word of the chromatic dragon invasion and battled Deathfyre's dragons in a number of blistering engagements. Like their enemies, they fought without bearing riders.

The golds and brass, who maintained many contacts among humans, were quickly alerted to the threat by their kin-dragons. The brass dragons wasted no time in joining the coppers and Knights—though already the tide of invasion had swept far enough to menace the key strongpoints of Vingard and Solanthus.

## Counsel and Combat

The golds, characteristically, gathered to debate the implications of the invasion and to decide upon the most appropriate course of action. They would acquit themselves nobly in this war, but the days when a single clan patriarch would decide upon a course of action (such as Aurican's response to word of the Elven War) were long past.

The bronzes, who still laired primarily along the south and west coasts of the continent—far from the major human cities—learned of the war only gradually. In singles and pairs they flew to the plains. A strong and lanky male, born of Brunt and Melia's first brood, gained the name Bolt; he became the mount of one of the war's most notable heroes, the minotaur called Kaz.

Perhaps because they were the

smallest clan (numerically), the silvers learned of the hostilities slowly. Those who maintained contact with humankind dwelled primarily around Palanthas and were drawn into the gold dragons' pontificating. Others lived throughout their ancient clan-home in the remote fastness of the High Kharolis; like the bronzes, these loners were apprised of the situation on an individual basis.

It is an ironic fact, then, that the most important metallic dragon of this war was a silver who spent most of her time in the form of a wild elf female.

## Human War: Third Phase

1020–1018PC

Never had Krynn beheld such battles as wracked Ansalon during this culminating period of the Human War. Nearly a hundred dragons of metal had joined forces with the Solamnic Knights, and they fought against an even greater number of the Dark Queen's chromatic dragons.

If all the great wyrms had hurled themselves into savage battle, perhaps the matter might have been settled in one fantastic aerial melee. However, dragons do not reach their venerable ages by reckless behavior, so the serpents of each side always sought a battle with the advantage of numbers and altitude; they fled any skirmish that threatened to be too dangerous.

From Tarsis to Palanthas, the Knights stood ranked against the onslaught. Often, with the aid of metallic dragons, they prevailed and fronts remained stable. Sometimes the Knights counterattacked, and in places the countryside saw three or four waves of battle.

## Resurgence of the Knighthood

Even though the three orders of magic created and used the dragon orbs to lure many of the chromatic dragons to their doom, it was not until the drag-





## Gwyneth and Huma

### Gwyneth, Who was Heart

The meeting and friendship of Gwyneth, ostensibly a shy Kagonesti female, with a young Knight of Solamnia remains a mystery forever locked and buried in the hearts of these two beings. Still, historians of multiple backgrounds know and accept certain facts.

Heart, a child of Callak and Daria's second brood, grew to become a fully adult dragon of good size and excellent quickness. She lived as a wild elf for much of the time, though she never stayed long with any particular tribe. She discovered the secret of the dragonlance and gathered the first Good dragons together so that they could offer themselves as mounts to human riders.

At the climax of the war, it was Gwyneth who flew against the Dark Queen when Takhisis threatened to establish herself firmly in Krynn.

—An excerpt from *Silverheart* by  
Bard Patersmith

### A Knight of the Crown

Huma was a very capable warrior, though he showed his lack of experience during his early battles. He possessed as much honor as any Knight and displayed his stubborn nature to the point of unreasonableness—also not unlike many other Knights.

He survived a brush with disgrace in time to carry word of the new lances to his fellow Knights. Huma was the first of the dragon riders, those valiant men who bore their lances to such deadly effect. Eventually, his efforts halted the invasion of the Dark Queen. When his dragon flew into the teeth of certain death, the brave Huma pierced the immortal foe with his lance. The resulting wound caused the Dark Queen to order her dragons into exile.

—An excerpt from *A Silver Lance* by  
Sir Gunthar uth Wistan

onlances were borne into battle on the backs of metallic dragons that the tide began to favor the defenders. Finally the side of Good halted Dark Queen's onslaught everywhere, so she threw all of her Evil dragons into a last, desperate attack—an attack that would focus enough power to allow Takhisis herself to penetrate the magical gate and install herself upon Krynn.

In response to the lethal tactics of the foe, Deathfyre ordered his dragons to carry riders. Without the dragonlances, however, this merely wasted the lives of men and ogres. Still, the sheer numbers of chromatic dragons and the fanatical intensity of their attacks held the outnumbered metallic dragons back. The Dark Queen began to sense victory, and her presence grew into a tangible Evil in Ansalon.

Then, Gwyneth bore her hero, Huma, straight at the massif that would become Takhisis. Into certain death she flew, as the fires and lightning of the Dark Queen lashed her. In spite of Takhisis's efforts, by the time Gwyneth fell, Huma's mighty dragonlance had dealt a blow to the goddess herself.

## Oath of Finality

In the end, the Dark Queen made a pledge to the dying Knight that forced the chromatic dragons from Krynn and compelled the metallic dragons away from Ansalon. Pierced by the lance and convulsed by agony, Takhisis wanted only to return to the Abyss, and she was willing to grant Huma his terms.

Unlike her previous defeats in the Dragon and Elven Wars, however the Dark Queen emerged from the Human War with a significant concession from her ancient enemies: The metallic dragons, too, would depart, and leave Ansalon to the lesser two-legged creatures that teemed across her surface.

The chromatic dragons flew with their Queen, returning through the Lords of Doom to the Abyss—for the most part.



## A Queen's Deception

As always, however, Takhisis sought to deceive, and thus several of her mightiest dragons remained behind. These she secreted in places throughout the Khalkists, so that when the time came for her return, they would be ready. One of the dragons so chosen was Tombfyre, mighty son of Deathfyre.

The metallic dragons agreed to journey to the Dragon Isles, the mysterious realms that lay between cloud and water several hundred miles off the north coast of Ansalon. Here some of the metallic dragons had already made lairs, and those who had visited the place knew that there would be food and territory enough for them all. The population of the islands consisted of rare enchanted beings that had all but vanished from the rest of Krynn. From the beginning, the metallic dragons resolved that these huldrefolk, shadow-people, and kyrie would be allowed to maintain their ancient realms undisturbed by their scaly neighbors.

So the close of the Human War ended many things on Ansalon, not the least of which was the presence of dragonkind among humans, elves, and the other races. The chromatic dragons would remain away for more than a millennium, until the Cataclysm wracked the world and ocean surged where the High Kharolis had reigned. The metallic dragons left the continent alone for more than thirteen centuries, until once more they returned at the time when they were needed most.

## An Age of Exile

1018PC–150AC

In this long period of Krynn's history, the dragons of light and darkness were isolated from each other; the currents

of history ran separately and, at least in the case of the chromatic dragons, sluggishly. The latter cannot be said of the metallic dragons, however, for it was during these centuries that the full flowering of dragon culture began.

## Current of Darkness

Those few chromatic dragons upon Ansalon lived in disguise, or fell dormant within deep, secure lairs. Several whites buried themselves in the glaciers that fringed the southern coast of Ansalon, where they remained undetected through the passing of centuries and the wrack of the Cataclysm.

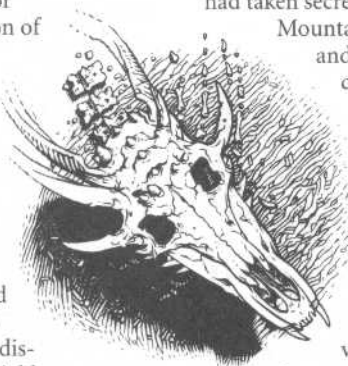
A number of mighty red dragons had taken secret lairs in the Khalkist Mountains, in caverns so deep and fiery that no other creature could survive there, much less endanger the serpentine denizens. No doubt some of these dragons perished during the Cataclysm, for the wrack of that godly assault was brutally violent amid these volcanic summits.


Tombfyre, however, survived. Bardic historians of Dragon Highlords have rendered Ariakas's records of the discovery of the dragon into song.

Most of the dragons of Takhisis returned with her to the Abyss following the conclusion of the Human War. There they fought, bred, and allowed hatred to fester. As their numbers and size grew, they longed for the moment when they could once again aspire to mastery of the world.

## Cataclysmic Change

The most momentous event in all of this time was the magical arrival, in the Abyss, of the temple of Istar. The temple and its denizens had been teleported there, intact, at the instant of the Cataclysm. Perhaps the gods





deemed the notion of instant destruction too swift a form of justice for the unspeakably arrogant ruler and his followers. The Kingpriest and his terrified attendants made splendid fodder for chromatic dragon banquets; more importantly, the Foundation Stone of the temple allowed the Dark Queen to reopen the gate to Krynn in later times.

In 140AC, knowing that the Cataclysm had destroyed the gate to the Abyss that the Lords of Doom once held, she planted that stone in a desolate valley of Neraka. Slowly, secretly, she plotted the return of her dragons and her own ascendancy to ultimate rule.

### Current of Light

During the Idyll of the Time of Knights, the dragons of Paladine, and particularly the golds, had developed a profound respect for fairness, justice, and accomplishments of artistic and engineering merit. Many of the metallic dragons took advantage of these values to try to create, upon the Dragon Isles, the kind of society they had come to admire.

The fractious clannishness of dragonkind did not make this an easy task. For the most part, the brown metallic dragons preferred at least a semblance of solitude instead of remaining in close association with all of their kin-dragons. Two of the islands, Tayol and Mind, held populations of bronze and copper dragons, respectively; the inhabitants had little inclination to welcome visitors of the wrong kind.

### Center of a Flourishing Culture

The largest of the islands, called the Misty Isle, became a sacred place to all the clans. The venerable golds founded a city upon the location of a vast network of underground hot springs. Aurialastican, the City of Gold, was a center of population, culture, and trade unlike any place in Ansalon. The centerpiece of this city became a library, of

course, that the golds hoped would rival the collection of Astinus himself.

The dragons and other races dwelling in the city built grand edifices and wide boulevards surrounding huge swaths of parkland—much of which is lush with lofty rain forests. They plated many of the buildings with sheets of malleable metal; the brilliant reflection of a sunrise has blinded many a careless observer.

Many silvers once dwelled in the city as well, and even now one can find manors and arenas, palaces and towers, plated in the shining silver, platinum, and white gold—bright counterparts to the yellow gold that highlights so much of the city.

### A Growing Populace

The dragons knew, even before their exile began, that they would receive the company of others upon their isles. Thus, they welcomed elves, dwarves, centaurs, and humans, while many kender found their way there as well. In great numbers, these immigrants sailed to the islands on ships guided by dragons, so they could find that uncharted place where the clouds and the sea come together.

These two-legged residents performed many useful tasks for their dragon “partners”; neither side made any pretense of establishing a master/servant type of relationship. The dragons had no interest in mining, forging, building, sailing, or farming. Yet the golds and the silvers enjoyed the metals gained by the efforts of dwarf delvers. They also cherished the music of elf bards, and many golds preferred to live in houses that had been built by human carpenters.

### Growing Culture

Thus, the dragons of the bright metals freed themselves to spend their time in the discussion of philosophy and the creation of works of great beauty. Together with helpers from all peoples, they erected great monuments and sculptures, some of them as big as a good-sized castle.

Much of the labor of the gold dragons went into stocking the city's splendid library. Some of these works were histories, though—despite initial hopes—during this era the draconic collection did not approach the thoroughness or extent of Astinus's library in Palanthas. Still, epic poems were stored there, along with historical tales that the rest of the world would never see. Also, any scholar of music agreed that the gold dragon ballads were some of the most moving stories ever sung.

### Growing Lethargy

As the centuries passed, the activities of the Good dragons on their islands assumed a placid, unchanging nature. Many of the great wyrms became dormant for long stretches—often several decades at a time.

They bred only rarely, perhaps because the size of their homeland gave them little room for a population explosion. In any event, each of the five types had a location on the Dragon Isles that was perfectly suited to its eggs. For example, the silvers maintained nests in the glacial caves of the high mountains, while the bronze dragons had a secluded lagoon in the midst of a wide salt flat.

Perhaps the lack of conflict led to the decline in watchfulness among the metallic dragons of Paladine. As time passed, the greatest and wisest of them spent long days in the City of Gold, engaged in debates of philosophy or acts of artistic expression.

## The Darkest Age

157–295AC

The actions of the Dark Queen during the second and third centuries following the Cataclysm typify her villainy most perfectly. Her theft of the Good dragon's eggs, and the subsequent forcing of the Oath upon the serpents of Paladine, neutralized her strongest foes as her armies embarked upon the Draconian War.

She set her plot in motion during the Cataclysm and moved it forward substantially when she set up her Foundation Stone and created Neraka's Dark Temple. As the Dark Queen's power grew, more and more chromatic dragons awakened from dormancy or came from the Abyss through the Neraka gate (before Berem renders it useless). For now, these gathering Evil dragons remained hidden and kept their presence a secret from the rest of the world.

The aforementioned continuing events, lying close upon the modern era, are well known to most students of Krynn. Laid in sequence, they created an effective trap—until the heroism of Gilthanas and Silvara brought the truth to the Dragon Isles.

### The Theft


While the Good dragons lay almost entirely dormant, chromatic dragons flew to the isles in 287AC. Concealed by invisibility, altered shapes, and other magic, the wyrms of Takhisis easily raided the nests of the metallic dragon eggs, which had been concentrated into five locations, one for each color.

A group of massive white dragons, for example, raided the glacial crib of the silver dragons, while a band of blacks slithered through the muddy swamp surrounding the bronze dragon nests. Red dragons, led by the villainous Harkiel, disguised themselves as pilgrims and entered the City of Gold, sneaking past dormant golds into the very heart of Aurialastian. There they magically transported themselves and the gold dragon eggs back to Sanction.

### The Discovery

The depth of the metallic dragon dormancy was such that several years would pass before anyone, including the dormant nest mothers, would notice that the nests had been raided. This is not to say that no activity occurred on the islands during these decades; still, such dragons as were





active tended to be solitary and curious only about their next meal or a comfortable place to resume the long sleep.

Yet finally some of the young, vibrant dragons began to emerge from their torpor. Discovering the plundered nests, they bellowed an alarm.

Between 293 and 295AC, word slowly spread across the isles, and outraged metallic dragons gathered at Auralastican. Evidence was collected, including the testimony of witnesses to the thefts. This came from various griffin, human, elf, and kender residents. (The two-legged folk had continued to live normally even as their draconic lords lapsed into slumber.)

## A Bitter Oath

296AC

With the simultaneous arrival in Auralastican of the coppers and silver dragons, each bearing word of their own lost eggs, metallic dragon outrage swelled to the bursting point. Then the red dragon Harkiel arrived with word that the eggs of the Good dragons would be held hostage, proof against metallic interference in the war that was about to commence.

The metallic dragons had been exiled from Ansalon for so long that the prospect of the continent's suffering seemed a distant, vague threat—especially when weighed against the immediate peril to their precious eggs. There were growls, even roars, of resentment, but in the end, each of the metallic dragons swore the Oath, pledging to remain aloof from the imminent war.

## Evil Takes Wing

300–347AC

With her chief adversaries paralyzed, Takhisis began to work her villainy across Ansalon. Through the portal established in the corrupt temple of Neraka, she reached the mortals of the world via dreams and agents. However, she made sure that her dragon

agents remained an absolute secret in Ansalon.

After a time, the halls and catacombs of the Temple seethed with reptilian inhabitants who wished to fly against the world but were held in check by the will of their Queen.

At the same time, Takhisis bent the souls of many mortals toward her own ends. Wizards of the Black Robe whispered of her return, and a multitude of her clerics had retained their faith even through the cold, magicless years following the Cataclysm. When the Dark Queen's power returned, men and women who had never cast a spell, descendants of those who had carried their faith through three centuries, discovered a return to ancient might. The ranks of followers swelled as these priests and priestesses employed their unique and long-forgotten powers.

## A Highlord and His Army

Takhisis found in the person of a skilled mercenary the one who would become her emperor: Ariakas. After he passed a series of tests to prove his mettle, the Dark Queen rewarded him with her blessing. Serving as high priest in addition to his role as warrior lord, this ruthless and ambitious captain eventually (and briefly) ruled an empire as vast as any in the history of Ansalon.

He is credited with numerous brilliant military innovations. Most significantly, he trained his dragons to carry armed riders into battle. Though he had no dragonlances (creatures of Evil could not touch these blessed weapons), the emperor gave to his riders many potent weapons of terror and destruction. After years of training together, such rider/dragon teams proved far more effective in aerial battle than a dragon alone would.

Takhisis recruited other humans, as well as ogres and hobgoblins, to serve as her lords. She tested each rigorously, willing to slay nine loyal followers to find a tenth worthy of high rank. To



each of these lords Takhisis granted the services—and commanded the loyalty—of a mighty dragon. Takhisis compelled Tombfyre, scion of Deathfyre to become the mount of Ariakas himself.

## Alliances and Campaigns

348–351AC

Again the forces of the Dark Queen commenced a campaign of conquest with patience and planning. Initially, the realms closest to Neraka, including Khur, Blöten, Sanction, and Zhakar (Thoradin at the present time), were brought into the fold of the Evil forces by means of bribery and enticement. The ogres, dwarves, and humans of these realms responded to dark promises of booty and plunder—just as their ancestors had more than thirteen centuries earlier.

Ariakas exhibited great skill in forming these volunteers into legions and training the troops in tactics of modern war. It was the emperor who instituted the system of organization that aligned his massive force into the five mighty dragonarmies that would become the scourge of Ansalon. By attaching each of the wings to one of the clans of chromatic dragons, he created a natural sense of pride among the two-legged troops on the ground and a potent flying force for the air. Each wing was in fact a mighty army, stronger than any foe who might stand in its path.

### Eastern Invasions

The Draconian War began in earnest when the Blue Dragonarmy commenced a sudden, slashing attack against Nordmaar. Commanded by the ruthless masked Dragon Highlord known as the Blue Lady, the lead elements of the attacking armies swept out of Neraka and reached the northern coast of Ansalon in a matter of a few weeks. By the time the legions of draconians and human mercenaries

caught up with the aerial forces, the entire realm was already subjugated.

The attack on Balifor was a combined strike by the Red and Black Dragonarmies. The two forces, supported by thousands of ogres from Khur, advanced together down the eastern peninsula. Operating under the tactical command of Lord Verminaard, the Red Dragonarmy halted to occupy Port Balifor while the Black Dragonarmy continued on to a frustrating and forgettable campaign in Kendermore.

### Corruption in Silvanesti

Itching for a part of the glory, ambitious young dragons of the Green Dragonarmy ignored the highlords' pledge to stay out of Silvanesti. With increasing audacity, they flew over the border of the ancient elven realm and attacked a trio of griffin-borne couriers. One of the elves survived to reach Silvanost; immediately the elves were determined to wage war.

King Lorac Caladon quickly reinforced his northern border. Within days, several young hotheads, mounted on griffins, made an attack into the Queen's territory, grievously injuring a young green dragon.


Immediately the greens flew against the elves in numerous skirmishes. Lorac's warriors, aided by magic and experience in dragon wars, succeeded in holding their long frontier. However, within the sanctified halls of Silvanost itself, the wicked presence of Cyan Bloodbane, the green dragon, began to exert its secret and subtle pressure against the elf Speaker through the Dragon Orb.

### Fury and Decay

Impatiently, Ariakas ordered more dragons against Silvanesti, first sending the White and then the Red Dragonarmy in support of the impetuous green dragons.

By prearranged plan, the elf legions withdrew down the Thon-Thalas





valley all the way to their island capital. There they prepared the crystal city for another siege—an event Silvanost had not experienced in nearly three thousand years. Yet the walls were well-fortified, and numerous enchantments in the defenses would have forced the enemy dragons to approach slowly and carefully.

Tragically, King Lorac made his fateful decision: Instead of battle, he decided to master the invading dragons by using the Dragon Orb of Istar. The disastrous effects of this nightmarish transformation have been well-documented; it is only fortunate that most of the Silvanesti elves had already departed by sea prior to the catastrophe brought on by King Lorac's nightmare.

## Solamnia and the South

351AC

After a period of time, Ariakas turned his armies toward the West. Though Solamnia was the largest and perhaps the most stable of the realms upon Ansalon, it was but a shadow of its earlier greatness. The Knights were torn by disorder, and the general populace had lost the respect for the Solamnic Order that for so long had upheld the honor and glory of Vinas Solamnus's legacy.

The Blue Wing struck north, quickly seizing Kalaman, the lands around Dargaard Keep, and Vingaard Keep. The Green and Black Wings attacked straight west from Neraka, quickly overrunning the coastal reaches of the New Sea, but then halting against the ramparts of Kaolyn.

The Red Wing sped southward, crossing the New Sea and falling upon Abanasinia with brutal speed. Swiftly the Evil forces overran the plains, and the chromatic dragons advanced into Qualinesti, forcing an evacuation of that elven realm.

## A War of Dragons

352AC

The armies of the Dark Queen found themselves poised for victory on all fronts. The Good dragons had remained true to the Oath that Takhisis had exacted from them. Without any worthy opposition, Ariakas's wings of dragons reigned freely wherever they decided to fly.

## A Lone Bastion

Only in Solamnia did the Evil dragons encounter anything even remotely approaching a setback. There, aided by the natural strongpoint formed by a pass in the Vingaard Mountains, the Solamnic Knights made a stand at the fortress called the High Clerist's Tower.


Ariakas reinforced the Blue Wing with heavy assault companies drawn from throughout his vast army. Under the careful command of their lady highlord, dragons of azure made an assault supported by ogres, hobgoblins, mercenaries, and draconians of all sorts. Flying Sivak draconians actually took to the air beside their serpentine lords as they attacked the fortress.

## Return of the Dragonlance

Aided by D'Argent (or Silvara), a silver dragon who had violated the Oath by going to Ansalon—though only in the form of a Kagonesti wild elf—a group of two-legs stumbled upon the artifacts necessary to create the legendary dragonlance, which included a hammer treasured by the dwarves and a silver arm.

Several of these weapons reached the fortress in the pass. Once there, the defending forces used them to kill three of the dragons leading the attack of the Blue Lady's badly damaged army. Chagrined, the highlord withdrew her forces from the pass, and a sort of stasis settled over the Plains of Solamnia.





## Dark Truth, Silvara's Nightmare

Following the tradition of her elder sister Heart, the silver dragon Silvara had spent much time walking among men and elves in the guise of a beautiful Kagonesti maiden. She met and befriended Gilthanas, a prince of Qualinesti, and together they determined to search for the secret hiding place of the Good dragon eggs.

Their quest took them to Sanction. There they found what they sought, and much, much more: In the depths of the Dark Queen's labyrinthine temples, they discovered how the Evil forces had corrupted the eggs to generate draconians.

With this find, Silvara renounced the Oath and assumed her true form. Her fury was a terrible thing to behold as she laid waste to much of the temple. Then she flew Gilthanas to the Dragon Isles.

There they wasted no time in sharing the grim tale of their discovery. Within a day of this revelation, the metallic dragons agreed to renounce the Oath. More than a hundred took wing for Palanthas, with many more to follow in the next days and weeks.

## Vengeance

Numerous lancers volunteered to bear dragonlances on dragonback. Most of these warriors came from the ranks of the Solamnic Knights, but a few elves (and fewer dwarves) also carried the weapons of legend into war.

In a stroke of genius, Sir Gunthar uth Wistan, lord of all the Knights, appointed as his army commander an elf princess named Lauralanthalasa (or Laurana). The gold dragon Quallathan bore this Golden General to war.

Laurana's campaign was a dazzling example of military efficiency as this elf princess proved herself far more imaginative than the doctrine-bound Knights. Though the dragonarmies fought hard, the appearance of the metallic dragons badly stunned them.

Ultimately, the aerial battles swirled onto the ramparts of the Temple of Darkness in Neraka. While the Dark Queen tried to open the gate in the Foundation Stone—and Laurana and Ariakas confronted each other within the chamber—a hundred dragons fought in the Khalkist skies. Tombfyre and the silver patriarch Lectral killed each other in a riderless duel.

Finally, the Queen was thwarted in her attempt to pass through the gate generated by the Foundation Stone; her efforts forced a convulsion that brought the Temple of Darkness crashing into ruin. With the portal to Krynn destroyed, Takhisis could not lead her armies or reach her highlords anymore.

The chromatic dragons, no longer defending the Dark Queen's stronghold, scattered away from Neraka. Striving only to flee, they fought their way through the encircling metallic dragons and, by clan, sought refuge in defensible corners of Ansalon.

## Dictory

353–357AC

Aided by the Knights of Solamnia, the metallic dragons embarked on a series of vicious attacks against the chromatic dragons. The silver scion of Lectral, Dargentan, led a dozen of his clan-dragons bearing riders and lances into the Icewall Glacier, slaying many of the white dragons that had taken shelter there.

All three clans of brown dragons, led by the venerable copper Cymbol, made attacks against the red dragon realms in Nordmaar and Kern. Over several years of battle, they succeeded in killing many reds, though numerous metallic dragons paid for these victories with their lives.

Quallathan and a flight of gold and silver dragons attacked the black dragons who had devastated the realms of Goodlund and the Dairly Plains. Within half a year, most of the Evil serpents had been slain, and a fresh harvest was ripening in the fields.



In the central part of the continent, however, the chromatic dragons remained strong. Blues occupied much of the Khalkists, and scores of green dragons had taken shelter in the northern Silvanesti Forest. These two populations, protected by mountain and sea, proved impregnable to all but the briefest of raids.

## Wild Dragons

358–383AC

All the clans of metallic dragons retained in some fashion the strong bonds they had formed with human and, occasionally, elf riders. Among the chromatic dragons, however, only the blues continued to work in concert with their riders. The respect held by the blue dragon Skie for his beloved Kitiara, the Blue Lady of the Queen's highlords, is no doubt partially responsible for the continuing relationship. Also, the blue temperament is capable of a more precise and disciplined type of warfare than the others of their chromatic kin-dragons.

The Dragon Isles remained the bastion of Good dragonkind and were particularly favored by the gold dragons. Their city entered a reign of unparalleled prosperity, as a sense of creative vibrancy replaced the pre-war dormancy.

Across Ansalon, however, both dragons and Knights lost interest in the fruitless campaigning against the Khalkist strongholds. More by default than by plan, a grudging truce fell. Still, rogue serpents menaced many a realm of humans, elves, and kender. All kinds of chromatic dragons participated in this bullying, but even metallic dragons of the copper and bronze were not above taking advantage of their physical might to gain gifts and bounty.

The blue dragons took off to Storm's Keep, a secret island stronghold in the Sirrorion Sea, where they were training with Ariakan and the Knights of Takhisis in secret.

## Lightning War

383AC

A new danger appeared in the form of the son of Ariakas, the Lord Ariakan, who founded the Knights of Takhisis. The attack of Ariakan's legion, heavily supported by blue dragons, has been well-documented in contemporary sources. It was a brilliant accomplishment and placed the Dark Queen's general squarely in command of nearly all of Ansalon.

Throughout draconic history, this event will ever be regarded as a tiny burst of fuss, when compared to the unleashing of chaos that was to follow.

## Cataclysm of Chaos

383AC: Summer

By breaking open the Graystone, the Irda released Chaos, the self-proclaimed Father of All and of Nothing. This force is beyond the comprehension of even the wisest dragons. Paladine and Takhisis called their mighty children to war, and dragons of metal and color flew together into the Rift and down, down into the Abyss. There they battled the hordes of chaos, and there so many of them died terribly.

The legendary campaign in the Abyss, during which silver and blue dragons fought side by side against Chaos, has been recounted from the standpoint of the two-legged participants. As a result, the contributions of the mighty dragons—nearly all of whom perished in the fight—is sadly underportrayed.

As the storms of chaos swept the world, earthquake and tidal waves wracked the Dragon Isles, but even so, the great monuments and manors of Aurialastican remained standing.

The golden matriarch Regia took to the air and saw the great Rift in the Turbidus Ocean east of her home. She was forced back to the Dragon Isles as rocks rose from the waves below. As Chaols left the world, the Teeth of Chaos came into being—islands as bleak and per-





## A Note About Dragon Breath

*The following passage comes from a document kept at the Citadel of Light. Although the source is unknown, the document itself puts forth several likely theories as to why metallic dragon breath changed. Unfortunately, until the dragons of metal clarify this situation themselves, nobody will know for sure why the dragons' breath altered.*

— The Sage, Citadel of Light, 32sc

Throughout the ages of Krynn, the dragons and their presence in body or in myth have been a constant. However, the dragons of metal have undergone a recent transformation: Their dragon breath has changed. Instead of having two types of breath, they now have only one. Also, the remaining dragon breath attack is not, in most cases, exactly the same as it was when Paladine still watched over Krynn. For example, brass dragons once had the ability to breathe a sleep gas as well as their heat breath. Strangely enough, this change did not affect the chromatic dragons. Scholars have been scrambling to find out how and why this happened. Since the metallic dragons refuse to answer any questions about it, all we have is theory and stories.

In several missives sent between scholars and sorcerors, a few sound theories have come to light. The first one states that when the Graystone exploded, the energy washed over the metallic dragons and changed them subtly. A humorous story heard in taverns around Sanction describes how a silver dragon first discovered that it no longer possessed the power of paralyzation gas—to its dismay!

A second theory states that when Paladine left Krynn with the rest of the gods, he was forced to, or decided to, take away one of his childrens' breath attacks. A song heard in Iyesta's realm tells of Paladine's visit with several of the metallic dragons in the mysterious Dragon Isles. Sung in a minor key, the bard tells of how Paladine sadly touched a patriarch or matriarch of each metal, changing not only that dragon, but every other dragon of that metal.

A third theory from Palanthas holds that, back when the metallic dragons first came to Krynn, Solinari gifted them with an extra breath attack, which was actually a spell. As time passed, the dragons grew to believe that the breath spell was just another type of dragon breath. Of course, when Solinari left Krynn, magic disappeared and sorcery replaced it. As such, the extra dragon "breath" spell also disappeared from the metallic dragons. Although this theory doesn't explain why a copper's acid breath changed to a disintegration effect, it does cover the loss of the secondary breath attack.

Finally, an intriguing combination of these theories claims that the Graystone's explosion changed the metallics' primary breath attack, the loss of the gods of magic caused the secondary breath attack to vanish, and Paladine visited the metallic matriarchs and patriarchs to explain to them how and why they had changed. This could be the reason why no metallic dragon will talk about this subject.

Several other theories, either in the form of stories or of songs, are floating about Ansalon. Some scholars consider the other theories absurd, while a few others believe the theory to be intuitive or so strange that it must be true. For example, a kender, upon seeing a bronze dragon breathe sunbeams instead of lightning and finding out that it couldn't breath repulsion gas, remarked that the gods must have wanted to make the Good and Evil dragons equal and different from each other before they left.

ilous as any landscape on Krynn. The islands' position stood between the Dragon Isles and distant Ansalon.

Upon the continent, dragons of all clans scattered under the onslaught of the minions of Chaos: fire dragons, daemon warriors, and shadow-wights. Most sought shelter in deep lairs, and many remained there for years.

## An Age of Mortals

### 15C–Present

Though the wrack of Second Cataclysm was evident in parts of Krynn, the world was not a tortured place in the wake of Chaos. On the Dragon Isles, two-leggeds and metallic dragons alike repaired damage and created new monuments. Across the continent, dragons great and small began emerging from their secret lairs.

## Shadows of the Overlords

The dust of the Chaos War had barely settled before a new terror descended upon Ansalon. A red dragon of a size not seen since the Age of Starbirth flew from a realm across the eastern ocean, landing on the continent and soon laying waste to a vast region of it. This was Malystrixy the Red.

Beginning with Malys, dragons of immense size and hunger began to appear in Ansalon. Ever territorial, the chromatic and metallic dragons native to the continent were quick to attack these Great Dragons and to perish by other dragon attacks.

These monstrous serpents came from a land somewhere across the ocean—a distant realm, unknown to any sea-captain (or dragon) native to Ansalon. Rumors about this mystic realm abound, but few scholars agree:

Many dwarves think that the entire land is home to giants, while elves hold that magical storms reign over the lands. Some humans claim that the depredations of the now-emigrated Great Dragons had rendered that land utterly barren.

## The Purge

### 4–30SC

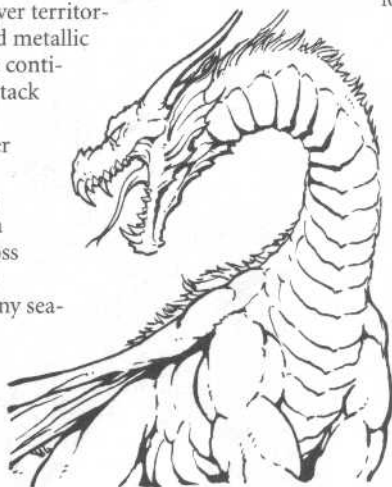
The Dragon Purge was a natural development of the overlord predation. Already determined to kill as many rival dragons as possible, Malys discovered that the deaths of these lesser wyrms could magically enhance her own size and power. She most likely devised a potent spell to aid her in this purging; in any event, her size and power swiftly began to increase as she slew dragons from the ten clans.

One of Malys's accomplishments includes the design of the skull totem, an ever-expanding pyramid of the skulls of her draconic victims that allows her to shape her realm.

Although nobody has yet discovered how she came up with the concept of the totem, theories abound that it actually came from her realm of origin. She intended to keep the totem a great secret. Yet through means of magic and

intrigue, her rival overlords eventually learned the secret, mimicking Malystrixy's accomplishment by creating their own totems.

Some of Ansalon's dragons, too, discovered that they could greatly enhance their own power by destroying and consuming the might of







their fellow wyrms. Most of the serpents of Ansalon perished during the time of this scourge.

Many dragons created their own realms, and five overlords learned to focus the power of a Purge-made totem. These overlords attained their status at different times, and all continued to hunt lesser dragons until Malys declared an end to the Purge in 30SC.

Dragon	Realm Established
Malystrix	4SC
Khellendros	4SC
Onysablet	6SC
Gellidus	12SC
Beryllintranox	25SC

Other dragon lords appeared during these decades as well. Green Lorrinar and red Pyrothraxus are known to have come from the distant realm across the sea. The whites Cryonisia and Frisindia, as well as black Mohrlex and red Cinder, on the other hand, are native to Ansalon, but they preyed upon their fellow wyrms to increase their size during the Dragon Purge.

## Survival

Within the overlords' domains, chromatic dragons survive at the pleasure of the ruling lord. For the most part, the great wyrms have attracted subject dragons of their own colors; primarily red dragons dwell in the realm of Malys, for example. These serpents fear their overlords and serve them with as much loyalty as can be expected of a chromatic dragon.

Other chromatic dragons live in the ancient clanhomes of their kind, particularly reds, blacks, and blues that still inhabit much of central Ansalon. The Dragon Purge has made them frightened, however, and so these serpents often remain concealed from neighboring peoples.

Metallic dragons do not live, not for long in any event, within the borders of the Great Dragons' lands. Many metallic dragons live in Ansalon, however,

though (like the free chromatic dragons) they spend much of their lives in hiding. The realm of the great brass dragon, Iyesta, is the sole exception on the continent; there, many metallic dragons live safely and in the open.

Currently, the Dragon Isles remain the center of metallic dragon population and culture in the Fifth Age. Although several metallic dragons live in the free realms, the Dragon Isles has become a haven for refugees; many of the metallic dragons formerly dwelling upon Ansalon have fled there in fear of their lives!

## Cooperation

In the Khalkist Mountains, sandwiched between the realms of Malys, Lorrinar, and another great red, Fenalysten (or Cinder, as two-legs name him), dragons of metal and color have agreed to an uneasy truce. At least a few wyrms of all ten clans live in the mountains, the plains of Neraka, and along the northern coast of the New Sea. Under the examples of red, blue, silver, and brass dragons, all of the wyrms have set aside their differences and agreed to live in peace. The agreement has not extended so far as to aid others in the campaigns against the overlords, but some silver and brass dragons are trying to suggest this tactic as a natural outgrowth of their treaty.

## Dragon Purge Ends

Content with her realm and worried about the threats posed by the other Great Dragons, Malys declared an end to the Dragon Purge in 30SC. The dragons all ceased their deadly harvesting of fellow wyrms upon word of the Red Marauder's edict.

Scholars speculate that Malys might have discovered a magical spell that negated her earlier discovery of the purging process. Alternatively, she could be using her awe-inspiring presence and power to cow the other Great Dragons into an obedience of sorts.



# CHAPTER TWO



*Most blue dragons are excellent magic-users; Flare was the exception. She was too impetuous, lacked the patience needed to cast spells. She preferred to*

*fight with tooth and claw and her devastating lightning breath, which could shatter castle walls and set forests ablaze. Flare tended to have a low opinion of wizards. . . .*

*—In transit with Steel and Palin,  
Dragons of Summer Flame*

Dragons have ever been the masters of Krynne, and the Fifth Age is no exception. Unfortunately for many of those dragons, they must now live in the shadow of the seemingly invincible dragon overlords.

## Dragons and Their Kin

The information in this chapter elaborates on the material presented in the DRAGONLANCE FIFTH AGE boxed set.

## Masters of Dragonkind

The mighty dragon overlords have demonstrated nearly godlike powers, using world-shaping might to forge their realms and potent magic to create the hybrid race of dragonspawn. This chapter contains sections that describe each overlord individually.

## Clans of Color and Metal

Even the least of dragons is a creature with a proud legacy and a potential for greatness. Dragons of metallic and chromatic scales can trace their genealogy to specific ancestors and share histories tied specifically to many parts of the world. While they are powerfully individualistic creatures, even the most chaotic of dragons acknowledges a certain bond to other serpents who share the same scale color.

Each clan description includes information pertaining to the goals shared by most dragons of that clan, the ancestry of modern lineages, and the clan's current status in Ansalon.

## Unique Dragons

Krynne is home to dragons other than the overlords and the kin-dragons of the ten original clans. These include dragons who dwell in the oceans and others who have come from the realms of chaos and even death.

Though rare, sea dragons lurk in the depths of Ansalon's two flanking oceans. These aquatic lords are every bit as ruthless as their flying cousins when it comes to exerting influence over lesser peoples and subject realms.

Many furious and deadly fire dragons escaped from the realm of Chaos on the night of the Second Cataclysm. Now they prowl alone or in small bands, offering deadly danger to two-legs and dragons alike.

Occasionally the scourge of undead can be visited upon a dragon, resulting in a dracolich; these rare, unspeakably Evil beasts possess all the lethal power of a adult dragons, coupled with other chilling powers of the undead.

Shadow dragons are beings of powerful magic and can assume awe-inspiring appearances and demeanors.

# FIFTH AGE DRAGONS

## Overlords of Dragonkind

The dragons described in this section are the five massive overlords who have gained special powers. They are listed alphabetically.

### Beryllintranox

The mighty green Beryllintranox (*green ancient female wyrm, malicious demeanor, 8*), known as Beryl to men, is mistress of the vast Qualinesti Forest, though she has never been seen by most of her thousands of subjects. One of the Great Dragons who came to Ansalon from across the oceans, she prefers to remain in her lair and work on magically extending the thick woodland that marks her territory. Recently she caused thick blankets of kelp to clog the Sirrion coastline. In the southeast, she uses her powers to remorselessly close in on Tarsis; the border of her tangled forest creeps forward by several feet every day.

### Desires

Beryl desires magic, especially in the form of items of magical power. She collects artifacts, weapons, and all types of enchanted objects, and is inclined to look favorably upon one who gives her a gift of any of these.

She is certain that, eventually, she will become the most powerful dragon overlord in Ansalon, surpassing even Malys. She believes that the Tower of Wayreth is the key to gaining ultimate power, and she has charged many elves and green dragons with finding the elusive center of sorcery. The dragons

search in response to her will, while the elves search only because Beryl has demonstrated a willingness to annihilate an entire village to compel the obedience of a few young woodsmen.

Beryl watches over her realm avidly, and her servant dragons guard her borders and inform her about matters important to her.

Though the emerald matriarch spends much time in her lair, she will leave in response to any report of the Tower of Wayreth or any incursion

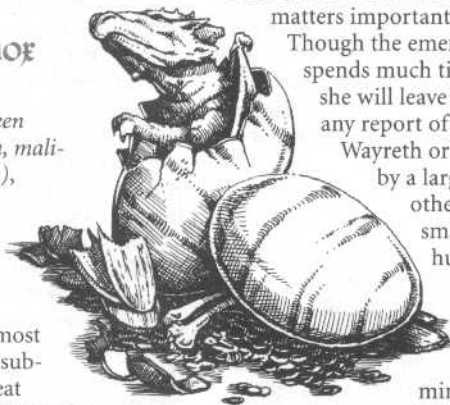
by a large dragon or other overlord. If smaller dragons, human war parties, and other nuisances intrude, she allows her minions to deal with the threat,

though she has the skulls of the victims brought to her lair to add to her collection.

### Fears

The Qualinesti elves represent a great source of worry to Beryl. She needs them to help find the Tower, but she is not convinced that they are performing their search wholeheartedly. At the same time, she cannot exterminate them—at least, not without a campaign of such ravaging brutality that would destroy her beautiful forest as well. Recently, the elves have given her cause to fear them. Beryl knows that the wizards present at the Last Conclave can raise the spirits of dead elves in a force lethal enough to kill her.

Beryl also fears Malystrixx. As a result, the mighty green continually plays on the fears of fellow overlords, convincing Khellëndros, Gellidus, and Sable that she is a willing ally. She also provides each of them with an under-



standing ear when the treachery of the other dragon overlords comes to light. Beryl refrains from dealing with Malystrix, however, since she finds the great red dragon to be unpredictable and mysterious—hence the fear.

Though she has not yet learned of this fact, Beryl has another source of worry: Bands of wild elf Kagonesti have sailed in from Southern Ergoth and Cristyne. These tattooed warriors have infiltrated many of the woodlands around the fringe of the great forest. Uneasy allies of the Qualinesti, the wild elves actively seek to thwart the overlord's will.

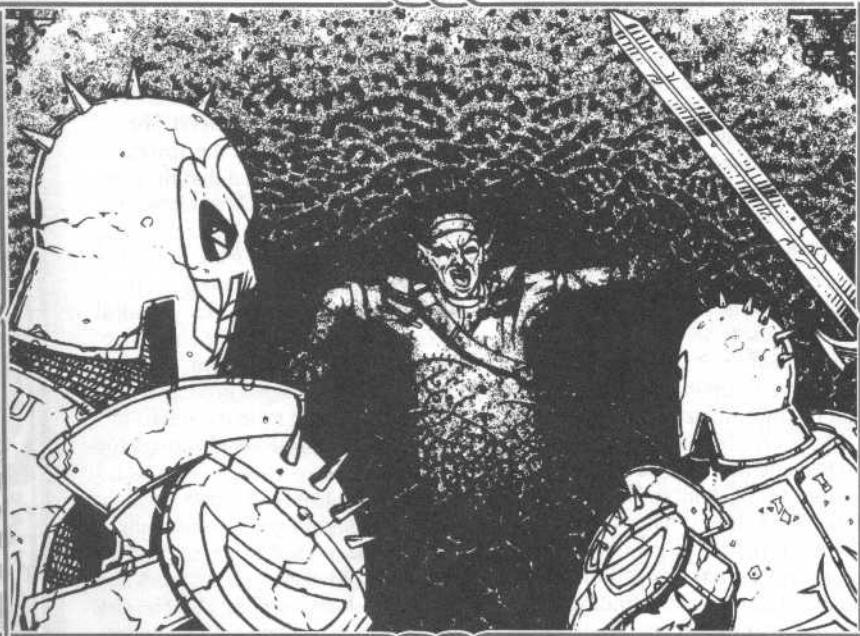
### Lair

A dense grove of ironwoods, redwoods, and thick pulpy vines walls off Beryl's lair, which is dark and sunless as any cave. The canopy of leaves and needles intertwine so thickly that rain sloughs off to the sides, and even small creatures are hard pressed to push through the verdancy.

A shifting barrier of thorny undergrowth screens the lair's entry. The screen acts as a web that separates to allow Beryl's massive form to pass, then shrinks to nothing. As additional protection, the barrier stretches over a vast swath of the central forest in such a way that the elves cannot gain a clear idea as to the lair's precise location.

Within the grove, the moist air is rich with the scent of moss and fungus, and pungent with the crocodilian spoor of Beryl herself. The scent of chlorine gas is also thick in the air, lingering even when the monstrous overlord absents herself from her lair. Pools and streams are everywhere, with several small waterfalls trilling constantly in the background.

The skulls of her victims form a massive subchamber within the lair itself; they line the walls of a dark and musty network of caverns extending below the grove of Beryl's lair. Many of these caves contain water-filled areas, and deadly sentient plants guard most intersections. Her skull totem stands in the heart of the maze.





☞ **Beryl's sentient plants:** *Animated plants.* Co 6, Ph 25, In 6, Es 8, Dmg +10, Def -4, also melee weapons (thorn vines acting as teeth chain).

## Features of the Realm

The forests of Beryl's realm are thick and humid, but not impassable. Game is plentiful, and trails are large enough to accommodate the deer and buffalo that wend their way through even the thorniest regions. In many places, the woods have a very dense, high canopy; here only underbrush lightly covers the forest floor, while tall, straight trunks rise into a verdant, vine-draped thatch. A few areas of the thickest greenery are so humid and overgrown that they resemble jungles.

Flowers, mushrooms, and many varieties of fruit flourish in Beryl's forests. Most of these are beautiful to behold or nourishing to consume, but other varieties contain powerful toxins or possess addictive qualities. The rarest of the plants produce pollen, provide a medium for fungus, or ripen fruit that might imbue the unwitting consumer with insanity, forgetfulness, extreme phobias, or other effects.

## Feeding Priorities

Beryl is, for the most part, content to eat the wild creatures of her forests (particularly pigs, buffalo, and deer). She rarely hunts, instead sending her dragon servants to the task—woe befall the hunter that taints his kill with the deadly gas of green dragon breath!

While taking her vengeance against the elves, however, she consumed entire houses and villages of the sylvan folk. The vengeance was satisfying, but in each case she suffered from severe indigestion for months afterward.

## Minions

Chameleus (*green mature adult male dragon, demanding demeanor*) is a powerful dragon in the full breadth of maturity, speed, and power. He com-

mands the dozen or so adult green dragons who patrol Beryl's woodland and hunt for her. That band of loyal dragons are all supple, intelligent adults. Aptly named the Chameleons, these dragons seem invisible when they remain utterly still against the backdrop of Beryl's forest.

Dreselenimus, or Venom (*green juvenile male dragon, crafty demeanor*), is a young male who serves as a sort of "page boy." He tends to nuisances like rats and kender in the lair, as well as carrying messages to the mature dragons.


Ichlonadrait, or Iclor, (*green young male dragon, malicious demeanor*), has connections with Beryl and the Knights of Takhisi. After helping the Knights chase down renegades in Qualinesti, he decided to have some fun by taking out a group of adventurers. Unfortunately, he took several bad hits during the battle. After Beryl graciously saw to his healing, Iclor found himself exclusively in her service.

Another small green dragon, Virtrian (*green young adult male dragon, dishonest demeanor*), works as Beryl's eyes and ears. Not only does Vale, as he is known by men, keep watch over the men and elves of Ahlanost, but he also spies on the Dark Knights.

Not only do the Dark Knights have a garrison in Beryl's realm, but Beryl's most loyal warriors include a hundred or so draconians, which consist mostly of Baaz and Kapak with a dozen Sivak overseers. Oppressed by the extensive humid forest, the draconians live much like wild animals. Though they have kept their weapons, they roam the woodlands without clothing, armor, or other supplies. The commander of the draconians is a huge Sivak known as Silvertongue (*Sivak draconian, shrewd demeanor, Hero*).

The Qualinesti elves, under Speaker Gilthas (*Qualinesti young adult male, serious demeanor, Hero, 2* ●), serve Beryl reluctantly. However, a few young warriors have formed a company called the Hooded that supports Beryl. Led





by a skilled warrior named Jendaron (*Qualinesti adult male, pessimistic demeanor, Champion, 9*), they serve Beryl with apparent loyalty, because they are certain that this is the only way for the elves to survive.

## Gellidus

The white dragon overlord Gellidus, or Frost (*white ancient male wyrm, sadistic demeanor, 9*), has come to Ansalon from across the sea. He created a vast wasteland of glacier and icefield, making a realm where winter is eternal. Fortunately, Gellidus seems content with the initial size of his realm; for the time being, at least, the glaciers extending north from his icy realm have ceased growing.

Unlike Beryl, Gellidus spends much time wandering about his realm, relishing the violence of the nearly constant blizzards or wallowing in the deep powder of vast snowfields.

Frequently he sleeps for weeks or even months at a time on a snowfield or glacier; within a few days, snowfall and drifting make him completely unrecognizable as anything other than an irregularity in the surface. Upon awakening, Gellidus cracks the ice from his eyelids (by opening them) and then watches and waits. His patience is immeasurable, and eventually—occasionally after weeks or months—some unsuspecting refugee or traveler will come by. Emerging in a wave of fury and snow, Frost devours the trespasser and then announces his triumph with roars of delight.

## Desires

Gellidus is not an overlord who spends time scheming, nor does he dwell upon things that he does not possess. For the most part, this is because he lacks imagination. However, when someone suggests to him that Malys has a larger realm, or that Beryl's is growing faster than his, he feels slighted and jealous. Still, he is too lazy to follow through on

any plan that requires him to do a lot of work—especially when that work is as involved as expanding the size of his realm. Instead, he relishes the glorious weather in the territory he controls and keeps busy by terrorizing his subjects and any strangers he encounters.

## Fears

Gellidus lives in dire fear that his dragon servants will turn on him and somehow kill him or steal his realm. This is highly unlikely since the largest of the mature whites is barely a quarter of his master's size. Since these white dragons are constantly around, however, Frost always remains alert to their presences and actions.

Though he also fears Malys, Gellidus fawns in worship over the Red Marauder to her face; currently, his toadying has earned him the proud position as one of Malys's consorts.

Although Frost guards the borders of his realm quite jealously, he does this more out of nastiness than fear. As noted above, when he discovers intruders, the chance to attack and consume them delights him to no end. Within the realm itself, he is most protective of Foghaven Vale, for he worries that the Knights of Solamnia will one day try to retake that sacred valley.

## Lair

The white overlord makes his lair in a series of lofty ice caves that permeate the glaciers ringing Foghaven Vale. Thick barriers of ice seal most of the entrances. Within these cave mouths are numerous chambers, some resplendent with blue ice and fluted balconies of icicles, others barren of anything except lethal chill.

Many of the outer caves contain the lairs of Frost's lesser dragons. Deep within the glacier lie the massive chambers where Gellidus himself feeds or rests occasionally. Here, too, stands the ice column of his skull totem.

Frost avoids using any of the ancient caverns (such as the old dragon's lair

beneath the ruined keep at Foghaven Vale) as part of his own lair. The old passage leading from Castle Eastwatch to the Vale has been collapsed by Frost, and dozens of menacing thanoi patrol the area outside the Vale.

## Features of the Realm

The dead isles south of Ergoth, although chilly and gale-swept, remain curiously dark. Patrolled by the shadow-wights, the sun never seems to penetrate the heavy haze of iron-gray clouds in these realms.

During the depths of Ansalon's winter, the massive glaciers that fill the high mountain valleys tumble downward with violent abandon—often moving fifty feet a day. Cascades of ice-falls as deadly as any rockslide precede glacial movement.

The ogres of Daltigoth have established cautious, friendly relations with the thanoi that Gellidus has imported from the Icewall Glacier. The walrus men live like barbarians but remain loyal to Frost and are quite willing to fight on the white dragon's behalf. More and more of the thanoi come to Daltigoth to trade or seek excitement. Though they mingle uneasily with the ogres, they exist in a state of armed truce. Daltigoth's dictator, the ogre Tdarnk (*ogre adult male, cruel demeanor, Champion*), has instituted capital penalties for those who disturb the peace. The city maintains a large arena where these sentences are carried out, usually via gladiatorial combat.

## Feeding Priorities

Gellidus has a slow metabolism, allowing him to survive on a surprisingly small amount of food—the equivalent of one deer, seal, human, or elf a week.

Not a picky eater, Frost will consume any of the above morsels, or anything else that includes a reasonable amount of flesh. He prefers meat that is warm from the kill but keeps a larder of frozen animals for when he doesn't have time to hunt; he abhors food that has been cooked, even if it is allowed to cool or freeze.

## Minions

Gellidus has several dozen white dragons dwelling in his realm, and most of them, including Shiver (*white young adult female dragon, grandiose demeanor*), have caverns within his lair (where he can keep an eye on them.)

The mightiest of these is Glacisse, or Glacier (*white ancient female wyrm, ruthless demeanor*), who is adept at whispering subtle concerns to Frost and manipulating the overlord into serving her own purposes. Glacisse is mistress of all the dragons serving Gellidus, and the ogre and thanoi lords know her as well.

