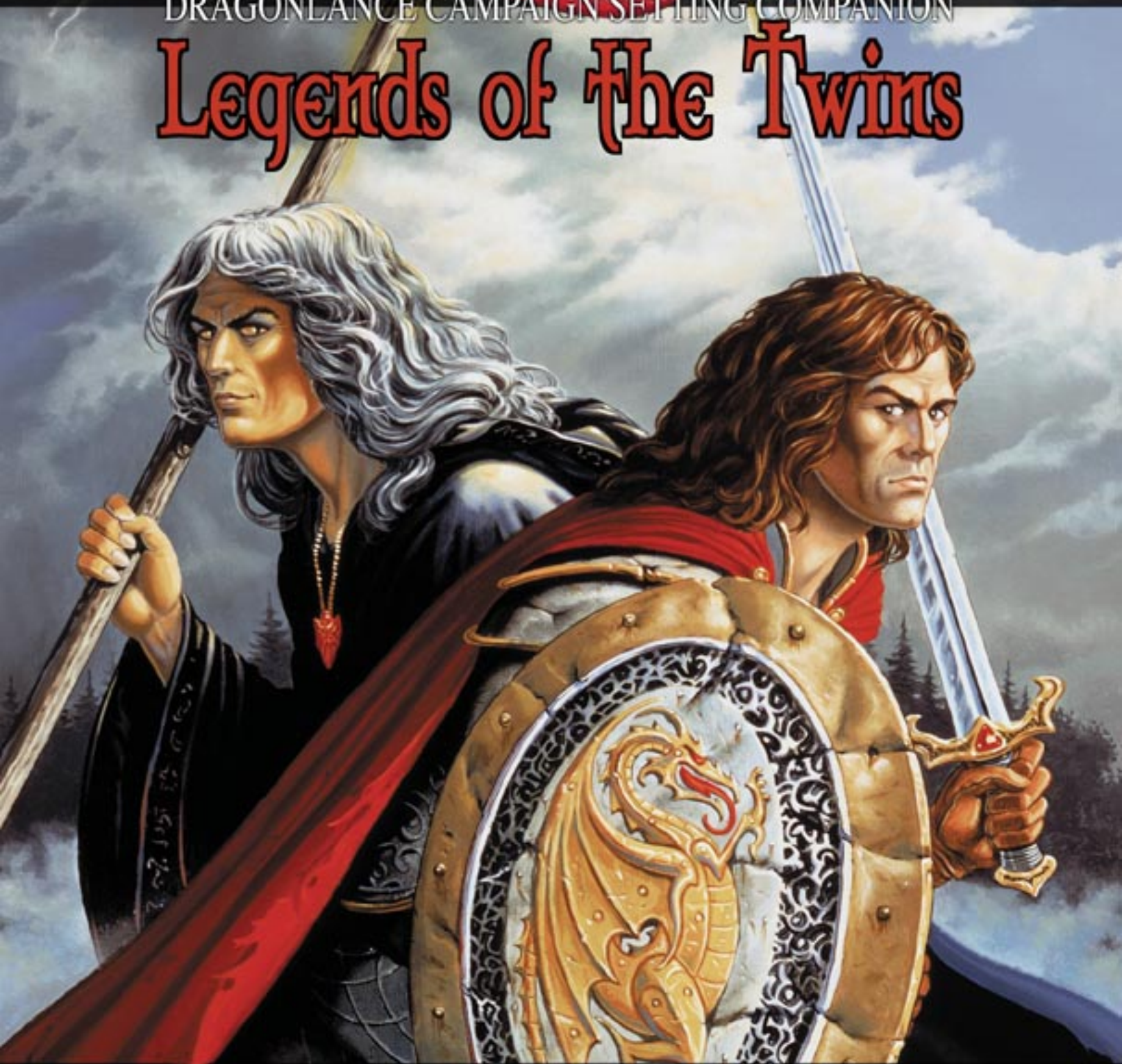




DRAGONLANCE CAMPAIGN SETTING COMPANION

Legends of the Twins



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LEGENDS OF THE TWINS

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Dedication: Keith Parkinson used his brush and paint pallet to bring the world of Krynn, its heroes, and its villains to vivid life. This book is dedicated with affection and admiration to his memory.

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THE ANVIL OF TIME

(ADVENTURE BY TRACY HICKMAN)

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FOREWORD

ARE we like children, left alone in the house at night, who light candle after candle to keep away the darkness? We don't see that the darkness has a purpose — though we may not understand it — so, in our terror, we end up burning down the house.

Crysania

Test of the Twins by Margaret Weis & Tracy Hickman

The novels that comprise *Dragonlance Legends: Time of the Twins*, *War of the Twins*, and *Test of the Twins* are among my very favorites of all the novels I have written with Tracy. In these books, we are able to explore in depth two of the most complex and fascinating characters of the *Dragonlance* world: Raistlin and Caramon Majere.

In addition, we are able — through the wondrous miracle of magical time travel — to visit two of the most interesting places and time periods in the history of the world: the glorious and doomed city of Istar and the wealthy city of Palanthas. We meet those who play such a pivotal role in the history of the world — the Kingpriest of Istar; the evil archmage, Fistandantilus; the dwarven leader, Kharas; the tragic death knight, Lord Soth; and Astinus of the Great Library. We meet old friends again: Tanis, Kitiara, Tasslehoff, and Tika. We see the fiery mountain as it falls upon Krynn and we are able to see the effects of this disaster upon the world as we travel with our heroes to the beginning of the Age of Despair.

We also catch a glimpse of one of Krynn's possible futures — a very terrible future.

All this is the rich backdrop against which the story of *Legends* is set. The story itself is about people — good people and bad people and people who, like most of us, are a jumbled mixture of both. These characters are designed for those who may want to spend a little time developing their characters in depth, coming to know them as people, not just a bunch of stats. (Of course, if you want just plain old wahoo adventure, there are lots for you here, as well, including the gladiatorial ring, the Dwarfgate Wars, Skullcap, and the perils of time travel itself!)

The dominant theme of *Legends* is blindness and sight. Not physical blindness, though that does play a role, but spiritual. Almost all the heroes and antiheroes of the story are blind in one way or another: blinded by varying degrees of pride, ambition, desire, jealousy, despair, or a lust for power. Unless they can somehow be made to see the truth, their blindness will lead to their downfall and ultimate redemption. It is also about heroes who can see the problems clearly, yet don't quite know how to make things right.

Other themes exist as well: the redemptive power of love is another strong theme that runs through the books.

Think about all this as you create your character. Incorporating these themes or others you find into your portrayal of the character(s) can enhance your experience and the experience of those who travel the world with you.

So, dive into the River of Time. Don't go blindly, however, but — like the kender — walk the world with your eyes wide open to its possibilities!

Margaret Weis



Chapter 1: CHARACTERS

TRAVELERS and adventurers. Working here at the Inn I see them all the time. Most of 'em are nice enough, but some of 'em . . . well, you can tell that their path will eventually lead back home. They have a sword and a good pair of boots, but they just don't have that spark in their eyes.

I remember a man that came in not long ago. He was an adventurer. Something about the way he carried himself made him stand out from the crowd. Sure, he had all the showy stuff adventurers carry around — a magic dagger, a set of well-cared-for Kagonesti leathers, a little gnomish whirligig that amused the kids for hours. Strip it all away, though, and you could still see that he had traveled far and seen a lot. He was full of laughs and stories, but it seemed like he was always watching over his shoulder for someone that wasn't there. Caramon wanted to be him, of course.

Sometimes I get tired of just listening to tales by the fire and think about leaving the Inn, going out to explore the world and have some adventures of my own. I put on my best boots. I drape a blanket over my shoulders like a traveling cloak. I sneak into Otik's room and take his sword down from the pegs on the wall. Then I go over to the window. Before I look out to the hills beyond, I always try to find my reflection in the glass — and I look for the spark in my eyes.

Tika Waylan
346 A.C.

CHARACTERS OF THE SAGA

Fistandantilus. Sturm Brightblade. Palin Majere. Mina. In the rich tapestry that is the history of Ansalon they are golden threads, vibrant lines drawing a clear path through the mundane weave. When you enter the world of Krynn, you might choose to pick up one of those threads and discover the next journey of a legendary character from the *DRAGONLANCE* saga.

Or you might create your own.

The basic character creation process helps you determine a character's race, class, abilities, skills, feats — general information that defines the character in broad strokes. These allow you to take your first steps onto the road of adventure, but they don't necessarily draw you beyond the rules' determination of whether a character can or cannot overcome a challenge toward true knowledge of your



character's history and persona. Whether you do so before beginning character creation or after making the broad strokes, ask yourself questions about your character. What is your character's favorite possession, and why? After a long journey, does she first seek out an alehouse or a soft bed?

Putting more thought into your character and fleshing out the details of her life and personality quickly turns numbers on paper into a vibrant, living being. If your adventures are built upon the firm foundation of your character's past experiences and a strong personality, you will likely find that both your character and your adventures are more enjoyable and more memorable — and soon discover that you have added another golden thread to the *DRAGONLANCE* tapestry.

PLAYING A ROLE IN A DRAGONLANCE CAMPAIGN

Every d20 System campaign has a particular play style, a tone that sets the stage for the action. Some players and Dungeon Masters prefer a style known as “kick in the door” or sometimes “hack-and-slash”, which emphasizes the mechanical optimization and combat effectiveness of each character. This can happen at the expense of more in-depth development of character, plot, and realistic and well-rounded roles. Of course, there's nothing wrong with this, as long as everyone around the table is having fun.

However, while *DRAGONLANCE* can certainly support a hack-and-slash campaign, its strengths as a game setting lie in supporting a more roleplaying oriented style. The novels, especially the Legends trilogy, focus heavily on the choices characters make, why they make them, and their consequences. Caramon's love for his brother Raistlin and for his wife Tika tug him in different directions, forcing him at times to choose one over the other, with far-reaching consequences. Crysania's infatuation with Raistlin leads her to enter the Abyss with him, nearly causing the world's destruction.

Tasslehoff's feelings of protectiveness toward Caramon influence his choice to stow away in Par-Salian's time travel spell, a choice that opens the door to history changing.

Creating characters with similarly complex motivations and personalities is the key to unlocking the roleplaying potential of the *DRAGONLANCE* campaign setting, particularly a game focused on the events surrounding the Legends of the Twins.

EXAMPLE THEMES IN DRAGONLANCE

Good vs. Evil: Sometimes it's as simple as the Good Guys against the Bad Guys; this is a main theme of the DRAGONLANCE Chronicles trilogy.

Hubris: The DRAGONLANCE universe takes a dim view of those who get too ambitious or proud. Hubris is a main theme of the Legends trilogy.

Fanaticism and the Balance: Good and evil must exist in balance, a balance which is constantly in jeopardy; the Kingpriest's fanaticism is one example. The Gods of Neutrality might take a prominent role in such a campaign.

Redemption: Good redeems its own. Perhaps a disgraced knight must atone for cowardice, perhaps a renegade wizard must earn the trust of the Orders of High Sorcery. In addition to Rasitlin's sacrifice in *Test of the Twins*, Steel Brightblade's rejection of Takhisis and his selfless heroism at the climax of the Chaos War can be seen as redemption.

Coming of Age: This can be the archetypal hero's journey, where the young and inexperienced become important figures in epic events. Laurana the Golden General exemplifies this theme in DRAGONLANCE.

Faith and Hope: Whether a pious character is struggling with his faith or a secular character has an epiphany, faith is a common theme in DRAGONLANCE. Crysania's unshakable devotion to Paladine contrasts starkly with the dying villager's hopelessness in *War of the Twins*.

Love and Loyalty: How far does loyalty go? How much is a character willing to sacrifice for love? Caramon's love for Raistlin, and the consequences it forces them both to face, is an important theme of the Legends trilogy.

THEME AND MOTIVATION

DRAGONLANCE novels and stories often have strong themes associated with them, grand ideas that extend beyond the plot. Among the many themes of the Legends trilogy of novels are hubris (both the Kingpriest and Raistlin attempting to become gods with disastrous consequences), of redemption (Caramon overcoming his addiction), and of unconditional love (Tika's love for Caramon).

While planning a new DRAGONLANCE campaign, the Dungeon Master may wish to consider whether to introduce an overarching theme, or perhaps even several, into her own game. Players may wish to consult with the Dungeon Master when they create their characters to make sure their character concept will work well with the intended theme. Dungeon Masters also often draw inspiration from the sorts of characters the players create.

Once players have a good idea of their character concept — an aspiring knight, a woodsy archer, a wizard's apprentice — they may wish to ask questions regarding motives. Why is my character the way he is? What are his priorities? What are his long-term goals? When he face choices, on what will he base his decisions? What are some circumstances that might cause him, the character, to make a decision the player knows is a bad idea?

The Dungeon Master can use metaphor and symbolism to reinforce the themes in the game. Crysania's blindness to Raistlin's evil was finally manifested in physical blindness. Violent weather can symbolize impending doom or looming evil. Themes of good vs. evil are well symbolized by starkly contrasted dark and light colors. Frequently recurring numbers or colors can symbolize inevitability or fate. Arid landscapes can symbolize loss of hope. Rain can be seen both as sorrowful, and as cleansing and renewing of life.

HISTORY AND CONSEQUENCES

Although the campaign begins with an adventure, the characters' lives do not. By the time the campaign begins, most characters will have had many years of life experience. Why are the class, the feats, and the skills the player has chosen the best ones to model the character? The answers may prove to be a complicated story, or as simple as following in the footsteps of a parent or mentor. Where was the character born? Where did he grow up? Who raised him? Was there something in the character's background that made him take up his current life's work? The answers to these questions are important not only because they explain how the character has acted in the past, but also because they hint at how he will act in the future.

A character's choices and actions, along with the larger events of the campaign, continue to add to the history of the character and the world. With each choice, the character develops and his story is told.

As history accumulates, so do its consequences. Events that happen today are caused by events that occurred in the past — and in turn cause events that will occur in the future. It may be difficult to know if the consequences of a character's actions will be positive or negative. Characters may build reputations, for good or for ill. Relationships between characters within the party grow and change. Characters may become close friends, or rivals, or both. The story continues. Follow that road far enough and a character will take on a life of his own within all the players' imaginations.

ALIGNMENT AND ROLEPLAYING

Alignment is a shorthand way to summarize a character's beliefs and motivations. It is a measure of a fundamental

part of his being, his understanding of the world and how he interacts with it. Although character creation often starts with alignment, it may be more satisfying to develop these beliefs and motivations, then select the alignment which best describes them. Some players find it helpful to describe the character and the character's background, personality, and motivations to the other players and Dungeon Master, and see what alignment they think best represents the character.

It's vital to remember that alignment should be a guide, not a straightjacket. Alignment arises from deeds; deeds do not flow from alignment. In other words, a lawful good character defends the innocent and upholds the King's laws not because he is lawful good but because he believes it is the right thing to do. The difference is subtle, but important. Once alignment is set, any change to it should represent a fundamental change of outlook, philosophy of life, or attitude, and should never be done frivolously.

DEATH

Though the world of Krynn goes on, player characters in a *DRAGONLANCE* campaign are mortal. Sooner or later, the dangerous lives adventurers lead will ensure that not all return home. Death may come to a character at the end of a long adventuring career, or it may come suddenly and unexpectedly. Few players like having a character die, especially if they have invested a great deal of effort in character development.

However, in a campaign featuring intense roleplaying, the death of a fully fleshed-out character may have surprising meaning and resonance. When death comes, it may be an event that will have ongoing consequences for the history of the world long after the character is gone. In fact, the death of a player character is sometimes a positive thing, if the death is particularly heroic or completes the hero's story in a satisfying way. The bards will forever sing of the adventurer sacrificing his life for his comrades, the valorous warrior-king dying on the field battling evil, and the corrupt criminal who found his heart and his redemption at the cost of his own life. To play such a character is a rare pleasure.

VARIANT: CHARACTER TRAITS

Roleplaying characters are more than the sum of their ability scores, feats, and skills. They are living creatures with histories and personalities. For some players, this depth of character comes with their concept before they begin character creation. For others, character creation can be completed without gaining much of an idea about the true nature of the characters. Both groups will be aided by the character traits system, a system that helps explore a character and provide more details about her background.

Though most character traits have clear mechanical effects, they are intended to be roleplaying tools as much as elements of gameplay. You will see that many take the form

of adjectives: Aggressive, Focused, Relentless, Suspicious. Choose them not only for their rules, but also for aspects of a character's personality that you enjoy exploring in the campaign through roleplaying.

USING CHARACTER TRAITS

When creating a character, a player may select up to two traits from the list provided in this chapter. As character traits have both positive and negative effects, there is no further cost or advantage to having the trait outside of its inherent use in roleplaying. Character traits should be considered, however, when the Dungeon Master is handing out experience points in the form of personal awards, story awards, and so forth. A player who really stays true to the character traits he has chosen, even when faced with a less-than-favorable outcome, deserves to be rewarded in some fashion.

Character traits are generally not acquired later in the course of the game except by Dungeon Master approval. If your character has undergone a significant change or development, it may be appropriate to select a new trait, or replace an older one. No character should have more than two traits, however, in the interests of game balance and fairness. The negative aspects of a character trait can eventually be countered by advancements in ability scores, skill ranks, or even magic items, so players should not be overly concerned about what amounts to a minor setback in the interests of good character development.

TRAIT DESCRIPTIONS

Each trait in this section includes a benefit, a drawback, any special limitations regarding its selection by a character, and roleplaying ideas for how to incorporate it into your character's personality.

ABRASIVE

You are difficult and demanding in conversation, which tends to oppress those around you.

Benefit: You gain a +1 bonus on Intimidate checks.

Drawback: You take a -1 penalty on Diplomacy checks and Bluff checks.

Roleplaying Ideas: Characters with this trait might be loud and abrupt or quiet and sinister, but either way, most find them disconcerting or irritating.


ABSENT MINDED

You are fascinated by knowledge and learning and are capable of pursuing complex trains of thought quite quickly. However, your preoccupation with such thoughts makes you a little less aware of your surroundings.

Benefit: You gain a +1 bonus on Knowledge checks (although this does not let you use a Knowledge skill untrained).

Drawback: You take a -1 penalty on Spot checks and Listen checks.





Roleplaying Ideas: Characters with this trait might flit from idea to idea, trailing off in mid-sentence or mumbling their way through complex ideas. Conversely, characters with this trait might be extremely articulate but still allow their thoughts to move faster than the pace of a conversation.

AGGRESSIVE

You are quick to initiate combat, and you tend to press the attack once battle is joined. Your enthusiasm makes you a dangerous foe, but you sometimes leave yourself open to blows that a more cautious warrior would avoid.

Benefit: You gain a +2 bonus on initiative checks.

Drawback: You take a -1 penalty to Armor Class.

Roleplaying Ideas: Characters with this trait are often hotheaded and quick to anger, or simply think that the best defense is a quick offense.

BRAWLER

You naturally move close to your opponents when fighting, instinctively grabbing and punching rather than striking with weapons.

Benefit: You gain a +1 bonus on unarmed attack rolls and grapple checks.

Drawback: You take a -1 penalty on all other attack rolls.

Special: The bonus from this trait doesn't apply to natural weapons. A character with the Improved Unarmed Strike feat can't select this trait (if a character with this trait later gains that feat, he loses the trait).

Roleplaying Ideas: Characters with this trait often disdain the use of weapons entirely, and some eventually learn more refined martial arts based on their instinctive fighting techniques. Many brawlers might not even be consciously aware that they fight differently from other characters; they simply know that the best way to take someone out of a fight is to grab him or punch him in the face.

CAUTIOUS

You are cautious in combat, even a bit cowardly, and you take more care to defend yourself than others. However, this caution renders you susceptible to fear effects.

Benefit: You gain an additional +1 dodge bonus to Armor Class whenever you fight defensively or take the total defense action.

Drawback: You take a -1 penalty on saving throws made to resist fear effects.

Special: You cannot select this trait if you have immunity to fear or fear effects. If you later gain immunity to fear, you lose the benefit of this trait.

Roleplaying Ideas: Characters with this trait might consistently urge talking rather than fighting, or they might do little to encourage that their companions avoid combat and simply remain as far away from foes as possible, using ranged weapons or spells.

DELICATE

You are light on your feet and have the grace of a dancer, but your slight frame makes you frail.

Benefit: You gain a +1 bonus on Reflex saves.

Drawback: You take a -1 penalty on Fortitude saves.

Roleplaying Ideas: Characters with this trait often have mannerisms that complement their dainty or graceful bodies, but are also prone to avoiding situations where their subdued endurance is challenged. This can make them seem weak or reticent.

DETACHED

You maintain a distance from events that keeps you grounded but limits your reaction speed.

Benefit: You gain a +1 bonus on Will saves.

Drawback: You take a -1 penalty on Reflex saves.

Roleplaying Ideas: Characters with this trait are likely to be quiet and restrained, but they might be vocal when others falter in their beliefs.

DISHONEST

You are naturally deceitful and insincere with others. You have a talent for lying, but have difficulty convincing others when you do speak truthfully.

Benefit: You gain a +1 bonus on Bluff checks.

Drawback: You take a -2 penalty on Diplomacy checks.

Roleplaying Ideas: Characters with this trait might be portrayed as crafty liars, or lying might simply be second nature to them, making actually telling the truth a difficult chore.

EASYGOING

You are naturally friendly. Others feel comfortable around you, but this trait also makes it more difficult for you to be pushy or suspicious.

Benefit: You gain a +1 bonus on Gather Information checks.

Drawback: You take a -1 penalty on Intimidate checks and Sense Motive checks.

Roleplaying Ideas: Characters with this trait might be more easily manipulated in interactions with NPCs, or they might simply prefer not to argue and instead use their natural talent to learn more about the world around them.

FARSIGHTED

You have difficulty focusing on nearby objects, but your distance vision is more keen than normal.

Benefit: You gain a +1 bonus on Spot checks.

Drawback: You have a -2 penalty on Search checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

FOCUSED

You can keep your attention on a task despite many distractions; however, events in the background pass you by.

Benefit: You gain a +1 bonus on Concentration checks.

Drawback: You take a -1 penalty on Spot checks and Listen checks.

Roleplaying Ideas: Characters with this trait often seem single-minded or even obsessive in their focus on a specific task.

HARD OF HEARING

You have a slight hearing impairment, and to compensate, you have become more in tune with your other senses.

Benefit: You gain a +1 bonus on Spot checks.

Drawback: You take a -2 penalty on Listen checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

HARDY

You are made of tougher stuff than the average person, but you're not quite as quick to react to dangerous effects.

Benefit: You gain a +1 bonus on Fortitude saves.

Drawback: You take a -1 penalty on Reflex saves.

Roleplaying Ideas: Characters with this trait might see their physical prowess as normal and look down on less hardy individuals, or they might see it as their duty to play the role of protector and help those less able to endure physical hardship.

HONEST

You are naturally straightforward and sincere. This quality helps you persuade people to your viewpoint, but you have difficulty telling lies and seeing deception in others.

Benefit: You gain a +1 bonus on Diplomacy checks.

Drawback: You take a -1 penalty on Bluff checks and Sense Motive checks.

Roleplaying Ideas: Characters with this trait might be naive and too unsophisticated to lie, or they might be aware of worldly matters and simply choose to take a higher ground.

ILLITERATE

You cannot read, but you have devoted yourself to learning other skills.

Benefit: Choose any one skill except Decipher Script or Forgery. You gain a +1 bonus on checks using that skill.

Drawback: You are illiterate.

Special: You can eliminate the negative effect of this trait by spending 2 skill points to become literate. Unlike with the barbarian, you cannot become literate by taking a level in any class other than barbarian.

You can't select this trait if your character is already illiterate because of race, class, or any other reason.

Roleplaying Ideas: Characters with this trait might be sensitive about not being able to read, or they might not value "book learnin'."

MOONSTRUCK

You have an innate attunement to the phases of the three moons of Krynn, much like that experienced by the Wizards of High Sorcery.

Benefit: You gain a +1 bonus on saving throws vs. spells when the moon that matches your alignment (Nuitari for evil, Lunitari for neutral, or Solinari for good) is in High Sanction.

Drawback: You take a -1 penalty on saving throws vs. spells when the moon that matches your alignment is in Low Sanction.

Roleplaying Ideas: Characters with this trait tend to feel more energized and awake when their moon is full, and ill-tempered or melancholy when it is new. Wizards with this trait often seem to exhibit erratic mood-swings throughout the cycle of their moon, to the consternation of their brothers and sisters in the Orders.

MUSCLEBOUND

You are good at almost everything that requires strength, but less adept than most at tasks that require coordination.

Benefit: You gain a +1 bonus on Strength-based skill checks and ability checks.

Drawback: You take a -2 penalty on Dexterity-based skill checks and ability checks.

Roleplaying Ideas: Characters with this trait are likely to solve problems with physical strength rather than through trickery or finesse.

NEARSIGHTED

You have difficulty focusing on distant objects, but your eye for detail is more keen than normal.

Benefit: You gain a +1 bonus on Search checks.

Drawback: You take a -1 penalty on Spot checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

NERVOUS

You are highly aware of the potential threats around you, but your paranoia makes you easily deceived.

Benefit: You gain a +1 bonus on Reflex saves.

Drawback: You take a -1 penalty on Will saves.

Roleplaying Ideas: Characters with this trait might be jittery and excitable, or always looking around for things to jump out at them. In social situations, their susceptibility to the wiles and influences of others makes them easy marks for charlatans.

PASSIONATE

You are made of tougher stuff than the average person, but you are highly suggestible.

Benefit: You gain a +1 bonus on Fortitude saves.

Drawback: You take a -1 penalty on Will saves.

Roleplaying Ideas: Characters with this trait might be gruff and place extreme value on overcoming physical obstacles, or conversely, their weakness against magical enchantments might leave them fascinated and fearful of such things.

PIOUS

You are deeply passionate about your own faith, but this makes you less comfortable around those of other faiths.

Benefit: You gain a +1 bonus on Diplomacy checks with followers of your god (including false gods).

Drawback: You take a -2 penalty on Diplomacy checks with followers of other gods.

Special: You cannot choose this trait if you do not have a patron deity. If you change or lose faith in your deity, you no longer gain the benefit or penalty of this trait but you take a -1 penalty on Diplomacy checks with followers of your old religion. You can even possess this trait when your god is absent (such as during the early Age of Mortals).

Roleplaying Ideas: Characters with this trait may demonstrate their commitment and zeal in positive ways, or they might be intolerant and boorish.

PLUCKY

You have a strength of will not reflected in your limited physical gifts.

Benefit: You gain a +1 bonus on Will saves.

Drawback: You take a -1 penalty on Fortitude saves.

Roleplaying Ideas: Characters with this trait might be annoyingly positive-minded, or they might only show their mental resilience in times of dire need.

POLITE

You are courteous and well spoken.

Benefit: You gain a +1 bonus on Diplomacy checks.

Drawback: You take a -2 penalty on Intimidate checks.

Roleplaying Ideas: Characters with this trait might be honestly polite and kind, or they might simply be adept at mimicking social conventions to get what they want.

QUICK

You are fast, but less sturdy than average members of your race.

Benefit: Your base land speed increases by 10 feet (if you don't have a land speed, apply the benefit to whichever of your speeds is highest).

Drawback: Subtract 1 from your hit points gained at each level, including 1st (a result of 0 is possible).

Special: You must have a Constitution of 4 or higher to select this trait.

Roleplaying Ideas: Characters with this trait typically try to stay away from physical combat, but a rare few might relish it, striving to see if their superior speed is enough to best hardier warriors.

RECKLESS

You naturally sacrifice accuracy to put more power behind your blows.

Benefit: You gain a +1 bonus on damage rolls after successful melee attacks.

Drawback: You take a -1 penalty on melee attack rolls.

Roleplaying Ideas: Characters with this trait might be loudly passionate about entering combat and overcoming foes through strength of arms, or they might be quiet and so desperate to avoid confrontation that they put extra

effort into every blow in an attempt to end the encounter more quickly.

RELENTLESS

You don't know the meaning of the word "tired." You go all out until you simply can't continue.

Benefit: You gain a +2 bonus on Constitution checks and similar checks made to continue tiring activities (see the Endurance feat for all the checks and saves to which this benefit applies).

Drawback: Any effect or condition that would normally cause you to become fatigued instead causes you to become exhausted.

Roleplaying Ideas: Characters with this trait may see others as soft or weak, especially anyone who complains about being tired or fatigued. They might openly scoff at others' weaknesses or might quietly encourage them to "tough it out."

SADDLEBORN

You are a natural in the saddle, but you have little patience for handling animals when not riding them.

Benefit: You gain a +1 bonus on Ride checks.

Drawback: You take a -1 penalty on Handle Animal checks.

Roleplaying Ideas: Characters with this trait rarely bother to consider animals as good for anything other than mounts, but they are extremely confident about their riding abilities.

SKINNY

You are very slender for your race.

Benefit: You gain a +1 bonus on Escape Artist checks.

Drawback: You take a -2 penalty on Strength checks to avoid being bull rushed or overrun.

Roleplaying Ideas: Skinny characters tend to be pushed around by tougher types, so those with this trait might be shy, or they might be very defensive when faced with such situations.

SLIPPERY

You are less adept at grappling and wrestling than others of your size and strength, but you are adept at slipping out of another's hold.

Benefit: You gain a +1 bonus on Escape Artist checks to escape a grapple and on grapple checks to escape a grapple or avoid being grappled.

Drawback: You take a -1 penalty on all other grapple checks.

Roleplaying Ideas: Characters with this trait might fear close combat, knowing they are less adept grapplers than most opponents. On the other hand, good escape artists with this trait might enjoy baiting larger foes into grappling them, knowing they can easily slip out of the grasp of most foes.

SLOW

You are slow, but sturdier than average members of your race.

CREATING YOUR OWN CHARACTER TRAITS

ALTHOUGH this section provides a large number of character traits, a player who wants to create a character with a distinctive personality may ask the Dungeon Master to design a new trait. If that happens, the Dungeon Master should keep in mind that the traits variant is only effective if the benefits and the drawbacks of the traits are related. If the drawback and benefit of a trait apply to disparate or unrelated aspects of the game, it becomes too easy for a player to choose a trait for her character that provides a bonus on a commonly attempted ability check or skill check while

the corresponding penalty applies to a rarely used or never used aspect of play. For example, a trait that gave a bonus to Armor Class and a penalty on attack rolls would be poor design because spellcasters make very few attack rolls (making the penalty far less severe) yet continuously gain the benefit of the increased Armor Class.

As long as the Dungeon Master and player talk about a new trait ahead of time and view it in light of what skills and abilities the character uses most often, this potential pitfall is easy to avoid.

Benefit: Add +1 to your hit points gained at each level.

Drawback: Your base land speed is halved (round down to the nearest 5-foot interval).

Special: You must have a base land speed of at least 20 feet to select this trait.

Roleplaying Ideas: Characters with this trait tend to be relatively immobile in combat. They typically prefer to wear strong armor (or other protective devices), since it's hard for them to flee a fight.



SPECIALIZED

You have a knack for one kind of work or study, but other tasks are harder for you to accomplish.

Benefit: Choose one specific Craft, Knowledge, or Profession skill. You gain a +1 bonus on checks using the specified skill.

Drawback: You take a -2 penalty on all other checks using the same skill (Craft, Knowledge, or Profession, based on the skill chosen).

Roleplaying Ideas: Characters with this trait often see themselves as elite artists or experts rather than mere professionals, and they might regard their chosen vocation or study as more useful or interesting than other tasks.

STOUT

You are heavy for your race.

Benefit: You gain a +2 bonus on Strength checks to avoid being bull rushed or overrun.

Drawback: You take a -1 penalty on Escape Artist checks.

Roleplaying Ideas: Overweight characters are often bullied, so those with this trait might be shy, or they might be very defensive when faced with such situations. Some turn to humor to defuse such situations, while others become bitter.

SUSPICIOUS

You are naturally suspicious of everyone and everything. While this trait makes you hard to fool, it makes others slightly less likely to agree with you or find you threatening.

Benefit: You gain a +1 bonus on Sense Motive checks.

Drawback: You take a -1 penalty on Diplomacy checks and Intimidate checks.

Roleplaying Ideas: This trait might express itself as comic levels of paranoia, or it might make the character quietly cautious about others.

TORPID

You are sluggish and slow to react to danger, but also resistant to others' commands.

Benefit: You gain a +1 bonus on saves against enchantment (compulsion) effects.

Drawback: You take a -2 penalty on initiative checks.

Roleplaying Ideas: Torpid characters may be seen as lazy or as methodical and measured in their actions.

UNCIVILIZED

You relate better to animals than you do to people.

Benefit: You gain a +1 bonus on Handle Animal checks and wild empathy checks.

Drawback: You take a -1 penalty on Bluff checks, Diplomacy checks, and Gather information checks.

Roleplaying Ideas: Characters with this trait are likely to feel awkward in many social situations; that might be expressed as shyness and quiet behavior, or it might be expressed through an overly exuberant need to participate in conversations.

NEW FEATS

The *DRAGONLANCE Campaign Setting* introduced a number of new feats for characters of Krynn, many of which are thematic and roleplay-intensive. The following feats build on those ones, adding additional depth or fleshing out certain aspects of existing abilities.

Some of these feats are reprinted from the *Age of Mortals* sourcebook and *War of the Lance* sourcebook. Where the two sources differ, the version provided here is more current.

ACADEMIC PRIEST [GENERAL]

Your path to faith is more scholarly than those of other clerics.

Prerequisites: Intelligence 13+

Benefit: For the purpose of determining bonus divine spells per day and maximum divine spell level, your primary spellcasting ability is Intelligence. If you have more than one divine spellcasting class, the bonus applies to only one of those classes. Your spell save DCs are not affected by this change.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once it applies to a different divine spellcasting class each time. You may take this feat even if you have no divine spellcasting classes yet.

ALTERNATE FORM [GENERAL]

You have learned how to assume the form of an animal or humanoid, much as a silver, gold or bronze dragon can.

Prerequisites: Dragon, Adult age or older, Caster Level 5th.

Benefit: You are able to assume a single specific alternate humanoid or animal form of Medium size or smaller once per day. This ability functions as a *polymorph* spell cast on yourself at your caster level, except you do not regain hit points for changing form. You can remain in your alternate form until you choose to return to your natural form.

Special: This feat may be taken more than once, each time adding to the number of times you may change form each day. Silver, gold and bronze dragons that take this feat may change form an additional time each day.

ASTROLOGICAL FORECASTING

You are able to use the heavens as a tool to provide an insight to your fate.

Prerequisite: Knowledge (arcana) 4 ranks.

Benefit: Once a week you may prepare an astrological reading. This requires an hour's time with a view of the night sky and a Knowledge (arcana) check. Compare the result of the check to the following:

DC	Benefit
20	Partial reading, +1 bonus
25	Complete reading, +2 bonus
30	Superlative reading, +3 bonus

The bonus applies as an insight bonus to any single

ability check, skill check, attack roll, saving throw or initiative roll in the next seven days.

A reading may also be prepared for another character that the character with this feat knows. In this case, the character who prepares the reading decides which type of check the bonus will apply to, but the character the reading was prepared for decides when to use it.

Special: The type of check affected must be chosen at the time the reading is prepared, but the bonus may be used at any time before the week is up. If it is not used, no reading may be prepared in the following week. Ignoring the signs of the heavens has its own consequences.

CHARMING [GENERAL]

Others find your company appealing.

Benefit: You gain a +2 bonus to Diplomacy and Bluff skill checks.

DISCIPLINED [GENERAL]

You maintain composure even in life-threatening situations.

Benefit: You gain a +1 bonus to Will saves and a +2 bonus to Concentration skill checks.

DYNAMIC PRIEST [GENERAL]

Your self-confidence and force of personality are the foundations of your faith.

Benefit: For the purpose of determining bonus divine spells per day and maximum divine spell level, your primary spellcasting ability is Charisma. If you have more than one divine spellcasting class, the bonus applies to only one of those classes. Your spell save DCs are not affected by this change.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once it applies to a different divine spellcasting class each time. You may take this feat even if you have no divine spellcasting classes yet.