The Dictator Tdarnk is the cruel lord of Daltigoth. He assesses high taxes, and pays regular tributes of bounty to Gellidus (via Glacisse's occasionally sticky fingers).

Barramus (*thanoi adult male, suspicious demeanor, Champion*), whose great strength is the subject of many thanoi tales, is the war chief of the walrus men. Though all of his kind can swim well (at least, in cold water), he possesses such skill and strength that he can spend hours submerged.

## Khellendros

Second only to Malys in size, power, and influence, Khellendros (*blue*



ancient male wyrm, wrathful demeanor, 7 ♀), also known as Skie or the Storm Over Krynn, has established a great realm for himself. He is the only one of the five overlords who grew in adulthood on Ansalon. As such, many of the continent's blue dragons still respect him.

The Storm Over Krynn has rendered much of the landscape into desert, for he favors this type of terrain. Except for the storms created by the mighty blue serpent, the skies over his realm remain clear, and the sunlight is unrelenting and intense.

Khellendros holds himself more aloof from his realm than the other overlords in their domains. Though he discovered the means of creating dragonspawn—a tactic now employed by all the overlords—Skie concerns himself mostly with matters beyond Krynn. He leaves the tending of his realm to the Knights of Takhisis he has appointed in Palanthas and to the mighty blue dragons who patrol his realm—in particular, mighty Gale.

## Desires

Skie's main wish is to free the spirit of Kitiara, his rider during the Draconian War, so that she can rule at his side. He believes that her spirit still exists but is stranded somewhere in the ethereal space known as the Gray.

He possesses great treasures, many of them plundered or taxed from Palanthas. However, he willingly parts with these to follow up on promises that might lead him to an operational gate or portal that would bring him closer to Kit. Of course, if that promise does not lead to success, his vengeance will be relentless and terrible.

Khellendros has another strong desire: He wants to see Malys crushed into oblivion. He will use any means of conspiracy and misdirection to undermine or attack her; in the past, he has used heroes as his pawns. Some have said that he resents the presence of "foreign" dragons in Ansalon.

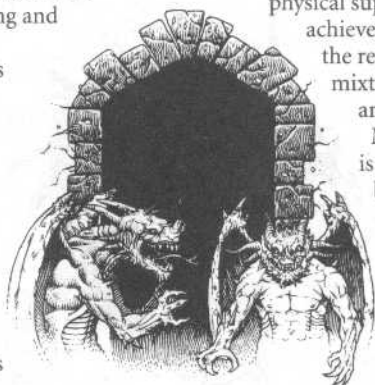
## Fears

Khellendros, quite logically, fears Malystrix—after all, she is the only creature in Ansalon who might be his physical superior. Still, he has achieved a kind of stasis with the red overlord, offering a mixture of obsequiousness and pride that keeps Malys off balance. She is suspicious of him, but—thanks in great part to his discovery of dragonspawn techniques—she realizes that Khellendros is more useful as an ally than a foe.

The other great fear (in fact, the *greatest* fear) governing Skie's life is the thought that Kitiara might be gone from him forever. If Skie ever has cause to believe that this is the case, he would lose his main reason for living—and his fury, and vengeance, would be terrible indeed.

## Lair

Khellendros maintains several lairs. The largest is a complex of dry limestone caverns in the northern foothills of the Vingaard Mountains. Here he keeps many of his treasures, as well as a large garrison of draconian troops. A few secret entrances to this lair exist, though the massive blue enters and departs through a wide shaft in the top of a small mountain. To anyone who can't fly, this entrance requires scaling down a very long, steep cliff—only to arrive at the ceiling of a massive cavern!





Skie's most secret and sacred of lairs lies in the midst of the dune sea of the Blue Wastes, a trackless swath of desert extending inland from the site of the Lonely Refuge. A ring of stone monoliths, now sand-scoured and faded, rises from the drifting dunes to mark the spot. No entrance is visible, unless Khellendros has recently passed through; since the sand drifts so steadily here, a deep layer of it usually masks the passageway leading underground. Using the monoliths as his markers, Khellendros simply burrows to reach the lair; the gap made by his passage disappears within a few days.

The lair under the desert is a magical place, a combination of natural caverns, ancient tombs—many lined with marble walls and ornate columns—and several deep, dank hollows excavated by the dragon or his slaves. In these depths are the caverns where Skie imprisoned his captives, created his first spawn, and cached his greatest treasures. His skull totem stands within the deep caverns as well. Just recently, however, Skie had to dig out sections of this lair after a good part of was destroyed. Although most of it is now inaccessible, Skie has ensured that his skull totem can be reached.

Before it was destroyed, Skie had a minor, magically-created stronghold of sand called the Bastion of Darkness, which is fully detailed in the *Heroes of Defiance* dramatic supplement.

### Features of the Realm

Along the northern coast of Ansalon, the deserts created by Skie are sandy wastes, often buried beneath huge, deep sand dunes. With the exception of a few well-sculpted oases, no fresh water can be found in these parts. West of the Vingaard Mountains, including the length of Coastlund, the land remains much as it has always been: fertile lands, well-watered by rain clouds rolling in from the sea.

Palanthas, the mightiest city of Skie's realm, still functions as a human-

centered metropolis even though it is a shadow of its former self. Khellendros rarely appears before the populace, for he contentedly allows his puppet governors to do his work for him.

Though the Bay of Branchala still contains water, the liquid is brackish and shallow. With the exception of a single shipping channel that Skie's minions continually dredge out, eroding sand and sediment has rendered a lot of it too shallow for deep-bottomed vessels.

### Feeding Priorities

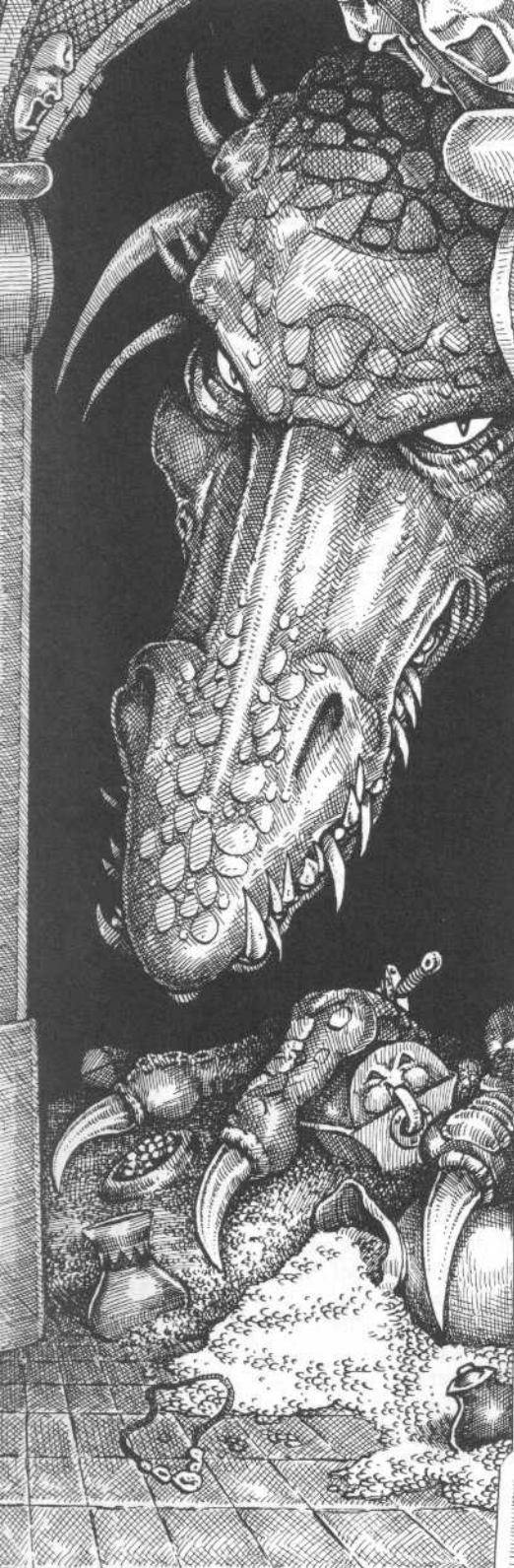
Khellendros has a real taste for sheep and collects several dozen ewes and rams every week from taxes. Like most dragons, however, he is quite capable of surviving on virtually any source of meat—a fact that his subjects know all too well. Indeed, before the existence (and nature) of the spawn became well-known, Dark Knights and other minions assumed that Skie wanted his many captives for food.

### Minions

Gallinthus, or Gale (*blue young adult male dragon, forthright demeanor*) is the most loyal of Skie's servants. Indeed, he is unique among dragon servants of the overlords in that he feels genuine affection for his mighty lord. Perhaps this is because before Skie's massive growth in the Gray, the two were similarly-sized comrades. Recently, however, Gale has been acclimating himself to the fact that he was blinded and scarred during a recent battle.

Bakatarian (*blue adult female dragon, hedonistic demeanor*) is known as Bluefire. She has caused a great stir among the males of the realm. Upon approaching her time of mating, she refuses to fixate her attentions upon one of these dragons. Instead, she makes overtures, and then abrupt dismissals, toward a number of males. Naturally, many fights have erupted as a result—one of which crippled a young adult blue.





Elstone Kinsaid (*human adult male, decisive demeanor, Adventurer*) commands the Knights of Takhisis in Palanthis. An efficient, if unimaginative bureaucrat, he ruthlessly gains the taxes demanded by Khellendros. He knows that his survival depends upon utter obedience.

Knight-Officer Kinsaid commands several compgroups of veteran Knights, including more than a hundred mounted lancers and five hundred infantry (containing brutes). Nearly all of these men serve in Palanthis itself. Lately, however, some have been dispatched to accompany the bands of prisoners that Khellendros has ordered moved to camps in the desert.

Khellendros also has access to a small army of spawn and commands the loyalty of many tribes of ogres and goblins as well.

## Malystryx

Malys (*red legendary female wyrm, megalomaniac demeanor, 10* ➤) was the first, and is still the mightiest, of the great wyrms who have come from across the sea to master so much of Ansalon. Her realm, vastest of all the overlords', encompasses the great eastern peninsula of Ansalon once known, ironically, as Goodlund. The extent of the red's alteration has rendered that name into a cruel mockery now.

Still, though the realm of Malystryx might seem like a barren wasteland, it is not entirely so. Tribes of goblins, ogres, and draconians wander the hinterlands, and the red overlord tolerates some villages of humans and kender. (Most of these ragged communities are located on the coast.) The cities of Port Balifor and Flotsam and various Khurish tribal villages are the most notable communities.

## Desires

Malys wants many things, but her arrogance and utter selfishness drive these desires. She wants treasures, especially

items of magic, so that the whole world will envy her trove. She adores flattery, though if she perceives insincerity (whether or not it is present) her vengeance is swift and instinctive. She wishes to be feared and worshiped, as Takhisis was, by dragons and two-legs alike. Indeed, the more she learns about the Queen of Darkness, the more envious of Takhisis she becomes.

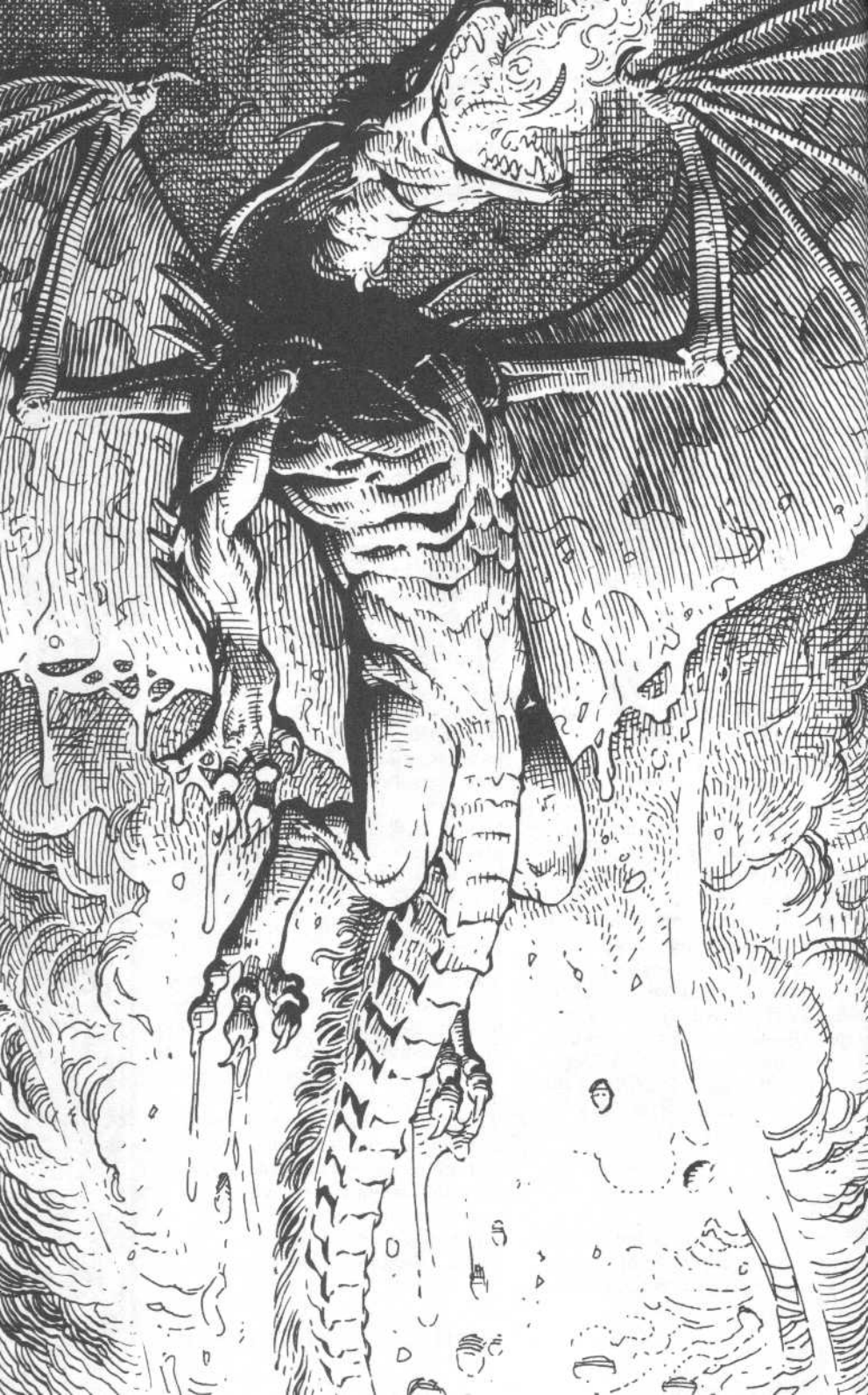
The red matriarch wants all the other overlords to acknowledge her mastery and obey her. Still, though she is physically able to best any one of the other great wyrms, she must yield to their will when several of them act in concert.

Like her hoard, Malys wants her realm to be further proof of her mastery. To this end she never ceases raising new mountains and diverting streams of lava. Eventually she hopes to consume Kern and extend her influence far into the Khalkist Mountains. She has also toyed with the idea of raising dry land out of the Courrain Ocean, extending the eastern coast of the continent outward. Initial efforts to commence this alteration have, for the moment, convinced her that such a fundamental change is still beyond her powers. However, since she wishes to become a god and is in the midst of planning her ascension ceremony, she believes that she will soon have everything that she desires.

## Fears

Malys fears treachery on the part of her fellow overlords. With increasing subtlety, she uses spies (draconian, human, dragon spawn, and ogre) to report to her on the activities of the other mighty dragons and their underlings. If she becomes suspicious, Malys has been known to fly to the impudent overlord's realm and threaten the other wyrm in a face-to-face encounter; every one of the other four overlords has, at one time or another, been threatened in this fashion.







## Lair

The entry to the red overlord's lair is the gaping caldera atop the greatest ring of volcanoes in the world—the Peak of Malys, the centerpiece of her realm. Plenty of room exists for the great serpent to coil atop the broad shelves crowning the massive summit. The shaft of the volcano is so wide that she can fly into and out of the mountain in great, lazy spirals.

The heart of the peak contains numerous chambers, all of them hot, many blisteringly so. Lava runs like water through some of these caverns. Since a great number of the passages are wide, Malys can fly throughout her lair. Still, smaller and cooler tunnels honeycomb the mountain so that she may be visited by her minions. Several secret entrances, all well-guarded, are on the lower slopes of the mountain.

In the heart of the great lava sea below the mountain stands an island of black rock. Atop this towering outcrop rises a pillar that has been made from the skulls of lesser dragons. Malys first erected the first skull totem here, and she still visits it when she wishes to draw more power to change the shape of her fire-scarred realm.

## Features of the Realm

A rugged spine of mountains called the Goodlund Range extends down the middle of the long neck of land. Though they have only existed for a few decades, already they stand higher than any other peaks on Ansalon, surpassing even the glacial majesty of the High Kharolis.

Still, there is nothing glacial about this range—fire runs from summit and ridge to valley and gorge in these mountains. Malys often causes new volcanoes to arise for her own amusement, preferring to bring these fiery peaks up in flaming convulsions of lava and ash.

Within Malys's realm, called the Desolation, violent earthquakes can strike at any moment, and the ground frequently cracks open to reveal yawning

chasms of fire and magma. Steam bubbles from many hot springs, and geysers can erupt at any time, spewing scalding heat into white columns that often billow high into the air.

The Bay of Balifor boils and seethes in its eastern reaches, for Malys has opened steaming fissures beneath the surface of the sea. Several small mountains have already jutted above the surface, and a nearly eternal cloak of fog blankets the coastline. On waters within a hundred miles of these steam fountains, storms rage constantly, temperatures remain oppressive, and winds alter between hurricane force and utter doldrums over the course of an hour or two.

## Feeding Priorities

Malys has made meals out of entire villages, gulping down the crews of galleys or fields full of fat cattle at a single sitting. Unlike most of the other overlords, she has also feasted on lesser dragons, kender, trespassers in her realm, and resistance fighters.

Her appetite is virtually insatiable; she can eat a dragon and still crave more food. She can pursue a small morsel of food (like a human) with frenzy, even using her long, rough tongue to sweep a horrified victim from a crack or shallow hole.

The staple of her food supply, however, are the giant boars (see Act One of *Wings Over Ansalon* for further details) that have overrun most of her domain. Perhaps the animals were altered during the process of Malys shaping her realm or were affected by Chaos in some manner, for these wild animals resemble the hogs that were quite common in Kendermore and the Dairly Plains, except that they are much larger. Now they seem to relish the heat and range as savage wild animals, with long tusks, bristling fur, and aggressive ill-temperament. The males of these savage creatures rival the size and power, not to mention the nasty disposition, of a bull rhinoceros.





## Minions

Hollintress (*red adult female dragon, murderous demeanor*) has served Malys for the longest time. She has proven herself useful by flying long missions of exploration into the other dragon realms. Her man-name is Firebird, and she knows powerful magic; she can easily disguise herself as a vulture, ogre, or any of a dozen other shapes.

Kerasheel (*red adult male dragon, heedless demeanor*) and Rydian (*red adult male dragon, stubborn demeanor*) are Firebird's two brothers (also called Crash and Red); they have also sworn allegiance to Malys. They commonly fly patrols around the fringes of the red overlord's realm; they are quick to accost any intruder and demand explanations and payments, though they will not attack without reason.

Fernostenus, who is also known to men as Ferno (*red young adult male dragon, aggressive demeanor*), has worked himself into a position as one of Malys's lieutenants. Overwhelmingly loyal, Ferno also has a large streak of ambition and self-promotion running through him. Although he often overestimates his own abilities, Malys has found him rather useful to perform "glorious" tasks that other red dragons think twice about.

Malys has no less than a thousand ogres under her immediate command, with many more of the brutes living wild in her realm. She has influence over ten times that many goblins and thousands of humans as well.

Sagath Tusker (*ogre adult male, unimaginative demeanor, Master*) is an ogre warlord who is the nominal war chief of all the clans within the Desolation. Malys awes him, and he remains deeply loyal to her wishes. Though he is suspicious and hateful of the humans living on the fringes of the realm, he tolerates them because he has been ordered to do so.

These humans include Patchel Kade (*human adult male, roguish demeanor, Adventurer*), a dashing cavalryman of

much greed and no scruples, and Red Pater (*human adult male barbarian, sensible demeanor, Champion*), an ax-wielding barbarian who is the spokesman for several coastal tribes. Kade commands a legion of ten thousand horsemen, while Pater can bring an even larger force marching overland, or sailing quickly in long, dragon-prowed ships.

Another group of humans who have power in Malys's realm is a compgroup of Dark Knights. Led by Commander Terence Forsyth (*human adult male, purposeful demeanor, Champion*), these Knights have a small red flame added to their armor to distinguish them from other Dark Knights. Terence must also wear a scale, like the compgroup's former commander, Rurak Gistere, had to.

## Onysabet

Onysabet, or Sable the Black (*black ancient female wyrm, treacherous demeanor, 6* ♀), creator of the New Swamp, has come to Ansalon from across the sea. In the very heart of the continent she has created her perfect home, a realm that is rank with death, fetid of air, and nearly impenetrable because of thorns, quicksand, mangrove, and mire. Nevertheless, it teems with life in myriad forms—for Sable, this is one of its greatest attractions.

All manner of reptilian creatures dwell within the swamp, including countless varieties of snakes and monstrous aquatic lizards such as alligators, crocodiles, and giant crocodiles. Birds are common as well, with many decked in bright plumage, and the drone of insects is a constant backdrop of noise. Black dragons and bakali, too, dwell in the trackless murk; the latter live in small tribes, but their numbers have been steadily increasing.

Many other strange things have been occurring with the vibrant natural life of the New Swamp. Lately, rare specimens have shown signs of interbreeding—a cobra with the wings of a

parrot was recently found by a human slave, who brought the creature to Sable. Others have brought word of venomous crocodiles, or monstrously oversized birds of prey.

Sable herself occasionally goes beyond her realm, submersing in the sea for days at a time before rising to destroy a hapless trading vessel or warship bound for Haligoth or Sanction.

## Desires

Sable desires to capture examples of every type of creature that dwells in her swamp. In fact, much of her realm's major city, the formerly-bustling Shrentak, has become a home to her steadily-growing menagerie. The great black dragon is capable of bestowing great favor on someone who brings her a creature she has never seen before; she will be ecstatic if she is presented with a mated pair of unique beings.

Because of her control over the precious mines of Trueheart, Sable has assembled one of the largest treasure troves of any overlord. Nevertheless, to Sable these stones are mere trinkets, useful primarily for bartering in exchange for new creatures for her menagerie.

## Fears

Sable fears any kind of scourge that would wither the beautiful life of her vast creation. She views Malys as a particular threat, though the wastelands created by mighty dragons to the South and West concern her, as well.

Hogan Bight also poses a danger, and Sable made sure that her swamp stayed away from the immediate vicinity of Sanction.

## Lair

Sable's lair occupies the rocky island that was once the city of Shrentak. The black overlord has a nest in the network of catacombs that penetrates the porous limestone below the citadel. Many of the buildings still stand, and

numerous structures are employed as cages for the black overlord's steadily growing menagerie.

The caverns below the city expand and submerge into mostly water-filled passages. To reach the vaulted chamber that houses Sable's skull totem, one must successfully swim a long stretch of utterly submerged passage.

## Features of the Realm

Copses of trees, thorny plants, or jutting, barren boulders often cover the outcrops of rock that rise above the surface of the marsh. The watery marsh itself varies from a few inches to many feet deep. Tangled woods, such as cypress or mangrove, rise right from the water's surface.

Travel is possible by foot or by small, narrow boat. However, hikers must still wade many murky pools, and boaters should be wary of the many strange varieties of swamp creatures that dwell in the water.

The New Swamp extends for a short distance into the sea along the coast of Blödehelm. Here the mangroves clump together thickly, and visitors can encounter many varieties of salt-water life. Numerous fish come into the shallows to feed—and are, in turn, gathered up by Sable's legions of fisherman-slaves. This watery border teems with life and is one of the greatest treasures of Sable's domain—probably one of the reasons why she does not expand her swamp to consume all of the New Sea.

## Feeding Priorities

Sable prefers to dine on reptile or fish meat, though she will settle for just about anything—including carrion. Still, she has great sources of food within her swamp and in the neighboring sea, so she is rarely forced to settle for lesser food. She is particularly fond of giant crocodile and considers the meat of any metallic dragon to be a rare delicacy.





## Minions

A black dragon named Mintigoth (*black mature male adult, bigoted demeanor*) is one of Sable's most enduring underlings. Mintigoth, also called Oil, flies the length and breadth of the swamp, seeking news, intruders, and interesting specimens of life to take to his master.

Mintigoth's son is Ricandroth (*black juvenile male dragon, ruthless demeanor*); known as Dire, the juvenile serves as Sable's palace attendant. Quick-witted and shrewd, he has impressed his mistress very much.

Baccaneesh (*bakali adult male, aggressive demeanor, Champion*) is a bakali chieftain, the huge, spine-backed leader of the largest tribe of these lizardmen. His folk had reverted to savagery thousands of years before, but lately Baccaneesh has been training and arming his hundreds of warriors, readying them for a return to their race's long-forgotten glories.

## Lesser Lords of Dragonkind

In Ansalon, several other huge wyrms, while lacking the power of the true overlords, have also claimed huge swaths of land for themselves. Like the overlords, these lesser lords exert influence affecting not only their own territories, but those of neighboring and distant realms as well.

## Cryonisis and Jfrisindia

Though neither is as great as any of the five mighty overlords, the two whites, Ice (*white female wyrm, brutal demeanor*) and Freeze (*white female wyrm, relentless demeanor*), make a formidable pair. Native to the southern glaciers of Ansalon, they have together created a realm that is even larger in size than the lands of Frost or Sable. Of course, since so much of this realm was already glacial, the two have not had to



do the shaping that the true overlords have done. Still, their chilly presence has had an effect; in the time since their arrival, the glaciers have inched steadily northward.

## Desires

Ice and Freeze are trying to hold their realm at its current size, if not expand it further. Their efforts to extend the glaciers north into the Plains of Dust have not been highly successful, though they delight in launching great icebergs into the sea along both of their realm's ocean coasts.

The two white dragons have shown little interest in amassing treasure. They relish the killing of any dragon other than a white and are murderous toward any draconic interloper. They wish to raise a skull totem but lack the skulls of several varieties of metallic dragons.

## Fears

The twin whites fear, with good reason, all of the overlords. Though the days of the Dragon Purge are over, they know that their unique bond makes them a perceived threat to the other mighty wyrms. Ice and Freeze remain keenly aware of Frost's growing jealousy and desperately seek to learn what is going on in his realm.

## Lair

Neither Cryonisis nor Frisindia have a permanent lair. The perfect weather of their glacial realm (general blizzard conditions prevailing) allows them to sleep on the snow in perfect comfort. They prefer to perch on the lofty ledges of the Icewall, turning their pale blue eyes to the North in watchful unease.

Icewall Castle stands on the border between the twins' realms, and here they keep their few possessions, including the skulls of dragons slain during their failed attempt to build a totem. A garrison of draconians and several dozen stubborn thanoi guard the castle.

## Features of the Realm

The Icewall remains as a frost-draped cliff running the full length of the glacier. Blocks of ice frequently fall from the heights, and though ledges and crevasses extend up the incline, an ascent of the Icewall is not a thing undertaken lightly.

The southern extent of the realm is virtually unknown to the inhabitants of Ansalon. Mountains of ice rise from that vast, snowswept realm, and many lesser white dragons dwell within these trackless ranges. When relating information about this area to the twins, they describe a reach of vast ocean, often layered by icecaps, together with dry, mountainous islands that rise from the polar expanse.

## Feeding Priorities

The slow digestive process of the white dragon serves Ice and Freeze well, for game is scarce in their glacial habitat. Both of them favor seals, walrus, and fish; whales are a delicacy that the twins always share between themselves.


## Minions

The twin whites have not earned the loyalty that other dragons commonly grant to the true overlords. Though the pair bullies and cajoles other white dragons into serving them for short periods of time, these serpents waste no time escaping the twins. Given the vast extent of seas, glaciers, and ice sweeping south from Icewall, the lesser dragons lose themselves easily.

The best troops at the disposal of the white dragon twins are a company of veteran Sivak draconians that garrison Icewall Castle. More than a hundred of the monsters serve under the command of a hulking brute known as Frantatik (*Sivak draconian, unimaginative demeanor, Champion*).

Thanoi and ice barbarians are also common in the whites' realm, but their lack of organization and reliability prevent them from serving their lords as





troops. At best, the great whites occasionally frighten the two-legs into handing over some food.

## Fenalysten

Though this massive red dragon lacks the powers of a true overlord, he possesses traits that make him every bit as dangerous as Malys or Khellendros. Called Cinder (*red great male wyrm, heedless demeanor*) by humans, this monster is jealous of the mighty wyrms of legend and often moves recklessly and impetuously toward his goal to become their equal.

Although native to Ansalon, and thus clan-dragon to all of the land's red dragons, Cinder is too self-centered and unstable to serve his clan in a leadership role. Indeed, he killed so many red dragons during the Dragon Purge that his former clan hates and reviles him.

One of the most active of the mighty dragons, he spends much of his time in flight over his heat-blasted, barren realm. He pounces indiscriminately on any creatures that he finds, caring little whether he is slaying a sinewy mountain goat or a caravan of lost pilgrims.

## Desires

Cinder seeks to equal Malys in strength and majesty. He constantly works to undermine her power and has whispered of schemes to Sable, Khellendros, and Beryl. The red dragon's immediate desire is to gain some high mountains for his realm—it vexes him deeply that he cannot merely raise them, as Malys did. He is reckless enough that he may ignore the red overlord's command that the Dragon Realm borders remain as they stand.

In particular, Cinder would like to claim the mountains that form the heights of Lorrinar's realm. To this end, he is searching for a way to attack the mighty green dragon and to make it look as though the fight was the green's fault.

## Fears

Fenalysten is, surprisingly enough, not terribly afraid of the dragon overlords. Though Malys could kill him in a fair fight, he believes that he could hurt her severely in the struggle, so much so that she feels inclined to leave him alone.

His worst fears are more intangible, for Cinder worries that his own accomplishments, the wonders of his own realm, will be lost against the backdrop of the overlords' accomplishments. He has seen the Peak of Malys, and the sight inspired such awe within him that, since then, he has coveted the place and mourned his lack of anything to equal it.

## Lair

In centuries past, goblins mined and excavated much of the northeastern slopes of the Dargaard Mountains. Now Cinder has moved into the vast chambers and continually works to expand them to accommodate his massive frame. He himself has clawed away walls with brute strength; more commonly, he sends parties of dwarf slaves to expand the deeper reaches of the maze. Those dwarf crafters have taken the raw material of the goblin halls and expanded them into a wonder of grand galleries, huge arenas, and countless halls for living and storage.

Even so, the dwarves carved the massive chambers from a range of cold, dead rock—here, too, Cinder envies Malys. The red overlord has caverns of hot lava, surging magma, and scalding flames, while Fenalysten must be content with the dry caves.

## Features of the Realm

Cinder has let the city of Firstwal survive since it provides him with slaves and food. Though the mighty red dragon vigorously patrols the surrounding lands, he has yet to look at Firstwal closely. If he did, he would discover a city that is prepared to move

underground in the blink of an eye—or the passing of a dragon shadow. Humans and hill dwarves inhabit the place, and for years they have been preparing for the moment when the red dragon loses his temper. Massive caverns have been hewn from the bedrock underneath the ancient town; these have been stocked with food supplies and provide access to many pure water wells.

Tribes of centaurs survive in the rugged foothills that make up most of Cinder's realm. Their existence is tenuous, at best—life is now a matter of staying in shaded valleys, always with a lookout posted to warn of the red dragon's approach. Given a moment's notice, the centaurs adeptly freeze in place, camouflaging themselves against the brown, dusty ground and hoping that Cinder has an abysmal sense of smell.

Cinder's slave camps are a series of open pens that gain minimal shelter from being in the valleys below the multiple entrances to his lair. The

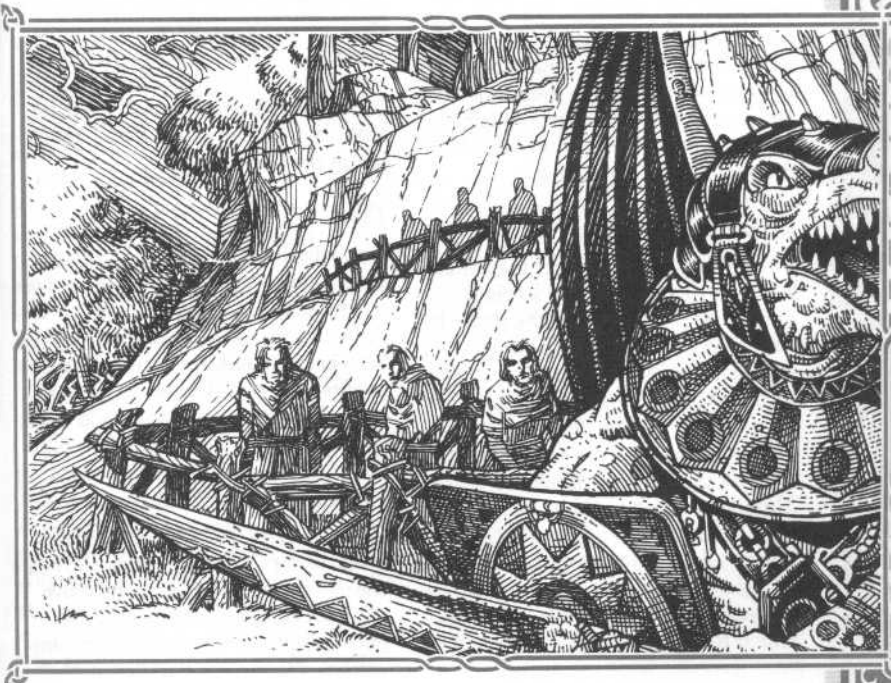
camps consist of humans and dwarves in separate quarters, all watched over by bands of goblins under the command of Bozak draconians.


### Feeding Priorities

Fenalysten lives rapaciously, devouring the creatures that he spots during his constant soarings above his realm. Centaurs are his favorite prey, though most often he must settle for the stringy goats that survive throughout the dry hills. Conveniently, he prefers his meat charred.

### Minions

A mighty hobgoblin called Hangknarb (*hobgoblin adult male, conniving demeanor, Champion*) is chieftain of Cinder's slave camps. He has awed his underlings by his possession of a powerful artifact that he wears on a chain, hidden under his plate armor breastplate. (No one has seen the amulet, but everyone knows someone who has a firsthand account of its lethal effects.)





He is a petty dictator supported by a personal bodyguard of a dozen Kapak draconians.

Raskellion is a Bozak draconian (*Bozak draconian, artistic demeanor, Adventurer*) of impressive size and strength. He is one of the few creatures bold enough to approach and converse with Cinder. Rask has proven to be a useful master of spies, organizing dozens of draconians of all kinds into a network that reports on activities all across Ansalon. Although the Bozak generally passes the information on to Cinder, he has not divulged how he comes by his vast amount of knowledge.

## Iyesta

The brass dragon Iyesta, or Splendor (*brass great female wyrm, vain demeanor, 5* ♀), is the unique metallic lord. She guards her realm as jealously as any overlord and is quick to have intruders hauled before her. However, unlike the chromatic lords, she is most likely to seek information and conversation from such prisoners, not their lives. Having come of age after more than two thousand years in Ansalon, she knows a great deal about the continent and always tries to learn more. Dragons of the brass clan hold her in high esteem, while other metallic dragons admire her, as well.

## Desires

Though Iyesta achieved her gargantuan status by vanquishing Evil serpents during the Dragon Purge, the extent by which the mighty wyrms have disrupted life on Ansalon appalls her. She is actively, but secretly, working to aid all efforts against the dragon overlords. She allows her realm to be used as a base of operations for forays against Thunder, Beryl, and Sable, and is hissing assertive in her displays of power—demonstrations that have thus far held the Evil lords at bay.

Iyesta strives to undermine Malys's efforts toward godhood and defends

her realm violently from any other dragons, if necessary. She has identified her most immediate enemy as Thunder and will latch onto any scheme that shows reasonable promise of eliminating the massive blue dragon.

Ever a skilled conversationalist, Splendor is adept at playing upon her enemies' fears of each other. A simple mention of rainy weather in the North—"near Sable's realm"—slyly whispered to Thunder, will cause the blue dragon to focus immediately on some exaggerated danger posed by Onysabet and her New Swamp.

## Fears

Iyesta fears that the other lords of dragonkind (or any two or three of them) will unite and come after her with tenacity. She knows that she could not survive such an onslaught, so she constantly works to shatter potential alliances between the chromatic lords.

Iyesta's spying network is second to none upon Krynn. Through generosity and honest friendship she has won the loyalty of countless travelers, including elves, dwarves, kender, ogres, goblins, humans, and even draconians. These wanderers roam Ansalon, maintaining contact with each other and insuring that news is swiftly passed back to her lair in the Missing City.

## Lair

Iyesta dwells in the ruins of an ancient palace in the Missing City. She has one solidly enclosed chamber, formerly the throne room, which is large enough to hold her. The rest of the lair is a mostly roofless, but still glorious, expanse of halls, dungeons, stables, gardens, and woodlands.

## Features of the Realm

Since the arrival of the Great Dragon Sable, Iyesta's lands have been fortunate enough to have many years of above-average rainfall. Consequently, the once-dry plains now spend their sum-



mers in the full verdancy of grassy tundra. When winter descends, numerous groves of pines and cedars provide some comfort and windbreak against the storms.

The Missing City is a thriving metropolis now, the major seaport of southeastern Ansalon and a regional hob for the Legion of Steel. It is a clearinghouse of information and a starting point for voyages to the far corners of Ansalon—Iyesta herself dredged the sheltered harbor to a deeper depth, so that it can handle the largest ships in the world.

### Feeding Priorities

Iyesta consumes the cattle that overpopulate her grasslands during the growing season, and then turns her attention to fish, seals, and whalemeat for the winter months.

### Minions

Dozens of metallic dragons have accepted refuge in Iyesta's realm. Nearly all of these have just reached adulthood, or are even younger. Iyesta tutors them herself; however, silver Solomirathnius and golden Aurumnus visit her realm frequently. These elder males also spend much time with the young wyrmlings.

The gold dragon Desiristian, or Ringg (*gold adult female dragon, inquisitive demeanor*), is one of Iyesta's best pupils. She is quick-witted and decisive, with a clear understanding of the violence that has wracked Krynn in the last four centuries. She hates Malys and all the chromatic overlords and wishes to one day unite metal dragonkind in a successful revolt.

Silver Pallitharkian, or Chayne, (*silver adult male dragon, conscientious demeanor*) is another promising dragon. He makes great use of shapechanging magic to inspect realms both near and distant, causing sabotage and mischief whenever he can.

Three brass dragons, young adults who were born all three of the same

egg, have earned a special place in Iyesta's realm. Dathylark, or Lark, (*brass young adult male dragon, capable demeanor*), Korylark, or Kite, (*brass young adult male dragon, artistic demeanor*), and Thassalark, or Dart, (*brass young adult male dragon, gregarious demeanor*) are her personal attendants. They have the privilege to hear nearly all the gossip reaching Splendor herself. They are telepathically bonded and passionately interested in learning everything they can about the world.

Splendor has an irregular militia that will take up arms and fly to the defense of the realm as soon as an alarm is raised. The Legion, under the command of Falaius Taneek (*desert barbarian middle-aged male, tough demeanor, Adventurer*), runs the militia. Chief among the troops are hundreds of centaur stallions, who are skilled archers, swift runners, and powerful warriors. Thousands of humans and half-elves are also loyal to the great wyrm, as well as a small company of elf griffin-riders, who were shut out of Silvanesti when the shield went up. More than half of these forces center around the Missing City.


### Stenndunuus

Stenndunuus, the blue dragon also called Thunder (*blue male wyrm, heedless demeanor*) has swept in from across the sea, bringing an era of storms and cold to his portion of the Plains of Dust. In the process, he has chased away almost the entire population and is consequently one of the hungriest, and most malevolent, of the draconic lords.

### Desires

Stenndunuus would like to find more food. He has eyed the lush grasslands across the Torath River and knows that Iyesta's realm is more fertile than his. However, the brass female is terrifyingly aggressive, and—after his defeat at her talons during the Dragon





Purge—he is unwilling to trespass. Still, he covets her land and seeks a way that he might destroy his old rival.

### Fears

Thunder has many things to fear. First there is Iyesta—he expects her to attack and kill him at any moment. Yet instead she constantly flies over to talk, chattering incessantly while he bristles and roars. He calls her the vilest names, insults her ancestry and her children, and she listens to him with amused patience. He hates her lesser metallic dragons as well, those supple dragons who so often dazzle in the eastern skies. Thunder leaves them alone because he fears Iyesta.

Then a plague of frost-wights menaces his southern border. To the north is Sable, and—thanks to Iyesta's sharing of information—he knows that the black overlord would like nothing better than to exterminate Thunder. Even to the northwest, where lies a realm of humans and centaurs, Thunder has worries—Iyesta has promised to kill him if he should encroach against them.

### Lair

Thunder makes his lair atop a ridge of storm-swept hills rising from the rolling expanse of the plains. He relishes the sting of lightning striking his back, and so long as he is sprawled here, thunderstorms and lightning commonly occur throughout his realm.

### Features of the Realm

Thunder's realm is probably the most barren of any dragon lord's. The plains are rolling and hilly in many places, but they remain devoid of any vegetation beyond dry, brittle grass.

### Feeding Priorities

Thunder abhors water and so has never developed a taste for the seafood that is his realm's readiest supply of sustenance. Instead, he scrounges what he can get from the wild animals (and

surviving inhabitants) of his bleak and barren realm.

### Minions

Thunder does not trust anyone enough to even think about allowing other dragons around his realm. As a result, no dragons wish to serve the blue dragon in any way. However, he has uneasy alliances with the thanoi that have fled into his realm to avoid the frost-wights. He doesn't kill them, and they sometimes provide him with food—not that the walrus men do any too well on the hunt.

Warshkt (*thanoi adult female, dishonest demeanor, Rabble*), a hulking shaman with long, forward-curling tusks, is the chieftain with whom the dragon most often speaks.

### Lorrinar

The most mysterious of Krynn's mighty dragons, Lorrinar, called Fume, (*green great male wyrm, introspective demeanor*) spends most of his time in the thickest depths of his woodland. He came to Ansalon from across the sea and was quick to claim the lushly forested lands of his realm. Still, he actively involves himself in the affairs of the overlords and remains ever alert to the activities of Cinder across his southern border.

### Desires

Fume's primary goal is to be left alone, with his woodlands intact and his mountain heights serving as an immutable barrier. He is pragmatic enough to recognize threats against his privacy and has taken an active role in forging an alliance with Beryl against crimson Fenalysten.

Collecting rare and exotic magic items is a secondary desire of Fume's—primarily because he uses these items to win the favor of Beryl. He will follow up reports of unusual objects; above all, he would love to gain a dragonlance for his collection.

## Fears

Lorrinar fears that Cinder will move against his realm in a surprise attack. His lair is vulnerable to fire, and he suspects that he would be no match for the awful red in a fight.

A preliminary concern, and a point of bluff so far in the dangerous relationship between Cinder and Fume, is the toll road running through the southern portion of Lorrinar's lands. He has vowed to protect the route, and Cinder has vowed with equal fervor that one day he will torch the highway and bring all trade to a smoldering halt.

## Lair

Fume lairs within a grove of lofty teak and mahogany trees. The air, while pleasantly moist, smells of the chlorine taint of the green's presence. Ferns and fungus of all varieties grow within the lair, which centers around a deep, clear pool in the limestone bedrock.

## Features of the Realm

The barren Astivar Mountains form the eastern border of Fume's realm and steeply climb up to surprising heights. Except for a couple of narrow, torturous passes, they are impassable to travelers on foot or horseback.

The Woods of Lahue is a thickly-forested mixture of all kinds of greenery, with an emphasis on tropical varieties. Thorn barriers commonly wind here and there so as to form mazes within the forest.

## Feeding Priorities

Fume finds enough game to support himself by doing his own hunting through dense regions of his forest. His tactic is simple: He exhales his lethal breath into a copse of greenery, then picks through the stalks and trunks, plucking up and devouring monkeys, birds, and larger beasts from where they have died.

## Minions

Since Lorrinar wishes to live in solitude as much as possible, he has no dragons serving him currently.

Fume's most loyal servant is the human warrior Gibrana Rentir (*human adult female, charismatic demeanor, Adventurer*). While remaining loyal to the Legion of Steel, she supplies Fume with information about Cinder and the overlords. She travels throughout central Ansalon, providing the reclusive dragon with eyes and ears turned to the rest of the world. Her motivation is mysterious, yet Fume senses that she views him as a lesser Evil than Fenalysten or Malys. He tries to encourage this belief.

## Mohrlex

Mohrlex is a dangerous wyrm who, like Lorrinar, is for the most part content to remain master of his own little corner of Ansalon. One of the Great Dragons native to Ansalon, outsiders know him as Pitch. The lesser black dragons of his clan hold him in high regard, though he remains aloof to their concerns.


## Desires

This mighty black dragon is inquisitive and mischievous, although he is also lazy. After a period of indolence, however, he likes to rise from his swampy position and look for entertainment. While he enjoys torture and is as cruel as any chromatic wyrm, he very much prefers an exchange centered around wit and humor. He can even appreciate a joke upon himself, provided the one who makes the fun has proven himself a worthy verbal companion.

## Fears

Mohrlex has found nothing to worry him. Of course, he can be awed by the presence of Malys or another overlord, but he doesn't waste any time worrying





about them or viewing them as potential rivals.

### Lair

Pitch lairs in a muddy cavern hollowed into the only significant hill in the black's domain. Limestone shelves, thick with moss and fungus, form a stairway of gigantic steps leading into a vast cave. The cavern becomes a shaft that plunges downward, though the sides are still lined with shelves of rock. Eventually the shaft plunges into water, although a smaller, air-filled passage-way also leads into the central lair.

### Features of the Realm

Unlike the New Swamp of Sable, a network of open water creeks and channels cross Mohrlex's marshy realm in the Great Moors of Nordmaar. Thus, boats of dimensions more substantial than a canoe can move about here.

### Feeding Priorities

Mohrlex eats primarily the denizens of his swamp, preferring the wallowing buffalo that graze in the shallows. However, a significant part of his diet also comes from those he encounters who fail to entertain him.

### Minions

Although several black dragons make their lairs in Mohrlex's realm, his strange ways invariably send them away from his presence after a few days. As a result, Mohrlex has no dragons serving him for more than a few days, or weeks, at a time. Of course, Mohrlex's goals don't include gaining the servitude of lesser dragons.

Mohrlex has taken over rulership of several tribes of bakali that dwell in his swamp. He has appointed Aurak draconian agents to keep an eye on these bands of lizard men; their commander, a skilled magic-using Aurak named Barathrutus (*Aurak draconian, demanding demeanor, Master*) is Pitch's main contact with the outside world.

## Pyrothraxus

Pyrothraxus (*red male wyrm, egomaniacal demeanor*), or Pyro, is really a rather pathetic case, yet his power and ferocity are such that he must be included in any discussion of Ansalon's Great Dragons. He has come to the continent from the realm across the sea and was quick to claim Mount Nevermind as his new home.

Now, his raving insanity makes him unpredictable at best, and the numerous wounds continually inflicted upon him by his gnomish subjects keep him in a state of constant pain, which can only be equalled by his constant rage.

### Desires

Pyrothraxus wants to see gnomes exterminated from the face of Krynn. Most specifically, he is attempting to pulverize the ruins of Mount Nevermind until they are barren lumps of volcanic stone.

### Fears

The surprisingly deadly effects of gnomish inventions (most of which were designed for transportation or protective purposes) have made Pyro utterly terrified of anything that he can't immediately identify. His reaction might be a hysterical outburst, a blast of fire, or scuttling, terrified flight.

### Lair

Pyrothraxus has claimed all of Mount Nevermind as his lair. Although he has an underground "lair," he tends to sleep outside of the caverns in an effort to get away from the gnomes for a little while.

### Features of the Realm

Subterranean sources of heat exist through the caverns of the shattered mountain. One of these created a warm pool in the base of Pyro's "lair"; gnomes use many of the other pools that now exist to provide steam power for their inventions.



## Feeding Priorities

Pyrothraxus will eat anything, but the only really satisfying morsel to him is a gnome.

## Minions

No dragon is foolish enough to serve Pyro. Most of the other red dragons either find Pyro a source of amusement or try to ignore the fact that a fellow red dragon cannot bring beings as weak and useless as gnomes under his heel.

All the gnomes of Mount Nevermind have been conscripted into Pyro's service, and he still curses the day he made that edict.

## The Ancient Clans of Ansalon

The metallic and chromatic dragons were masters of Ansalon for approximately ten millennia. To them, the appearance of the overlords has been an event of cataclysmic proportions.

Yet, like the humans and other two-legs after first Cataclysm, the clans of dragonkind have survived the appearance of the mighty wyrms. Many have perished, but others thrive, and always the hope for the future continues.

## Clan Competition and Cooperation

Dragons of copper and brass had long quarreled over a valley in the northern Kharolis Mountains, known today as the Vingaard Mountains. Now the Blue Waste buries it, and the surviving brown metal wyrms conspire to strike at Skie. In the southern Khalkist foothills, reds and greens had historically coveted the same hunting grounds—grounds that are now rank with the verdure of Sable's swamp.

The new dangers assailing Krynn in the vanguard of the Fifth Age have forced many a petty feud between

dragon clans to pause. Against the greater foes of the overlords, the chromatic dragons have united to an unprecedented degree, while the metallic dragons have set into motion several plans. Though certain secrets remain privileged within a clan, kin-dragons often share information with each other and assist each other with practical endeavors.

While the groups of color and metal, still driven by long obedience to gods of Good and Evil, remain wary of each other, encounters between the two groups do not immediately result in combat, as was the case in the decades following the Draconian War (War of the Lance, to humans). Indeed, dragons of metal and color might, with caution and suspicion, come to rest together and spend time exchanging knowledge and news from across the world.

## Precious Baubles: Dragon Eggs

For all ten clans, the protection of their eggs is the most important thing in the world. Normally selfish and arrogant dragons sacrifice their lives to guard the location of a nest or destroy a predator who threatens the clutch. A threat to the eggs is one of the few things that can draw rival members of a clan together for a common purpose.

Though a clan of dragons might number many scores, even hundreds, of individual serpents, generally only two or three batches of eggs gestate at one time. The gestation period varies by clan, lasting anywhere from fifty to a hundred and fifty years. The eggs must be protected for that entire time, and the female dragon who laid them never strays far. She may be assisted by other females who hunt for her or watch the eggs if she is injured or killed; the sire of the clutch rarely assists her, though male involvement with offspring is an atypical draconic trait.





## Dragon Names

Nearly every dragon possesses a name by which it is known to dragonkind and acquires another name that humans and other two-legs use. A few exceptions exist, however.

In some cases, a dragon has never been given a man-name, most often because it has never encountered any two-legs. Alternatively, dragons that have been dormant for more than two human generations often vanish from the consciousness of short-lived humans; though these dragons might have man-names, the names might not be known to anyone currently alive.

## Chromatic Dragons

Though the chromatic dragons have lost their wicked Queen, this has in no way mellowed their villainous tendencies. If anything, the serpents of color, unleashed from any mistress—and infuriated by bullying overlords—act meaner, nastier, and greedier than ever.

Of course, most of those overlords derive from the same spoor as the chromatic dragons. Given the propensity of Evil to turn against itself, this kinship has proven of little use in preserving the lives of Ansalon's chromatic dragons.

## Black Dragons

The swamp-and-water dwelling blacks are among the most sinister of Ansalon's dragons. Greedy and vicious, they enjoy the suffering of others and constantly seek to increase the size of their own hoards of treasure. However, blacks suffer the traditional flaw of the bully: If a black is convinced that a foe is tougher than he is, he quickly backs down, even offering up treasures or secrets in order to spare himself pain.

The acid breath of the black dragons carries a taint of sulphur; this smell strongly permeates all black dragon lairs, and anyone downwind of one of these serpents has at least a slight chance of picking up the scent.

Though more individualistic than the typical chromatic, younger blacks tend to revere their elders—if for no other reason than self preservation. The greatest post-Second Cataclysm concentration of black dragons was on the Goodlund Peninsula. Naturally, Malys slew most of these serpents as she consolidated her power. As the Fifth Age commences, black dragons are relatively rare.

### Elders

Welthinar (*black venerable female dragon, deceitful demeanor*), after surviving through troubled times upon Ansalon, provides leadership for the black dragons as their matriarch. Called Blacksnake, she makes her lair in a brackish coastal swamp that has formed along the northern shore of the Bay of Balifor.