EDUCATION [GENERAL]

You have received several years of formal schooling in which you were an excellent student.

Prerequisites: Civilized human, half-elf, Silvanesti elf or Qualinesti elf.

Benefit: All Knowledge skills are class skills for you, regardless of your character class. You gain a +2 bonus on two Knowledge skills of your choosing.

Special: You may only take this feat as a 1st-level character.

HAGGLER [GENERAL]

You are skilled at brokering deals in business matters.

Benefit: You gain a +2 bonus on all Appraise and Bluff skill checks.

HEROIC SURGE [GENERAL]

You may draw on inner reserves of energy to perform additional actions in a round.

Benefit: You may take an additional move or attack action, either before or after your regular actions. You may

use Heroic Surge once per day based on your character level, but never more than once per round: 1st-4th level, once per day; 5th-8th level, twice a day; 9th-12th level, three times a day; 13th-16th level, four times a day; 17th-20th level, five times a day.

IMPROVED TAUNT [GENERAL]

You are especially skilled in the art of enraging individuals through insults and jeering.

Prerequisites: Charisma 13+, Taunt exceptional ability.

Benefit: On a successful Bluff check versus a target's Sense Motive check, you cause the target to suffer a -2 penalty on attack rolls and AC. The taunt shifts the attitude of the target two steps towards Hostile (See the *Dungeon Master's Guide*, Chapter 4, NPC Attitudes).

The duration of the taunt is a number of rounds equal to the character's Charisma bonus, twice that if the Bluff check exceeds the target's Sense Motive check by 10 or more. This ability is only effective once per encounter.

With this ability you may choose to target a crowd in place of an individual target. If you make a successful Bluff check with a DC of 10 + 1 for every 2 targets in the crowd, their attitude shifts one degree towards Hostile, but they do not suffer any penalties to attack rolls and AC.

Special: Close friends and long time acquaintances of the individual doing the taunting are entitled to a +4 morale bonus to resist the effects of the taunt if they are targeted.

LUCKY [GENERAL]

You manage to survive situations through sheer good fortune.

Benefit: You gain a +1 luck bonus to all saving throws.

MIMIC [GENERAL]

You possess a natural talent for impersonation.

Benefit: You gain a +2 bonus on Disguise and Perform skill checks.

QUICK-THINKING [GENERAL]

You react quickly to danger.

Benefit: You gain a +2 bonus to Initiative rolls and a +2 bonus to all Spot skill checks.

SHARP-EYED [GENERAL]

You have an eye for small details.

Benefit: You gain a +2 bonus on Search and Sense Motive skill checks.

SPELLCASTING PRODIGY [GENERAL]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells per day, you treat your primary spellcasting ability score as being 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human character) it applies to a

different spellcasting class each time. You may take this feat even if you have no spellcasting classes yet.

STREET SMART [GENERAL]

You have learned how to remain informed and keep an ear to the ground without raising suspicion.

Benefit: You gain a +2 bonus on all Bluff and Gather Information skill checks.

STUBBORN [GENERAL]

You are exceptionally headstrong and bull-headed. It is difficult to sway you from your intended course of action.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus to Intimidate skill checks.

TRUSTWORTHY [GENERAL]

You project a friendly demeanor.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information skill checks.



CORE CLASSES

MARINER

Note: This is a revision of the mariner core class, which originally appeared in the Age of Mortals Campaign Sourcebook. It is the version of the class used in this book, and represents an update of the class for future DRAGONLANCE products.

Mariners live their lives at sea, waking to the smell of salt air and falling asleep at night to the sound of the waves. Some mariners are hardworking, simple sailors who love life at sea. Others are ruthless buccaneers, bent on gaining personal wealth through force and skill. Mariners may do quite well for themselves on land, but they always long for the freedom of the ocean.

Adventures: Many individuals become mariners in order to see the wide world, while others set sail in search of treasure or to avenge themselves on an enemy. Since situations can change rapidly on board ship, the mariner must be prepared to face a variety of dangers, from hurricanes to fire, starvation to mutiny. The mariner learns to adapt quickly to changing circumstances in order to survive.

Characteristics: Mariners are most comfortable when in view of the sea, and often become dispirited when they venture too far inland. They are quick to react to danger and sudden threats. They are not ruled by emotion, but think through any situation, then act accordingly. Those who live at sea are accustomed to the hard life and adopt a pragmatic outlook in order to survive. To the landlubber, such an attitude can seem callous or even ruthless.

Alignment: Mariners are often of neutral alignment, learning to accept difficult situations they cannot change. They are rarely chaotic, since life aboard ship requires structure and discipline.

Religion: Mariners are not generally deeply religious, though most are superstitious. Mariners, even those of non-evil alignment, honor Zeboim, in the belief that their offerings and prayers will placate the capricious Sea Queen. Mariners of good alignment may also revere Habbakuk, the Fisher King, while those of neutral alignment may pay homage to Chislev, whose command over nature extends to the ocean.

Background: Mariners generally come from coastal-dwelling families, who have a long-standing tradition of serving aboard ship. Mariners may also hire onto a ship in order to escape problems on land, either running from the law or trying to conceal dangerous secrets. Many mariners are professional sailors, forming part of a navy, in which case they may come from a noble family with a history of naval officer service.

Some mariners come into their careers by being pressed into service against their will. A captain who is short his full complement of crewmen will send out his officers with gangs of sailors to “press” men into service. A man may be drinking in a tavern one night, only to wake up the next morning with a cracked skull on board a ship already many leagues out at sea. Others mariners are sent to sea as punishment for crimes or may be forced to serve in ships as slaves.

Races: Minotaurs are the most respected and feared mariners in Ansalon. All minotaurs are expected to serve on board ship at some point in their lives. Ogres, too, have held maritime endeavors in the past; half-ogres especially are common around the Blood Sea.

The humans of Northern Ergoth and Saifhum are known for their seamanship, with entire families serving on board sailing ships. Other human cultures produce mariners, also. Those nations whose cities have active ports engaged in the sea trade are the most likely to do so. Palanthas and Sanction are good examples, as was once fabled Tarsis, until the Cataclysm robbed it of its harbor.

Elves rarely become mariners, since they feel most at home in their beloved woodlands and because there is a

TABLE: THE MARINER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus feat, sailor lore, seamanship +1
2nd	+2	+3	+3	+0	Dirty strike +1d4
3rd	+3	+3	+3	+1	—
4th	+4	+4	+4	+1	Back-to-back +1
5th	+5	+4	+4	+1	Bonus feat, seamanship +2
6th	+6/+1	+5	+5	+2	Dirty strike +2d4
7th	+7/+2	+5	+5	+2	—
8th	+8/+3	+6	+6	+2	Back-to-back +2
9th	+9/+4	+6	+6	+3	Seamanship +3
10th	+10/+5	+7	+7	+3	Bonus feat, dirty strike +3d4
11th	+11/+6/+1	+7	+7	+3	—
12th	+12/+7/+2	+8	+8	+4	Back-to-back +3
13th	+13/+8/+3	+8	+8	+4	Seamanship +4
14th	+14/+9/+4	+9	+9	+4	Dirty strike +4d4
15th	+15/+10/+5	+9	+9	+5	Bonus feat
16th	+16/+11/+6/+1	+10	+10	+5	Back-to-back +4
17th	+17/+12/+7/+2	+10	+10	+5	Seamanship +5
18th	+18/+13/+8/+3	+11	+11	+6	Dirty strike +5d4
19th	+19/+14/+9/+4	+11	+11	+6	—
20th	+20/+15/+10/+5	+12	+12	+6	Back-to-back +5, Bonus feat

superstition among mariners that elves aboard ship are bad luck. Even so, the Silvanesti have long had a House Mariner whose role in elven society is to build and sail graceful coastal ships, but it is a minor house with only a handful of families. Sea elves, despite their aquatic environment, rarely

Table: Sailor Lore

DC	Type of Knowledge	Example
10	Commonly known, something that most people have heard and gossip about.	The Knights of Neraka have blockaded Ak-Khurman; Saifhum is a den of pirates and buccaneers.
20	Known by select groups of individuals, not widely known by the general populace.	A port official in Gulfport is rumored to have a weakness for dwarven ale; a stretch of coast in Khur which the Knights of Neraka do not patrol.
25	Known only by few individuals, spoken of only in whispers and secrecy.	A Solamnic Knight whose family fortunes were built upon piracy back in the time of Istar; legends of a ghost ship that haunts the dry sea of Tarsis.
30	Unknown to the vast majority of people, long since forgotten by most.	A safe way of traversing the Maelstrom of the Blood Sea; the location of the sunken ship of an infamous pirate.

produce mariners because they would rather be swimming in the ocean, not sailing upon it. Half-elves, especially those whose elven parent was a sea elf, are much more likely to become mariners.

Gnomes of appropriate guilds sometimes become mariners, designing new and impressive ships and experimental submersibles. Dwarves never become mariners, and think anyone who chooses the life of a sailor must be crazy. Kender are more likely to be found at sea as passengers and stowaways, not sailors, but are known.

Other Classes: While at sea, most mariners work well with other classes. Rogues and bards generally acquire their sea legs quickly and possess a broad range of skills that mariners admire. Mariners also appreciate the strong sword arms of fighters, rangers, and barbarians. Clerics and arcane spellcasters are not generally found aboard ships, but their magic is appreciated and utilized when available. Paladins and Knights of Solamnia rarely associate with mariners, for the paladin's righteous code and the knight's

adherence to the Oath and the Measure often conflict with the mariner's more pragmatic view of life.

Role: Like the bard, the mariner brings a variety of skills and abilities to an adventuring group, while not specializing in anything. A mariner's abilities work best in support positions to other characters, although like the ranger they can step up to combat when needed. While the mariner's class features are useful to adventurers on land, they are unparalleled while out at sea.

GAME RULE INFORMATION

Mariners have the following game statistics.

Abilities: Dexterity and Wisdom are extremely important to mariners, as many of their skills depend on these two abilities. Constitution also plays an important role, since they must survive in all manner of harsh conditions and face many dangerous situations.

Alignment: Any.

Hit Die: d8

Starting Steel: 5d4x10 steel pieces.

CLASS SKILLS

A mariner's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (nature) (Int), Profession (Wis), Speak Language (—), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the mariner.

Weapon and Armor Proficiency: A mariner is proficient with all simple weapons, plus the cutlass, net, scimitar, and trident. A mariner is proficient with light armor and buckler shields.

THE MARINER: WHAT'S CHANGED?

THIS revision of the mariner includes a number of changes based on feedback and comparison to recent developments in d20 System products, especially with regards to the balance of the class to other new classes in official sourcebooks. The most immediate change is that the mariner now has a good base attack bonus, rather than the average base attack bonus it had in *Age of Mortals*. Like barbarians, fighters, paladins, and rangers, the mariner is a warrior class. Like the ranger, it has excellent skill points, but a lower Hit Dice than the other warrior characters, and poorer armor and weapon selection.

The mariner combines support elements like that of the bard or noble and combat benefits like those of the rogue or monk. To further enhance the mariner's

combat ability, the dirty strike class feature has been changed and no longer allows a Reflex save to avoid. The trade-off is that it can only be used as part of a single attack that takes up a full round action. The back-to-back class feature is new to this revision and offers the mariner a little more defense when he is with allies.

Finally, the progression of bonus feats has been spread out a little more, to end with a bonus feat at 20th level but reducing the total amount, and the class skills of the mariner have been slightly expanded to include Escape Artist (to represent the mariner's ease at operating in restrictive environments such as below decks), and Knowledge (local) and Knowledge (nature) (to supplement the mariner's Sailor Lore class feature).

Bonus Feat: At 1st level, 5th, 10th, 15th and 20th levels, a mariner gains a bonus feat. These feats must be chosen from the list below. A mariner must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Alertness, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip), Combat Reflexes, Dodge (Mobility), Exotic Weapon Proficiency, Improved Initiative, Lucky†, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot), Power Attack (Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder), Quick Draw, Quick-Thinking†, Toughness, Weapon Finesse, Weapon Focus.

† New feat included earlier in this chapter.

Sailor Lore (Ex): A mariner picks up a lot of knowledge by listening to local gossip in various ports of call or from the sea stories of shipmates. A mariner may make a special sailor lore check with a bonus equal to his mariner level + his Intelligence modifier to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the mariner heard it from someone who heard it from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM will determine the DC of the check by referring to the accompanying table.

Seamanship (Ex): A mariner gains the listed bonus as a competence bonus to all Balance, Climb, and Profession (sailor) checks.

Dirty Strike (Ex): A mariner is adept at maneuvers such as hitting below the belt, head butts, sucker punches, and other opportunistic tricks. Starting at 2nd level, a mariner may choose to make a single melee attack on his turn as a full round action that deals an additional +1d4 points of damage. This bonus increases to +2d4 at 6th level, +3d4 at 10th level, +4d4 at 14th level, and +5d4 at 18th level. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack; a 2nd-level mariner that uses a club to make a dirty strike deals an additional +1d4 bludgeoning damage, for example, and if the damage dealt by the attack is nonlethal damage, the additional damage is also nonlethal. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if the mariner scores a successful critical hit.

Back-to-Back (Ex): A mariner is trained in fighting alongside his shipmates in cramped and crowded conditions, especially against superior numbers. Starting at 4th level, whenever a mariner is adjacent to an ally and using the fighting defensively or total defense combat options or the Combat Expertise feat, he gains a +1 dodge

bonus to his AC. This bonus increases to +2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

MINOTAUR MARINER STARTING PACKAGE

Armor: Leather armor and buckler (+3 AC, armor check penalty -1, speed 30 ft., 15 lb.)

Weapons: Cutlass (1d6, crit 19-20/x2, 3 lb., light, slashing/piercing, +2 to resist disarm), Net (entangle, range incr. 10 ft., ranged touch attack)

Skill Selection: Pick a number of skills equal to 6 + Int modifier x 4.

Skill	Ranks	Ability	Armor Check Penalty
Balance	4	Dex	-1
Climb	4	Str	-1
Jump	4	Str	-1
Profession (sailor)	4	Wis	—
Survival	4	Wis	—
Swim	4	Str	-2
Tumble	4	Dex	-1
Use Rope	4	Dex	—
Bluff	4	Cha	—
Gather Information	4	Cha	—

Feat: Hulking Brute (from *Dragonlance Campaign Setting*), Improved Initiative (bonus mariner feat)

Gear: Leather armor, buckler, cutlass, net, 50 ft. silk rope, grappling hook, fish hook, fishing net, bedroll, flint & tinder, sailor's outfit.

Steel: 5d4 stl.

NEW WEAPONS

Cutlass: This is a short, heavy blade used on board ships and designed as both a slashing and piercing weapon. It is considered a light weapon, and because of the basket hilt the wielder gains a +2 circumstance bonus on rolls to avoid being disarmed.

PRESTIGE CLASSES

KNIGHT OF THE DIVINE HAMMER

Until the reign of Kingpriest Beldinas, the Lightbringer, Istar was beholden to the Knights of Solamnia for its protection. While it boasted vast armies of *Scatas* — professional soldiers — it was the Solamnic orders that

LIGHT MELEE WEAPON (MARTIAL)

	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Cutlass	12 gp	1d4	1d6	19-20/x2	—	3 lb.	Slashing/Piercing

led those armies into battle, guarded the Great Temple, and provided order in the holy empire.

This changed soon after Beldinas's ascent to the throne. His friend, Cathan MarSevrin — who died protecting the new Kingpriest and was restored to life by Beldinas's touch — was to become a Knight of the Crown as reward for his actions. During his vigil, however, he received a vision from Paladine, of a great hammer wreathed in flame, falling upon Istar. Beldinas took this as a sign, and dubbed Cathan the first of a new order: the *Comuro Ufib*, or Divine Hammer. This was to be an Istaran knighthood, dedicated to eradicating evil within the empire.

The Divine Hammer grew quickly, supplanting the Solamnics' place in Istar. Led by a Lord Marshal who answered to none but the Kingpriest himself, its members spread out across Istar, hunting down the last vestiges of darkness: ogres and goblins, cults of the evil gods, and even mages who wore the Black Robes. For twenty years, it was an unstoppable force for good in the world.

The Hammer's greatest test came during what was known, in latter history, as the Lost Battles. Many of its greatest members perished during the war against wizardry, including Tavarre, the first Lord Marshal, and the renowned warrior Marto of Falthana. The next Lord Marshal was Cathan himself, but he forsook his post and disappeared soon after the war's end.

Crippled by these events, the knighthood fell into decline. The need for new members led to an influx of knights of inferior quality, but it prospered enough to continue its struggle against evil. Though a shadow of its previous glory, the Divine Hammer regained its prominence, and persisted until the Kingpriest's pride brought down the gods' wrath and blasted Istar from the face of Krynn.

As with all things Istaran, the Hammer did not survive the Cataclysm. Most of its members perished when the burning mountain fell, and those few who lived found themselves reviled and hunted. Within a few years, all but a handful of the remaining knights had died at the hands of angry, frightened commoners. Those last few lived only because they put the order behind them, and never spoke of it again. So the Divine Hammer vanished forever.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Knight of the Divine Hammer, a character must fulfill the following criteria:

Alignment: Lawful good, lawful neutral, or neutral good.

Base Attack Bonus: +5.

Skills: Handle Animal 2 ranks, Knowledge (religion) 4 ranks, Ride 4 ranks, Sense Motive 4 ranks.

Feats: Armor Proficiency (heavy), Honor-bound, Negotiator.

Special: The character must serve the Hammer as a squire for no less than three months and be sponsored into the order by another knight. Once accepted, the character must spend a night in vigil and prayer to Paladine.

CLASS SKILLS

The Knight of the Divine Hammer's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Ride (Dex), and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Law of Istar, take him down
2nd	+2	+3	+0	+0	Favor +1, smite infidel (1st type)
3rd	+3	+3	+1	+1	Coordinate +1
4th	+4	+4	+1	+1	Valor of Istar, smite infidel (2nd type)
5th	+5	+4	+1	+1	Favor +2
6th	+6	+5	+2	+2	Coordinate +2, smite infidel (3rd type)
7th	+7	+5	+2	+2	Might of Istar
8th	+8	+6	+2	+2	Favor +3, smite infidel (4th type)
9th	+9	+6	+3	+3	Coordinate +3
10th	+10	+7	+3	+3	Glory of Istar, smite infidel (5th type)

CLASS FEATURES

All the following are class features of the Knight of the Divine Hammer.

Weapon and Armor Proficiency: The Knight of the Divine Hammer is proficient with all simple and martial weapons, all types of armor, and shields (including tower shields).

Law of Istar (Ex): The Divine Hammer has lawful authority within the Holy Empire of Istar, and members of the order can expect assistance when performing their duties. A Knight of the Divine Hammer gains a +1 circumstance bonus per class level to Diplomacy and Gather Information checks when acting on official Istarian business.

Take Him Down (Ex): A Knight of the Divine Hammer is practiced in subduing his opponents in order to bring them to proper justice later. At 1st level, the knight can deal nonlethal damage instead of normal damage with no penalty to his attack roll. He must announce his intent to cause nonlethal damage before rolling his attack.

Favor (Ex): At 2nd level, a Knight of the Divine Hammer gains access to the resources of the Empire, and can call upon favors among the upper ranks of the Divine Hammer and even the priesthood of Paladine. This ability works like the noble class ability of the same name (*Dragonlance Campaign Setting*, pg. 51). If the knight already possesses this ability from another class (such as noble), the bonuses stack, and levels in Knight of the Divine Hammer stack with levels in other classes which provide this ability for the purposes of how many times each week a favor may be called.

Smite Infidel (Su): The Divine Hammer's sacred duty is to strike down opposition to the Holy Empire, enemies of the Kingpriest that emerge from the dark places of the world. Beginning at 2nd level, a Knight of the Divine Hammer may choose a type of infidel from the following list: outsiders, spellcasters (creatures with levels in a spellcasting class), goblinoids, giants, or undead. Once a day at 2nd level, the knight may attempt to smite a chosen infidel with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals an additional 1 point of damage per Knight of the Divine Hammer level. If a knight accidentally smites a creature that is not a chosen infidel, the smite has no effect but is still used up for that day.

At every even level after 2nd (4th, 6th, 8th, and 10th), the knight may choose an additional type of creature from the list given above, or increase the number of times per day he can smite an existing infidel by one. This ability works in conjunction with any other ability that grants a bonus to attack rolls or damage rolls against specific targets, such as favored enemy or smite evil.

Coordinate (Ex): Beginning at 3rd level, a Knight of the Divine Hammer can produce great results when directing others in his command. This ability functions just like the noble ability of the same name (*Dragonlance Campaign Setting*, pg. 52), but the knight is able to use it to assist an ally in combat. If the knight already possesses this ability from another class (such as noble), its effects stack.

Valor of Istar (Su): At 4th level, a Knight of the Divine Hammer benefits from the knowledge that he is part of the most righteous empire on Ansalon. The strength of this conviction grants him a +4 morale bonus to all fear effects, and once per day as a free action the knight may steel his resolve and gain immunity to fear for a number of rounds equal to his Charisma bonus (if any).

Might of Istar (Ex): At 7th level, a Knight of the Divine Hammer may channel the strength of his conviction into actual physical power. Once a day as a free action the knight can gain a +4 morale bonus to his Strength and Constitution scores for a number of rounds equal to 3 + his Charisma bonus (if any).

Glory of Istar (Ex): At 10th level, a Knight of the Divine Hammer is the model of his order's trust and faith in the Holy Empire. Whenever he uses the charge action against an opponent, he gains a bonus to all weapon damage rolls equal to his Charisma bonus (if any), and may make an Intimidate check against his opponent as a free action with a +4 morale bonus. Any allies within 30 feet who witness this glorious charge gain a +4 morale bonus to saves against fear and a +1 bonus to all weapon damage rolls until the knight's next turn.

Code of Conduct

Knights of the Divine Hammer must pay homage to Paladine each day, seek out and vanquish evil wherever it may dwell, obey the orders of a superior knight, show honor when fighting honorable foes, and be prepared to sacrifice one's life for the greater good. A knight who grossly violates this Code (by refusing orders or letting evil go unpunished, for example) loses all Knight of the Divine Hammer abilities. He can no longer progress as a Knight of the Divine Hammer until he atones for his violations by

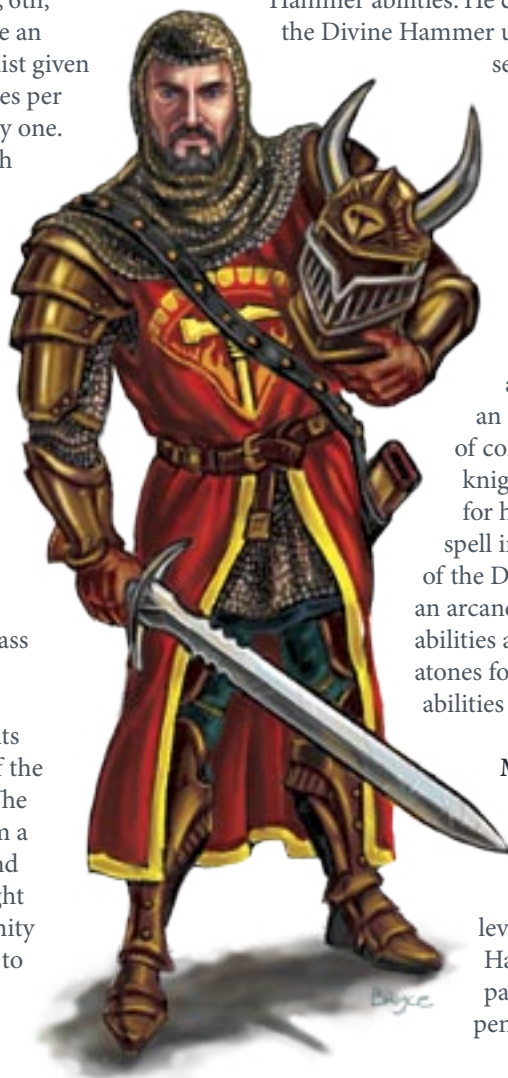
seeking a cleric of Paladine (see the *atonement* spell description in Chapter 11 of the *Player's Handbook*). The Lord Marshal or Kingpriest must also accept the ex-knight back into the Hammer.

Ex-Knights of the Divine Hammer

A Knight of the Divine Hammer who ceases to be of the proper alignment, who willfully commits an evil act, or who violates the code of conduct loses all special abilities. The knight regains his abilities if he atones for his violations (as per the *atonement* spell in the *Player's Handbook*). A Knight of the Divine Hammer who takes a level in an arcane spellcasting class loses all special abilities and cannot regain them until he atones for his violations and also forsakes all abilities of the arcane spellcasting class.

Multiclass Note

Paladin characters are allowed to multiclass with the Knight of the Divine Hammer class. In other words, a character with paladin levels can take a Knight of the Divine Hammer level, then return to the paladin class for his next level, without penalty.



Chapter 2: THE RIVER OF TIME

Time is a great flowing river, vaster and wider than any river we know. Throw a pebble into the rushing water — does the water suddenly stop? Does it begin to flow backward? Does it turn in its course and flow another direction? Of course not! The pebble creates a few ripples on the surface, perhaps, but then it sinks. The river flows onward, as it has ever done.

Par-Salian, Master of the Tower at Wayreth
Time of the Twins by Margaret Weis & Tracy Hickman

Time in Krynn has always been described as a river, the powerful River of Time that flows through everyone and everything and drags even gods and nations down with its current. Empires rise and fall, the world changes, but always the river flows on. It is the one force that cannot be stopped, cannot be removed, and can never truly be mastered. Everything that occurs, all creation, exists within the River and is subject to its motion.

This chapter talks about the River of Time, and specifically how it can be seen in the DRAGONLANCE setting. We discuss the process of time travel, and the issue of paradox. We also consider the gods, and how they relate to the River — and what power, if any, they have to alter its course. We look at stories that can be told using the River of Time — not just stories that take place over time, as most stories do, but adventures that feature the River more directly and more consciously. Finally, we look at magic that is based upon the power of the River, including spells, items, and even rare artifacts.

One thing to remember throughout this chapter is that the River of Time is a great waterway, broader and longer and deeper than any we can imagine. Its waters encompass the entire world, and all its history from start to finish. In that titanic flow, whole races exist for a short span and individuals for barely an instant. This means that we need to look at the big picture. Specific events may seem important to individuals, but the river's current swallows them, and they vanish from sight amid the myriad other events that create its waters. We should not lose ourselves in the details, but instead concentrate upon seeing the River as a whole and perceiving its existence and its general course, even if its full outline is beyond our comprehension.

TIME TRAVEL AND STORY

In one sense, every story involves time travel. After all, we travel through time just by living — each second is a journey forward. And any story involves thoughts and actions, which take time. Stories have a beginning, a middle, and an end, and that means that time has passed in the process. But that's not really what we mean when we talk about time travel.

Time travel is the ability to move through time — through the River — at more than the normal pace, or in a different direction. A time traveler might dance

forward, skipping across the River's surface to a point in our future, so that he arrives two years from now, but has not aged from the time he left. Or he might slip backward, swimming against the current, to enter the past. Thus a time traveler could go back several years, but still be the same age and possessing the same knowledge he had when he departed the current time. He might also travel back farther, to times long before his own life.

When we talk about time travel, we have to discuss paradox. A paradox is a contradiction, or something that seems to contradict common sense or established fact yet might still be true. Time travel creates paradox because it leads to questions about what we already know is true. We know, for example that Sturm Brightblade died defending the High Clerist Tower. But what if Tanis Half-Elven travels back in time and rescues Sturm at that moment? We already know Sturm died. Tanis knows Sturm died, and Sturm was long since dead when Tanis decided to go back. But now Sturm is alive again. Does that mean that what we knew was wrong? How can Tanis go back and save a man who is already dead? It doesn't make any sense.

This is why most time travel stories revolve less around the characters' actions and more around the consequences of those actions. If Tanis could travel back in time and kill Kitiara when she was younger, he could have ended the War of the Lance much sooner and possibly saved many lives. But can he do that? First of all, can he go back and kill someone when he knows she lived past that point, any more than he could go back and save someone who he knows died? And if he can, should he? Is it right to alter events that have already occurred? Who knows what consequences that could have? Every event leads to other events, so by changing one thing he could change many others, including things he had not thought of and events he would prefer to keep unchanged. For example, if Kitiara had died earlier, Tanis, Flint, Caramon, Raistlin and Sturm might not have stayed friends. The War of the Lance could have been lost, and the entire world conquered by Takhisis, all because Tanis killed a young woman before her time.

Of course, one way to avoid this issue with time travel is to prevent interaction. Characters can travel back in time and witness something without being able to interfere. That way, there is no paradox — they cannot alter events, merely observe them as they unfold.

Why bother to travel through time, then? Because this gives the characters the opportunity to learn more about the past, and to discover details they never knew. Someone going back to the Dwarfgate Wars might learn that Fistandantilus did not deliberately destroy the armies and his own fortress, as history has taught — instead he was distracted by something else, and his own spell collided with other magic to produce the explosion. The characters did not alter history, but when they return they know more than they did, and may view the world and certain people and events in a different light. They may also learn something that can aid them now, such as the location of

Grallen's helm or the hidden Northgate of Thorbardin.

What of the future? Traveling into the past is easy, because the past already exists — the only trick is not to alter anything. Traveling into the future is much harder, because those events have not yet occurred. We are creating the future constantly, which means that it is changing as we go — if we choose to go left instead of right that alters whatever happens next. So how can characters travel into the future? One option is to specify that they are traveling to the most likely future, based upon the world as it stands now. That means that where (when?) they are going to is not a definitive future but a probable one, and could easily change. Another option is simply to block off the future — the River's waters grow too rough for travel in that direction.

The key to telling a story that involves time travel is to set parameters beforehand. Decide how time travel works, and what it can do. Can the characters interact? Then you need to decide what happens if they alter events. Does the River somehow correct itself to accommodate those changes? Or do the heroes return to a present different from the one they left? If you know how the process works, and what the River allows, you can let the characters act as they choose and handle the events as they unfold.



TIME AS A RIVER

In the DRAGONLANCE world, time is described as a river. This is not a new notion, perhaps because the analogy fits so well.

Time flows from one moment to the next. A river flows as well, in much the same way. Time only moves in one direction — so does a river. Some events make more of an impact than others — a river has snags and rocks and other obstacles, which can alter its course. No one can see all of time, just as no one can see from one end of a river to the other. If a pebble is thrown into a river, it creates ripples, which spread outward. The same is true of time — events are pebbles, and as they occur they create repercussions, which can last for years to come. Rivers also have currents, which carry the water along particular paths. Time has currents as well, as events lead to one another, and pick up momentum, until they reach an inescapable conclusion.

Perhaps the most interesting part of the analogy “time as a river” is what it does not explain. Rivers have clear banks on either side. If Time is a river, then, what lies upon its banks? What exists that Time does not influence, and what creatures observe its passage? Rivers have depth, and a bottom. Does Time have them as well? If so, which events occur on the surface and which happen deeper in the river, and what rests upon its bottom? Rivers start somewhere, usually fed by a large spring or by many small streams, and end in a delta, spilling out into an ocean or lake. Does Time follow that same pattern? What is the river at its end? What is its source? Where does it go?

One theory is that the River of Time is the history of the world of Krynn alone. If other worlds exist, they may each have their own rivers — those with shorter histories may only have brooks or streams. Time itself, free and unfettered, may be the ocean the River branches out from and eventually returns to — that would make the origin of the river the creation of the world, and its end the world's destruction. What, then, are the banks along the side? Perhaps those are absolutes, Truth and Love and War, which are not affected by time because they are ideals and never truly change.

The danger of any analogy is to examine it too deeply. If we begin to talk about river sediment, and the exact composition of the water, and compare that to time, we destroy the imagery. At the same time, the analogy works because the two have so many points in common. And that gives us a great deal of room to play with ideas, and a great many ideas to work into our stories.

The Time as a River analogy also provides detail on a different level. The idea of the River of Time is an established one in the world of Krynn. Everyone has heard that expression and accepts it. That means that expressions can be based upon the analogy, as can names and activities. We think of time as a river and thus the idea of “swimming against the current” has some meaning. We can create all sorts of curses, prayers, holidays, and other statements that fit this analogy, and use them to give the setting more depth, and to tie it more closely to the ideas we have about how time works there.

PARALLEL HISTORIES

We mentioned the danger of time travel and paradox. What does happen when we go back in time and alter events? One possibility is that we cause the River of Time to fork. The events we know and remember are part of the main branch, and remain unaltered. But now we have a new fork, and events there unfold from the changes we have caused.

This creates parallel histories, or alternate histories. In the original version, Kitiara grew up and became the Blue Lady, leader of the Blue Dragonarmy. In this new version, she dies as a youth. Her half-brothers, Caramon and Raistlin, are devastated. Caramon renounces war, and becomes a monk. His friend Sturm, who had dreamed of becoming a Solamnic Knight like his father, is so embittered by the death of his friend that he turns evil, eventually becoming a dragonknight and the leader of one

of the dragonarmies. Without Caramon's aid, Raistlin fails his Test and dies at the Tower of Wayreth. Without him to master the *dragon orbs*, and Sturm to defend the High Clerist Tower, the dragonarmies march across Ansalon, and conquer all Krynn. Berem the Everman is found and taken to the Temple, and Takhisis returns to the world and becomes its ruler.

None of these events happened in the established history, of course. But that doesn't mean they didn't happen somewhere else... or somewhen else. You could even argue that the currents in the River of Time are paths of history. Each current is a different path, running parallel, each one leading from creation to destruction, but each featuring different events. Some people and actions occur all across the river, while others only appear in one chain of events or in a few but not all.

The great thing about parallel histories is that you no longer have to follow established history. Who says Goldmoon saves Riverwind by healing the wounds he received from the dragon Khisanth? If you're telling a parallel history, perhaps he died. No one can tell you, "No, that's not what happened!" because you're creating a new history, and all bets are off. Did you always feel that, since Sturm was the one handed the dragonlance at Icewall, he should have bonded with a metallic dragon and wielded the weapon in battle? Well, now he can.

The trick to telling a parallel history, of course, is to make it believable. No one is going to blink or argue if you say that Sturm Brightblade challenges Derek Crownguard for his honor, wins, and is knighted and given command of the expedition to the High Clerist Tower. It would make sense, given his character and history. But if you claim that Sturm poisons Derek one night and lays the blame on supposed dark elf assassins, that doesn't match. Likewise, if Tasslehoff single-handedly defeats Lord Ariakas, everyone will be a bit surprised. Events still have to follow one another logically, and characters should still behave according to their own histories, personalities, and interests. The best way to create a parallel history is to change one event — usually something that could have gone either way, such as a character surviving an illness or one person winning a close contest — and then figure out how people would react in that situation and develop it from there.

The other key to a good parallel history is for it to have enough familiar aspects. If everything is completely changed — different names for the nations, a different language, different geography, different weapons — it just feels strange, like another world. Remember that this alternate history is still within the River of Time, and so it is still flowing along the same general path. Keep enough of the details the same — the same key figures, though they may behave differently if their lives were different, the same geography, the same gods and nations — and players will have an eerie feeling of *déjà vu*. It looks like the history they remember, and feels like it, but certain elements have changed, and that's the fun part. It's also fascinating to see how one tiny change can create a huge difference farther down the line.

GODS IN THE RIVER

A mortal cannot master the River of Time, but what of the gods? Do they stand upon the shores, watching the river flow by, or are they trapped within its currents, along with their mortal subjects?

Reading the history of Krynn suggests the answer. The High God came out of Beyond, and called Paladine and Takhisis forth from Chaos. Then the High God drew forth Gilean out of Time itself, and gave him the plans in the form of the Tobril. This done, he departed, leaving the world to the gods. This suggests that the High God and Chaos existed before Time itself, and certainly before the River of Time that marks the start of Krynn. The High God creating the plans for this world was most likely the River's origin.

The other gods, however — Paladine, Takhisis, and Gilean, along with Reorx and the others — seem as subject to the River as any mortal. We can tell this because the gods change as time progresses. Takhisis, originally Paladine's consort, leaves him and pursues her own plans. The gods fight over the stars, wreaking havoc on the world below. Alliances are made and broken. Takhisis is banished from the world, and the other gods withdraw as well. If they were truly outside the River, the gods would be the same at any point along its path, but they are not. They change, therefore they are affected by time.

But that does not mean they are as easily moved as mortals. For one thing, the gods are immortal beings (at least, they are unless that immortality is stripped away, as it was with Takhisis, or renounced voluntarily, as Paladine did), which means their lives span the length of the river. For another, they are far more powerful and knowledgeable than any mortal. The easiest way to imagine this is to say that the gods are tall enough to stand upright in the River of Time, their feet on its bottom and their heads well above the water's surface. They can see the river flowing around them, and can make out the banks on either side. The current does tug at them, forcing them to move with it, but they can control their pace, and can move from side to side. Thus the gods are not masters of the river, but neither does the River completely control them.

The gods have also demonstrated that they can influence events in the River. They can reach down and pluck mortals from one spot and drop them in another, effectively moving them through time. The gods can see events approaching, and take actions that counteract the events or even stop them. They also can take on mortal form, plunging into the River and altering the events as they occur. Clearly then, the gods have ways of interfering with the River, but mainly in the short-term. They have not shown any ability to alter its flow, or stop its progress, and several of them would have done so if they could.

THE RACES OF CHAOS IN THE RIVER OF TIME

The power of Chaos comes from beyond the River. Once summoned to Krynn, it infuses with the River's current, and is subject to its pull the same as anything else. In



other words, those creatures, effects, and entities that enter the flow of the River as a result of the incident of the Graygem are then powerless to escape it. The dance of wild magic upon the world and the transformative effects it had upon the races of Krynn still occurred within the ever-flowing streams of Time.

However, Chaos and the River are as oil to water, and can never be completely intermixed. Although it can prove difficult and arduous, the power of magic over the River of Time can send that which Chaos has altered back through the River's flow, dropping it into an earlier time or place. Once this is done, the River is never quite the same; a new current, with a new blend of oil and water, deviates from the old. Kender, dwarves, and other creatures whose origins lie in the release of Chaos upon the world are therefore extremely influential upon the flow of the River once magic sends them against the current. The Wizards of High Sorcery know this, and to do this is anathema to the Orders.

Even the presence of a kender in a time when he was never supposed to have lived can create eddies in the River that empower the actions of other races to change the course of history. This, as we know, is at the core of the story of *Legends*.

ADVENTURES IN TIME TRAVEL

We have already discussed time travel in stories, and mentioned that it can lead to a variety of adventures. But what exactly can you do with it? How can you set up a story to take advantage of time travel? Here are a few possibilities:

Studying the Past: The characters travel back to some historic event, such as the Cataclysm or the Dwarfgate Wars. They may go back as spirits, simply to observe it, or they may be sent back in person to experience it firsthand. Their purpose might be to uncover the truth about what happened, or to track a person or object that disappeared. Either way, their goal is to watch, record, and learn, not to interfere. Of course, that's easier said than done, and can lead to interesting stories as the characters do things such as speak to people or stop wagons from running over small children, only to realize they have just changed history with their instinctive action. Then, of course, they have to put things right again.

Protecting the Past: Someone has gone back in time to change history. The characters are sent to stop him, just as Caramon (and Tasslehoff) were sent to stop Raistlin. The characters first have to locate the culprit, and then they have to stop him from doing anything to alter events. Of course, that should be much easier said than done, especially since the culprit has probably been planning for a while, and knows exactly where to arrive and whom to



kill (or save). To make things even more interesting, the characters may travel back by possessing people who lived during that time, or else upon arrival they have to assume new identities appropriate to the period. Watching the warrior struggle because he's playing a meek merchant — or is trapped in the body of one — and can't simply lash out with his sword and cut down the villain can lead to some great roleplaying.

Changing the Past: Perhaps the characters are the ones trying to alter events. They have decided that something is simply too awful to be left unchanged, so they find a way to go back and fix it. But have they really fixed it? Now we're dealing

with paradox again. We're also dealing with unintended consequences, as the characters discover that every pebble creates ripples, and they cannot control the ripples. This leads to more decisions: do they try to fix the new problems they have created, thus making more ripples, or do they leave things to sort themselves out? And, of course, what is the result?

A WHOLE NEW WORLD

One possibility when dealing with time travel is that of creating a new world. We talked about parallel histories, where events unfold differently from the established reality. But that assumes that the River has forked, and so a new timeline has been created while the old one was left intact. What if there is only one timeline? And the characters — or someone else — have just altered it? Then the world around them changes.

Usually the way this works is for the characters to travel into the past and then return to the present to find the world different from the way it was when they left. Because they have moved through the River in an unusual way, the characters are more aware of its course, and can see the differences around them — they still remember the world as it was when they left it. But for everyone else, the world has always been the way it is now.

This creates great stories in two ways. First, the characters have to get used to a world that has changed, and people who have changed as well. A modest young knight is now a swaggering tough, while a noble warrior is now a stumbling drunk or an austere monk. The king is still the same man, but he has gone from being wise and self-assured to being nervous, foolish, and gullible. A small town has become a large city, while a small city is nothing but ruins.

Every change should follow from the altered past, but it can happen in unexpected ways. No one could have known that a plague had swept through the land, but in the original timeline it was caught and wiped out by a particular wizard. Because the characters stopped one man

from becoming a mage, he never founded a particular school and that other wizard became a farmer instead, so no one was there to stop the plague, and it ravaged the country before dying out. Every action has consequences, sometimes minor and sometimes major, but they all add up.

As with alternate history, the key here is to make sure that some familiar elements remain. If the characters cannot recognize anything, it's actually much easier for them to find a place in this new world. But if things look familiar, they expect everything to be where they remember it and as they remember it, and will keep being surprised when things have changed on them.

Another thing to remember is that nothing ever goes exactly as planned, and if you remove one evil, another often replaces it. After all, if the River of Time doesn't fork, it only has one course, and no mere mortal can change its path. So even when the characters throw up an obstacle and force the waters to turn, the river wears down that blockade and find ways around and through it so that its general path remains the same. Thus the characters may go back in time and stop the chromatic dragons from stealing the eggs of the metallic dragons. They return home thinking they have prevented the draconians from being created, and thus changed the war, only to discover that a band of Black Robe mages created the process instead. The draconians still existed, the War of the Lance still occurred, but now instead of answering to the dragonarmies the new races answer to human wizards. The characters haven't necessarily solved the problem, and in some ways, they have made things worse. Now they have to deal with the situation they have wrought and live in the world they created.

ALTERNATE CHARACTERS

The other great thing about an altered present is that the characters are expected to be different as well. In the original timeline, Tanis Half-Elven was shunned by his elven relatives and fled to find his way in the world. In this version, the Qualinesti accepted him, and so he never left and never became a wanderer and is now the Speaker of the Sun's apprentice and eventual successor. Of course, Tanis doesn't feel any different, since he experienced the original events, but everyone else expects him to behave differently, like the Tanthalas they all know and respect. The characters have to decide whether to act the way everyone expects them to act or to be themselves and possibly upset people. In some cases that may be a good thing — a mighty warrior who returns to find that in this world he is a drunk who enjoys showing the local bullies that he can trounce them easily. For others, the choices are more difficult, but it makes for great character development all around.

As with events, the key to changing characters is to notice the small details. One character is all about being a fighter. You could take that away from him, but stop and think about his history, and how it's changed. Was his father still a fighter as well? Okay, then the boy probably still learned weapons from his father. Did his father still

die in that goblin raid? No, because the raid didn't happen here — the goblin city was never destroyed, so the goblins didn't become raiders in the countryside. So what does that mean for the character, having his father still alive? He may still be a warrior, but perhaps he took a job with the town guard, alongside his father, instead of running away to be a mercenary. You can change the larger elements, of course, and you should if the character's history has changed that much. But it's okay to change just a few small pieces instead. Sometimes that's more of a challenge for the character, adjusting to the altered details instead of pretending to be a whole different person.

Remember that the characters themselves have not changed — they still lived the events as they remembered them. So don't tell players that their characters now do things differently, or know different things and have forgotten skills they had before. The fun here is in watching the characters bluff skills they don't actually possess, or try to behave however people think they should, even though it doesn't match their personality.

Of course, you should decide before beginning a time-travel adventure how far you want it to go. Will the characters wind up being pulled back to their own timeline, only realizing then that they really did create a fork in the River? Will they discover that the altered present they experienced was actually a future vision the River granted them, showing what would happen if they altered its course? Do they wind up getting the chance to revise their actions in the past in order to preserve their own present? Or is this new, altered world the only real one now, and the characters are stuck making the way in it and possibly cursing their own hand in its alteration?


THE MAGIC OF TIME

The River of Time flows all around us, carrying everyone and everything along in its current. It is a powerful force, but extremely difficult to master — the river's current is too powerful for most mortals to resist, even briefly. Yet with sufficient study, and a strong will, wizards can learn to tap that flow, creating spells and items that affect the flow of time, or use it to their own advantage. This is a rare art, and most wizards lack the power or patience to accomplish it, but over the centuries, a few spells have been passed down as well as guidelines for creating a few simple items.

The section below is divided into three parts: spells, magic items, and artifacts. Note that almost any magical effect could be described as time-based, if desired. For example, a *cone of cold* could simply summon ice from an actual ice storm of the past, while a *levitate* spell could be explained as halting a person's fall before their feet touch the ground. Thus, it is possible to create a magic system that is entirely drawn from the River of Time. We have not done that here — the spells and items below draw upon time more directly — but it is something to consider, particularly if you decide to have the River play a major role in your campaign.

It is also important to remember that wizards cannot sense the passage of time any more than other mortals can — they can use spells to detect it, but even with those





specific incantations they muddle along in the pull of the River, just like anyone else. Nor can any mage, no matter how powerful, bend the River to his will. Even the gods are powerless to stop the River completely, or to reverse its flow — they can wade through it without being trapped in its current, but they cannot change its course.

SPELLS

Many wizards have hoped to gain mastery over Time, both as a way to stave off their own aging and as a powerful tool against others. Few have managed more than simple spells to temporarily wrest an object or person from its proper place in the River. Yet even those minor effects can have impressive results.

Time is the one element that is always present. Whether in day or night, cold or flame, Krynn or the Abyss, the River of Time exists. It surrounds every element, every creature, every structure. Every action forms a tiny segment of that mighty river. Small wonder that wizards have always attempted to understand and control it.

But no mortal can ever control the River, or step fully outside its current. In fact, few spellcasters could ever even cause the slightest of ripples in the River; time-based spells are exceedingly rare. Most have limited range and very short durations, as the force of the current quickly draws the subject back in. The most effective time-based spells are those that do not attempt to move anything, but simply dip into the River for information. All history is contained there, and those who have learned the art of reading the River have access to knowledge about anything that has ever existed, and even about things that do not yet exist. Scrying the future is always more difficult, however, because the waters have not yet coalesced into a single clear channel. Also, the farther one looks into the past, the harder it becomes to select the desired moment from amid the deluge. Looking through the present is the easiest, since it only involves scanning across the River's width, rather than peering along its great length.

Wizards are not the only ones to tap into the River. Clerics can call upon their gods and request aid in stemming time's flow for an instant. Most gods do not meddle in the River, however. It was created by all of them together, and is more powerful than any one god alone. Thus most time-based spells are arcane rather than divine in nature, for wizards refuse to acknowledge boundaries to their knowledge. The gods allow wizards to make their attempts, since any penalties also fall squarely on the wizards themselves.

There is a rumor that just after the War of the Lance, an aesthetic researching ancient Istaran ruins discovered a book, a spellbook of preserved calfskin leaves bound in an ironwood cover. The Istaran words "Boatsman's Guide" were engraved on the cover. On her way back to Palanthis, bandits ambushed her caravan in western Khur, and the current whereabouts of the book are unknown. The book contained spells dealing with the River of Time, many of which had never been seen before or since...

CONFLUENCE

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Target: One person or object

Duration: Instant

Saving Throw: None

Spell Resistance: No

With this spell the caster calls to mind a familiar person or object, and then searches for it through the time stream. The caster can then see whether the target has been at his current location at any point in the past. If so, the caster also sees when the target was there. This is only a brief flash of vision, and does not reveal anything more than the last time the target was at the caster's current location (if it ever was). Note that the caster must have seen the person or object before, and be able to call to mind a mental image of it. For purposes of this spell, the caster's current location extends for a radius of 3 feet/caster level or, if indoors or aboard a ship, the confines of the room the caster is in. The spell does not move with the caster — to see whether the target was at another location, even a neighboring room, requires casting the spell a second time.

Material Component: A pinch of fine sand.

FROZEN MOMENT

Evocation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 1 round/level

Saving Throw: Will

Spell Resistance: Yes

You cause the River of Time surrounding the target object's essence or the target creature's soul to stop flowing, but for only a few seconds. This immobilizes that creature or object in place. Everything around the target proceeds as normal, but the region of stopped time encasing the target makes it completely invulnerable to attacks, spells, and damage of any sort while the *frozen moment* is in effect. This spell does not affect anything larger than a Medium creature — it cannot be used to stop an elephant in its tracks, or to prevent a wagon from toppling over a cliff.

Material Component: A drop of water.

HISTORIC VISION

Divination

Level: Clr/Mys 2, Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Touch

Target: One object or creature

Duration: Instant

Saving Throw: None
Spell Resistance: Yes (harmless)

This spell reveals how old an object or creature is and how long it has been in its current immediate location. If cast on an item that has been refurbished, the spell shows its original age and its age since being restored, but only if the majority of the original item is still present; otherwise, it will only reveal the amount of time since the item was refurbished. Note that if you cast the spell on a creature capable of movement, the length of time since it has moved is likely to be very short.

This spell is only effective on living creatures or inanimate objects or mechanisms of colossal size or smaller, so casting it on truly immense things like the sky or the sea has no effect.

PAST-SEEING

Divination
Level: Clr/Mys 5, Drd 4, Sor/Wiz 4
Components: V, S, F
Casting Time: 1 minute
Range: Touch
Target: One object or creature
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes (harmless)

You can see and hear into the past of the object or creature, to a maximum of one week into the past per caster level. You must know which moment to look for, though it can be as vague as “when you first arrived in Sancton” or “when this dagger was used to kill the Lord Mayor.” The caster can view and hear the target and surrounding environment (approximately 10 ft. radius), and the vision continues for a period of time up to one minute per caster level. Only the caster experiences the visions, which include both sight and sound but no other senses.

Focus: A small disk of crystal or glass.

RIVER’S RAVAGES

Transmutation
Level: Drd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell ages a creature’s physical body. The target ages or un-ages up to 2 years/caster level for the duration of the spell. It is up to the caster which direction and how far the change goes — thus, a wizard of caster level nine could age a creature up to eighteen years, or make it six years younger.

The spell does not alter a character’s memories or experiences, and thus does not affect XP, class levels, or the

mental ability scores of intelligence, wisdom, and charisma. However, aging a creature’s body in this way subjects it to the physical changes that come with age (see Chapter 6 in the *Player’s Handbook*); thus, strength, dexterity, and constitution can be affected. A creature’s appearance can also be affected; if the target changes age category, it receives a +5 circumstance bonus to bluff and disguise checks made to conceal its identity.

This spell cannot make the target younger than the Adulthood age category for its race, nor will it age a creature beyond its maximum age (see Chapter 6 of the *Player’s Handbook*). It will not cause a creature physical damage nor kill it.

Material Component: A seed and a dried leaf from the same type of plant.

RIVER’S RAVAGES, GREATER

Transmutation
Level: Drd 7, Sor/Wiz 8
Components: V, S, M, XP
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell is identical to *river’s ravages*, except that its effects are permanent. The aging or de-aging can only be removed by a *wish* or *miracle* cast by a caster of higher level than the caster of *greater river ravages*.

Material Component: A seed and a dried leaf from the same type of plant.

XP Cost: 100 XP per year aged, or 500 XP per year made younger.

RIVER’S RAVAGING FLOOD

Transmutation
Level: Drd 4, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./2 levels)
Area: Cone-shaped burst
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell is identical to *river’s ravages*, except that it strikes all creatures within its area of effect. The cone is blocked by dense matter such as stone, water, or metal at least 1 ft. thick, and is also blocked by force effects such as *wall of force*. It cannot penetrate antimagic fields. The caster cannot determine individual ages for each target, however — every target is aged or made younger by the same amount.

Material Component: A seed and a dried leaf from the same type of plant.

RIVER WATCH

Divination

Level: Clr 6, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: Radius of 100 ft. + 25 ft./level, centered on caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The caster attunes himself to the River of Time. He can see it flowing through everything around him, and can detect anything that disrupts that flow. The caster senses time-based spells and magic items, and anyone not in their proper time (time travelers or those subject to time-based spells) becomes apparent to him by glowing with a faint light. The strength of the glow depends upon the power of the spell or item, and how far the object or person is displaced. Items or creatures from the local time's past glow with a reddish hue (including the caster, if he is time travelling), those from the future have a bluish tint (again, including the caster, if appropriate).

The spell does not require the caster to be within line of sight of any object — the glow shows through obstacles, and he can follow it to its source.

Material Component: A piece of sea glass or a pebble polished by waves.

TEMPORAL SHIELD

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell creates a barrier before the caster, the size and shape of a tower shield. The barrier is invisible except for a faint shimmer in the air. Anything that passes through the barrier in either direction is slowed to nearly a stop. The barrier grants you a +6 shield bonus to AC. The bonus applies to incorporeal touch attacks and completely negates *magic missiles* fired at you. The barrier imposes no armor check penalty or arcane spell failure chance.

Material Component: A pinch of sand.

TEMPORAL SPHERE

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Sphere with radius of 10 feet, centered on caster's position

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell creates a shimmering sphere of slowed time around the caster. While inside the sphere, you are completely invulnerable to attacks or spells originating outside the sphere. Likewise, attacks and spells originating within the sphere cannot affect those outside it. If the sphere is cast in an area with a lingering effect, like a cloud of poison gas, the effect will remain in the sphere. Due to the slowing of time inside the sphere, those inside can only act every other round instead of every round. Once the spell is cast, the temporal sphere cannot be moved. It is possible for a creature to cross the threshold of the sphere in either direction, but it requires a full round action (provoking attacks of opportunity) to do so — this applies to ethereal and incorporeal creatures as well. You may dismiss the sphere at will.

The sphere can be dismissed by a targeted *dispel magic* spell (but not an area one) if the caster passes a caster level check (DC 10 + your caster level), or by *greater dispel magic*, *antimagic field*, *disjunction*, or similar spells.

Material Component: A small glass sphere filled with sand.

TEMPORAL SPHERE, MOBILE

Abjuration

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: sphere with radius of 10 ft., centered on caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

As *temporal sphere, selective* except that the sphere moves with the caster for the duration of the spell.

Material Component: A small golden sphere, worth at least 1000 stl, filled with an ounce of fine quartz sand worth 100 stl.

TEMPORAL SPHERE, SELECTIVE

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: sphere with radius of 10 ft., centered on caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

As *temporal sphere* except that creatures leaving the sphere are unhindered, and attacks and spells originating within the sphere may affect creatures and items outside it. Attacks from within the sphere to outside it suffer a -2 circumstance penalty due to the slight difference in the flow of time inside and outside of the sphere.

Material Component: A small silver sphere worth at least 500 stl filled with sand.

TIMEHEAL

Transmutation

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 minute

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None (Harmless)

Spell Resistance: Yes

With this spell the caster sends the target's body back in time to a point before it was wounded or ill. If successful, the target is restored to whatever health he possessed at that time. The longer the target has been wounded or ill, the farther back his body has to be sent, and the more likely the spell fails. For every caster level, the caster can send the body back 1 minute without difficulty. Thus a twelfth-level wizard could restore a wounded man's body to its condition 12 minutes ago. For every additional minute the caster sends the body back, there exists a 5% cumulative chance of spell failure. Note that the target must have at least one hit point left for the spell to work — it cannot restore the dead, though it can restore the corpse to a pristine state.

Material Component: A small hourglass filled with powdered black pearls worth at least 500 stl.

XP Cost: 100 XP per minute of time reverted.

TIME REAVER

Transmutation

Level: Sor/Wiz 9

Components: V, S, M, F, XP

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One way portal through time and space

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Known only to a few — officially only the Masters of the Towers of High Sorcery know this spell — *timereaver* is one of the most potentially powerful and dangerous spells known on Ansalon. This spell creates a portal through time and space and allows up to 1 individual per 4 caster levels to travel through the portal to another period of time.

Originally intended to allow wizards to research the past or the future, the spell allows individuals to travel backward or forward along the River of Time. The travellers can travel up to 20 years per level of the caster backward in time, or 1 year per level of the caster forward (as the future is far more difficult to navigate. The spell pierces the barriers between both time and space. It requires incredible concentration from the spellcaster in order to ensure that the travelers end up at both the

right time and in the right place (requiring a Spellcraft check at DC 15 +1 for every decade traveled backward and a Spellcraft check at DC 15 +1 for every year traveled forward). If the Spellcraft check is failed: 1) the travelers end up either in the right time but wrong place — 25 miles away per point the Spellcraft check failed, in a random direction (50% chance), or 2) in the right place but the wrong time — up to 5 years per point the Spellcraft check failed, either forward or back (50% chance). Either failure may place the travelers in a precarious position, particularly as the spell is a one-way trip (unless the travelers are provided with a means of returning, such as the *device of time journeying* or another rare and powerful artifact).

At the beginning of time, the High God dictated that alterations to the River of Time were forbidden, thus those using the *timereaver* spell cannot affect either the past or the future, no matter how hard they try (as a pebble dropped in the river cannot alter the river's path). However, if one of the Chaos races (any race altered by the effects of the Graygem, such as kender, dwarves, minotaurs, or sea elves) travels through time, the touch of Chaos within them allows for the possibility of time alteration — a potentially disastrous consequence. This spell was primarily used by Masters of the Tower to send individuals through time to research aspects of the past or the future, secure in the knowledge the travelers could do nothing to affect the River of Time. Such expeditions were rarely undertaken, however, as artifacts like the *device of time journeying* (which originally allowed only a single individual to return through time) are exceedingly rare and difficult to produce.

Material Component: A magical circle, created by a mixture of rare ingredients worth at least 10,000 stl + 1000 stl per decade traveled backward in time, or per year forward in time.

Arcane Focus: A major artifact, which is temporarily inert for 1 hour per decade traveled backward in time, or per year traveled forward in time.

XP Cost: 1000 XP + 500 XP per decade traveled backward in time, or per year forward in time.

Note for Dungeon Masters

It is recommended that, in order to maintain the notion that time travel is rare and mysterious, these spells not be available as free spells for when a wizard or sorcerer gains spells upon taking a new level, nor be easily prepared by divine spellcasters. Consider declaring that these spells are known of only through rumor or old legend, and learned only through intensive research or difficult quest.

MAGIC ITEMS

Enchanted items are rare on Krynn, and time-based items particularly so. Most are mere legends, and those who do possess them guard them jealously, and often hide their true properties to avoid theft.

It was more common to create magic items during the Age of Might, when wizards were more numerous and could practice their arts more openly. Many of these



devices have survived, though most are locked safely away in the Tower of Wayreth, or hidden within dusty tombs. Some are lost, waiting to be rediscovered by intrepid explorers.

ASTROLABE OF QUANTIFIABLE FORESIGHT

Krynnish wizards have been using astrolabes to track celestial objects for hundreds of years. During the early years of the Age of Despair, a few gnomish metalsmiths began collaborating with a red robed wizard to manufacture and enhance the complex dial-like devices magically. Although the gnomes were thrown out of their professional society for dabbling in magic, the astrolabes were a huge success. Several hundred were made, and many of the brass and silver *astrolabes of quantifiable foresight* have survived into the present day.

An *astrolabe of quantifiable foresight* grants the user a +4 competence bonus to Knowledge (arcana) checks dealing with the stars, planets, or moons. It also grants the user the Astrological Forecasting feat (included in Chapter One of this book).

Faint divination; Caster Level 5; Craft Wondrous Item, *augury*; Market Price: 8,300 stl; Weight: 4 lbs.

BRACELETS OF ALLUVIAL STABILITY

This is a pair of simple bracelets made from polished brass. Tiny glyphs of oars are carefully carved into the inside of each bracelet. When worn by a Graygem race (kender, dwarf, etc.), the bracelets stabilize their essence in the River of Time, warding off enough taint of Chaos such that they cannot alter the time stream. They were invented by a Theiwar wizard during the Age of Might, so that he could safely participate in a time travel expedition. Several pairs were crafted, but are jealously guarded by the Orders of High Sorcery, and few wizards know of their existence.

Moderate abjuration; Caster Level: 5; Craft Wondrous Item, *magic circle against chaos*; Market Price: 30,000 stl; Weight: -.

BRACERS OF RIVER DEFENSE

These handsome bracers cover the entire forearm. They are made of leather and iron woven together in bands, then coated with gold. At the bottom edge, just above the back of the hand, they have a flowing river image stamped into them. Three times each day, they can generate a *selective temporal shield*, as per the spell.

Strong abjuration; Caster Level 13; Craft Wondrous Item, *selective temporal shield*; Market Price: 128,280 stl; Weight: 2 lbs.

EYES OF THE HISTORIAN

These gold-rimmed spectacles seem unremarkable even when worn, unless the owner is puzzling over a person or object's history. In that case, the eyeglasses allow him to see the subject's past as if he had cast *past-seeing*. The owner must be wearing the spectacles and looking at the object or person in question for this to work. The spectacles can only cast *past-seeing* once each day, for a maximum of 15 minutes.

Moderate divination; Caster Level: 15; Prerequisites: Craft Wondrous Item, *past-seeing*; Market Price: 21,600 stl; Weight: —.

EYES OF THE RIVER

These oval spectacles have a wavy pattern along their gold frames, and even their lenses have a faint wave, as if they were made from glass that had been smoothed out through years in the water. When worn, they grant the owner the ability to see as through the spell *river watch*. This is a constant effect, with a range of 500 feet, but if worn for more than 1 hour at a time the owner's head begins to hurt from the effort of watching time flow around him.

Even when carried and not worn, the owner has a perfect sense of time, however.

Strong divination; Caster Level 8th; Craft Wondrous Item, *river watch*; Market Price: 64,000 stl; Weight: —.

HELM OF PRESCIENCE

About a hundred of these helms were crafted for an elite unit of Ergothian Cavaliers many centuries ago. A helm of prescience can impart the spell *moment of prescience* on its wearer once per day. The helms also grant a +2 insight bonus to initiative checks and +1 insight bonus to reflex saves while worn.

Strong divination; Caster Level: 15; Prerequisites: Craft Wondrous Item, *moment of prescience*; Market Price: 43,200 stl; Weight: 2 lbs.

IRON NAIL OF ITERATION

This item is crafted from a nail pulled from a coffin that has been buried for at least a year. It resembles a rusty iron nail, often encrusted with dirt or splinters. An *iron nail* may be pushed or driven into a surface that has a magical aura (such as the earth in an area with a lingering aura, or a wooden doorframe under the effects of a spell). This has two effects. The first is that the spell or spell-like ability (arcane or divine) that created the aura is repeated, as if recast by the original caster, and with identical effects. If the aura belongs to a spell with ongoing or continuous duration, the duration is reset as if the spell had just been cast. In some cases, this may even result in harm to the driver of the nail (such as with a *fireball* or *ice storm*). The *iron nail* will only repeat a spell or spell-like ability of 5th level or lower, and only while the original spell effect's aura remains.

The *iron nail's* other effect is to immediately inform the repeated spell's caster of the location and identity of the individual that drove the *nail*. This functions much like a *sending* spell, with identical range and chance of reaching across planar barriers.

Once used, an *iron nail of iteration's* magic is expended. It continues to radiate a faint aura, but the aura is that of the spell effect it repeated (rather than evocation and transmutation).

Moderate evocation and transmutation; CL 11th; Craft Wondrous Item, *lucubration* and *sending*; Price 4,000 stl.

RING OF TEMPORAL HEALTH

This is a large, heavy ring. It is made of rough iron, and has a river-washed pebble set in it. Upon command, the ring casts *timeheal* upon the wearer, returning his body to its state of health from any moment up to twenty minutes ago. The ring can only cast this once; triggering the spell burns the pebble away.

Strong evocation; Caster Level: 20; Prerequisites: Forge Ring, *timeheal*; Market Price: 7,050 stl; Weight: —.

RIVER'S DAGGER

This strange little +1 dagger has no guard and a blade of water blue crystal. Its pommel is a crystal sphere containing a single drop of river water.

The *River's dagger* has a single purpose. It is designed to sever the bonds of Time itself. It can be used to create a small space around items, carving zones that are temporarily free from the water's current. Three times each day, the *River's dagger* can be used to cast *frozen moment* on a Medium or smaller sized creature or object. The wielder must succeed in making a touch attack while uttering the command word. No save is allowed when the spell is delivered by the *River's dagger*. The effect lasts for 7 rounds.

Moderate evocation; Caster Level: 7; Prerequisites: Craft Magical Arms and Armor, *frozen moment*; Market Price: 32,240 stl; Weight: 1 lb.

SAND OF IMPEDANCE

This is a glass vial full of magical sand. When shattered, the sand explodes in a splash attack (see Chapter 8 of the *Player's Handbook*). Creatures hit by the splash must make a Will save (DC 14) or be affected as if by a *slow* spell. If a specific creature is targeted and hit, it automatically fails the save.

Faint transmutation; Caster Level: 5; Prerequisites: Craft Wondrous Item, *slow*; Market Price: 750 stl; Weight: -.

TIME CANDLES

These tall, slender candles are an unattractive tan, the color of muddy river water. When lit, a *time candle* burns very brightly and illuminates an area (20 ft. radius circle) in bright light. During the time the candle burns, the creature who lights the candle is under the effects of a *time stop* spell. The candle burns for four hours (in the frame of reference of the creature who lights the candle; it seems like only a second or two to any other observer) If the lighter of the candle steps outside the 20 ft. radius, the candle immediately burns out and the spell is broken.

If the lighter wishes to move the candle he must have both hands free to do it: one to hold the candle, the other to shield the flame, otherwise the candle is extinguished because of the movement.

The caster may extinguish the flame at any time, which ends the spell and ruins the candle.

Strong transmutation; Caster Level: 17; Prerequisites: Craft Wondrous Item, *time stop*; Market Price: 306,000 stl; Weight: -.

ARTIFACTS

Wizards have studied time since the Orders of High Sorcery began, trying to gain understanding of the River and mastery of its flow. But even the gods themselves cannot fully control the River of Time, making mortal mastery almost impossible. Still, over the ages, a handful of mortals have learned enough to create powerful magic items that can influence time, or draw upon its powers to affect the world around them. Most of these items have been minor and temporary. But some have been created by master mages, and were so well-crafted that they gained power of their own, far beyond what the user intended. Each of these items is unique and highly prized. Many are the subjects of legends. These are the Artifacts of Time.


It is important to point out that even minor time-based magic items are rare. Time-based artifacts are to them what regular magic items are to their mundane equivalents. In other words, each artifact should be considered either a myth or the object of a long and arduous search, and is so powerful that only kings, archmages and high priests dare use them. The misuse of any artifact most likely brings the wrath of one or more gods upon the owner and anyone else nearby. Some even believe (falsely) that the last Kingpriest of Istar had acquired an artifact of time, and that it was his threats to use this item that forced the gods to punish him with the Cataclysm.



DEVICE OF TIME JOURNEYING (OR SCEPTER OF TIME)

Major Artifact

*Thy time is thy own,
Though cross it you travel.
Its expanses you see,
Whirling across forever.
Obstruct not its flow.
Grasp firmly the end and the beginning,
Turn them forward upon themselves.
All that is loose shall be secure.
Destiny be over your own head.*



Perhaps one of the best-known artifacts remaining from the Age of Dreams, the *Device of Time Journeying* was purportedly forged in the mysterious place known as the Anvil of Time and kept in the possession of the Master of the Tower of High Sorcery in Wayreth. The *Device* was constructed to enable travel through time. Restrictions imposed upon the stream of time (possibly by the High God himself) prevented the bearer of the device from altering past or future events, so that those who used it were mere observers. Use of the *Device* is restricted to only the First Races (elves, humans, and ogres), since the introduction of what are known as the Graygem Races (kender, dwarves, minotaurs, etc.) might pose a danger to the time stream, as the inherent chaos of their creation introduces an element of unpredictability that might affect an alteration on the flow of time.

For many countless centuries, the *Device of Time Journeying* remained hidden away in the Tower of Wayreth, until it was given to Caramon Majere by Par-Salian, who hoped that by traveling into the past Caramon would realize that Raistlin was beyond redemption.

When the kender known as Tasslehoff Burrfoot decided that he could not allow his friend to travel back in time alone, Tasslehoff jumped into the stream of time, thereby throwing both past and future into chaos.

The adventures of Tasslehoff Burrfoot through time have been well documented, although the truth of Tasslehoff's journeys are a subject of scholarly debate. There is no doubt but that Tasslehoff's possession had a significant impact upon the *Device of Time Journeying*.

Originally, the *Device* could transport multiple individuals through time, though it would only allow a single individual to return. When the *Device* broke, stranding Tasslehoff in the Abyss, the powers of the *Device* were altered when a mad gnome named Gnimsh repaired it — allowing more than one person to use the *Device* at one time.

The *Device* has a number of ways of protecting itself and its owner, to ensure that the individual who uses the *Device* will return to his proper time. Anyone attempting to steal the *Device* is affected by an *antipathy* spell as cast by a 30th level wizard. If lost, strayed, or given to someone else, the *Device* will automatically return to the last individual to activate it. No known spell or restraint can stop the *Device* from returning to that individual. The *Device* takes care that it does not make “a scene” when it returns, but slips unnoticed into pocket or pouch, residing there quietly until discovered by the wielder.

The *Device of Time Journeying* appears to be a jeweled scepter that can be folded down into a nondescript-looking pendant. In order to properly be activated, a special chant must be spoken, which not only tells the individual the proper way of unfolding the pendant into the scepter, but also activates the magical properties of the device.

While repeating the first verse, “Thy time is thy own,” the individual must hold the pendant in her hands, turning the face up toward her. When the person says the phrase “though across it you travel” she moves the faceplate from right to left. “Its expanses you see” causes the back plate

to drop to form two spheres connected by rods. When speaking “whirling across forever”, she twists the top clockwise, which causes a chain to drop down. “Obstruct not its flow” reminds her to make certain the chain is clear of the mechanism. “Grasp firmly the end and the beginning” instructs her to hold the *Device* by each sphere, and, while speaking the next verse, “turn them forward upon themselves”, she rotates them forward. “All that is loose shall be secured.” The chain winds itself into the body. Holding the *Device* overhead, the individual must chant the final verse “Destiny be over your own head,” while visualizing the time and place to which she wants to travel.

When activated, the *Device of Time Journeying* teleports any individual within a ten foot radius, including the one who activated the device, through time and space. (The person who activates the *Device* will always be teleported. A person may not use the *Device* to teleport others and not himself.)

The individuals who are teleported appear in either the desired time or the desired place, but rarely both. Only by making a successful Use Magic Device check (DC 20) can an individual choose both the time and place desired. For every 100 years backwards in time traveled, the DC increases by +1 to pick both the time and place, while the DC increases by +2 for every decade traveled forward in time.

Typically, time is linear and individuals are unable to truly affect the flow of time, unless one of the Graygem races travels through time using the *Device*, at which point the influence of Chaos is introduced into the time stream.