Kazzius (*black very old male dragon, scheming demeanor*), called Scarr by humans, occasionally holds the status of Welthinar's mate. During the War of the Lance, a bronze dragon's lightning horribly mutilated him. Half-blind and maddened by pain, Kazzius continues to fly across much of Ansalon, soaring always through night skies. Although cruel and vengeful, Scarr frequently finds himself profoundly moved by tales of heartache and suffering.


### Objectives

The black dragons are too independent—and, currently, too scattered—to have a strong clan objective. However, their passionate hatred of Malys unites them, since every surviving black lost clan dragons, nestmates, or offspring to the Red Marauder.

Typically, a black dragon will become a willing conspirator in any plan harmful to Malystyx. They have cultivated an uneasy truce with Sable, but memories of black dragons slain by Onysabet during the Dragon Purge have left many bitter memories.

Because of their independence, blacks show more interest in information than most chromatic dragons. A





captive taken by a black dragon might well be able to bargain his way to freedom by offering some juicy tidbit of dragon or overlord gossip.

#### Ancestry

Corrozus was the first of the blacks. Like all five chromatic progenitors, he achieved legendary wyrm size and mated with Takhisis herself to bring forth the first black eggs.

When the chromatic dragons returned to Krynn, no less than ten blacks were included in their number. Musticallus and Kyrieenyi proved themselves to be the greatest male and mightiest female, respectively, of this group; the proudest black dragons claim this pair as direct ancestors.

In later years, cruel Acydicus, who fought and died in the Human War, achieved exalted status in the clan.

#### Strongholds

None of the black dragons' strongholds in existence prior to the Second Cataclysm have survived—Malys has seen to that. However, the coastal marsh where Welthinar makes her lair shelters several clan members.

Also, the vast swamps of Pitch and Sable each provide a habitat for large numbers of black dragons. While those lesser serpents acknowledge the sovereignty of Pitch or Sable, the lords allow them to live quite independently.

#### Eggs

Three clutches of black dragon eggs are currently nested in various lairs:

Welthinar guards one, which is due to hatch sometime around 40SC.

Mysterion, or Mystery (*black mature adult female dragon, simple demeanor*), shelters a clutch that is buried in the depths of Pitch's swamp. Mystery just laid these eggs, so they must gestate for about a century.

Sithinian, or Hiss (*black very old female dragon, tyrannical demeanor*), guards a small clutch of eight eggs that she spirited away from Goodlund when Malys arrived. She has a well-

guarded lair deep in the catacombs below Sable's city of Shrentak.

#### Allies and Enemies

The black dragons have always had an affinity for the bakali. The lizard men, thought extinct for years, have recently flourished—thanks in great part to the massive swamplands of Sable and Pitch. They often provide offerings to nearby black dragons, and the wyrms, in turn, sometimes drive a band of goblins or humans away from a bakali village.

Black dragons particularly despise true kender and go to great lengths to pursue, torture, and slay the little folk. They find the kender's utter absence of fear to be absolutely infuriating.

#### Blue Dragons

The blues have a proud heritage of mastery and terror. Among chromatic dragons, they stand second only to the reds in power, influence, and might. As the most social of their kin-dragons, blue dragons have proven themselves uniquely capable of forming strong bonds with members of the human, ogre, and goblin races. Blue dragons respect strength and courage, and they despise weakness and cowardice; because of the value placed on these traits, they think of themselves as superior to all other dragons.

Preferring warm temperatures and dry climes, blues are masters of many a desert realm. The acrid scent of ozone often accompanies their lightning breath attack, though a blue that hasn't breathed lightning recently is hard to detect by smell. Perhaps because of their dry habitat, blues tend to be very clean.

Blues still thrive in great numbers in Neraka. Numerous individuals lair along the northern coasts of Ansalon. Many other blues have remained partnered with the riders they carried into war. These teams (including rogue Knights and their mounts) can be encountered anywhere in Ansalon.



## Elders

As a result of his recent ascendancy, Khellendros leads the blues. Gale, a mighty blue male who serves Khellendros, gains the fear and respect of all the other blue dragons.

Windrunn, or Wind (*blue venerable male dragon, grandiose demeanor*), was too young to partake in the Human War, but he made up for it with his ferocity during the Draconian War. He is widely regarded as wise in the ways of dragon history. Currently, he dwells in a mountain lair on the arid northern slopes of the mountains surrounding Sanction.

Darisyll, or Dare (*blue mature adult male dragon, conniving demeanor*) is the mount of Mirielle Abrena, Governor-General of Neraka and the Knights of Takhisis. Dare serves as an important liaison between the Knights and the well-organized clan hierarchy of the blue dragons.

## Objectives

The blues, as a general rule, would not like to see humanity annihilated by the overlords. They willingly offer aid to help those under the mighty wyrms' rule, when they can do so practically.

Most blue dragons wish to keep their territories free of overlord control. The New Swamp of Sable represents a threat, as does the aggressive unpredictability of Cinder.

Blues can be attracted to treasure as much as any other chromatic wyrm. They particularly value items such as armor, weapons, and decorative objects formed from silver, platinum, or steel.

## Ancestry

Arkan, the first of the blue dragons, is the patriarch of the race. He fathered the first clutch, which Takhisis nested in the security of the Abyss.

Azurus was a famed male of great size who flew at Deathfyre's side and was slain (some say by Huma himself) during the Human War.

## Strongholds

The lairs of adult blue dragons lace the mountains of Neraka. The northern slopes of those mountains overlook many arid valleys; this is prime habitat for the blue clans.

## Eggs

Two clutches of eggs are secreted in lairs among the blue-held Khalkists.

Fareonell, or Sleeper (*blue old female dragon, lazy demeanor*) guards a clutch that nears its time of hatching; the wyrmlings could emerge anytime within the next ten years.

Dithinnian, or Jade (*blue adult female dragon, immoral demeanor*), laid her eggs just after the War of the Lance. They have about five or six decades to go before they are ready to hatch.

## Allies and Enemies

The blue dragons have always had good relations with goblinkind—the craven humanoids fear and worship the blues in a most satisfying fashion. Goblin villages commonly can be found in the vicinity of blue lairs.

Additionally, individual blues have established good relations with many individual humans. Though no inherent racial alliance exists between the two beings, such bonds of friendship have proven to be as lasting as any form of affection between humans.

Perhaps the strongest bond that the blue dragons share with others is their bond with the Knights of Takhisis. This order of men and women, once again bound by the Vision, continually demonstrates honor and valor in ways the blues admire.

The most obvious enemy of the blue clan is unpredictable, vicious, angry, and powerful Cinder—a dangerous combination of traits by any standards. The blues have managed to convince the unstable red that, if he should turn toward the Khalkist Mountains, he would be met by dozens of enraged blues. Despite his vast supremacy in size, the craven red has been unwilling to test his southern neighbors' resolve.





## Green Dragons

The forest-dwelling greens are fast and powerful dragons. Cunning and greedy, they are more inclined to use their wits than other chromatic dragons, though greens have nothing against killing a bothersome pest or potentially dangerous foe. Yet even in battle, they prefer to work their violence through spells or with their unique dragon breath—toxic, gagging cloud of gas.

Because of this gas, a strong scent of chorine often surrounds greens. This stench permeates any green's lair, and the lingering effects of the breath can be sniffed on foliage, stonework, (and victims' bodies!) for days after a green dragon has attacked.

Lacking a secure base of power, greens are currently scattered around Ansalon. Many have attempted to survive on the verdant edge of Sable's new swamp; skirmishes between black and green dragons commonly occur in this area. Still more have accepted the protection (and the vast forest) offered by Beryl. Of course, these greens must promise the overlord their undying loyalty.

### Elders

Parcianyx, or Poison (*green venerable male dragon, obsessive demeanor*), is a veteran of both the Human and Draconian Wars. He dwells in a wooded valley in the foothills north of Silvanesti and is often sought by younger greens as a source of advice and inspiration. He dispenses with both, for a price.

Cyan Bloodbane (*green adult male dragon, self-centered demeanor*), the cruel enemy of the Silvanesti elves, was accidentally trapped within the barrier the elven nation raised over its homeland. He preys upon the sylvan folk and eludes every attempt to find him since he blends into the woodlands with ghostly ease.

### Objectives

Defeating the Silvanesti elves is a major clan objective of the greens, but first they must find a way to penetrate the barrier protecting the realm. Once they do this, they feel, they would seize a true homeland—a place where they could live away from the shadows of Beryl's massive wings.

On an individual basis, all green dragons desire treasures. They particularly favor items of magic, especially those made of wood or bone, and jewelry formed of pearl, ivory, and bone.

### Ancestry

Korril, who most scholars claim was a female (though this is still disputed by some historians), is the common ancestor of the greens. Like most other chromatic dragons, the genealogy becomes more crowded then, as no less than twenty green dragons flew from the Abyss to Krynn before the Dragon War.

### Strongholds

The most secure strongholds of green dragons in the Fifth Age are all located in Beryl's realm and are under her protection. Greens made lairs in the southern Khalkists, as well, but these are small, secret, and constantly menaced by black dragons, ogres, and Silvanesti elves who have been separated from their homeland by the magical barrier.

### Eggs

Brellinithrax, or Brel (*green adult female dragon, relentless demeanor*), guards a clutch of eggs located just north of the barrier around Silvanesti. These eggs are too fragile to risk transporting, so the loyal Brel has attempted to conceal them, and herself, in the depths of the forest. They need another sixty years or so before hatching.

Two more clutches exist in Beryl's realm, under the personal protection of the overlord herself. One is due to hatch within the next decade; the other must gestate for another eighty years.

## Allies and Enemies

Green dragons have aided hobgoblins upon past occasions, and throughout modern history the grotesque humanoids have returned the favor. Hobgoblins live in the forestlands held by green dragons, and the two races often combine to strike at common foes.

Aside from the elves, the green dragons have always despised all metallic dragons—especially the brass, whom they consider as traitors to dragonkind because of their close ties to humans. When encountering a brass dragon, greens will scheme, unite, and take great risks in order to kill the brass.

## Red Dragons

Mightiest of the chromatic dragons, favored of the Dark Queen, the reds have had a terrible time adapting to the loss of their goddess. Many reds lost their lives in futile challenges against the overlords. Pride and arrogance gained during long and villainous lives simply would not allow the serpents to accept the presence of superior beings. Those reds who survived the Dragon Purge have learned this lesson, but that knowledge has done nothing to temper the hatred and thirst for vengeance that seethes within every red dragon breast.

The fiery dragon breath of a red serpent is perhaps the most lethal and destructive of all dragon attacks. Often the air exhaled by a red contains a hint of char or soot; this stench permeates a red dragon's lair, if the wyrm is present.

Following the Draconian War, many of the surviving reds turned on their riders—a unique betrayal among the chromatics. The red dragons fled north and east from Neraka, settling through much of Kern and Nordmaar.

Of all chromatic dragons, the reds are the least content to let matters stand as they are. Despite many rational reasons not to do so, crimson serpents regularly challenge the mastery of the overlords. Driven to a nearly con-

stant state of fury, reds also attack any other kind of dragon, chromatic or metallic. Often they attack for plunder, though sometimes they seem driven by nothing more than pure spite.

## Elders

With Tombfyre's death at the end of the Draconian War, the reds were left without a clear patriarch for the first time in thousands of years. Several notable and monstrous wyrms have come forth, though none has gained the mantle of clan rulership. Fenalysten thinks that the role should be his, but the great red is so unstable and rash that he unsettles even the volatile reds.

Furyiolyx (*red mature adult male dragon, wrathful demeanor*) roams through the volcanic heights of the Khalkists. Called Furious, he has a lair hidden somewhere in the range but rarely goes there; instead, he hunts and kills with cruel abandon—often he will wipe out a whole herd of deer or buffalo just so he can select and devour the fattest individuals.

Narcilyssilian, or Narciss (*red very old female dragon, vain demeanor*), possesses the power of shapeshifting and enjoys the guise of a beautiful human woman. She toys with her victims, often for months at a time, but always reveals her true form before she kills.

## Objectives

The red dragons, while too chaotic to formulate a clan goal, all hate the overlords. They desire to destroy these massive wyrms, or at least send them back to where they came from.

Individually, reds are greedy, paranoid, and competitive. Treasure of all kinds attracts them, and they jealously seek to outdo each other's hoards. Of course, no sane red dragon would actually show another his treasures, so boasting about one's hoard plays a big part in this game of one-upmanship!

## Ancestry

The eggs of Furyion, the ancestral father of all red dragonkind, and



Takhisis were nurtured in the Abyss. Unlike the other chromatic dragons, the clan can trace itself to a later common ancestor, as Crematia was the only red of the first nestlings to survive to adulthood.

Crematia's offspring (the fatherhood is admittedly uncertain) included Deathfyre as the mightiest of her scions. Deathfyre's son, Tombfyre, fought in the Human War and rose to prominence as the mount of Emperor Ariakas during the Draconian War.

### Strongholds

Red dragon lairs can be found throughout many of the mountain ranges of Krynn. Stubbornly, some reds have even tried to live in the terrain altered by an overlord—though they usually don't live very long.

The mountainous spur of the Khalkists between the Delving and Kern contains a large concentration of reds. Though this lies on the border of Malys's realm, the Red Marauder has shown little interest in pressing her advance in the North; consequently, the reds dwelling here have claimed credit for halting the expansion of her realm.

### Eggs

Two clutches of red dragon eggs currently gestate upon Ansalon. One of these lies in a fiery cavern high in the Khalkist Mountains and is guarded by Furindy, or Hag (*red venerable female dragon, pessimistic demeanor*). These eggs should hatch in twenty years.

Another nest of red eggs is located in the eastern Khalkists in a deep lair within a volcanic valley. The place narrowly skirts the edge of Malys's realm. Guarded by Dyrecheley, or Scald (*red adult female dragon, meticulous demeanor*), this clutch must gestate about six decades before hatching.

### Allies and Enemies

From the moment Crematia arrived in the Khalkists to terrorize and awe a tribe of ogres, the red dragons have always had a close relationship with the hulking humanoids. Ogres commonly serve as spies and guards for the red dragons on Ansalon, and the mighty wyrms reward this service by providing food to the ogre's tribe (after the dragon has had its fill, of course!) Truly valuable service can be rewarded by the red dragon actually going forth to slay the ogre's enemies.

All metallic dragons despise red dragons, and most of the two-legs of Krynn fear them. In past instances, a small red dragon would be killed by any large metallic who encountered it; in the Fifth Age, the truce between chromatic and metallic dragons has extended to these chance encounters.

Occasionally, several metallic dragons unite to try to destroy a single red who is causing great mischief and grief. With the exceptions of these conspiracies, a mighty crimson wyrm fears only the capricious whim of an overlord.

### White Dragons

The chill-bodied whites are aloof and disdainful of all other creatures, including their chromatic kin-dragons. Part of this feeling is rooted in jealousy, for the whites require much colder climates than the other clans. Consequently, they hate the warm, even fiery realms, of the four kin-dragon clans.

White dragon breath is a blast of chilling frost, lethal to many creatures. The whites are the most odorless of all chromatic dragons, no doubt

because of the icy nature of their bodies and abodes. This clan of dragons is somewhat less voracious than





the others as well, which could be a result of the low temperatures of their favored terrain.

Always preferring climes of ice and frigid temperatures, white dragons are having a hard time of it in the Ansalon of the Fifth Age. Two white lords, Ice and Freeze, have established domains on Icewall Glacier, and these twin monsters allow some lesser whites to dwell there as well. However, the lofty mountains of Ansalon, which white dragons also favor, have been rendered problematic by the presence of Beryl's humid forests overrunning the High Kharolis and the furious, fiery volcanism wracking the Khalkists.

#### Elders

Keristillax (*white very old male dragon, stubborn demeanor*) dwells on the icy flats south of the realms of Ice and Freeze. Keris is a loner who rejected the Queen of Darkness years ago; he lives in fear of metallic dragons.

#### Objectives

The whites would like to see a return to the free glacier and lofty snowcaps of an earlier era. On an individual level, each white strives to capture and hoard as much treasure as possible. They are particularly fond of gemstones, and diamonds are their favorites.

#### Ancestry

The patriarch of the white clans is Akis who was mated to Takhisis herself and sired the Abyss-born eggs.

One of the most prominent of the recent whites was mighty Sleet, who ruled Icewall Glacier until the white twins rose to their current state of prominence.

#### Strongholds

In a sense, all of Icewall Glacier is a white dragon stronghold—the climate is so severe and unforgiving that most creatures are unwilling even to venture there. Aside from the temporary lairs of the white lords, Cryonisis and Frisindia, however, few caverns or grottos

exist on the glacier that would be worthy of anything more than a short-term dragon lair.

#### Eggs

Several clutches of white dragon eggs are being cared for in the depths of Ice-wall Glacier. The largest and most imminent of these lies below Icewall Castle, guarded by Crystallianastryx, or Crystal-Ice (*white young adult female dragon, curious demeanor*).

#### Allies and Enemies

The thanoi have assisted the white dragons in the course of many endeavors. The walrus-men are willing pawns for the most brutal of endeavors, and they all but worship the dominating ferocity of their serpentine masters.

The ice barbarians who once roamed Icewall Glacier (and who still survive in small, hidden bands) hate the white dragons. Because of their ill temper and vicious natures, all the clans of metallic dragonkind despise the white dragons as well.


## Metallic Dragons

The dragons of metal, once the favored sons and daughters of Paladine, have been cast into disorder and dismay by the coming of the Fifth Age and the departure of the Platinum Father. They remain hopeful, seeking some sort of sign, a promise that the wonders of the old days are not lost altogether. Still, many metallic dragons perished during the Dragon Purge, and those who survive have learned to be circumspect and secretive about all aspects of their lives.

### Brass Dragons

The gleaming brass dragons, brightest of the "brown metals," have long interacted with humankind. Their command of languages and love of conversation has ensured that these dragons are welcomed in cities, towns, and villages throughout Ansalon.





Many human communities have "patron" brass dragons, or serpents that help to protect the town from any and all threats. In exchange, the humans provide the dragon with gifts of food, such treasures as they can, and a steady stream of gossip and news.

#### Elders

Most important of the brass dragons is, of course, Iyesta (Splendor). Further details about her appear earlier in this chapter.

Although he is not technically an elder, Kirsah (*brass adult male dragon, brave demeanor*) is very highly regarded by his kin-dragons. Initially perceived as an immature hothead before the Draconian War, Kirsah's concerns were proven correct during that violent strife. Because he bore not one, but two, of the Heroes of the Lance into airborne warfare, he is one of the most famed of the lance-bearing dragons.

#### Objectives

The brass dragons share the twin objectives of defeating the dragon overlords and protecting humanity as much as possible from the depredations of these great wyrms.

#### Ancestry

The original clan matriarch was Sheeranan, the Brass Snake. The first generation of her offspring included Smeltithraxian (Smelt), who never saw the hatching of the eggs he sired, and the female Sheranak.

Of the brood that escaped the grotto during the Elven War, the brass pair were Dazzal and Cornet. These two are the ancestors of all the brass dragons in Ansalon, though their many offspring quickly diverged into numerous pairs.

#### Strongholds

The brass dragons have always favored the heat of the northern deserts. They live throughout Ansalon, however, and in fact have lost many of their ancient lairs due to the worldshaping abilities of Khellendros.

Iyesta, however, has carved out a place of safety in the eastern Plains of Dust. This has become the dwelling place of most of the brass dragons remaining in Ansalon.

Other brasses have returned to the Dragon Isles. There, in a high valley on the island of Berann, they have created a sanctuary for their kind.

#### Eggs

In the labyrinth below the Missing City Purestian, or Purest (*brass venerable female dragon, compassionate demeanor*), guards a large clutch of eggs. These eggs are not due to hatch for another eight or nine decades.

Also, several nests exist in the Dragon Isles, including three concentrated on the sanctuary on Berann Isle. None of these is terribly large, but one of them could be hatching at any time during the next few years.

#### Allies and Enemies

Brass dragons treat honorable humans kindly, and humans generally return the favor. Men and women living in isolated outposts, villages, or crowded cities are all likely to help out a brass dragon who asks for assistance.

Brass dragons particularly scorn green dragons; nearly every brass has known nestmates and kin-dragons whom hateful greens have slain. They are quick to battle ogres, as well.


#### Bronze Dragons

These strong, unsubtle dragons tend to favor seacoasts for their lairs and feeding grounds. They swim excellently and seem as content gliding through water as through the air.

They are tolerant of humans, elves, dwarves, and kender—though a bronze dragon acts jealous and aggressive when protecting a lair. Bronzes are very solitary, and even mated pairs rarely visit each other. Normally, each adult bronze dragon has his or her own lair.

Never as shrewd or devious as other wyrms, bronzes tend to be straight-





forward thinkers. They make decisions based upon a fast analysis of a problem and rarely stop to consider that others might be planning or acting on a deeper level of conspiracy or deviousness. Once a decision has been made, a bronze can prove to be stubborn and intractable in carrying out his chosen course of action.

Though not the largest of the brown metal dragons, bronzes are physically very strong. Their limbs are stocky and thick with sinew. Their tails do not grow terribly long, but they are broad and characterized by a ridge of spiny bristles, linked by webbing, along the top of the tail, which helps drive the dragon through water. Also, unlike any other Good dragon, the taloned feet of the bronze are partially webbed.

#### Elders

Teranyex (*bronze great wyrm male dragon, egomaniacal demeanor, 4* ♀), or Terror, nearly equals Iyesta in size. However, he is rarely seen. It is commonly suspected that he is living in Ansalon under another guise; perhaps he possesses the ability to assume human form.

Barrillia (*bronze venerable female dragon, honorable demeanor*) dwells in a hidden lair on the coast of Northern Ergoth. She has been around since the Human War and is known to mankind as Baryn. Though she keeps to herself most of the time, younger bronzes often seek her out for advice and to hear her tales of the old days.

Clarion (*bronze old male dragon, motivated demeanor*) is famed for breaking the Oath made to Takhhis before the War of the Lance (circa 300AC). Clarion made a home in Karthay, where he dwelled in the guise of an elder human. In this form he traveled much of Ansalon, working as much as he could to thwart the Dark Queen's plans. Now he continues to do the same thing, though his avowed foes are Malys and the other overlords.

#### Objectives

The bronzes are particularly appalled by the corruption of seacoasts that has occurred during the reign of the overlords. These metallic dragons will aid any attempt to restore the shorelines of Ergoth, Balifor, and any other coast that has been ruined by the depredations of one of the mighty wyrms.

In addition, bronze dragons have decided that it is their duty to keep the Dragon Isles free of the overlords' scourge. They patrol the waters and skies surrounding their islands. If anyone tries to approach, the bronzes are quick to discover and interrogate them.

#### Ancestry

The legendary matriarch of all the bronzes is Haraineer, who made her lairs along the entire southwestern coast of Ansalon.

Burll was the great male who was born from the first clutch of metallic eggs. Together with Aysalliar, one of the smallest but most persistent of the original thirteen metallic dragons, he was the ancestor of all the succeeding generations.

Bruntara and Meliasteran, finally, were the bronze pair who escaped from the grotto at the time of Aurican's death (circa 2700PC); all current bronze dragons can trace their ancestral tree to these two.

#### Strongholds

The bronzes maintain numerous lairs in Ansalon, as well as several well-guarded strongholds in the Dragon Isles. One of the the greatest of these is a network of sea caves along the southern coast of Northern Ergoth, an area known as Sikk'et Hul. Though the caverns include many huge passages and shelter a massive mound of treasures—most of which have been plundered from shipwrecks—even at low tide the sea conceals most of the mouth of the lair.

#### Eggs

About a dozen clutches of bronze eggs are scattered around the coasts of



Ansalon. None of these clutches are very large; they rarely number more than eight or ten eggs. Some are due to hatch within the next few years.

The most advanced of these lies on a small hillock in a coastal marsh of Karthay; Bazzilistyx, or Basil, (*bronze old female dragon, stubborn demeanor*) guards these eggs.

### Allies and Enemies

Bronzes possess a particular fondness of heart for sailors, having great respect for those wingless humans and minotaurs who dare to cross the oceans of Krynn. Though in some instances bronze dragons and minotaurs have fought each other, in many cases individuals from these two disparate races have formed strong bonds of trust. As a result of this friendship, bronzes often aid minotaur ships in distress.

Frost, with his glaciation of Southern Ergoth; Sable, who has turned much of the New Sea into swampland; and Malystyx are all hated enemies of the bronzes.

Also, as an exception to their love of sailors, the just-minded bronzes loathe piracy. Many a pirate ship has been sent to the bottom of the sea because of the vengeance of an angry bronze dragon. Treasures plundered from these buccaneers generally find a way into the bronze dragon's hoard.

### Copper Dragons

Coppers, the most hot-tempered of the Good dragons, are quick to anger and more than willing to use violence against whoever has provoked their wrath. Bickering and fighting is common within the clan, though the supple, sleek dragons unite—and fight—when confronted with the threat of a larger foe.

During the great wars of Krynn, coppers carried much of the load of the battles against the chromatic dragons. When the overlords arrived, these angry serpents turned their fury against those mighty wyrms.

As a consequence, the numbers of copper dragons have been badly depleted—right now, fewer coppers live in Ansalon than any other metallic dragon.

### Elders

The patriarch of the copper clan was Cymbol, a mighty male who flew in both the Human and Draconian Wars. Famed for his quick temper and righteous battle fury, Cymbol challenged Malys during the early years of her Dragon Purge. Inevitably, he perished.

One of Cymbol's sons, Yazzlyn, or Lyon (*copper old male dragon, opinionated demeanor*), has assumed the mantle of his venerable sire's role. Lyon is remarkably patient and thoughtful (for a copper) and has led an assembly of his clanmates on the Dragon Isle of Jaentarh.

A mighty copper matriarch, Sha-traklang, or Clang (*copper female wurm, cantankerous demeanor, 3 ♀*), dwells in the woods surrounding the Tower of Wayreth. She lost all of her offspring during the Dragon Purge but has maintained her sanity by studying the overlords. She is convinced that someday she will devise a trap that Beryl will be unable to resist.

### Objectives


The coppers are driven by the desire to avenge kin-dragons slain by the overlords. This need for revenge has been tempered, however, by the loss of so many of their numbers—along with the apparently invincible nature of the foe. Still, a copper dragon is likely to support enthusiastically any endeavor likely to do harm to the ancient wyrms.

### Ancestry

The coppers have a proud ancestry, dating back to the matriarch Querasian. The offspring of her first eggs included Blayze and Hyaniss, who mated to create the eggs of the next generation.

The survivors of that clutch were Tharn and Sithtillaxx who, upon their





flight from the grotto, grew to maturity and survived to become the progenitors of all copper dragons living today.

#### Strongholds

The coppers' only stronghold sits upon the island of Jaentarth in the Dragon Isles. This island is one of the most mountainous of the isles, and among its forested valleys and lofty heights lie several deep caverns containing the lairs of mighty copper dragons.

#### Eggs

Two nests of copper eggs exist, both upon the island of Jaentarth, each hidden in one of the stronghold lairs. Neither is due to hatch anytime soon, with a gestation of perhaps sixty years needed for one and close to a full century remaining for the other. Hister-anyskyll, or Heron (*copper young adult female dragon, obsessive demeanor*), guards the latter.

#### Allies and Enemies

Coppers, traditionally irascible loners, have been forced to set aside some of their temperamental ways as a result of the disasters brought on by the Dragon Purge. Though they remain prickly and sensitive, they have learned to accept the aid of other metallic dragons and have been known to work with humans, elves, and other two-legs.

Surprisingly, those coppers who bore riders during the Draconian War have remained very loyal to those riders—or, more accurately, their descendants, since most were humans.

Coppers have traditionally hated all the chromatic dragons, and the recent softening of their belligerent stance as regards their kin-dragons has not extended to the serpents of color. In particular, coppers are driven by a generations-old hatred of reds and will most likely try to slay a crimson dragon on sight.

## Gold Dragons

Wise gold philosophers, the artisans and poets among dragonkind, have kept the flames of culture and history burning among their savage and sometimes violent kin-dragons. A gold dragon's anger smolders slowly, and he tends toward noncommittal reflection—even in situations that seem to call for direct and forceful action. Still, a gold's keen intelligence and long view of history are valuable assets among any council of dragonkind.

More than any other clan of dragons, golds enjoy spending time in shapes other than their own. Since the time of Auricustian and Blythelan, the golds have preferred to live much of their lives in the bodies of humans. Since two of the favorite activities of the typical gold dragon are reading and writing, the human shape is a natural choice—the dextrous fingers and small eyes of a man or woman are much better suited to literacy than the claws and the far-seeing vision of a mighty golden serpent.

Golds value traditions, manners, and diplomacy far more than any other clan of dragonkind does. They admire the Knights of Solamnia for their adherence to the Oath and the Measure; the gold dragons understand that only in a culture of honor and fairness will beauty and art truly thrive.

Despite their generally Good nature, gold dragons can quickly become aloof and condescending when confronted with behavior they deem boorish, insensitive, or unfriendly. They despise bullies, and nothing will provoke a gold dragon to anger faster than the perception of a great injustice being perpetrated by the strong onto the weak.

#### Elders

The elders of the golden clan are Regia (*gold great female wyrm, thoughtful demeanor*) and Aurumnus (*gold ancient male wyrm, calm demeanor*), who dwell as a mated pair within the grand palace

of the City of Gold. Unlike most other dragons, these two actually seem to enjoy each other's company, and have remained together long after their period of breeding was over.

Regia oversees the councils of dragons, which often gather within the golden city. She is a thoughtful and contemplative dragon, slow to speak, and even slower to anger. Her wisdom is highly regarded by all of the clans of Good dragons, and it is she who is credited with persuading the few surviving coppers to abandon, or at least postpone, their quest for vengeance against the overlords.

Aurumnus, unlike Regia, immerses himself in poetry and history instead of debate and discussion. He has made it his life's work to save as much of the material from Astinus's library as possible. He has made many trips between Palanthis and the Dragon Isles, bearing countless irreplaceable tomes to safety.

Another elder of the golden clans is mighty Quallathan (*gold mature adult male dragon, motivated demeanor*), who is most famed for carrying the Golden General, Lauralanthalasa, during the Draconian War. Unlike most golds, Qual prefers to remain in his serpentine form; he is far more decisive and prone to action than most of his clan-dragons.

A gold dragon named Suhnrisant, or Sunrise (*gold young male dragon, hedonistic demeanor, 2* ♀), has achieved fame as the first Dragon Mage, as described in *Heroes of Sorcery*.

### Objectives

While the gold dragons perceive the overlords as a great threat, they are unlike the other metallic dragons in that they are not convinced that the great wyrms should be fought and defeated. With their long view of history, the golds primarily concern themselves with preserving the best things about Krynn's history so that, when the overlords are gone, the world's legacy will remain as intact as possible.

To this end, golds desire to find and protect the great treasures of the past. While these include artifacts of magic and objects of great value, they also include songs, poetry, writings, and works of art. A gold would be willing to support any endeavor that had as an objective the preservation of any of these treasures.

Although selfless by dragon standards, the golden clan has adopted a very protective stance during the current "troubles." They believe that much of Ansalon will be destroyed by the overlords and the wars that they have spawned; consequently, the golds try to hoard as many valuable objects and tomes as possible, carrying them to the islands and secreting them in troves within the City of Gold.

### Ancestry

The ancestors of gold dragonkind dramatically influenced the shaping of Krynn. In fact, several of them have been responsible for the preservation of not just their own clan, but also the entire race of metallic dragonkind.

Aurora, the ancient matriarch, gave her life in a heroic battle to protect the first clutch of metallic dragon eggs. Her offspring included mighty Aurican, who brought spell magic back to Krynn and, like his mighty matron, gave his life in the struggle to protect his offspring. His mate was Oro.

Auricustian and Blythelan survived the destruction of the grotto. They bred and became the ancestors of all gold dragons on Ansalon.

### Strongholds

Aurialastican, the City of Gold, is the major stronghold of this clan; it is described in detail in Chapter Five.

Upon Ansalon, the golds have another secret and well-fortified outpost: a mansion on the outskirts of Palanthis. Though all the dragons who enter and leave (at least during daylight) do so in human form, vast caverns and labyrinthine passages wind beneath the large estate, allowing the



wyrms space enough to assume their real forms when they want to.

### Eggs

The golds have always been slow to breed and tend to have small clutches (only four or five) of eggs. The gold dragons conceal several such nests within the City of Gold itself, though none is due to hatch for at least fifty years.

In the depths of the cavern below the Palanthis lodge is another nest, containing only three eggs. These, however, have been gestating for a long time and are due to hatch some time in the next ten years. Ryllicastini, or Rylla (*gold venerable female dragon, opinionated demeanor*), guards them closely.

### Allies and Enemies

The gold dragons have allied themselves with both humans and elves during their long history. Though their ties with the elves have fallen away through disuse, the wyrms still admire the sylvan folk and will do what they can to help out elves in distress.

They have maintained very strong bonds with humankind for the last two millennia. Those men and woman who demonstrate courage, good character, and wisdom will impress gold dragons, earning both their respect and their aid. The golds are particularly fond of the Knights of Solamnia, for they remember the Order from its days as a power of right and justice in the world and respect the fact that it still possesses these qualities.

Though slow to anger, the golds harbor an enmity toward red dragons that has persisted for many thousands of years. They are too honorable to attack outright, without warning, but a gold who encounters a red will make no effort to conceal his distaste. Given any kind of provocation, the gold will be quite willing to enter into battle.

## Silver Dragons

In many ways, the silvers are the most admirable of Krynn's dragons in the eyes of humankind, for they possess might and morality similar to the golds, yet lack their kin-dragons' aloof natures and condescending attitudes toward the two-legs.

Silver dragons, also like the golds, have been involved in the great struggles of Krynn's history. They are proud and powerful creatures, and though they are by nature neither violent nor cruel, they become remorseless and deadly foes in battle. The clan still mourns the loss of many of its bravest fighters in the Battle of the Rift.

Like so many metallic dragons, silvers enjoy the company of Krynn's two-legged inhabitants. They can assume human and elf forms with ease and often favor the tattooed bodies of the wild elf Kagonesti.

### Elders

The elder female of the silver clan is D'Argent, or Silvara (*silver mature adult female dragon, purposeful demeanor*), famed both for her discovery of the breaking of the Oath during the Draconian War and her love for the elf lord Gilthanas, prince of Qualinesti. Recently, the elf lord completed an epic quest to reunite himself with his silver love; now the two of them spend their time together, winging over ravaged Ansalon.

Solomirathnius (*silver great male wyrm, eccentric demeanor, 1 ♀*), often called Mirror, survived the Dragon Purge by dint of his ferocity and size. He bears many scars on his dragon body; he often soars in the guise of a giant eagle.

The male elders include Darlant, called Lant by humans, (*silver mature adult male dragon, commanding demeanor*) and Dargentan, or Gentan (*silver mature adult male dragon, independent demeanor*), twin sons of mighty Lectral. Dargentan bears the Ram's Horn of the Elderwild (see the sidebar of the same name) and has

come to be regarded as a patriarch of the clan. Both of these silvers dwell in the mountains of the High Kharolis, keeping a careful watch on the expansion of Beryl's realm.

#### Objectives

The silvers, more than any other metallic dragons, value the land of Ansalon itself, particularly those portions of it which lofty mountains cover. They have decried the corruptions of the overlords' landshaping and are determined to bring at least this aspect of the great wyrms' domination to an end.

#### Ancestry

Tianaran is the matriarch of all the silver clans, having borne Darlantan and Kenta. The latter pair mated, and Kenta laid the eggs that would become the clan's future.

Following the destruction of the grotto, Callak and Daria were the two silvers to survive; they would become the progenitors of every silver dragon to follow.

#### Strongholds

Silver dragon strongholds exist in several parts of the Dragon Isles, always in lofty caves among the snow-capped mountains of the islands' interiors.

Upon Ansalon, the silver dragons have strongholds as well—always near the summits of high, cold mountains. One of these is on the island of Cristyne, while another can be found in the mountain peaks above Thorbardin. Still a third is concealed in a part of the Khalkists where the volcanoes are dormant and the icecap permanently fixed. The latter lies very close to the edge of Malystriyx's realm. Finally, since many silvers live among the Solamnic Knights, the realm of Gunthar upon Sancrist Isle is considered a stronghold.

#### Eggs

The lair above Thorbardin shelters one clutch of silver dragon eggs, a half dozen of which are due to hatch within the next decade or so. All the other

## The Ram's Horn of the Elderswild


This thrice-spiraled pair of ram's horns symbolizes one of the most potent bonds forged between dragonkind and another people. After the silver patriarch Darlantan created the horns himself (sometime around 3000PC), he bestowed one of them onto Kagonos of the House of Elderswild, whose house eventually became the Kagonesti. After Darlantan and Kagonos possessed the horns, the artifacts were continually passed onto the next Pathfinder of the Elderswild and another silver dragon.

When one of the horns is blown, the sound carries across Ansalon but is audible only to silver dragons (if the elven horn is blown) or wild elves (if the draconic horn is sounded). Repeatedly through the often violent histories of these two races, the horn has provided a means of survival for either one or the other bearer's race. Early histories mention that Darlantan and Kagonos both had the opportunity to use the horn at some point in their lives.

The current elf bearer of the Ram's Horn is a young warrior named Aracoe (*Kagonesti adult male, stouthearted demeanor, Champion*). Pathfinder of the White Birch tribe, he led his tribe from Silvanesti before the magical barrier was raised around the elven realm. Now they are seeking refuge on a long trek toward Abanasinia.







nests are concealed in the lairs in the Dragon Isles and include broods that must gestate for about twenty, sixty, and seventy-five years, respectively, as well as a fresh-laid clutch that will not yield its dragons for nearly a full century. *Cylliwastacairn* (silver adult female dragon, dogmatic demeanor) guards the latter.

#### Allies and Enemies

Silver dragons and the Knights of Solamnia have forged many strong bonds, going back to the time of Huma and before. Many of these alliances persist into the present.

The Kagonesti wild elves are the favored allies of the silver dragons. The bond between these two proud and individualistic tribes dates back nearly four thousand years, to the time when Darlantan bestowed the sacred artifact called the Ram's Horn of the Elderwild upon Kagonos.

Silver wyrms count blue and red dragons among their mortal enemies. They despise ogres and bakali as well, and will work to eradicate these monstrous humanoids whenever they have the chance.

In the case of the blues who serve the Knights of Takhisis, however, the silvers have forged a stable, if not overly friendly, truce. The great losses suffered by both dragon clans during the Battle of the Rift have created a bond that allows an unusual amount of cooperation between metal and chromatic serpents.

## Unique and Unusual Dragons

Four types of unique creatures, all of which bear similarities to the typical dragon races, are described in the *Book of the Fifth Age*. The following descriptions include some suggestions for handling these creatures in role-playing situations.

## Sea Dragons

Sea dragons are very rare creatures, a fact for which all sailors are thankful. They spend nearly all of their lives beneath the surface of the ocean and, for the most part, take little notice of the insignificant vessels scooting back and forth overhead.

These aquatic serpents are also quite stupid by dragon standards. They subsist almost entirely on the flesh of creatures living in the ocean, with mammals—notably whales, dolphins, seals, and walruses—among their favorite prey.

However, the larger sea dragons value bright treasures, and these monsters have been known to attack and destroy ships to get at the coins, jewelry, and other baubles (including items such as brass candelabra, silver dinnerware, and so on) within. They will eat humans who are swimming in the water but seem reluctant to devour sailors straight from their boats and ships—perhaps because of the inevitable problems with splinters. (One bardic tale tells of the sea dragon Brine impaling himself on a boat's long bowsprit).

Sea dragons enjoy waters of all temperatures and make their lairs (and hoard their treasures) in places where the sea bottom is irregular. They favor coral reefs in warmer climes, but in colder waters they seem quite content to dwell in canyons and chasms that can commonly be found on the sea floor.

Despite its massive size, an attacking sea dragon can be chased away if its victim manages to inflict pain on the creature. Strikes from harpoons, hooks, tridents, and spears have all been effective against them. They are also terrified of being burned and seem to feel the pain of fire right through their scales—though the task of keeping a fire burning long enough to attack a wet and partially submerged dragon is most assuredly not an easy one.

## Fire Dragons

Fire dragons are among the most vicious and destructive creatures ever to ravage the face of Ansalon. Created by the savage power of the Chaos War, the fiery serpents are made from the stuff of Chaos itself. Fortunately they are very rare—though those that remain upon Krynn are rapacious and dangerous in the extreme.

Fire dragons seem to have no need for food, apparently subsisting on magic and flame. They seek and relish heat; about the only time a fire dragon comes to rest is when it settles to wallow in the ashes, flames, or coals remaining from a great fire.

Some fire dragons have settled in the volcanic Khalkists, where they have little difficulty finding a fissure of bubbling lava or a subterranean lake of fire in which to restore their infernal natures.

These monsters have proven to be afraid of water and invariably seek shelter when threatened by rain or snow. If winter closes in on a region where a fire dragon has been rampaging, the creature will certainly depart for warmer climes.

## Dracoliches

The undead horrors known as dracoliches are even rarer than fire dragons (fortunately!). They have a lot of the same magic that they possessed as living serpents (excluding dragon breath and the ability to swallow foes whole). For a dragon to become a dracolich, it must have suffered a violent death by forces heavily tainted with chaos. The residue of this lethal power rendered the serpent into living dead.

A dracolich attacks any sentient being merely for the sake of inflicting suffering upon the hapless victim. Being undead, the beast needs neither food nor sleep, but that has done nothing to diminish the dracolich's love of killing.

## Shadow Dragons

As the rarest of all unusual wyrms, shadow dragons are merely mythical beasts in the minds of most of Ansalon's inhabitants. They are real, however, though their purposes remain cloaked in mystery and speculation.

Shadow dragons resemble undead in that they neither eat nor sleep. However, they seem to lack the pure hatred that most undead creatures apply toward the living.

Nevertheless, these wyrms have been known to attack ruthlessly when encountered. At other times, however, they seem to have deeper objectives, speaking pleasantly to wayfarers, even offering warnings of dangers that might lay on the trail ahead. In every case, of course, the shadow dragon serves its own objectives, which remain beyond the ken of mortal men.

There is speculation that the greatest shadow dragon emerged from Malys's Desolation, though nobody knows this for certain. However, in the years since the Second Cataclysm, there have been occasional reports of a shadow dragon of truly monstrous size. This being is rarely seen but has appeared in many different parts of Ansalon, always at a time and place apparently determined by its own needs.



# CHAPTER THREE



*f all the Dragonkind, the worst by far are the Golden Wyrms. The rainbow-hued monsters of evil will just want to eat you, but the Golds, they won't be*

*happy until you learn something. Given the choice, I'd rather be eaten."*

*—Attributed to Flint Fireforge  
in "Fool's Gold,"  
The Dragons of Krynn*

As the mightiest creatures in the world, dragons have always exerted a huge influence over the other inhabitants of Krynn. Now, with the coming of the dragon overlords and their special abilities, dragons and two-legs alike have seen that these great serpents can actually influence the geography and climate of entire realms!

Yet, as with any other living entities, ecology works in both directions. The presence of food supplies, a tolerable climate, or powerful enemies all have a profound effect upon the lives of even the greatest dragons. This chapter considers the interactions of dragons with their environments and the many ways these two factors can influence each other.

Because the overlords are unique in so many ways, their ecology is presented in a section all to itself. General information about the specific clans of dragonkind and their ecology follows the information about the overlords.

## Powers of the Overlords

The five great overlords have one characteristic ability that sets them apart from any lesser wyrm. Not only does normal dragonkind lack this power, but other huge dragons (such as Fenalysten, Lorrinar, and Mohrlex) that have established realms for themselves cannot employ these powers either.

The fundamental root of an overlord's ability to shape landscapes is the creation of the skull totem, the arcane center of power. In fact, the construction of skull totems was the root cause of the Dragon Purge.

## Totem of Skulls

Malys is credited with the discovery of the gruesome rite that led to a dragon's swelling to the great size and power of an overlord. Each overlord maintains a totem at the heart of its vast lair; it is invariably the most carefully guarded location in the creature's realm.

## Creation of the Skull Totem

The creation of a totem involves killing other dragons—lots of dragons. The slaying must be done in such a fashion that the victim's brain is preserved with virtually no chance to decay. A crushing bite or swift decapitation were the two favored means of accomplishing the death.

Each totem contains at least three or four dozen skulls; Malys reputedly created hers with the heads of no less than a hundred lesser dragons! After the victor drains the magical energy from the loser, the slain dragon's body withers to a mere husk, leaving the brain relatively intact. At this point, it is easy to remove the skull of the wyrm and peel it of its leathery scales, though the brain needs to be left undisturbed. The dragonlord must then arrange the grisly trophies in

# DRAGON ECOLOGY

a tall column, wide at the base and tapering to a point; it should be much higher than it is wide.


The raising of a totem takes many years. It must include at least one skull from each of the ten clans of dragon-kind. The initial powers of the totem manifest when the tenth type of skull is added and a special enchantment is cast. For example, a totem of thirty skulls that has numerous heads of each of the five metallic and three brown metal clans could not be activated until both a silver and a gold dragon skull had been placed on the cairn and the spell is cast. Scholars of the matter suppose that a combination of the dead dragon's brains, along with some of the life energy of the overlord that is transferred to the totem during the enchantment spell, causes the totem to spring to life.

## Appearance of a Skull Totem

The white bones of bare skulls give a textured and sinister appearance to the totem, which may loom forty or fifty feet into the air. Wide nostrils gape from each skeletal mask, and the recessed eye sockets are set far back from the outer surface of the tower.

When an overlord has compiled a totem that is at least minimally complete—that is, when the skull of the last of the ten clans is added to the stack—and the enchantment spell is cast, the pillar gains its power. The fact is obvious to any observer, because from this point on each eye socket in each skull glows with a cool, steady light. The illumination is of the same color as the scales of the dragon who was once attached to this skull. The light of a black dragon's skull, for example, is perceived as a diffuse, purple-indigo wash of illumination.





When the totem lies dormant, as it is most of the time, the light within all the skulls pales and wavers, almost as if the totem is a column lined with scores of small, magically-colored candles. However, when the overlord calls upon the powers of the totem (see below), the light swells in a powerful incandescence. The garish and multihued colors of ten kinds of dragons light the heart of the overlord's lair.

### Effects of the Skull Totem

The potent artifact of the overlord is the magical source that enables the creature to call upon its fundamental power: shaping the landscape.

The efficacy of the totem is determined by two factors: the total number of skulls in the totem and the distribution of the ten different clans that must be represented. The most powerful totem will have an equal number of each type of skull. A totem with ten blue and ten red skulls, but only one specimen of gold and silver, would lack much of the influence and range of a more well-balanced totem.

However, the addition of a new skull always enhances of the power of a totem, even if it further upsets an already unbalanced distribution. In the example above, additional blue and red dragon skulls would increase the power of the totem, but not as much as the placing of more silver and gold dragon skulls.

### The Shaping of a Realm

Each of the five overlords has taken on the godlike task of shaping a vast swath of land into the terrain and climate most favored by that wyrm. In all cases this mirrors the preference of the same color of chromatic dragon—icy glacier for Gellidus the white, sandy desert for blue Khellendros, swampland for Sable the black, verdant forest for Beryl the green, and the Desolation of crimson Malystrix.

### Size in Shaping Realms

Some specifics of this epic shaping ability are discussed in Chapter Six of the *Book of the Fifth Age*. This section contains additional information on the effects of shaping on the overlord itself.

Note that, in the context of the Age of Mortals time line, the shaping of each overlord has been more or less completed by the start of FIFTH AGE's campaign. However, historical circumstances will dictate that these borders are not permanent—the lords might lose or gain power, and the necessary extent and severity of the realm's shaping will reflect these cycles.

The maximum size of a realm has not been attained, even by Malys. In order to shape a large realm, the wyrm must have a very powerful skull totem—something like ten skulls from each of the ten clans. Only Malystrix currently has a skull totem that meets this requirement.

Lesser totems, naturally, provide for smaller realms. Realize, also, that none of the realms is a perfect circle. The radius (which is ten times the Physique rating of the overlord) provides a general idea of the overall area, but the overlord (or the Narrator) can shape this in creative ways when designing a realm.

### Effects of Realm Shaping

An overlord who spends time shaping a realm falls into a deep dormancy for some time after the shaping is completed. This sleep is deeper than hibernation; the overlord is unlikely to be awakened by anything less than physical pain or very loud noises originating nearby. This dormancy lasts for about twice as long as the actual time of the shaping.

The effects of the shaping last as long as the overlord stays in his realm and his skull totem remains complete and undisturbed. If either or both of these conditions change, the realm very gradually begins to revert to its natural state—though a complete conversion



could take anywhere from a year to a century.

The overlords have discovered that they can depart for periods of a week or so without having noticeable effects on their terrain; a wyrm who is gone from his realm for a longer time will begin to notice a lessening of the shaping effects.

### Severity of Realm Conditions

None of the overlord realms can be characterized as a friendly environment; all present threats to the survival of any interloper. The extent of the violent and dangerous conditions within a Dragon Realm is termed *severity*. Severity is further broken down into two categories: landscape and climate. Both can require heroes to undergo actions at various stages during the adventure. Examples include climbing rocky precipices, ice cliffs, or gorge and ravine walls; fording or bridging streams; perceiving and/or avoiding landslides, avalanches, sudden steam or lava eruptions; resisting extremes of temperature, wind, or precipitation; and so forth.

Some of these actions will be required of all heroes—a Narrator might call for an Endurance action from each hero in arctic conditions; a failure means that the hero suffers a wound due to frostbite. Naturally, every hero would be subject to this action—unless someone possessed magical protection or some kind of natural immunity. However, in other cases a single action will work for the whole group; when the heroes are traversing a mountain ridge, for example, it would be enough for their leader to successfully perceive that they were about to venture onto an unsupported cornice of snow.

The type and difficulty of actions required, naturally, varies by realm. Using the frequency listed under the action description is not necessary. The Narrator can determine the frequency that best suits his needs or, if he wishes

to have a random result, he can turn over a card and interpret the aura: White means the action should take place about half as often as the listed number, red means the listed number is appropriate, and black suggests about twice as many actions as listed.


### > Traverse Overlord's Terrain

<b>Difficulty:</b>	Varies
<b>Action ability:</b>	Perception
<b>Opposition ability:</b>	None

**Comments:** When traveling through any overlord's terrain, heroes must perform successful actions to avoid hazards in the landscape. Since each overlord has different terrain types, they also have different hazards for heroes to avoid. Refer to Chapter Three of *Night and Day* in the *Heroes of Steel* dramatic supplement for descriptions of some terrain hazards. If none of the heroes in a group spots the hazard, then the group falls victim to it, suffering the consequences offered in *Night and Day* or others of the Narrator's own devising.

- ♣ *Beryllintranox:* Three times each day, heroes need to succeed at an *average* action. The verdant, dense foliage of Beryl's terrain does not, at first glance, present itself as a deadly environment. Still, impenetrable tangles of thorns block forward progress, flesh-eating blossoms and pods of huge size snag unwitting prey, vines grow to entangle an unwary traveler in the blink of an eye, and deceptively smooth pathways conceal traps over deep pits.
- ♣ *Gellidus:* Twice each day, heroes must successfully perform a *daunting* action. Landscape dangers include ice crevasses and streams masked by deceptively smooth snow, avalanches, and great swaths of soft powdery snow (high enough to bury any traveler).
- ♣ *Khellendros:* Three times each day, heroes must succeed at *challenging* actions to avoid terrain hazards.





Vast reaches of utterly waterless sand stretch almost endlessly in Khellendros's territory. Some of these places are deceptively soft, powdery-floored swales that can literally drown an unwary traveler. The sand shifts and blows through different formations on a virtually daily basis; few permanent landmarks exist, so it is easy to get lost.

- ☞ *Malystryx*: Four times each day, heroes need to succeed at *challenging* actions to notice terrain hazards. Landscape dangers include volcanic activity (both on mountains and in relatively low elevations), steaming geysers, hot pools covered by thin shells of brittle rock, and swaths of tar.
- ☞ *Onysablet*: Six times each day, heroes must successfully perform *average* actions. Sable's swamp is rife with quicksand, whirlpools, tangles of entrapping vines, and numerous large, reptilian predators. Additionally, large areas of the landscape suddenly rise or drop in level—with a corresponding flooding of what seemed like a dry hummock of land, or the rise of a lake bottom that can strand a boat in the midst of a tangle of thorns.

**Mishap:** If none of the heroes in the group spot the terrain hazard and a hero suffers a mishap, then the hero suffers substantial damage. Not only does he suffer the normal effects of failure, he also temporarily loses points from an appropriate ability score. To regain the lost points, the hero must heal (either naturally or magically). For example, if a hero breaks his wrist, not only does he suffer damage, but he loses a point of Dexterity. Once his wrist heals, then the point is regained.

### ➤ Endure Overlord's Climate

Difficulty:	Varies
Action ability:	Endurance
Opposition ability:	None

**Comments:** Heroes must make a successful action to see if they hold up under the area's climate while traveling through it. Since each overlord has different climates, heroes could end up falling victim to varying problems such as frostbite or heat exhaustion. If the hero succeeds in his action, then isn't bothered by the climate. If he fails, however, he suffers from some minor penalty of the Narrator's choice, such as traveling at half his normal movement through that terrain or needing frequent rest breaks. If the hero succeeds at his next action, he feels better. Should he fail again, then he continues to suffer and must make his next action to endure the climate with a penalty of -1 to his action score.

- ☞ *Beryllinhranox*: Three times each day, heroes need to succeed at an *average* action. Climactic extremes in Beryl's forest tend toward steamy humidity and drenching rains. Occasionally outbursts of powerful winds will knock trees over or release clouds of poisonous gas spores from the numerous kinds of fungi growing in the forest's darkest grottos.
- ☞ *Gellidus*: Twice each day, heroes must successfully perform *challenging* actions. Climatic conditions in Gellidus's territory include frigid temperatures, gale force winds, precipitation such as blizzards and sleet, and angry storms in the surrounding coastal waters.
- ☞ *Khellendros*: Three times each day, heroes must succeed at *average* actions to endure the climate. Violent sandstorms blast the landscape, and withering lightning (which may or may not originate from visible clouds) strikes in random areas.
- ☞ *Malystryx*: Four times each day, heroes need to succeed at *daunting* actions to endure the climate. Climate in the Desolation is searing hot, characterized by capricious winds that howl to gale force and then instantly grow calm. Noxious clouds of steam, sulphur, smoke,

soot, and other gases—some of which can be poisonous to breathe—occasionally waft through the air.

- ♣ **Onysablet:** Six times each day, heroes must successfully perform *average* actions. Climactic threats include debilitating heat and humidity, torrential rain, and violent waterspouts that form funnel clouds and sweep across the trackless marsh.

**Mishap:** If a hero has a mishap, he succumbs to the weather far worse than his comrades. Generally, the mishap should cause damage and even tem-

porarily bring down an ability score. For example, while traveling through a blizzard in Gellidus's territory, a hero's fingers and toes begin to fall victim to frostbite. This causes the player to lose one card from his hand (for failing) and to reduce his hero's Dexterity score by 1 point until the hero warms himself (for the mishap). If the hero cannot get warm and unsuccessfully performs this action again (mishaps included), the player loses another card and another point of Dexterity. The hero must then receive magical healing to remedy the penalties, even if he finds warmth after the second action!

## Spawn

The table below lists the catalyst necessary to create a spawn, the type of dragon breath it uses once created, and the type of sorcery it can perform.

Type of Spawn	Overlord's Catalyst	Dragon Breath	Sorcery Type
Blue	Khellendros's tears	Lightning	Electromancy
Red	Malystriyx's fire, or coal ignited from same	Fire	Pyromancy
Black	Sable's spittle	Acid	Hydromancy
Green	Chlorine condensed from Beryl's breath	Poison	Enchantment
White	Quicksilver blood of Gellidus	Cold	Cryomancy

The abilities of spawn are derived from the type of dragon that created them. However, exceptionally capable humans occasionally contribute dramatic increases to one or more ability scores; the Narrator should feel free to create such individuals now and then.

Spawn Type	Co	Ph	In	Es	Dmg	Def
Black	7	10	5 (25)	7	+9	-5
Blue	8	12	5 (25)	8	+10	-5
Green	8	10	7 (25)	7	+8	-5
Red	10	14	6 (25)	8	+10	-5
White	6	9	4 (25)	6	+7	-3

### Spawn Death Effects:

- Blue:** Dissolve into a sparkling, electrically charged cloud.
- Red:** Explode into a fine spray of flaming oil.
- Black:** Melt in a shower of acid.
- Green:** Explode into a spatter of delerium-producing contact poison.
- White:** Melt into a pool of salty water that freezes hard after one minute; ice lasts for ten minutes.



## Dragonspawning

Khellendros is credited with the first creation of dragonspawn. Like shaping land, the knowledge of spawning has now spread to all the overlords.

### Creating Dragonspawn

Spawning is a foul process that requires the sacrifice of a human and a draconian, although some evidence exists stating that elves, dwarves, and ogres have been tried in lieu of humans, though apparently without success. Essentially, the process of spawning merges the life essence of the two creatures in a fashion that enables some of the draconian's draconic ancestry to take root in the human subject.

The sacrifices in spawning need not be willing participants in the rite; indeed, the humans are most often unwilling prisoners. Draconians can usually be duped or frightened into obeying the overlord's commands. Many draconians volunteer, as they consider spawning a viable method of procreation.

The type of spawn created is determined by the overlord making the conversion. Khellendros the blue makes blue dragonspawn while Malys makes red, for example. The type of draconian used in the process is also relevant to the resulting powers of the spawn.

The continual presence of the overlord is not necessary for the spawning process to occur. It is even possible for the spawning to be successful when a portion of the dragon's being (Skie's tears, for example) is given to underlings who perform the vile rituals. The overlord merely needs to bestow his blessing upon the process and be present for the climax for the draconian and human victims to merge.

### Spawn

More information on dragonspawn is presented in *The Rising Storm* from the *Heroes of Steel* supplement.

## Ecology of the Dragon Clans

Though the differences between the metallic and chromatic clans are well known and much has been written about the unique features distinguishing the kin-dragons of Good and Evil, some aspects of dragon life tend to be similar among all the types. These include relations and hierarchies within the clan, mating urges, tendencies in lairs, and dominance over surrounding cultures.

### Dragon Characters

Many of Ansalon's heroes have formed powerful bonds with loyal dragon allies. (The adventure *Wings Over Ansalon* provides one opportunity for such a situation.) In cases such as these, as well as any time when a dragon is acting in concert with the heroes, the Narrator may allow the player to take the role of the dragon as well as the hero. This allows the dragon to make actions in the same fashion as a hero.

In such a case, the player play cards from their own Hand of Fate for their dragon's action. However, the player uses the dragon's attribute scores to determine the success of the actions.

### Creatures of Passion and Purity

The varying traits of the dragon clans—the hot temper and vengeful fire of the reds, the poetic repose and nearly immortal contemplation of a gold—are well known to all students of Krynn. However, it may be surprising to realize that these two extremes, and the full span of temperaments in between, lurk within the being of every individual dragon.

In many respects, dragons are living contradictions. All of them share a respect (and a capability) for wisdom, experience, and power; at the same

time, they can be foolishly vain and childishly petty. From one year to the next, a dragon might demonstrate serene detachment or passionate curiosity about the world.

At the root of a dragon's powerful drives lay two factors: keen intelligence; and compelling, even overpowering, passions.

### Intelligence of Ice

Dragons possess minds that are almost supernatural in intelligence. They have a grasp of reality that allows a venerable wyrm to consider his enemy's every possible course of action and to prepare counterblows and strategies for each. That mind also provides the wit to enjoy conversation and social discourse, as well as the curiosity that always drives a dragon to learn more about the world and its inhabitants. Dragons can remember specifics from ancient centuries and understand relationships in the world that human and elf philosophers have not yet begun to comprehend.

The great wyrms look down upon the travails of lesser folk, often perceiving destructive trends that might not blossom for generations but are inevitably swelling toward a result of one culture savagely annihilating another. If a dragon takes an interest in the affairs of one or another of these peoples, the wyrm's reaction can be deviously clever and might involve actions that will not become apparent for years, or even decades.

### Passions of Fire

At the same time, a dragon of any age is driven by powerful needs. These desires can vary as the dragon grows older and wiser, but each desire will be pursued with a passion that, at times, can approach desperation.

Food is the initial drive in every dragon's life. The need to slake a wyrm's hunger leads it to compete, often violently, with its nestlings. Older dragons choose their lairs and realms

in such a way that an adequate diet can be easily attained.

Pride, too, soon becomes a strong part of a dragon's character. Each dragon tends to believe that its own clan is the mightiest, has the greatest legacy, and possesses the most strength and wisdom, of all the dragonkind. If a dragon makes a lair, amasses treasures, or aligns with a nearby tribe or culture, it will be very proud of all those attachments and extremely sensitive to an insult directed at any of them.

A natural outgrowth of pride is greed, for dragons often desire what they do not possess. While many metallic dragons have an aversion to thievery, their moral qualms do not prevent them from taking other actions to gain what they covet.

Greed is also accompanied by envy, which is a violent fault of most chromatic dragons but remains present in the psyche of metallic dragons as well. If a wyrm perceives that another dragon—or, even worse, a two-legged being!—possesses objects or locales superior to the dragon, the serpent almost certainly becomes resentful and covetous.


All dragons are proud and vain enough to relish flattery (though some are more subtle than others) and to feel rage when something maligns them or anything they cherish. It is how each clan manifests this rages that distinguishes one clan from another.

Nearly all dragons spend much of their lives seeking treasures—yet not out of any desire for great wealth. Dragons assemble hoards that contain objects that the great wyrm find particularly beautiful. Precious baubles and gilded ornaments appeal to most, but even the surliest red dragon might also be moved by a swath of crimson silk or the music of a bardic harper.

One of the most powerful—and certainly the deadliest—passion to afflict dragons is hatred. Dragons do not hate easily, but when they do, the fires of antipathy are well-stoked and can burn for millennia. The wars







between metallic and chromatic dragonkind reflect this hatred, wherein perceived wrongs inflicted against previous generations inspire the fury and vengeance of a wyrmling.

As a passion, hatred, of course, differs from Evil. For example, a red dragon might incinerate a village and torture the hapless residents merely for the amusement, not because it feels any particular hatred for its victims.

## Hierarchies

The oldest dragons in a clan often have the highest status within that group for a logical reason: These are the biggest, strongest, and most powerful serpents of that given color or metal. Thus, the older a dragon is, the more influence it can exert over dragons of the same clan.

This does not by any means translate to instant obedience; even young dragons are self-serving and willful. However, a dragon tends to listen to the speech of an older serpent and ignore a younger one.

## Age and Influence

If a player is using his Hand of Fate for the hero's dragon, the age difference between young and old dragons translates into a game effect for leadership and persuasion actions. It can benefit attempts made by one dragon on any other dragon but is most effective within the same clan. Refer to Chapter Six of the *Book of the Fifth Age* for a listing of the age categories of dragons.

- ♣ If the persuading dragon is six or more age categories older than the other, an *easy Presence (Spirit)* action is required.
- ♣ The action is *average* if the age differential is three to five categories apart.
- ♣ The action is *challenging* if the persuading dragon is one or two age categories older.
- ♣ The action is *daunting* if the

dragons involved are of the same age category.

- ♣ The action is *desperate* if the dragon tries to persuade another who is one or two categories older.
- ♣ The action is *impossible* if the target of the persuasion is a dragon three or more age categories older than the speaker.

If the Narrator wishes, he can modify these suggestions based on the inclination of the subject to share the acting dragon's point of view or to esteem the acting dragon due to an established relationship.

## Trump Effects

In other cases, if the card turned over belongs to the Suit of Dragons or to the Suit of Crowns, the player can choose to turn over another card (which, if trump, means he can turn over another, and so on). An attempt to influence a dragon of the same color or metal as the persuading dragon is an automatic trump action.

## Aging

Aside from the different character details given by category for dragonkind, some dragons can begin to deteriorate as they grow older. The incidence of such debility is about 1-in-10 for mature adults, 3-in-10 for old dragons, 6-in-10 for very old dragons, and 9-in-10 for venerable dragons. If the dragon reaches wyrm stage without suffering from age deterioration, it need not worry about its body betraying it.

When a dragon begins to suffer the effects of extreme age, it ceases to grow; in other words, it will not increase another age category. The dragon does not lose any size, and its capacity for damage and its physical power remain constant (at least for a while). Nor will the dragon's mental abilities, including memory, begin to slip.

However, the creature begins to lose sensory acuity, especially in sight and

hearing. As it continues to fail, the dragon becomes increasingly ill-tempered and suspicious. Finally its teeth start to fall out and its claws weaken and grow dull.

The aging dragon's status in the clan hierarchy remains relatively constant, until signs of age become obvious. The dragon is revered and respected by youngsters still, but the serpent's words do not have the same weight or influence upon his clan dragons as they did when the aged one was in the prime of life. Narrators should keep this in mind when dragons seek to influence others, as described above.

Usually, if the serpent hasn't died peacefully by the time most of its teeth are gone (which usually indicates that it has lived many centuries), it is set upon by predacious youngsters from a different clan—though some chromatics, notably reds, have been known to slay their own hapless elders.

## Mating

When the urge to mate seizes a dragon, it is a potent, even overwhelming force of emotion, consuming the serpent beyond the drives of hunger, greed, and even self-preservation. Fortunately (for the rest of Krynn and the dragons themselves), this mating urge occurs very infrequently. For the typical dragon, it happens once during each of the age categories before wyrm, beginning as a young adult and continuing through venerable.

## Initiation

It is almost invariably the female dragon that determines when the time for mating has come. Generally she has already selected the mate—it may well be a male with whom she has been acquainted for centuries. However, the male dragon quite typically has little idea that he is the object of the female's affections.

When the time comes, the female dragon ignores all of her other affairs

to seek and find the male she has selected. She uses a combination of vocal sounds and body language, including flicks of the tail, a curling and sinuous walk, and a characteristic arching of the neck into an "S" shape to arouse his interest. Some speculate that she also releases a musk, which is a powerful scent that helps to pull the male into a frenzy.

If the male is dormant, he invariably awakens to the sounds (and perhaps the scents) of the female's presence. Then a chase commences that might cover hundreds of miles, and perhaps days or weeks, as the female leads the male on a great circuit around the lands that make up their territories.

Eventually the female allows herself to be caught, and they couple as passionately (and far more dangerously for innocent bystanders) as any lust-crazed humans. Wings, tails, necks, legs, and claws are all frantically used in the process; the two might even fan the fires of passion by the affectionate use of their dragon breath on each other.

Following the coupling, the two dragons generally lapse into dormancy for a period of months. When they awaken, they part from each other to go on with their lives, more or less without a backward glance.

## Exceptions

There have been cases of male and female dragons remaining together over the course of many centuries, enjoying each other's company much in the fashion of a human or elf marriage. These relationships are more common among the metallics, especially among the golds (Aurumnus and Regia are a good example of a gold couple); but there have been a few instances of lifelong bonds formed between chromatics. In the latter case, the most well-known instances have been pairs of blue dragons.





## Gestation and Nesting

The gestation period of the female varies based on her level of activity. If she remains basically dormant, she will lay her eggs in a year or two; if she continues to hunt, to guard a lair, or to make war, the time might be closer to eight or ten years.

She lays a clutch of one to eighteen eggs at a time. The average number of eggs laid varies by the type of dragon, as does the number of years before the clutch hatches. A Narrator who would like to randomly determine the size of a nest can use this simple formula: First draw one card from the Fate Deck, then add the number for the appropriate type of dragon from the following table.

Dragon Clan	Add. Eggs	Years to Hatching
Gold	0	150
Silver	1	120
Red	3	130
Blue	3	110
Bronze	4	100
Brass	4	80
Copper	5	70
Black	6	60
Green	6	90
White	8	50

The female dragon forms the nest in a secure and well-guarded location, always in an environment that is friendly to that clan—ice for white and silver, searing heat for reds, and so on. The eggs incubate there for many decades. The typical time varies by clan; the span is indicated on the last column of the table. Naturally, the time of hatching is not predictable—it can be as much as twenty percent longer or shorter than the listed interval.

The female, though perhaps entering a long period of dormancy, remains near the nest for much of this time. If she does journey far, she will not be gone for more than a year or two. The male, in contrast, possibly hears through gossip of the nest's exis-

tence, but he is unlikely to see it, or even to learn its whereabouts.

## Male Rivalries

Occasionally a male dragon forms a powerful interest in a female. Often the female selects this male for mating when the time is right. However, should she select a different mate, the first male can be driven to mindless violence.

He attacks the female's partner during the coupling with every bit of cunning, savagery, and fury in his power. Unless the female decides to intervene, the two males will fight to the death—and the attacker, who has chosen the time and place for the battle, almost always has a significant advantage. However, the furious nature of the rage seizing the spurned dragon allows for little patience beyond planning the initial tactics of attack.

A dragon who makes such an attack and is victorious is branded a rogue by his own and his kin-dragons' clans. He is shunned by the five clans (metallic or chromatic) of his own kind and by any of the other dragon types who learn of his violation.

## Interbreeding

Throughout Krynn's history, there have been no reported instances of dragons mating with any creature other than another dragon of the same clan. However, the Chaos War could have resulted in some changes to this restriction, though there have been no known cases resulting in offspring as yet. (Of course, Malys dallied with Skie and Frost to show that they were "favored" above the other dragons.)

Of course, two epic stories involve love between dragon and two-legs. In both cases, the dragon was a silver female (the two were sisters, in fact); their lovers were the human Knight, Huma and the Qualinesti elf prince Gilthanas. Neither of these relationships produced offspring, though there is the suggestion that, in the case of Sil-

## Common Features of Lairs

Treasures of some kind or another can be found in the lairs of most dragons. The exact treasure varies—golds, being very fond of books, possess large libraries, for example—and is generally collected in proportion to the dragon's age. Venerable dragons of the greedier races, particularly reds, enjoy sleeping atop a vast mound of gems, coins, and other objects of wealth.

While the greatest treasures are kept in the deepest, most secure heart of the lair, other chambers may have creatures living in them or provide storage for prisoners, less valuable treasures, and even food.

The Narrator may wish to check the catalogue of magical items listed in Chapter Four of *Secrets of the Tower* in *The Last Tower* supplement when stocking a lair with arcane treasures.

Many creatures willingly share the quarters of a dragon. After all, what could be safer? (As long as one stays on the dragon's good side!) A sizable tribe of bakali might profit from living in a black dragon lair; they gather food for the serpent and warn of intruders and other dangers, all the while enjoying the protection of a powerful wyrm. Suggestions for typical races to accompany the different clans of dragons are included under the "Leadership Influences" section, below.

## Feeding Habits

Dragons are voracious carnivores, and all of them require meat in fairly large quantities. However, their reptilian metabolism works much more slowly than a mammal's, so even a huge wyrm can survive for a month or more on a single meal—provided that the meal just consumed is a large creature, such as a moose, bear, or cow.

Very few dragons garner enough discipline to plan for their feeding needs. Some metallics and blue chromatics have been known to maintain (or to have their two-legged allies

maintain) herds for food; more commonly, the dragon simply hunts when it's hungry and kills whatever looks the most tempting.

Though dragons can survive on the flesh of humans and similar species, the world is fortunate that even the most wicked of wyrms seems to prefer beef, pork, or venison for actual feeding.

## Leadership Influences

From the moment Crematia roared her fiery breath over the head of the ogre lord Ironfist, ogres and red dragons have been allied in countless causes. In some fashion or another, similar allegiances have been formed by all the ten clans of dragonkind.

In game terms, the Narrator makes a random draw when a dragon attempts to exert leadership over the allied race of two-legs. If the card played comes from the suit of Crowns, the Narrator draws another card.

The clans of dragons, and the allied races (or other groupings) are listed below.

Clan	Preferred Allies
Black	Bakali
Blue	Goblins, Dark Knights
Green	Hobgoblins
Red	Ogres
White	Thanoi
Brass	Humans
Bronze	Minotaurs, mariner humans
Copper	Dwarves
Gold	Elves, educated humans
Silver	Wild elves, Knights of Solamnia, griffins

## Animism Powers

The dragons of Krynn have power over many of the world's lesser creatures in ways that are primitive and instinctive, deeper than mortal man is given to understand. Birds of all kinds, for example, have always displayed a special affinity for gold dragons.

vara and Gilthanas, the affair was not entirely chaste. Also, rumors state that the latter relationship continues into the present time!

## Lairs

The lairs of dragons have been the stuff of adventure tales for many centuries. Who can resist the lure of unimaginable treasures and the plunder of the ages? As a general rule, of course, he who resists lives, while he who persists pays the ultimate price.

Naturally, much about a dragon's domicile is determined by the type of dragon living there. Aspects such as location, dampness, and temperature vary radically between the clans and ensure that white and red dragons, for example, would find very little to like about each other's lairs.

On other points, however, different clans have much in common, for these are practical tendencies that have evolved over millennia.

## Access and Egress

Every dragon lair has at least two points of access: a main entry and an escape route. Even dragons with the magical ability to change shape have a main access through a entrance that is large enough to accommodate the dragon's body in its true form. Known exceptions exist in that some gold dragons dwell in houses or other places with human-sized entry. These dragons generally spend most, if not all, of their lives in the two-legged form.

The main entrance lies in a remote location that generally requires any intruders to expose themselves to view in order to reach it. Often reaching the entrance requires traversing conditions most favored by the dragon, remaining impassable to many other types of creatures. All kinds of dragons favor lairs inaccessible except by flight, but adventurers find these types of lairs hard to discover. Blacks and bronzes might have lairs that require swimming

deep underwater, while a red's might be screened by a pool of lava or gouts of subterranean fire. Many dragons also favor lofty cliffsides and other places accessible only by flight.

The escape route is a much smaller, more well-hidden path than the main entrance. Often rocks, ice, water, or similar devices fully screen the route, making it virtually impossible to spot from the outside. Such a barrier is frail enough to be knocked aside with one blow if the dragon needs to use it.

Often a dragon lines his escape route with traps—places where a black dragon can spit acid down at his pursuers, or a red can breathe fire and ignite a huge pile of pre-placed tinder.

## Size and Excavation of the Lair

Most dragons prefer labyrinthine networks of caverns, halls, or buildings for their lairs. Large dragons of all clans possess enough strength to dig through solid rock. Wyrms can also modify their lairs so that the lairs contain enough space for the dragon residing within it and make enough convolutions to confuse the unwary trespasser.

Since most dragons, especially the large ones, are quite lazy, they prefer to move into a cavern that already exists rather than to excavate one from the beginning. Metallics often negotiate for the services of dwarf delvers, miners who are well-paid for improving the size and sturdiness of a dragon's lair. Chromatics, too, employ the use of dwarves to do their digging, but such hapless diggers usually work in response to some sort of coercion or slavery.

Though some dragons prefer low-ceilinged, constricting chambers, most prefer to have room to stretch out, to raise their long necks, and to flap their wings. Therefore, the central chamber of a lair (and possibly many others) is large enough to give the dragon plenty of room.







Since the Chaos War and the Second Cataclysm, these relationships have become stronger and more evident. Animals serve as sentries and lookouts for dragons, and can be made to obey simple commands conveyed telepathically by the dragon. Scholars believe it a limited affinity for the mystic sphere of animism.

Each of the clans has demonstrated this affinity with a specific type of animal, as shown below.

Clan	Animism Affinity
Black	Fish, water reptiles
Blue	Lizards
Green	Insects
Red	Predatory mammals, reptiles, and birds
White	Cold climate mammals
Brass	Canines
Bronze	Aquatic mammals
Copper	Felines
Gold	All birds
Silver	Hoofed mammals

Animals of the appropriate type can be drawn to the dragon from as far away as visual range. If the dragon is not hungry and no danger is obvious to the animals being thus attracted the attraction is automatic; the animal generally grazes, drifts, soars, and so on,

toward the serpent. When it reaches near missile range, it tends to remain there, unless startled away or eventually compelled to leave in search of food.

The Narrator determines the dragon's success by making a random draw from the Fate Deck using the following degrees of difficulty. If the draw is trump (Hearts), the Narrator draws another card and adds it to the total.

- ♣ The dragon can cause the animal to move toward it with much greater haste if the card provides success at an *average Spirit* action.
- ♠ Animals can be made to perform a more complicated task, but this requires another successful *average Spirit* draw on the part of the Narrator. The dragon's will is communicated immediately to the target creatures, which can include all eligible animals within near missile range. For example, dragons could order a pack of dogs to attack a horse or send a swarm of insects to attack a human.
- ♣ Ordering the animals to attack an obviously dangerous foe, such as forcing a lion or eagle to attack an armed human, requires a *challenging Spirit* draw. If the attack is clearly futile, the rating can be higher—sending any animal against a dragon would require an *impossible Spirit* draw.
- ♠ Directing the animal to wander for a mile in a given direction is an *easy Spirit* draw, but it becomes *average* if the distance is two miles (and so forth, up to a maximum difficulty rating of 24 for a six-mile excursion). If anything startles an animal on such a mission, it hastens back to the dragon in an obvious state of agitation—though the affinity does not extend to the wyrm perceiving the nature of the animal's distress.



*e've got to stop them—oof!”*

*Kirsah wheeled so suddenly that Tas nearly swallowed his tongue. The sky flipped over on its side and for an instant the*

*kender had the most interesting sensation of falling up. More by instinct than conscious thought, Tas grabbed hold of Flint's belt, remembering suddenly that he was supposed to have strapped himself in as Flint had done. Well, he would do so next time.*

*If there was a next time. . .*

*—The Good dragons fly to war, Dragons of Spring Dawning*

Dragons are the mightiest forces of war known to the world. Masters of any battlefield, only others of their own kind seriously threaten them. Along the River of Time, Krynn's great wars are marked by the aerial strife between dragons of metal and color. Advances and retreats of mighty armies can be triggered by the mere overflight of a Great Dragon, and the wyrm's deadly breath, rending claws, and crushing maw can make short work of a company of brave and well-armed men.

Yet dragons are creatures of intellect as well as ferocity. Over the ages of Krynn, they have developed more sophisticated tactics for fighting each other and exerting their mastery over lesser warriors. These advances culminate with the presence of an armored

rider bearing a dragonlance. Until the coming of the overlords, the combination of a dragon and lance-bearing rider was the most potent combat unit in all the world.

## Alliances and Cooperation

Always vain and self-centered, dragons of the same clan fight among themselves for a multitude of reasons. However, the clan will unite immediately against a threat from a dragon of a different shade of scale.

Often dragons from several (or all five) metallic clans unite against a threat posed by chromatic dragons. The Evil dragons are less likely to display such cooperation, though sometimes it can be induced—for a price. After the Draconian War, for example, surviving blues and greens worked in concert to drive the metallics from a small portion of central Ansalon (in the Khalkist Mountains around Khur).

Now, under the shadow of the overlords, dragons of all ten clans are realizing that their greatest enemies can no longer be found among the ranks of their time-honored foes. Instead, Krynn is holding witness to new alliances, as gold and red, black and bronze, have been known to work together to thwart the efforts of one of the mighty lords.

## Heroes and Dragons

When a hero rides a dragon into aerial combat, the player can make actions using the dragon's attributes (as explained in "Dragon Characters" in Chapter Three). Also, refer to the rules on mounted combat in the *Night and Day* book of *Heroes of Steel*.

# DRAGONS AT WAR

## Strategies

While many dragons raid, plunder, and otherwise amuse themselves violently, they will not make the effort to conduct a prolonged military campaign without clear-cut goals and a notion of how to achieve those goals—a strategy.

## Campaigning

While dragons prefer a swift resolution to conflict, there are times when an enemy's strength calls for a more careful approach. In all of the greatest military campaigns in the history of Krynn, dragons have lent their strength and cunning.

## Command

Often a few dragons will fly in alliance with ten or twenty thousand ground troops. The warriors will be organized in legions, under the command of a general or lordly Knight; yet always the dragons see themselves as the ones truly in command. The mighty wyrms find soldiers useful for taking ground, holding villages and natural strong-points, and guarding food sources. They fully understand the propensity, shared most especially by humans and dwarves, for the creation of defensive positions, including castles and other fortifications—bastions which, while proof against great armies, are often mere nuisances to a wing of attacking dragons.

The foot soldiers also prove useful as bait to draw the enemy dragons into diving attacks and to bring the enemy armies out where they can be scattered and destroyed by dragon attack.

Metallic dragons often become genuinely fond of their two-legged allies. Such relationships are more rare, though not unheard of, among chromatics. More commonly, the wyrms of Evil often conspire to use their ene-

mies' affection as a weakness by luring metallics into an ambush using the threat of an attack against a favorite city or tribe, for example.

## Choosing Battle

The central paradox of dragonkind—that these mighty and intelligent creatures can be ruled by the whims and vagaries of momentary emotions—is nowhere better reflected than in battle. Dragons often create plans that are painstakingly detailed, as carefully developed as a master chess strategy. They are capable of great patience, allowing years to pass as they await the development of proper conditions before implementing their plans.

Then a sudden act can occur, an incident that drives a single dragon into uncontrollable rage. That dragon attacks, and violence escalates until both forces have abandoned all thought of discipline and delay; each dragon wants only to slake its thirst for violence in the blood of the enemy wyrms.

For the most part, careful behavior is the norm. All kinds of dragons fear pain—perhaps because so little can actually hurt them. They avoid exposing themselves to unknown dangers, preferring to use lackeys as expendable scouts. Dragons often use two-legs as spies, scouts, and informants. Those wyrms who have the ability to shift shape may even eavesdrop personally on the activities of the enemy.

## Military Planning

In general, a dragon needs to feel that he has an overwhelming prospect of success before he joins battle.

A dragon who fears the presence of powerful wyrms opposing him will seek to carefully spy and reconnoiter the enemy force before joining battle, and he will be quick to decline a fight if the odds are hopelessly stacked against him. Exceptions exist, such as when



defending a clutch of eggs or perhaps a time-cherished lair.

When two opposing forces of dragons become aware of each other's presence, they stay aloft for as long as possible. Each side tries to gain the greatest advantage in altitude before the battle; height allows a high speed dive, and in aerial battle, speed is always the means to engage the enemy or to escape.

### Ambush and Surprise

Dragons are fond of employing surprise attacks against strong foes, using magical means to conceal themselves or to lure the enemy into an ambush. Two favorite tactics for the latter are to goad the opposing wyrms by insults and derisive hooting, usually delivered by a lone young dragon who acts as bait, or to plant some intriguing object (a work of art, magical item, or perhaps even a monument erected for the purpose) in the location of the ambush.

### According to Impulse

For all their thoughtful planning, dragons have been known to fly into a rage and attack in the face of frightening odds. The trigger of this fury differs by the clan of the dragon, though it can involve a threat (or merely an insult) to the dragon or something that it cherishes, such as a favorite treasure, a clan-dragon or nestmate, eggs of its own or any kin-dragon clan, or friends among the two-leg races.

When an enraged dragon flies into battle, it employs every power at its command to cripple or kill the enemy—if that enemy is perceived as strong. If the dragon thinks that it has an advantage, however, it might quell its fury to toy with the victim for

awhile, allowing it to feint escape, terrifying it with displays of teeth or exhibitions of mountain-shaking roars.

### Verbal Defenses Against Dragon Attack

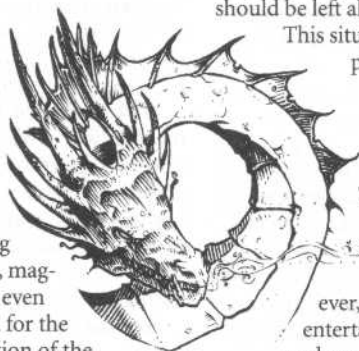
Mere two-legs can do little to ward off the fury of a full-fledged dragon attack. However, if a dragon takes the time to toy with a victim, lingering over the slaughter, it is already seeking amusement in the encounter—more amusement than it would get by simply devouring the victim. If the prisoner can overcome dragonawe enough to engage in some witty conversation, the wyrm might actually decide that this person should be left alive.

This situation is best when role-played, though the hero can attempt at least a *challenging Presence* action to see how well his wit is received. The dragon doesn't oppose this action since he wishes to be amused. However, if the hero fails to be entertaining, then he could end up as the dragon's next meal.

News concerning things about which it knows little holds a certain fascination to any dragon. Of course, the dragon's vanity does not allow it to admit ignorance, so it might gullibly go along with a very far-fetched story because its pride won't allow it to admit surprise or disbelief. Of course, the dragon might know more than it lets on, and if it knows that it is being lied to, it will eventually get revenge.

### Aerial Combat

When dragons fly to war, the outcome of each crucial battle is determined in the skies. Several aspects of this kind of fighting differ greatly from battles on the ground; this section provides game rules for resolving these flying fights.



Although dragons, if present, tend to dominate air battles, they are not the only beings capable of such airborne combat. Elves have been riding griffins into battle for dozens of centuries, and numerous other possibilities are available to the warrior who wants to get off the ground.

This section tries to take all of these possibilities into account.

## Aerial Combat Sequence

In much the same vein as normal combat, aerial combat has a sequence that should be followed until one side gains the victory. First of all, the initial combat range and any surprise attempts should be resolved as explained in Chapter Four of the *Book of the Fifth Age*. This includes determining whether the foe is at a higher, lower, or the same altitude as the hero. Then, the combat sequence begins.

The sequence listed below has many similarities with the normal combat sequence listed in the *Book of the Fifth Age*. In fact, most of the steps vary only slightly from normal combat. Any variations are explained below.

1. Conduct surprise attacks (if any).
2. Handle combat maneuvers.
3. Attempt hero attack actions.
4. Determine enemy's wounds.
5. Attempt counterattack defense actions.
6. Determine heroes' wounds.
7. Resolve the battle or return to 2.

## Step One: Aerial Surprise Attacks

As with the normal battle sequence, it is possible for either the airborne heroes or their enemies to gain the advantage of surprise. For example, a hero mounted on a dragon could spot his enemy below him. In an effort to surprise the foe, the hero urges his mount to dive rapidly or move into combat position. If he succeeds in surprising his enemy (using the rules in

the *Book of the Fifth Age*), then he has the opportunity to make a surprise attack. For more information on aerial attacks, see Step Three.

## Step Two: Aerial Combat Maneuvers

Although this step has the same basic purpose as land-based maneuvers, it approaches it from a different perspective: the sky. Since the sky possesses three dimensions, some differences in movement and combat techniques must be explained.

Use the actions listed under the heading "Step Two: Combat Maneuvers" in Chapter Four of the *Book of the Fifth Age* to help resolve maneuvers.

## Tactical Movement and Maneuvers

Whether trying to start a battle, fight one, or get away from one, the ability to move through the skies is of paramount importance to the airborne warrior. In game terms, this movement is expressed with two variables: speed, and maneuverability.


When trying to close or open the range in an aerial battle, fliers use either their speed or their maneuverability to make this determination (see the Aerial Speed and Maneuverability table for a listing of these ratings per creature). As a general rule, if the two fliers are traveling in approximately the same direction, then speed is the determining factor; if they are on crossing or collision courses, then maneuverability is used.

## Speed

A flier's speed is ranked as zero, very slow, slow, average, fast, or very fast. A slow or average flier can close (or open) the range to a stationary foe by one range category per minute; a very slow flier takes two minutes. A fast or very fast flier can close two range categories in a single minute.







In any attempt to “maneuver the range” in an aerial battle, each difference in speed category between the two fliers changes the action’s base difficulty by one degree. However, a flier must be aimed in the proper direction for speed to be the factor used in changing range; in other words, it must be pointed away from the enemy if it is trying to escape, or pointed toward the fleeing enemy if it is trying to close.

For example, a hero mounted on a slow flier that is trying to close with a fast flier (who wishes to flee or maintain the current range) finds that the maneuver action difficulty is *daunting* instead of *average*; a hero mounted on a slow flier trying to flee or otherwise resist an average flier’s maneuver finds the action *challenging*. In the case of a hero mounted on a faster flier that is closing on a slower flier, the action difficulty is not reduced below easy.

### Maneuverability

Each flier is given one of three maneuverability ratings: sluggish, average, or nimble. In game terms, this combines a measure of how quickly and sharply the flier can turn, how well it can maneuver itself (or its rider, if appropriate) into a position to attack, and how fast it can climb.

A nimble flier can climb or gain one range category per minute. An average flier requires two minutes to climb or gain the next category, and a sluggish flier takes three minutes to climb up or gain one range category.

When creatures wish to maneuver to close the range or to gain an aerial advantage over their opponent (in other words, move higher), a difference in one maneuverability rating adds or subtracts one degree of action difficulty. For example, a hero mounted on a sluggish flier trying to maneuver the range with a nimble flier attempts a daunting action.

### Diving

Any creature can dive at the rate of two range categories per combat exchange.

A flier that dives can increase its speed by one category for every minute that it spends in the dive; even very slow fliers can achieve very fast speed in a long dive.

## Step Three: Hero Attacks

After the maneuver stage in aerial combat, the hero (and the mount, if appropriate) can make an attack. Although most of the normal combat rules hold for aerial combat, any variations that occur have been explained below.

### Aerial Melee and Personal Combat

In aerial melee, the conditional modifiers listed in *Night and Day* apply. For example, if a foe has a lower position in the air than the hero, the hero’s attack gains a +1 bonus.

When two combatants find themselves clinched in personal combat, however, they lose all ability to maneuver through the air. As a result, they begin to fall toward the ground. If the combatants regain melee range, then they can maneuver (and fly!) again. If they don’t, however, they will eventually hit the ground.

Since all kinds of factors come into play when things fall to the ground (such as air currents, type of ground landed upon, flexibility of the object landing, and so on), determining exactly how long and how hard something falls could become very complicated.

An easy way to determine how long combatants have before they hit the ground involves having the Narrator draw a card from the Fate Deck. If the aura is black, the fliers have two combat exchanges to disengage. If the aura is red, the combatants have four combat exchanges before they meet the ground. If a white aura results, the fliers have six combat exchanges to break out of personal combat.

The amount of damage taken upon impact equals ten times the number of combat exchanges it took for the fliers to fall. For example, if it took two fliers four combat exchanges to hit the earth,

they sustain 40 damage points each.

Alternatively, the Narrator can adjust the time (or even assign the time) if the player stated that his hero was flying at a certain altitude. The damage taken upon impact, however, can still equal ten times the number of combat exchanges it took from the moment the fliers started falling.

The Narrator should remember that terminal velocity prevents damage from increasing much beyond 60 points (unless the creature falls onto spikes, for example). Also, riders of aerial mounts might not suffer as much damage as the mount if the mount attempts to protect its rider. If riders are underneath the mount, the damage would increase!

### Missile Fire

Shooting at a flying creature, or from the back of a flier, present challenges to even the most skilled archer.

#### Effects of Altitude

When missile fire is directed at a flying target that is higher than the shooter, the shot is treated as one range category farther than it normally would be. If the target is at the same altitude, or lower than the shooter, the range is determined normally.

#### Shooting from the Air

Any hero attempting to fire missiles from the back of a flying creature finds that the action is two degrees more difficult than it normally would be for that range category. Evading missile fire originating from a foe on the back of a flying creature lessens the action's difficulty by two degrees whether the hero is on the ground or in the air.

The one exception to this rule involves elves and griffins, since they have developed a long tradition of mounted archery. In the case of an elf and griffin who are well-trained and have been mount and rider to each other for a long time, no penalty is applied for shooting from astride the flying creature.

### Ground-to-Air Missile Fire

In most cases, troops on the ground must face fliers with little recourse but to seek cover or suffer the effects of deadly attacks. Even the lone archer, valiantly sending his arrows one after another into the sky, can only hope for a lucky shot.


However, a few cases exist in which shots from the ground can have a lethal effect on fliers. The first of these is a massed unit of archers. Even a large dragon hesitates before flying into the path of dozens of stinging barbs—none of which, alone, would be more than a minor irritant. Humans and elves armed with all types of bows, and dwarves with crossbows, have been effective in holding attacking dragons at bay—though only rarely can such attacks inflict serious harm on a wyrm. Also, dragonawe could scatter the company before the first volley; in this instance, the attacking serpent invariably settles into the midst of the rout, with horrendous results.

Employing another tactic to shoot at flying attackers, the dwarves of Thorbardin used bombards to defend the mountains of their realm from a massive attack. A number of the massive cannons, each loaded with hundreds of small, jagged bits of scrap metal, were sited to cover the valleys approaching the highest summits of the Kharolis Range. Several large dragons were injured or killed by the blasts—a staggering toll against attackers who assumed they were impervious to ground-based assaults.

However, the dwarves mounted the bombards permanently into the mountainside; the huge weapons cannot be moved or aimed during the course of a battle. They have obvious advantages if they can be placed to cover restricted routes of attack, as above Thorbardin.

Other artillery weapons, including the trebuchet and the catapult, have only a limited use against flying creatures. An action with one of these clumsy weapons is at best *daunting*





(against a large target flying towards or away from the shooter); an attack against a small flier, or one moving rapidly across the field of fire is *desperate*. If someone shoots any of these weapons into a group of fliers, however, the action loses a difficulty category (or two, if the formation is very densely packed). In these cases, the Narrator determines randomly which specific flier is struck by a successful hit (high card in a random draw).

### Step Four: Determine Enemy's Wounds

Each wound suffered by an enemy flier reduces its speed and maneuverability by one class. If a flier receives damage points equaling more than half of his Physique (or Endurance) score, then it is forced to land; it cannot take to the air again until some of the wounds heal.

### Step Five: Enemy Counterattacks

As with the hero's attack, aerial defense works in much the same way as defense in normal combat does. Any exceptions, additions, or variations are explained under Step Three.

### Step Six: Determine Heroes' Wounds

Similar to determining the enemy's wounds, the fliers on the heroes' side must now tally damage points.

### Step Seven: Resolution of Battle

Injuries, mishaps, and all of the other things associated with resolving the battle remain the same as those rules listed in Chapter Four of the *Book of the Fifth Age*.

## Special Weapons and Armor

Several weapons have been uniquely designed for aerial combat. Examples of these, along with their descriptions, are listed below.

### Greater Dragonlance

One of the decisive weapons in the violent history of Krynn, the greater dragonlance is the spear that, in two wars, finally gave the metallic dragons and their allies the means of defeating the wyrms of Takhisis. This is a potent artifact—a weapon of legend and power.

The gleaming silver weapon stands much taller than a man and cannot be wielded by a warrior on foot, nor even on horseback. However, when borne by a rider upon the back of a dragon, the greater dragonlance is a device of truly lethal power. It has a damage rating of +19 (+9 because it is a mounted lance; +10 because of the potent enchantment that is an inherent part of the dragonlance), and it offers a +10 bonus to the attack card. When used against a dragon, the damage bonus doubles to a lethal +38 (and the +20 bonus it gives the attack card).

### True Dragonlance

This extremely rare weapon is almost nonexistent, the last of them presumably having been lost during the Battle of the Rift at the climax of the Chaos War. (See *Wings Over Ansalon* in this boxed set or *A Killing Frost* in *Heroes of Sorcery* for the possibility of exceptions to this.)

Like a greater lance, a true greater dragonlance can be wielded only by a rider on dragonback. (True lesser dragonlances cannot be used while mounted.) When it is thus carried, however, it conveys a damage rating of +38 for true greater dragonlances. Against dragons this becomes a +76, with a +20 bonus to the attack card.

A true dragonlance is a weapon of

virtue, and even with the absence of Paladine, it still possesses the inherent goodness that was a part of its original makeup. Thus, any hero or character with a nature that has been taken from a card of black or red aura cannot pick up the lance; the former suffers burns (sustaining 10 damage points each minute he touches the lance), while the latter feels uncomfortable heat when touching the weapon.

## Skymace

A skymace resembles a heavy, well-balanced horseman's mace, except that a long tether attaches it to its wielder's wrist. In aerial combat it can be used at near missile range, though the user makes his attack as if it is a melee attack—that is, missile penalties, such as shooting from the saddle and so forth, do not apply. After the attack, the wielder of a skymace can spend one combat exchange retrieving his weapon; then it is ready to be used again.

A skymace has a +10 damage rating. The mace can be used on the ground, or from horseback or another mount, and it still grants its full damage effects. However, in these cases, it can be used only as a melee weapon.

## Dropnet

A dropnet is reputedly a device of gnomish invention. It can be used against any opponent mounted on a flier (or against any flying creature smaller than adult dragons) within melee to near missile range that is at a lower elevation than the attacker.

The dropnet does not inflict damage upon the target, but after a successful attack, the victim can make no action except to try and escape from the webbing. This is a *challenging Agility* action for heroes.

While the victim is entangled in the net, he suffers a -6 action penalty for defensive actions. If the victim is a flying creature smaller than an adult dragon, it will begin to fall as soon as the net entangles it.

## Abyssal Lance

This is a cruel, barbed shaft reputed to be designed by the smiths serving the Highlord Ariakas. Intended as a reply to the dragonlance, it works less effectively than this weapon, but it is a terrible tool in its own right. It cannot be wielded by anyone except a rider mounted upon the back of a dragon.

The Abyssal lance is placed upon a black shaft, though it tapers to a rust-red head. It has a damage rating of +15 (+9 for the mounted lance and +6 for the Evil enchantment upon it), plus it adds a +6 bonus to the attack card. It has a card that provides its wielder with a protection benefit of -10 (-4 for the lance and -6 for the enchantment), plus it provides a -6 bonus to the attack card.

Because of the barbs in the lance's head, any victim who is struck with the weapon and suffers more than 20 damage points will be jerked hard in the round following the wound (as the lancer flies past). The victim must make a *challenging Strength* action if not strapped in (*easy Strength* action if strapped in), opposed by the attacker's Strength if he is actively trying to dislodge him, or he will be pulled from the saddle and left to tumble through the air.


## Dragonscale Armor

Battles among flying dragons are deadly occurrences, with bouts of lethal dragon breath lashing through the sky in many directions. A gold dragon might fly through a red's fiery breath with a few singed whiskers, but without protection, the gold's rider would be charred to a crisp.

Dragonriders of both orders of Knights, as well as individual elves, have devised armor that, for the most part, negates this danger. The lancer wears boots, leggings, gauntlets, breast- and back-plate, and a helmet that have been forged from the scales of a fallen dragon.

Normally, dragonscale armor provides a -4 defense rating. However, a rider protected by dragonscale armor





has a special defensive benefit against dragon breath of the dragon whose armor he wears. Since riders cannot be completely covered with dragon scales, the armor provides a defense rating equal to the dragon's (at the time of its death) with a penalty of 5 points. In other words, if a mature adult blue dragon's scales protect a rider, the rider's armor has a -11 defense rating against a blue dragon's lightning breath. The older the dragon, the more protection the scales provide.

## Fliers of Krynn

Creatures other than dragons can bear heroes and characters into the air. Some quirks and traits of these fliers are described below. For further information about these beasts, consult Chapters Four and Six of the *Book of the Fifth Age*.

### Chimera

Chimera are strong fliers but carry riders only if they have been brutally tamed or magically charmed.

### Darken Owl

The Darken Owls dwell in the forests around Solace and can be found through the northern portions of Beryl's realm. They fly swiftly, and even with a rider, a Darken Owl can fly safely and swiftly through the tangle of a lofty forest.

These giant birds have the ability to telepathically communicate with others. A Darken Owl only carries a rider if the owl approves of that rider's purposes and tactics. Anyone who seeks to destroy the owl's habitat or serve the purposes of a chromatic dragon is scorned by these proud birds.

### Giant Eagle

Giant eagles can be found around several mountain ranges throughout

Ansalon. These birds must be cajoled and tamed into allowing a rider upon their back. However, once trained, giant eagles can prove to be excellent mounts. Their keen eyesight and hearing help prevent them from being surprised. They also have a dive attack that can cause major damage to an enemy.

### Griffin

The relationship between elves and griffins is a long one; many elf warriors are raised with the understanding that they will one day ride mounts in the aerial cavalry of Silvanesti.

The bond between an individual griffin and its rider is unbreakable. Once the creature has been trained for that rider, it will accept a different passenger only under unusual circumstances. Fierce and protective, griffins use their own initiative to come to the aid of their riders.

### Hippogriff

Hippogriffs, which are half horse and half eagle, are not easily tamed. Most likely, a prospective rider needs to use some kind of magic—animism, for example—to coerce a hippogriff into him.

### Pegasus

The rare flying horses, pegasi, have been known to aid those of pure heart and noble spirit. A pegasus is powerfully resistant to charming magic and flees anyone who attempts to enchant it into obedience. If impressed with the character and virtue of a rider, however, a pegasus can prove to be a brave and loyal mount.

### Roc

Rocs are huge, extremely rare birds that dwell in some of the most





rugged mountains of Krynn. They can fly to extreme heights, which is how they survive in realms where they must compete with dragons.



## Wyvern

Wyverns, although aggressive, are also well known for their relative lack of intelligence. As a result, although it can be easy to outsmart a wyvern and capture it, training it to bear a mount can be a frustrating process. Once it has been thoroughly trained, however, a rider usually finds its mount's stinging attack useful in aerial combat.

## Special flying Devices

Gnomish inventors have developed two very risky flying alternatives to the backs of aerial creatures. Neither of these has proven terribly reliable, and both have serious limitations in movement; however, heroes could encounter them in campaigns.

### Balloon

Balloons are gas-filled bags (containing hydrogen) that can be used to lift a basket off of the ground. Typically, a balloon's cargo can consist of three human-sized, nonarmored riders. Larger riders, or those wearing metal protection, reduce the cargo capacity to two, or possibly one rider. Very large balloons, with a corresponding increase

in cargo capacity, are possible (in gnome theory), but virtually unheard of. (In other words, the gnomes currently have the plans in committee).

The hydrogen used to fill these balloons is gained from a very dangerous process, perfected (posthumously) by numerous gnomish tinkers using the following method: After placing a lightning rod of pure copper in a subterranean cavern filled with water, the gnomes make lightning strike the rod (how they accomplish the latter is another story!), which creates hydrogen. Since a residual flame is often present in the wake of a lightning strike, the presence of a large quantity of enclosed hydrogen has more than once resulted in a destructive explosion.

### Glider

Glider design is, if anything, more rudimentary than balloon building among the gnomes. The use of a glider must be carefully adjudicated by the Narrator. Obviously, it must be launched from a high location and will (barring any updrafts) continually descend for the duration of the flight.

The number of passengers carried by a glider varies depending on its specific construction. However, any glider intended to carry more than one person will have to be very large, with a wingspan rivaling the size of an adult dragon.

## New Weapons and Armor

Weapon/Armor	Type	Class	Dmg/Def	Description
Skymace	Melee	VH	+10	A haft with a heavy head and a tether
Dropnet	Thrown	H	—	A heavy net
Abysal lance	Melee	H	+15	A lance with a barbed shaft and a cowl
Dragonscale armor	N/A	H	-4*	A suit of overlapping dragon scales

\* First number is defense rating versus normal damage/second number varies with dragon's age; defense rating versus same color (as scale) dragon breath.



# CHAPTER FIVE



*these islands are said to be idyllic realms, perfect of clime, with space for all the metal clans." As she spoke, her eyes turned outward, fixing upon the forests and*

*mountains beyond, and he sensed that, like him, she wasn't ready to leave all they knew behind.*

*—Silvara and Lectral face exile,  
The Dragons*

A group of mysterious islands, somewhere to the north of Ansalon, had long been rumored to exist, supposedly as a halcyon place ruled by the dragons of Paladine. Some had even claimed to have visited there, though for centuries the metallic dragons remained mute—at least so far as the rest of the world was concerned.

Yet with the conclusion of the Human War, the barrier of secrecy at last was shed. With the disappearance of dragons from Ansalon, it became commonly known that the metallics had gone to voluntary exile on their islands—or, as they were sometimes known, to the “Isle of Dragons.”

In the intervening centuries, many bold sailors set out to find these spots of land. Many died; most returned to Ansalon with tales of vast and empty seas.

However, the metallic dragons favored a fortunate few by giving them leave to find the islands and land upon them. Their descendants live there still, in thriving farmsteads and towns and

cities, maintaining trade and culture and craftsmanship. True to ancient rumors, this is a halcyon place.

Also, it is still, very much, a place of dragons.

## Locating the Dragon Isles

It is said that the islands can be located only by a dragon. Should anyone else seek them, the islands appear to move, vanish from their anticipated location, or otherwise frustrate the hopeful voyager. Numerous sea captains have reported spotting one or more of the islands on the (usually northern) horizon; when the mariner sets a course for the visible land, however, his destination invariably fades into the distance.

This effect, of course, is caused by magic—a natural spell of protection that imbues the islands' very bedrock. The enchantment affects the perceptions of any who attempt to approach. Any dragon can sense the fluctuations in the spell and negotiate the protective barrier without conscious effort.

Even beyond the mysterious effects of this magic, it seems likely that the chain of islands actually does move through the ocean, albeit very gradually. Records state that, centuries ago, the islands were located north of the eastern portion of Ansalon; now, they lie in the waters vaguely north of Palanthas. Then again—one can never be sure of anything regarding these mystery-laden isles, for further ancient reports mention that, when the islands were first discovered (in the halcyon era between 2000 and 1500PC), they lay generally to the west of Ergoth!

## Navigating the Maze

Sometimes human or minotaur navigators can find the paths through the magical barrier protecting the islands.