GLOBE OF PRESENT TIME PASSING

Major Artifact

This large crystal globe is flawless and completely clear. It hovers in midair and can be lifted or lowered, or shifted about, by moving it physically. Once released, it floats in its new position until moved again. When someone lays his hands upon it, however, it begins to glow from within, and slowly it fills with moonlight. The light may be white, black, red, or a mixture, depending upon which moons are strong at the time. Beneath the moonlight are faint images, and by concentrating, these can be brought to the forefront. These visions show what is happening all over Krynn at that moment and the owner of the globe can focus upon each event in turn, seeing and hearing them as they occur.

Raistlin Majere, the Master of Past and Present, created the *Globe of Present Time Passing*. It took him several days, and a great deal of his strength, for the globe taps directly into the River of Time, seeing everything that occurs across its width. When he finished it, Raistlin presented the globe to Astinus the historian, so that he could seek out the mightiest deeds of his time and record them in his books for the world to remember.

The Globe does more than show visions, however. It allows its owner to travel to those times in spirit form, actually experiencing the events firsthand. This is how Astinus has been able to create such detailed accounts of major events. But rumors claim that he can use the Globe

to do more than see the current time. Some believe Astinus can enter the River itself and swim *upstream*, against its current. From there he can view events of the past as well. This would explain his histories of the Cataclysm, unparalleled in their accuracy. But if the stories are true, each such journey places the historian in grave danger. The farther he travels from his own time, the stronger the current holds him and the more difficult it becomes for him to return. Nor have any claimed that he could travel into the future, where the River becomes more difficult to navigate. If Astinus does wander too far, his spirit could be severed from his body — his soul would then wander the River forever, unable to return or interact, while his body died.

The *Globe of Present Time Passing* is Astinus's most prized possession and never left his chambers until it disappeared with him after the Chaos War. Many believe that his friend Raistlin set several powerful wards upon the Globe, to prevent anyone from stealing it.

The *Globe of Present Time Passing* is also known as the *Sphere of Time*.

TAPESTRY OF TIME

Minor Artifact

Astinus of Palanthas scribed many hundreds of volumes showing Krynns's past. The gnomes of Mount Nevermind, however, have woven a tapestry that depicts the future.

The *Tapestry of Time* shows a beautiful river, its silvery waters flowing between high banks under a stormy sky. Rocks and logs and other items rest in the river, their surfaces barely breaking through the water but causing the current to sweep around them. It is a breathtaking image, depicted with stunning artistry; those viewing it for the first time have a great deal of difficulty looking away.

The *Tapestry* is more than mere decoration, however. Once per day, a character viewing it for five minutes can make a Wisdom check against DC 20 (characters may not take 20 on this check until they have successfully made three viewings). If he succeeds, he realizes that by looking at a spot on the *Tapestry* but not focusing his eyes, the patterns in the thread resolve into images of their own. The images are still, as if they had been painted or woven from a description, but they are extremely realistic, and faces and locations can be easily recognized. Each viewer sees a different scene, one related to his own actions or those of close friends (or enemies), and that the scenes are all in the future.

The *Tapestry of Time* cannot perfectly predict the future, of course. It shows the most likely events based upon current situations. Thus, if the character viewing it is planning to challenge his rival to a duel, the *Tapestry* may show the outcome of that duel. But if the character later decides to set aside the feud and views the *Tapestry* again, it may show the two working together instead, or the rival stabbing the character in the back.

The fact that it cannot guarantee its images does not make the *Tapestry* less useful. Those who have studied it learn how to think of upcoming events, let their eyes lose focus, and "find" the appropriate image in its weave. They

can then see what happens, given events as they stand now and make their decisions accordingly. Thus a general could look at the *Tapestry* and discover that his current battle plan is doomed to failure, but that another tactic he had considered and initially discarded could lead to success.

Viewing the *Tapestry* requires an extensive trip through the bureaucracy of Mt. Nevermind. Would-be viewers must obtain authorization from the Subcommittee for Physical Security of Gnomish Treasures, a level six priority slip from the Department of Secondary Visitors, and a waiver from the Ancient Honorable Guild of Weavers and Thatchers. Visitors must also complete a standard legal liability questionnaire (form 237-B, version 42.2.60. w). Guards stand watch over the tapestry at all times to prevent anyone from approaching within ten feet.

The *Tapestry of Time* only shows events in the future. They can be close as minutes away, but it does not show the present, or anything of the past. Some claim that the gnomes have other tapestries for these times, hidden away within their stronghold.



Chapter 3: ERAS OF LEGEND

The dark waters of time swirled about the archmage's black robes, carrying him and those with him forward through the years.

The sky rained fire, the mountain fell upon the city of Istar, plunging it down, down into the depths of the ground...

War of the Twins by Margaret Weis & Tracy Hickman

If you follow the path taken by Raistlin, Caramon, Crysania, and Tasslehoff through time, you may come to some of the most pivotal and important times and places in the history of Krynn. Ansalon just after the War of the Lance, Istar during the time of the last Kingpriest, the Dwarfgate Wars, and even the Abyss were all stops on their journeys. There were times when the actions of the travelers shook parts of the world. Other times they were just bystanders, unable to affect the grand scheme of things. Regardless of the actions of any time travelers, all these time periods are worthy of a deeper look.

A TIME OF DRAGONS

In the years following the War of the Lance, much has happened and the world is a profoundly different place. People have finally been allowed to mourn lost loved ones, exalt in worship over rediscovered gods, and look with hope to the future. Those left alive in the wake of the war are able to enjoy life once more and believe in the positive progression of the world.

New religions are springing up around the gods of old, and are seeking to reestablish their former glory while learning from the mistakes of the past. Even those who haven't taken up vestments and holy symbols see the return of the gods and the presence of new heroes to be a boon to the world. Formerly treacherous routes are being cleared of danger, and trade is increasing. With greater travel, each corner of Ansalon becomes increasingly educated about the goings-on of the rest of the continent. The nations and races of the land are rediscovering one another and attempting to let go of old prejudices in order to craft a brighter future. Such optimism, however, paired with recent history, also brings an unspoken and surprising uncertainty of what the future truly holds.

Though it may be easy for the races of Ansalon to embrace the return of the gods and metallic dragons as the symbols of hope that they are, it's also hard to forget that the world has just come out of 350 years of pain, misery, disease, and death — all at the behest of Takhisis, who sought to make Krynn an even worse place. So even though the people of the land now look to the once-reviled Knights of Solamnia as leaders, they cannot forget the remaining forces of the dragonarmies that have been scattered across eastern Ansalon. Those who have been touched by war sleep with the slightest unease, silently fearing that the Blue Lady, who languishes in the volcanic city of Sanction, shall someday strike out and march over the land once more. Every nail hammered into a rebuilt

house carries with it the dread that someday soon the forces of evil may set the torch to the landscape once again.

Ultimately, the years following the War of the Lance are a time of cautious optimism. Ansalon, once on the brink of destruction, attempts to heal itself. It tries to focus on the positive changes and find solace in the gods in the face of frightening unknowns, such as the scattered and hungry draconians. Yet it cannot, must not, let its guard down for fear of Takhisis appearing in the world again — only to meet with success instead of failure.

TIMELINE

Much has happened in the way of reconstruction in the years after the War of the Lance. The world is slowly adapting to a tenuous peace, and changes are being made across the landscape. Some lives are ruined in the wake of cruelty, some forge bold new paths together, and others end completely.

354 AC

A HERO'S FALL

Caramon Majere, Hero of the Lance, helps Solace rebuild and return to normal. When his new wife Tika goes back to working at the Inn of the Last Home, Caramon finds that there is no one who needs him. He sends a letter to his brother Raistlin in Palanthas. Months later the letter is returned unopened, with the words "I have no brother" scrawled on the envelope. This sends Caramon spiraling into depression and alcoholism, and his body grows flaccid and out of shape. Caramon ceases building the house he promised Tika, and spends his days at a seedy bar in Solace known as The Trough.

355 AC

THE KNIGHTHOOD REBORN

Gunthar uth Wistan becomes the first Grand Master of the Knights of Solamnia since the Cataclysm. He begins the process of revising the Measure so that the knighthood is never thrown into such a tumultuous and disorganized state again.

356 AC

A MEETING OF OPPOSITES

Revered Daughter Crysania and Black Robe archmage Raistlin Majere meet in Astinus's study at the Great Library of Palanthas. Crysania seeks to turn Raistlin from the path of darkness as a testament of Paladine's glory. Raistlin casts *kiss of night's guardian* on the cleric and they later meet at the Tower of High Sorcery. There, Raistlin tells Crysania of his plan to overthrow Takhisis and end the suffering she has caused the world. Crysania, blinded by her own ambition, twists this in order to see Raistlin as a man warring against darkness, not one who seeks to become its master. She then makes preparations to seek the council of the Wizards of High Sorcery at the Tower of Wayreth and tell them of her plans to redeem the Black Robe.

DEATH OF A MONARCH

Solostaran, the Qualinesti Speaker of the Sun, finally succumbs to his venerable age and dies, leaving his eldest son Porthios to become the new Speaker. Tanis Half-Elven, already bound for the funeral, is requested by Paladin's cleric Elistan to escort Lady Crysania to Wayreth. When the pair stops in Solace, they see just how low Caramon has fallen. Tanis leaves Crysania in Solace and rides on to Qualinost.

A TRIP THROUGH TIME

Crysania, Raistlin, Caramon, and Tasslehoff travel through time to Istar in the months before the Cataclysm. Raistlin defeats and absorbs Fistandantilus's essence, becoming even stronger, while Caramon shakes off his addiction and becomes physically fit once again. Just as the Cataclysm occurs, the four go to the Dwarfgate Wars. Once Raistlin has fought through the war, he and Crysania enter the Abyss to challenge Takhisis. Meanwhile, Tas and Caramon jump into a warped future where Raistlin has proven victorious and killed all the gods at the cost of life on Krynn. In this reality, Raistlin is fated to wither away, unable to create or restore life to the world. Tasslehoff and Caramon travel back to Palanthis to prevent this timeline from ever happening.

357 AC

THE BLUE LADY'S WAR

Kitiara uth Matar leads the remnants of the dragonarmy from Sanction and lays siege to Palanthis. Spectral forces commanded by the death knight Lord Soth supplement her army and tip the balances of battle in Kitiara's favor. Tanis Half-Elven is in the city, fighting on the side of the Knights of Solamnia. Once Kitiara is in the city she goes to the Tower of High Sorcery to stop her half-brother Raistlin from reentering the world. Having been tricked by Lord Soth into believing that the dark elf Dalamar seeks to aid Raistlin, Kitiara tries to kill him, but is slain instead. Tanis makes his final goodbye to the only other woman he loved before Lord Soth disappears with the highlord's body and calls off his undead forces.

RAISTLIN'S SACRIFICE

When Raistlin's twin Caramon enters the Abyss intent on stopping the mage one way or the other, Raistlin realizes that his victory over Takhisis can only bring destruction to the world. Raistlin grabs his destiny by the reins and changes the course of his actions, sealing the Abyss with himself inside in order to prevent Takhisis from being unleashed upon the world. Caramon escapes the Abyss with Crysania in tow. The cleric is now blind, but has gained wisdom as a result of her trials.





358 AC THE GREAT LIE

The Wizards of High Sorcery seize the opportunity to boost their reputation across the continent and inform the people of Ansalon that Raistlin entered the Abyss solely to save Crysania from the clutches of Takhisis. This tale of Raistlin's "heroism" helps the Conclave and wizards in general gain even greater acceptance amongst the land as young men and women flock to train in the ways of magic at unprecedented rates.

360 AC QUE-SHU RISE

Heroes of the Lance Riverwind and Goldmoon finish restoring the village of the Que-shu and gathering their remaining people under one banner. The Que-shu declare them their new leaders in response to the couple's tireless efforts and leadership.

362 AC PORTHIOS AND ALHANA MARRIED

In a move to unite the kingdoms of Qualinesti and Silvanesti under a single banner a political marriage is made between Porthios Kanan and Alhana Starbreeze, the respective rulers of both elven kingdoms.

LOCALES

The end of the war has resulted in a number of locations seeing increased popularity and use in Ansalon. Some of these places are completely reconstructed, such as the Temple of Paladine in Palanthis, while others, such as the High Clerist's Tower and the Tower of High Sorcery at Wayreth, simply needed repopulating. As the knights have

moved comfortably into their tower, so do an increased number of applicants seek to become Wizards of High Sorcery, having heard stories and rumors of the important role played by wizards during the war.

HIGH CLERIST'S TOWER

The High Clerist's Tower had lain abandoned for centuries since the Cataclysm. As the tower fell into disuse, its greatest secret — the existence of a *dragon orb* within — faded from the knowledge of the Knights of Solamnia. During the War of the Lance, the dragonarmies sought to attack Palanthis, and for the first time in generations, the knights took up arms at their tower.

The tower, once an enigma to the small body of knights stationed there, has since been thoroughly explored and holds a much larger body of knights at all times. Ever vigilant and ready to defend the city of Palanthis from incursions, the knights there are dedicated to holding the post and would rather fight to the last man than allow the tower fall into enemy hands or be abandoned again.

Grand Master Gunthar uth Wistan has ordered that at all times one thousand men be stationed at the tower, and at a moment's notice he is able to mobilize up to an additional thousand from surrounding areas to defend it. Even more soldiers can be drawn upon if given weeks to prepare. Those who occupy the tower have their barracks on the second and third floors. The third floor also houses dining halls, with the entire fourth floor dedicated to kitchens. The dining halls can only seat the normal contingent of knights assigned to the tower when it's not wartime, minus those who are on guard duty throughout the tower. When the High Clerist's Tower is besieged, men must eat wherever they can find a spot to sit.

The first floor of the tower contains the legendary dragontraps, where until the recent war, one of the fabled *dragon orbs* rested. This area is in the process of being repaired since it took heavy damage during the War of the Lance. The second floor houses temples devoted to the gods, in addition to the quarters located there. The fifth level of the tower contains the eternal halls and guards that protect the tower's treasury. Only the highest-ranking knights at the tower know exactly how to navigate the maze of these passages safely. The sixth level holds indoor gardens that had withered when the tower wasn't being cared for, but have since been restored by clerics of Habbakuk. The seventh floor holds the Grand Halls, where meetings are held that all knights can attend, regardless of rank.

The eighth, ninth, and tenth levels of the tower hold abbeys and offices for resident clerics of the gods of good. The eleventh level is the High Council Hall, where a knights' council decides important matters and holds trials as necessary. The twelfth level holds the Khas Room, where the High Clerist keeps his mind sharp and battle-ready by playing games with fellow knights equally skilled at khas. The thirteenth floor is another magical maze like the Eternal Halls, and functions to keep the remaining three levels of the High Clerist's Tower safe from unwanted intrusion. The fourteenth level is the High Clerist's quarters and is known as the "Living and Learning Area," while the fifteenth is nothing more than a small catwalk for trusted guards to patrol and keep watch. Finally, the sixteenth floor of the tower is known as the Nest of the Kingfisher, where a keen-eyed knight keeps watch and is able to spot trouble coming from miles off. During sieges, this knight maintains his position and watches the fullness of the battle, using flags to communicate the enemy's strategy to his fellow knights below.

Beneath the Tower are the tombs of knights who have fallen in its defense. In a constantly guarded sepulcher lie the remains of Lords Alfred MarKenin and Derek Crownguard, who perished in the War of the Lance, as well as a catafalque holding the strangely unsullied body of the hero Sturm Brightblade. This tomb is a site of pilgrimage for all knights, as well as those who hold to Brightblade's ideals of ultimate sacrifice for honor and right.

PALANTHAS

The Jewel of Solamnia, the great city of Palanthas stands proud in the wake of the War of the Lance, the only major city on the continent to come out of the war unscathed. In fact, Palanthas has a long history of thriving in times when the rest of the world has faced great hardship. The city was left relatively unscathed by the Cataclysm, becoming the only major deep-water port left on the continent, a monopoly that mariners quickly recognized and sought to take advantage of. Because of this long-standing fortune, many have flocked to the already opulent city, and those numbers only increase with time. Even more money and prestige have flowed into the streets of Palanthas with the coming of people hoping to make a new life for themselves with the opportunity that the city has to offer.

Palanthas is shaped like a wheel, with a grand central plaza in its midst. The plaza is where public meetings are conducted, and where the city's occupants gather when Amothus, the city's Lord, makes any speeches. The plaza is flanked by the Lord's Palace to the north and the city guard barracks and courthouse to the west and east, respectively. To the west one may see the newly erected Great Temple of Paladine and, just a short distance away, the Tower of High Sorcery, snarled amid the dreaded Shoikan Grove.

The road that runs directly south from the plaza is Aesthetics Row, leading directly to the Great Library. To the north lies the Bay of Branchala, and a sprawl of wharves and sailing ships that go on for miles. The market district lies just south of this, and Nobles' Hill, where the lords of the city gather, is in the east.

The city's heart, called the Old City, is surrounded by a thick wall, pierced by minaret-topped gates in the south, east, and west quarters. Beyond, unprotected by walls, stretches the more chaotic, poorer districts, called the New City. Here dwell most of the common laborers. The New City also boasts a thriving mercantile district, in its southeast corner near the main road leading through the mountains to Solamnia's heartland. Beneath the city runs a labyrinth of sewers, the province of the thieves' guild.


The university of Palanthas, the only institution in the city to have truly suffered from the Cataclysm by way of decreased enrollment, has seen students come flocking back from noble families across the land, who no longer fear making the long trek. What was once just a small group of devoted scholars has arisen as a flourishing academic institution. The university occupies a small tract of land in the mountains around the northeast entrance to the city. The school was built within the shadow of a great gorge, hewn by dwarves from Garnet to fit within the cleft. Over the centuries, so many modifications have been made that the university is now ten stories tall, and connecting both sides of the gorge.

TEMPLE OF PALADINE

The temple of Paladine is the newest mighty edifice to arise in Palanthas. It was built near the heart of the city, in its upscale administrative district within clear view of the corrupted Tower of High Sorcery — to the protest of many of the clergy. Elistan, however, calmly reminded his disciples of the Balance, and the need to remember always that evil as well as good fills a necessary role in shaping the world of Krynn.

The temple is built of white marble, and is surrounded by large and beautiful lawns. Small groves of evergreen trees provide shade and comfort for those seeking to commune with Paladine in a sanctified area away from the bustle of the main church, while reflecting pools serve to remind the followers of Paladine that looking within one's self to determine the true justness of one's actions is one of the greatest acts of wisdom one can undertake. The temple proper is the image of simplicity itself, a stark and austere structure with stout columns and buttresses and narrow windows, unadorned by the grandiose furnishings of its predecessor in Istar.





In the temple's southwest wing, numerous simple, yet comfortable cells serve as living quarters for the clergy and their guests. The northeast wing is devoted to a study area, where modest translations of the *Disks of Mishakal* and other sacred texts are available for study, as well as philosophical tracts penned by Elistan and others. The study wing also houses elegant meditation chambers, each also containing small shrines dedicated to the other gods of light, with the shrines of Paladine's consort Mishakal, and his twin sons Kiri-Jolith and Habbakuk, being the most prominent.

The center of the temple includes the main worship hall, constructed to hold several thousand of the faithful. There, on its gray marble floors, priests and acolytes meditate and tend to the needs of worshipers. On holy days, the hall is dedicated to delivering sermons and speeches, although with the increase in piety throughout Krynn, the crowd often spills out the church's doors, eager to soak up every word. Palanthis's city watchmen understandably get nervous to see individuals of all walks of life pouring out onto the decadent street of Lord's Way.

Finally, below the temple rests a number of basements and storage areas, as well as a large, multilevel crypt. Currently the crypt is empty, but it was constructed with the understanding that as years pass, many great men and women in the service of Paladine would come to need a final resting place. Here Elistan will be laid to rest, when the long illness that has afflicted him finally ends. Paladine's temple serves to guard over his followers' physical remains just as the god himself takes his followers' spirits into his waiting arms.

TOWER OF HIGH SORCERY AT WAYRETH

For many years the Tower of High Sorcery at Wayreth was where the Wizards of High Sorcery hid in seclusion. Very rarely did the mages leave its vicinity, mainly doing so to set up schools for the Orders of High Sorcery, or find apprentices to train. Many areas of Ansalon were distrustful of the wizards, a holdover from the prejudices sown by the Kingpriest, and robes of all three colors were burned at the stake in villages across the continent.

Since the War of the Lance and the role of the mage Raistlin Majere in defeating the dragonarmies, people have come to regard the wizards with a sort of tentative trust. Folk who once would have killed magic-users on sight now simply shun and avoid them. Lands that barely tolerated the mages now welcome them, a fact that the wizards are quick to take advantage of. Since the War of the Lance, wizards have felt increasingly free to leave their tower behind to walk the world once more without burden. Some say that 350 years was too long a time to remain in hiding, for any number of arcane relics could have been uncovered or unfortunately destroyed. Regardless, they see it as the place of the Orders to know the full extent of Ansalon's current political and social climate. In turn, they have sent back a surprisingly high number of applicants to the tower, eager to master the Art and take the Test. Most have emerged garbed in robes of white, red, or black, but some have been laid to rest beneath the tower.

Visitors to the tower are surprised at the sights that await them, sometimes catching the barest glimpse of wizards propelled to unnaturally fast speeds as they travel about the tower. In recent months, however, the tower has become a somber place. The ruling Conclave seems preoccupied with some urgent manner of business, and the other wizards in attendance have naturally picked up on the mood of Par-Salian, Justarius, Ladonna, and the other 18 archmages. Rumors abound as to what could trouble these capable mages. Some theories, such as the idea of an army from across the seas, are thought preposterous, while others about the renegade black robe Raistlin Majere seem chillingly likely. It is known that whatever the issue is, the Conclave has sought the aid of various agents to send on tasks throughout the continent. Each wizard wonders if he shall be the next to receive this call.

TOWER OF HIGH SORCERY AT PALANTHAS

Since the Cataclysm, the Wizards of High Sorcery despaired and thought the Tower of Palanthis lost to them. Since that fateful day during the Lost Battles when the Black Robe wizard Andras Rannoch cursed the tower to only open again for the Master of the Past and Present, not even the most powerful and skilled wizard has been able to make her way through the Shoikan Grove. Many have tried, but every one either turned back before it was too late, or joined the undying guardians in the ground beneath the wood.

All of this changed when Raistlin Majere approached the tower after the War of the Lance. The undying Rannoch, now known as the tower's guardian, bowed in deference and let the dark wizard in to claim his legacy. Since then Raistlin has not been seen leaving or entering the tower. If indeed Raistlin ever does leave, he must use his magic to spirit him directly to whatever destination awaits him. Some claim to have once seen an elf attired in black robes leading the cleric Elistan into the tower, but most scoff at the notion of the highest of Paladine's Revered Children going to such an unholy place. Though few would believe such a tale, it is indeed the truth. Raistlin once grew gravely ill, and his apprentice Dalamar sought out whatever help he could find.

If any other visitors have met with the mage, none have seen them. Raistlin spends most of his time poring through endless, musty tomes, in particular the night-blue-bound grimoires of the great mage Fistantilus. Using his arcane knowledge, Raistlin has experimented in all manner of dark arts, traversing the world in a flickering, binding great and powerful demons, and even creating life — or what passes for it. It was his failure in his attempts to create living creatures that enraged Raistlin the most. He banished the resulting, malformed "Live Ones" to live in the seeing chamber beneath the tower. The Live Ones lead a wretched existence and snivel and grovel whenever their master comes down to use his pool to spy on the rest of the world.

Despite Raistlin's reclamation of the tower, its grove and the undead horrors that lurk within are still very much active in warding against any unwanted intrusion,

and they form a frightening force that only the bravest mortals could hope to bypass without magical aid. Some of these guardians even lurk within the tower itself, ready to attack any unwelcome intruders and spirit them off to the less than amused attention of the tower's master. Should Raistlin catch such an unfortunate soul, the trespasser would be hard pressed to offer the mage something he truly needed by way of a favor or assuaging his curiosity in order to make it out of the tower with body, mind, and soul intact.

ADVENTURE IDEAS

Ansalon is a bold new world after the War of the Lance. With the Solamnics restored to their former glory and mortals knowing that the gods watch over them, the land seems an open place, rife with opportunity for adventure. What lies long forgotten in the ruins of cities destroyed and buried by the Cataclysm? What new allies or enemies have risen in the corners of the map, waiting to make their mark on the world? With renewed faith to bolster them, an intrepid group of heroes will soon find out.

FIND A CURE

A deadly disease begins to spring up in the city of Palanthas. Sickness such as this hasn't been seen since the times of darkness. Neither traditional care, nor the most basic of healing spells, are able to do anything about it. Frustrated clerics of Paladine and Mishakal suspect that a powerful follower of Morgion is at work in the city. Who is responsible for this, and is it just a solitary individual, or an entire secret cult that's sprung up in the past few years?

DRACONIAN RAIDERS

A group of raiders seems to be hidden in the Vingaard Mountains. They wait for small mercantile caravans to pass beyond the High Clerist's Tower, strike brutally, and leave no survivors. Previous excursions by knights into the mountains have met little success, with one party having gone missing only to be found impaled on stakes along the roadside a few days later. Recently, a caravan was attacked, but a single horseman managed to bolt to Palanthas. There, he describes an assault by hideous dragon-men. What could this group of draconian bandits be doing so far inside Solamnia, and why are they in a position to spy upon Palanthas?

A MAGICAL SECRET

A Red Robe mage seeks protection on his way to the forest of Wayreth. He claims to be working on an important mission for the Conclave, and just came from the dragonarmy-held city of Sanction. He fears that certain enemies who do not want him to report back to the leaders of the Orders of High Sorcery

will try to kill him before he completes the journey. He petitions the heroes to be his bodyguards, promising them compensation both in steel and magic once they arrive safely at the tower. When the heroes fight off ambush after ambush, it becomes clear to them that this mage holds a valuable secret. Perhaps even Lord Soth himself may come to hunt him.

RAISTLIN'S TREASURES

A powerful Black Robe lusts after the secrets available to Raistlin Majere within his Tower of High Sorcery. She finds the heroes to be a suitably capable and strong group to work through. Depending upon the group's morality, she may take the disguise of a White or Red Robe and lie to the group that she worries the dark wizard is concocting some scheme to afflict the world, and that she needs the group to retrieve whatever items and spell books they can so that she can properly dispose of them and see that no one abuses them ever again. In truth, the wizard seeks to augment her power and influence within the orders. She is able to provide the group with means of passing through the Shoikan Grove unharmed, either by warding them or by casting a variant of a *teleport* spell. Either way, the magic used is so powerful and rare that she can only bypass the protections of the tower once. Afterward, it's up to the group to find or fight their own way out.



PERSONALITIES

Though the War of the Lance is over, outstanding individuals both heroic and villainous are still active on the continent of Ansalon. Some strive to unite people in the wake of war, while others scheme and bide time to make power plays. In the aftermath of an earth-shattering war, very little is certain although many are optimistic and strive for a better world. Below is a roster of potential friends and foes who could help or hinder those who would adventure in the post-war world.

AMOTHUS, LORD OF PALANTHAS CR 9

Male civilized human noble 9

LG Medium humanoid (human)

Init +0; **Senses** Listen +2, Spot +2

Languages Common, Ergot, Elven, Gnome, Solamnic

AC 12, touch 12, flat-footed 12

hp 50 (9 HD)

Fort +4, **Ref** +6, **Will** +8

Spd 30 ft.

Melee mwk rapier +6/+1 (1d6-1/18-20)

Base Atk +6; **Grp** +5

Atk Options Combat Expertise, Improved Disarm

Abilities Str 9, Dex 10, Con 12, Int 16, Wis 14, Cha 18

SQ bonus class skill (Decipher Script), coordinate +2, favor +3, inspire confidence 3/day

Feats Combat Expertise, Diligent, Improved Disarm, Leadership, Negotiator

Skills Appraise +17, Bluff +16, Decipher Script +17, Diplomacy +24, Gather Information +13, Knowledge (nobility and royalty) +15, Knowledge (local) +13, Ride +7, Sense Motive +16.

Possessions fine clothing, mwk rapier, *ring of protection* +2, Seal of Palanthas

Coordinate (Ex): The noble has a knack for getting people to work together. When he can aid others and give directions, the noble provides a +4 bonus to the task at hand when he makes a successful aid another check, rather than +2. This ability can't be used to assist in combat.

Favor (Ex): Three times a week, the noble can call in favors from those he knows. He makes a favor check (1d20+3) against a DC determined by the scope of the favor requested.

Inspire Confidence (Ex): Three times a day, the noble can grant up to four allies a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls for 5 rounds, after a full round of oratory.

Lord Amothus of Palanthas is a shrewd man and an expert politician, though very few would believe it. He puts on the airs of a foppish nobleman more concerned with ceremony, festival, and turning a profit than with overseeing the more crucial aspects of governing a city. Woe to the army that should ever decide to test the lord's mettle and threaten the Jewel of Solamnia, however. Should such a day ever arrive, Amothus is more than ready to face the challenge. Like many of the city's nobility of his time,

when Amothus was only a youth he found it fashionable to dress as a commoner and go gallivanting about in the streets. It was during those times that Amothus learned how to expertly change his demeanor when necessary.

Despite his underlying steely nature, Amothus genuinely prefers the fawning of nobility and does whatever he can to solve issues through the least time- and effort-consuming manner possible. He only pursues more forceful courses of action when peaceful solutions have repeatedly failed or absolutely will not prevail, and even then may often try to deny the reality of the situation. It's a tribute to the man's character that he can bypass his natural aversion to conflict and step up to lead boldly when needed.

With Amothus, the future of Palanthas's government is in a tenuous position, however. Traditionally, the lordship of the city has been passed down through the generations to the eldest son of the ruling family. As an only child in his early forties, Amothus is still unmarried and has thus fathered no legitimate heir to his position of nobility. Even at this stage in life, he seems to have no interest in taking any of the wealthy noblewomen of the city as a wife.

Many of his close associates and friends, as well as the tradition-bound Solamnics of the region, have been persistent in urging Amothus to find someone — anyone — to marry and give him children to ensure the continuance of the Palanthian lineage. When pressed by peers and advisors over the issue, Amothus simply gives a mirthless smile and then expertly changes the subject before anyone even realizes it.

CHARLES, FAITHFUL SERVANT CR 11

Male civilized human expert 12

LG Medium humanoid (human)

Init +0; **Senses** Listen +18, Spot +18

Languages Common, Ergot, Solamnic

AC 10, touch 10, flat-footed 10

hp 78 (12 HD)

Resist +4 against frightful presence of dragons

Fort +6, **Ref** +6, **Will** +11

Spd 30 ft.

Melee serving tray +7/+2 (1d4) or corkscrew +7/+2 (1d3)

Base Atk +9; **Grp** +9

Combat Gear *potion of cure serious wounds*

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 12

Feats Alertness, Great Fortitude, Iron Will, Lightning

Reflexes, Improvise Weapon††, Resist Dragonfear†

† New feat from *DRAGONLANCE Campaign Setting*

†† New feat from the *War of the Lance* sourcebook

(reduces nonproficiency penalty with use of improvised weapons to -2)

Skills Appraise +16, Knowledge (nobility and royalty) +16, Knowledge (local) +16, Listen +18, Profession (manservant) +16, Search +16, Sense Motive +16, Spot +18

Possessions combat gear plus butler's outfit, serving tray, keychain and keys, corkscrew, coinpurse

Even the most efficient and established of noble families

must rely upon a close body of servants to run their households and remember such tasks as putting the elven crystal out of sight when welcoming dwarven merchants. For Lord Amothus, his man Charles has become an indispensable resource. Charles has been a loyal and devoted servant for half a century, initially being hired to work for the household when Amothus's grandfather was the lord of Palanthas. Now well past seventy, he keeps pace with other servants a third his age.

The old and proper servant has (for right or wrong) come to regard his role as essential to the functioning of the lord's household. Charles fancies that whenever the gods decide to take him, a state of utter chaos shall ensue that leaves the house in disarray for weeks while it tries to adapt to life without him. It's this sort of fancy that keeps Charles motivated to perform to his fullest, even so long into his tenure as the Palanthian family's head of staff.

Charles is occasionally used by Amothus in order to test individuals and groups wishing to see him. When the Lord doesn't know what sort of people he will be dealing with, he often delays and has Charles waylay them. The servant continually comes to those who seek audience with the lord and apologizes for his lord's delay, claiming that an unforeseen emergency has come up that Amothus must deal with. Charles then tries to engage those who he's attending in small talk. Charles reports upon how patient or condescending the individuals were, granting Amothus insight into the minds of complete strangers.

DALAMAR, APPRENTICE AND INFILTRATOR CR 10

Male Silvanesti elf wizard 5/

wizard of High Sorcery (Black) 5

NE Medium humanoid (elf)

Init +3; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +5, Spot +5

Languages Common, Elven, Magius, Solamnic

AC 15, touch 15, flat-footed 12

hp 27 (10 HD)

Immune sleep

Fort +3, **Ref** +6, **Will** +12 (+14 against enchantments)

Spd 30 ft.

Melee +2 *keen dagger* +8 (1d4+4/17-20)

Base Atk +4; **Grp** +6

Special Actions magic of pain 2/day

Combat Gear *wand of lightning bolt* (CL 8th, 50 charges), 2 scrolls of *cat's grace* (CL 10th), scroll of *summon monster II* (CL 10th)

Spells Prepared (CL 10th, +5 melee touch, +7 ranged touch)

5th—maximized *scorching ray*, *teleport*

4th—*bestow curse* (DC 18), *Dalamar's lightning lance* (DC 18), *dimension door*, empowered *ray of enfeeblement* (DC 16)

3rd—*dispel magic*, *fireball* (DC 17), *hold person* (DC 17), *vampiric touch* (DC 18)

2nd—*command undead* (DC 17), *crackling sphere* (DC 16), *detect thoughts*, *knock*, *scorching ray*

1st—*cause fear* (DC 16), *charm person* (DC 15), *magic missile*, *ray of enfeeblement* (DC 16), *shocking grasp*

0—*detect magic*, *mage hand*, *prestidigitation*, *read magic*

Abilities Str 14, Dex 16, Con 10, Int 18, Wis 17, Cha 12

SQ arcane research +2, elvensight, moon magic (Nuitari), order secrets (Magic of Hunger, Magic of Pain), summon familiar (unused), tower resources

Feats Combat Casting, Empower Spell^B, Maximizing Spell, Persuasive, Scribe Scroll^B, Spell Focus (necromancy)

Skills Bluff +6, Concentration +10, Intimidate +12, Knowledge (arcana) +18, Knowledge (history) +10, Knowledge (local) +9, Listen +5, Search +5, Spellcraft +21, Spot +5

Possessions combat gear plus +2 *keen dagger*, *cloak of resistance* +2, *ring of protection* +2, black robes, spell components.

Spellbook spells prepared and all 0-level, 1st-level, and 2nd-level wizard spells from *Player's Handbook* and *DRAGONLANCE Campaign Setting*, plus 3rd—*dispel magic*, *fireball*, *halt undead*, *hold person*, *lightning bolt*, *nondetection*, *protection from energy*, *ray of exhaustion*, *tongues*, *vampiric touch*; 4th—*bestow curse*, *Dalamar's lightning lance*†, *dimension door*, *enervation*, *fear*, *mnemonic enhancer*, *wall of ice*; 5th—*break enchantment*, *cone of cold*, *dismissal*, *hold monster*, *private sanctum*.

† New spell from *DRAGONLANCE Campaign Setting*

Black Robe Order Secrets (Su): Magic of Hunger (prepare extra spells at cost of Con damage equal to spell level), Magic of Pain 2/day (spell that deals hit point damage causes target to suffer -2 penalty to attack rolls, skill checks, and ability checks for 1 round, Fort save DC 10 plus spell level negates, caster takes 1d6 damage) Dalamar has chosen not to take an arcane focus as a Wizard of High Sorcery.

Born into a lowly Silvanesti house, Dalamar likely would have been branded a dark elf for his pursuit of magic alone. That he was found in communion with Nuitari only ensured that his fellow elves would forbid him from entering his homeland ever again. After exile, Dalamar knew the path he had to take. He traveled across Ansalon toward the Tower of Wayreth, hoping to find a new family among the wizards.

Once at the tower, Dalamar took the Test to come into full power. In the dreamscape provided by the Test, he found himself back in ancient Istar, and was faced with the opportunity to steal the *dragon orb* from a young Lorac Caladon. Sacrificing what he thought was the chance to prevent Lorac's nightmare from ever taking hold of Silvanesti, the elf proved his dedication to the moons of magic and passed his Test. The body of the Conclave, and Par-Salian in particular, saw great potential within the elf, and sent him on an important and secretive mission to demonstrate his loyalty. On this final test, Dalamar tracked down and slew Tramd o' the Dark, a renegade Theiwar savant whose body was half-rotten.

When Dalamar returned victorious, the Conclave presented him with both the opportunity of a lifetime, as

well as his potential death. They desired to send a Black Robe to spy upon the archmage Raistlin Majere, to pose as an apprentice and report back to the Conclave on the archmage's plans. Dalamar was at once frightened and elated, but his thirst for knowledge couldn't let him miss the opportunity to study with the wizard, and so presented himself as an eager apprentice at the Tower of Palanthis. For nearly two years, Dalamar has learned from Raistlin, his *Shalafi* ("master" in elven), and has increased his own power greatly. Never once, however, has Dalamar forgotten the dangerous game that he plays.

At times Dalamar is possessed with a burning certainty that his *Shalafi* is aware of his true purpose, and he wonders why the archwizard doesn't kill him on the spot. The only answer that he's able to provide himself is that Raistlin simply doesn't care how much the Conclave knows and is even amused by the infiltration. Such thoughts provide very little comfort for the dark elf.

ELISTAN, FOUNDING FATHER CR 15

Male civilized human cleric 13/hierophant 2

LG Medium humanoid (human)

Init +0; **Senses** Listen +5, Spot +5

Languages Common, Dwarven, Elven, Solamnic, *tongues*

AC 14, touch 14, flat-footed 14

hp 37 (15 HD); **DR** 5/evil

Fort +9, **Ref** +4, **Will** +17

Spd 30 ft.

Melee +2 *merciful light mace* +11/+6 (1d6+1 or 2d6+1 nonlethal)

Base Atk +10; **Grp** +7

Special Actions spontaneous casting (*cure* spells), turn undead 10/day (+6, 2d6+18, 14th)

Combat Gear *staff of illumination* (40 charges), 5 *potions of lesser restoration*, 3 *potions of cure serious wounds*, 3 *potions of cure moderate wounds*

Spells Prepared (CL 15th, 16th w/good spells, +8 melee touch, +9 ranged touch)

7th—*holy word*^P (DC 21), *extended spell resistance*

6th—*antimagic field*^P, *banishment* (DC 20), *heal*

5th—*atonement*, *hallow*, *spell resistance*^P, *true seeing*

4th—*discern lies*, *dismissal* (DC 18), *holy smite*^P (DC 18), *neutralize poison*, *tongues*[†]

3rd—*create food and water*, *dispel magic*, *helping hand*, *locate object*, *prayer*, *protection from energy*^P,

2nd—*aid*^P, *augury*, *calm emotions*, *consecrate*, *remove paralysis*, *lesser restoration*, *status*

1st—*bless* (2), *comprehend languages*, *protection from evil*^P, *remove fear*, *sanctuary*

0—*detect magic*, *guidance*, *mending*, *purify food and drink*

† Already cast.

^P: Domain spell. Deity: Paladine. Domains: Good, Protection

Abilities Str 8, Dex 10, Con 6, Int 15, Wis 18, Cha 18

SQ divine reach, faith healing, protective ward 1/day

Feats Alertness, Extra Turning, Extend Spell, Improved Turning, Iron Will, Leadership, Negotiator

Skills Concentration +12, Craft (carpentry) +6, Diplomacy

+20, Heal +20, Knowledge (religion) +20, Listen +5, Profession (scribe) +14, Sense Motive +7, Spellcraft +10, Spot +5

Possessions combat gear plus +2 *merciful light mace*, *ring of protection* +4, *mantle of faith*, clerical robes, *medallion of faith*

Divine Reach (Su): The hierophant can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, he must make a ranged touch attack instead.

Faith Healing (Su): The hierophant can use healing spells to their maximum effect on creatures of the same alignment as the hierophant (including the hierophant himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher level spell slot).

Protective Ward (Su): Once a day as a standard action, the cleric may grant someone he touches a +13 resistance bonus on his or her next saving throw. This is an abjuration effect with a duration of 1 hour (or until used).

Since his youth in the town of Haven, Elistan was a man always in search of knowledge and spiritual truth. His willingness to find deeper religious meanings in life led him to the fraudulent Seeker religion that took hold of Abanasinia in the wake of the Cataclysm. Eventually the Seekers fell to the dragonarmies during the War of the Lance, and Elistan was imprisoned and tortured while dying of a wasting disease. When the Heroes of the Lance freed him, he learned of the return of the gods from Goldmoon, priestess of Mishakal, who cured his illness. Then and there, he dedicated himself to the noble god Paladine.

Elistan traveled with the Heroes to Icewall, where they slew the Highlord Feal-thas and reclaimed one of the fabled *dragon orbs*. While they were sailing back from Icewall, the white dragon Sleet attacked the boat and caused the party's ship to founder upon the shores of Southern Ergoth. There they found that both the Qualinesti and Silvanesti elves had sought refuge and had established colonies on the island, each distrustful of the other. The Heroes moved on toward Sancrist to return the *dragon orb* to the Solamnic Knights. Elistan decided to remain behind with the elves, however, reasoning that the best hope of restoring worship of the gods of light lay with their favored race.

Elistan was not disappointed. Although the elves were initially distrustful, one curious Silvanesti from House Cleric approached him. The elf, named Garad, sat with Elistan and the two spoke of spirituality and faith. At the end of the discussion, Elistan had gained a faithful acolyte. During the War of the Lance, Garad followed Elistan, preaching of the return of the gods and sharing their miracles with the world. By the time the War was over, a new body of faithful turned their eyes to the Solamnic city of Palanthis, where Elistan decided the seat of Paladine's new church would rest.

Once the faithful reached Palanthis, plans were immediately made to build a new temple in the god's honor. Unfortunately, between the hurried rate of construction on the temple and continual spread of Paladine's teachings, Elistan's health suffered greatly, and the wasting illness returned. These days Elistan is mostly bedridden, although he does manage to take the occasional walk around the temple grounds with his aides. These walks decrease in frequency as Elistan becomes increasingly gaunt. He has refused further healing, and has achieved a state of grace and peace with himself and the world.

The citizens of Palanthis have come to adore and love Elistan, and they fear that the cleric does not have long before Paladine calls him back to his side.

GUNTAR UTH WISTAN, GRANDMASTER OF THE KNIGHTS CR 16

Male civilized human fighter 6/knight of Solamnia (Rose) 10

LG Medium humanoid (human)

Source *War of the Lance* (single-class Knight of Solamnia variant).

Init +5; **Senses** Listen +3, Spot +3

Aura courage (+4 bonus against fear to all allies within 10 ft.)

Languages Common, Elven, Solamnic

AC 25, touch 11, flat-footed 24

hp 80 (16 HD)

Immune fear

Fort +12, **Ref** +7, **Will** +8

Spd 20 ft.

Melee +2 *longsword* +22/+17/+12/+7 (1d8+6/19-20) or +1 *lance* +22/+17/+12/+7 (1d8+5/x3)

Base Atk +16; **Grp** +20

Atk Options Mounted Combat, Ride-By Attack, Spirited Charge, Tremendous Charge

Special Actions smite evil 1/day, strength of honor 3/day

Abilities Str 18, Dex 15, Con 13, Int 12, Wis 16, Cha 18

SQ aura of courage, heroic initiative +3, inspire courage (+3, 3/day), inspire greatness, knightly courage, leadership bonus +1, rallying cry 3/day, Wisdom of the Measure

Feats Diehard, Endurance, Honor-Bound†, Leadership, Mounted Combat, Resist Dragonfear†, Ride-By Attack, Spirited Charge, Trample, Tremendous Charge†, Weapon Focus (lance).

† Feat from the *DRAGONLANCE Campaign Setting*.

Skills Diplomacy +23, Handle Animal +8, Knowledge (nobility and royalty) +16, Knowledge (religion) +9, Ride +20

Possessions +2 *moderate fortification full plate*, +2 *large steel shield*, +2 *defending longsword*, +1 *lance*, heavy warhorse with +1 *breastplate barding* and *horseshoes of speed*.

Aura of Courage (Su): The knight is completely immune to fear. Allies within 10 ft. gain a +4 morale bonus on saving throws against fear effects.

Heroic Initiative (Ex): The knight gains a +3 bonus on initiative checks.

Inspire Courage (Su): Three times a day the knight may add a +3 morale bonus to allies' saves against charm and fear effects and a +3 morale bonus on attack and damage rolls. The effect lasts for as long as the knight continues to speak and for 5 rounds afterward.

Inspire Greatness (Su): The knight can inspire greatness in a single willing ally within 30 ft., granting 2d10 temporary Hit Dice, +2 competence bonus on attacks, and a +1 bonus to Fortitude saving throws. Use of this ability counts against daily uses of inspire courage.

Knightly Courage (Su): The knight has a +1 morale bonus on saving throws against fear effects.

Leadership (Ex): The knight has a +1 bonus to his leadership score.

Rallying Cry (Su): Three times a day, the knight may, as a free action, let loose a shout that causes all allies within 60 ft. to gain a +1 morale bonus on their next attack roll, and increases their base speed by 5 ft.

Smite Evil (Su): Once a day, the knight may attempt to smite evil with one normal melee attack. He adds +3 to his attack roll and +9 to damage rolls. If the knight accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

Strength of Honor (Su): Three times a day, as a free action, the knight may add a +4 morale bonus to his Strength score for 4 rounds.

Wisdom of the Measure (Su): Twice a day the knight may make a Knowledge (nobility and royalty) skill check (DC 14) to gain the effects of an *augury* spell cast by a cleric of his character level. The information gained from this ability always takes the form of some historical anecdote, proverb, or law written in the Measure.

During the years prior to the War of the Lance, Lord Gunthar was one of the few Knights of Solamnia who truly embodied the legacy and vision of Vinas Solamnus. Gunthar was good friends with Angriff Brightblade, and even vouched for his son Sturm when the younger Brightblade was on trial before the Knight's Council.

Orphaned at the age of fourteen, Gunthar was forced to grow up quickly and assume the role of lord. Even at an early age Gunthar displayed wisdom and listened to his father's trusted advisors instead of succumbing to adolescent temptations to take advantage of newfound power. Older knights took note and marked Gunthar as a young man of integrity who would go far.

As he aged, Gunthar rose through the ranks of the knighthood, gaining influence and prestige as his naturally charismatic personality and devotion to the cause of good made him an effective leader. Eventually, Gunthar's rise to a position of leadership brought him into contest with the Rose Knight Derek Crownsguard and High Justice Alfred MarKenin over the position of Grand Master. When the two died at the High Clerist's Tower, Gunthar's claim to the position was secured, though he took no joy in the deaths of his political opponents.

During the War of the Lance, Gunthar wisely placed the armies of good under the command of Laurana Kanan, who had been raised to be a natural diplomat and was skilled at boosting morale. Laurana's tactical genius shone through in the Vingaard campaign, and she was granted the moniker of "the Golden General" throughout Ansalon.

Although his role in the war was instrumental to victory, Gunthar suffered grievous losses. His sons died fighting, causing Gunthar to live through every parent's worst nightmare. Since the end of the war, Gunthar has come to peace with the loss of his children and now focuses on the reconstruction of the knighthood. He has set a grand task before himself: revising the Measure, a process so vast in scope that it could take years, if not decades, to complete.

JUSTARIUS, RED WISDOM CR 19

Male civilized human wizard (illusionist) 8/wizard of

High Sorcery (Red) 8/archmage 3

LN Medium humanoid (human)

Init +3; Senses Listen +2, Spot +2

Languages Abyssal, Common, Celestial, Draconic, Elven, Ergot, Magius

AC 17, touch 17, flat-footed 14

hp 66 (19 HD)

Fort +6, Ref +8, Will +21 (+22 vs. illusion)

Spd 20 ft. (walks with limp)

Melee +2 *keen dagger* +13/+8 (1d4+4/17-20)

Base Atk +9; Grp +11

Special Actions arcane fire

Spells Prepared (CL 20th, 21st w/illusion spells, +11 melee

touch, +12 ranged touch, includes spell power +1)

9th—*shades* (DC 25), *shapechange*, *weird* (DC 25)

8th—*greater shadow evocation* (DC 24), *moment of prescience*, *polymorph any object* (DC 22), *scintillating pattern* (DC 24)

7th—*greater arcane sight*, *greater shadow conjuration* (DC 23), *mass invisibility*, *prismatic spray* (DC 21), *project image* (DC 23)

6th—*mislead* (DC 22), *programmed image* (DC 22), *shadow walk*, *true seeing*

5th—*permanency*, *persistent image* (DC 21), *shadow evocation* (DC 21)

4th—*dimension door*, *greater invisibility*, *phantasmal killer* (2) (DC 20), *rainbow pattern* (DC 20), *shadow conjuration* (DC 20)

3rd—*arcane sight*, *daylight*, *displacement*, *invisibility sphere*, *major image* (DC 19), *minor image* (silenced) (DC 18)

2nd—*blur*, *hypnotic pattern* (DC 18), *invisibility*, *minor image* (DC 18), *mirror image*, *web* (DC 16)

1st—*color spray* (DC 17), *disguise self*, *mage armor*, *shocking grasp*, *silent image* (DC 17), *unseen servant*

0—*detect magic*, *ghost sound*, *message*, *prestidigitation*, *read magic*

Banned Schools abjuration, enchantment, necromancy

Spell-Like Abilities (CL 20th, includes spell power +1):

2/day—*permanent image*

Abilities Str 14, Dex 16, Con 13, Int 19, Wis 14, Cha 12

SQ arcane focus (illusion), arcane research +4, high arcana, moon magic (Lunitari), order secrets, spells, summon familiar, tower resources

Feats Brew Potion^B, Eschew Materials, Greater Spell Focus (illusion), Iron Will, Reserves of Strength, Scribe Scroll^B, Silent Spell, Skill Focus (Spellcraft), Spell Focus (illusion), Spell Focus (transmutation)

Skills Bluff +11, Concentration +21, Craft (alchemy) +16, Decipher Script +14, Knowledge (arcana) +28, Knowledge (history) +14, Knowledge (the planes) +24, Sleight of Hand +15, Spellcraft +35

Possessions +2 *keen dagger*, *ring of protection* +4, *rod of metamagic* (empower), *rod of metamagic* (silent), *chime of interruption*, red robes

Spellbook As the head of the Order of Red Robes, Justarius has access to all common and unnamed conjuration, divination, evocation, illusion, and transmutation spells from the *Player's Handbook*, *DRAGONLANCE Campaign Setting*, and other d20 *DRAGONLANCE* sourcebooks.

High Arcana: Arcane fire (+12 ranged touch, 420 ft. range, deals 3d6 damage + 1d6 damage per spell level used to create), spell-like ability (*permanent image* 2/day), spell power +1. Justarius has permanently sacrificed two 5th-level, one 6th-level and one 9th-level spell slots to master these abilities.

Red Robe Order Secrets (Su): Magic of Deception 4/day (Empower or Extend any illusion spell cast), Magic of Independence (checks to dispel the Red Robe's spells are DC 34), Magic of Mystery (caster level check against DC 30 required to identify the Red Robe's spells, Spellcraft DC to identify his spells increases by +4).

Justarius is the head of the Red Robes. He is a robust man forced to bear the burden of a crippled left leg — the legacy of his Test. His face is open and honest, although his own trust for others is subdued by his extreme caution and skepticism. Justarius has earned a great amount of respect from members of all three robes, making him the most likely to succeed Par-Salian when the white mage steps down from his leadership of the Conclave.

Justarius was opposed to Par-Salian's decision to rush the young mage Raistlin Majere through his Test more than five years ago, and feared that the man was not ready to face the challenges. In light of Raistlin shunning the Conclave and taking the Tower of Palanthas for himself, Justarius feels that his earlier reservations proved justified.

He remains fond of adventuring, recalling days when it came more naturally to him. On those occasions when he does leave the tower to see the world, he makes use of various forms of magic to overcome his handicap. Sometimes the mage joins with whatever adventuring group he happens to run across, keeping his stature within the Conclave a secret. As Par-Salian gets older and more reliant on those around him, however, Justarius has less time to engage in such frivolities. He also desires to have a child someday, but fears that his lifestyle and responsibilities may keep that hope from ever becoming a reality.

KITIARA UTH MATAR,

THE BLUE LADY

CR 18

Female civilized human fighter 12/dragon rider 3/dragon highlord 3

NE Medium humanoid (human)

Source *War of the Lance* (dragon highlord)

Init +6; **Senses** Listen +0, Spot +10

Languages Common, Abanasinian, Camptalk, Nerakan, Solamnic

AC 27, touch 17, flat-footed 23

hp 130 (18 HD)

Immune critical hits and sneak attack damage (from armor)

Resist +8 on saves against the frightful presence of dragons

Fort +19, **Ref** +16, **Will** +15

Spd 30 ft.

Melee +3 *keen speed short sword* +25/+25/+20/+15/+10

(1d6+7/17-20) or

+2 *unholy wounding lance* +21/+16/+11/+6 (1d8+4/x3

plus 1 Con) or

mwk dagger +22/+17/+12/+7 (1d4+2/19-20)

Ranged mwk dagger +21/+16/+11/+6 (1d4+2/19-20)

Base Atk +17; **Grp** +19

Atk Options Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Tremendous Charge

Special Actions demoralize

Abilities Str 14, Dex 18, Con 14, Int 13, Wis 10, Cha 18

SQ Dark Queen's blessing, Dark Queen's courage, dragon cohort, dragon feat, empathic communication, motivate troops

Feats Greater Weapon Focus (short sword), Improved Resist Dragonfear^{B†}, Iron Will, Leadership, Mounted Combat, Persuasive, Power Attack, Quick-Thinking^{††}, Resist Dragonfear[†], Ride-By Attack, Spirited Charge, Stubborn^{††}, Tremendous Charge[†], Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword)

[†] Feat from the *DRAGONLANCE Campaign Setting*.

^{††} New feat from this book.

Skills Bluff +17, Diplomacy +14, Handle Animal +12, Intimidate +23 (+25 demoralize), Ride +26, Spot +10

Possessions +3 *heavy fortification dragonarmor*, +2 *light steel shield*, +3 *keen speed short sword*, +2 *unholy wounding lance*, *ring of protection* +3, 2 mwk daggers. Kitiara has access to a wealth of resources and equipment and can usually acquire any mundane or low-level magical item she needs.

Dark Queen's Blessing (Su): The dragon highlord applies her Charisma modifier (if positive) as a bonus to all saving throws.

Dark Queen's Courage (Ex): The dragon highlord gains the Improved Resist Dragonfear feat for free, even if she would not normally meet the prerequisites.

Demoralize (Ex): The dragon highlord gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If the highlord's check is successful, the target is shaken for 7 rounds.

Dragon Cohort (Ex): The dragon rider can attract a

dragon as a cohort, so long as it is one that she has ridden before and has an effective character level of 18 (including a special -3 ECL adjustment). The dragon cohort benefits from a +2 Hit Dice increase, +2 bonus to natural armor, and +1 bonus to Strength. Note: Skie, Kitiara's dragon mount, is far too powerful in his own right to qualify for this ability, but he and his rider work extremely well together nonetheless.

Dragon Feat (Ex): The dragon rider can grant a dragon cohort the Improved Initiative feat after 7 days of training.

Empathic Communication (Su): The dragon rider can use nonverbal communication with her mount, conveying information and instructions so long as she and her mount are in line of sight of each other.

Motivate Troops (Ex): The dragon highlord can direct the actions of any nongood creatures with the humanoid, giant, or dragon type that are within 30 feet of her and who have less than 18 Hit Dice. Those who follow the character's orders gain a +3 morale bonus to attack rolls, damage rolls and Will saves. This bonus also applies to any dragon mount the highlord is riding, regardless of Hit Dice. Any eligible creature that willingly goes against these directions loses this bonus immediately. Affected creatures must be able to see or hear the dragon highlord for this ability to take effect.

A born leader, daughter of a notorious sellsword, Kitiara uth Matar was always certain of one thing in her life: that she would find a way to gain power and influence. Early in her childhood in Solace, she saw life as one challenge and battle after another, and naturally took up the sword as her vocation. When her mother remarried and gave birth to twins, Kitiara never gave up on the sickly and weak Raistlin when everyone else, even their mother, was ready to give up on the infant.

As Kitiara's brothers grew, she found in her brother Caramon a sibling with whom to share her love of martial training. She took a more parental role in the twins' life as their mother's physical and mental health deteriorated. Kitiara, little more than a child herself, found that she was responsible for rearing the boys to adulthood and ensuring that they could defend themselves in life.

In time, Kitiara and her brothers met other, like-minded spirits, each one every bit as willing to explore and take on the world as the three siblings. Calling themselves "the Companions," these friends went on adventures and faced the dangers of a world changed by the Cataclysm. Out of all the Companions, Tanis Half-Elven impressed Kitiara the most. The two began a passionate affair that only ended when the Companions parted ways and vowed to meet again five years down the line.

After seducing her friend Sturm and giving birth to a son, whom she named Steel, Kitiara found her way into the dragonarmies. Success after success catapulted her into a position of leadership, and she rose to the rank of commander of the armies' blue wing. The War of the Lance brought her back into contact with her old love Tanis, and for a time she led him to swerve from the path of good and

betray his friends. She also encountered Sturm once more, and slew the father of her child in battle at the Tower of the High Clerist.

When Kitiara found out that Tanis's first love, the elfmaid Laurana, was leading the forces of good in the war, she made it her personal goal to cause Laurana's defeat and humiliation. Kitiara schemed to kidnap Laurana, and presented her to the Dark Queen in the temple of Neraka. Kitiara was denied her vengeance, however, when Tanis and the other Heroes of the Lance led an attack that thwarted Takhisis and defeated the dragonarmies at last. During the attack Tanis rescued Laurana, whom he would marry shortly thereafter.

Since the war, Kitiara's army has abided in Sanction, where they maintain a tenuous treaty with the Solamnics. Like a caged tiger, Kitiara fumes in the volcanic city, eager to get another chance to strike out against the world. With the aid of Lord Soth, that day has almost come.

LADONNA, BLACK POISON CR 19

Female civilized human wizard (enchanter) 7/wizard of High Sorcery (Black) 9/archmage 3

LE Medium humanoid (human)

Init +4; **Senses** Listen +3, Spot +3

Languages Common, Ergot, Kharolian, Magius, Solamnic
AC 24, touch 18, flat-footed 20

hp 60 (19 HD)

Fort +7, **Ref** +10, **Will** +17

Spd 30 ft.

Melee unarmed strike +7 (1d3-1, nonlethal)

Base Atk +8; **Gp** +7

Special Actions magic of betrayal, magic of darkness 4/day, magic of pain 4/day

Combat Gear *staff of enchantment* (40 charges), *wand of ray of enfeeblement*, heightened (4th level) (CL 10th, 50 charges), *wand of charm monster* (CL 10th, 50 charges), 4 *potions of displacement*, 2 *potions of neutralize poison*, *potion of tongues*

Spells Prepared (CL 19th, 20th w/enchantment spells, 5/6/6/6/6/3/5/4/2/4 +7 melee touch, +12 ranged touch)

9th—*dominate monster* (DC 25), *mass hold monster* (DC 25), *power word kill*, *soul bind* (DC 23)

8th—*incendiary cloud* (DC 22), *mass charm monster* (DC 24)

7th—*mass hold person* (DC 23), *insanity* (DC 23), *mage's sword*, *greater teleport*

6th—*acid fog* (DC 20), *eyebite* (DC 20), *geas*, *greater heroism*, *mass suggestion* (DC 22)

5th—*cloudkill* (DC 19), *mind fog* (DC 21), *teleport*

4th—*black tentacles*, *crushing despair* (DC 20), *detect scrying*, *fear* (DC 20), *ice storm* (DC 18), *lesser geas* (DC 20)

3rd—*deep slumber* (DC 19), *heroism*, *hold person* (DC 19), *phantom steed*, *stinking cloud* (DC 17), *suggestion* (DC 19)

2nd—*daze monster* (DC 18), *hideous laughter* (DC 18), *scare* (DC 16), *shatter* (DC 16), *spectral hand*, *touch of idiocy* (DC 18)

1st—*cause fear* (DC 15), *charm person* (DC 17), *hypnotism* (DC 17), *magic missile*, *sleep* (DC 17), *true strike*

0—*daze* (DC 16), *dancing lights*, *flare* (DC 14), *light*, *read magic*

Banned Schools abjuration, illusion, transmutation

Spell-Like Abilities (CL 19th):

4/day—*dominate person* (DC 21), *feeblemind* (DC 21)

Abilities Str 9, Dex 18, Con 13, Int 19, Wis 16, Cha 19

SQ arcane focus (enchantment), arcane research +4, high arcana, moon magic (Nuitari), order secrets, spells, summon familiar, tower resources

Feats Brew Potion^B, Extend Spell, Greater Spell Focus (enchantment), Improved Counterspell, Magical Aptitude, Scribe Scroll^B, Skill Focus (Spellcraft), Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration

Skills Bluff +13, Concentration +17, Craft (alchemy) +16, Decipher Script +11, Diplomacy +15, Intimidate +18, Knowledge (arcana) +27, Spellcraft +31 (+33 scrolls), Use Magic Device +15 (+17 scrolls)

Possessions combat gear plus *bracers of armor* +6, *ring of protection* +4, Black Robes, spell components.

Spellbook As the head of the Order of Black Robes, Ladonna has access to all common and unnamed conjuration, divination, enchantment, evocation, and necromancy spells from the *Player's Handbook*, *DRAGONLANCE Campaign Setting* and other d20 *DRAGONLANCE* sourcebooks.

Black Robe Order Secrets (Su): Magic of Betrayal (Empower or Extend any necromancy spell cast, one living ally within 30 feet takes 2d6 damage, Will DC 23 half), Magic of Darkness 4/day (half the damage dealt by a chosen spell is negative energy damage), Magic of Fear (as full round action, cast any spell that deals damage and is normally a standard action in order to demoralize one target within 30 ft., Intimidate check gains bonus equal to spell level), Magic of Pain 4/day (spell that deals hit point damage causes target to suffer -2 penalty to attack rolls, skill checks, and ability checks for 1 round, Fort save DC 10 plus spell level negates, caster takes 1d6 damage).

High Arcana: mastery of counterspelling (spells countered by the archmage are reflected back upon the caster as if affected by *spell turning*), spell-like ability (4/day—*dominate person*, *feeblemind*). Ladonna has permanently sacrificed two 5th-level, one 7th-level and two 8th-level spell slots to master these abilities.

Well into her sixties, Ladonna, head of the Black Robes, remains a remarkably beautiful woman. Whereas other wizards who are proud of their looks may mask the effects of age with magic, Ladonna is not bound by such vanity. She wears her steel-gray hair in intricate braids and designs, and bears her wrinkles with pride.

Ladonna maintains an adversarial relationship with Par-Salian, master of the White Robes, but this rivalry is also tempered with fondness. In their youth, the two were lovers whose idealism and passions blinded them to their inherent differences and philosophical outlooks on life. Eventually, the two grew distant and separated. The final straw, something that very few know of, was Par-Salian

having an affair with Arianna, the wizard who Ladonna had been apprenticed to in her youth. Unbeknownst to Par-Salian, Arianna grew pregnant and delivered a daughter in secret. Ladonna sent the child to be reared by family friends in Palanthis, but the ship the girl was on disappeared. For an otherwise conscience-free mind, this action stands out to Ladonna as her one regret.

Ladonna hopes to succeed Par-Salian when he steps down as the head of the Conclave, but has a worthy foe in Justarius. She wastes little worry on the Red Robe, though, instead focusing on the threat posed by the renegade Raistlin Majere. Ladonna is uneasy about him, and knows full well that her position — as well as her life — would be forfeit should he ever choose to challenge her leadership of the Black Robes. Although Ladonna is uneasy about Par-Salian's methodical approach to dealing with Raistlin, she is grudgingly willing to go along with whatever plan he may offer (though not without protest) and gains some satisfaction from knowing that Dalamar, whose own Test she conducted personally, is the Black Robe spying on Raistlin. Ladonna knows that whatever the elf's ambitions, his foremost loyalty is to high sorcery.

PAR-SALIAN,

MASTER OF THE CONCLAVE

CR 20

Male civilized human wizard 6/wizard of High Sorcery (White) 10/archmage 3, Master of the Tower of Wayreth
LG Medium humanoid (human)

Source *Towers of High Sorcery* (Master of the Tower template)

Init +3; **Senses** permanent *arcane sight*; Listen +2, Spot +2

Languages Abanasinian, Common, Elven, Ergot, Ergothian, Magius, Solamnic, permanent *tongues*

AC 23, touch 19, flat-footed 20

hp 38 (19 HD)

Resist evasion; **SR** 19 (within the Tower of Wayreth)

Fort +8, **Ref** +12, **Will** +20

Spd 30 ft.

Melee *staff of high sorcery* +12/+7 (1d6+3)

Base Atk +9; **Grp** +9

Atk Options mastery of elements, mastery of shaping

Combat Gear *staff of high sorcery (white)*, scrolls (CL 19th, *greater dispel magic*, *greater teleport*, *disjunction*, *identify*), *rod of metamagic* (maximize)

Spells Prepared (CL 19th, +9 melee touch, +12 ranged touch)

9th—*etherealness*, *foresight*^{MT}, *freedom*, quickened empowered *lightning bolt* (DC 18)

8th—*discern location*^{MT}, *greater prying eyes*, *prismatic wall* (DC 23)

7th—*banishment* (DC 23), *greater teleport*^{MT}, *prismatic spray* (DC 22), *spell turning*

6th—*globe of invulnerability*, *guards and wards*, *spell resistance*^{MT}, *true seeing*

5th—*break enchantment*, *dismissal* (DC 21), *divination*^{MT}, *faithful hound*, *major creation*, *private sanctum*

4th—*arcane eye*, *dimension door*^{MT}, *lesser globe of*

invulnerability, *minor creation*, *remove curse*, *summon monster IV*

3rd—*dispel magic*^{MT}, *lightning bolt* (DC 18), *magic circle against evil*, empowered *magic missile*, *protection from energy*, *summon monster III*

2nd—*arcane lock*, *identify*^{MT}, *protection from arrows*, *resist energy*, *scorching ray*, *summon monster II*

1st—*alarm*, *magic aura*^{MT}, *magic missile*, *obscuring mist*, *protection from evil*, *true strike*

0—*detect magic*, *light*, *flare* (DC 15), *prestidigitation*^{MT} Master of the Tower domain spell.

Abilities Str 10, Dex 17, Con 9, Int 21, Wis 15, Cha 12

SQ arcane research +5, high arcana, master of the tower traits, moon magic (Solinari), order secrets, permanent *resistance*, spells, summon familiar

Par-Salian has chosen not to take an arcane focus as a Wizard of High Sorcery.

Feats Empower Spell, Negotiator, Quicken Spell, Scribe Scroll^B, Silent Spell, Skill Focus (Spellcraft), Still Spell^B, Spell Focus (abjuration), Spell Focus (divination)

Skills Concentration +21 (+26 when casting or directing spell), Craft (alchemy) +17, Diplomacy +13, Intimidate +15, Knowledge (arcana) +32, Knowledge (history) +27, Knowledge (the planes) +27, Sense Motive +13, Spellcraft +37

Possessions combat gear plus *bracers of armor* +4, *ring of protection* +4, *ring of evasion*, robes, spell components

Spellbook As the head of the Conclave and Master of the Tower of Wayreth, Par-Salian has access to all of the spells from the *Player's Handbook*, *DRAGONLANCE Campaign Setting* and other d20 *DRAGONLANCE* sourcebooks.

High Arcana: mastery of counterspelling (spells countered by the archmage are reflected back upon the caster as if affected by *spell turning*), mastery of elements (caster can alter the energy type of any spell he casts), mastery of shaping (caster can choose to alter the shape of spells with an area effect). Par-Salian has permanently sacrificed one 6th, one 7th and one 8th level spell slots to master these abilities.

Master of the Tower Traits: Par-Salian may prepare one bonus spell per level from the Knowledge, Magic or Travel cleric domains as arcane spells when he prepares his other spells at the Tower, and gains spell resistance 19 within the Tower of Wayreth.

White Robe Order Secrets (Su): Magic of Defense 5/day (Empower or Extend any abjuration spell cast), Magic of Radiance 5/day (half the damage dealt by a chosen spell is positive energy damage and gives off light as *light* spell at CL 19), Magic of Resistance (gain benefit of Improved Counterspell feat, +5 bonus to dispel checks), Magic of Sustenance (+5 bonus to Concentration checks made when casting or directing a spell), Magic of Truth 5/day (Empower or Extend any divination spell cast).

Par-Salian is an elderly man in his early seventies. His hair is long and white, and he has a wispy beard that hangs down his chest. Par-Salian's unadorned, soft white robes

perfectly match his hair. Because of his age, some of his opponents in the Orders of High Sorcery characterize Par-Salian as weak and ineffectual, and there has been pressure on him from all sides to step down after the Conclave's hands-off role during the War of the Lance, as well as his endorsement of the now-dangerous Raistlin Majere.

It was Par-Salian who insisted that Raistlin take the Test at an age younger than any other wizard before him. While this decision has certainly made enemies for Par-Salian, he is quick to remind anyone who brings it up that without Raistlin's soul being forged into the weapon of the gods, Takhisis would have triumphed and ushered Krynn into an unending age of tyranny and darkness. In Par-Salian's eyes, the threat that the young mage now presents was a necessary evil.

Ironically, Par-Salian's greatest opponent was also once his dearest associate. He and Ladonna, the head of the Black Robes, were lovers in their distant youth. Despite the ideological differences marked by their robes, the two young wizards believed that their dedication to magic alone would be great enough to bridge their differences. In time Par-Salian and Ladonna's passions began to cool, and as each gained greater prestige within their own order, they clashed greatly and violently. Eventually the two ended their affair, and have maintained a mutual, if tense, respect ever since.

REVERED SON GARAD,

ELVEN ZEAL

CR 13

Male Silvanesti elf cleric 9/loremaster 4

LG Medium humanoid (elf)

Init +2; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +7, Spot +7

Languages Common, Elven, Ergot, Nerakan, Solamnic

AC 18, touch 12, flat-footed 16

hp 63 (13 HD)

Immune sleep

Fort +7, **Ref** +4, **Will** +12 (+15 against enchantments)

Spd 30 ft.

Melee +1 *quarterstaff* +9/+4 (1d6+1)

Base Atk +8; **Grp** +8

Special Actions spontaneous casting (*cure* spells), turn undead 5/day (+4, 2d6+11, 9th)

Combat Gear *wand of searing light* (CL 9th, 50 charges), *wand of aid* (CL 9th, 50 charges)

Spells Prepared (CL 13th, CL 14th w/good and lawful spells, +8 melee touch, +10 ranged touch)
7th—*dictum*^D (DC 20), *repulsion*
6th—*heal*, *hold monster*^D (DC 19), *planar ally*
5th—*atonement*, *break enchantment*, *dispel evil*^D (DC 18), *scrying*
4th—*discern lies*, *divination*, *order's wrath*^D (DC 17), *neutralize poison*, *lesser planar ally*
3rd—*daylight*, *magic circle against evil*^D, *prayer*, *searing light* (DC 16), *remove blindness/deafness*, *remove curse*
2nd—*calm emotions*^D (DC 15), *enthrall* (DC 15), *hold person* (DC 15), *resist energy*, *lesser restoration*, *silence*, *status*

1st—*command*, *divine favor*, *protection from evil*^D, *remove fear*, *sanctuary* (2), *shield of faith*

0—*guidance*, *light*, *mending*, *purify food and drink*, *resistance*, *virtue*

^D: Domain spell. Deity: Paladine. Domains: Law, Good

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 17, Cha 15

SQ lore +6, loremaster secrets (instant mastery [Sense Motive], secrets of inner strength)

Feats Alertness, Craft Wand, Extend Spell, Scribe Scroll, Skill Focus (Knowledge [religion])

Skills Decipher Script +7, Diplomacy +9, Heal +10, Knowledge (arcana) +16, Knowledge (nobility and royalty) +8, Knowledge (religion) +19, Listen +7, Profession (scribe) +10, Sense Motive +7, Spellcraft +10, Spot +7

Possessions combat gear plus +1 *elven chain*, +1 *quarterstaff*, mwk shortbow, 20 arrows, clerical robes, *medallion of faith*

Lore (Ex): A loremaster has the ability to know legends or information regarding various topics, just as a bard can. The loremaster makes a lore check with a +6 bonus.