# METAL CLANHOMES

However, the passage holds great danger: The Narrator should require anywhere from one to nine (draw a card to determine the exact number) successful Perception actions to meet every challenge of the barrier. Any failure means that the magic affects the navigator; the islands are lost to him (and any other potential navigator on the same ship) for the duration of this voyage.

Each of these actions is rated as *daunting*, unless the navigator has visited the Dragon Isles before. In this case, he needs to succeed at *challenging* actions.

## Reaching the Isles by Luck

On some occasions, mariners have thought that they have stumbled upon the Dragon Isles by mere luck; that is, the ship has sailed through the magical protections without any unique efforts on the part of the navigator or captain. Rumors of these voyages have led many sailors to embark upon ill-fated voyages, in hopes of repeating the same good fortune.

Always, such efforts meet with failure. The most likely explanation for this, embraced by scholars and elder dragons alike, is that the ships that have reached the isles by "dumb luck" are actually carrying a gold or silver dragon, disguised in the form of a crew member or passenger.

## Heroes from the Dragon Isles

People from the Dragon Isles have a better resistance to dragonawe than do most individuals. In game terms, the following is true:

Heroes that have dwelled on the isles for many years gain a benefit when they attempt to make Spirit actions to resist dragonawe. Such heroes need make no

action unless the dragon acts in a manner that threatens the hero. If, because of this threat, an action is required, it is one degree easier for the island native than it is for other heroes (but never less than an *easy* action).

## Climate and Currents

The islands lie deep in Krynn's tropics and are surrounded on all sides by vast swaths of ocean. Storms sweep by only rarely, though typhoons of great force occasionally hit the isles. The combination of warm temperatures and high humidity ensures that all of the islands are lush, well-watered, and verdant.

## Interisland Straits

The waters between the islands almost always possess a benign, crystalline, and placid quality. One can see hundreds of feet into the depths, often spotting some of the great whales or massive schools of fish that thrive here.

## Undersea Locales

The sea floor between the islands is a vibrant landscape in its own right, with wide varieties in depth, many reefs, and a few notable lairs. When underwater, swimmers can see that the islands are really the tips of undersea mountains.

## The Deepes

Chasms in the sea floor plunge many thousands of feet below the surface. The slopes are steep, and shadows and mystery cloak the bottoms. Giant squid and various other undersea creatures favor these trenches for their lairs.

## Darthalla

A small tribe of sea elves has created a village in the midst of a fantastic



seascape of coral reefs, dark trenches, and powerful springs of both hot and cold fresh water.

The inhabitants of the village descended from a wandering tribe that had spent centuries in deep oceans seeking a realm where they could make their undersea homes, but still enjoy the light of the sun. Tribal legends tell of a great, golden whale that appeared, leading the Dargonesti to this paradisaical place.

Numerous dwellings and ceremonial areas stand here, but they are virtually invisible from the surface. Overhanging lobes of coral form small chasms and canyons in the sea bottom, and the elves make their abodes beneath the protection of these.

In certain places, the reefs of Darthalla are only ten feet or so below the surface (at low tide). These high spots are small, however, and divided from each other by the intersecting "canyons" of channels that descend to a depth of two or three hundred feet.

The Speaker of this tribe is a bold brave named Aquironian (*Dargonesti adult male, roguish demeanor, Master*). He has taken a bride in recent years. Shimmeral (*Dargonesti young adult female, enigmatic demeanor, Novice*) is fabled among the sea elves for her beauty, and many other males are jealous of Aquironian for his romantic success.

## Golden Whale

On an exceptionally clear day, a seaborne mariner might fancy that he sees a vast pile of golden coins, spread like sand across the sea bottom hundreds of feet down. Such a sighting is reputed to be a sign of good luck. Often bright weather then reveals the sea bottom in clear detail, with no sign of the gilded swath.

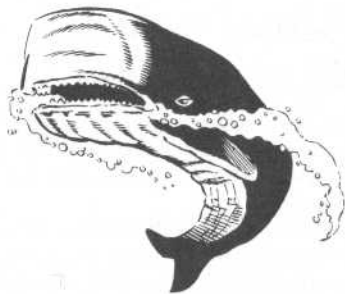
The apparent coins are, in fact, the long, but often coiled, body of a mammalian leviathan. The creature's slick skin is as bright as the scales of any metallic dragon. Often the whale can-

not be seen, as it rests beneath the cave-like shelter of a massive coral overhang; and frequently it absents itself from here, swimming the waters around the Dragon Isles and beyond.

The golden whale is a benign creature and acts in a friendly manner to mariners, metallic dragons, and seafaring mammals. It possesses an intense curiosity about the surface world, though it is also shy and easily frightened by it and its inhabitants.

The whale's only limbs are fins. At the fore of its broad, blunt body is a mouth huge enough to swallow a good-sized skiff or whaleboat (any craft thirty feet long or less). In fact, many such boats have been swallowed by the whale, which also gulps enough air to keep the occupants alive for some time. In the midst of a storm, the whale has been known to carry desperate sailors under the water into an air-filled cave far below the tempest-tossed surface. Here, in a grotto filled with sparkling gems and bizarre sculptures of coral, the whale allows the mariners to wait out the storm. When the whale returns them to the surface, it exhales a blast of soothing gas from its blowhole; any who inhale this gas remember nothing of the grotto and whale, except perhaps as vague visions arising during dreams.

☞ **The golden whale:** A *leviathan*. Co 4, Ph 60, In 6, Es 8, Dmg +40, Def -8, also amnesia gas.



# Island Gazetteer

The large map included within this box portrays the Dragon Isles. The following section describes the islands in alphabetical order, presenting information on unique features, inhabitants, terrain, and so forth. Readers may find it helpful to keep the island map handy while they read about the different bodies of land.

## Alarl

Although Alarl's size makes it one of the smaller islands among the Dragon Isles, its fame among dragonkind lies in the diversity of its wildlife and the pastoral serenity of its landscape.

### Topography

Alarl has the fewest mountains of all the Dragon Isles. Instead, rounded, gently rolling hills cover it. Woods blanket most of the island, though the forest is not thick—indeed, even humans on horseback or medium-sized dragons find passage through the shady woods easy.

Much of the island's lowlands are marshy, and lakes and streams are common. Wildflowers grow in abundance, especially near the waterways. Smooth, grassy clearings grace the crests of many of the island's hills. Dragons who visit the island often settle on these perches, spending months, or even years, in placid contemplation of Alarl's natural beauties.

### Dragon Denizens

Metallic dragons tend to treat Alarl as a park. That is, though dragons frequently visit it, no clan claims a lair here. Of course, as noted above, some of these dragon visitors stay for several years. At any given time, one to four dozen metallic dragons occupy Alarl. With rare exceptions, these serpents each have claimed a solitary vantage.

A curiosity on the island draws an occasional dragon scholar. When Chaos

ran wild over Ansalon, some of the effects were felt in the Dragon Isles. As the ground shook around the portal on this island, a strange blackness swallowed the portal and left only a patch of rich, black soil. Everything that grows in this soil flourishes, even to the point of growing at a faster-than-normal rate. The difference is remarkable enough to be noted and studied.

### Other Inhabitants

The most notable inhabitants of Alarl are the many varieties of animals that dwell in the woodlands. These include countless species of herd animals (antelope, deer, goats, and elephants), bears, feline predators large and small, wolves, and birds of great size and brilliant plumage.

Several small tribes of Kagonesti and humans also reside within the island's forest. Since these folk are shy and secretive, dragons who visit Alarl rarely notice them.

Rare, but present on Alarl, are several small (single-family) clans of the kyrie. Since the mountain peaks in the Dragon Isles are favorite resting spots for the metallic dragons, these notoriously shy, hawk-faced bird people have learned to live in the deepest groves of the forest. (Gold dragon scholars note that when they first came to the Isles, the kyrie had already settled into the forest. As a result, the golds speculate that the kyrie lived in high, mountainous areas in an effort to get away from predators that aren't present in the Dragon Isles.)


### Features: Perch (Kendertown)

The one town on the island of Alarl is Perch, a community consisting mainly of true kender. About one thousand of the small folk live in this town, together with a few hundred humans, and the occasional dwarf, elf, half-ogre, and minotaur.

In fact, island-bound captains who discover kender aboard their ships deposit the stowaways at Perch. For







years, kender have been dumped here before the vessels proceeded to Auralastican, the City of Gold.

Perch began as a coastal village, but has crept steadily inland during the many centuries of its existence. It seems that kender who decided to stay here almost invariably built houses (shacks, actually) for themselves on the inland side of the village. They abandoned those buildings closer to the shore, leaving them to decay. Although the village still features a sheltering breakwater, a good dock, and a fairly deep harbor, anyone landing at the dock has to walk several miles through the ruins of thousand-year-old kender shacks to reach the active part of town.

Though Perch lacks any formal government or organization, the nominal mayor is Whacktoe Sailripper (*true kender elder male, charismatic demeanor, Adventurer*). Whacktoe delights in telling the tale of how he acquired his last name. Needless to say, he was put ashore with considerable relief by the captain who unwittingly brought him to the Dragon Isles; the shipmaster was barely able to limp into Auralastican on the few remaining sheets of canvas aboard his ship.

## Berann

Brass dragons use Berann, which is another of the southernmost of the Dragon Isles, as their major clanhome among the islands.

## Topography

A series of high, rocky ridges run parallel to each other, generally from the east to the west end of the island. Precipices and overhangs characterize the upper slopes of these ridges, and jagged crests narrow to a virtual knife-edge of sharpness in a few places.

## Dragon Denizens

Brass dragons occupy scores of deep caves that they have bored into the limestone bedrock of the island's lofty

ridges. These lairs tend to be located midway up the slopes of the heights; though the wyrms often perch on the lofty ledges, they prefer the deeper passages found at the lower levels for their living quarters.

Thracktil (*brass venerable male dragon, fierce demeanor*) is the prominent dragon on the island. Though he is nearly blind and deaf, he does not acknowledge these difficulties and insists on being kept abreast of all developments, social and otherwise, on "his" island.

## Other Inhabitants

At least a hundred small villages of humans dot the verdant valleys of Berann. Every adult brass dragon on the island has "adopted" one or two of these settlements. The dragons visit their human friends frequently, bringing fresh game or performing works requiring great strength, flight, or other of the wyrms' powers. The grateful humans, in return, bake cakes and breads and make wine for their serpentine benefactors.

## Features: Brass Pyramids

These ancient structures rise from the top of the broadest plateaus of Berann's high ridges. Five pyramids tower over the coastland; four stand in a line along one ridge, and one, slightly larger than the others, shines from its solitary position on the next ridge to the north.

Each of the pyramids has four sides, with slopes tapering smoothly upward. The summit actually forms a platform about twenty feet square, but from a distance the top of the pyramid appears to be a single point. The sides are pure, utterly seamless, bright brass—as if the edifice was coated with a single smooth sheet of bright metal.

No known entrances exist, either through the pyramid's sides or through any of the tunnels that pierce the rocky foundations of the great structures. The origins of the pyramids are lost in the mists of time; they have stood on

the island since before the dragons came to the Dragon Isles. In fact, one legend claims that the pyramids drew the first dragons here.

Though they are not tended or cleaned, the pyramids never suffer any of the effects of corrosion. Great wizards have examined the structures with powerful magic, determining that they are hollow, or at least honeycombed with many passages. Yet the pyramids have resisted any attempts to magically penetrate them, and several powerful mages who tried have never been heard from again.

Near the pyramids, but hidden by both mundane camouflage and magical spells, lies a small warren of the huldrefolk. These diminutive, powerful magical people have withdrawn from known society. Still, on very dark nights, they occasionally emerge from their network of tunnels to perform strange rites around, and upon, the pyramids.

## Heart

One of the northernmost of the isles, Heart is a remote outpost seldom visited by dragons. Even less frequently does the island play host to a visiting ship. When it does, the isle's lack of a natural harbor forces the vessel to anchor offshore and transfer passengers and cargo to the island's beach via a small boat.

## Topography

Heart is probably the most densely forested of the Dragon Isles. Like Alar, it lacks the high mountain peaks that characterize most of the chain. However, the rough surface of the island contains many steep-sided gorges and regions of rugged hills. Tangles of vegetation, including vines, thorny thickets, and occasional copses of lofty trees choke the slopes of these hills.

Heart's lush forest contains a cornucopia of fruits and vegetables, with varieties too numerous to count. In the

tropical climate, many of these foods ripen at any given time of the year—so at least a castaway upon Heart can easily find plenty to eat.

## Dragon Denizens

A small number of metallic dragons reside upon Heart, including members from all five of the clans. For the most part, these occupants decided that they would prefer to dwell in isolation from the rest of the clan. Their lairs lie in many of the limestone caves that occur commonly on this island. Although they tend to be suspicious and resentful of intruders, the dragons exhibit a great tolerance of the island's other residents. In fact, they act benignly protective of the religious conclave that has been founded along Heart's northern coast.

Darentill (*silver adult male dragon, rash demeanor*) is one of the prominent wyrms on the island. He rebelled against the hierarchy of his clan and came to live here after angering many of the elder silvers on the Misty Isle.

Near Darentill's lair huddles a small cave that a young copper dragon named Kantharaliar (*copper young adult female dragon, wild demeanor*) recently has occupied. Her own clan exiled her for her rebellious behavior. Now she lives a lonely and frightened spartan life among Heart's thick forests.

## Other Inhabitants

While the population of the island is not large, Heart is host to dwarves, elves, humans, centaurs, kender, minotaurs, and even a few goblins, hobgoblins, ogres, and half-ogres. With few exceptions, these residents are pilgrims who have sought out the solitude and serenity of Heart in order to practice their newfound religion.

These folk dwell in very small communities (less than fifty beings). The exception is the town of Hordan, described below. Each tiny community consists of no more than a few families, but they are all multiracial—that



is, families of elves, dwarves, and humans all form one small village and practice their doctrine of tolerance and togetherness.

### Features: Hordan

Hordan, though a town of several thousand, lacks most of the trappings of a typical town—no stone buildings, no harbor or port, and few passages that deserve the name of street. At first glance, Hordan consists of a series of flower-lined paths and reflecting pools, with tangled “gardens” intersecting this haphazard collection of neat wooden buildings. Upon closer look, however, the viewer discovers that the gardens and flowers are no more than patches of Heart’s wilderness surrounded by a few residences.

Most of the folk who live here arrived after the Second Cataclysm. A messianic figure known as the Guide drew them here. This character appears to each person as a member of his own race, and his message remains con-

stant: All creatures of intelligence share the same worth and would do well to get along with each other.

The Guide lives on the island, but not in the village of Hordan. Every year or two he brings another small group of pilgrims over from Ansalon (or, sometimes, from the other Dragon Isles.) Rumors state that he is a gold dragon, but no one has been able to explain how, when speaking to a gathering of the town’s populace, the centaurs see him as a centaur, the dwarves as a dwarf, and so on.

The honorary governor of the village is not the Guide, but rather a matriarch known to all as Grandmother (*Human venerable female, just demeanor, Champion*). Her stubborn defense of the downtrodden has brought her fame, and she will vigorously stand and debate even characters who are much larger and younger than herself.



## Jaentarth

The rugged island of Jaentarth is home to many dragons of copper, silver, and brass. Surrounded by rocky shoals and treacherous coral reefs, it is an isle most ships avoid it. Due to its lack of any kind of port or harbor and the fact that the coastline tends to be so rough and wave-tossed that even approaching it by boat is hazardous, the best way to arrive or depart Jaentarth is by flight.

### Topography

The spine of Jaentarth rises into a mountain range known as the Cloudpeaks. These summits rise so high and steeply from the island's coastal forests that their summits almost eternally lose themselves in the clouds. In fact, these peaks tend to be shrouded even when the skies over the rest of the Dragon Isles are clear. Sometimes the clouds seem to flow outward from the heights, while at other times they merely cling to the summits like great balls of cotton that have been somehow glued to the massif.

Along the coastline, Jaentarth enjoys the same balmy and tropical weather as the other islands in this chain. The slopes of the mountains rise steeply through several layers of climates, and their upper portions are smooth and free of trees. In the highest reaches, glaciers and icefields swath the mountains, and the runoff from these frozen expanses creates numerous streams that wind their way rapidly down toward the sea. Jaentarth is famed for its waterfalls, many of which plunge a thousand feet or more as they make their way downward.

At the western end of the mountains lies a large body of water called Silver Lake. Though in altitude it rests well below the chilly mountain heights, the water spilling into the lake tends to be very cold since it only recently melted from ice. Also, because of the glacial runoff, whitish silt clouds the lake, making the lake look like silver when

the sunlight reflects off of its surface. The combination of cold water and warm air contributes to the island's constant cloud cover and ensures that a blanket of dense fog obscures Silver Lake's beauty.

### Dragon Denizens

The heights of the Cloudpeaks hide the lairs of many silver dragons, who relish the cool temperatures and vast snowfields. Several dozen of the argent serpents live here, including a few mated pairs.

Copper and bronze dragons are common along the lower slopes of the mountains and among the coastal forests. The copper wyrms have made several lairs on the mountain slopes and in the jungles, while the bronzes tend to inhabit the numerous sea caves that pock the island's rugged coast.

Salithar (*bronze old male dragon, resourceful demeanor*) is a prominent serpent who makes numerous flights up and down the island's coast. He fancies himself as a protector of the shores and will not hesitate to vigorously interrogate sailors and other travelers about their business.

Whipfyre (*copper adult female dragon, cynical demeanor*) is a proud loner who has claimed a lair in a cave that penetrates a rocky hill in the jungles.

### Other Inhabitants

Because of its lack of friendly shoreline, only a few humans and minotaurs, most of whom are descended from shipwrecked mariners, make their home on Jaentarth. These folk live in small bands and tend to travel through the forest in nomadic fashion.

A large clan of shadowpeople dwells in a vast network of caverns amid the lower valleys of the Cloudpeaks. While they initially act savage and aggressive to strangers, they can be impressed by those who display dignity and restraint.





## Features: Cloudpeaks

Amid the crest of this range runs a ridge of about ten lofty summits upon which are found the deepest snows, and which are surrounded by the most dense clouds. Within these clouds, snowstorms are common, and silver dragons from the Misty Isle and Winged Majesty often fly to Jaentarth just for the pleasure of soaring through these high-altitude blizzards.

## Mind

Mind is the third largest of the Dragon Isles and home to the greatest concentration of copper dragons anywhere in Krynn. These metallic dragons guard it jealously, and other serpents that fly toward the isle are met with suspicion and hostility unless they can present a good reason for their presence here.

## Topography

The island is typical of the Dragon Isles in that it contains a wide variety of terrain types, ranging from coastal rain forests to relatively high (though not snow-covered) mountains. Two deep fjords that cut into the mountainous terrain from the east and west almost bisect the large island. Steep slopes plunge into the seawaters of these fjords, and whales are often visible frolicking in the deep, but protected, bays.

Mind is also the location of the deepest lake in all the Dragon Isles—a body of water as dark an azure as the crest of a blue dragon's head. Crater-deep Lake is the preferred burial place for copper dragons, and rumor claims that the lake possesses no bottom. Though the waters feel warm, they are also fresh, containing no suggestion of saltwater taint.

## Dragon Denizens

The copper dragons rule Mind with a rigid clan hierarchy—the older and bigger a copper wyrm, the more influence it exerts over its fellows.

Young copper dragons who are coming of age in Ansalon or anywhere else in the Dragon Isles commonly reside on Mind for several decades. Here their elders indoctrinate them with the tales of their clan's glorious history and also heavily prejudiced against the other metallic dragons and all of the chromatic clans.

Thanikall (*copper old male dragon, cantankerous demeanor*) serves as a teacher for many of these young copper dragons. Berzdellthinay (*copper venerable female dragon, authoritative demeanor*) is a crone of a wyrm who supervises the lairs and nests of the young wyrmlings.

## Other Inhabitants

Mind also hosts a large population of two-legs, mostly humans. The island is a sanctuary for warriors belonging to the Legion of Steel, and many young heroes and heroines travel here to train. A network of foot trails and small villages span the western half of the island, and instructors in each of these stress a different aspect of the warrior's life. Over the course of four or five years, a prospective adventurer will make his way from village to village, learning swordplay in one place, stealth in another, and battle tactics in a third.

Small bands of kyrie and shadow-people have formed interdependent tribes, sharing living quarters between deep root-caverns and lofty treetops of the island's most remote forests.

## Features: Watch

The largest community, and only port, on the island, is the city of Watch. It is located on a series of terraces rising from the shores of the westernmost of the island's two great fjords.

The Legion of Steel rules over Watch, which is the major center (off of Ansalon) of that steadfast band of heroes. High walls surround the town on the inland sides, and several tall towers on the heights overlook the fjord.

Captain Jazareth Danielle (*human*)



*adult female, imperious demeanor, Master*) is the leader of this outpost of the Legion.

## Misty Isle

The Misty Isle is the grandest of the Dragon Isles, center of draconic culture in Krynn, and a haven for all metallics against the perils of the outside world. When one hears about “the Isle of Dragons,” the place to which the speaker refers is invariably the Misty Isle.

Not only is this the largest island in the chain, but it also boasts the only true “city”—in the sense of a metropolis that could compare to Palanthis, Sanction Vale, or the other vibrant communities of Ansalon.

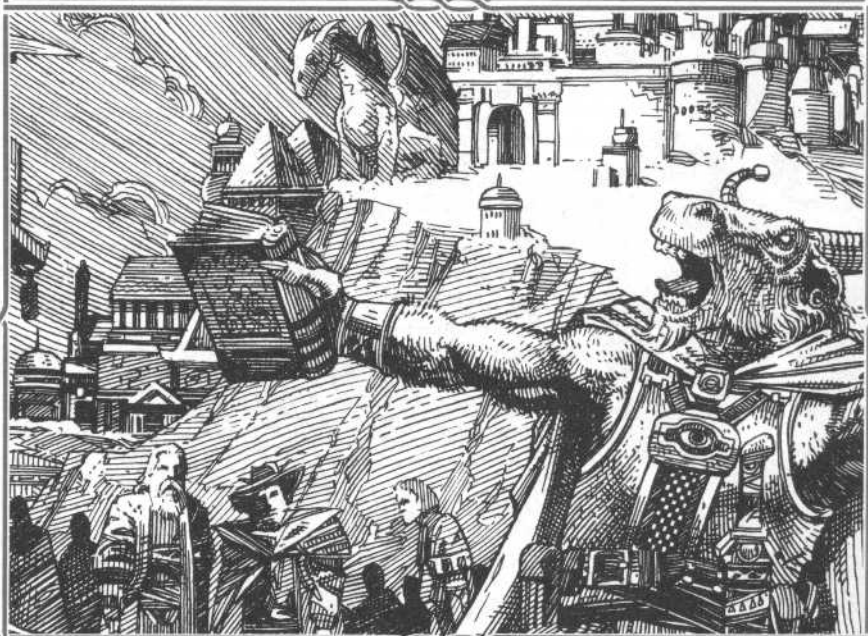
## Topography

The Misty Isle shares all the terrain types of the Dragon Isles, including ranges of mountains that are nearly as high as Jaentarth’s Cloudpeaks. Like Mind, the island’s shoreline is cut by

several deep fjords. Fresh water is common, though it tends to flow toward the sea in streams and rivers rather than gather into lakes.

The two great mountain ranges of the island come together at their eastern and western ends, but the center, called the Highvale, contains some of the coolest and most pleasant temperate terrain in all the isles. The surrounding mountains are so steep, however, that only a few treacherous footpaths lead into this pastoral valley; as with many places in the Dragon Isles, the best way to get there is to fly.

The coastal forests of the Misty Isle grow thick and verdant but tend to be open along the floor and shaded by a canopy of lofty trees. Food, in both fruit and game form, is plentiful. In the Highvale, the climate is cooler, but much of the land is still blanketed by forests—in this case, oak and pine, for the most part. Within the lofty valley roam great herds of deer and buffalo.



## Dragon Denizens

All the metallic clans have representatives upon the Misty Isle, though the dominant wyrms are the golds and silvers. The gold dragons serenely preside over the great city of Auralastican and rarely venture into the wilds of the rest of the island. The silvers, conversely, dwell throughout the heights of the island's mountains and tend to leave the affairs of the city to the golds.

Santaramian (*silver old male dragon, mysterious demeanor*) is one of the prominent denizens of the silver heights. His lair lies in a secret location, but he has a tendency to show up when younger silver dragons need assistance.

Aurumnus and Regia are the golden clan leaders; more details about them can be found in Chapter Two and in *Wings Over Ansalon*.

## Other Inhabitants

All the major races of Ansalon are represented in Auralastican, the City of

Gold. A network of roads and cart tracks cross the big island (except for the Highvale). These routes ensure that foot traffic can move around the island with relative ease. Numerous villages have been raised at crossroads along these highways, and roadside inns and farms are quite common.

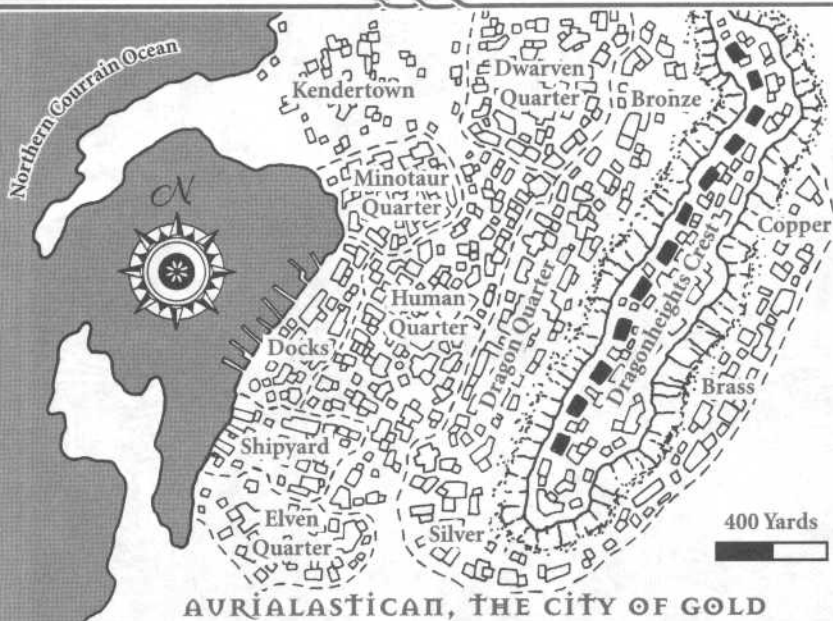
Deep in the wilderness, a perceptive traveler might encounter the dwellings of kyrie, huldrefolk, or shadowpeople.

## Features

As befitting its size and status, the Misty Isle has several places of unique interest.

### Drake (Shiptown)

Drake is the only ship-building center in the Dragon Isles. Populated primarily by humans and minotaurs, Drake is a thriving port on the island's eastern shore. Utilizing the plentiful timber from nearby, as well as imports of lofty mastwood from Alarl, the citizens of Drake build and launch some of the



biggest and fastest ships to sail the seas of Krynn.

### Silver Summit

Hallowed by the silver dragons and similar to the celestial ladders that can be found upon Ansalon, a silver stairway distinguishes this sacred site. Though the steps of gleaming metal seemingly rise into the sky, here in fact they lead to a flat, silver-topped mountain. The place is the favored burial site for deceased silver dragons, and when a great silver wyrm is given unto the skies, the glow of the ceremony lights up the area with an illumination visible from hundreds of miles away. Although other races can witness the glow, none are allowed to be present at the actual ceremony, so not much is known about what happens at the burial.

### Vermis

Inhabited mainly by pirates and by those who do business with pirates, Vermis is a relatively rowdy town. Although the place has more elements of violence and chaos than any other place in the Dragon Isles, the buccaneers who reside here do not practice their trade within the isles themselves. Indeed, a pirate must possess some merit or perform some meritorious deed before his ship will even be allowed to find the Dragon Isles. Once the seafarer discovers the sheltered waters of the island chain, he finds himself naturally drawn to the rowdy lawlessness of Vermis.

### Aurialastican, the City of Gold

The City of Gold rises from the coastline of the island to command the heights of a lofty ridge overlooking the ocean. A thriving population of two-legs occupies the teeming city quarters along the waterfront and along the ascending slopes of the ridge. Although the quarters are named after humans, kender, and "elders" (dwarves and elves), the populations tend to be rather mixed

among them—though a predominance of the named race are present in that area. (Of course, most everybody avoids Kendertown unless they have really pressing business!)

Occupants of the city call the upper slopes and crest of the ridge above the city the "Dragonheights," and most two-legs do not have permission to enter this part of the city. The lairs, libraries, and edifices of the gold dragons lie within this area. While the golds have many two-legs who work as servants, guards, and attendants, these are the only people who normally allowed to visit the Dragonheights.

Though the greatest section of this quarter is given over to the gold dragons, smaller quarters along the ridge exist for those silver, brass, bronze, and copper dragons who choose to visit or dwell in the city.

A phenomenon unique in all of Krynn marks the very crest of the Dragonheights: a display of monuments that dragons have raised over the past two thousand years (since the city's founding). These monuments vary in many respects: some are made of stone or coral, others of metal; some depict real objects, including rampant dragons, ships, trees, and mountains, while others are abstract columns, pyramids, rings, or shapes. They all have this in common: they are *huge*.

The city—and, at least on an informal basis, the whole island—is ruled by the Oligarchs, a council of five gold dragons. Regia and Aurumnus are the senior members. The former's insightful intelligence has proven tremendously effective at analyzing problems, and the latter's calm patience has had an important soothing effect on all the plans and ambitions of his clan.

More information about Aurialastican is presented in *Wings Over Ansalon*.





## Tayol

Tayol, the westernmost of the Dragon Isles, is the ancestral home of the bronze clan.

### Topography

As befits a bronze dragonhome, much of Tayol is lowland and swampy. Though several saltwater channels cut the island's shoreline, these fjords do not resemble those characteristic of some of the other isles. Instead, they are marsh-lined salt flats, subject to great tidal surges, making splendid playgrounds for the water-loving bronzes.

Though some highland summits exist in the island's interior, they are often present around bowl-shaped valleys that lack any natural drainage. Consequently, broad, deep swamps, and plenty of stagnant water mark even the higher elevations of Tayol.

### Dragon Denizens

The bronzes dwell along the seashore here but also have claimed many of the interior swamplands as lairs.

Brazential (*bronze old male dragon, grandiose demeanor*) fancies himself in charge of the island. Although he is a rather pompous fellow who appreciates flattery, he has a virtuous and unselfish heart.

### Other Inhabitants

Tayol has few residents other than the dragons, and the people who live in the island's lone settlement, Lief.

### Features: Lief

The town of Lief was founded many centuries ago but has only recently (since the Second Cataclysm) discovered a real identity. A cult of isolationist pilgrims makes Lief their center of worship. They believe that their only true salvation lies in separating themselves from the affairs of Ansalon and striving to remain ignorant of all affairs on that great landmass.

## Winged Majesty

The second largest of the Dragon Isles, Winged Majesty is home to many silver dragons and a thriving population of wild elves. The city of Cirraculum floats in the air above the island's northern plains.

### Topography

A mountain range as rugged as any in the isles runs from the north to the south on Winged Majesty. Deep valleys lush with tropical vegetation separate the summits of the Majesty Mountains.

The largest swath of plains upon the island chain occupies much of the northern half of Winged Majesty. While copses of forest break up this flatland, much of it is grassy and open. Smooth beaches, of crystalline white sand in the north and black sand—the rubble of volcanic rock—in the south line the island's coastline.

### Dragon Denizens

The very highest of the island's mountains contain the silver clanhomes. Though not so snowy or steep as the Cloudpeaks, or either of the ranges on the Misty Isle, the lofty isolation of Winged Majesty has long appealed to the wyrms of argent.

Cornice (*silver adult female dragon, practical demeanor*) lives by herself high on a mountaintop. She has a reputation among metallic dragonkind as being wise beyond her years.

### Other Inhabitants

A thriving population of wild elves lives in the tropical forests of the island's lowlands. These renegade Kagonesti are bold seafarers, though they travel in long, dugout canoes rather than ships. Greentail (*Kagonesti adult male, commanding demeanor, Adventurer*) is a highly regarded warrior and chieftain among the wild elves.

## Features

As one of the larger islands, Winged Majesty contains two different features of note.

### Cirraculum

Cirraculum floats above the plains of Winged Majesty. It is populated by rigidly doctrinaire humans who attempt to explain away the existence of magic; they seek to destroy any magical items that fall into their possession, claiming that the items are tools of evil. They deny the contradiction of their own existence by using pseudo-scientific terms to rationalize the fact that their city floats magically in the sky and become violent with any visitor who tries to get them to change their points of view.

### Steaming Fountains

Steaming geysers and hot springs mark much of the eastern portion of the Majesty Mountains. Brilliant cascades and waterfalls spill down the slopes below these fountains, and a beautiful layer of sparkling rime cloaks the surrounding valleys.

## Tides of Chaos

During the Second Cataclysm, a range of inhospitable islands exploded from the ocean near the Great Rift. The Rift has since closed, but the islands remain as a hazard to mariners and, on a cyclical basis, as a threat to the Dragon Isles themselves.

## Teeth of Chaos

The number of islands in Teeth of Chaos's tumultuous chain varies from about fifty to one hundred and fifty individual isles. They extend in a ring that is more than five hundred miles long—a passage marked by deadly reefs, violent whirlpools, towering water-spouts, and much volcanic activity.

Many of the Teeth are mere outcrops that a massive dragon could span with



widespread wings. These knobs of stormswept rock rise from the sea as stony monoliths or explosions of steaming, instantly-hardened lava. Some exist for no more than a few weeks before sinking, often with great suddenness, beneath the sea.

About two dozen of the isles are more or less permanent, having existed in their present shape since the Second Cataclysm. They range in size from twenty to sixty miles. All of them are characterized by steep, massive, mountains (the highest summits tower four miles above the sea!) and valleys containing an impossibly wide variety of terrain conditions. A vale of tropical rain forest might exist beside another of deep glacier, with both having similar altitudes and levels of precipitation.

Chaotic mutations of creatures normally dwell in these valleys; it is said that flying leopards rule the rain forest, for example, while elephantine, tusked deer trample any interlopers into the ground of a region of temperate prairie.

## Cycles

While the major islands forming the Teeth of Chaos are relatively stable in relation to each other, the chain as a whole is known to shift through the ocean on a cyclical basis.







The Teeth of Chaos rose from the sea relatively close to the Dragon Isles; at that time the influence of chaos manifested itself in many places throughout the metallic clanhomes. Over the next eight years, the chaotic power waned considerably, until it waxed for a similar period. Early in 16sc the influence of chaos was once again quite powerful. It faded to a low in 24sc and is approaching another climactic crescendo in 32sc.

The Teeth also fluctuate in relation to the northern coast of Ansalon. Their influence is subtle there and has moved generally westward for thirty years. Whether the islands will draw closer to the continent or shift back toward the East are questions that must await future answers.

## Effects

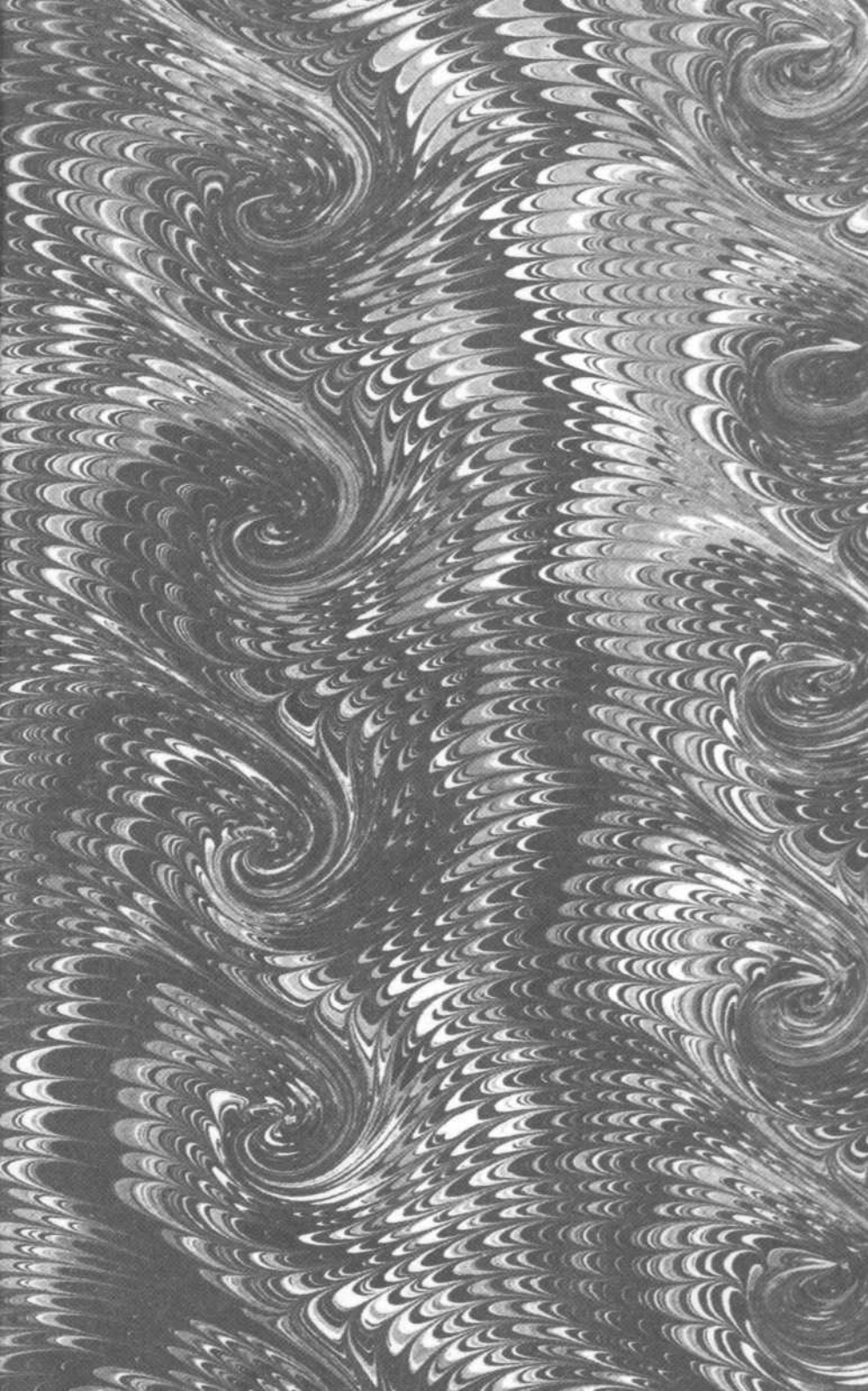
The effects caused by the Teeth of Chaos are most noticeable in the Dragon Isles during the peak years of

the cycle, such as 30 to 35sc. They include phenomena dealing with weather, living creatures, and the geology of the islands and seabed.

Climate effects include unusual and extreme weather. Strong winds, cold (or extremely hot) temperatures, droughts, hurricanes and typhoons, and periods of utter calm are all associated with the surge of chaos power.

Effects on the creatures of the isles are generally limited to nondragons; gold dragon scholars attribute this to a dragon's stronger physique and inherent magical abilities. Chaos effects include mutations, birth defects, agitated behavior, and irrational violence.

When chaos works its force upon the Dragon Isles themselves, the results include large areas of sudden erosion, and, more rarely, violent occurrences such as steaming geysers, water spouts, whirlpools, and volcanic eruptions. For details of the specific chaos effects in 31sc, see Acts Three and Four of *Wings Over Ansalon*.





# AERIAL SPEED AND MANEUVERABILITY

Creature	Number of Riders	Speed	Maneuver
Chimera	2	slow	sluggish
Darken owl	1	fast	nimble
Dragon:			
Physique = 15-30	0	fast	average
" = 31-42	1	fast	average
" = 43-53	2	very fast	sluggish
" = 54-60	3	very fast	sluggish
" = 61-70	4	very fast	sluggish
" = 71-78	6	very fast	sluggish
Dragonspawn	0	slow	average
Giant eagle	1	average	average
Griffin	1	very fast	nimble
Hippogriff	1	fast	average
Kyrie	0	average	average
Pegasus	1	fast	nimble
Roc	2	very fast	sluggish
Sivak draconian	0	slow	sluggish
Wyvern	2	fast	sluggish
Special:			
Balloon	3+	zero	zero
Glider	1+	very fast	sluggish

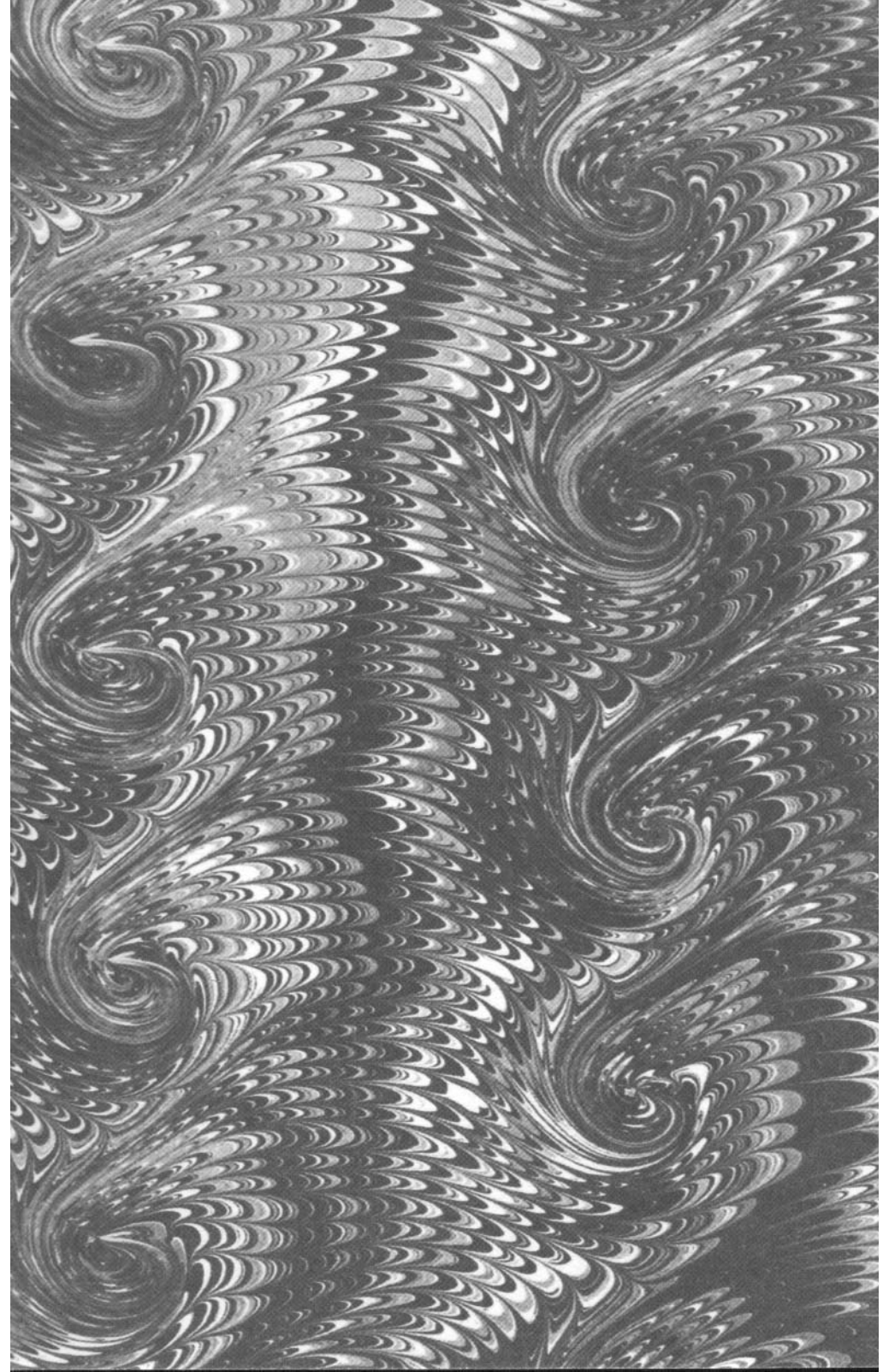






# WINGS OF FURY

# BOOK TWO







# Dragonlance<sup>®</sup>

## FIFTH AGE<sup>®</sup>

# WINGS OVER ANSALON

*Dragons of a New Age, Part Five*



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## A Bardic Prelude



There came a tide of chaos, and the years were six and ten past the wrack of the Second Cataclysm. Torments assailed the Dragon Isles, as the ground yawned open and the raw forces of the heavens above and the Abyss below were released.

### A Time of Evil and Ruin

The tide knew a waning with the passage of more time, and then for a decade the plague was gone from the isles. But dragons have long memories, and the chaos was not forgotten.

When the years were nine and twenty, the force of destruction surged forth anew and again the chaos storm swelled. —

The year was one and thirty, after the Second Cataclysm. Now the forces of Evil raised their Chaos Totem—their blight upon the isles would hold open their rift and allow the wrack to destroy all the islands, then sweep outward to swallow the world.

And the dragons were helpless against the wrack, for it was a power that struck at their very beings. Many were the ancient wyrms corrupted, twisted, and destroyed by the chaos tide . . . and all their kin-dragons were forced to hold back, for to approach was to die.

In Auralastican, the City of Gold, a call went out for heroes, and the rupture of chaos grew hot and deep and wide.

And far to the south, in the midst of her Desolation, the Overlord Malystrix called a council of mighty dragons. . .

—Inscribed by the Bard Patersmith,  
Auralastican, 32SC



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# PROLOGUE



*o one cheered.  
No one spoke.  
Each man  
took a long,  
last look  
around him  
at the world  
he was never  
going to see  
again. The  
Solamnic  
Knights  
dipped their*

*standard in salute to the High  
Clerist's Tower. Steel dipped his  
standard to the dead.*

*Their dragons took wing,  
bearing their riders into the  
empty, starless, godless sky.*

*—Onward into battle,  
Dragons of Summer Flame*

As Krynn moves farther into the Fifth Age, the actions of individuals, as always, define themselves within the river of the world's history. Nowhere is this more true than in the *Wings Over Ansalon* adventure, wherein heroic success can greatly curtail the efforts of Malys and the other overlords, as well as restore a sense of serenity and order to the chaos-wracked Dragon Isles. Failure, on the other hand, can bring about consequences too horrible to consider. . .

## Some Key Players

In the background of the events that swirl around the heroes are the powerful wyrms who preside over so much of Ansalon. Each of these dragons has its own objectives during this period, and the Narrator should try to keep these motivations in mind.

In some cases, the actions of an overlord provide a specific obstacle or a variety of challenges to the heroes. In others,

the behind-the-scenes machinations of these mighty serpents can actually aid the heroes in accomplishing their own tasks.

Not all the dragon lords have a direct involvement in this adventure; this section details those who have a real concern about the events herein and a definite chance to influence the development of the story.

## Malystroye

Malys intends nothing less than to establish herself as a goddess, a being as mighty as departed Takhisis. At the start of the adventure, the Red Marauder has already implemented her attack plans (via the device called the Gemstone Wyrms) and has gathered the other overlords to witness her rise to glory. Each of the great wyrms has been compelled to bring an offering of potent magic to aid in the crimson serpent's ritual.

Regardless of the actions of the heroes, the godhood ritual does not meet with complete success—though it does give Khellendros a chance to knock the Red Marauder into the Blood Sea. Although her battle plans were already under way, Malys, who is enraged by her failure and inflamed by the desire to gain vengeance on anyone and everything that disrupted her ceremony, drags herself out of the Blood Sea while the heroes are busy in Sanction and the Dragon Isles. She has a few scores that she wants to settle—personally.

Her tool for accomplishing her battle plan is the Gemstone Wyrms, a configuration of brilliant jewels that she uses to focus the power of her skull totem. The enhancement of her might allows Malys to cause geological convulsions in the Khalkists, Sanction Vale, Silvanesti, and even Iyesta's realm. Unfortunately, her temporary defeat at the hands of Khellendros prevents her from being able to use this power.

However, the huge military force that Malys has gathered has already been

# PROLOGUE

unleashed against the neighboring realms—for though the Dragon Purge is ended, she intends to expand the size of her realm by conquest. Legions of warriors sweep into the West, North, and South of Ansalon, accompanied by wings of red dragons. Blinded by hatred and fury, Malys can think only of destruction.

## Khellendros

Khellendros has been compelled by Malys to attend her council, but the Storm Over Krynn is, as always, obsessed with finding his lost Kitiara. Continuing players and Narrators, of course, know that he has been using the heroes as his puppets since the epic that began in *The Rising Storm*. In that case, the confrontation of Act One is the climax of a story that has proceeded through the last four adventures in the *Dragons of a New Age* series.

After Act One, however, the great blue dragon plays little part in this adventure, for he uses Malystrix's distraction as an excuse to depart Krynn and continue his eternal search. His sublord, Gale, rules in his stead but attempts to remain aloof from the wars that begin to sweep across Ansalon.

## Sable

Ever envious of the blue and red overlords, Sable is determined to prove her own might and establish herself as a potent force upon Krynn. She promises to support Malys in her violence and will in fact launch an attack against Sanction Vale. At the same time, she warily watches Iyseta, worried that the

mighty brass presents a threat to Sable's southern border.

Sable is less concerned with destruction and conquest than with the enhancement of her reputation as a mighty and dangerous overlord. Her armies are not as strong as the Red Marauder's, and she genuinely likes some of her captains and the black dragons that fly at her command. If she feels that she has accomplished her

objective, fully awing her neighbors and potential enemies, she will be content to allow her borders to return to the pre-war status quo.

## Regia

The matriarch of the gold dragons is appalled by the plague of chaos that has begun to wrack the Dragon Isles.


Though she is aware of the threat of the overlords in Ansalon, she will spare no effort to deal with them until the plague has been held in abeyance.

At the same time, Regia is very reluctant to admit that dragonkind could actually require help to deal with the plague. She is suspicious and resentful of any "know-it-all" humans or other heroes who think they know better than she what is good for the Dragon Isles.

However stubborn and arrogant she is, Regia is also supremely intelligent. She values the lives of metallic dragons, and when it becomes clear that the Chaos Totem is lethal to these serpents, she reluctantly acknowledges the need for nondraconic assistance. Still, she never loses her reserve with lesser creatures, and her manner of contemplation







(which can require a day or two to reach a simple decision) can prove maddening to those who are forced to seek her counsel or permission.

## Iyesta

Much more action-oriented and practical than Regia, Iyesta realizes that the very survival of her realm is at stake. If Malys and Sable were to attack her in concert, perhaps with the aid of Thunder, she knows that neither she nor the thriving populace under her protection could survive.

Her only chance, therefore, is to manipulate the overlords into mutual suspicion that leaves each chromatic wyrm too worried about its neighbors to make a full-scale assault against the great brass dragon. She has already taken such steps with the rather thick-skulled Thunder, who is convinced that Beryl has designs against his barren realm. Sable is another matter, however; the black dragon's land lies much closer to Iyesta's realm and faces only a minor threat to the north from Sanction Vale.

Iyesta has engaged the willing help of Hogan Bight in order to expand the appearance of Sanction's threat.

## Hogan Bight

The warlord of Sanction Vale will do anything within his power to keep his city and its environs free of any overlord's control. Yet he is wise enough to see the big picture and realizes that his strongest ally in Ansalon is the brass dragon Iyesta. Thus, he willingly draws Sable's attention enough to make the black overlord believe that Sanction Vale, not Iyesta's realm, is the the greatest threat to the sweeping expanse of the New Swamp.

On the landward side, Hogan's city is besieged by the Knights of Takhisis. The warlord has used magic to funnel lava into a moat around the valley, and an uneasy stalemate has developed. By unspoken agreement, the Knights have not sent their blue dragons to attack the

city—and Hogan does not allow Good dragons to enter his. (The latter stricture is freely ignored by any metallic who can take the shape of a person.)

## Setting Up

*Wings Over Ansalon* is the climactic ending of an epic campaign. Consequently, it is organized into five acts, instead of the three acts that have characterized the earlier adventures.

## The Acts

These five acts deal with conflicts that begin in the Desolation of Malystriyx, then proceed either to Sanction Vale (Act Two) or to the Dragon Isles (Acts Three and Four). After the intermediate portion of the adventure, the heroes must return to the Desolation for Act Five.

### Act One

Players can influence the status of Malys's attempt at godhood. They learn of the coming war and realize that the metallic dragons must get involved if there is any chance of stopping the overlords from dominating Ansalon.

They see the shadow dragon, watch as an enraged Malystriyx is thwarted from her cherished goal, and learn where they must journey next to wage the war for survival against the overlords.

Complete success means that the heroes get away with some magical weapons and have a ride on a ship to the Dragon Isles. Otherwise they embark on the road to Sanction Vale, where Hogan Bight might be able to help them.