Garad was born into a godly caste during a godless time. Prior to the return of the gods, Garad served as a record-keeper and loremaster of Silvanesti history, just like the rest of House Cleric. Early on, however, he was fascinated and entranced by the histories and tales of clerics such as Loralon and Quarath, who were lost from the world only a generation ago. He read of the Kingpriests, and saw within them the corruption of the human soul. He saw that Beldinas and his ilk meant well, but believed that as the favored races of the gods of light it should have been a line of elves ruling over the Istaran church — for surely only an elf could prove impervious to the frenzied zeal that blinded the Kingpriest. The gods wouldn't have turned their backs if only it had been an elf on the throne.

It was during the War of the Lance that Garad began to see his dreams realized. Like all the Silvanesti, Garad found himself traveling to Southern Ergoth, where his people founded the colony of Silvamori. With Lorac's Nightmare barring the way back home, Garad and his kin grieved for the loss of their homeland. For Garad, this grief was assuaged when a strange human came to the elves. Traveling with two members of the Qualinesti royalty, this man bore the blessing of Paladine and worked the god's wonders. His name was Elistan.

While many of the other elves from House Cleric were suspicious that the god should choose a human as his first envoy, Garad's natural curiosity overcame his people's prejudices and he met with Elistan to discuss matters of faith. After sitting with the man for hours, Garad's eyes were opened. He saw that the gods had never turned their backs to mortals, but rather vice versa. Garad was Elistan's first elven convert.

During and after the War of the Lance, Garad loyally followed Elistan wherever he went, accruing new Revered Sons and Daughters. After the clergy of Paladine settled in Palanthas, however, Garad began to doubt Elistan's capability as a leader. Like many of the other clerics,

Garad was outraged by the decision to build the Temple of Paladine so close to the corrupted Tower of High Sorcery. His old biases began to creep into his thoughts once more, and he wondered if Elistan's humanity blinded him to the need to destroy and be rid of darkness at all costs.

Though Garad is by no means seditious, his fervor has only grown in alongside his doubts. He has redoubled the religious efforts of the temple to save the souls of Palanthas's citizens, no matter the cost. His increased zeal has not gone unnoticed by Elistan, however. Although Garad believes himself to be a natural and rightful replacement for the ecclesiarch, Elistan fears that Garad could easily become another Kingpriest and has absolutely no intentions of naming the elf as successor. Should Garad learn of this, he will be upset and dismayed, but will agree to Elistan's decision. Whoever should prove to be Elistan's replacement, however, will find in Garad a quarrelsome, though well-meaning, advisor.

SIR MARKHAM

NOBLE INDIFFERENCE

CR 9

Male civilized human noble 3/fighter 3/legendary tactician 3

CG Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +14

Languages Common, Solamnic

AC 22, touch 10, flat-footed 22

hp 56 (9 HD)

Fort +8, **Ref** +5, **Will** +6

Spd 20 ft.

Melee +1 lance +10/+5 (1d8+3/x3) or
mwk longsword +9/+4 (1d8+2/19-20) or
mwk dagger +9/+4 (1d4+2/19-20)

Base Atk +8; **Grp** +10

Atk Options Cleave, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge

Special Actions direct troops, inspire courage 2/day

Abilities Str 15, Dex 11, Con 13, Int 12, Wis 12, Cha 16

SQ bonus class skill (Spot), favor +2, inspire confidence 1/day, leadership bonus +2

Feats Cleave, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance)

Skills Appraise +8, Bluff +13, Diplomacy +17, Intimidate +14, Knowledge (nobility and royalty) +8, Ride +13, Spot +14

Possessions +2 half-plate, +1 large steel shield, +1 lance, mwk longsword, mwk dagger, heavy warhorse with mwk chainmail barding

Direct Troops (Su): As a full round action, the legendary tactician can give compelling directions. He can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts for 3 rounds.

Favor (Ex): Once a week, the noble can call in favors from those he knows. He makes a favor check (1d20+2) against a DC determined by the scope of the favor requested.

Inspire Confidence (Ex): Once a day, the noble can grant up to two allies a +2 morale bonus on saving throws

and a +1 morale bonus on attack and weapon damage rolls for 5 rounds, after a full round of oratory.

Inspire Courage (Su): Twice a day the legendary tactician may add a +2 morale bonus to allies' saves against charm and fear effects and a +2 morale bonus on attack and damage rolls. The effect lasts for as long as the legendary tactician continues to speak and for 5 rounds afterward.

Leadership (Ex): The legendary tactician has a +2 bonus to his leadership score.

Sir Markham Gowan grew up a noble's son. He was never lacking for amusement and entertainment, and was quite athletic. To Markham, life was just a series of games and distractions that he could feverishly throw himself into. His youth marked him as a man who was drawn to the notion of a cause rather than the actual cause itself. It was only natural that such a man should decide — almost capriciously — to pursue the path of knighthood.

Markham took naturally to his training, though his lack of discipline would occasionally shine through and earn him a reprimand from his superiors. After Markham was fully inducted into the knighthood he became a moderately successful Knight of the Crown, but otherwise would not have likely advanced much further if not for the extraordinary circumstances of the War of the Lance.

When the knights chose Laurana to be their Golden General, Markham became one of her commanders. It was while serving under Laurana that Sir Markham truly distinguished himself, and his natural cunning and tactical mind showed through. As victory followed victory, Markham's adeptness at battle planning rendered him invaluable, but his old traits shone through and he seemed almost amused by and emotionally distant from the war that raged around him. Laurana even commented on Markham's detached demeanor by saying that it seemed as if the knight took part in the war simply because he had nothing better to do.

Markham's remarkable service allowed him to move through the ranks of the Solamnics, rising from Crown Knight to Rose Knight at an unprecedented rate. Since the war he has been stationed in Palanthas, where he commands the retinue of Solamnic Knights who hold that city. Markham's subordinates follow his orders, though his ennuis is not lost on his men. Consequently their respect for him has begun to wane, and will only continue to do so if they are forced to endure the command of a man who would gladly chase dragons all the way to the moon if the opportunity presented itself.

TANIS HALF-ELVEN,

RELUCTANT HERO

CR 14

Male half-elf fighter 10/ranger 1/horizon walker 3

NG Medium humanoid (half-elf)

Init +5; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +10, Spot +12

Languages Common, Camptalk, Dwarven, Elven, Nerakan, Solamnic

AC 21, touch 15, flat-footed 18
hp 88 (14 HD)

Immune sleep

Fort +13, Ref +9, Will +6 (+8
against enchantments)

Spd 30 ft.

Melee *Wyrmsbane*

+19/+14/+9 (1d8+5/19-
20) or

Ranged +2 *composite longbow*

+20/+15/+10 (1d8+7/x3)
or

+2 *composite longbow*

+18/+18/+13/+8

(1d8+7/x3) with Rapid
Shot or

+2 *composite longbow*

+14 (3d8+21/x3) with
Manyshot (3 arrows)

Base Atk +14; Grp +17

Atk Options favored enemy
dragons +2, Manyshot,
Point Blank Shot, Precise
Shot, Rapid Shot, terrain
mastery

Abilities Str 16, Dex 17, Con
12, Int 12, Wis 14, Cha 16

SQ wild empathy +4 (magical
beasts +0)

Feats Alertness, Endurance,
Leadership, Manyshot,
Point Blank Shot, Precise

Shot, Quick-Thinking†, Rapid Shot, Track, Weapon
Focus (longbow), Weapon Specialization (longbow)
† New feat from this book.

Skills Craft (bowyer) +4, Diplomacy +13, Gather
Information +5, Hide +7, Knowledge (geography) +9,
Listen +10, Ride +8, Search +5, Sense Motive +3, Speak
Language (Nerakan, Solamnic), Spot +12, Survival +8
(+10 to avoid getting lost)

Possessions +4 *leather armor*, *Wyrmsbane* (+2 *dragon bane
longsword*, 3/day—locate object, CL 8th), +2 *composite
longbow* (+3 Str), quiver with 20 arrows, daggers (2),
ring of protection +2

Terrain Mastery (Ex): Tanis has mastered the forest,
hills, and plains terrain types. This gives him a +4
competence bonus on Hide, Listen, and Spot checks,
and a +1 insight bonus on attack and damage rolls
against creatures with these terrains listed in their
Environment entry.

Wild Empathy (Ex): Tanis may attempt to improve
the attitude of an animal. This functions just like a
Diplomacy check, with a +4 check bonus. Tanis and
the animal must be within 30 feet of each other under
normal visibility conditions.

For a man who suffered the prejudices of human and elf
alike before the War of the Lance, Tanis Half-Elven has
found himself among the most well-known and beloved



figures across all Ansalon
— and he couldn't be any less
satisfied with it.

Ever the picture of
humility, Tanis has fought
against fame in the wake
of the war. Although he
would love nothing more
than to simply go on living
life and spending as much
time as possible with his
new wife, Laurana Kanan,
he knows that in spite of
victory, political tensions
still run deep throughout
the land. Given his heroic
status and lack of allegiance
to any single nation, Tanis
makes the ideal mediator for
discussions between testy
diplomats.

His position has brought
with it a great many honors,
the most noteworthy of
which being his honorary
kighthood granted by the
Solamnics. All the prestige
and travel to exotic locales
that Tanis must endure keeps
him away from his home
in Solanthas, where he and
Laurana settled after the War

of the Lance. When Tanis does get the chance to spend
some time at home, it often seems that Laurana is off on
some diplomatic mission of her own.

Although Tanis's responsibilities wear on him and his
marriage, deep down he couldn't be happier. He has found
a peace within himself that he never knew prior to the war,
and has finally found happiness with the woman he loves.
If the inconvenience of travel and celebrity is the cost of
good triumphing over evil during the war, the half-elf
figures that his happiness couldn't have come at a better
price.

ĪSTAR

The history of Krynn is one of evil warring against good.
Again and again, through all the ages, the disciples of
darkness — and of Takhisis in particular — have come
close to overwhelming those who follow the light. The
dragonwars, the War of the Lance, the War of Souls, even
Raistlin Majere's attempt to attain godhood all threatened
to tip the fragile Balance, forever plunging the world into
night.

Once, however, the Balance tipped the other way, and
the results were just as, if not more, catastrophic. Once, it
was the powers of good that nearly conquered the world,
and only the gods' intervention prevented them, in their
righteous zeal, from undoing all Krynn.

This was the age of Istar.

In modern days, many believe that Istar was, in fact, an evil land, corrupt and given to darkness. They think that the Kingpriest was wicked, a secret follower of evil, that the citizens who professed their love of light were in truth covert devotees of the dark gods.

This was not so, however. The Kingpriest was a good man, but corrupted by power and fear to hate all that he saw as evil. In the end, his striving against darkness drove him mad, and led him to dare to command the gods themselves. This led to the Cataclysm, the destruction of Istar, and the gods' disappearance from the world for over three centuries.

THEME

The Holy Empire of Istar was a study in opposites. On one hand, it was a realm of overwhelming might and splendor, the grandest Ansalon has ever seen. The Lordcity that shares its name was the world's hub of commerce, religion, culture, and learning for many centuries. Its flowering brought peace to lands still shaken by the Third Dragonwar.

But Istar, in its final years, was also a land of zealotry and intolerance, which launched pogroms against all it considered evil, quashed independent thought, and defined goodness in increasingly narrow and self-serving terms. It all but wiped out wizardry, drove most nonhuman races into hiding, and declared worship of even some gods of good to be sacrilege.

Those who profess that theocracy — even in the name of light — is a noble form of government would do well to consider Istar. While all mighty realms, from Ergoth to Solamnia and beyond, have venerated the gods, their clergy was separate from those who ruled. This separation often pitted one against the other, one side keeping the other in check when it tried to step too far in search of power.

Istar, however, had no such divisions. Its rulers, the Kingpriests, and their closest counselors, were all clerics of Paladine. Bolstered by good fortune and riches, they conquered neighboring kingdoms to forge an empire that covered half of Ansalon. Their power grew so great that much of the rest of the world submitted to their rule.

Power corrupts, however, as the monk Tanjo of Gilean once said — and complete power corrupts completely.

Without a church-state separation, Istar had no room for dissent. Those who spoke against the clergy were, by definition, enemies of the empire. Those who disagreed with the realm's laws were foes of the gods. So the Kingpriest said, anyway, and the people viewed him as Paladine's voice on Krynn, elevating him to near-godhood himself. Without anything to keep his power in check, the Kingpriest could only crave more — not for his own benefit, but to keep better control in the war against darkness.

In its final days, Istar is a disturbing place. Walk its streets and its beauty overawes you: the glory of its gold and alabaster minarets, the jasmine-scented peace of its gardens, the delicate music of unseen voices singing the Kingpriest's praises. But scratch the surface and much ugliness lies beneath. Thousands of slaves, all enemies

of the church, toil to maintain those minarets, while spies monitor their thoughts for glimmers of evil. Down the street from the gardens, gladiators spill each other's blood on the sands of the arena, for the amusement of the shouting masses. And deep within the music lays a discordant note: the coming doom of the Kingpriest, and all that he rules.

TIMELINE

C. 2500–963 PC

THE BEGINNING: ISTAR'S FOUNDING

Istar began humbly, a small village on the temperate shores of the lake that shares its name. Its people were simple fishermen and farmers, living and trading in peace with their neighbors.

Into this land came the wizards of the White Robes, who sought to build their own Tower of High Sorcery, one of five that were to be raised across the face of Ansalon. Unlike the Red and the Black wizards, who built their towers in the metropolises of Daltigoth and Qim Sudri (later called Losarcum), the White Robes — under the guidance of the seer Asanta — chose to dwell in simple surroundings, in the hopes that a city of peace and goodwill would grow around them.

The Istarans watched in awe as they raised the Tower from the rock beneath their feet. The sight of this glittering spire awakened something within their hearts, and they built gleaming halls of their own. The other villages around Lake Istar followed suit, and the area became a network of city-states, with Istar at its heart. As the years passed, Istar grew into a center of culture and trade in eastern Ansalon.

962–280 PC; 1–683 I.A.

ISTAR BEFORE THE KINGPRIESTS

In those days, many gods had clerics in Istar, though none of the churches held much power. This began to change in the aftermath of the Third Dragonwar. Though the war scarcely touched Istar, its people beheld the devastation in Solamnia and were afraid it might come to them. They turned to the church, and to the city's growing warrior class, for help.

After several years of struggles, one of these warriors, Lord Galerik, named himself King of Istar. The church of Paladine threw its support behind him, and in return he named it the state religion of his realm. The First Son of the Istaran Church became the King's foremost advisor, even above the Emissary of High Sorcery.

A period of militaristic expansion followed. Within a century, all the other city-states had bowed to Istar, which now began a long campaign against the neighboring kingdoms of Midrath, Gather, Ismin, and Dravinaar. When these "trade wars" ended, Istar had become an empire, with the other kingdoms as its provinces. Dravinaar, which fought the hardest, was split into two separate provinces, East and West, to keep its people turned against each other. Ambassadors from Istar crossed the Khalkist Mountains to make alliances with the western lands of Kharolis, Ergoth, and Solamnia.



PRE-CATACLYSM	Istaran Age	Event
c.2550 PC		White Robe wizards erect the Tower of Istar.
c.1750 PC		City-state of Istar forms, rises to dominance.
c.1480 PC		Istar becomes the trade center of the eastern world.
962 PC	1 I.A.	King Galeris unites surrounding city-states into the Kingdom of Istar.
850–727 PC	113–236 I.A.	Trade Wars: Istar conquers Midrath, Gather, Ismin and Dravinaar to become an empire.
574 PC	389 I.A.	The War of Bones: Salius Ruven's undead army nearly overruns Istar; Solamnic Knights break the siege.
483 PC	480 I.A.	Border-province of Taol joins the empire.
312–282 PC	651–681 I.A.	Border clashes against kingdoms of Seldjuk and Falhana.
280 PC	683 I.A.	Symeon I overthrows Emperor Vemior, names himself first Kingpriest.
260 PC	703 I.A.	Symeon I orders construction of the Great Temple.
256 PC	707 I.A.	Symeon I dies; Symeon II crowned.
231 PC	732 I.A.	Symeon II dies; Theorollyn I crowned.
220 PC	743 I.A.	Theorollyn I assassinated; Theorollyn II crowned
216 PC	747 I.A.	Theorollyn II deposed; Ardosean I crowned. Theorollyn establishes rival church in Losarcum.
212 PC	751 I.A.	Great Temple completed.
198 PC	765 I.A.	Ardosean I abdicates; Ardosean II crowned.
197 PC	766 I.A.	Ardosean II declares war against Seldjuk and Falhana.
196 PC	767 I.A.	Seldjuk surrenders, becomes province of Istar.
192 PC	771 I.A.	Theorollyn II dies in exile.
191 PC	772 I.A.	Falhana surrenders.
189 PC	774 I.A.	Ardosean II dies suddenly; Ardosean I resumes the throne.
186 PC	776 I.A.	Ardosean I dies; Ardosean III crowned.
183 PC	780 I.A.	Ardosean III dies suddenly; high clerics unable to choose a successor.
183–181 PC	780–782 I.A.	Interregnum, ending with riots in the Lordcity.
181 PC	782 I.A.	Hysolar chosen as new Kingpriest.
173 PC	790 I.A.	Silvanesti emissaries withdraw from Istar. Solamnic Knights threaten to follow.
172 PC	791 I.A.	Hysolar dies; high clerics reject his heir and crown Sularis.
150 PC	813 I.A.	Sularis dies; Giusecchio crowned.
140 PC	823 I.A.	Giusecchio bans slavery.
139 PC	824 I.A.	Giusecchio assassinated; Quennedorus crowned.
133 PC	830 I.A.	Quennedorus dies; Vasari I crowned.
121 PC	842 I.A.	Vasari I dies; Pradian claims throne, but Vasari II crowned. Miceram disappears.
121–118 PC	842–845 I.A.	Factional fighting between Vasari and Pradian.
118 PC	845 I.A.	Pradian flees Istar for Govinna, sets up rival church. Vasari II declares Manifest Virtue.
118–105 PC	845–858 I.A.	Istaran and Govinnese factions fight what will become known as the Three-Thrones War.
105 PC	858 I.A.	Pradian dies; Theorollyn III crowned in Govinna.
103 PC	860 I.A.	Ardosean IV declares himself Kingpriest in Losarcum.
101 PC	862 I.A.	Vasari II dies; Vasari III crowned in Istar.
101–99 PC	862–864 I.A.	Istaran, Govinnese and Losarcine factions continue the Three-Thrones War.
99 PC	864 I.A.	Summer/Autumn: Ardosean besieges Istar; Vasari captured and executed; Ardosean claims the Istaran throne. Winter: Ardosean IV becomes ill, abdicates; Symeon III crowned in Istar.
98 PC	865 I.A.	Theorollyn III attacks Istar, is defeated and imprisoned. Three-Thrones War ends.
97 PC	866 I.A.	Silvanesti send Loralon the Wise to Istar.
97–48 PC	866–915 I.A.	The Long Reign: Symeon III brings new peace to Istar. Goblins and ogres exterminated in the empire.
48 PC	915 I.A.	Symeon III dies; Symeon IV crowned.
41 PC	922 I.A.	Plague and banditry in Taol; Symeon IV names Kurnos his successor.
40 PC	923 I.A.	Symeon IV dies; Kurnos takes the crown. Ilista finds Beldyn. He recovers the Miceram and overthrows Kurnos. Beldyn becomes Beldinas Pilofiro, the last Kingpriest.
40–20 PC	923–943 I.A.	Order of the Divine Hammer destroys evil churches, begins purge of neutral gods' temples.
19 PC	944 I.A.	The Lost Battles: Istar and its allies fight the Orders of High Sorcery. Towers of Daltigoth and Losarcum destroyed; Towers of Palanthas and Istar abandoned.
18 PC	945 I.A.	Beldinas founds Hall of Sacrilege in the Tower of Istar.
15 PC	948 I.A.	Beldinas reinstates slavery as punishment for evil. Arena of the Games reopened.
10 PC	953 I.A.	Neutral religions officially declared heretical.
6 PC	957 I.A.	Beldinas issues Edict of Thought Control.
1 PC	962 I.A.	Beldinas declares he shall command the gods; First Son Revando attempts rebellion and fails; Thirteen Warnings go unheeded..
0 PC	963 I.A.	Beldinas attempts to command the gods. Cataclysm.

The bond between Istar and Solamnia solidified during the War of Bones. In this struggle, a Black Robe wizard named Salius Ruven, yearning for Istar's riches, raised a vast army of the undead to plunder the young empire. He scattered the legions and surrounded the Lordcity itself. After months of siege, Istar was saved when an army from Solamnia attacked and destroyed Ruven and his forces.

Powers shifted in Istar. Because Ruven was a mage, the wizards of the Tower fell out of favor. The church's power grew, and the Solamnic Knights became the defenders of Istar, the new leaders of its soldiers, the *Scatas*. A new realm, Taol, joined the empire, and the neighboring kingdoms of Seldjuk and Falhana paid tribute. Even the Silvanesti elves sent ambassadors, and the Lordcity became the grandest city Ansalon had ever seen.

In time, however, the warlords of Istar grew corrupt and dissolute. Bent only on increasing their wealth, they spent many lives in needless battles. The Solamnic Knights warned the church that they would withdraw their support if this didn't stop. This led the First Son, Symeon, to overthrow Emperor Vemior the Fierce, and name himself Kingpriest of Istar.

280–181 PC; 683–782 I.A.

RISE OF THE HOLY EMPIRE

Besides overthrowing Vemior, Symeon's greatest act was tearing down the warlords' old palace and ordering the construction of the Great Temple. Even with thousands of workers, both free men and slaves, however, the Temple was not completed for nearly fifty years.

In that time, Symeon I died, as did his successors, Symeon II and Theorollyn I, who was slain by assassins. Theorollyn II was deposed, in turn, for complicity in his predecessor's death, and fled to Dravinaar, where he set up a rival church in the city of Losarcum. He lived out the rest of his life proclaiming himself the true Kingpriest.

In response to Theorollyn's treason, his successor, Ardosean I, ordered all temples of evil gods closed, and their clerics executed. When this was done, he abdicated and Ardosean II took power. During his reign, Ardosean II launched a war of conquest against the kingdoms of Seldjuk and Falhana. Seldjuk surrendered quickly, but Falhana held out for more than five years before capitulating. Istar now controlled all human lands east of the Khalkists.

Soon after, the Ardosean line came to a complicated end: Ardosean II grew ill and died and was replaced by Ardosean I again, who was very old and only lived two more years. Ardosean III lasted six more, then died suddenly without leaving an heir. A two-year interregnum followed, during which factional fighting nearly shook Istar apart.

181–121 PC; 782–842 I.A.

THE MIDDLE YEARS

The interregnum ended with riots in the Lordcity, which frightened the high clerics enough to set aside their differences and choose a successor: an iron-fisted cleric named Hysolar. Hysolar stepped up the campaign against

evil, blaming enemies of the church for the riots. His reign was so harsh that the Silvanesti elves withdrew, and Solamnia's Knights threatened to do the same. Before this could happen, however, Hysolar died of a burst heart.

To win back the Solamnians, the high clerics rejected Hysolar's chosen heir and offered the throne to the High Clerist of the Knights of Solamnia. The High Clerist accepted, and became Kingpriest Sularis. He brought peace back to Istar, mending the bonds between the two nations.

When Sularis died, he named a merchant-prince named Giusecchio his successor. For the first and only time, a non-cleric became Kingpriest. Giusecchio was well liked, and increased Istar's trade power, but many within the church resented him, and he was assassinated. The church then nearly fell into another interregnum. Fortunately, an elderly cleric named Quennedorus came forward to spare the empire more violence. This peace would not last long, however, for the deaths of Quennedorus and his successor, Vasari I, would bring even worse strife.

121–97 PC; 842–866 I.A.

THE THREE-THRONES WAR

Vasari I was a good man who died an untimely death. He named an heir, his advisor Pradian, but no one was present to witness this, so his inner circle instead crowned an ambitious cleric, who took the name Vasari II, and issued the Edict of Manifest Virtue: his word was that of Paladine, and evil, in the form of his enemies, must be punished without mercy. Complicating matters, the *Miceram*, the Kingpriests' Crown of Power, vanished.

Pradian fled to the border city of Govinna, where he named himself the true Kingpriest. This was the beginning of what would come to be known as the *Trosedil*, the Three-Thrones War. Pradian might have won this war — he had much support and strategic brilliance — but he was killed by an archer in battle. His successor, Theorollyn III, was far from his equal. Vasari III — who had himself succeeded Vasari II — prepared to attack Govinna, but at that time a new claimant to the throne rose, in Losarcum. This man, Ardosean IV, won several major battles, and eventually laid siege to Istar. In the end, the people of the Lordcity gave up Vasari, and he was beheaded. Ardosean IV took the throne, but grew ill a month later and abdicated, making room for his successor, Symeon III. Together they defeated Theorollyn, and united the empire once more.


When the war was over, the Silvanesti sent a new emissary, Loralon the Wise, to keep an eye on Istar, so that there would never be another *Trosedil*.

97–40 PC; 866–923 I.A.

PEACE RETURNS

By the war's end, nearly all clerics in Istar had lost their powers. This sign of the gods' disfavor should have troubled them, but they chose instead to believe that they no longer needed these powers. Symeon III's rule, nearly fifty years of peace and prosperity, reinforced this notion.

The reign of Symeon IV showed signs of strife again: Plague in the province of Taol led to banditry, which



threatened to spread. Harsh clampdowns did little to discourage this. Symeon fell suddenly ill, and First Son Kurnos became regent in his stead.

Meanwhile, the First Daughter, Ilista, received a vision that she and Loralon interpreted as heralding a prophesied savior, the Lightbringer, in the kingdoms to the west. She journeyed far and wide, and found a monk named Beldyn, who had true clerical powers. Kurnos felt threatened by this, however, and when Symeon died, one of his first acts as Kingpriest was to cast both Ilista and Beldyn out of the church.

Beldyn's healing drew many supporters to his side, however, and in the catacombs beneath Govinna he recovered the *Crown of Power*, which Pradian had hidden there many years ago. Kurnos tried to kill him with dark magic, but Ilista sacrificed herself instead. Beldyn marched on Istar, overthrew Kurnos, and named himself Kingpriest Beldinas Pilofiro — the Lightbringer.

40–0 PC; 923–963 I.A.

THE LIGHTBRINGER

Once on the throne, Beldinas stepped up the war against evil, declaring the Balance between light and shadow a heresy and promising to wipe out darkness forever. He founded a new knighthood, the Divine Hammer, to do his will, taking the place of the Solamnics.

The Hammer wiped out the last, hidden temples of evil, then began persecuting the neutral faiths as well. They also fought several battles against the Orders of High Sorcery, which led to the destruction of the Towers in Daltigoth and Losarcum in the Lost Battles, and the abandonment of the Towers of Palanthas and Istar.

Beldinas pressed his campaign against evil to the utmost. He brought back slavery as a punishment for the church's enemies. He issued the Edict of Thought Control, empowering spies called the *Araifas* to search the minds of his subjects for dark thoughts. He even turned the Hammer on followers of the other good gods. In the end, he thought himself wiser than Paladine himself, and decided to force the god to rid the world of evil.

This was the beginning of the end. There were chances to turn things back, but none bore fruit. A rebellion led by First Son Revando ended in failure. The Thirteen Warnings, sent by the gods to caution against the Kingpriest's pride, went unheeded. Even a whirlwind that destroyed part of the Temple was ignored. In the end, Beldinas carried through with his plan, daring to command the gods.

The gods sent the Cataclysm on the third day of the new year. A hammer of burning stone fell upon the Lordcity. All Ansalon was affected: mountains rose, oceans drained, plague and war ravaged the land. But Istar fared worst of all: the fiery mountain sent almost the whole empire to the bottom of the sea. When the dust and smoke cleared, only bits of the border provinces remained, coastlines and islands surrounding the crimson maelstrom known as the Blood Sea.

LOCALES

Istar is an exciting, thriving metropolis, unique in Krynn's history. Home to a half a million souls, it sprawls atop nine hills along the shores of a clear blue lake.

Everywhere one looks within its massive, white marble walls — topped with statues of lapis, malachite, and jasper, with shining, gilded gates — there are breathtaking sights to behold. Its buildings are all alabaster and gold and crystal, with broad arcades, delicate minarets, and tremendous, mosaic-tiled domes. Its gardens house rare trees and flowers, and are home to countless songbirds, as well as flying lizards bred to resemble miniature silver dragons.

The Lordcity's wharf is vast, its stone piers lined with ships from all over Ansalon, loaded with ivory and spices, silver and silk, and giant pearls. At the harbor's mouth stand the God's Eyes: twin silver spires, topped with white beacons. Across the city looms the Hill of Lords, where the wealthy each try to outdo their neighbors in the splendor of their estates. Nearby is one of the city's oldest landmarks: the *Eusymmeas*, a fountain depicting Symeon's defeat of Vemior. Many statues, most of them of Beldinas, watch over marketplaces and wine-shops.

To the north, atop a steep-sloped tor, stands the Hammerhall, the fortress of the Divine Hammer. Here, the empire's knights train and pray when they are not fighting the Kingpriest's endless foes.

Istar's people constantly throng its streets and plazas, demonstrating their piety as they praise the Kingpriest's name. They come from all over the empire — short, swarthy mariners from Seldjuk and the towering warriors of Falthana, masked horsemen of Dravinaar and griffon-riding Silvanesti elves. Many keep slaves, to show off their wealth: minotaurs, in particular, are popular as bodyguards. Unlike most cities, Istar has no hunger or sickness: the Kingpriest's powers have cleansed the city of such things. Misery and suffering are for lesser lands, lesser people than the Istarans.

THE ARENA OF THE GAMES

The Arena is one of Istar's largest structures, able to seat fifty thousand people, with standing-room galleries for twice that number. Built when warlords ruled the empire, it has undergone many changes — most notably in the time between Giusecchio's banning of slavery and Beldinas's reinstatement of the practice. During those years, it served as an amphitheater for staging ambitious epics by playwrights from all over the empire — even one in which the whole Arena floor was flooded to recreate a battle against a minotaur navy!

In later years, however, it has returned to its roots as a venue for bloodshed, but with a twist: most (but not all) of the violence and killing on the Arena floor is only for show.

A giant octagon a hundred yards across, its curved walls hundreds of feet high, the arena is surrounded by statues of legendary gladiators (topped, of course, by an icon of Beldinas himself). Five towers rise at its edges, and colorful banners hang from its mock battlements, bearing



the colors and emblems of the premier fighters of the day. Massive wooden doors, barred from the inside, allow the public in and out; the gladiators themselves seldom leave, though there are secret ways through the walls.

The floor of the arena itself, while still called “the sands” from elder days when warriors simply fought on bare ground, has grown much more elaborate toward the end of the Third Age. The floor is raised, a set of four platforms strewn with sand and sawdust. Between these lie the Death Pits: sunken trenches into which it would be certain doom to fall. The southern trench is filled with leaping flames, the eastern hot coals, the western boiling oil, and the northern an assemblage of whirling, bladed wheels and other machinery. Bridges arc over these pits, from one platform to another, and stairs lead up to the platforms from the holding pens below the Arena. In the center of the floor is the Freedom Spire, a tall, golden spike atop which hangs a key that unlocks the iron collar of any gladiator who claims it. This has rarely been accomplished in modern days.

Though some rooms — such as the office and quarters of Arack, the Master of the Games — can be found within the arena’s towers, most of the living space is located beneath the floor. Here the gladiators — most of them slaves, plus a few freed men who fight for glory or bloodlust — eat, sleep, and train. Equipment is also stored below. The dungeons are well guarded, mostly by ex-gladiators whom Arack trusts. The slaves’ chambers are little more than cells, most of them locked, and the mess hall, which can seat up to thirty warriors, is smoky and dark, though the food is good — unless a gladiator gets out of shape, in which case he must eat only broth (though he may dream of muffins).

As for the fights themselves, in olden times they were real battles that usually ended with one or more gladiators dead or badly hurt, but nowadays they are shows, put on to simulate bloodshed for the roaring crowds that fill the arena. On battle-days — which happen once a season, as well as during special events on the Kingpriest’s command — the gladiators file out onto the sands, clad in flimsy armor that offers little protection, and proceed to cut each other down.

Their swords, however, are blunt-edged, with blades that collapse into their hilts when thrust at an opponent. This, combined with a great deal of posturing and play-acting, and liberal use of bladders filled with chicken blood, makes the duels and melees seem real from a distance, without offending the Kingpriest’s sensibilities and actually ending in murder. Virtually no one has ever fallen into the Death Pits, though many have dangled precariously over them.

Of course, given the general hotheadedness of the gladiators, and rivalries between the rich folk who own them, a trident is occasionally poisoned, or a real sword is substituted for a fake one. This is all kept secret, however: any gladiator truly slain is declared “retired” and celebrated as a hero. The casualty rate is low enough that the law is willing to look the other way — who cares if a slave dies on the sands now and then, if it entertains the masses?

In the months before the Cataclysm, the heroes of the arena are Pheragas of Ergoth and Kiiri the Sirine, along with Rolf the Wild and a tall, silent Taoli known only as the Barbarian. Villains include the Red Minotaur, who lords over all the other gladiators, and sometimes Raag, Arack’s ogre comrade. Even Arack has been known to dust off his axe now and then to return to the sands. Most recently, a

giant of a man in golden armor, known as the Victor, has risen to become a new favorite of the mob — particularly the wives and daughters of wealthy lords, who petition him often for liaisons in chambers far from the harshness of battle.

THE GREAT TEMPLE

Foremost among the wonders of the Third Age, the Great Temple is the largest hall of worship ever built — so big that it took two generations of constant toil, and thousands of workers and slaves, to construct. The Temple stands in the midst of the Lordcity, amid a broad square, the *Barigon*, that is constantly filled with pilgrims hoping for a glimpse of His Holiness.

It is well fortified, surrounded by hexagonal marble walls and patrolled by elite members of the Divine Hammer. Six golden spires, more than 200 feet tall, stand at the corners. Fantastic gardens fill the compound, home to a riot of plants, animals, fountains, and statuary, as well as such monuments as the Garden of Martyrs: moonstone obelisks inlaid in silver with the names of those who have died in service of the Istaran church.

Among these gardens are numerous silver-roofed buildings, their walls spangled with broad balconies and windows of rich, stained glass. These include cloisters for the Revered Sons and Daughters; a hall for the Silvanesti delegation; a dark wing where the archmage Fistandantilus dwells; the Sacred Chancery, home to the largest collection of religious (and sacrilegious) texts in the world; and the Imperial Manse, the resplendent palace where the Kingpriest himself dwells.

The jewel of the Temple, however, is the basilica: a cavernous worship-hall crowned with a dome of frosted crystal that glows with white light (this light sometimes changes color — blue to mark a Kingpriest's death, and crimson for a coronation). Looming above is the *Durro Paladas*, or Tower of Paladine: a 600-foot needle of platinum and gold whose tip touches the clouds. Bells within sound the calls to prayer, heard all over the Lordcity.

Within the basilica are numerous meditation rooms, shrines, banquet halls, and offices for the church hierarchy, all surrounding the innermost chamber: the Hall of Audience. A perfect circle 200 paces across and surrounded by curtained galleries, it stands beneath the crystal dome, its floor polished marble, its lacquered walls shaped to resemble rose-petals. Hundreds of candelabra and censers fill the chamber, shedding light and fragrant scents. At the west end, opposite the tall, golden doors, a rose-wreathed throne sits upon a dais with seven steps, surrounded by blue mosaic crafted to look like rushing waves. Here the Kingpriest holds court and steers the empire.

Beneath the Hall of Audience lies the Sacred Chamber, a smaller but still opulent chapel for the Kingpriest's private use. It has gilded walls and silken tapestries, and a ceiling tiled in the image of the night sky. In its midst is a triangular altar of pure platinum, crowned with an idol of Paladine in dragon-form. This is where Beldinas Pilofiro shall command the gods, and so change the face of Krynn forever.

THE SLAVE MARKET

One of the great oddities of Istar in its final days is the presence of slavery. The paradox of a society dedicated to supreme goodness condoning such a heinous practice is mind-boggling to modern thinkers, to the point where some have concluded that no such practice actually existed, and that tales of it are slander, brought on by resentment of the holy empire that arose in the Cataclysm's wake.

This is wishful thinking, however. Slavery did exist in Istar, and was even considered a noble thing. When he rescinded Kingpriest Giusecchio's ban on keeping slaves, Beldinas had grown weary of the bloody toll exacted by his endless war on evil. For many years his followers had executed the enemies of the church, but in latter days he declared that heretics could be put to better use, working for the greater glory of the empire. Thus, "evildoers" captured by the Divine Hammer and the thought-reading *Araifas* were fitted with iron collars and sold to the wealthy.

While every city in the empire sports a slave market — with the exception of those in Falthana, where the practice remains illegal — the grandest is of course in the Lordcity. Standing at the southeast corner of the central marketplace, the slave market is a chaotic place, filled with haggling merchants, lords, high clerics, and trainers of gladiators. Iron-barred pens form an outer ring, filled with

chained humans, dwarves, minotaurs, ogres, and even a few kender. Men, women, and children are kept separate, though the slavers try to keep occasional families of slaves together. Kitchens for feeding the slaves, and smithies for affixing their collars, also stand at the market's edges.

In the center of the marketplace is a tall stone platform, topped with iron stakes. Here the traders bring their slaves, singly or chained together, and display them for sale. Sales are sometimes done privately between buyer and seller, but more often slaves are sold at auction. As slave-trading is state-run, the church claims a large portion of the gold that changes hands, but there is still good money to be made at it. Once a slave is

bought, his new owner receives the key to his collar, and he is sent to whatever duty awaits him: hard labor in mines



and fields, household servitude, or — for the select few — blood and glory on the sands of the arena.

The governor of Istar's slave market is a man named Barak, who hails from Taol and wears a bearskin cloak. He is a gruff man, and while he is not gentle to those in his charge, he discourages flogging and other forms of cruelty. This does not mean that such things never go on, though — they just happen when Barak isn't looking.

THE TOWER OF HIGH SORCERY

Pulmo spo-ponires, the Istarans fearfully call the Tower that looms above the city's eastern quarter: the Bloody-Fingered Hand. Second in height only to the Great Temple itself, the Tower of High Sorcery stands 500 feet tall. It is a slab of white, flawless crystal, its sharp angles faceted so that it breaks the sun's light into glinting rainbows. Atop it, around a black marble dome, are five red turrets, bent slightly inward like clutching talons, with sharply pointed roofs. On nights when Solinari is full, the Tower appears to hold the rising silver moon in its grasp. The Tower has many windows and balconies, and in olden days these shone at night, making it seem to be made of stars; since the wizards abandoned it, all has been quiet and dark.

As with all the Towers, the Hand is surrounded by a protective wood. Composed of twisted olive trees, the Balakan Grove is enchanted so that intruders are compelled to stray from the path and wander in its wilds. There the grove's magic strips away memory, and in time the trespasser wanders out again, having forgotten why he wanted to pass through in the first place — and with no desire to do so again. Around the grove stands a wall of alabaster, covered with trellises on which grow red and black roses. The golden gates cannot be opened, except with a key held by the Kingpriest himself.

Stepping through the Tower's doors, one comes to the open, central stairway at its midst. The private apartments and studies of Istar's mages are arranged on its eastern side, with workrooms and archives on the west. The dome at the Tower's apex roofs an empty chamber fifty paces across. When the wizards owned the Tower, this was the most renowned scrying location on Ansalon. When they abandoned it, however, they emptied the Tower utterly: all their treasures were removed or destroyed, to keep them out of the church's hands.

Beldinas considered making the Tower his domicile, but at the behest of his advisor Quarath he instead devoted it to displaying tokens of heretical faiths. In this incarnation, the Tower has become known as *Solio Febalas*, the Hall of Sacrilege.



The *Solio* is a shadowy, silent, somber place. The lowest floors house the icons of the dark gods, while above are the “gray” levels, where the neutral gods' symbols lie. Even farther up are the relics of the gods of light, in forms the church has declared heretical. It is this blasphemy that seals the Tower's fate.

THE LABORATORY OF FISTANDANTILUS

Perhaps the strangest alliance in Krynn's history was that between Beldinas the Lightbringer and Fistandantilus the Dark. The most wicked Black Robe archmage the world has ever seen, Fistandantilus should have been the Kingpriest's sworn enemy. Instead, however, he was often seen at court in the Great Temple, sitting alone in a shadowy corner. He even lived on the Temple grounds itself.

The reasons for this, as with all things pertaining to Fistandantilus, are twisted. During the Lost Battles, when the church fought the Orders of High Sorcery, Beldinas received an unexpected boon while at prayer: magical seeds that, when planted, would allow his allies to pass through the groves that protected the Towers. Two of these were used, at Daltigoth and Losarcum, causing the wizards to destroy the Towers there, along with the cities where they stood.

After the wizards withdrew from Palanthas and Istar, Fistandantilus appeared to Beldinas and revealed the truth: he had provided the seeds, ensuring High Sorcery's defeat. In return, he demanded a place in the Kingpriest's court. Beldinas could have refused, but decided instead that it was safer to keep one as dangerous as the archmage close, so he could be watched. Thus, an agreement was reached: a wing of the Temple was cleared so that Fistandantilus could dwell there, and he secretly built a laboratory, far beneath the Temple.

Many secret places exist below the Temple, from the church's inescapable dungeons, where Kurnos the Deceiver was imprisoned until his death, to the *Fidas Cor Selo*, the House of Old Emperors, where the bodies of previous Kingpriests lie interred. Below all these, Fistandantilus used his magic to dig one of his many dens out of the living rock. Here he conducts all forms of foul experiments, in mockery of the gods worshiped above.

The laboratory is dark and cramped, lit only by spells provided by Fistandantilus himself. It is a labyrinth, filled with traps and secret corridors to confound the uninvited. Here he brought his favorite apprentices, first to teach them, then to kill the best of the lot and steal his life essence with the bloodstone pendant.

Many rooms lie among the tunnels, including studies, summoning chambers, and libraries and storehouses for a bewildering array of magic items. Most of the artifacts have been removed, however, for Fistantantilus has foreseen the coming destruction, and has made preparations to flee. Among the things he leaves behind, however, are the Live Ones: deformed, half-dead attempts to recreate life, kept gibbering and moaning in cages in the largest nightmare chamber of all. Here Fistantantilus casts the spell that propels him, and two others, forward in time, escaping the Cataclysm moments before the burning hammer falls. And here, when he takes the Dark One's place, Raistlin Majere will do the same.

ADVENTURE IDEAS

Adventures in pre-Cataclysm Istar almost certainly revolve around the Kingpriest and the holy empire's coming doom. Here are some ideas for how to use this setting in a campaign.

PRISONERS OF THE ARENA

The characters are captured by the Divine Hammer or the Kingpriest's other followers, convicted of heresy or some other crime, and sold to fight in the arena.

Here they must learn how to live as gladiators, gain fame fighting the Red Minotaur beside Pheragas and Kiiri, and survive attempts on their lives by unseen enemies, all with the threat of the Cataclysm drawing ever nearer.

SAVE AN ANCIENT RELIC

Armed with foreknowledge of the Cataclysm, the characters must acquire some priceless artifact before it is destroyed.

This treasure could be a text in the Sacred Chancery, an icon at the Hall of Sacrilege, or something owned by the Kingpriest himself. It could even be a person — a loved one kept as a slave, perhaps, or a cleric toiling in the Temple.

ESCAPE THE BURNING MOUNTAIN

The Cataclysm is coming. The characters know the empire will not survive. Now the race is on: get out of Istar before the end comes.

Trying to warn people may result in an arrest (and enslavement) for sowing fear and blaspheming against Beldinas. The characters must flee the empire — and, perhaps, survive the years to come.

PREVENT THE CATACLYSM

The wise claim this is impossible, for the River of Time cannot be diverted — but Tassehoff nearly did this very thing.

If the party includes a dwarf, kender, or other Graygem race, it may be possible to assassinate the Kingpriest, or convince him of his folly in time to avert disaster — if you can avoid the knights and thought-readers bent on protecting him. But if they succeed, what kind of world will the time-travelers return to (see Chapter Four, “Kingpriest Ascendant”)?

ENSURE THE CATACLYSM

The opposite of the previous suggestion is making sure the Cataclysm does take place. Perhaps the characters come from an alternate future, where the fiery mountain never fell — or perhaps they are trying to undo damage they have already done. Maybe someone helped Lord Soth succeed in stopping Beldinas from commanding the gods, and this must now be undone!

ELSEWHERE IN ANSALON

While Istar is certainly the center of the drama in this era, characters may visit many other interesting places in pre-Cataclysm Krynn.

The empire has many other cities, such as Karthay, Lattakay, Govinna, and the ruins of Losarcum. In Kharolis, Xak Tsaroth still stands. Tarsis is a thriving seaport, not a landlocked dustbowl. The Empire of Ergoth still clings to its crumbling glory. Bring the characters to these places and show them the splendor of Ansalon before the world was broken.

PERSONALITIES

BELDINAS PILOFIRO,

KINGPRIEST OF İSTAR

CR 20

Male civilized human cleric 13/righteous zealot 7

LG Medium humanoid (human)

Init +3; **Senses** Listen +1, Spot +1

Languages Common, Elven, Istarian, Solamnic

AC 22, touch 18, flat-footed 19

hp 75 (20 HD)

Fort +14, **Ref** +14, **Will** +21 (+24 against enchantments)

Spd 30 ft.

Melee unarmed strike +13 (1d3+1 nonlethal)

Base Atk +12; **Grp** +13

Special Actions greater turning 1/day, oration 7/day

(*compelling argument* [DC 21], *condemning tirade* [DC 21], *enthraling discourse*), spontaneous casting (*cure spells*), turn undead 11/day (+10, 2d6+22, 14th)

Spells Prepared (CL 17th, 18th w/lawful spells, +13 melee touch, +15 ranged touch)

9th—*prismatic sphere*^D, *true resurrection*

8th—*antimagic field*, *holy aura* (DC 19), *sunburst*^D (DC 19)

7th—*holy word* (DC 18), *repulsion*, *resurrection*, *sunbeam*^D (DC 18)

6th—*dictum*^D (DC 17), *greater dispel magic*, *forbiddance* (DC 17), *geas/quest*, *heal*

5th—*commune*, *disrupting weapon*, *flame strike*^D (DC 16), *hallow*, *true seeing*

4th—*death ward*, *discern lies* (DC 15), *dismissal*, *divination*, *divine power*, *order's wrath*^D (DC 15), *sending*

3rd—*daylight* (2), *magic circle against evil*, *prayer*, *remove blindness/deafness*, *remove curse*, *searing light*^D (DC 14)

2nd—*aid*, *augury*, *calm emotions*^D (DC 13), *consecrate*, *gentle repose*, *spiritual weapon*, *zone of truth* (DC 13)

1st—*bless* (2), *detect evil*, *divine favor*, *protection from chaos*^D, *protection from evil*, *remove fear*
0—*create water*, *detect magic*, *detect poison*, *light*, *purify food and drink*, *resistance*

^D Domain spell. Deity: Paladine. Domains: Law, Sun.

Abilities Str 12, Dex 17, Con 9, Int 13, Wis 12, Cha 18

SQ gather followers (Leadership bonus +2), righteous indignation 3/day

Feats Dynamic Priest†, Eschew Materials, Extra Turning, Improved Turning, Iron Will, Leadership^B, Negotiator, Persuasive, Spell Penetration

† New feat included in this book.

Skills Bluff +21, Concentration +7, Diplomacy +34, Gather Information +20, Intimidate +12, Perform (orate) +18, Knowledge (arcana) +7, Knowledge (religion) +15, Sense Motive +8, Spellcraft +3

Possessions *Miceram* (Crown of Power, see below), *bracers of armor* +4, rich clerical robes, *medallion of faith*

Gather Followers (Ex): The righteous zealot has attracted a small group of loyal followers, giving him the Leadership feat as a bonus feat with a +2 bonus to his Leadership score.

Oration: Seven times a day, the righteous zealot may use his command of the spoken language to sway others. The righteous zealot must be able to speak clearly and be heard to use this ability. A deafened righteous zealot suffers a 20% chance of failing with oration. If he fails, it still counts against his daily limit. The righteous zealot may use his oration to create the following effects.

Condemning Tirade (Sp): By verbally unleashing his anger at an individual, the righteous zealot can cause his opponent to question himself. The victim is allowed a Will save (DC 21) to avoid becoming shaken for 70 minutes. This is a language-dependent mind-affecting compulsion effect.

Compelling Argument (Sp): The righteous zealot can cause a single individual to temporarily see things his way. This ability works like the *suggestion* spell, but the target must be a single individual who has already been affected by the righteous zealot's *enthralling discourse* oration. The target is allowed a Will save (DC 21) to negate the effect. This oration doesn't count against the righteous zealot's orations per day. This is a language-dependent mind-affecting compulsion effect.

Enthralling Discourse (Sp): The righteous zealot has the ability to speak before large crowds and control the ebb and flow of sentiment. To be affected by this ability, a crowd must be able to see and hear the zealot, understand the language being spoken, and be within 90 feet. Each affected individual is allowed a Will save (DC equal to the zealot's Diplomacy skill check). Affected individuals who fail their saving throw will sit (or stand) quietly and listen to the zealot's words as long as the zealot continues to speak and concentrate, up to a maximum of 14 rounds. The effects are otherwise identical to the *enthrall* spell. This is a language-dependent mind-affecting charm effect.

Righteous Indignation (Su): Three times a day, the righteous zealot may add his Charisma bonus to any one saving throw.

Miceram: This is the legendary Crown of Power worn by the Kingpriests. It grants Beldinas a +5 deflection bonus to AC, +5 resistance bonus to all saving throws, +4 effective caster level (for purposes of spells per day and caster level), +4 to all Charisma-based checks (including turning checks), the ability to shed light in a 5 ft. radius (20 ft. radius as *light* spell for 1 round when divine spell is cast) and the following spell-like abilities at CL 17:

3/day—*aid*, *bless*, *owl's wisdom*, *restoration*, improved *globe of invulnerability* (includes *shield* effect, radius 10 ft. sphere)

1/day—*dictum*, *discern lies*, *dispel magic*, *wind wall*

Without *Miceram*, Beldinas has the following changed statistics:

AC 17, touch 13, flat-footed 14

Fort +9, **Ref** +9, **Will** +16 (+19 vs. enchantment)

Spells Prepared (CL 13th, 14th w/lawful spells)

No 9th- or 8th-level spells; drop two spells each of 7th- and 6th-level, and one spell each of 5th-, 4th-, and 3rd-level.

Skills Bluff +17, Diplomacy +30, Gather Information +16, Intimidate +8, Perform (orate) +14

The last ruler of Istar came from humble beginnings. An orphan who grew up on the streets of Xak Tsaroth, young Beldyn developed the ability to heal the sick and injured with a touch. Brother Voss, a cleric of Paladine, discovered him, but the patriarch of the city's church accused Beldyn of witchcraft and exiled both him and Voss. They traveled into the Kharolis Mountains and founded an outcast monastic order there.

So Beldyn might have lived out his life, had Ilista not come. The First Daughter of Paladine had received a vision leading her to believe a prophesied savior known as the Lightbringer might be found in the west. She journeyed to Beldyn's abbey, and became convinced that he was the one she sought. Together, they traveled to Istar.

They were in Taol when the current Kingpriest, Symeon IV, died. Kurnos, the First Son, took his place, and fearing that Beldyn would eclipse him, cast him and Ilista out of the church. Beldyn, meanwhile, had acquired a following in the borderlands, thanks to his healing talents, and journeyed to Govinna to challenge Kurnos's claim. Kurnos tried to have him assassinated, but Ilista sacrificed herself for him, and Beldyn went on to recover the lost *Crown of Power* from the Govinnese catacombs. Armed with the crown, he defeated Kurnos's armies and marched on the Lordcity.

There, he overthrew Kurnos, and performed his greatest miracle: raising from the dead his friend and protector Cathan, who perished saving him from Kurnos's treachery. This sealed Beldyn's claim to the throne, and he became Beldinas Pilofiro — the Lightbringer. He immediately declared war on all evil, promising to cleanse it from the world.

Beldinas's reign began in glory, but several attempts on his life scarred him, leaving him with enduring fears that his close advisors encouraged in order to get their way. He grew distant, retreating within an aura of holy light to hide himself from view. His beliefs grew increasingly extreme, leading to not only the destruction of all evil churches in the empire, but the neutral ones as well. He also led the attack on the Orders of High Sorcery, giving the orders that led to the Lost Battles. After this, Lord Cathan — his last honest friend — renounced him in disgust.

By the end, Beldinas had become a terrified shell of a man, seeing shadows everywhere, relentless in his persecution of anything that threatened him. To his people, he personified steadfastness and piety, but at night he lay awake, trembling at the thought of what might lie in the shadows. At last, he made a fateful choice: to rid the world of evil, he would command the gods themselves. For this final arrogance, the gods sent the Cataclysm to end his reign and his empire.

To most people's eyes, Beldinas is a paragon of goodness: strong, sure and handsome, with cascades of curling brown hair, clad in rich white vestments adorned with the imperial symbol of the falcon and triangle. On his brow rests the *Miceram*, the ruby-studded crown of the Kingpriests. From this emanates a nimbus of silver light, which envelops Beldinas and surrounds him with an aura of peace, which the wicked cannot behold without pain.

Some, however, can see through this disguise. Those with honest hearts, such as most kender, behold Beldinas as he truly is: a hunched, middle-aged, balding man with pale blue eyes that hold the look of a hunted animal.

QUARATH,

EMISSARY OF SILVANESTI

CR 10

Male Silvanesti elf noble 4/cleric 12

LN Medium humanoid (elf)

Init +6; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +14, Spot +14

Languages Common, Elven, Istarian

AC 14, touch 12, flat-footed 12; **Dodge**

hp 88 (16 HD)

Immune sleep

Fort +9, **Ref** +10, **Will** +15 (+17 against enchantments)

Spd 30 ft.

Melee unarmed strike +12 (1d3 nonlethal)

Base Atk +12; **Grp** +12

Combat Gear 2 *potions of cure serious wounds*

Spells Prepared (CL 0) None. Paladine no longer grants Quarath clerical spells, nor access to his domains (which were Law and Sun, previously).

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 17, Cha 17

SQ bonus class skill (Spot), coordinate +1, favor +2, inspire confidence 1/day

Feats Alertness, Dodge, Improved Initiative, Investigator, Negotiator, Persuasive

Skills Bluff +12, Diplomacy +16, Gather Information +12, Intimidate +7, Knowledge (arcana) +8, Knowledge (history) +7, Knowledge (religion) +7, Listen +14,

Search +5, Sense Motive +12, Spellcraft +10, Spot +14
Possessions combat gear plus *ring of protection* +2, clerical robes, *medallion of faith*

Coordinate (Ex): When the noble can aid others and give directions, he gains a +1 cooperation bonus to the bonus he provides with an aid another check, for a total bonus of +3. This ability cannot be used in combat.

Favor (Ex): Twice a week, the noble can call in favors from those he knows. He makes a favor check (1d20+2) against a DC determined by the scope of the favor requested.

Inspire Confidence (Ex): The noble can use oratory to aid allies. Once a day, the noble can inspire up to two individuals, who must listen to him for a full round. For as many as 5 rounds afterwards, the inspired allies gain a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls. This ability cannot be used on the noble himself.

Without any of his clerical powers, spells, or abilities, Quarath's cleric levels only count for half when determining his Challenge Rating. If Quarath were to redeem himself in the eyes of the gods, his spellcasting and cleric abilities would be restored and his CR would increase to 16.

As with any nation, Istar has many cunning merchants, lords, and clerics bent on increasing their power, wealth, and position within the empire. Of all the manipulators who seek the Kingpriest's ear, however, none is as skilled — or as devious — as Quarath.

Quarath began his career with noble intent, joining the priesthood of E'li (the Silvanesti incarnation of Paladine) at a young age and growing in ability and power until he gained the notice of Loralon, his people's highest priest and a chief advisor to the Speaker of the Stars. In the wake of the Three-Thrones War, the Speaker sent Loralon as an emissary to the Kingpriest's court, to represent the elven people but also to monitor the governing of the holy empire, and guide it as best he could. Quarath came along, to serve as Loralon's aide, and has lived in the Lordcity ever since.

For nearly 60 years, Quarath remained in his place at Loralon's side. He grew enamored of Istar, its glory and splendor, and developed a secret, burning desire to rule it — if not by his hand, than by his words. During this period, he lost his ability to call upon E'li, but this was of little import to him, and he kept his lack of powers hidden from Loralon. Bit by bit, Quarath learned the subtleties of Istaran politics, using his wiles to gain influence in all aspects of society. He only awaited the chance to rise to true power.

This chance came with the death of Symeon IV. Loralon had been an ally of First Daughter Ilista in her search for the Lightbringer, and Kurnos, the newly crowned Kingpriest, took it as a sign of disloyalty. As one of his first acts, Kurnos dismissed Loralon and ordered him back to Silvanesti. Loralon agreed to depart, naming Quarath his successor as Emissary — a position Quarath accepted with feigned humility.

Quarath fell into his new role within the Kingpriest's inner council with delight, but quickly realized that Kurnos's descent into evil and madness would cost him. Thus, when Beldinas arrived in Istar to dethrone Kurnos, Quarath was the first to welcome him to the Lordcity. This preserved his place at court, and he became the new Kingpriest's most trusted advisor, above any human cleric. This suited Quarath well, for since an elf could never sit upon the throne, the elven emissary couldn't usurp the Lightbringer.

Quarath wished only to work behind the scenes, and was integral to many of Beldinas's most crucial decisions, including going to war against wizardry and creating the thought-reading *Araifas*. He was insidiously skillful at exploiting others, particularly twisting the beliefs of the faithful to serve his own agenda. He stayed close to the Kingpriest, careful both to keep other courtiers at bay and to fuel Beldinas's own fears. He even owned several slaves in the arena, and was not above paying to have his political rivals' gladiators killed to make a point. In the end, however, his machinations came to nothing: attempting to flee the throes of the Cataclysm, he was crushed under one of the pillars of the Great Temple.

Quarath is the quintessential Silvanesti elf: cool, polite, and ageless, with violet eyes and close-cropped silver-gold hair. He dresses in elaborate silver robes, marked with the pine-tree symbol of E'li, and wears a simple platinum circlet on his head. His smile always seems forced and cold, as if the act pains him.

DENUBIS, SCRIBE OF ISTAR CR 10

Male civilized human cleric 10

LG Medium humanoid (human)

Init +1; **Senses** Listen +9, Spot +9

Languages Common, Abanasinian, Dwarven, Elven, Ergot, Ergothian, Gnome, Istarian, Kharolian, Khur, Nordmaarian, Solamnic

AC 11, touch 11, flat-footed 10

hp 49 (10 HD)

Fort +7, **Ref** +4, **Will** +9

Spd 30 ft.

Melee unarmed strike +6 (1d3-1 nonlethal)

Base Atk +7; **Grp** +6

Special Actions spontaneous casting (*cure* spells), turn undead 3/day (+2, 2d6+10, 10th)

Combat Gear scrolls of *cure light wounds*, *detect undead*, *endure elements*, *protection from evil*, *lesser restoration* (CL 10th)

Spells Prepared (CL 10th, CL 11th w/good spells, +6 melee touch, +8 ranged touch)

5th—*atonement*, *commune*, *spell resistance*^D

4th—*death ward*, *divination*, *spell immunity*^D, *tongues*

3rd—*daylight*, *dispel magic*, *helping hand*, *prayer*, *protection from energy*^D

2nd—*augury*, *calm emotions* (DC 14), *consecrate*, *shield other*^D, *status*, *zone of truth* (DC 14)

1st—*bless*, *bless water*, *detect evil*, *divine favor*, *remove fear*, *sanctuary*^D

0—*detect magic*, *guidance* (2), *resistance*, *virtue* (2)

^P: Domain spell. Deity: Paladine. Domains: Good, Protection

Abilities Str 9, Dex 13, Con 11, Int 16, Wis 14, Cha 10

SQ protective ward 1/day

F feats Academic Priest†, Awareness, Diligent, Scribe Scroll, Skill Focus (Decipher Script)

† New feat included in this book.

Skills Appraise +5, Decipher Script +13, Knowledge (history) +16, Knowledge (nobility and royalty) +12, Knowledge (religion) +16, Listen +9, Profession (scribe) +15, Spot +9

Possessions Clerical robes, quill, 2 bottles of ink, journal, 3 scrollcases, *medallion of faith*

Protective Ward (Su): Once a day as a standard action, the cleric may grant someone he touches a +10 resistance bonus on his or her next saving throw. This is an abjuration effect with a duration of 1 hour (or until used).

In Istar's waning days, most clerics were idolaters, worshiping the Kingpriest more than Paladine. One of the rare exceptions was an unassuming scrivener, toiling anonymously in the depths of the Temple.

Denubis was the youngest son of a modest landholder in the heart of Ismin. Weak and timid, he watched his elder brothers grow into strapping young men. One became lord of the family holdings, and the other left to join the imperial legions. Like many boys whose families didn't know what to do with them, Denubis went to join the clergy at the age of eight.

He became a novice in the city of Edessa, and demonstrated a remarkable talent for languages. The church sent him to the university of Tucuri, where he learned no fewer than twelve different tongues. He developed a special affinity for Solamnic, and produced several translations of important ecclesiastic texts.

After his graduation, a message came from the High Archivist of Istar's Sacred Chancery. The *Peripas Mishakas*, the *Disks of Mishakal* — the holiest surviving religious tract in the empire — were to be translated into Solamnic. The Archivist had learned of Denubis's talent, and personally requested his presence. Denubis took his vows as a cleric of Paladine, traveled to the Great Temple, and never left.

For nearly 50 years, Denubis toiled over his work. He was a perfectionist, and often tore up large parts of his translations to correct errors he had made decades ago. His illuminations were peerless, despite the fact that he was nearly blind in his latter years, even with his spectacles. Only twice, in all this time, did the greater events of the empire intrude on his vocation.

The first was brief, when he was new to Istar. Loralon, who spent much time in the archives, brought the First Daughter, Ilista, to the Chancery, and Denubis escorted them into the *Fibuliam*, a room where the clergy kept a collection of heretical tomes. Unbeknownst to Denubis, who simply returned to his work, Ilista's research was the first step in her quest for the Lightbringer — which would end with Beldinas on the throne.

The second was in his old age, when he was an oddity among the clergy, mocked by the younger scribes for his dedication. Denubis, who retained his clerical powers (though he never used them), came to the attention of two different people. One was Fistandantilus, who sought a pure-hearted priest to help him enter the Abyss and become a god. Indeed, before Crysania and Raistlin took their places, Denubis did accompany Fistandantilus on that quest and died in the destruction of Zhaman (see the Dwarfgate Wars, below).

Loralon, the elven emissary, had passed away, but his spirit returned to claim the few true clerics left in the world. He also appeared to Denubis, imploring him to come dwell with the gods — an offer Denubis originally refused, for he was loath to leave his work. When Crysania traveled back in time, however, her words soothed Denubis, and he was willing to depart. He left with Loralon, vanishing from the world mere days before the Cataclysm.

Denubis was a meek man, thin and pale, his bald head spotted with age, his hands dark with ink. His gray cassock, embroidered with the triangle of Paladine, bore similar stains on its sleeves. His thick spectacles made his pale, watery eyes look huge. He spoke slowly and quietly, when he had to; most times, he said nothing at all.

PHERAGAS, GLADIATOR OF İSTAR CR 14

Male nomad human fighter 8/mariner 6

CG Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +9

Languages Common, Ergot, Istarian, Kothian

AC 15, touch 12, flat-footed 13; **Dodge**

hp 118 (14 HD)

Fort +16, **Ref** +11, **Will** +4

Spd 30 ft.

Melee mwk longsword +19/+14/+9 (1d8+5/17-20)

Base Atk +14; **Grp** +17

Atk Options back-to-back +1, Cleave, dirty strike +2d4,

Great Cleave, Improved Sunder, Power Attack

Abilities Str 17, Dex 14, Con 17, Int 12, Wis 10, Cha 16

SQ sailor lore, seamanship +2

Feats Acrobatic, Athletic, Cleave, Dodge, Great Cleave,

Great Fortitude, Improved Critical (longsword),

Improved Initiative, Improved Sunder, Lightning

Reflexes, Power Attack, Weapon Focus (longsword),

Weapon Specialization (longsword)

Skills Balance +15, Climb +16, Intimidate +10, Jump +16,

Profession (sailor) +11, Speak Language (Kothian),

Spot +9, Swim +14, Survival +9, Tumble +15

Possessions mwk breastplate (partial), mwk longsword

Back-to-Back (Ex): A mariner is trained in fighting alongside his shipmates in cramped and crowded conditions, especially against superior numbers. Whenever the mariner is adjacent to an ally and using the fighting defensively or total defense combat options or the Combat Expertise feat, he gains a +1 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

Dirty Strike (Ex): A mariner is adept at maneuvers such as hitting below the belt, head butts, sucker punches, and other dishonorable tricks. The mariner may choose to make a single melee attack on his turn as a full round action that deals an additional +2d4 points of damage. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if the mariner scores a successful critical hit.

Sailor Lore (Ex): A mariner picks up a lot of knowledge by listening to local gossip in various ports of call or from the sea stories of shipmates. A mariner may make a special sailor lore check (1d20+7) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the mariner heard it from someone who heard it from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 on this check.

Kiiri, Sirine GLADIATOR CR 15

Female sirine fighter 10

CN Medium fey (aquatic)

Source *Monster Manual II*

Init +4; **Senses** low-light vision; Listen +3, Spot +3

Languages Common, Aquan, Elven, Istarian

AC 21, touch 18, flat-footed 17; **Dodge**

hp 83 (14 HD); **Diehard**; **DR** 5/cold iron

Fort +10, **Ref** +11, **Will** +10

Spd 30 ft., swim 60 ft.

Melee mwk longsword +15/+10/+5 (1d8+2/19-20) or touch +12 (1d4 Int)

Base Atk +12; **Grp** +12

Atk Options Combat Expertise, Combat Reflexes, Spring Attack, Whirlwind Attack

Special Actions *charming song*, Intelligence damage

Spell-Like Abilities (CL 11th):

1/day—*fog cloud*, *improved invisibility*, *polymorph*

Abilities Str 10, Dex 18, Con 12, Int 13, Wis 16, Cha 18

SQ deflection, soothing touch, wild empathy +8

Feats Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Greater Weapon Focus (longsword), Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack

Skills Concentration +8, Heal +10, Hide +11, Intimidate +14, Jump +10, Perform (dance) +19, Perform (sing) +19, Swim +25, Survival +10

Possessions mwk chain shirt (partial), mwk longsword

Charming Song (Sp): At will, a sirine can sing a special song that functions like a *charm person* spell (CL 2nd, DC 15) except that it lasts for 11 hours and affects every creature that hears it.

Deflection (Su): The sirine is surrounded by an aura that grants her a deflection bonus to AC equal to her Charisma bonus.

Intelligence Damage (Su): Any creature hit by a sirine's touch attack takes 1d4 points of Intelligence damage (2d4 on a critical hit)

Soothing Touch (Su): A sirine can use its desire to restore 1d6 points of Intelligence damage caused by any sirine.

Wild Empathy (Ex): The sirine may attempt to improve the attitude of an animal. This functions just like a Diplomacy check, with a +8 check bonus. The sirine and the animal must be within 30 feet of another under normal visibility conditions.

Of all the gladiators in the games, the most renowned are Pheragas and Kiiri. They command rabid support from their factions in the stands: thousands stand and cheer, clad in blue and black (to support Pheragas) or brown and green (for Kiiri). Naturally, Arack makes sure that most tournaments end with the two fighting side-by-side in the final bout, usually against the arena's foremost villains.

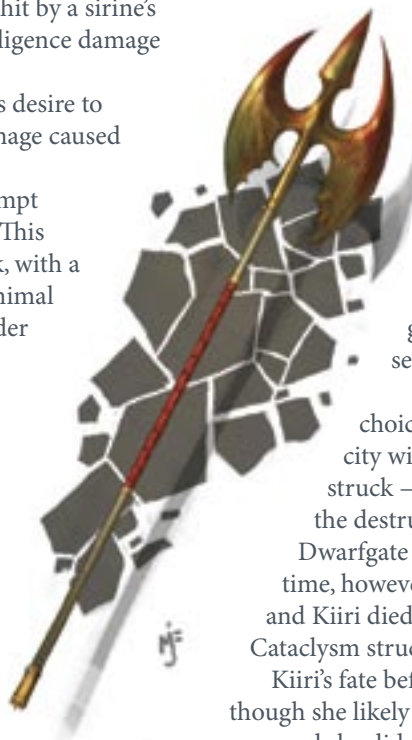
A dusky-skinned, hard-muscled man with a shaved head and many battle-scars, Pheragas hails from the port of Gwyndamon, on the coast of Ergoth. Like his father and grandfather before him, he was a mariner. He inherited the family ship, a mighty galleon called the *Blue Raptor*, and sailed all the seas of Ansalon, trading in all its ports.

He prospered, but despite his jovial demeanor he also had a violent streak. This led to his downfall. While at port in the Lordcity, he got into a brawl that ended with Pheragas beating his first mate half to death with a belaying pin. He was arrested, and when the Divine Hammer searched his ship they found a secret room filled with Falthanan dreamleaf. The *Raptor* was impounded, and he was arrested for smuggling and sold into slavery. There he caught the eye of Arack, who bought him for the arena. That was seven years ago.

Despite an attempt to cast him as a villain, Pheragas proved extremely popular, particularly among the ladies, so Arack made him a hero instead. A brilliant swordfighter, he has won more than half of the tournaments in the past five years. For this, he is allowed to leave the arena for brief spells, to attend rich lords' parties and dally with female admirers. Pheragas hopes to retire from fighting in a few years, and Arack has promised him work as his head trainer.

Kiiri's tale is cloaked in mystery. Sirines are an aquatic race, little known among surface dwellers. She was caught in a net off the coast of Seldjuk, and when she tried to escape from her fisherman captors, they subdued her and sold her in the markets of Lattakay. Tan-skinned with dull green hair, and possessed of exotic beauty, she was sent to the Lordcity, fighting the whole way.

Arack admired her spirit and bought her for the games. She became an instant favorite, and Arack even



sometimes lets her use her power of shapechanging. Her favorite form is that of a great bear. Defiant to the end, Kiiri wears her iron collar with pride. Arack does not allow her to leave the arena.

When Caramon Majere came to the games, Pheragas and Kiiri befriended him and helped change him from a slovenly drunkard into a lean, powerful gladiator, known as the Victor. They also sealed their fate.