### Act Two

The heroes must inform Hogan Bight of Malys's war plans. They learn that the metallics have a strong presence in Ansalon and that the overlords are serious about embarking on war. Quite possibly, the heroes witness the initial stages of Sable's offensive.

## Act Three

The heroes encounter strong signs of chaos on the Dragon Isles. Their competence should gain them the trust of Regia and the ruling council of Aurialastican. Eventually, the metallics ask the heroes to enter the Chaos Rupture and destroy the Chaos Totem.

## Act Four

The heroes must survive long enough to discover the Chaos Totem. When they do, they can smash this stack of grotesque skulls using a dragonlance, removing the scourge of chaos from the Dragon Isles—at least for now. (If they are not totally successful, outbreaks of chaos will still occur on some of the other islands.)

At the same time, the heroes learn that Malys has perfected a totem even more powerful than the Chaos Totem or her own skull totem. This structure, the Gemstone Wyrn, is a menace to the entire world, and the heroes are the only ones with the tools to destroy it.

## Act Five

Across Ansalon, metallic dragons (and some chromatic allies), take the war to the overlords. At either the start or the end of this act, the heroes may (with the Narrator's approval) plan and execute campaigns against Malys, Sable, or Fenalysten. However, the climax of *Wings Over Ansalon* requires the heroes, now mounted on dragons, to strike against the very focal point of the Red Marauder's power.

Also, note that—if the heroes choose to wage war instead of conducting the role-playing adventure—they are prodded with increasingly urgent warnings about the growing danger of Malys's new totem. Eventually they must turn their attention to the Desolation or face the ruin of more than half of Ansalon.

To stop Malys, the heroes must attempt to damage her Gemstone Wyrn. They might have a chance to deplete her power somewhat—perhaps

the Bay of Balifor stops boiling, for now—if they succeed.

## Sequence of Events

Play should always begin with Act One, but choices made by the heroes (and their relative success at starting the adventure) can give them the option of proceeding to either Act Two or Act Three next. If the road carries them to Sanction Vale for Act Two, then Acts Three, Four, and Five follow in order.

If the heroes go from Act One to Act Three, then Act Four will immediately follow. Then the heroes will go through Act Two before proceeding to the climax of Act Five.

Specific instructions on the heroes' decisions can be found within the scenes themselves.

## Campaign Options

If the Narrator wants to embellish the plot, numerous junctures can branch into epic side adventures. These include the waging of any one (or more) of three different wars, campaigning against the various overlords, and solving the further ills of the Dragon Isles.


These options are introduced as sidebars in the text of the adventure itself. They allow the campaign to go into a variety of directions, but each of these options requires some design work on the part of the Narrator.

If there is interest in following up some of these possibilities, it's a good idea for the Narrator to take a little time before the gaming session to embellish the bare bones materials provided in the sidebars. If the Narrator does not care to follow up these story leads, then he can downplay these options during the scenes where they appear. It shouldn't be too hard to keep the heroes on track.

## Necessary Equipment

The heroes should have at least one magical weapon in the group as they commence this adventure. They may have acquired a dragonlance in *The Ris-*





ing Storm. If they don't have one, the Narrator can provide a long sword of renown that the party can discover as they begin Act One.

If they are heavily armed with magical items, the Narrator may wish to have some of these things disappear. A passing group of kender can easily have this affect. Alternatively, the Narrator can create an adventure or two to precede the introduction. These encounters can divest the heroes of items through thievery or destruction, or cause the heroes to abandon some things. (It's hard to swim for your life when you're carrying a heavy war hammer, for example.)

## Choosing Heroes

With the Narrator's approval, the players can create new heroes for this quest, use experienced ones from other adventures, or use the Heroes of the Heart from the novels and previous adventures in this series.

## Starting out New Heroes

If players have created new heroes, and this is the first DRAGONLANCE®: FIFTH AGE® adventure that they intend to play, then a few modifications to their initial scores are necessary to bring them to the level of experience needed to have a reasonable chance of surviving this adventure. Specifically, the number of quests completed by a hero before starting this adventure should be modified upward from the starting number. The number of quests added to the hero's starting score is determined as follows:

Each player should draw a card. If the aura is black, he should add two quests to his starting total; if the aura is red, he adds three quests; if it is white, he has completed four more quests than the number of his newly-generated hero. The heroes can immediately assume the advantages of the increased number of quests, including the benefits to the hero's reputation. If the hero gains a reputation category, the player may attempt to raise a score or code.

To bring the heroes into the beginning of the story, the Narrator should read through the Introduction scene at the beginning of Act One.

## Bringing in Heroes

If DRAGONLANCE®: FIFTH AGE® heroes are being brought into this campaign from elsewhere in Ansalon, the Narrator should ensure that those heroes are brought to the right reputation level (as explained for new heroes, above).

If these heroes have already completed a quest or two, they may add zero to two, or one to three quests, instead of the two to four that are recommended for new heroes. Also, the Narrator should limit the heroes to the appropriate number of magical items.

After these details have been taken care of, the Narrator should take the heroes through the Introduction scene that begins Act One.

## The Heroes of the Heart

The heroes described in the pages that follow include several warriors, users of magic, and some more subtle types of adventurers. Not only do a number of them come from the FIFTH AGE novel *The Dawning of a New Age* and its sequels, but they have also appeared in the earlier adventures in this series. Players can use these or any of the other ready-made heroes provided in the earlier adventures and should feel free to modify their personality and background as they see fit.

These heroes have grown over the course of the series—heroes who started out with an Adventurer reputation in *The Rising Storm* are Champions now and reflect the appropriate score improvements.

## Rig Mer-Krel

Description	Human male (barbarian), mariner role		
Demeanor	Roguish (8)		
Nature	Clever (5)		
Reputation	Champion (Quests 9, Hand 5)		
Social status	Guildsman (Wealth 5)		
Agility	8C	Reason	5D
Dexterity	6A	Perception	5A
Endurance	9C	Spirit	4C
Strength	7C	Presence	5B
Melee weapon	Sabre of renown (+9)		
Missile weapon	Fang (+2)*		
Additional weapon	Lesser dragonlance		
Armor	Padded silk (-1)		
Shield	None		

\* Weapon introduced in *Heroes of Steel*.

"Rig is just a nickname, but it suits me. I picked it up as a kid doing odd jobs on the docks in Sea Reach. I've been a sailor ever since I celebrated my twelfth birthday by stowing away on a ship. The home I left was not a happy one, but I joined a much larger family—the brotherhood of sailors.

"Now I'm in my mid-twenties. I've steered a ferry in the New Sea, and I've sailed the open sea as a pirate. A few months ago, I found myself drawn into a fight against Khellendros the Blue, and I haven't felt a deck beneath my feet for some time.

"I'm at my best when I have salt water in sight. If I'd been in my element, I could have saved Shaon, a

bright-eyed lass who'd sailed with me for years. Instead, this beautiful girl died at the claws of one of Skie's blue dragons, cut down in her prime. I'll go back to the sea some day, but not until I've avenged Shaon. The Storm Over Krynn will pay dearly for her death."

### Game Information

As a mariner, Rig (8) enjoys a trump bonus for any action he attempts involving combat at sea or an act of seamanship. In land combat, however, he suffers a -3 action penalty. (The mariner role appears in *Heroes of Steel*.)

Rig is always ready for a fight. Besides his two primary weapons, he conceals several others: a weighted sash that looks like a bit of normal clothing, two daggers in his boots, and two more hidden under his shirt. He wears a fancy hat with a garrote concealed in the headband and conceals razor-sharp blades in the soles of his boots. He even wears a dagger-shaped earring that doubles as a lockpick.

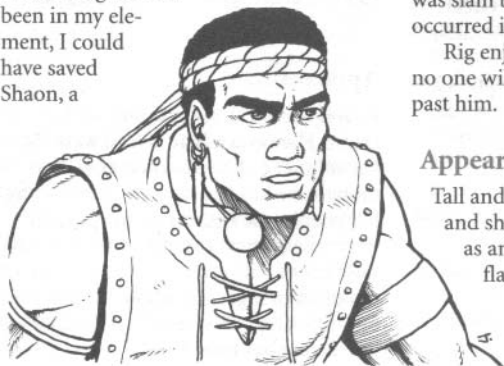
In a recent trip to Palanthis, the sorcerer Palin Majere retrieved the last piece of the footman's dragonlance once wielded by Sturm Brightblade and gave it to the heroes. Unless Dhamon Grimwulf remains with them, Rig now carries this lance.

The mariner has developed such a strong hatred for blue dragons that he has grown immune to the effects of dragonawe. (This immunity applies only if Shaon appeared as either a hero or a character in the Narrator's campaign and was slain by the blue dragon Gale, as occurred in *The Dawning of a New Age*.)



Rig enjoys acute eyesight and taste—no one will ever get a poisoned meal past him.

### Appearance

Tall and muscular Rig has brown skin and short, dark hair that mark him as an Ergothian. He favors bright, flashy clothes.



## Ferilleeagh Dawnprinter

Description Female Kagonesti elf  
Demeanor Curious (2)   
Nature Wild (7)   
Reputation Champion  
(Quests 10, Hand 5)  
Social status Commoner  
(Wealth 3)

Agility	6D	Reason	7A (49)
Dexterity	6B	Perception	5A
Endurance	4D	Spirit	6A (36)
Strength	7B	Presence	6C

Melee weapon	Broad sword (+6)
Missile weapon	Long bow (+6)
Armor	Leather (-2)
Shield	Kite (-2)

"I'm usually not one to take sides in an argument. Even among my own people, the wild and independent Kagonesti, I've always been a loner. I enjoy solitude, and I admire—even envy—wild creatures. They live free of the constraints of society. Animals have pure motives: They are never treacherous and kill only for food, taking nothing more than they need. And for all their purity, animals also know how to enjoy simple pleasures. Overall, I would prefer a solitary life in the wilderness with them to just about anything else.


"Now, however, I've gotten involved in one of the greatest struggles ever to face Krynn: the battle between mortals and the Great Dragons. I know how to pick enemies, don't I?

"I love the wilderness and would sacrifice anything to save it—even my life, fighting those affronts to nature, the Great Dragons. The White Dragon, Gellidus, has transformed my home isle of Southern Ergoth into a vast glacier: All it took was the touch of Frost to turn a land of temperate plains and forests into a polar desert. I have nothing against polar deserts, but I want them to stay where they belong: at the poles! Other

chromatic dragons have wreaked similar havoc in their territories, but I have made it my job to find a way to thwart their schemes.

"I try not to let my grim task keep me from enjoying the wonders I see around me, however. There is beauty almost everywhere you look, from the simple grace of a butterfly to the crisp geometry of a dwarven building. Whenever I find myself somewhere I haven't been before, I can't help stopping to drink in all the sights, sounds, and smells."

### Game Information

As an elf, Feril (7)  is skilled with a sword and perceptive in woodland settings. Any card she plays to resolve an attack with a sword or to resolve a Perception action in a forest becomes automatic trump. However, like

others of her race, Feril can seem haughty to non-elves.

Therefore, she never enjoys a trump bonus for Presence actions involving a non-elf. (Cards played to resist magic are an exception.)

This Kagonesti shaman can employ three schools of sorcery: pyromancy, geomancy, and aeromancy. She also can cast spells from three mystic spheres: animism, alteration, and healing.

Her two acute senses are sight and hearing.

### Appearance

Feril is beautiful, tanned, and wildly exotic. Her brown hair falls in waves to her shoulders, like a lion's mane. Even though she has not recently been among her people, the Kagonesti, she proudly wears the strange and colorful tattoos of this race of wild elves. Feril bears a tattoo of an orange and yellow oak leaf on one cheek and another of a red lightning bolt across her forehead.





## Dhamon Grimwulf

Description	Male human (civilized), rogue knight role
Demeanor	Independent (5†)
Nature	Brave (1♣)
Reputation	Champion (Quests 10, Hand 5)
Social status	Commoner (Wealth 3)
Agility	8A
Dexterity	6C
Endurance	7A
Strength	8A
Reason	7D
Perception	6B
Spirit	5C
Presence	7A
Melee weapon	Long sword of renown (+11)
Missile weapon	Crossbow (+5)
Armor	Chain mail of distinction (-5)
Shield	Target (-3)

"When I was twelve, I caused quite a stir in my hometown by joining the Dark Knights. I came from a noble but poor family that had never been popular; it pleased me to see the shock in the faces of my neighbors when I rode out of town carrying the Knights' banner.

"After several years of training, I became a full member of the Order. My pride swelled when I became a dragon rider, paired with the blue dragon, Gale.

"During an attack on Sanction about five years ago, I became separated from Gale, but fought on. I exchanged blows with a Solamnic Knight and, although I fought well, he wounded me gravely. As I felt my life draining away, I prayed that Her Dark Majesty would give me strength to land a final blow. Only blackness answered.

"I was taken prisoner and brought to Solamnia, where my opponent tended me himself. Surprisingly enough, I came to admire the man. While I recovered from my battle injuries, I listened to his stories about Huma, Sturm Brightblade, and

other famous Solamnics. His tales and his kind manner toward me made me realize slowly that, although the Dark Knights had taught me honor, they never taught me compassion. In nightmares I began to see the faces of every man I had ever killed. It made me shudder to realize that, while I was battling for glory, they had been fighting to defend their homes.

"When I became well, I resolved to leave the Knights of Takhisis. I realized that they had taken advantage of a bitter youth, twisting my anger to their own ends. I had barely made my decision when my fellow Dark Knights came to my 'rescue.' I shouldn't have been surprised that they tracked me down, but I didn't want to be rescued. In fact, I joined my captor-turned-mentor in defending his home.

"Only I survived that battle. When I buried the dead, I buried my old armor and weapons, too—and my old life. My one option, as I saw it, was to become a sellsword. True, the mercenary life isn't honorable. But it's better than I deserve."

### Game Information

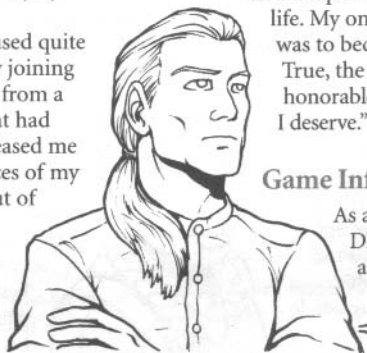
As a rogue knight, Dhamon (5†) receives a trump bonus when fighting Knights of Takhisis or trying to impersonate a Dark

Knight. When fighting from a mount, he can also play any card as trump. However, he never receives a trump bonus to resist mysticism, thanks to the grueling "training" his old Order put him through as a youth. If the Knights of Takhisis ever capture Dhamon, they will kill him.

This rogue knight has acute eyesight.

### Appearance

Lean, muscular Dhamon turns the heads of many young ladies. This young man ties his long, wheat-blond hair back in a pony tail and wears old, plain clothes.



## Blister Nimblefingers

Description	Female kender (afflicted)	
Demeanor	Cautious (4↗)	
Nature	Resourceful (2↗)	
Reputation	Champion (Quests 7, Hand 5)	
Social status	Tradesman (Wealth 4)	
Agility	8D	Reason 5C
Dexterity	7B	Perception 6A
Endurance	5D	Spirit 4C
Strength	5C	Presence 6B
Melee weapon	Bear claws (+1)*	
Missile weapon	Bolas (+2)*	
Armor	Leather (-2)	
Shield	None	

\* Weapon introduced in *Heroes of Steel*.

"About thirty years ago, I struck out from my home in Kendermore on an important mission for the Hero of the Lance Riverwind—I was the one who warned the Knights of Solamnia of the coming of Malystryx, the Red Dragon!

"Of course, I've never been back to Kendermore—there's not much worth seeing there these days, except Malys. I've never seen a red dragon, let alone one big enough to destroy my whole country.

"I've spent most of my life in Hyllo with other kender who managed to escape Malystryx. But now that I'm approaching middle age, I've decided to venture out into the world again. I'd forgotten just how much there is to see!

"Anyway, I'm not what most people expect when they meet a kender. Oh sure, I'd like to see what's inside every wrapped parcel, behind every locked door, or inside each padlocked chest. But I've got discipline. I almost never go poking my nose into someplace unless there's a really good reason to do so.

"When my curiosity overrides my common sense—umm, I mean when I

have to confront the unknown—I'm careful. I'll prod a suspected trap from a safe distance with a spear, or maybe I'll just throw a rock at it. I can snag pouches and other small objects with a fishing line. I have a spyglass I use to peer into campsites. I like to be careful, just like Uncle Tas did: He always knew exactly what he was doing.

"I wear gloves when I go out in public because of my scarred-up, misshapen hands; when I was a girl I was foolish and let a trap spray acid all over my hands. (That's how I got my nickname, Blister. Before that, everyone called me Verae.) It used to really hurt to do fine work, like picking locks and stuff. But, when I talked with Goldmoon not long ago, she got me to see the pain was all in my head. My hands still don't work quite right, but at least they don't hurt anymore. Goldmoon's the greatest!"

## Game Information

As an afflicted kender, any card Blister (4↗) plays is trump if it involves stealth or graceful, careful movement. The kender carries an assortment of gloves and tools to help her with simple tasks. She has a studded pair that serve as weapons, a pair covered with beeswax to help her pick things up, and a pair fitted with picks to help her with fine work.

She also carries a magical net—well, she thinks it's magic. If Blister closes to personal range, she can automatically trap a creature smaller than a cat inside the net. To capture larger creatures, she must attempt an *average Agility (Agility)* action. The net can hold a creature as large as a horse.

This kender has acute senses of hearing and eyesight.

## Appearance

Blister has graying blond hair and a ruddy complexion. Her hands and fingers resemble a bird's feet: thin, twisted, and scaly from her injury.



## Jasper Fireforge

Description	Male Neidar dwarf
Demeanor	Decisive (3♣)
Nature	Honest (2♥)
Reputation	Champion (Quests 10, Hand 5)
Social status	Gentry (Wealth 6)
Agility	6B
Dexterity	5C
Endurance	7B
Strength	7A
Reason	6D
Perception	5B
Spirit	8A (64)
Presence	7B
Melee weapon	Battle axe of fame (+12)
Missile weapon	Crossbow (+5)
Armor	Scale armor of renown (-8)
Shield	Horse shield of distinction (-6)

"I'm Flint Fireforge's nephew. That's right: Flint Fireforge, Hero of the Lance, was my uncle. It seems that Fate has cast the Fireorges as saviors of Krynn, or at least of Ansalon. Now it's my time to be a hero, and I'll do my best to fill the role Fate has set for me.

"I've inherited my uncle's tolerance for other races, particularly elves and kender. Don't laugh—Uncle Flint's best friends were Tanis Half-Elven and Tasslehoff Burrfoot. I know elves are a bit full of themselves, so I just let them walk around with their noses in the air. Why should I let myself be offended by their behavior? I also don't understand why other people get so upset when kender are around—can't they appreciate a kender's quick wit? I'll admit that I seem to 'lose' things more often when there's a kender nearby, but that's no problem, because the kender always find my things for me. It would be rude to call a kender a thief or demand my property back: Harsh words are for enemies, not friends.

"That's a truth I learned from Goldmoon, First Master of Mysticism. I'm a student of hers at the Citadel of Light on Schallsea. Not only is she my spiritual instructor, she's a personal friend of mine. She even saved my life once, back



during the Dragon Purge, before anyone even knew what mysticism was. I just might be the first person in Ansalon ever to benefit from mystic healing.

"The world is lucky to have Goldmoon around—she's brought the gift of healing back to a world that has lost it twice now. The power of her spirit has made her an ageless beauty, at least to my eyes (I understand that less enlightened folk see her differently). Goldmoon is a wonderful teacher, and I never tire of working under her guidance. I could happily spend all my days studying with her, but she has reminded me that I have more important work to do and ought not spend all my time at the Citadel."

### Game Information

As a dwarf, Jasper (2♥) is resistant to poisons and sorcery in the form of a trump bonus to any actions to counter a poison or block a sorcerous attack.

Jasper can employ three spheres of mysticism: healing, mentalism, and sensitivity. In addition, he has an acute sense of smell.

### Appearance

Though well into his middle age, Jasper has a jovial nature that makes him seem much younger. He keeps his reddish-brown hair and beard neatly trimmed, as befits a dwarf of his station.



# ACT ONE

## Introduction

*Wings Over Ansalon* is the culmination of a campaign that has been outlined in the four previous adventures in the *Dragons of a New Age* series. Narrators who have already run those adventures should find the transition into the beginning of this tale smooth. However, playing that series is not necessary to use this adventure.

## Overview

This section presents several options to the Narrator who wishes to commence a campaign at the beginning of this adventure or wants to bring heroes into the story from other, unrelated escapades.

## Getting Started

The Narrator should read this entire scene and determine which of the two options given is better suited for his campaign. The players should be briefed on the appropriate background information.

## First Impressions

Heroes who have played earlier episodes in the *Dragons of a New Age* campaign find themselves in Port Balifor, knowing that they must take the artifacts they have recovered to the Window to the Stars to prevent Malys's ascension to godhood. They may have in their possession the Dimernesti Crown of Tides, Dalamar's ring of healing (given to them by an Academy sorcerer along with Palin's best wishes), Sturm's dragonlance, Huma's lance, and the Fist of E'li, as described in previous adventures. After they have begun their hike inland, the following transition can bring them to the beginning of Scene One.

When the shadow dragon brought you the news that Malys plans to become the new Takhisis, you realized the artifacts you have collected are more valuable than ever—for the ancient magical energy they contain could thwart her terrifying plan.

After landing on shore, you lost no time in setting out into the Desolation. The portal is not far, you've been told—you can see the immense pyramid-shaped plateau that marks its location from here. Strangely, though, the denizens of the Red Marauder's realm seem curiously absent as you trek toward the foot of the lofty summit. Upon approaching the plateau, you see signs of increased activity, reminding you that the council of overlords is near.

The Narrator should use a different transition to bring heroes into the adventure if they have not played earlier installments in the *Dragons of a New Age* cycle. In this case, the heroes' previous activities stop abruptly when Malys's slavers capture them. These slavers' goals include procuring worthy specimens to convert to dragonspawn in the pits of the Desolation, as well as finding mine slaves. The heroes can be drugged at an inn, magically put to sleep while camping, or otherwise rendered insensate. In any event, the slavers take them without violence.

The sounds that greet your return to consciousness in this sunless and damp space include the creaking of tack and hull, the sloshing of bilgewater, and the groaning of the other prisoners in the hold. Sturdy chains fasten your ankles. Food—inedible swill for the most part—is poured down a trough that runs past your head. You did not see your captors, nor do you remember how they got you onto the slave ship.

## The Story Begins

If the heroes are free, the Narrator can role-play their two-day hike through the Desolation, creating encounters appropriate for that barren realm. (See Scenes Five and Six for suggestions.)

Heroes who started out this scene in captivity find that they have been chained in a small chamber separate from the great mass of slaves in the hold. The heavy chains thwart any attempts at escape (as do frequent checks by their

# DRAGON COUNCIL

captors), and they cannot learn anything about their captors' identities until the ship comes to anchor. The tale resumes:

A hatch is thrown open and strong sunlight fills the hold. Blinded by the brilliance, you hear heavy footsteps. With jerks and tugs, someone pulls you to your feet and roughly hauls you up the ladder.

After your eyes adjust to the light, you see minotaur sailors furling the sails of a large ship. A number of burly ogres crowd close, hands upon their weapons. In the background hunches a scrawny hobgoblin. The wretched creature, who cringes every time an ogre barks, clutches an oddly-shaped bundle of leather.

Observant heroes realize that the hobgoblin Wrin holds a bundle that contains their equipment. The slavers brought it so that the heroes can wield their own blades after becoming spawn.

The heroes may try to escape at some point, though the attempt should be unsuccessful. The ogres outnumber the heroes by at least three to one. Any attempt at escape should be squelched easily by these brutes.

Whether or not the heroes resist, their captors bind them tightly, lift them over the side of the ship, and load them, by pairs, into boats. A crew of sturdy minotaurs row the heroes, who are still guarded by several ogres, to shore. Once ashore, the ogres chain the heroes together and march them into the Desolation. Heroes who refuse to march are bound hand and foot and loaded like sacks of meal over the sharp backs of bony mules. The slavers offload the other slaves from the ship, but they march these prisoners along the shore instead of straight inland.

The caravan proceeds to the base of a vast plateau looming over the Desolation. Dust clouds waft over nearby ridges, and the rattle of steel and thousands of boots marching in cadence echo in the distance. Time passes in a haze of heat and exertion. After another endless night, you

awaken, still chained, to discover that your ogre escorts have disappeared. You find yourselves alone at a great plateau's base within the borders of Malys's Desolation.

The ogres, after learning that the ceremony of godhood should occur in a few days, wandered off to find their regiment in preparation for the upcoming war. The heroes, left to themselves, should work out some way of freeing themselves from their chains. Perhaps one of the group has lock-picking skills; alternatively, a strong hero, freed from interference by the ogres, can smash the locks with rocks.

Heroes who search through the abandoned camp can find some of their possessions if the Narrator wishes them to.

## Actions

Aside from traversing Malys's Desolation (Chapter Three of *Dragonlore*), the heroes can try several actions during this scene.

Realizing that the hobgoblin is carrying their equipment requires a successful *average Perception* action.

Removing the chains after the ogres leave requires a successful attempt at picking the common locks (see the appendix of *Book of the Fifth Age*) or a successful *challenging Strength* action to break them.

## Characters

The heroes can interact with several creatures during their trip.

- ☞ Twenty ogres: *Hostile nonhumans*. Co 5, Ph 13, In 3, Es 6, Dmg +5, Def -3, also thrown weapons.
- ☞ Ten sailors: *Minotaurs of various age and demeanor, Adventurers*. Co 5, Ph 8, In 4, Es 5, Dmg +3, Def -2, also missile weapons (crossbow/+5).
- ☞ Wrin: *A hobgoblin*. Co 5, Ph 4, In 5, Es 5, Dmg +4, Def -3, also missile weapons.

## Outcome

The adventure now moves to Scene One.







## Scene One: The Arrival

The heroes stand at the foot of a great plateau near the edge of Malys's domain, having arrived here as established in the Introduction. They must decide how to approach the council of the overlords.

### Overview

Hordes of men, ogres, draconians, and goblins are gathering nearby. The heroes have a choice: Climb the plateau, enter the plateau, or battle against huge odds and get captured.

### Getting Started

Refer to the *Book of the Fifth Age* for more information about Malys's Desolation.

### First Impressions

It has come down to this place, this time. Giant shadows darken the plateau's edge; you see this proof that the overlords have gathered on the unseen summit above. An aura of stillness falls across the land, as if the thrall of potent magics has started casting its spell.

The red-brown slopes of the plateau rise into a thick and churning sky. Distant goutts of smoke and ash spume upward from a dozen different places, and the mingled stench of sulphur and soot sting your nose with every breath.

High ravine walls, as dry and scorched as the rest of the landscape, rise to either side. A channel, gouged like a chimney into the plateau, rises upward at an increasingly steep angle.

### The Story Continues

Perceptive heroes hear the plod of many boots, as if a whole company of infantry is marching nearby. Some can even tell that the sound is coming closer.

Alternatively, a hero might try to climb the ravine walls to look around. From there, he sees the following:

Plumes of dust rise from the coastal plain around the plateau's base. The hot wind from the north quickly clears the obscurement away, revealing thousands of troops marching in massed formations. Nearby is a troop of ogres, while farther away are groups of humans, goblins, and draconians. The different companies are marching in various directions.

The troops are training for Malys's campaign, which is why there is no overall direction of march. Within a few minutes, the leading rank of the ogre company will march into the foot of the steeply climbing ravine, swiftly advancing upward until, quite by accident, the warriors stumble across the dallying heroes. To avoid the ogres, the heroes can choose to climb the plateau—a relatively easy route is visible from here—or enter the plateau. Any heroes who look around the ravine find that a boulder conceals a shadowy passage leading into the plateau.

### Atmosphere

As morning turns into mid-morning or later, it seems to the heroes that the heat mounts, causing even the smallest exertion to produce perspiration. The stillness should oppress the heroes, especially since no breezes help cool down their bodies at their location. Since the ogres did not leave any water at the camp, the heroes should understand that they have a good chance to suffer from dehydration.

To simulate this experience throughout the whole Act, Narrators could forbid their players to drink anything until Scene Six or Seven.

### Actions

As the scene opens, the Narrator should allow *average Perception* actions by those heroes who wish to check out their surroundings. A *challenging success* reveals that the sound of the troops is drawing closer. Since the ravine slopes treacherously, an *average Agility* action is required if a hero wishes to look around at the top.

## Climb the Plateau

Each hero climbing the plateau must perform a successful *easy Agility* action. If a hero fails, he can be assisted by another hero, but the second hero's action then assumes *challenging* difficulty.

## Enter the Plateau

Two heroes at a time can try to pry the stone away; if each can make a *challenging Strength* action, they manage to roll the boulder out of the way. If one hero tries to move the boulder, the action is *daunting*. Once the boulder is out of the way, the heroes have the option of entering the passage.

## Fight the Ogres

If the heroes don't leave their spot on the ravine floor, or if they try to descend in the sloping ravine (following it toward the plateau's foot), or climb over either wall, they encounter a company of ogres training in this area. At first, two ogres stumble into view at near missile range. If the heroes do not immobilize them quickly, the creatures swiftly sound the

alarm and draw reinforcements, resulting in a battle.

Up to twenty-four ogres join the fight (six ogres each minute for four minutes). If the heroes continue to fight, they will probably perish. However, the ogre chieftain demands their surrender as soon as the ogres surround the heroes. If necessary, he also tells them about the godhood ceremony.

## Characters

The heroes might battle a bunch of ogres.

- ☛ **Twenty-four ogres:** *Hostile nonhumans.* Co 5, Ph 13, In 3, Es 6, Dmg +5, Def -3, also thrown weapons.

## Outcome

Depending on the heroes' choices, the adventure can head in one of two directions once they start walking.

- ☛ Climbing or entering the plateau takes the heroes to Scene Two.
- ☛ Battling the ogres and getting captured moves the story to Scene Three.





## Scene Two: The Plateau

This scene opens with the heroes starting to ascend the plateau or entering the plateau's passages.

### Overview

The heroes have two paths available to reach the overlord council at the plateau's summit: By ascending the slope, they must bypass or defeat dragonspawn; by ascending the passages in the plateau, they must best a red dragon guardian.

### Getting Started

The Narrator should review the material on dragonspawn in *Dragonlore* and *A Rising Storm* and red dragons in *Dragonlore* and the *Book of the Fifth Age*.

### First Impressions

Depending on which way they ascend, the Narrator should follow either the ravine path or the interior passage.

If they go up the ravine, the Narrator should read the following:

The ravine slopes steeply upward, but numerous fissures and cracks score the floor and walls. The red rock feels sharp-edged and hard beneath your feet. Though the sun strains to penetrate the murk and cloud, the cut in the side of the plateau is so deep that the interior becomes lost in shadow.

If the heroes go up through the inside of the plateau, the Narrator can read the following aloud:

A hot blast of air, heavy with ash, wafts out as the stone is rolled away. The passage revealed by the boulder's removal quickly expands into a wide corridor. From the entrance, you see a short distance, enough to reveal rough-hewn walls and a ceiling that is rugged with dangling stalactites. The floor is smooth and covered with a film of dust, though the base

of the walls to either side is tangled with the rubble of boulders and gravel.

### The Story Continues

The Narrator should use the section appropriate to the heroes' method of ascent.

#### Up the Slope

After the heroes have ascended for a few hours, the view behind them opens into a wide vista—except when concealed by wisps of cloud. If any heroes decide to look down, they see the following:

The plateau falls away dizzily, appearing to be much steeper than it seemed when you were climbing. Though clouds of dust and smoke roll across much of the Desolation, massive formations of marching troops still show through the haze for as far as the eye can see.

#### Ascent Inside the Plateau

After the heroes enter the plateau, the Narrator should note whether or not they roll the stone back to conceal the entrance once they have passed through.

As the heroes proceed, they find passages branching off from the main corridor. Some of these climb steeply upward; any one of these leads to the plateau's top. A few tunnels descend sharply; if the heroes go downward, they find themselves in a maze of underground passages that connect to the interior of the plateau. If the heroes continue to follow the main corridor, they neither ascend nor descend; they do, however, encounter Malystryx's troops.

#### Atmosphere

If the heroes ascend the slope, harsh winds assail them with increasing strength. The stench of sulphur becomes even more pungent, and smoky clouds often waft past, wrapping the heroes in brown fog.

Since the climb is very long, the Narrator should stress the heroes' growing fatigue. The slope seems to rise an

unimaginable distance above them, and the top remains out of sight until the climbers are almost there.

Heroes inside the plateau find that no light sources illuminate the tunnel. As a result, they must blunder along in the dark or carry some form of light. Even if they have torches or a magical light, shadows still surround them. The Narrator should constantly stress the mysteriousness of these caverns, frequently suggesting noises and movement just beyond the reach of the heroes' senses. For the most part, trickling water, wriggling bats, or scurrying rats cause these noises.

## Actions

Different foes and challenges await the heroes in each environment.

## Up the Slope

Each hero needs to complete three successful *average Agility* actions during the course of the ascent (if they follow the route). However, using this route allows two red dragonspawn to see and attack the heroes. The Narrator should make it clear at each climbing attempt that the view of the upper reaches of the ravine is masked by the slope. If the hero wishes to do so, he has the option of scaling the ravine wall, which is a *challenging Agility* action, at each climbing attempt. A hero who succeeds spots the dragonspawn before the monsters see him.

Any heroes who manage to climb the ravine wall can attempt to surprise the dragonspawn. Alternatively, a hero can make two successful *challenging Agility* actions and bypass the monsters altogether. If the dragonspawn are not attacked, they fight as soon as a hero comes into view below them.

If the spawn see the heroes first, they fly down and attack several times. If the heroes are still alive at the end of those exchanges, the spawn fly back up to their ledge and block passage up the ravine until a dozen ogres climbs up from below and attempt to capture them.

## Ascent Inside the Plateau

If the heroes did not roll the rock back across the tunnel's entrance, twelve ogres notice its new position and march into the ravine. The ogres enter the cave, moving quickly through the darkness. They will catch up to the heroes unless the adventurers are moving very quickly; once they find the intruders, the ogres attack.

After climbing for a bit (and after the ogre attack), the heroes enter the vaultlike lair of a young red dragon. Red Marcallian crouches upon a pile of gems and coins. Unless each hero succeeds at a *challenging Agility* action to remain silent, the serpent awakens and does everything in his power to block the intruders from passing through his chamber. If possible, the dragon attempts to capture them.

From the dragon's chamber a single corridor spirals upward to emerge at the top of the plateau. Buried within the pile of coins is a magical long sword of distinction and a magical buckler of renown.

## Characters

Several creatures lie in the heroes' path.

- ☞ Two red spawn: *Hostile nonhumans*. Co 10, Ph 14, In 6, Es 6 (25), Dmg +10, Def -5, also dragon breath, sorcery (pyromancy), explodes into a fine spray of flaming oil at death.
- ☞ Twelve ogres: *Hostile nonhumans*. Co 5, Ph 13, In 3, Es 6, Dmg +5, Def -3, also thrown weapons.
- ☞ Marcallian: *A male young adult red dragon*. Co 10, Ph 50, In 11 (121), Es 11 (121), Dmg +16, Def -12, also dragon breath, swallow whole, dragon-awe, dive attack, sorcery (enchantment, pyromancy, summoning), mysticism (alteration).

## Outcome

A couple of outcomes are possible in this scene.

- ☞ If the heroes are captured, the Narrator may proceed to Scene Three.
- ☞ If the heroes reach the plateau's top, they arrive at Scene Four.





## Scene Three: Captives

The heroes could have had the misfortune of being taken captive in Scene One or Scene Two.

### Overview

The heroes are taken to slave pens, where they overhear an Aurak draconian arguing that they should be brought before Malys. The heroes have the opportunity to influence this decision.

### Getting Started

The Narrator should review information on draconians in Chapter Six of the *Book of the Fifth Age*.

### First Impressions

When the heroes' captors bring them out of the plateau, the ravine, or wherever they were captured, read the following.

A crude cage stands near the base of the plateau. The enclosure is formed of iron bars that have been driven into the ground and then bent together to meet in a point at the top. With a flap of wings and a hiss, a large draconian hops to its feet and releases the latch, allowing the small gate to slowly swing inward.

The draconian prods the heroes, one at a time, through the narrow gate, which it then pulls shut and secures with a large brass lock. The Kapak draconian wears the key around its neck.

Several ogres remain behind with the Kapak, and the captors keep a watchful eye on the heroes as hours pass. Finally, a brawny Aurak draconian, accompanied by several Kapaks, swaggers up. His thick voice has a lisp but is understandable. After each sentence, he cackles mirthfully.

"These are sneaky ones who are trying to reach our Mistress?"

The sinuous, tall draconian, his amber-colored body arching forward as

he speaks, gestures scornfully toward the cage as the Kapak nods eagerly. "Put the chains on. I'll take them up the plateau—they'll see her very soon."

One of the ogres rises to its feet with a gruff refusal, shaking a fist in the Aurak's face—and still the draconian laughs.

### The Story Continues

If the heroes do nothing, the ogres gather in a mob and refuse to allow the draconian to take them. After this refusal, the Aurak stalks away (see "Outcome").

If the heroes persuade their captors to take them to Malys, the ogres shrug and stand aside as the draconians shackle the heroes' wrists to a long chain and release them to the care of the draconians.

If the heroes behave irritatingly (throwing things, taunting, and so on), the ogres charge the cage. The draconians take this opportunity to attack the ogres from behind, killing or immobilizing them. Then they bind the heroes and lead them to the plateau's top via interior paths. The Aurak takes the lead, while a dozen Kapaks (or less, if one of them was killed in the battle with the ogres) bring up the rear of the entourage. Once there, the arrogant Aurak decides that he, alone, should lead the captives to Malys.

The long trail finally reaches the summit of the plateau, passing between two looming columns of stone. Roars of ground-shaking force emerge from beyond these barriers, and a spume of crackling fire suddenly shoots upward to blossom in the sky.

The Aurak turns and gestures at the Kapaks in the rear of the file. "Go, now!" it hisses. "I will take the offerings to our Mistress!"

The dozen Kapaks waste no time in scuttling over the lip of the precipice. "Come this way!" growls the big Aurak, tugging on the chain.

### Atmosphere

The heroes might try to escape their ogre captors at any point during this scene. Because they could be taken directly to



the plateau's top (bypassing any obstacles), the Narrator should try to discourage this at first—stress the alertness of the guards who prod the heroes quickly along. If the heroes insist on provoking the guards, allow a battle to begin.

Once the heroes are taken out of their cage and are on their way up the plateau, the Narrator should present the Aurak leader as a snivelling, vainglorious grunt who probably could be overcome fairly easily—if it weren't for the other draconians bringing up the rear.

## Actions

Persuading the ogres to allow the Aurak to take them to Malys requires a successful *average Presence (Reason)* action.

The Aurak, determined to win the attentions of Malys, intends to single-handedly haul the heroes before the Red Marauder and parade his "find." If the heroes go meekly, the overlords destroy them horribly; if they resist, they can probably overcome the Aurak after he dismisses his Kapak entourage.

## Characters

As captives, the heroes are sure to meet all of these creatures.

- ⌘ Twelve ogres: *Hostile nonhumans*. Co 5, Ph 13, In 3, Es 6, Dmg +5, Def -3, also thrown weapons.
- ⌘ Twelve Kapaks: *Draconians*. Co 8, Ph 6, In 5, Es 7, Dmg +2, Def -3, also paralyze, spills into acid upon death.
- ⌘ Aurak: *Draconian, grandiose demeanor, Adventurer*. Co 12, Ph 10, In 8 (64), Es 8, Dmg +10, Def -5, also sorcery (electromancy, illusion, pyromancy), mind control, inherent magical energy bursts outward upon death.

## Outcome

Several outcomes are possible depending on the heroes' actions:

- ⌘ If the Aurak is defeated or if the heroes slip away from their guards, the heroes should play Scene Four.
- ⌘ If the heroes don't escape, the adventure proceeds with Scene Six.





## Scene Four: Before the Portal

After escaping capture in some form, the heroes find themselves witnessing an important event.

### Overview

The heroes witness the violent conflict between Malys and Skie, as well as the shadow dragon's arrival. They can watch or intervene by snatching the items that Malys intends to use to vault herself to godhood.

### Getting Started

Narrators can reference the information about dragon overlords and clan habits in both *Dusk or Dawn* and *Dragonlore*.

### First Impressions

The summit of the plateau is scored by fissures and gullies, and volcanoes and columns of splintered rock ring the whole area. From the shelter between two of these shattered pillars, you can see a gathering of five horrific dragons.

An enormous red dragon, who could only be Malys, rears above other wyrms. A blue dragon, coiled regally, sits back from the others, as does a white dragon. Two other dragons, one an emerald green and the other an inky black, squat before Malys. All the dragons are boasting and bugling in a din that rattles your ears and shakes the ground beneath your feet, while other dragons circle overhead.

### The Story Continues

If the heroes have dealt with any of the dragon overlords before, then the Narrator may identify the relevant dragon(s) for them. Otherwise, they should be able to identify each of these dragons shortly.

The very sight of these gathered wyrms may paralyze heroes with fear. The roars of the overlords are, in fact, speech—though the sound is literally too loud to decipher normally. However, heroes who clap their hands over their

ears or otherwise mask their hearing can discern the following exchange. If necessary, the Narrator can add a dragonlance to the pile of artifacts.

“Show me your offerings!” Malys sweeps her massive claws, compelling the overlords forward.

“I bring you magical keys enchanted to open any lock!” Khellendros's huge paw sets a set of crystal keys on the ground beside a pile of other shining items.

“I offer a shield of the dwarven kings and Chislev's mortar and pestle!” Beryl declares.

“And I, a shield crafted by the goddess Lunitari!” Gellidus sets it beside the others.

“Here is the Sword of Elven Glory and more!” Sable places them upon the pile.

The four precious items rest upon an altarlike block of stone. Malys rears high, turning her massive head to the sky, while the other overlords back slowly away, warily watching the mighty red.

Heroes who take the time to look at the overlords again notice further details of the plateau where the serpents have congregated. A trilithon—two immense pillars with a third across the top—stands behind Malys, framing the Great Dragon. When she shifts position during the presentation of artifacts, heroes can see details about the trilithon: The space between the two upright monoliths churns as if with some kind of enchanted smoke. Occasionally a spot of light, like a distant star, becomes visible against an infinite background of darkness—but then the smoke roils, and the entire surface becomes featureless and vague.

Other heroes can notice that several of the fissures in the plateau cut very close to the pile of magical weapons. These channels are six to eight feet deep and only a couple of feet wide; they are deep and narrow enough to conceal someone from view, except from directly above.

The heroes might try and snatch some of the Red Marauder's talismans, ensuring the failure of her ritual. The ravine walls are hard and rocky, looming close overhead as the heroes make their way forward. The passage is so narrow that

they must move in single file. The fissures form a maze across the plateau, offering many choices as the heroes work their way forward. If a hero can successfully lead the group, they will find themselves directly below the pile of magical items. Failure means that they wander off course and are not in position as the ceremony approaches its climax. They also can attempt to use their own artifacts to disrupt the ceremony.

Regardless of whether the heroes decide to take action, the Narrator should read the passage below:

A thunderous crash of sound rocks the plateau, and all five overlords lift their long necks toward the sky. The thunder swells into a rolling explosion as four clouds of dragon breath—green gas, spuming acid, billowing frost, and the colossal gout of Malys's fire—mingle in the sky, forming a churning, ominous overcast.

Malystyx the Red rears skyward. Her wings flail, driving gusts of wind across the ground, and her head and neck vanish into the roiling vapor. Another crash of thunder rocks the air, cracking several of the stone pillars and showering you with debris of gravel and dust.

Heroes not too stunned by the scene can attempt to climb the fissure's walls and swipe one of the treasures or use one of their own. Should one make the attempt, the Narrator should read the following:

With a bugle of triumph, Malys lowers her massive foreclaws—and immediately shrieks in a shrill tone. With a choked, raging snarl she realizes someone has interfered with her ritual.

Then those massive eyes fasten themselves upon you, as you cower like mice in the suddenly very shallow trench.

In either case, Khellendros the Blue picks this moment to attack!

The Blue Dragon pounces at Malys, driving steely talons through the crimson scales. The surprised matriarch shrieks in pain as the great blue tosses her aside with a ground-shaking blow. Skie extends

a mighty claw over the glowing artifacts, and suddenly he is bathed in the silver aura emanating from them. He extends his talons toward the portal, and the aura obediently washes over that ancient monolith as well.

Narrators can allow the heroes to pull back out of Skie's view, if they wish. Since Khellendros has other things on his mind right now, this isn't too hard a feat.

As Malys seems about to spring upon the interloper, abruptly another form takes shape: a drawing together of darkness and dust to form a draconic outline. The shadowy dragon is nearly as large as Malys. Great jaws spread wide as the red wyrm twists, writhing in the grip of forces even greater than herself. The roar that explodes from the shadow dragon is a force of air—a smashing blow that sends you tumbling backward. This almost visible force seizes the Red Marauder in a whirlwind grip, lifting her momentarily. The shadowy form turns to Khellendros, its dark, bottomless eyes seeming to impart an unspoken message. As if on cue, the mighty blue spits a blast of silver-limned lightning that not only has the force of electricity behind it, but also concussively pushes Malys away in an explosion of movement. The hurtling red form dwindles to a speck and, in a moment, disappears from sight.

Turning away from Malys's receding form, Khellendros looks directly at you and states, "My thanks for delivering the artifacts to me—just as I wanted. It's unfortunate that I don't have further need of them. If you wish, take them or leave them. I don't care either way."

Then he quickly backs into the portal and vanishes from sight.

Malys is thwarted, Khellendros is no longer on Krynn, and the shadow dragon issues a warning.

In the echoing silence, Gellidus bristles, and Beryl's jaws gape—but the overlords do not attack. As the shadow dragon begins to fade away, it speaks.

"I go . . . but as ever flows the River of





Time, I will be back." And then the vast creature is gone. The three overlords back away, warily eyeing each other.

Again comes the voice of the shadow dragon, and this time it is a whisper, directed toward your ears alone. "Precious time is passing—you must go to Sanction Vale. Hogan Bight needs to know that Malystryx's armies are moving to attack—and he will show you the way to go from here! Make haste, now, or all of Ansalon will be lost."

After taking the artifacts, the other overlords take wing, each toward its own realm. To the north, where Malys disappeared, the sky rumbles angrily.

If the heroes wait around for more than ten minutes after the overlords leave, Marcellian (or another of Malys's lieutenants, if the heroes killed him) flies downward from a very lofty height. He scours the plateau with flame at first. After another ten minutes, twenty-four ogres and twelve Kapak draconians come up through the ravine (or through the tunnel, if it looks like the heroes wish to leave by the ravine). The Narrator should give the heroes every chance to leave the plateau before they engage in battle.

## Atmosphere

The overlords' speech should be read slower, deeper, and louder than normal dialogue. The Narrator should pronounce the words of the shadow dragon in a dry, rasping hiss—a mere whisper that seems to come from very far away.

## Actions

As the scene begins, each hero must overcome dragonawe (see the *Book of the Fifth Age*) or tremble and cower ineffectively throughout the rest of the scene.

Heroes who have not been incapacitated may attempt *challenging Perception* actions to investigate the surroundings. If the groups wishes to head toward the artifacts through the fissures, the leader must succeed at an *average Reason* action or wander off course.

A hero who successfully makes a

*daunting Spirit* action can try to climb the fissure's walls (*average Agility* action) and snatch one of the powerful talismans. Each hero can attempt this, though only one item (the dwarven shield, elven sword, and dragonlance) can be taken by a single hero.

Heroes can also use their own items to attack or to power an immensely strong offensive spell.

As Skie attacks, heroes should attempt *average Perception* actions; success means that they discern the great unease among the other overlords, all of whom back away from the shadow dragon.

## Characters

The dragon overlords are so powerful that they immediately kill any hero foolish enough to confront them. However, once the whole scene has been played through, if the heroes don't leave fairly quickly, they could encounter quite a large force dead-set to kill them!

- ☞ Twenty-four ogres: *Hostile nonhumans*. Co 5, Ph 13, In 3, Es 6, Dmg +5, Def -3, also thrown weapons.
- ☞ Twelve Kapaks: *Draconians*. Co 8, Ph 6, In 5, Es 7, Dmg +2, Def -3, also paralyze, spills into acid upon death.
- ☞ Marcellian: *A male young adult red dragon*. Co 10, Ph 50, In 11 (121), Es 11 (121), Dmg +16, Def -12, also dragon breath, swallow whole, dragon-awe, dive attack, sorcery (enchantment, pyromancy, summoning), mysticism (alteration).

## Outcome

Listed below is the game information for some of the talismans that the heroes might have snatched away from Malys. All of these artifacts are items of legend.

- ☞ Footman's dragonlance: Lesser lance, heavy weapon, dmg +16, damage doubles against dragons.
- ☞ Dwarven shield: Target shield, def -13.
- ☞ Sword of Elven Glory: Long sword, dmg +17.

If the heroes elect to depart the plateau, they can do so; go to Scene Five.







## Scene five: Escape!

After witnessing Malystyx's "removal" from power and Khellendros's leave-taking, the heroes must flee the plateau.

### Overview

The heroes can choose how to descend the plateau. They can either go down inside the plateau, or they can descend the ravine. Either way, they meet with foes they did not defeat on their way up.

Heroes who escape the plateau depart through the Desolation. On the way they encounter a band of draconians.

### Getting Started

The Narrator should review Scene Two, the actions listed in Chapter Two of *Drag-onlore* for traversing the terrain, and the entry on poison in Chapter Six of the *Book of the Fifth Age*.

### First Impressions

The cavern walls tremble around you as you make your way downward, allowing a fine, dusty ash to float through the air. Not only can you taste the sour, metallic ash, but it also obscures your vision by getting into your eyes. Hopefully you can get away from this place before your lungs are full of the foul, choking stuff.

### The Story Continues

If the dragonspawn sentries have not been slain, the heroes descending the ravine come down on them from above. In this case, neither party is surprised, since the spawn have their eyes on the sky following the tumult of the ritual.

If the heroes go down the tunnels, Marcallian is present and alert (unless he is dead or flying over the plateau) when the heroes stumble into his cave.

The heroes must battle the spawn on the plateau if the creatures still live. If one of the spawn is slain, the other flies down the plateau and gathers six ogres to join it in resisting the heroes' escape.

Once the heroes escape the plateau,

they must cover a lot of territory before reaching safety. The Narrator can choose to skim through much of this, emphasizing only the draconian encounter (below). Alternatively, the adventure can include encounters with bands of ogres, goblins, draconians, and human mercenaries—all of whom are part of Malys's mobilized army. The Narrator can use the following text to set the scene in this bleak realm:

The lofty plateau looms like a great block against the horizon behind you. From the summit, angry clouds of black smoke and gray ash swell outward, and even from this distance, goutts of bright flame are visible as they billow high into the sky.

Columns of dust, each marking the position of a marching legion, rise from the plains around you. The harsh landscape, moistened only rarely by bogs of stagnant water, is cast in a rust-red glow as the sunlight eerily filters through the thick, unnatural cloud.

Evidence that Malys has gathered an unspeakably huge force lies everywhere you go in the form of the tracks and refuse of marching armies. War is coming, and it will be a terrible war indeed.

The main wild animal in the Desolation is a giant boar, often referred to as a Desolation boar. These massive, tough, and irritable creatures are as likely to attack the heroes with their sharp, barbed tusks as to run away.

The heroes can also encounter features such as fiery chasms, flowing lava, steep cliffs, and goutts of steam; the Narrator should determine appropriate actions for each of these. The pools surrounding the geysers are some of the only sources of water in the Desolation. About one in three of these is polluted with toxins.

### Draconian Deserters

Ultimately, the heroes come upon a deep canyon that blocks their path for as far as they can see in either direction. As they follow the rim, they discover a band of twenty Kapak draconians led by a large Sivak. Dispirited, the monsters have encamped at the terminus of a stone

bridge that crosses the canyon. Unlike the other draconians of the Desolation, who wear the emblem of Malys, these draconians are distinguished by the crest of Teyr.

When they first become aware of the heroes, the draconians bristle angrily—but they do not attack. Instead, the Sivak swaggers forward belligerently, while the Kapaks spread out behind.

Some or all of the draconians, especially Thalís the Sivak, can be converted to the heroes' side—the dragon men now see Malys as a menace to themselves and the whole world; they were forced by their Dark Knight "allies" to report to Malys for duty. If the heroes attempt to speak to the draconians, they learn this, and also that the draconians are departing Malys's realm. If the group establishes amicable relations with the draconians, they travel together and are no longer bothered by scouts from Malys's army.

## Atmosphere

The Narrator should hurry the heroes away from the plateau by reminding them of the churning skies overhead and the rumbling ground. Showers of rock and dust, small landslides, and deep, sinister rumblings emanating from the plateau also should push the heroes onward.

At night in the Desolation, volcanic activity lights up the realm's skyline, and this hellish illumination always reflects downward from the thick clouds, preventing complete darkness.

## Actions

The larger formations of Malys's army are avoidable, since they move slowly and dust clouds mark their presence. Still, the heroes can encounter stragglers (consisting of goblins, talons of Dark Knights whose armor bears the red flame of Malys's compgroup, mercenaries, or Baaz draconians). Depending on the heroes' precautions, Narrators should determine surprise for encounters as appropriate.

If the heroes attempt to drink water, a black aura on a random draw means that the water is poisonous. The hero must succeed at a *challenging Endurance* action

or give up one card from his hand every hour until he dies or is mystically healed.

When the heroes come upon the Kapak draconians, one of them must succeed at an *average Reason* action to figure out what the crest of Teyr means.

## Characters

The heroes have the chance to meet quite a few creatures in this scene.

- ☞ Two red spawn: *Hostile nonhumans*. Co 10, Ph 14, In 6, Es 6 (25), Dmg +10, Def -5, also dragon breath, sorcery (pyromancy), explodes into a fine spray of flaming oil at death.
- ☞ Six ogres: *Hostile nonhumans*. Co 5, Ph 13, In 3, Es 6, Dmg +5, Def -3, also thrown weapons.
- ☞ Marcellian: *A male young adult red dragon*. Co 10, Ph 50, In 11 (121), Es 11 (121), Dmg +16, Def -12, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (enchantment, pyromancy, summoning), mysticism (alteration).
- ☞ Desolation boar: *Animal*. Co 10, Ph 14, In 4, Es 4, Dmg +9, Def -5.
- ☞ Twelve goblins: *Hostile nonhumans*. Co 4, Ph 3, In 4, Es 5, Dmg +3, Def -2, also missile weapons.
- ☞ Six mercenaries: *Humans of varied age and demeanor, Adventurers*. Co 5, Ph 5, In 6, Es 6, Dmg +4 (cutlass), Def -3 (leather/buckler).
- ☞ Seven Baaz: *Draconians*. Co 8, Ph 6, In 6, Es 7, Dmg +4, Def -3, also glides, turns to stone at its death.
- ☞ Twenty Kapaks: *Draconians*. Co 8, Ph 6, In 5, Es 7, Dmg +2, Def -3, also paralyze, spills into acid upon death.
- ☞ Thalís: *A Sivak draconian, opinionated demeanor, Champion*. Co 10, Ph 12, In 7, Es 7, Dmg +12, Def -5, also can fly, shapechange, explodes on its death.

## Outcome

Whether or not the heroes befriend the draconians determines the outcome of this scene.

- ☞ If the heroes travel with the draconians, Narrators should play Scene Six.
- ☞ If they do not travel with the draconians, Narrators must play Scene Seven.





## Scene Six: Desolation's End

After gaining draconian guides, the heroes easily cross the Desolation. Captive heroes who missed Malys's attempt at godhood escape but find the journey a little rougher.

### Overview

The heroes and draconians meet Captain Darewind, a gold dragon in disguise. He takes them on his caravel, setting a course for the Dragon Isles.

On the other hand, captive heroes have to sneak or fight their way through the army camps, then must suffer through goblin attacks, volcano eruptions, and dragonspawn ambushes as they plod through the Desolation.

### Getting Started

Narrators should review information on gold dragons in the *Book of the Fifth Age* and the Desolation in *Dragonlore*.

### First Impressions

If the heroes have draconian help, the dragon men know a road to the coast (about one hundred and twenty miles north of Port Balifor) that avoids the dangers of the Desolation. After a week or so of steady marching, they reach the top of a bluff and see the following:

An expanse of blue sea, sun-speckled and dazzling after the bleakness of the Desolation, spreads outward from the base of the steep bluff. Immediately below, twin arms of the mountainous shore extend outward, sheltering a placid bay that is ringed by a beach of smooth sand. Driftwood, the first timber you have seen in many days, lies scattered along the beach. A narrow pathway, steep but passable, descends to the shore.

If the captured heroes did not escape in Scene Three, then they find themselves locked in a cage and watched by six ogre

sentries at the start of this scene. While they languish here, Malys concludes her council; the heroes see fiery signs of the convulsions above but have no real idea of what is going on. After a day or so, an ogre comes tromping up to the sentries.

A hulking ogre with golden epaulets marches up to the sentries who have been watching your cage. These guards snap to attention and cower in obvious fear as the newcomer growls at them. "Join legion—we march against Sanction Vale!"

Quickly, the sentries snatch up their weapons. One turns to point at finger at you as he addresses the captain. "We come, great lord—b-but, what about them?"

The big ogre shakes his head dismissively. "No matter—leave 'em. We got to get to Sanction before Sable takes all!"

Without another word, the ogres hustle off to join nearby troops.

The heroes are soon left alone, though they hear the tromp of thousands of marching feet echoing over the ground.

Once the heroes free themselves (as described in "Action," they discover the mess left by Malys's army. After escaping the camp, the heroes must make a grueling trek across the Desolation.

The heat smothers you oppressively. Occasional ash-laden breezes cool you down briefly, but they also coat you with a smudged layer of grime, which seems to insulate you and cause further heat distress. The journey has just begun, yet it seems to have already lasted a lifetime.

### The Story Continues

As before, the heroes can take one of two different paths to leave the Desolation.

### With Draconian Aid

If the heroes look out to sea, they have a chance to spot a ship. If they wish to draw the attention of its crew, they can make a fire from driftwood, or they might be able to employ magical pyrotechnics. Any signal from the shore attracts the crew's attention. The three-masted caravel drops

anchor in the bay and sends a longboat containing the captain and a dozen crewmen to shore.

Captain Darewind, a friendly golden-haired man of handsome visage, has been searching for draconian deserters (after receiving reports from a "source") and willingly takes the heroes aboard as well. He does not discuss his destination, but promises that the heroes will be satisfied. If the heroes resist going, then Darewind says that he must take them to someone who has information about Malys.

## On Their Own

During the trek west through the Desolation, goblins, mercenaries, and red dragonspawn attack the heroes. Narrators should determine surprise and initial encounter range normally for the goblins and mercenaries. The dragonspawn ambush the heroes from their position on the low cliffs above a gorge where the heroes are plodding along. The creatures fling themselves into a downward dive to attack.

Although the Narrator can add additional encounters to this trek (see Chapter Two of *Dragonlore* for some ideas), the heroes eventually see the Khalkist Mountains. The brutal terrain of the Desolation gives way to the semi-arid lands of the western half of Malys's realm.

## Atmosphere

Heroes with draconian aid can enjoy the trip ahead of them. Heroes in the Desolation, however, must deal with the heat, the paucity of water supplies (see the reference to geysers in Scene Five), and the nearby presence of Malys's army.

## Actions

A hero who looks out to sea should make an *easy Perception* action; if successful, he spots a tiny sail near the horizon. Heroes with acute vision, magically enhanced vision, or a successful *challenging Perception* action see that a pennant with a gold dragon on it flies from the ship's mast.

Captive heroes can attempt to escape their cage by bending the bars (a *daunting*

*Strength* action), picking the lock (a *challenging Dexterity* action), or possibly by tunneling under the cage (an automatic success, but time-consuming and boring).

As the former captives move through the camp, Kapak draconians left on garrison duty and bored goblin stragglers question them. In each case, a hero must succeed at a *challenging Presence* action to convince the monsters that they are not spies; otherwise, combat ensues.

## Characters

The heroes can meet up with quite a few characters either way they go.

- ☞ Captain Darewind: *A male mature adult gold dragon, inspiring demeanor.* Co 11, Ph 55, In 13 (169), Es 13 (169), Dmg +20, Def -16, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (aeromancy), mysticism (animism, alteration, meditation).
- ☞ Thirty-five crewmen: *Various races and demeanors, Adventurers.* Co 6, Ph 5, In 5, Es 6, Dmg +3 (short sword), Def -1 (padded silk).
- ☞ Three red spawn: *Hostile nonhumans.* Co 10, Ph 14, In 6, Es 6 (25), Dmg +10, Def -5, also dragon breath, sorcery (pyromancy), explodes into a fine spray of flaming oil at death.
- ☞ Desolation boar: *Animal.* Co 10, Ph 14, In 4, Es 4, Dmg +9, Def -5.
- ☞ Twenty goblin stragglers: *Hostile nonhumans.* Co 4, Ph 3, In 4, Es 5, Dmg +3, Def -2, also missile weapons.
- ☞ Eight mercenaries: *Humans of varied age and demeanor.* Co 5, Ph 5, In 6, Es 6, Dmg +4 (cutlass), Def -3 (leather/buckler).
- ☞ Twenty Kapaks: *Draconians.* Co 8, Ph 6, In 5, Es 7, Dmg +2, Def -3, also paralyze, spills into acid upon death.

## Outcome

The heroes actions can move them into another act or finish off this one.

- ☞ If the heroes board the ship, they proceed to Act Three.
- ☞ If they won't board the ship, did not spot it, or are not in a position to contact it in the first place, they go to Scene Seven.





## Scene Seven: Khalkist Road

After walking across much of Malys's realm, the heroes find themselves at a road which leads them through the lands of Khur to the foot of the Khalkists.

### Overview

The heroes need to reach Sanction Vale.

### Getting Started

The Narrator may wish to consult the map of Ansalon included in the FIFTH AGE boxed set, as well as the material on Khur in the *Heroes of Hope* supplement.

### First Impressions

The moist air against your face is the first sign that you have reached the end of Malys's wasteland. A sense of ease steals over you as you realize that you won't have to deal with Malys's troops anymore.

### The Story Continues

The heroes can find passage to Sanction Vale in several different ways:

- ♣ Neraka: The heroes must pass a Dark Knight checkpoint. If the heroes persuade the Knights that they are not spies, they pay a toll and pass. Otherwise, the Knights order them to return east.
- ♣ Thoradin: Heroes must deal with dwarves. If a Legionnaire hero is present, then the heroes can gain aid from the Legion. They enter Blöde.
- ♣ Blöde: The heroes must fight ogres to make it to the coast.
- ♣ Khur: If the heroes played the adventure in *Heroes of Hope*, they could visit the city of Ak-Khurman (from Port Balifor) and gain a guide.

### Atmosphere

Since the heroes have spent weeks wandering the Desolation and Khur, the Narrator should emphasize the change from

dry heat, little or no vegetation, and dusty, ashy air to clear air, lots of plants, and cooler temperatures. Even while they were in the arid area of Malys's realm, little in the way of lush green plants grew.

### Actions

It takes an *average Presence (Spirit)* action, opposed by Knight-Officer Stander, to convince him to let the heroes pass. However, the presence of draconians makes the difficulty *challenging*. Any suspicious actions cause the Knights to attack the heroes.

In Thoradin, the heroes must make a successful *average Presence (Spirit)* action to persuade the dwarves to let them pass. If a dwarf or Legionnaire is in the party, then the difficulty becomes *easy*. Once through Thoradin, however, several groups of ogres battle them.

### Characters

If the heroes try to push through the Khalkists, they meet the Dark Knights. Otherwise, they could meet up with ogres or dwarves if they take a different route.

- ♣ Knight-Officer Garen Stander, a Knight of the Lily: *Human male adult, tough demeanor, Champion*. Co 8, Ph 8, In 6, Es 7, Dmg +8 (broad sword), Def -8 (plate/target), also missile weapons (crossbow/+5).
- ♣ Nine Dark Knights: *Human adults of various demeanors, Adventurers*. Co 7, Ph 8, In 5, Es 6, Dmg +8 (two-handed sword), Def -5 (plate), also missile weapons (crossbow/+5).
- ♣ Several ogres: *Hostile nonhumans*. Co 5, Ph 13, In 3, Es 6, Dmg +5, Def -3, also thrown weapons.
- ♣ Several dwarves: *Mountain dwarves of various age and demeanor, Adventurers*. Co 4, Ph 6, In 5, Es 5, Dmg +2, Def -2, also missile weapons (crossbow/+5).

### Outcome

Upon success, the heroes reach the siege around Sanction Vale. The adventure continues with Act Two.





# ACT TWO

## Scene One: The Big City

The heroes arrive in Sanction, via one of two methods: on foot from Act One or on dragon back from Act Four.

### Overview

Once within the city, the heroes learn about recent events and are presented with several opportunities for continuing the adventure.

### Getting Started

The Narrator should review the description of Sanction in *Dusk or Dawn*.

### First Impressions

The Narrator should read one of the passages below (adjusting as necessary). The first passage details an arrival on foot.

You see a wide valley flanked by three lofty volcanoes surrounded by what looks like a river of lava. Beyond, barely visible through the murk and smoke that spumes from the mountains, you glimpse the smooth waters of the New Sea.

The following passage describes the scene for those that come on the backs of metal dragons (from Act Four).

The flight over the Northern Khalkists is long and cold, but finally your proud dragons carry you over the shoulder of a great, smoking mountain. You see a wide valley flanked by three lofty volcanoes and surrounded by a river of lava.

The dragons come to rest on the lower slopes of the mountain, reminding the heroes that, as a gesture of peace to Malys and Sable, Hogan Bight has prohibited metallic dragons from entering his city. Once within the city, the heroes should inform Hogan Bight of Malys's plans to attack and ask him about the location of the Gemstone Wyrms Regia spoke of.

Whether on the land or in the air, all heroes witness this view of the city:

A moat of fiery rock surrounds Sanction Vale. The encampment of the Knights of Takhisis forms a great semicircle around the city, barricading the land approaches to Sanction.

Before the heroes descend into the valley, several men approach them. If the heroes approach them with friendly or neutral expressions, the men chat with them for a while. After sounding the heroes out to see if they are affiliated with the Dark Knights, the men decide to reveal that they are Legionnaires. If the heroes tell the men that they need to enter Sanction, the Legionnaires show them a hidden path that leads to a manned boat. Once the heroes leave Sanction's docks, Narrators should read the following:

Humans, dwarves, half-ogres, minotaurs, goblins, and draconians all surge through the crowded streets of Sanction. Numerous inns line the curbs to either side, and from many of these emerge the noises of loud conversation, bardic music, and the occasional crash of crockery.

As you reach a crossroads, you hear a commotion from a shadowed street to the left. Before you, a uniformed warrior waves a pennant and shouts for attention from a thickly-packed crowd. To the right stretches a quiet, unoccupied lane.

### The Story Continues

The heroes have several options: investigating the throng ("Hogan Bight Wants YOU!"), tracking down the commotion ("Street Thugs"), or venturing down the empty lane ("Here Comes Trouble!").

### Hogan Bight Wants YOU!

To investigate the crowd gathered around the warrior, the heroes must move farther into the small plaza. Several pennants wave overhead, and the clash of steel rings out over the observers' cheers. Once inside the plaza, read the following aloud:

# SANCTION VALE

Five men in uniforms of gleaming red silk occupy the open area in the plaza. One man holds a staff with the pennant of the crimson sword flying from it. Two trumpeters raise their gleaming instruments, braying a triumphant fanfare. The last two men, one of whom wears a golden cape over his red silk tunic, bear slender long swords. It appears as if both men have just finished crossing swords, for the man without the cape looks a bit winded.

Bowing to each other with a smooth flourish, the two men once again touch blades in a ringing clash of steel. In a blaze of speed, they thrust and parry, the sound of their weapons clashing in a continuous wave of sound. Abruptly, the gold-caped swordsman leans in, twists, and disarms his opponent.

The heroes can join in the applause offered by the rest of the crowd. The skilled swordsman smiles and bows, while the loser ruefully retrieves his weapon. If the heroes wait for another moment, they hear the following speech:

"Citizens of Sanction and fair travelers from beyond! Hear my invitation, and know the opportunity that awaits!

"I am Captain Alphonse Dewald, a commander in His Excellency, Hogan Bight's, Sanction Guard. I invite you all to join our service; you will learn skills with weaponry, such as I have just demonstrated. And, too, you may play a great role in the defense of our fair city against the menaces that lie beyond the mountains and the sea!"

Muttering, most of the crowd disperses, though several young men and women step forward. The captain refers them to his assistant and eyes the heroes knowingly. If they approach, he invites them to join, assuring them that experienced veterans could be granted positions of prestige.

If the heroes sign up, want to learn more about the Sanction Guard, or ask to see Lord Governor Hogan Bight, Captain

Dewald directs them to the training grounds outside the city.

If, instead, the companions engage in conversation with Captain Dewald, they can learn several interesting facts:

- ♣ Ships on the New Sea have recently been menaced by black dragons.
- ♣ Hogan Bight dwells in a well-guarded house high above the city. If the heroes pursue this line of questioning, he points out the palatial structure, easily seen from where the heroes stand.
- ♣ The Guard is a group of skilled and well-paid mercenaries.

## Street Thugs

As the heroes start along the crowded street, they hear shouts and a growing commotion; a crowd conceals the source of the disturbance. Abruptly, the gathering parts. The Narrator should read the following aloud.

A sharp, female scream rings out in front of you. As the fleeing citizens scatter, you see a pair of hulking figures, bigger than large men, looming over several struggling humans. Another scream echoes, and you see that each figure is clutching the arm of a pretty, young woman.

The menacing figures roughly haul the two females, who wear the aprons of barmaids, up the street. Again the women scream, and one captor chuckles throatily.

If the heroes do nothing, the half-ogre captors haul the women away. Nearby, a disgusted innkeeper places a "Help Wanted" sign in a window of his tavern.

If the heroes choose to intervene, the half-ogres turn to face them. One barks a warning to "Mind yer own bizness!" while fingering a sword at his belt. Should the heroes persist, the two half-ogres release their captives and draw their huge swords; they are somewhat drunk, quite ornery, and spoiling for a fight. They fight dirty and enjoy inflicting pain on their opponents. If one of these brutes is wounded, he howls a deep, yodeling cry.



## The Battle

During the battle, the women take the opportunity to kick the half-ogres whenever the creatures turn their backs to them. Two combat minutes after the half-ogres cry for help, six more of the creatures charge out of an inn across the street. They do not hesitate to join the fight, which swiftly becomes a brawl.

After five combat minutes, a bugle sounds an alarm and two troops of city Guards (under Captain Dewald's command) close in, one from each side of the street. The half-ogres break from the battle, rushing through the door of the inn where the six brutes were drinking.

If the heroes fight the Guards, the watchmen use bolas to capture them. If the Guards capture them, or if the heroes try to explain themselves, the Guards haul them away to the city magistrate (see below). If any hero has lost more than half of his Hand of Fate by now because of wounds, his injuries prevent him from escaping; that hero, and any others who remain behind, are arrested.

If the companions want to flee, they see no alleys nor other passages. However, they can charge through one of the two inns facing the street. In that case, they make it to the alley behind the tavern and are soon loose on the city streets again.

## The City Magistrate

On the the heroes' first visit to the magistrate, they find him relatively open-minded and fair. If it is their second offense, however, he seems quite stern and unforgiving.

The magistrate, resplendent in a curling, powdered wig, sits at a great bench high above the courtroom floor. You are herded into a waist-high wooden enclosure as Captain Dewald steps forward. "What are the charges?" demands the regal figure from his lofty perch.

The captain quickly recites the facts as he perceives them. He makes no mention of any excuses the heroes made; instead, he sticks to the facts, though he implies that the heroes are responsible for a great deal of damage and trouble. His speech is full of

phrases like "gratuitous flaunting of the laws" and "callous disregard for the rights and property of honest citizens."

If the heroes try to interrupt the charges, the magistrate bangs his gavel and sternly calls for order. If further disruptions occur, he orders the offending heroes bound and gagged.

Only after captain recites the charges are the heroes allowed to speak. They might persuade the magistrate that they have important information for Hogan Bight. If so, Captain Dewald escorts them to Hogan's house. More likely, if this is the heroes' first offense, the magistrate orders them to pay fines and then turns them loose. If this is the second offense, or if the heroes have acted in such an uncouth manner that they have offended the magistrate, he sentences them to hard labor under the Guard's supervision.

## Here Comes Trouble!

If the heroes turn down the quiet street, they find it strangely deserted.

As you wander down the empty street, you hear faint sounds of laughter and conversation coming from the surrounding inns and shops but see no pedestrians. Suddenly, a cheerful voice greets you from a dark alley. "Hi there! We don't see too many heroes on Kenderstreet!"

In moments, six kender amble forward. They wear a variety of bright, patched garments, and all smile guilelessly as they stride forward.

"I'm Tarni Taleweaver," says the first kender, a slightly plump female with her red hair woven into a long topknot. She bows and extends her hand expectantly.

Even if the heroes don't take her hand, Tarni and her companions approach, all the while chattering comments and asking questions. Meanwhile, more kender come out of the surrounding buildings and alleys. A throng of kender surrounds them before the heroes can try to flee.

Questions arise in a tangle of sound, though some are audible. Of course, the heroes are not given a chance to answer before a kender chirps the next question.

"How'd you get that scar on your face?"

"Don't you guys think you should get a bath. Not to be impolite, but you kind of stink."

"My Auntie Estiwilder can sew up that torn cape for you. Should I go get her?"

In the process of trying to retain their possessions, the heroes might learn some pertinent facts from the kender:

- ♣ Hogan Bight rules the city, and he lives in the big mansion on the hill.
- ♣ Some half-ogre bullies across the main avenue have been causing trouble.

## Atmosphere

While in Sanction, the heroes might try to find rooms at an inn or seek out some nightlife. Both can be accomplished easily; prices are high, but business is booming. The city has many lively night spots, including places with dancers, musicians, and contests of strength, beauty, and gluttony. Still other inns are quiet places, with shadowy alcoves and, occasionally, sinister figures lurking in the darkness. The food is mediocre at most places, though a few establishments pride themselves on fine cuisine. Seafood and cheese are two of Sanction's most common foods, and both are available in all grades of quality.

## Actions

While battling the half-ogres, a successful *average Perception* action allows heroes to realize that the yodel is a call for help.

When defending themselves in court, the players should role-play their way out of the situation. If they resort to Presence actions (opposed by the magistrate's Spirit), the difficulty is *average* (first offense) or *challenging* (second offense). If the heroes must pay a fine, each hero (or a friend) needs to succeed at an *average Wealth* action to come up with the money. Otherwise, heroes who fail are sentenced to hard labor.

While on Kenderstreet, each hero can make an *average Perception* action (*easy* for kender and others with acute eyesight) to see if he notices the theft of a valued item (chosen by the Narrator).

Narrators should require successful *average Presence* or *Perception* actions to learn the bulleted information in this scene. Also, if the heroes wish to rent a room, they must make a successful *Wealth* action: *easy* is a cheap room, *average* results in an okay room, *challenging* secures a nice room, *daunting* results in a posh room, *desperate* equals a nice suite, and *impossible* results in a posh suite.

## Characters

Several characters either help the heroes or make their lives difficult.

- ♣ Legionnaires: *Human male adults, calm demeanor, Adventurers.* Co 7, Ph 7, In 6, Es 5, Dmg +3 (short sword), Def -2 (leather armor).
- ♣ Captain Alphonse Dewald: *A human male adult, charismatic demeanor, Master.* Co 7, Ph 7, In 7, Es 7, Dmg +7 (long sword), Def -2 (leather armor).
- ♣ Sanction locals: *Humans of varied ages and demeanors, Unknown and Rabble.* Co 5, Ph 5, In 5, Es 5, Dmg 0 (unarmed), Def 0 (common clothing).
- ♣ Two half-ogres: *Hostile nonhumans.* Co 5, Ph 11, In 4, Es 6, Dmg +6 (broad sword), Def -3.
- ♣ Twenty-four Sanction Guards: *Humans of varied ages and demeanors, Novices.* Co 7, Ph 6, In 5, Es 5, Dmg +6 (broad sword, bolas/+2), Def -2 (leather).
- ♣ The magistrate: *A human male adult, authoritative demeanor, Novice.* Co 5, Ph 12, In 4, Es 6, Dmg +6 (broad sword), Def -3 (chain mail).
- ♣ A riot of kender: *Kender of varied ages and demeanors, Unknown and Rabble.* Co 8, Ph 4, In 7, Es 5, Dmg +1, Def -2.

## Outcome

The heroes have several options available to them in this scene.

- ♣ If they work for the Guard, the heroes go to Scene Two.
- ♣ If the heroes go to Hogan Bight's mansion, exhaust all options in this scene, or have been to the Dragon Isles, they should play Scene Three.







## Scene Two: The Sanction Guard

The heroes have either enlisted in the Sanction Guard or have been sentenced to hard labor hauling supplies.

### Overview

The heroes earn the chance to talk to Hogan Bight by helping to catch a Knight of Takhisis trying to enter the Guard.

### Getting Started

Narrators should review the material about the Dark Knights in *Dusk or Dawn* and *Heroes of Steel*. Reviewing the advanced actions in *Heroes of Steel* should also prove useful.

### First Impressions

The Guard encampment sprawls on the plain just east of Sanction. It stands within the fortifications of Sanction Vale's siegeworks, with three sides protected by berms of dirt overlooking the fiery moat of lava that rings the city. Hundreds of tents are arrayed in neat rows.

### The Story Continues

To join the Guard, the heroes must first stand in a line to interview with Captain Dewald. The supervisor of heroes sentenced to hard labor allows them to take a break from their work hauling supplies from the wagons near the interview line.

A clean-shaven young man with an open, friendly face steps out of the tent and motions for the next person in line to enter. However, an older man steps out behind him and taps him on the shoulder. "You forgot something," he says, frowning. A split second later, he yells, "Grab him, but don't kill him!"

The young man is a Dark Knight attempting to infiltrate the Guard. He attacks Sergeant-Major Kaspert (the older man). Should the heroes help subdue the

Knight, Captain Dewald introduces himself (if necessary), thanks them, and mentions that Hogan Bight would want to thank them also. If the heroes press the issue, the captain takes them to Hogan. If the heroes ask how the Sergeant knew about the Knight or about what the Knight left behind, the Captain maintains a mysterious silence about the former and replies "some papers" to the latter.

### Atmosphere

The encampment has a rigid structure of command. If any of the heroes go where they shouldn't or act in an undisciplined manner, someone is likely to notice.

### Actions

Aside from the tussle with the Dark Knight, no other actions are necessary.

### Characters

The heroes have the opportunity to meet several characters.

- ☞ **Dark Knight:** *A human male adult, resourceful demeanor, Adventurer.* Co 7, Ph 8, In 5, Es 6, Dmg +7 (long sword), Def -2 (leather).
- ☞ **Captain Alphonse Dewald:** *A human male adult, charismatic demeanor, Master.* Co 7, Ph 7, In 7, Es 7, Dmg +7 (long sword), Def -3 (chain).
- ☞ **Sergeant-Major Kaspert:** *A human male adult, observant demeanor, Champion.* Co 6, Ph 7, In 4, Es 7 (49), Dmg +9 (great sword), Def -2 (leather), also mysticism (healing, mentalism, sensitivity).
- ☞ **Other recruits:** *Humans of various age and demeanor, Novices and Adventurers.* Co 7, Ph 7, In 7, Es 7, Dmg +3 (short sword), Def -2 (leather armor).

### Outcome

This scene's outcome depends on whether the heroes help subdue the Dark Knight.

- ☞ Heroes who help earn a trip to Hogan Bight's house (Scene Three).
- ☞ If the heroes don't help, they return to Scene One without further ado.

## The Sanction/Sable War

If the Narrator wishes to develop a military campaign, the following information provides some starting material. Naturally, much embellishment is required for a fully detailed battle game.

Narrators should consult the aerial combat rules in Chapter Four of *Dragonlore* and the mass combat rules in Chapter Five of *Night and Day* for information on how to conduct battles.

### Campaign Objectives

Although she has been hesitant to move against Hogan Bight before now, Onysabet wants to frighten him and to cause a certain amount of damage in Sanction Vale now that the Red Marauder is busy with her own campaign. Sable is not, for the moment, interested in an utter conquest of the city; however, she is worried about Malys's ambitions and wants to strike first so that she can thwart any aims of the Red Marauder to claim Sanction Vale for herself.

The Knights of Takhisis wish to keep the pressure on Sanction Vale. They are not ready to make a full-scale attack, and they will not unleash their blue dragons against the city itself (for fear of metallic dragon reprisals). However, they do use all of their forces to challenge any sortie made by the defenders.

Lord Governor Hogan Bight is primarily concerned with protecting his current holdings, without goading the Knights into an all-out assault. If possible, he wants Sable to suffer a major setback—one that would convince her that she must leave the sea approaches to Sanction Vale undisturbed.

### Orders of Battle

The armies who fight this war consist of the following troops:

Army Type	Base Power	Average Coordination	Average Physique	Command Score	Final Power
Sanction Guard	83,910	7	8	8	114,887
Guard knights	20,800	11	11	9	36,000
Militia	10,000	5	5	7	20,000
Knights of Solamnia	22,800	7	10	8	28,500
Legion of Steel cell	4,900	7	7	8	6,125
Goldi's dragons	8,940	10	47	12	11,175
Knights of Takhisis	91,260	7	10	8	114,075
Knight cavalry	18,600	9	11	8	23,250
Sable's bakali	35,000	5	7	8	35,000
Sable's draconians	48,000	8	6	7	36,000
Sable's dragons	10,000	10	50	11	12,500

### Timetable

The initial attack is launched eight days after the heroes arrive in the city. It commences with a surprise attack by the black dragons, who dive from the smoldering skies and spew their deadly acid around the city. At the same time, Sable's bakali and draconians attack the harbor in ships. Goldi's bronzes attack the black dragons, attempting to draw them away from the city, and the covert garrison of Knights of Solamnia defend against the enemy ships on the waterfront. The Knights of Takhisis, seeing their chance, also attack, and the Guard, its knights, the militia, and the Legion of Steel's cell defend the city on the siege lines.

If the heroes wish, they can join the Guard on the lines or, if they came to Sanction on dragon back, they can take to the air and fly against the black dragons!





## Scene Three: A Warlord's Manor

The heroes have either been escorted from the court or from the Guard encampment to Hogan Bight's house, or they have found their way on their own.

### Overview

At the warlord's manor, the heroes can seek an audience, or they can break up an assassination attempt and earn the Lord Governor's gratitude.

### Getting Started

The Narrator should review the poison special ability in the *Book of the Fifth Age*.

### First Impressions

Lord Governor Hogan Bight's residence sits behind a wall on the slope overlooking Sanction. Beyond the barrier, massive marble columns line the front of a great manor house of white stone. The street continues on to other, less grand residences, and on either side of the house a narrow alley divides Hogan Bight's estate from a neighboring manor.

### The Story Continues

As they approach the manor, observant heroes may notice strange activity in the nearby alley (see "Actions"). If they investigate, they meet a militia guard—actually, the lookout for the assassins in the alley. This man, named Wickill, claims he is waiting for his girlfriend, a servant in the manor. If any heroes try to slip past him into the alley, he coughs loudly, warning the rest of the assassins. Should the heroes silence Wickill, they can enter the alley and surprise the rest of the assassins, who are preparing to climb the wall.

If the heroes wait in front of the manor or proceed on their way to the entrance, Hogan's bodyguards thwart the assassination attempt. They capture one assassin, who points to the heroes as his

employers (he saw the group entering the estate). If the heroes had an escort, the escort vouches for them. (The Narrator should remember that escorts can have an impact on some of the other actions in this scene as well.) If not, the Guards attempt to arrest the group and chain them with the assassin. If the bodyguards successfully take the heroes into custody, they are brought before Hogan Bight.

### The Battle

Any attack or alarm by the heroes disrupts the assassination attempt. The assassins try to escape, but, since the alley is a dead end, they must flee past the heroes to do so. Any assassins killed (and especially captured!) enhance the heroes' status when they meet Hogan Bight. However, if some assassins escape, they use their crossbows to kill any comrades who have been taken prisoner.

One combat minute after an alarm, twelve of Hogan Bight's bodyguards come out of the estate's front gate, and twelve more enter the alley from the rear (via secret door). The captain quickly sorts out the situation; he praises the heroes and takes them to meet Hogan Bight.

If the heroes decide to fight the eight Guards inside the manor, after two combat minutes, twelve more Guards arrive. If the battle continues past five combat minutes, ten more Guards arrive. At this point, the heroes should give up or die in the battle.

Should the heroes attempt to escape (inside or outside the manor) in the first combat minute, they have a one-in-three chance of doing so successfully (a white aura result in a random draw). If the heroes try to escape after the first combat minute, then they automatically meet twelve Guards; after five further combat minutes, ten more Guards arrive.

### A Meeting with the Warlord

Depending on the outcome of earlier scenes, Hogan Bight, Lord Governor of Sanction, could meet the heroes in the company of Captain Dewald or in the company of his bodyguards. The warlord acts appropriately grateful or enraged.

Hogan Bight sits before you in a large chair, flanked by captains of his Guard. He wears a robe of black silk; his face is sun-bronzed and frank, though his eyes remain hooded, carefully appraising.

Eventually, important information should be exchanged: Hogan wants to hear about Malys's attempt at godhood, the cooperation (or lack thereof) between the overlords, and observations about the shadow dragon. If the heroes come from the Dragon Isles, Hogan promises to allow them to meet with Iyesta's agent, Goldi Darwin, who can answer their questions about the Gemstone Wurm, he believes.

If they haven't already been there, Hogan Bight tells the heroes that they need to go to the Dragon Isles and speak to the Oligarchs—the rulers of the gold dragons. If the heroes came from the Dragon Isles, Hogan promises to allow them to meet with Iyesta's agent, Goldi Darwin, who can answer their questions about the Gemstone Wurm, he believes.

If the heroes play their cards right, they can emerge from this meeting with Hogan Bight's gratitude. The warlord grants them a ship to the Dragon Isles (assuming they have not yet gone there). However, he informs them that, without the help of a metallic dragon, their chances of reaching the isles are slim.

If the heroes begin by acting belligerent and uncooperative, or if they are suspected of being linked to the assassins, Hogan remarks that assassins are put to death and that it would be a shame to kill the heroes (perhaps causing them to persuade him of their innocence).

## Atmosphere

When the heroes approach the manor itself, it should seem imposing. Not only does the main entrance have huge double doors, but all the archways within the manor stand wide and tall.

## Actions

Heroes who make a successful *daunting Perception* action as the scene begins sense or see figures furtively disappearing into the dark alley; also, a cloaked figure lurks just outside of the alley. If the action succeeds at only the *challenging* level, the

hero notices only the cloaked figure. Should the heroes fail in this initial action, any announcement that they continue investigating the front of the house allows an *average Perception* action that can reveal the figure under the tree.

If Hogan suspects them of working with the assassins, the heroes must make a successful *average Presence (Spirit)* action to persuade him to believe their story. Otherwise, he holds them for two hours while he interrogates the prisoner.

## Characters

The heroes might have an escort consisting of Captain Dewald and ten Guards.

- ♣ **Captain Alphonse Dewald:** *A human male adult, charismatic demeanor, Master.* Co 7, Ph 7, In 7, Es 7, Dmg +7 (long sword), Def -6 (chain/target).
- ♣ **Guards:** *Humans of various age and demeanor, Adventurers.* Co 5, Ph 5, In 6, Es 6, Dmg +7 (long sword), Def -4 (chain/buckler).
- ♣ **Wickill Staid, a lookout:** *A human male adult, scheming demeanor, Novice.* Co 5, Ph 5, In 6, Es 5, Dmg +7 (long sword); Def -2 (leather).
- ♣ **Twelve assassins:** *Human male adults, various demeanors, Novice.* Co 6, Ph 4, In 5, Es 5, Dmg +3 (short swords), Def -2 (leather), also six have missile weapons (crossbows/+5 with poison).
- ♣ **Hogan Bight:** *A human male adult, relentless demeanor, Master.* Co 8, Ph 7, In 9 (81), Es 9 (81), Dmg +2 (dagger), Def -2 (leather), also sorcery (geomancy), mysticism (alteration, channeling, mentalism).

## Outcome

The heroes' actions in this scene can earn them the respect of Hogan Bight (plus his aid), or it could end with their escape.

- ♣ If the heroes accept Hogan's commission (and haven't been to the Dragon Isles), they board a ship (Act Three).
- ♣ If the heroes, mistakenly fingered as assassins, escape custody, they go back to the streets in Scene Four.
- ♣ If the heroes have Hogan's directions to Goldi, go to Scene Four.





## Scene Four: Sanction Nights

Either the heroes have exhausted (or escaped from) the possibilities in Scenes One, Two, or Three, or they have come through Scenes One and Three after visiting the Dragon Isles.

### Overview

Loose on the streets of Sanction, the heroes meet an agent of the brass dragon Iyesta. If at this point the heroes have already been to the Dragon Isles, Goldi Darwing informs them how to approach Malys's Gemstone Wyrm.

### Getting Started

Since this scene can be approached in several different ways, the Narrator must be flexible about introducing it.

### First Impressions

If the heroes came from Hogan Bight's manor (after visiting the Dragon Isles), the Narrator should read the following aloud:

Hogan Bight's instructions have led you to a small inn on a quiet street in one of Sanction's nicer neighborhoods. Upon entering, you are greeted by a woman of stunning beauty and shimmering golden hair.

If the heroes escaped or exhausted the other scenes in this Act, the Narrator should read the following aloud:

A woman of striking beauty is walking along the street before you. She wears a shimmering gown of red silk, and her hair is a luxuriant blond that waves all the way down her back. She ignores the whistles and catcalls from admiring males to either side, and when a brawny warrior swaggers forward to accost her, she pushes him, sending him sprawling into a pool of mud.

## The Story Continues

If the heroes have already been to the Dragon Isles, the Narrator should run through "Back from the Dragon Isles." If the heroes are merely meeting Goldi on the street, then they go to "A Chance Encounter?"

### Back From the Dragon Isles

Of course, if the heroes have already met Goldi during an earlier run through this scene, they will recognize her. She verifies Regia's information that before Malys made her attempt at godhood, she created a powerful device called the Gemstone Wyrm. The Wyrm is a sculpture of fabulous gems that allows the Red Marauder to greatly expand her power. The totem can be destroyed only by a true dragonlance wielded by a dragon rider.

If the heroes agree to attempt to destroy the Gemstone Wyrm, she informs them of a cavernous entrance below the Peak of Malys that leads deep into the wicked wyrm's lair. After the meeting, the heroes can go find their dragons, who have been waiting on the mountain outside of town.

### A Chance Encounter?

The blond-haired woman is actually Goldi Darwing, a gold dragon who spends her time in Sanction in the guise of a human woman. She is a loyal follower of Iyesta and has sought a chance to meet the heroes.

If the heroes step forward, the muddy warrior mutters disgustedly and wanders off. Should the heroes leave Goldi and her unwanted suitor to their own devices, the man rises and lunges toward her, sending her reeling backward into the heroes. He is a bully and coward, however; any intervention on their part quickly drives him away. In gratitude to her saviors, Goldi offers to take them to a little place she knows and buy them dinner.

Once inside this quiet inn, however, the guise drops. Goldi is all business as she tells them that she knows of their adventure in the Desolation. She also informs them that Sable's attack on Sanc-



tion is imminent and that Iyesta is watching Malys's realm carefully (but is also worried about Sable). To help prevent any further disasters, the heroes must go to the Dragon Isles to gain some dragon mounts to help them on their quest. She also tells them to talk to Hogan Bight (if they haven't already done so).

If the heroes make no move to help Goldi in this scene, they may continue to wander; the Narrator should invent appropriate encounters to draw them into the adventure or urge them to consider another line of work. For example, if they haven't done so already, the heroes could visit a Guard encampment to enlist.

## Atmosphere

Goldi Darling can be overplayed by the Narrator; she acts like a stereotypical dumb blonde, giggling at all sorts of things, making inane jokes, appearing to be very impressed by the heroes' capabilities—right up until she is able to talk to them privately. Once other people aren't watching, she drops the act and talks to the heroes with a very serious and grave tone of voice.

## Actions

The only actions in this scene involve scaring off the bully (if they meet him) and talking with Goldi. If the heroes manage to keep the bully involved in combat for more than two minutes, the Sanction Guard steps in and stops the fuss. At this point, Goldi disappears, leav-

ing the heroes to be arrested and brought before the city magistrate.

If the heroes simply scare off the bully, then Goldi stays around and the scene continues.

## Characters

The heroes have a good chance to meet Goldi, even if only briefly. They can also scare off a bully or fight with him and meet some Guards.

- ♣ **Goldi Darling:** *A female adult gold dragon, gregarious demeanor.* Co 10, Ph 48, In 12 (144), Es 12 (144), Dmg +18, Def -14, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (enchantment), mysticism (alteration, channeling, meditation).
- ♣ **Bully:** *A human adult male, impulsive demeanor, Rabble.* Co 5, Ph 5, In 5, Es 5, Dmg 0 (unarmed), Def 0 (common clothing).
- ♣ **Ten Guards:** *Humans of various age and demeanor, Adventurers.* Co 5, Ph 5, In 6, Es 6, Dmg +7 (long sword), Def -4 (chain/buckler).
- ♣ **Sanction locals:** *Humans of varied ages and demeanors, Unknown and Rabble.* Co 5, Ph 5, In 5, Es 5, Dmg 0 (unarmed), Def 0 (common clothing).

## Outcome

This scene presents the heroes with several possible outcomes.

- ♣ If the heroes get themselves arrested, they go back to Scene One.
- ♣ They also have additional opportunities in this scene to be urged to check out the Sanction Guard; the Narrator should go to Scene Two if they decide to do so.
- ♣ Alternatively, they can find their way to Hogan Bight's house (Scene Three).
- ♣ If the heroes need a ship and have already seen Hogan Bight, then Goldi secures a ship for them. After meeting Captain Darewind (from Act One, Scene Six) of the *Golden Hull*; go to Act Three.
- ♣ Heroes who came to Sanction from the Dragon Isles go to Act Five after their meeting with Goldi.





# ACT THREE

## Scene One: Golden Horizons

The heroes boarded the *Golden Hull* from the Desolation (Act One) or from Sanctification (Act Two).

### Overview

Arriving in the vicinity of the Dragon Isles, the heroes' ship is set upon by chaotic storms, which could cause it to wreck upon one of the islands' shores.

### Getting Started

The Narrator should review the information about dragons in *Dusk or Dawn* and *Dragonlore*. Also, the description of Jaentarh in *Dragonlore* should be useful. If the Narrator wishes to have the heroes defend themselves from some of the local wildlife on Jaentarh, the animal descriptions listed in the *Book of the Fifth Age* should help.

### First Impressions

The *Golden Hull* is a fast ship, and her captain proves capable and steady. For weeks you sail north, then skirt the deadly waters around the Teeth of Chaos. Finally, green horizons rise from the seas, and the captain informs you that you are passing between Alarl and Jaentarh, two of the Dragon Isles. The waters are aquamarine and placid; the wind blows steadily out of the southwest.

A day past these islands, however, the sea rocks underneath you, and the ship heels violently to port. Abruptly the skies darken, wind howls through the rigging, and your faces are lashed by a warm, stinging onslaught of rain.

### The Story Continues

A full-fledged chaos storm has arisen in less than a minute's span of time. The violence of the storm sweeps several crewmen overboard, and all hands are put to work. The heroes are ordered to

furl the sails on the foremast and scout for dangers ahead (see "Actions").

After a mighty squall, the storm ends as quickly as it began. If the ship has struck an obstacle, it flounders and washes up on the shore of Jaentarh. Any hero who has fallen overboard is swept toward Jaentarh, together with other flotsam. Although the captain won't turn back for castaways, he does give heroes on the ship a longboat that they can use to go and look for fallen companions. In this case, the heroes reunite on Jaentarh.

If the ship makes it through the squall intact, it still suffers bad damage, and the captain insists on making a course for Aurlialastican with all speed.

### Jaentarh

The coast of this island is rocky and inhospitable, with waves crashing onto piles of coral that rise beyond the shore. Splintered boards, crushed barrels, and other driftwood is cast up beside you. Away from the water, a dense jungle offers shade but steams with humidity. You can see the incongruously snowy summits of a lofty mountain range rising several miles away.

The castaway scenario can be played with as much detail as the Narrator desires. The heroes cannot find enough material to build a boat, nor is there any road or other sign of civilization.

Whether the heroes choose to stay put, follow the shore, or explore inland, within a few days they encounter one of the island's primary denizens: the copper dragon Whipfyre. If the heroes move around the island, they find Whipfyre at the mouth of her cavern lair in the jungle's rocky hills; if they remain stationary, the dragon settles to the coral rocks of the coast to confront them directly.

"Trespassers!" calls out the glinting copper dragon. "Leave this island at once!" she demands curtly. "And don't give me that lame excuse of being shipwrecked. It's been done before by two-legs prettier

# THE MISTY ISLE

than you." She pauses for a brief second, as if considering something. "If you're stuck here, you might as well plan to live in the jungle for the rest of your lives, like the other shipwreck survivors that inhabit this isle. However," she adds angrily, "you need to do your surviving somewhere else. This is *my* coastline!"

With a proper display of deference, perhaps warmed by gifts and flattery, the copper relaxes her hard line. The horrible chaos that wracks her island upsets her, and if the heroes can make it clear that they serve a high purpose, she relents.

## Atmosphere

The Narrator should describe the storm in terms of its violence and frenzy. If the heroes find themselves shipwrecked, then Narrators should be sure to emphasize the tropical climate that Jaentarth enjoys.

## Actions

During the course of the storm, each hero should make three actions. A sailor needs the assistance of two heroes on the mast; they must make a successful *challenging Strength* action to avoid falling overboard, a successful *challenging Agility* action to furl the sail, and another *challenging Agility* action to scale down the mast without falling for 2 to 19 damage points (randomly draw two cards and add their values). The first and third actions are reduced to *average* difficulty if the hero has secured himself to the mast.

Another hero is posted in the bow; he must succeed at a *challenging Strength* action to stay on board, a *challenging Perception* action to guide the ship around a derelict hulk adrift in the sea, and finally, a *daunting Perception* action to save the ship from crashing onto a reef. For the last action, either acute vision or acute hearing makes the difficulty *challenging*.

Any other heroes should be divided between the deck and the bow. The former helps a sailor control the sail (one *challenging Strength* action and two chal-

*lenging Agility* actions), while the latter aids the lookout in the bow. If there is more than one lookout, then success by any of them means that the ship avoids the obstacle.

While on Jaentarth, the heroes might need to perform actions involving finding shelter, searching for food, and even fighting off denizens such as lions.

Heroes must also perform a *challenging Presence (Spirit)* action to persuade Whipfyre to take them off the island. If they achieve an *average* success, they must wait a week before she helps.

## Characters

Aside from meeting metallic dragons and animals (refer to the *Book of the Fifth Age*, if necessary), the heroes can interact with the following characters:

- ♣ Captain Darewind: A male mature adult gold dragon, inspiring demeanor. Co 11, Ph 55, In 13 (169), Es 13 (169), Dmg +20, Def -16, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (aeromancy), mysticism (animism, alteration, meditation).
- ♣ Thirty-five crewmen: Various races and demeanors, Adventurers. Co 6, Ph 5, In 5, Es 6, Dmg +3 (short sword), Def -1 (padded silk).
- ♣ Whipfyre: A female adult copper dragon, cynical demeanor. Co 10, Ph 44, In 12 (144), Es 12 (144), Dmg +18, Def -14, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (divination), mysticism (healing, meditation, sensitivity).

## Outcome

The heroes can arrive in Auralastican (Scene Two) by two different ways.

- ♣ Eventually, Whipfyre gathers several other copper and silver dragons, and the serpents take the heroes on their saddled backs and fly them to the waterfront of Auralastican.
- ♣ The *Golden Hull* arrives in Auralastican's port a few days after the storm.





## Scene Two: A Golden City

The heroes arrive in this scene either on ship or on dragonback. In the latter case, Whipfyre and her companions waste no time depositing the companions here and then turning around to fly for home.

### Overview

The heroes arrive in Auralastican, hear rumors of chaotic dangers, and eventually reach the Human Quarter. While mingling with the humans in this teeming part of the city, the heroes are surprised by bodies rising from a graveyard.

### Getting Started

Narrators should refer to Chapter Five of *Dragonlore* for further details on Auralastican. The *Book of the Fifth Age* provides further details on zombies, as well as details on all of the “two-leg” races that inhabit Auralastican.

### First Impressions

Even before you reach the city, you see that great monuments dominate the skyline. Towering monoliths, gleaming alabaster statues of dragons, metal pyramids, and other abstract shapes line the high ridge commanding this sheltered port.

Around the slopes of the height are fabulous palaces, many with walls of bright gold; some seem large enough to house a whole company of men, or even several adult dragons. Closer to the bottom of the steep ridge, the city takes a more recognizable form, as houses, shops, and inns are crowded together like they are in any other port.

If the heroes come into port by ship, Captain Darewind can point out several of the sights and name a few of the landmarks for them. However, if the heroes rode on dragonback to get to the City of Gold, then the dragons merely drop them off and immediately leave for Jaentarh.

## The Story Continues

Once the dragons drop off the heroes in the port, or after the heroes get off the ship, Narrators should read the following aloud:

Much like ports in other cities, the waterfront teems with activity; cargo is off-loaded by bustling stevedores, and vendors of all races hawk their goods for newcomers and residents alike. Just from where you stand you can see dozens of minotaurs, hundreds of humans, and a few elves, dwarves, and kender, all going about their normal business.

“News of a New Chaos Storm!” hails a crier. The speaker is a minotaur who stands upon a crate. “Every island was struck, some worse than others. Upon Aralr, a rift opened in the ground and flames spewed forth; here upon Misty, a glacier melted into a cloud of steam.”

Passersby mutter, and fear rises palpably from the crowd as the crier continues his litany of damage. People look nervously at the sky, and mothers pull children close as they hurry about their business.

The heroes are free to look around the city. They find that the people are not hostile but tend to be frightened because of the many chaotic things that have been occurring recently.

If they seek advice on lodging and so on, they are directed to the Human Quarter. If they try to go up the ridge into the Golden Quarter and the Dragonheights, human guards at the gate into the dragon-run portion of the city politely, but firmly, stop them. The guards inform the heroes that they need special permission to enter. Unfortunately, only the Council of Oligarchs grants permission; the Council is located in the Dragonheights, where the heroes are not allowed to go.

Should the heroes become argumentative or aggressive, the guards are supported by the arrival of a bronze dragon named Markestillian, who firmly informs them to go to the Human Quarter.

## The Human Quarter

The heroes eventually should end up in the Human Quarter. They may take accommodations at an inn or merely wander around for awhile. They find the streets even more crowded here than at the waterfront, though people are still terse, serious, and afraid.

At some point after dark, trouble arises in the heroes' vicinity.

A shriek of pure terror echoes down the street, and in the next instant people flee past in a stampede of instinctive horror. Pleas for help mingle with shouts of alarm and cries of dismay and anger.

The panic completely overwhelms the people. In seconds, a street filled with humans has emptied—except for a dozen folk advancing with an odd, clumsy gait.

Only a few seconds pass before you realize that these are not people. Flesh has rotted from their faces, revealing chalk-white skulls. Dirt covers many of them, and all of them gaze vacantly from black, empty eye sockets. Their hands reach like skeletal claws as they grope toward you.

The plague of chaos has reached even into the graveyards, bringing forth rotted corpses in the form of zombies. The hideous living dead shamble awkwardly toward the heroes.

## The Battle

Though they are not fast, the zombies attack any living creatures that they can reach. If the heroes battle the zombies, the undead converge upon them, attacking desperately. They fight until they are all killed; though if the heroes become badly wounded in the battle, other men eventually come forward to finish the job.

In any event, the heroes are hailed as champions. The grateful populace takes them into an inn and, in an outdoor courtyard, treats them to food, drink, and music.

## Atmosphere

The city of Auralastican gleams in the sunlight, becoming visible well before the heroes reach its port. Once they can see past the splendid architecture and

sculptures, the heroes should note that the nondragon residents take its beauty and awesome features for granted.

After the news of chaos has reached the crowds, however, the people show fear. Uncertainty, tension, and anxiety makes everyone look strained and little prepared for the worst that is to come.

## Actions

This scene allows the heroes to explore the City of Gold and fight off zombies.

## Characters

Not only can the heroes interact with the following characters, but they can also talk to some citizens. Use the character details listed under the appropriate "common" category in the "Creature Charts."

- ♣ **Captain Darewind:** *A mature adult male gold dragon, inspiring demeanor.* Co 11, Ph 55, In 13 (169), Es 13 (169), Dmg +20, Def -16, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (aeromancy), mysticism (animism, alteration, meditation).
- ♣ **Thirty-five crewmen:** *Various races and demeanors, Adventurers.* Co 6, Ph 5, In 5, Es 6, Dmg +3 (short sword), Def -1 (padded silk).
- ♣ **Markestillian:** *A young adult male bronze dragon, stubborn demeanor.* Co 10, Ph 39, In 11 (121), Es 11 (121), Dmg +16, Def -12, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (hydromancy), mysticism (alteration, animism, mentalism).
- ♣ **Twenty zombies:** *Undead creatures.* Co 3, Ph 8, In 1, Es 1, Dmg +3, Def -1.

## Outcome

Late in the evening, a regal captain in golden armor enters the courtyard. He asks to be shown to the heroes; when he meets them, he thanks them for their courage and issues them gate passes to enter the Golden Quarter.

When the heroes decide to visit the upper reaches of the city, Scene Three begins.







## Scene Three: Dragon Ridge

The guards allow the heroes to enter the Golden Quarter upon seeing their passes.

### Overview

Allowed to mingle among great wyrms and scholars, the heroes may be awed by the monuments adorning above the City of Gold. As always in this time of chaos, however, trouble lurks just ahead. . . .

### Getting Started

Narrators should review the material about Auralastacan and the gold matriarch and patriarch in *Dragonlore*. Also, details on dragonawe are contained in Chapter Six of the *Book of the Fifth Age*.

### First Impressions

The Golden Quarter feels more like an area of elegant parks than it does a city. Broad avenues curve gently and are shaded by tree-lined groves. Splashing fountains, trilling streams, and reflecting pools lie to either side of the avenues.

The stately buildings visible from the waterfront are even more impressive up close. Each is an estate in its own right, rising from the midst of lawns, lush gardens, and copses of verdant trees. Some of the structures resemble mansions, though the front doors are invariably huge and the windows are wider than normal.

### The Story Continues

The heroes encounter many humans, elves, and dwarves here; they serve the gold dragons, though even the lowest chambermaid dresses in silks and is draped with golden bracelets and chains.

The monuments at the crest of the ridge dominate the city, and eventually the heroes should wander up there. If they don't think of it, one of the servants mentions that they should not seek an audience with any dragon until they have seen the splendors of the monuments on the Dragonheights.

A serpentine statue of pure gold coils around the crest of the hill; then it blinks, and you see that it is in fact a huge dragon. Beyond rises a pair of white marble towers, with a silver dragon slumbering at the foot of those towers.

Few people are here, and those who are tend to walk around quietly, almost reverently. Other dragons sit or lie in positions of pensive meditation.

Abruptly the ground lurches, and the whole ridge sways sickeningly.

Many of the heroes fall heavily to the ground. The dragons stir with roars and bellows of alarm. After emitting a piercing shriek of terror, the silver at the base of the towers leaps into the air, flying over the heroes' heads with a powerful down-draft of air. Other dragons take flight, as something dreadful comes into view.

The ghastly figure loping into view is a dragon, but not like any of the great wyrms you have ever seen. The creature's flesh is rotted, and one eye is gone while the other gleams with a raw, fiery light. Its once-silvery scales are coated with a thick green tarnish, and as it opens its mouth to roar, you are assaulted by the nauseating stench of rotten, long dead meat.

This dracolich is created of the same chaotic force that gave rise to the zombies. Fearing contagion, the other dragons flee. The heroes may run, or they can stand and give battle to the beast.

If the companions succeed in destroying the monster, all metallic dragonkind hails them as mighty heroes. Markestilian arrives with an invitation to visit Regia. If the heroes do not fight the wyrm, they eventually manage on their own to find their way to the palace shared by Regia and Aurumnus and get an audience with Regia.

### The Battle

After the dracolich appears, it looks for dragons to attack and finds none. This gives the heroes one combat minute of unopposed attacks. However, if the heroes stay to oppose it for another minute, it immediately attacks them. If the heroes

start to lose, Markestillian and Tintagelina come flying in to help. Marker attacks it outright, while Tint attempts to distract it. If the dracolich still seems to be winning, several more bronze dragons join in the fray (use Marker's and Tint's character details).

## The Oligarchs

Two people occupy a pair of thronelike seats that frame a massive fireplace. One is an elderly woman, white-haired with beautiful features, smooth skin, and an imperious glint in her eye. The other is an old man with firm flesh and a strong, steady stance as he rises to greet you.

If the heroes fought the dracolich, Marker ushers them into a meeting at Regia's and Aurumnus's palace. Trumpets blow a fanfare, a red carpet is rolled out, and a human crier loudly extolls their virtues as they enter the palace.

This is another role-playing scene.

The two gold dragons prefer their human forms for conversation, reading, and most other activities.

During the course of the conversation, Regia admits the dracolich was created by another chaos creature; the contagious nature of the chaos plague is why the dragons cannot go after the source in the Golden Library, a once-mighty center of learning. Although the chaos has affected other creatures, dragons are especially susceptible to it. The tomes that detail the chaos rites and their cures are guarded by Evil daemon warriors.

## Atmosphere

The grandeur of the city is overwhelming as the scene begins. A sense of ease and well-being prevails in this area. Once the heroes encounter the dracolich, however, the peace is shattered and a sense of urgency weighs upon the heroes and characters.

## Actions

Every once in awhile, dragonawe caused by a great serpent trotting past should overwhelm the heroes.

Before facing the dracolich, the heroes must succeed at a *challenging Agility* action to remain standing; otherwise, they fall heavily to the ground under the force of the silver's wingflap.

## Characters

The heroes meet many dragons in this scene.

☞ **Dracolich:** *A male venerable silver dracolich, wrathful demeanor.* Co 12, Ph 65, In 16 (256), Es 16 (256), Dmg +35, Def -25, also dragon breath, swallow whole, dragonawe, dive attack, paralyze, sorcery (cryomancy), mysticism (alteration, channeling, spiritualism).

☞ **Markestillian and Tintagelina:** *Male young adult bronze dragons, stubborn demeanor.* Co 10, Ph 39, In 11 (121), Es 11 (121), Dmg +16, Def -12, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (hydromancy), mysticism (alteration, animism, mentalism).

☞ **Regia:** *A female great gold wyrm, thoughtful demeanor.* Co 13, Ph 65, In 18 (324), Es 18 (324), Dmg +50, Def -35, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (transmutation), mysticism (alteration, healing, meditation).

☞ **Aurumnus:** *A male ancient gold wyrm, calm demeanor.* Co 14, Ph 66, In 19 (361), Es 19 (361), Dmg +60, Def -40, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (divination), mysticism (alteration, channeling, meditation).

☞ **Servants:** *Various races and demeanors, Novices.* Co 6, Ph 5, In 5, Es 6, Dmg 0 (no weapon), Def 0 (rich clothing).

## Outcome

If the heroes volunteer to enter the library, Regia shows them a choice of magical items to select from. If they don't volunteer, she gravely asks them to go, promising them riches (but not magical items). If the heroes refuse to go, then more undead start terrorizing the city, locking its people in constant battle. To get out of the Dragon Isles, the heroes need to fight the daemon warriors by going to Scene Four.





## Scene Four: Golden Tomes

After deciding to attack the daemon warriors so that the dragons can find out how to destroy the chaos, the heroes are shown to the library.

### Overview

The heroes try to get away with the tomes of chaos, which are guarded by daemon warriors.

### Getting Started

The *Book of the Fifth Age* offers more information about daemon warriors.

### First Impressions

Aurumnus shows the heroes the location of the library, which is on the far end of the Dragonheights. He informs them that the plague of chaos corrupts dragons who try to get close by changing them in a random, yet Evil, way.

The Golden Library is a surprisingly small, nondescript building of gray stone. It has but one door and no windows.

The most visible effect of the chaos blight is the fact that the grass around the building is dry and brown, and several trees nearby have shed their leaves and now stand like skeletal sentries beside the pathway to the entrance.

If asked about the building's size, Aurumnus notes that gold dragons always read and write in human form; therefore, the building was created with the scale of the human body in mind.

### The Story Continues

The door is not secured, since the daemon warriors within have no fear of dragons. If the heroes enter, the fiends of chaos immediately attack.

If the heroes defeat these monsters, they quickly find writings about the Chaos Totem, since the daemon warriors were performing research of their own. If they take the time to read the informa-

tion, they learn the following facts:

- The Chaos Totem was created by a shard of the exploded Graystone that landed on the Dragon Isles at the end of the Chaos War.
- It can be approached only by non-dragons.
- The tower will continue to grow in power if left undisturbed.
- The tower projects its arcane might (and thus can be reached) through the chaos caverns that recently appeared on five of the Dragon Isles. These ruptures are marked in the tome and can be found on Alarl, Mind, Winged Majesty, Tayol, and Berann.

### The Battle

Once engaged, the daemon warriors fight to the death. The Narrator should present the daemon warriors as something or someone that utterly terrifies the heroes. For example, if one of the heroes fears spiders, the daemon warriors should appear as big spiders to that person.

### Challenges and Rewards

Aurumnus meets the heroes upon their emergence from the library. He escorts them back to Regia's manor, where the golden matriarch, still in human form, meets them in a luxuriant outdoor garden. She is joined by a gallery of proud metallics—adult dragons of silver, brass, and gold. The number of dragons (aside from Regia and Aurumnus) equals the number of heroes.

Regia and the gathered metal dragons quickly peruse the tomes brought out by the heroes, reporting the facts about the Chaos Totem if the companions haven't bothered to look for themselves.

The metallic dragons plead with the heroes to destroy the totem. If necessary, each of the heroes is approached individually by one of the great dragons. The dragons promise to bear the heroes to whichever of the five ruptures they choose. If the heroes agree to perform this task, the dragons promise to bear the heroes back to Ansalon—and to carry them against Malys herself. The Narrator should select dragon mounts from the descriptions provided on this page.

In addition (if needed), Regia shows the heroes a true greater dragonlance and says it is theirs when they fly back to Ansalon. She also gives them (if needed) a true footman's dragonlance, which she believes necessary to destroy the totem.

## Atmosphere

The area around the library has a quiet, dead feel to it. The silence of the place should be oppressive right up until the daemon warriors attack.

## Actions

Not only do the daemon warriors have a fear aura that the heroes must overcome, but they are also immune to nonmagical attacks. In fact, the heroes must have enchanted weapons if they wish to wound these horrors.

## Characters

Aside from the dragon mounts, these characters interact with the heroes:

- ☞ **Regia:** *A female great gold wyrm, thoughtful demeanor.* Co 13, Ph 65, In 18 (324), Es 18 (324), Dmg +50, Def -35, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (transmutation), mysticism (alteration, healing, meditation).
- ☞ **Aurumnus:** *A male ancient gold wyrm, calm demeanor.* Co 14, Ph 66, In 19 (361), Es 19 (361), Dmg +60, Def -40, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (divination), mysticism (alteration, channeling, meditation).
- ☞ **Three daemon warriors:** *Hostile undead.* Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, also fear aura, immune to physical attack.

## Outcome

When the heroes are ready to destroy the Chaos Totem, the adventure continues in Act Four.

## Metal Dragon Mounts

- ☞ **Goldi Darling:** *A female adult gold dragon, gregarious demeanor.* Co 10, Ph 48, In 12 (144), Es 12 (144), Dmg +18, Def -14, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (enchantment), mysticism (alteration, channeling, meditation).  
Background: Goldi saw Sable's realm-shaping power destroy the coast where she once lived. She has fought blue dragons many times and deplores the Dark Knights' siege around Sanction. She occasionally visits the Dragon Isles if she hears that they may need help.
- ☞ **Whiskerkan:** *A male young adult silver dragon, vigilant demeanor.* Co 10, Ph 49, In 11 (121), Es 11 (121), Dmg +16, Def -12, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (cryomancy), mysticism (alteration, channeling, healing).  
Background: Whisker once lived near the Dairly Plains and watched in horror as Malys slew his sire and dam during the Dragon Purge.
- ☞ **Kirascion:** *A male adult brass dragon, determined demeanor.* Co 10, Ph 49, In 12 (144), Es 12 (144), Dmg +18, Def -14, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (geomancy), mysticism (alteration, channeling, spiritualism).  
Background: Racer, an old companion of Whisker's, fled the Dairly Plains and Kendermore when Malys arrived. He has nightmares about his lack of courage and wishes to redeem himself.
- ☞ **Rosbellian:** *A female adult silver dragon, impulsive demeanor.* Co 10, Ph 50, In 12 (144), Es 12 (144), Dmg +18, Def -14, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (summoning), mysticism (alteration, animism, healing).  
Background: Belli dwelled in the Kagonesti realms that Beryl destroyed. Although her immediate clan died, Belli was grievously wounded by Beryl.
- ☞ **Dannithrasticus:** *A male mature adult copper dragon, fierce demeanor.* Co 11, Ph 52, In 13 (169), Es 13 (169), Dmg +20, Def -16, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (spectramancy), mysticism (channeling, mentalism, sensitivity).  
Background: Heir to Cymbol, Rast strives to live up to his scion's warlike reputation. His impetuosity got him wounded and his rider killed during the Draconian War. Desperately afraid of failure, Rast wants to prove himself in battle.



# ACT FOUR

## Scene One: Rupture in the World

After helping the dragons gain access to the library, the heroes decide which Chaos Rupture to visit.

### Overview

In this scene, the heroes fly to one of the other Dragon Isles, where they must enter a Chaos Rupture on foot.

### Getting Started

Chapter Five of *Dragonlore* contains descriptions of the islands' denizens. If the heroes talk to the inhabitants, use the appropriate "common" character details. (see the *Book of the Fifth Age*).

### First Impressions

The heroes may ask questions about the different isles to determine which one they wish to visit. They hear tales similar to this one about chaos conditions on each of the islands:

Regia sits back and starts regaling you with a tale of just one of the chaos problems they have been experiencing in the Dragon Isles.

"A silver dragon from Alarl brings us a tale about undead wolves chasing Kagonesti through the woodlands a day ago," she begins. "Evidently, the Kagonesti had been investigating some petrified trees in a once-healthy area of the forest when some wolves clawed their way out of the fertile loam. The sounds of the attack attracted the silver dragon's attention. After the silver helped dispatch the monstrosities, she flew overhead to make sure that the elves made their way home safely."

Each story is much the same: Chaos has resulted in dead creatures coming to life, in uncanny phenomena such as geysers of frost, melting icefields, volcanic activity from long-dormant hills, and so forth.

## The Story Continues

Whichever choice they make, the dragons fly the heroes to the island in a single hop. The Chaos Rupture is easily spotted from the air: a dark hole in the ground with plumes of steam and sulphurous smoke spilling out steadily.

The Narrator can flesh out the flying transition, or the landing on the island, as desired. The heroes might encounter panicked residents of the island, strangely mutated creatures, petrified or quick-growing trees, weird tactile combinations (like touching bark and feeling it as velvet or water), strong up- or downdrafts, or ghostly dryads, for example.

The caverns are too small for dragons to enter. The serpentine mounts put the heroes down outside the ruptures and promise to wait until the heroes are ready to leave.

The heroes must pass through a long, torturously-winding cave when they enter the passage; after about a hundred paces, however, they reach the following room:

The tunnel ends in a seven-sided room. One of these walls is blank, and one contains the tunnel by which you entered. The other five offer continuing passages. Arches formed from gold, silver, brass, bronze, and copper guard each passage. Beyond the arches, you discern misty fog, illuminated redly as if by coals; no other details can be seen from here.





# CHAOS CAVERNS

## Atmosphere

When the heroes get close to the Chaos Rupture, they spot a few unusual items in their way. Petrified trees in the midst of normal trees, a normal creature that is invisible except for its eyes, and a haunting song that floats on the wind yet has no source are good examples.

## Actions

Aside from any actions that the Narrator needs to resolve if he adds some chance encounters, the heroes need make only one successful *average Endurance* action to re-

main in good health while on dragon back. Heroes who fail feel queasy while in the air and lose their lunches once they land.

## Characters

The dragons that the heroes ride are the only set characters. Any further characters that are added to this scene need to be detailed by the Narrator.

## Outcome

When the heroes have made their choice of doorway, the action moves on to Scene Two.

## Notes on the Tests of Chaos

On the other side of each metal portal lies a test designed to challenge the players, as well as their heroes.

### Entering

Once the heroes pass through the metal archway leading to the test, that passageway disappears behind them. They find themselves in the setting of the test (described in Scene Two), with no way out other than to win through it or to fail at it.

### Rewards

If the players succeed at a given test, one receives a chance to raise a specific ability score of his or her hero. The Narrator chooses the player who gets this reward; no hero should receive two awards unless all the others have already received at least one. The increase does not necessarily have to be granted to the one who performed best on the test, but it should go to someone who played a part in solving the problem. The bonus cannot exceed role or racial maximums.

### Results

After each test is over, whether successful or not, the heroes find themselves back in the same seven-sided room they encountered in Scene One. The metal archway leading to the test they have just concluded vanishes, to be replaced by a smooth stone wall.

After the first successful conclusion of a test, the heroes see that a passage has appeared in the formerly blank seventh wall of that room. This rough and rubble-strewn passage is a rock-lined tunnel similar to the cave through which they entered, except that it is much larger and descends steeply.

### Violence and Wounds

None of the tests require combat. If the heroes attempt to attack any being they encounter while taking the test, they immediately fail that test and are transported back to the seven-sided room.

If any hero suffers damage or is killed during the test, that hero is fully healed when he returns to the seven-sided room.





## Scene Two: The Chaos Tests

The heroes must choose an archway to pass through. They can take the tests in this scene in any order, however.

### Overview

Each test requires a different skill of the heroes.

- The gold passage is a puzzle requiring intelligence.
- The silver test is a test of flight or, alternatively, cooperation.
- The brass test requires knowledge of Krynn, especially current gossip.
- The bronze test is a contest of strength.
- The copper test requires great quickness and is designed to provoke a hero into losing his temper.

### Getting Started

Narrators should read over this scene before playing it; several of the tests might need to be adjusted for reasons specific to each individual campaign.

### First Impressions

You stand in a seven-sided room that contains five archways, the tunnel leading out the way you came in, and a blank wall. Each archway is made of metal: brass, bronze, copper, gold, and silver. These archways give you the feeling that the metallic dragons managed to impose at least a little order on the chaos, especially since the archways match each color of metallic dragon.

The archways and tests beyond the arches are indeed a subconscious attempt by the dragons to impose order on chaos. Each of the different clans of metal dragons are known among their kind for various traits. The test that lies beyond each archway reflects one of these traits. Of course, since chaos is the overwhelming element in this scene, the heroes (and players) never have to know that this is the underlying element to the tests.

To start off each new test, the Narrator should read the passage appropriate to the chosen door.

### The Story Continues

As noted in Scene One, after successfully completing a test, the heroes find that the seventh wall contains a passage. They can enter other archways without causing the seventh passage to close again.

### Golden Queries

The quality that the gold test delineates is intelligence. The Narrator may act out this test using the cards from the Fate Deck as props. To pass, the heroes must answer a probability question correctly.

You see an elderly man sitting upon an old crate, shuffling a deck of cards on a scuffed and rickety table. He smiles as you appear and gestures for one of you to sit down on another crate at the opposite side of the table.

"I have here a deck of cards," he intones gleefully, "bearing the numbers of one through nine; several cards, an equal number in fact, have these values."

With snappy gesture he slaps two cards face down on the table and fixes you with a fierce glare. "Without using sorcery or mysticism, tell me, O Bold One, what is the sum of the two numbers on these cards?"

If the hero answers "nine" or "ten," or if he manages to correctly guess the sum of the two cards, he passes the test. If the hero gives a different number, he fails the test. The seated hero can offer another person in the group the chance to answer before intoning the answer himself; the dealer simply asks that hero the same question.

The only action allowed in this test is that of thought. If a hero attempts to use magic, he finds that it has some random, frustrating result (for example, one of his fellow heroes breaks out in hives or becomes blind for the rest of the test).

If the heroes pass the test, one of them gains 1 point to add to his Reason score.

## Argent Wings

Cooperation or flying ability is the emphasis of the silver test. The heroes must be prepared to fly or help each other to win past this challenge.

You find yourselves standing upon a smooth precipice with walls that plunge below you for a mile or more until the depths are lost in roiling fog. Across the gulf of space, a long stone's throw away, you see a ledge. From that perch, a tunnel leads into the opposite mountainside. Cliffs rise on three sides of the ledge and vanish into the mists overhead.

The test ends when one hero reaches the far ledge. If a hero can magically fly, this solves the problem quickly.

However, another method for crossing the gap exists. Several "stepping stones" float between the two ledges. Although they are invisible, a hero who uses spectramancy or aura-reading magic to detect invisibility can spot them. However, only that hero sees the stones; the Narrator should inform the player privately.

The catch is that the stones do not work if a hero who can see them attempts to use them. This fact becomes evident after the hero tries to place weight on the first stone (which is right next to the ledge); if this happens, the stone disintegrates before his eyes. Fortunately, the next stone is not too far away. Instead of using the stones himself, a "seeing" hero needs to persuade one of his companions—one who cannot see the stones—to make the crossing.

A hero who makes a *daunting Perception* action (*challenging* if the hero has acute vision) can also spot the stepping stones, with the same stricture—that player alone is told about what his hero sees.

Attempts to throw flour or some other substance on the stones do not work.

If the test is concluded successfully, a hero gains 1 point to add to his Spirit score.

## News and Views

The brass test focuses on local knowledge of Ansalon. This challenge requires the

heroes to fill a news-starved dragon in on several of Krynn's latest happenings. The Narrator has the option to modify the questions if the players are new to Krynn.

You have entered a small cavern illuminated by a spill of misty daylight from far overhead. With a clatter of massive claws, a serpentine shape slithers from the shadows; in another moment a great brass dragon rears before you.

"Where did you come from?" he asks breathlessly. "What's happening in the Isles? Who's in charge of Sanction now? Please tell me—I'm *dying* to know!"

After the heroes answer these questions, the dragon continues:

- ☞ "I've heard there's an Academy of Sorcery, near Solace. Who founded it?"
- ☞ "Give me the name of a dwarven king, *any* king!"
- ☞ "Is it true that the centaurs and humans have formed a nation? What do they call it?"

When the heroes first see the dragon, they must overcome dragonawe.

If the heroes don't know the answer to a question but can come up with a fast way of finding it out, the Narrator should allow them to do so. It is also possible for one hero to distract the dragon while another hero tries to find out the answer (by magic, for example). This requires a successful *daunting Presence* action (unopposed—the dragon wants to hear stories and news!).

If the heroes answer all the questions correctly, one of them gains 1 point in his Presence score. If the heroes answer any question incorrectly, the dragon huffs in annoyance and goes off in a pique; the heroes return to the seven-sided room.

## Muscle and Might

Strength is the central idea behind the bronze test. The heroes find themselves trapped in a situation where strength is an advantage.

You find yourselves in a large, circular chamber, which is featureless except for a pile of boulders in the center and several





small grates on the walls. The ceiling is domed and made of smooth stone, except for a plug of iron set in the center.

You hear a loud *clunk*, as of some kind of gate crashing open. In another moment, water rushes in through the grates, swiftly covering the floor.

The water continues to rise, and the only way out of the room is to push the iron plug up and out of the hole in the ceiling. However, even if a hero climbs onto the boulders, the ceiling still rises out of reach. The only way to push the plug is to stand on the shoulders of two other heroes. If less than three heroes enter this test, the Narrator should modify the scene so that the plug can be reached by one hero standing on the boulders.

The two heroes need to perform successful *challenging Strength* actions in order to lift the third hero. The third hero must perform a successful *daunting Strength* action to push the barrier out of the way. The heroes have five minutes to do this before water completely fills the room.

The only type of magic that can be used in this situation is that of channeling. All other attempts have annoying results (for example, a hero's skin temporarily changes color).

If the heroes succeed, one of them may increase his Strength score by 1 point.

## The Power of Rage

The copper test can bring out a hero's anger. If the heroes exhibit this emotion, they pass.

You find yourselves in a deep pit with walls of red stone scored by soot and ash. Two small figures stand at the lip of the pit, well out of your reach. With a cackling laugh, each of them hurls a blazing chunk of coal downward.

The heroes must dodge the hand-hurled missiles. After each toss, the hunched figures chortle with glee and call out insults:

- ☞ "That one jumps like an old woman!"
- ☞ "Look; it's almost as quick as a monkey!"

- ☞ "Have you ever seen such an ugly ogre before—oh my, it's human!"

The little fellows continue to bombard the heroes, who can only dodge. The bombardment continues until a hero loudly and angrily demands that the creatures stop. When a hero unleashes his temper, the bullies sulk and slink away, and the test is successfully concluded.

To dodge the missiles, heroes must make successful *challenging Agility* actions or suffer 12 damage points from a hit.

If any hero tries to scale the wall, he becomes an obvious target. Also, any attempts to use magic have unexpected, relatively harmless, results (for example, misty rain or showers of flower petals).

If the heroes successfully conclude the test, one of them is rewarded an increase of 1 point in his Agility score. If no hero thinks to rail against the attackers, the attacks continue until all the heroes are "slain"—in the nonpermanent context of the test, of course.

## Atmosphere

Throughout the testing sequences, the tone should be mysterious and surreal. Since this whole testing sequence is a chaos effect, it doesn't necessarily have to make sense.

## Actions

All of the actions available in a test are listed under that test's description.

## Characters

As noted in the sidebar of the last scene, if the heroes attempt to attack anything, they automatically fail the test.

## Outcome

After a test, the group returns to the seven-sided room; the archway that they had entered is gone. If they successfully complete a test, a passage appears in the seventh wall. Once the heroes decide to enter the passage, they continue on to Scene Three.







## Scene Three: Totem of Chaos

Having successfully completed at least one of the tests of chaos, the heroes can proceed into the passage of the rupture.

### Overview

After proving their mettle, the heroes at last locate the Chaos Totem.

### Getting Started

Narrators should review the text on elementals in the *Book of the Fifth Age*.

### First Impressions

The steeply-sloping passage to the Chaos Totem leads through a violent confluence of planes. At the end, the heroes must scale down a cliff that leads to a flat, circular chamber at the bottom.

The cavern continues forward through a dark, yawning entrance. A pool of still, black water lies in the middle of this chamber. Abruptly, a gust of wind slashes into your face, followed by a keening, otherworldly moan.

The waters of the pool now whirl in a violent circle. Before your eyes, those waters rise into a pillar that suddenly disintegrates into a shower of fine, stinging mist that causes you to close your eyes. When the mist evaporates, you open your eyes. Around you stretches a featureless plain. A strong, mournful wail stirs around you as if it were made by a powerful wind—though no air brushes against your faces.

### The Story Continues

The featureless nature of the heroes' surroundings continues even if they walk or otherwise move. They should have a moment or two to discuss their predicament, taking any actions they desire. When the time is right, the Narrator may continue.

The wailing swells to a climax, and then creatures become visible in the surround-

ing murk. You see a being of thick white mist—a gargantuan figure with hands that grope toward you. The thing weaves and looms, and as a head takes shape, a barking laugh chops through the air.

Then the wind-being disappears, and, with a tearing of dirt, a monstrous figure rises from the soil in the opposite direction. Clublike arms wave in the air, and the gigantic figure takes a step toward you before vanishing.

These were an air and earth elemental, respectively; each remained for two minutes. After the earth elemental disappears, a fire elemental crackles from a third direction, followed by a water elemental from the fourth direction. After it vanishes, the air elemental returns in its original spot, continuing the cycle.

### The Battle

Each creature appears at near missile distance and stays for two minutes (two combat exchanges if the heroes attack). They do not initiate combat; however, if the heroes attack them, they fight back with a combination of spells and other special abilities. The heroes can anticipate a creature's appearance and move close enough that it arrives at melee, not near missile, range.

The cycle continues until one of the elementals dies. If a wounded elemental disappears, however, it returns at full strength the next time through the cycle; thus, it must be killed during the two exchanges of its existence. As soon as one of the elementals dies, the wailing ceases, and the heroes find themselves standing before the Chaos Totem.

### The Telling Moment

You are standing on a broad shelf of rock high in the side of a lofty precipice. In the hazy distance lies a churning plain—a landscape marked by spuming clouds of smoke, whirlwinds of dust, and goutts of flame. At the lip of the rocky ledge rises a bizarre pillar. It is a crazed mixture of gigantic and minuscule dragon and human skulls that cants outward over the plain at an impossible angle.

The Chaos Totem is damaged only by a dragonlance. It takes three exchanges of casts with the lance to topple the tower. Once the tower hits the ground, five beams of light explode outward and disintegrate into a shower of brass, bronze, copper, gold, and silver glitter.

## Atmosphere

This is a long march; Narrators should stress the darkness and the acrid air. The heroes ought to sense that they are leaving the world they know behind.

## Actions

Heroes must make successful *average Agility* actions to climb down a steep section of the cave or to balance across the narrow ridge of rock.

## Characters

- ☞ **Air elemental:** *A hostile nonhuman.* Co 18, Ph 36, In 4, Es 10, Dmg +10, Def -4, also dive, immunity to air-based attacks, sorcery (aeromancy).
- ☞ **Earth elemental:** *A hostile nonhuman.* Co 3, Ph 36, In 4, Es 10, Dmg +16, Def -4, also crush, immunity to earth-based attacks, sorcery (geomancy).
- ☞ **Fire elemental:** *A hostile nonhuman.* Co 6, Ph 36, In 4, Es 10, Dmg +12, Def -4, also trample, immunity to fire-based attacks, sorcery (pyromancy).
- ☞ **Water elemental:** *A hostile nonhuman.* Co 9/3, Ph 36, In 4, Es 10, Dmg +15, Def -4, also crush, immunity to water-based attacks, sorcery (hydromancy).
- ☞ **Regia:** *A female great gold wyrm, thoughtful demeanor.* Co 13, Ph 65, In 18 (324), Es 18 (324), Dmg +50, Def -35, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (transmutation), mysticism (alteration, healing, meditation).
- ☞ **Aurumnus:** *A male ancient gold wyrm, calm demeanor.* Co 14, Ph 66, In 19 (361), Es 19 (361), Dmg +60, Def -40, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (divination), mysticism (alteration, channeling, meditation).

## Outcome

When the tower collapses, the heroes must run out of the Rupture before it closes (automatic success). Regia and Arumnus (in dragon form), as well as the heroes' dragon mounts, glide into view as the heroes emerge. The Narrator should read the following, adjusting as necessary (especially if the heroes do not need the dragonlance):

"The chaos assaults have ceased," reports the golden matriarch. "All of dragonkind owes you a profound debt. As partial payment, we offer you a reward."

She lays a gleaming weapon on the ground. The true dragonlance has an aura of brightness that goes beyond the reflection of mere sunlight. Tapering from a wide cowl to a keen point, it is more than three times as long as a tall man's height.

Regia magically heals any wounds the heroes suffered and informs the companions of the following:

- ☞ The Red Marauder has magically formed gems into the shape of a multicolored dragon to focus the power of her skull totem. This Gemstone Wyrm helps her transport her troops.
- ☞ Currently, several wars wrack Ansalon, including Sable's assault against Sanction Vale and Malys's growing campaigns in the East.

If the heroes have been through Act Two, Regia describes an entrance below the Peak of Malys. She informs the heroes that if they fly into the lair on dragonback, armed with the true dragonlance, they might destroy the totem.

If the heroes have not played Act Two, Regia doesn't know how to reach the totem. However, she believes that Hogan Bight can help them. The dragons willingly carry the heroes to Sanction Vale.

- ☞ If the heroes have not yet played Act Two, they must go to Sanction Vale.
- ☞ If they have played the first four acts already, then they proceed to Act Five.





# ACT FIVE

## Scene One: The Gemstone Wurm

The heroes can return to the Desolation from either Act Two (Sanction) or Act Four (the Dragon Isles).

### Overview

The metallic dragons fly the heroes into the Desolation, where they meet the aerial defenders of the Red Marauder's realm in a deadly fight in the skies. Heroes who survive find the cavern leading into Malys's vast lair.

The main chamber of the lair contains both Malys's skull totem and the Gemstone Wurm. It is up to the heroes to destroy the Wurm before Malys can conquer Ansalon.

### Getting Started

Narrators should familiarize themselves with the aerial combat rules in Chapter Four of *Dragonlore*.

### First Impressions

When the heroes turn their attention to this final quest, they may be flying toward the Desolation from any of several directions. If the Narrator wishes, he can create encounters that occur during this journey. Eventually, they reach Malystryx's bleak landscape:

Tracks have been scored into the land, marking the routes of the Red Marauder's attacking armies. Now those troops have moved beyond the borders of the Desolation, but the marks of their passing are clear—gouged as deeply as if they had been cut by lava or by the erosion of many years of torrential floods. Color flashes, and you see movement. Winged shapes of crimson soar through the sky on a course to intercept you.

## The Story Continues

The heroes are met by red dragons bearing human riders; the foes number one more than the total number of heroes. Each of the defenders bears an Abyssal lance, and they fly to intercept.

If the heroes have made no particular note of the altitude of their flight, the red dragons fly at the same altitude. Should the heroes have noted an intention to fly either extremely high or very low, the red dragons climb to meet them or dive downward with the advantage of speed.

### The Battle

The reds use fiery breath and the riders employ their lances in an effort to strike the heroes. The metallic dragons fight back with instinctive fury, turning to protect their riders as much as possible.

Naturally, those heroes armed with dragonlances have the best chance to defeat the red dragons.

The reds fight until only two of them remain. At that point, they break off the combat to escape. The Narrator should note if either of the wyrms gets away, since a successful escape by one of them increases the enemy's level of preparedness at the Peak of Malys.

### The Maw of the Lair

The blocky massif that is the Peak of Malys rises menacingly from the shattered plain.

A ledge of rust-red rock juts outward below the cavern mouth, while a huge, overhanging slab of stone arches far overhead. This overhang is scored by deep, wide cracks and gives the appearance of being ready to crumble away. Daylight penetrates some distance into the vast expanse, revealing a lofty cavern with a smooth floor.

If the heroes killed all the red dragons that attacked earlier, the only guardian of this lair is the black dragon Wisterkynian, who concealed himself in a crack of rock

# DRAGON WAR

## Military Ventures of the Fifth Age

The Narrator may wish to create any of several campaigns that commence across eastern Ansalon. Malys began her attack vigorously (before she was knocked into the Blood Sea by Khellendros), simultaneously sending forces against Neraka, Thoradin, Blöde, and Kern.

In the following campaigns, the defending army is listed first, followed by the initial invasion force that Malys sends across her borders. The heroes and their dragons can lend their might to any of these struggles.

Army Type	Base Power	Average Coordination	Average Physique	Command Score	Final Power
Ogres of Blöde	97,500	5	13	7	97,500
Mercenary invaders	114,000	6	8	8	114,000
Thoradin dwarves	96,000	6	8	8	120,000
Draconian invaders	121,200	11	11	9	121,200
Nerakan Knights	162,950	8	15	9	203,687
Goblin horde	315,430	5	5	6	394,287
Kernish garrison	64,000	7	7	7	80,000
Hobgoblin horde	70,000	12	7	6	70,000

## Increasing the Pressure


Other forces are listed below for Malys's armies. These are troops that are summoned to the battlefield via the Gemstone Wyrn. These troops can enter battle by appearing in the rear of the defending army (or anywhere else), if Malys desires.

If the heroes interrogate any captives from these summoned troops, they will be able to learn about the Gemstone Wyrn.

Army Type	Base Power	Average Coordination	Average Physique	Command Score	Final Power
Heavy Knights	20,800	11	11	9	26,000
Barbarians	100,000	5	5	7	100,000
Hobgoblins	35,000	5	7	8	35,000
Draconians	48,000	8	6	7	36,000
Red dragons	50,000	10	50	8	60,000
Troll horde	72,000	6	24	8	72,000

The Narrator should feel free to send additional reinforcements, as long as the heroes do not go after the Gemstone Wyrn. Armies from the roster in Chapter Five of *Night and Day* can be used; alternatively, the Narrator can create his own armies using the appendix in that same book from the *Heroes of Steel* dramatic supplement.





at the very top of the arched overhang. However, if any of the reds escaped, then they are waiting on the ledge at the mouth of the cave with three red dragonspawn and ten Sivak draconians.

If the heroes fly in a circle outside the cavern and examine the entrance, they might spot some of the ambushers concealed in the cracks above the cave. The fanatic guardians attack as the heroes fly through the cavern's entrance.

### Inside the Lair

If the heroes arrive in the main chamber from the back entrance (having found and chosen to follow the side cavern), they have a chance to approach the talisman unnoticed. If they enter from the front, however, they are met by guards.

A great, multicolored dragon gleams in the air above the cavern floor. Since it is made of gems, the flashing light reflects from a million different facets—yet the creation seems so solid, so flowingly smooth, that it might almost be alive.

Immediately below the Gemstone Wyrms rises a white pillar. Much of the light in the great chamber emanates from this tower of bleached-white dragon skulls. From the empty eye-sockets pulse a hundred or more tiny beams of colored light. Individual flickers of red, blue, gold, brass, and even a purplish, pale glow that marks the skulls that must have been black dragons—all the ten colors of dragonkind—twist upward through the air until they gather into tight focus on the Gemstone Wyrms.

Draconian, ogre, and goblin warriors crowd the floor of the cavern, awaiting their turn to enter the focused light of the Wyrms. Several red dragons perch in niches in the walls, overlooking the skull totem and the teeming mass of troops.

If the heroes have entered the cavern by the front passage, four red dragons quickly fly to the attack.

While the aerial battle is going on, the troops on the ground continue to march toward the totem. If the heroes win the fight, or if any of them take the time to look down, they see the following:

A beam of light shoots downward from the Gemstone Wyrms, shining brightly on a flat space near the edge of the huge cavern. In a flashing instant, the cavern floor disappears and is replaced by a plain flanked by two steep mountains.

A file of draconians marches forward, entering the space illuminated by the light—and suddenly those draconians are marching into the grassy field. In the distance, you see a rank of shield-bearing warriors turning in shock to face the foe that has appeared against their rear flank.

The power of the Gemstone Wyrms enables Malys to teleport her troops to battlefields across Krynn.

Should the heroes enter the cavern from the back entrance, their dragons can come to rest on very high ledges. From here they can observe the activities in the cavern and see the scene described above.

### Success or Sorcery

If the heroes move quickly to destroy the mass of gems, they may succeed and escape. If not, they can be captured by its arcane power and held in thrall until the arrival of Malys.

Read the following if the hero with the true dragonance begins an attack run against the Gemstone Wyrms:

As you sweep toward the brilliantly-glowing shape, the gems of the floating construct light up with an almost sun-bright power. Abruptly, the focus of light on the cavern floor snaps out. Instead, all the furious brightness of the Gemstone Wyrms seems to be directed at *you*.

Any single successful hit by the true dragonance against the Wyrms destroys it. If the hero wielding the true dragonance is affected by the power of the Gemstone Wyrms's thrall, another hero can take up the lance and continue the attack.

However, the Wyrms contains the power of Malys, and she senses any attempts to destroy it. Following an attack against the Wyrms, the gems flash with a strobeflike brilliance, washing the entire cavern with the aura of Malys's power.

If a hero without a true dragonance



attempts to attack the Gemstone Wyrn, even if he hits, he does not damage the Wyrn. Instead, he is subjected to the Wyrn's thrall power.

## Atmosphere

Once again, stress the dry heat and bright sun while the heroes are outside of Malys's lair. While inside the lair, however, stress how the lack of sunlight doesn't seem to have helped lessen the heat.

## Actions

To remain in the saddle during the aerial battle, each hero must succeed at an initial *average Agility* action or miss a combat exchange while he tries to regain his balance. Heroes who succeed the first time have no further problems during the aerial battle outside of the cave, but heroes who fail must continue to make *average Agility* actions (with the same result as above if they fail) until they succeed. However, while inside the cave, the dragons must bank and turn more tightly within the cavern's confined space. As a result, each hero must once again successfully perform an *average Agility* action or suffer the results listed above.

Spotting the ambush outside the cave is a *daunting Perception* action if only the black dragon is here; if the spawn and draconians are waiting here as well, then at least some of them are discovered on a *challenging Perception* action.

As the dragons and heroes fly into the cavernous tunnels, the lead hero can make a *challenging Perception* action. If successful, he sees a smaller cavern, nearly concealed by shadows, off to the side. If not, then it appears that the heroes must fly down the main tunnel.

Striking the Gemstone Wyrn is a *daunting Strength* action—not that the construct moves, but it is protected by potent magic. Only the hero with the true dragonlance can possibly succeed at this attack. After a single attack, the hero's dragon must spend two combat exchanges circling around before flying past for another attack.

Every hero exposed to the light must make a *challenging Spirit* action. If the action fails, the hero and his dragon mount are captured by the magical thrall of the Wyrn. The dragon slowly, numbly, glides to a resting place on the ground, while the hero slumps, paralyzed into helplessness, in the saddle.

## Characters

Although the troops in the lair ignore the heroes, others await to distract them.

- ♣ Red dragons: *Adult red dragons*. Co 10, Ph 50, In 12 (144), Es 12 (144), Dmg +18, Def -14, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (enchantment, pyromancy, summoning), mysticism (alteration).
- ♣ Dragon riders: *Humans of various ages and demeanors*, *Adventurers*. Co 5, Ph 5, In 6, Es 6, Dmg +15 (Abyssal lance), Def -12 (leather/Abyssal lance cowl).
- ♣ Wisterkynian: *A male old black dragon, sadistic demeanor*. Co 11, Ph 54, In 14 (196), Es 14 (196), Dmg +25, Def -18, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (hydromancy, spectramancy, transmutation), mysticism (necromancy).
- ♣ Ten Sivaks: *Draconians, various demeanors*, *Champion*. Co 10, Ph 12, In 7, Es 7, Dmg +12, Def -5, also can fly, shapechange, explodes on its death.
- ♣ Three red spawn: *Hostile nonhumans*. Co 10, Ph 14, In 6, Es 6 (25), Dmg +10, Def -5, also dragon breath, sorcery (pyromancy), explodes into a fine spray of flaming oil at death.
- ♣ Four red dragons: *Male young adult red dragons*. Co 10, Ph 40, In 11 (121), Es 11 (121), Dmg +16, Def -12, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (enchantment, pyromancy, summoning), mysticism (alteration).

## Outcome

If someone scores a hit on the Wyrn, the attack succeeds and the thrall is broken. Otherwise, the heroes succumb to the potent effect. Regardless of the outcome, the adventure continues with Scene Two.





## Scene Two: Dragon Flight

After destroying or failing to destroy the Gemstone Wyrms, the heroes must escape the Desolation.

### Overview

Successful heroes can escape from the Desolation; arriving at Sanction, Iyesta's realm, or any other destination they choose, they have the chance to scatter an enemy cavalry charge and land to a heroes' welcome. However, should they have fared badly in the previous scene, they are held spellbound in the thrall of the totem as Malys arrives.

### Getting Started

Narrators should review the aerial combat rules in Chapter Four of *Dragonlore*, as well as look over the material about skull totems and Malys in *Dragonlore* and *Dusk or Dawn* (for the latter information only). If it seems like the heroes are going to be turned into dragonspawn, the background in *The Rising Storm in Heroes of Steel* and Chapter Three of *Dragonlore* can provide helpful information.

### First Impressions

If the heroes were triumphant. . . .

The Gemstone Wyrms shatters with a convulsive ripple of energy, sending a fortune in precious stones cascading over the troops assembled below. Bawling in panic, goblins and draconians bolt for the exits from the chamber; the roars of ogres echo through the cavern as the creatures vainly try to hold their charges in order.

The multitude of lights beaming from the eye sockets of the skull totem slowly fade, as if water trickled over the fires that had given birth to the illumination.

If they remain in thrall, Malys enters. . . .

A wave of awful horror rips through the air, sending spears of ice stabbing into

your gut. Then *she* is here; a monster beyond your capacity to understand—a dragon so huge and horrible that you might as well be ants waiting for the crush of a heavy boot.

### The Story Concludes

Although Malys was knocked into the Blood Sea by Skie in Act One, she managed to pull herself out of the water. Now she is drawn to her lair by the destruction of her potent talisman. If the heroes chose to flee immediately after destroying the Gemstone Wyrms, they escape before she arrives. If they stick around, however, they are present when she shows up.

If the heroes try to destroy the Red Marauder's skull totem, they do not succeed. Indeed, any blow struck against the totem reverses itself to inflict the same amount of damage against the attacker.

Should the heroes fly away from the Desolation, they see that Malys's armies are in full retreat everywhere.

If the heroes and their dragons arrive at a place where the war continues (for example, at Sanction Vale or the borders of Iyesta's realm), the Narrator should have them show up at the climax of a major battle—just when a cavalry charge of heavy knights is being launched, for example, or while a shipload of raiders is being landed against the shore. If the Narrator wishes, he can use the sidebar titled "Military Ventures of the Fifth Age" to help select an opposing army.

### Desperation and Disaster

It's a different story for heroes in the Gemstone Wyrms' thrall, however. Knowing that the heroes are now helpless—feeling a bit weak after the Blood Sea debacle—Malys watches the march of her troops for several minutes. Heroes seeing the overlord could be shocked, breaking the thrall of the Gemstone Wyrms.

If any hero breaks out of the thrall, he receives one chance to take up the dragonlance and fly against the Gemstone Wyrms. If the attack succeeds, the Wyrms is destroyed, and the resulting shock smashes Malys to the ground even as it frees the remaining heroes from the

thrall. Those who flee immediately can survive. The Narrator should then read the heroes the color text about success and continue with this scene.

## Atmosphere

If the heroes succeed, the tone of the scene should be jubilant. However, should the heroes remain held in thrall, the tone should be desperate, with every second counting if they wish to triumph or flee.

## Actions

Heroes still captivated by the Gemstone Wyrms can make a *daunting Spirit* action when Malys arrives in order to escape its thrall. All heroes must fight off the wave of dragonawe that her arrival brings.

## Characters

No character details are given for Malys, to keep the capabilities of this Great Dragon shrouded in mystery. Other than that, the heroes could meet the local citizens that they help out after destroying the Gemstone Wyrms.

♣ *Locals: Humans of varied ages and demeanors, Unknown and Rabble.* Co 5, Ph 5, In 5, Es 5, Dmg 0 (unarmed), Def 0 (common clothing).

## Outcome

If the heroes cannot break free of the thrall or fail to destroy the skull totem, the Red Marauder is victorious. She kills the heroes' dragon mounts and corrupts her human captives into red dragon-spawn. The Narrator should read the following to the group after they are tied up and laid out on the ground before Malys:

Malys's form looms over you, blocking your sight completely. "Perfect candidates for spawn," she mutters. More loudly, she commands, "Kill the nonhumans. They are of no use to me. Knock the humans unconscious and gather some draconians. I wish to start the ceremony now."

The next thing you know, you are slammed into unconsciousness.

The human heroes should be allowed to resist the displacement of their spirit that occurs during the dragonspawning ceremony. If they succeed, then Narrators should read the following to them alone:

After a seemingly endless time of pain and transformation, you find your very essence trapped inside a hideous body. Your mockery of a physical shell has red scales, wings, a tail, and horrid, sharp claws. Although you have control of this body, you sense an Evil presence twisting around your mind, challenging your every thought.

If a hero doesn't succeed in retaining his hold on his body, he and those who died may hear the following text:

Just before your spirit leaves this plane of existence, you sense a woman's presence. Calm washes over you. "Go to your well-deserved rest, mighty heroes. You will be sorely missed."

The woman is Goldmoon. If the heroes met her before, then they recognize her.

## Success!

Heroes who escaped the Peak of Malys should be able to break up the attack they come upon with relative ease. This triumph ensures that they land to a heroes' welcome and a well-deserved chance to rest and recover. During their sleep, however, they experience a strange dream.

A stunningly beautiful woman with silver-gold hair steps through a shimmering door. "Congratulations, mighty heroes," the woman states. "Your actions have earned the respect of many. Enjoy your well-earned rest."

The woman fades away with a smile. The next morning, you awake feeling calm and well-rested.

If the heroes have met Goldmoon before, then they recognize her in this dream.

At the conclusion of the adventure, the Narrator may turn to the Afterword for further adventure ideas.



# EPÍLOGUE

## Afterword

The heroes may have attained a status and power gained by few men and women in the long history of Krynn. How they employ that status and what they do in the future is a question that the Narrator and players should address together.

The dragons who carried the heroes into the Desolation most likely remain in their partnership with their two-legged companions—unless a hero has done something to prove himself unworthy of such a friend. The dragon mage rules from *Heroes of Sorcery* could come into play, if the Narrator wishes. A dragon mystic could be useful in future game play.

Ansalon in the Fifth Age is a land of many potential adventures. Most obviously, the military campaigns suggested in Act Five may still continue to rage. If the Gemstone Wyrn has been destroyed, however, Malys begins to lose interest in her campaigns—it simply takes too long to move her troops around the old-fashioned way!

The Narrator should feel free to use the locales described in *Dusk or Dawn* from the FIFTH AGE boxed set, as well as those presented in the intervening adventure products, as settings for continuing adventures. Also, the Dragon Isles remain places of mystery and intrigue; the effects of Chaos are held in check there, but that is not to say that trouble is altogether nonexistent.

The heroes and their dragons can attempt any of the above missions or anything else that the Narrator cares to design. It might help to keep several likely realities in mind:

- ♣ Malys hates the heroes with a consuming passion. She will use her own might, as well as the more subtle tools of her minions, to find the heroes and have them killed or, preferably, captured and brought to her. (She is an enemy who should never be far from the heroes' thoughts!)
- ♣ Khellendros, if he ever returns to Ansalon after leaving through the portal, may feel enmity or, possibly, a certain sense of fondness for the heroes, based on the actions that might have

occurred during earlier *Dragons of a New Age* adventures. One thing is sure, however—there has never been a better time to try to free the downtrodden folk of his realm.

- ♣ Hogan Bight and Regia (and possibly Iyesta) regard the heroes as reliable allies. It is not out of the question that one or more of these worthies would seek the heroes out in the future, asking them to perform some mission vital to the safety of Krynn. They could, for example, stop the Dark Knights from implementing some terrible plan that would win them Sanction Vale once and for all.

Some of the following adventure hooks could be fleshed out by ambitious Narrators:

- ♣ The heroes could return the Crown of Tides, which they obtained in *Heroes of Hope*, to the sea elves. They might even wish to return Huma's lance to the Solamnic Knights.
- ♣ In Qualinesti, the everpresent guerrilla battles continue. It is possible that the Qualinesti approach the heroes with a mission to help gain an important goal or aid someone's escape attempt.
- ♣ The heroes could solve the question of who was behind the attack on Goldmoon in *Heroes of Hope*. Although Palin has not been able to find any more information on the people that supposedly set up the assassination, perhaps the heroes might find some further clues to this puzzle.
- ♣ Should the heroes be in the mood to foment rebellion, they can return to Relgoth and help the slaves in that city revolt.
- ♣ Finally, news of the dying Silvanesti Forest has grown grimmer. More and more trees have withered within sight of the shield. If the heroes wish to investigate this horrible phenomenon, they can meet with agents of the Legion of Steel.











**Map Legend**

- Mountains
- Active volcano
- Hills
- Forest
- Swamp
- Salt marsh
- Plains
- Icefield
- Stream
- Cataract/waterfalls
- Coral shallows
- Undersea canyon
- City
- Town
- Village
- Trail
- Road
- Interisland shipping route

Miles



# DRAGON ISLES: METALLIC CLANHOMES

Key of the Primary Races Occupying the Major Villages Shown

- - Centaurs
- - Goblins, hobgoblins, or ogres
- - Dwarves
- - Shadowpeople
- - Elves
- - Humans
- - Kender
- - Huldrefolk
- - Kyrie
- - Minotaurs



# WINGS OF FURY

BY DOUGLAS NILES

Featuring "Wings Over Ansalon," the climactic fifth adventure in the *Dragons of a New Age* adventure cycle.

## FLY WITH THE DRAGONS OF ANSALON!

**W**ithin the long shadow of the dragon overlords' domains, villainous schemes approach fruition. Only a handful of courageous heroes dare to challenge these ruthless wyrms—and their success or failure will determine the future of Krynn.

*Wings of Fury* provides a wealth of detail about the mightiest creatures of Krynn. The handbook within this box, *Dragonlore*, presents details on all aspects of dragonkind, including the following:

- The history of Krynn, told for the first time by its truly epic participants—the dragons.
- Extensive descriptions of the Dragon Realms ruled by the overlords, including the schemes, resources, and weaknesses of each.
- The lore of the ten clans of ancient dragons, including revered elders of each, current strongholds, and traditional enemies and allies.

*Wings of Fury* also features *Wings Over Ansalon*, an adventure that pits the heroes and powerful good dragons against the might of the great red dragon Malys herself! The adventure is playable by itself but also serves as the epic climax to the *Dragons of a New Age* adventure cycle. A full-color poster map details the Dragon Isles, the idyllic realm that has been clanhome to the good dragons for the last fourteen centuries.

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