Originally, Pheragas was Fistandantilus's choice to lead his armies, and escaped the city with the dark wizard before the Cataclysm struck — though he would later perish in the destruction of Zhaman at the end of the Dwarfgate Wars. When Caramon traveled back in time, however, he took his place, and both Pheragas and Kiiri died on the sands, mere hours before the Cataclysm struck.

Kiiri's fate before Caramon got involved is unrecorded, though she likely fled the arena with Pheragas. It is assumed she did not survive the destruction of that day — but if anyone could live through Istar being swallowed by the sea, it would be a sirine.

ARACK ROCKBREAKER,

MASTER OF THE GAMES

CR 13

Male mountain dwarf fighter 13

CE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Dwarven, Istarian

AC 21, touch 14, flat-footed 19; +4 dodge bonus to AC against giants

hp 98 (13 HD); Diehard

Resist +2 on saves against spells and spell-like abilities, stability (+4 against bull rush and trips)

Fort +12 (+14 against poison), **Ref** +8; **Will** +5

Spd 20 ft.

Melee +2 *mighty cleaving dwarven waraxe* +20/+15/+10 (1d10+8/19-20, x3)

Base Atk +13; **Grp** +17

Atk Options Cleave, Combat Expertise, Improved Disarm, Improved Sunder, Power Attack

Abilities Str 19, Dex 15, Con 14, Int 13, Wis 9, Cha 8

SQ stonecunning

Feats Blind-Fight, Cleave, Combat Expertise, Diehard, Endurance, Improved Critical (dwarven waraxe), Improved Disarm, Improved Sunder, Negotiator, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Appraise +5 (+7 stone or metal), Diplomacy +5, Intimidate +7, Perform (act) +3, Sense Motive +9

Possessions +2 *breastplate*, +2 *mighty cleaving dwarven waraxe*, *ring of protection* +2, *fur-lined cloak of resistance* +2

RAAG, ARACK'S BODYGUARD**CR 11****Male ogre fighter 8**

CE Large giant

Init +1; **Senses** darkvision 60 ft.; Listen +4, Spot +3**Languages** Common, Ogre**AC** 18, touch 10, flat-footed 17**hp** 90 (12 HD)**Fort** +14, **Ref** +4, **Will** +1**Spd** 40 ft.**Melee** +1 *large greatclub* +18/+13/+8 (2d8+10/x2) and unarmed strike +16/+11/+6 (1d3+5/x2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +11; **Grp** +20**Atk Options** Improved Bull Rush, Improved Overrun, Power Attack**Abilities** Str 21, Dex 12, Con 15, Int 5, Wis 6, Cha 6**Feats** Alertness, Great Fortitude, Improved Bull Rush, Improved Overrun, Improved Unarmed Strike, Power Attack, Skill Focus (Intimidate), Weapon Focus (*greatclub*), Weapon Specialization (*greatclub*)**Skills** Intimidate +9, Listen +4, Spot +3**Possessions** +1 *large hide armor*, +1 *large greatclub*

It is likely that the arena would still be an amphitheater used for plays and poetry recitals, if not for Arack Rockbreaker. Once one of Istar's foremost gladiators, he was responsible for bringing the Games back to the empire. He has become one of the most influential people outside the Great Temple. He may also be the only free dwarf left in Istar.

Little is known of Arack's past: he never speaks of it. Those who are knowledgeable about dwarves would place him as coming from one of the hill clans. How he came to Istar is also unknown, though it is likely his people exiled him. Rockbreaker is definitely not his original name.

Arack first rose to prominence over 100 years ago, fighting in the games at Micah and Kautilya before working his way up to the Arena of Istar. This was back in the days when the games were real. Many men died on Arack's blade, and he became a favorite of the crowds.

In the Lordcity he formed an unlikely partnership with Raag, an ogre who had been fighting there for years. Together they won the greatest contest of that age, a mighty battle that left Arack half-dead and ended with Raag impaling a minotaur hero, Darmoork, on the Freedom Spire. Their future was assured.

Then, mere weeks later, Kingpriest Giusecchio banned slavery across the empire — and the games with it.

While most gladiators greeted their liberation with joy, Arack was furious: He had fought hard to reach the heights of glory, only to have it snatched from him. Though there is no proof, it is said in the wine-shops that he was involved in Giusecchio's subsequent assassination.

After that, Arack and Raag disappeared. They skulked around the empire's outskirts, participating in pit-fights away from the clergy's gaze. But when Beldinas restored slavery, Arack returned to the Lordcity and bribed Quarath to gain audience with the Kingpriest. He proposed reopening the games, with a twist: the fights would be

fake, the blood phony. Knowing that the games would help control the populace, Beldinas agreed.

A born showman and master schemer, Arack has raised the games to their highest point. He spends gold freely to train and promote his fighters, and outfitted the arena with its infamous death pits. In return, he makes even more money from admissions and wagering, and from nobles who pay him to make sure "accidents" befall their rivals' fighters. He is a hard master, but he takes care of his gladiators, keeping them comfortable and never abusing them. If they get out of hand, however, Raag remains by his side, ready to mete out punishment.

Though he is older, Arack is still in excellent shape, lean and powerfully built. He is extremely ugly, with a coarse black beard and tangled brows over cold, dark eyes. His face bears gruesome scars from the old days, deepening his scowl and making his smile truly frightening. He likes to wear rich clothes, but sometimes still strips down to fight in the arena himself.

Raag is gigantic even for an ogre, a mass of muscle with yellow skin and warts all over. Stupid and savage, he is nonetheless extremely fond of Arack, and will lay down his life for the dwarf without hesitation — something he is fated to do in Istar's final hours, when both he and Arack die on the sands before the burning hammer comes down.

THE DWARFGATE WARS

Leaders often have to make difficult decisions, sacrificing some of their people in order to protect the rest. This is always hardest in times of crisis, when they do not have the luxury of waiting and hoping for a better outcome. Often those decisions are viewed with approval by other rulers, and later by historians. Sometimes the decisions are seen as hasty, or simply in error, and history demonstrates that the ruler chose poorly. Regardless, there are always those who oppose the decision, especially if it hurts them and their family or property or chances for advancement. On rare occasions that opposition can lead to open conflict, even total war. This was the case with the Dwarfgate Wars.

Life after the Cataclysm was difficult for everyone. Food was scarce, disease was rampant, and tempers flared. Each ruler made sure his people had enough to survive and be safe. In the case of the dwarves, that meant checking the food supplies they had in their underground kingdom of Thorbardin. The dwarven king, Duncan, was dismayed to discover that their stores were not full. With the destruction of so much farmland and the disruption of trade around the world, they were unlikely to receive new supplies for years to come.

To make matters worse, those dwarves who lived outside the mountain fortress were returning and seeking refuge there, because they could no longer survive on their own. Duncan knew that, if he allowed all the surface clans entry, the kingdom's food would not be enough to sustain everyone. He had to make the hard decision, sacrificing one clan so that the other six might live. And so he called for the gates of Thorbardin to be shut and barred. When the Neidar, the hill dwarves, arrived, they found the gates closed and no one responding to their calls for entry.




Infuriated, the Neidar cursed Duncan's name. One man heard their angry cries. The dark mage Fistantilus came to the Neidar and offered to ally with them their brothers under the mountain. They had as much right to the food as any dwarf did — more, because they actually farmed, and had provided some of those stores. Fistantilus had come to claim the magical fortress of Zhaman, not far from Thorbardin, for his own purposes, and had half an army already; the Neidar and the barbarians of the Abanasinian plains, having heard of his coming beforehand, offered to fill out the rest of his forces. This led to war, first at the fort of Pax Tharkas, then across the Plains of Dergoth all the way to the gates of Thorbardin itself. Dwarf fought against dwarf and many died — far more than would have if the Neidar had stayed away, and possibly more than if Duncan had shared the food with all the tribes equally. The dwarven races' wounds would not heal for centuries to come.

THEME

The Age of Despair is a bleak time throughout Krynn, particularly in the first few decades after the Cataclysm. Before the Cataclysm, most people felt that their world was a wonderful, safe, happy place. Food was plentiful, most of the nations were at peace, and people had time to sit back and enjoy their lives. All that changed when the gods destroyed Istar and the shockwaves devastated most of the continent. The Dwarfgate Wars occur in 39 AC, less than four decades after this world-changing event. People are still digging themselves out of the rubble, trying to put the pieces back together. It has only been a few years since most of them realized that they can never go back to their old lives, that the past is dead, and that they need to put that behind them and salvage what they can from the world around them.

As a result, literature, music, and other luxuries are set aside in favor of food and shelter. The basic needs must be met first. People slide back into barbarism, and civilizations devolve. The lucky cultures simply store their arts away until they are stable enough to enjoy them again. But many cultures lose their history, their writings and paintings, all their education, to rioting and bloodshed. It is a grim time, and everywhere people are slowly beginning to accept the fact that nothing matters as much as survival. Even family loyalties fall by the wayside, as brothers fight over scraps of bread and cousins kill one another for a warm place to sleep. Steel becomes more precious than gold.





The dwarves thought to avoid the horror by remaining secure in their mountain stronghold. The Cataclysm barely touched the mountains, and beneath them Thorbardin is still secure. The dwarves sympathized with the plight of surface-dwellers, but knew better than to get involved — they had only enough to sustain their own people.

Then the king realized that, while Thorbardin itself had not been harmed in the devastation, many of its neighbors and trading partners had been. Farms had been destroyed, trading posts were gone, villages and towns had burned. As a result, the usual methods of obtaining food was gone. Thorbardin was cut off. Their food stores, intended to sustain them between trading periods, became their only source of sustenance. Panic ensued, followed by despair.

Meanwhile, outside the mountains, the Neidar were growing angry. They did not know that Thorbardin's supplies were failing. The hill dwarves thought that their mountain cousins had plenty of food still, and were simply being cruel and greedy not to share.

The Plainsmen of Abanasinia also thought the mountain dwarves were sitting on a vast amount of food and wanted some of it, as well as the fabled gold of Thorbardin. So did the refugees from Solamnia and Kharolis who poured into the lands nearby. Because dwarves were known to be thrifty and careful, and to delight in hoarding, everyone assumed that Thorbardin was filled with riches, making it a very tempting target for plunder. Whether this is true or not makes little difference.

If the wars have a dominant theme, then, it is one of desperation. The mountain dwarves are desperate to survive, and in order to do that they need to hold the gates. The hill dwarves are also desperate to survive, and believe they need the food within Thorbardin to accomplish that. The Plainsmen and refugees yearn to raid the dwarves' treasuries, and the disgraced Knights of Solamnia seek to prove themselves worthy by making sure justice is served.

The second theme is one of loyalties. King Duncan made his decision out of loyalty to the dwarven race as a whole. The Neidar feel betrayed because the king has shut them out despite their previous loyalty to him. The Dewar betray their fellow dwarves in exchange for promises of personal power. The Knights of Solamnia feel loyalty toward the people of Krynn as a whole, and toward their ideals and Oaths, but the common folk have turned against them for being unable to protect them from the gods' wrath. Fistantilus shows no loyalty toward his own troops, sacrificing them for his own ambitions.

Another major theme of the war is access. Fistantilus engineers the entire conflict because he wants to gain access to the *portal* hidden deep within Zhaman. The war itself is fought over entrance to Thorbardin. Pax Tharkas falls because the Dewar offer to keep its front entrance open to the soldiers. The struggle revolves around a handful of doors, and the people fight either to enter them or to keep them closed. Most conflicts have such elements, but in the Dwarfgate Wars it is particularly pronounced because the objectives are structures rather than territories, and in each case the doors are the only way into these buildings.

Timeline

Wars could last years, even decades. The Dwarfgate Wars took less than three months from the first attack to the final blow. But, in truth, the real conflict had begun years before.

2150–2000 PC

THE DELVING

The kingdom of Thorbardin is delved by dwarves from the realm of Thorin. Derkin Lawgiver, Thane of the Hylar clan, becomes its King.

10 PC

DUNCAN IS CROWNED

Duncan, Thane of the Hylar, becomes King of Thorbardin.

1 AC

THE CATACLYSM

Istar is destroyed, as are many other nations. The Age of Despair begins.

1–20 AC

REFUGEES REFUSED

Those who survived the destruction flee into the wild. Thousands of refugees, both survivors of the kingdom of Kharolis and scattered Solamnians and Ergothians, flood the area, begging for aid from the dwarves in Thorbardin. King Duncan refuses them, knowing that he cannot support so many additional people. The Neidar, the hill dwarves, continue to maintain themselves, and never visit Thorbardin, though the dwarven city remains open to them.

25 AC

SUPPLIES DWINDLE

Duncan realizes that his supply lines were utterly destroyed in the Cataclysm. Thorbardin has no way of replenishing its food stores in the near future.

30 AC

THE GATES ARE SHUT

Duncan makes the decision to reserve food for those already within the mountain. He orders the gates of Thorbardin shut. He knows that the Neidar are still outside, and that they will suffer greatly, but he decides that saving six clans is worth the price of losing one.

Refugees continue to arrive, and many are so desperate they try attacking Thorbardin and tearing down the gates. The dwarves within are forced to fight back, though they do as little harm as possible.

32 AC

HILL DWARVES STARVE

After a series of particularly harsh winters, game in the hills disappears. Crops continue to fail. The Neidar go hungry, and plague sweeps through them. They send a messenger to Thorbardin for aid, but he is turned away.

34 AC NEIDAR BETRAYED

The hill dwarves send another messenger, but the gates do not open for him. He returns, dejected, and tells the rest of his tribe that their people have betrayed them.

37 AC REGHAR'S PLEA

The fell winters continue. Reghar Fireforge, Thane of the Neidar, arranges a moot with King Duncan at the neutral ground of Pax Tharkas. He pleads his case, but Duncan swears he can give no aid. The moot all but comes to blows, and the dwarf nations hover on the brink of war.

38 AC THE WIZARD GATHERS HIS ARMY

Fistandantilus realizes that the *portal* to the Abyss has moved from the Tower of High Sorcery in Palanthas to the fortress of Zhaman. The dwarves protect Zhaman, and though he is easily powerful enough to overcome them, he knows that an army of his own can keep them away, and rid him of a distraction from his goals. He and his general, Pheragas, amass an army from refugees and bandits in the ruins of Solamnia, including several disgraced knights.

39 AC THE DWARFGATE WARS

Fistandantilus, his clerical ally Denubis, and his general, Pheragas, lead his army across the Straits of Schallsea to Abanasinia. When they arrive, they find two groups waiting for them: the Plainsmen, led by the chieftain Darknight, and the Neidar, led by Reghar Fireforge.

Both groups have heard of the approaching army, and wish to join with it — the Plainsmen out of greed for dwarven gold, the Neidar to avenge their pride, and both for the food they need to survive — though they do not trust each other. Thanks to the cunning of Pheragas, Reghar and Darknight agree to cooperate, and Fistandantilus' army swells to three times its former size.

The first obstacle in the army's way is Pax Tharkas, a fortress that has never fallen to any army. Long before they reach it, however, Fistandantilus sends a message to Argat, Thane of the dark dwarven clans of Daergar and Theiwar — known collectively as the Dewar. Argat meets with him, and Fistandantilus bribes him with magic and treasure to betray his fellows. He also secretly promises Argat the head of Pheragas, his own general, once Pax Tharkas is taken. When the army finally besieges Pax Tharkas, the Dewar turn on the guards, allowing the Neidar and their allies to take the fort. Many dwarves die, including all the gully dwarves. Many more are imprisoned, and the remainder retreat across the Plains of Dergoth. Ignoring his promise of Pheragas's head, Fistandantilus breaks his word with Argat and spares his general. The army continues south.

Shocked by the Dewar's betrayal, Duncan rallies his troops and imprisons the dark dwarves. He prepares a final stand at the gates of Thorbardin, but his friend, the hero Kharas, proposes a different plan. He seeks to slay Fistandantilus, and leads a party of mountain dwarf spies

through tunnels beneath Dergoth, right into the midst of the wizard's camp. The assassination attempt fails, though Kharas badly injures Fistandantilus before escaping again. This proves a meaningless victory, however, for Denubis heals Fistandantilus's wounds.

The march continues, but his eagerness to reach Zhaman leads Fistandantilus to move the bulk of the troops too far ahead of their supply lines. Hunger and weakening morale begin to take their toll. Fistandantilus cares little, and makes preparations to use the *portal* beneath Zhaman. More and more of his men begin to desert, including Darknight and his Plainsmen.

To win the war, Pheragas aims to draw out the mountain dwarves, rather than fighting to take the gates. As he is composing a strategy for this, however, Reghar ignores his commands and orders the Neidar to march. Dewar spies have told Reghar they mean to open the gates at dawn, and he means to move in to catch them by surprise. This is a trap, however, invented by Thane Argat to earn back the trust of King Duncan, and to teach Fistandantilus a lesson.

With more than two-thirds of his army gone, Pheragas decides there is no way to win the war. He also discovers that Fistandantilus intends to open the *portal* and enter the Abyss, with the help of Denubis, and determines to stop them. Before he can, however, Dewar spies attack. He slays them all, but is mortally wounded in the process. As he lies dying, he orders his captain, Garic, to abandon the war. Garic agrees, and leads the remainder of the army north, away from Thorbardin. Pheragas dies.

Meanwhile, on the plains, the mountain dwarves and hill dwarves meet in battle. Kharas leads the forces of Thorbardin, but is sickened at slaying his kindred. When two of Duncan's sons fall in the clash, however, he heroically drags their bodies to safety, and rides away to safety in the mountains. From the foothills he watches in horror as the battle's end unfolds.

At last, Fistandantilus opens the *portal*, but as he does so, a hitherto unseen gnome activates a magical device nearby, interfering with the fragile spell. The magic flies out of control, and a wave of destruction flashes out from Zhaman with the force of a million fireballs. The keep collapses into a molten ruin that will come to be known as Skullcap. The blast sweeps across Dergoth, destroying both armies as Kharas watches from afar. Only a few survive to tell the tale. The plains become a blighted, swampy wasteland.

In the blast, both Denubis and Fistandantilus are killed, but even now, the Dark One is not defeated. Though his body is destroyed, his spirit lingers, hungry to claim a new vessel . . . which it will eventually find in Raistlin Majere.

In the aftermath, the mountain dwarves seal the gates of Thorbardin again. Duncan, heartsick at having caused so many dwarven deaths and at having lost his sons, dies soon after. The remaining dwarven Thanes squabble over who should become king next. Kharas grows disgusted with them. He storms out of Thorbardin, taking his hammer and the king's body with him. The seat of the High King remains empty thereafter.





THE WAR UNDER RAISTLIN

When Raistlin Majere traveled back in time to gain the power to defeat Takhisis, he slew Fistandantilus and took his place. In addition, he kept his brother Caramon as his general instead of Pheragas, and Crysania took the place of Denubis. Despite these changes, however, the River of Time flowed on, unaffected. The army still gathered, and Pax Tharkas fell the same way. He was even wounded by Kharas's attempt to kill him, and Crysania healed him.

Raistlin began to despair, realizing he was trapped in Fistandantilus's footsteps, unable to divert history from its course. He knew that if things didn't change, he would perish at Zhaman, as Fistandantilus had. Fortunately for him, the chance for change presented itself in the form of Tasslehoff Burrfoot, his kender companion, who had also come back in time (and traveled through the Abyss) to join them. Unfortunately, Tas was captured by the dwarves, so Raistlin went to Thorbardin to save him. While doing so, he was horrified to meet Gnimsh, the very same gnome who was fated to disrupt Fistandantilus's spell. Afraid for his life, he killed Gnimsh in cold blood. Because Tas was present, he believed he had thus changed time, and saved himself.

Even so, events progressed as before. The same desertions happened. Reghar led his men into the same trap. And the Dewar attacked Caramon, as they had

Pheragas. This time, however, Tasslehoff was present, and was able to save Caramon's life. Caramon ordered Garic to retreat, then went to stop his brother . . .

But he was too late. Raistlin had already begun the spell to open the *portal*. Knowing they couldn't stop what had already begun, Caramon and Tasslehoff activated the *Device of Time Journeying* to escape, and so put history *back* on its course. The *Device's* magic interfered with Raistlin's spell, and Zhaman was destroyed, along with the dwarven armies, as it had before. The River flowed on.

As for Raistlin, he and Crysania survived the blast. When he awoke after the blast, they were in the Abyss, as planned. He had succeeded in his quest. Now only Takhisis lay ahead . . .

LOCALES

The Dwarfgate Wars occurred within the Kharolis Mountains, which cut through the Qualinesti forest and span from just north of Ice Mountain Bay to Abanasinia. Most of the conflict takes place on the Plains of Dergoth, which sit at the center of the mountains. Pax Tharkas and Thorbardin mark two edges of the plains, while Zhaman sits roughly in the center.

For a battle involving three major citadels, it is strange that so little fighting occurred within walls. Thorbardin was never breached, however, and both Zhaman and Pax

Tharkas were taken with reasonable ease. Yet all three were major goals of the advancing army, and the dwarves attempted to maintain their hold on the three fortresses as well.

The city of Palanthis was also involved in the war, insofar as Fistantilus began his journey there, and began to gather his army soon after leaving its walls.

PALANTHIS

Located in northwest Solamnia, Palanthis is often considered the greatest city in all Krynn. It is certainly beautiful, with its white marble buildings arranged in rings around the central palace and the other government buildings. Set in a wide bay, the city has long been a major port, and a center of trade and of learning. Palanthis and its vicinity are also the home of many powerful figures and organizations, including the High Clerist's Tower, a stronghold of the Knights of Solamnia. The city also contains one of the five Towers of High Sorcery, though it was cursed during the Lost Battles and has stood black and unapproachable ever since. The Great Library, home to the deathless sage Astinus, also stands within its walls, though the Temple of Paladine has obviously not yet been built.

Despite the calamity suffered by the rest of Ansalon, Palanthis was largely unharmed by the Cataclysm. It was the only deep-sea port left unscathed (unlike the Istaran and Ergothian ports, which were destroyed completely, and Tarsis, which was left landlocked), which only served to increase its importance.

The dark mage Fistantilus was very familiar with Palanthis, and had spent many years there. He once dwelt within its Tower of High Sorcery, but left in order to pursue his interests without the scrutiny of his fellow wizards. Later, after the Lost Battles, he engineered the curse that hung over it, sending the mad wizard Andras Rannoch to die so that none might enter. He knew that, before the Cataclysm, the *portal* to the Abyss resided in the tower. After escaping from Istar moments before its fall, Fistantilus returned to the tower to access the *portal*. The curse Andras had placed on it affected him as well, and he nearly died in his search, but his magic managed, just barely, to sustain him.

In the end, though, his search proved fruitless. Without his knowledge, the wizards of High Sorcery had moved the *portal* before the Lost Battles. Hungering to discover where it had gone, he created the *Globe of Present Time Passing* for Astinus in exchange for that information, and so learned that the *portal* lay at Zhaman. The wizards had warded the fortress in such a way that he couldn't travel to it by magic, so he and his companions began the long trek south overland.

Later, Raistlin repeated these same events without change when he took Fistantilus's place.

PAX THARKAS

In 2073 PC, the elven prince Kith-Kanan made the Swordsheath Scroll that established peace between humans, elves, and dwarves. The elves were granted the right to the Qualinesti forest, the dwarves got the Kharolis

Mountains, and the humans gained trade agreements with the other two races. All three races prospered as a result. In 2000 PC, Kith-Kanan suggested that they build a fortress at the juncture of the mountains and the forest, to further demonstrate their continued alliance. The dwarves and humans agreed, and work on a stronghold began. It took one hundred years to complete, and both Kith-Kanan and Emperor Quevalin X of Ergoth died during the construction — they were buried in secret tombs deep below the fortress they had created. When it was finished, the fort was named Pax Tharkas, which means “peace among friends” in Elvish. Both elves and dwarves manned the fortress, but the elves withdrew into their forest when the Cataclysm occurred, leaving the dwarves in control of the mountain stronghold.

Pax Tharkas is an imposing stone edifice, standing in a gap between two mountains, the only passage through the Kharolis range between Qualinesti and Thorbardin broad enough for an army to pass without trouble. It has two towers, one on either side of the ravine, and a great wall that runs between them. Its position means that whoever controls Pax Tharkas controls travel to and from the dwarven realm.

The West Tower is devoted to the castle's defenders, and contains storerooms, armories, guardrooms, kitchens, mess halls, and barracks. The East Tower contains living quarters for other residents, and for guests. It also has an impressive audience chamber on the lowest level, with galleries all around to allow for a massive audience. The elves and dwarves used this room to gather their people together, to relate information about recent events, discuss important matters, and tell tales of adventures. Above that is an art gallery, lined with paintings of Pax Tharkas from various points in its history. At the top of the East Tower is the Chain Room, which controls a secret defense within the wall. By using a winch connected to the massive chain, the fort's defenders could release a torrent of boulders that would block the gates from within, making them impossible to breach until the rubble was removed — a process that took months.


Both towers also have large cellars, used to store goods. Secret passages called the Sla-Mori snake away from the eastern cellars, allowing entrance into the fort. Few know of the Sla-Mori, besides the royal house of the Qualinesti.

South of the fortress is a small courtyard that runs back into the mountains, and leads to the entrance to the mines. Pax Tharkas sits atop an impressive iron mine, which the dwarves have been working ever since the stronghold was established. It is their single greatest source of iron, and before the Cataclysm this was a chief source of trade for them. The fortress also has two large caves behind it, one used for smelting metal and the other for storing mining gear.

PLAINS OF DERGOTH

The Kharolis Mountains rise high above the Qualinesti forest, great jagged peaks of granite made rougher still by the upheavals of the Cataclysm. The occasional scrub brush or stunted pine tree can be found jutting from cracks





in the rock, fed by runoff from the snowy peaks, but for the most part the mountains are bare. Between them, however, is another story.

Nestled into a wide valley near the center of the mountain range, from just north of Thorbardin to the southeastern end of the pass from Pax Tharkas, lie the Plains of Dergoth. Once, this was rich prairie, filled with tall stalks of waving grass and wild grain studded here and there with fruit trees, grape vines, and other foliage. It was home to the clans of hill dwarves, the Neidar and Klar, who dwelt aboveground, friendly neighbors of their kin in Thorbardin. Their days were spent on the Plains, tending crops and raising mountain goats, sheep, and small, shaggy cattle. Food was plentiful back then, as was water — the mountain streams led down to the edges of the Plains, and created small brooks that danced across it, pooling in clear, sweet ponds across its breadth.

Then the Cataclysm came. It shook the world, tossing ash and soot from Istar high into the sky. Temperatures shifted, as did weather patterns and tides. Many places that had been fertile grew barren. The Plains of Dergoth were not spared. Soot drifted down from the clouds, and the rain turned bitter and metallic. The plants died, leaving great bare patches across the valley. Soon only small oases of green were left, clustered around the ponds and running along the edges of the brooks. What grass remained turned browner, coarser, almost like the hair of a wild beast. The dwarves' animals died, from lack of food or from sickness brought by the rain or the tainted crops. The Klar withdrew into Thorbardin, but the Neidar remained, stubbornly trying to make the best of their blighted homeland. Thus, the seeds of the Dwarfgate Wars were sown.

In the days before open war came to Dergoth, when Pax Tharkas still stood open, a palpable tension hung over the Plains. The hill dwarves clashed often with patrols of their mountain cousins, and with fortune-seeking human interlopers. Once the armies came and took Pax Tharkas, of course, things grew steadily worse, with skirmishes leading up to the final clash near Thorbardin's gates.

One feature of Dergoth that is worth noting is the network of tunnels that lay beneath it. Built by the dwarves long ago, perhaps as far back as Thorbardin's delving, they make a maze of narrow, low-ceilinged catacombs that snake the whole length and breadth of the Plains. Entrances to these tunnels dot the landscape, in the form of stout, domelike earthen mounds, resembling the burrows of some giant, ground-dwelling rodent. The dwarves may enter and exit these through secret doors, and can also open and shut portals within the tunnels, and even collapse them utterly, to confuse and trap anyone who enters. Ultimately, the passages lead all the way into Thorbardin, and the mountain dwarves control them completely, using them to harry their foes.

After the destruction of Zhaman, the plains changed again. Blasted by magic, they were transformed into a trackless, wind-swept waste. In the south, around the ruins of Zhaman, the once-fertile land became stinking, fetid marshland, further sequestering Thorbardin from the rest of the world.

THORBARDIN

The dwarves are creatures of earth, and have a natural love for stone and metal. It is small wonder they carve their homes from the ground itself, reshaping caverns to suit their needs or simply tunneling into rock to fashion suitable chambers. And, because they are clannish creatures, dwarves do not think in terms of a home for a couple and their children — rather, they plan homes for entire extended families, cousins and aunts and uncles and nephews and nieces, numbering into the hundreds or even thousands. A handful of larger realms have been fashioned for several clans at once, such as Kayolin and fabled, lost Kal-Thax. But no other home in the Fourth Age is as large, extensive, or impressive as the grand kingdom of Thorbardin.

Hewn beneath the Kharolis Mountains, Thorbardin is a massive cavern system that has been reworked and expanded and linked by dwarven craftsmen for over two thousand years. It runs more than 20 miles from north to south, and almost 15 east to west, and descends hundreds of feet below the surface. Though most think of Thorbardin as a city or a fortress, it is truly a kingdom in its own right, and holds several large enclaves linked by tunnels, underground roads, and near-vertical transport shafts. These enclaves have enough room, and enough complexity, to be labeled cities of their own, and rival Palanthas for their size and grandeur. Seven of these cities exist in Thorbardin, plus three vast warrens used for farming mushrooms and other subterranean crops. A vast underground lake, the Urkhan Sea, sits at the center of the kingdom, large enough to require boats for crossing. It was named for the Daewar explorer Urkhan, who first found the caverns that would become the kingdom. In its center juts a gigantic stalactite called the Life-Tree. This upside-down spire has been hollowed into a fortress for the Hylar clan, and contains 28 separate levels. Cables connect the Life Tree to the shore, and boats move back and forth by a system of pulleys. Thorbardin also contains Kalil S'rith, the Valley of Thanos, a veritable "city of the dead" where the dwarves are interred beneath cairns, and their rulers in enormous tombs.

Most outsiders never see anything of Thorbardin itself. They approach the Northgate from the Plains of Dergoth and pause before that massive stone gate to conduct their business. A few have been honored and trusted enough to be allowed entrance. They have come back with wondrous stories of the dwarven kingdom, its vaulted ceilings, flowstone-buttressed walls, polished floors, fluted columns, the system of shafts that allows both light and air to filter in, the boats that cross the sea, and more. Other traders often laugh and blame dwarven ale for such stories, but to be invited inside is still considered a great honor.

Thorbardin is one of the most well-defended kingdoms on Krynn. It has only two entrances, Southgate and Northgate. Both are carved from the stone around them, and were created with such skill that, when closed, they vanish back into the mountainside. Northgate is the larger of the two, and used for trading as well as for any large outings. It is set below a towering mountain known as

Cloudseeker, just north of the Plains of Dergoth. Southgate is far smaller, and its location is more closely guarded, for dwarven patrols enter and exit by this route. The stone plazas before both gates, once broad and proud, have crumbled into narrow ledges that are treacherous to cross.

Inside each gate is a wide stone courtyard, followed by a set of massive iron gates. Guards armed with crossbows man the inner walls. They also carry brass horns, both for sounding an alarm and for various ceremonies and festivals. In all its years, no one has ever breached Thorbardin's gates.

ZHAMAN

A strange, towering fortress that sits near the center of the Plains of Dergoth, Zhaman has been here even longer than the dwarves. It was built in 2200 PC by the Black Robe mercenary, Malock, who was said to have dwarven blood. A war mage by trade, he hired himself out to various kingdoms and city-states, but particularly liked to work with the dwarf-clans, and so gave it a dwarven name. Zhaman, in dwarvish, means "Forbidden."

Like most magical strongholds, Zhaman was not built by mortal hand. Malock raised it, fully formed, from the dark stone deep beneath the Plains. It is a black obelisk nearly 500 feet tall, with thirty stories and extensive dungeons beneath. In its midst, a central shaft runs from bottom to top, with iron stairs leading to sleeping and mediation levels above. Huge meeting-halls dominated the lower levels; here Malock met with the princes and captains who sought to hire him for their armies.

Below ground, Zhaman had many laboratories, hewn out of the rock by Malock's dwarven allies and fortified to withstand his experiments in creating new spells to kill, maim, and destroy. Malock bragged that he could set off a thousand fireballs at once in Zhaman's cellars without harm to those in the tower above.

Malock also devised many cunning wards, to protect his secrets from interlopers. Along with spells laid upon the keep to stop people from teleporting to it, or anywhere nearby, he also crafted an elaborate crystal maze, enchanted such that the true path through it, while always known to the keep's master, changed from hour to hour, minute to minute. Assorted deadly traps and magical guardians ensured that no enemy spy could steal his secrets.

In the end, Malock's greed proved his undoing. An alliance of barbarian lords promised him incredible wealth if he would help them assail the forest of Wayreth. He accepted, but before the attack could begin, one of his apprentices betrayed him to the Conclave. The wizards moved in at once, and Malock died in the ensuing battle.

The wizards first meant to destroy Zhaman, as a warning to other renegades, but Fistandantilus convinced them otherwise: such a stronghold was too valuable, he reasoned. Reluctantly, the rest of the Conclave agreed, and named him its new master. For a thousand years, Zhaman was one of Fistandantilus's abodes, though he left it for other dwellings soon after the Third Dragon War. The dwarves, meanwhile, tolerated it more out of dread than

any fondness: it has always stood out amid their holdings like a kender at a knight's council.

Zhaman remained a stronghold of the Orders for six centuries after that, but in time, as the church of Istar gained prominence, the call for war-mages declined. In the end, the Conclave, under the White Robe Highmage Vestia, closed it for good, though they left it standing, empty upon the plains, still avoided by the dwarves.

It saw use again several hundred years later, in the dark days leading up to the Lost Battles. The Orders needed places to store the artifacts they removed from the Towers of High Sorcery, and Zhaman proved a handy repository. One of the devices moved here was the Great Portal of Palanthas. Once the devices were safely stored in its dungeons, the mages sealed it again, and it remained so for nearly a hundred years. It even withstood the Cataclysm with little damage.

It still stood sealed and abandoned when Fistandantilus and his army arrived, near the end of the Dwarfgate Wars. Knowing its secrets, the Dark One reopened it and moved in. His troops, however, remained camped outside, not trusting the spire as anything more than a structure in which to plot strategy for the coming, ultimate battle. Fistandantilus did not care; he found the portal in its dungeons, and left his army to its fate while he sought to open it. In the end, he did so, but the spell spun out of control, unleashing the force of not Malock's thousand fireballs, but a million of them.

Despite the destruction wrought by the ensuing blast, Malock's original enchantments still spared Zhaman from being destroyed completely. Much of its dungeons survived, as did part of the tower above, which melted and collapsed into a mound of rock that looked like a leering skull. In the years after the war, man and dwarf alike avoided it as a haunted, cursed place, and rightly so. A remnant of Fistandantilus, created in the blast that leveled Zhaman, lingered in the caverns below.

ADVENTURE IDEAS

The Dwarfgate Wars are a time of great tension, when armies and races clash. This provides many opportunities for exciting adventures.

RAGGED ARMIES

Bedlam rules the once-civilized lands of Ansalon in the Age of Despair. Plague, pestilence, and war have ravaged the land. Kingdoms have collapsed, and commoners have turned upon and slaughtered the nobles who failed to protect them from the destruction. Into the ensuing power vacuum step new leaders.

Fistandantilus was one of these, gathering refugees, barbarians, and the Neidar under his banner, but he need not be the only one. More bandit gangs rove the ruins of Solamnia, Ergoth, Kharolis, and Estwilde, ready to sell their swords for the hope of plunder, or even a steady source of food. Not all of these are evil, either: the need to survive has driven many good folk to desperation. Heroes may build their own armies from these ragged bands, or infiltrate them and take over, for any number of aims.



STRIFE AMONG THE DWARVES

The Dwarfgate Wars do not just refer to Fistandantilus's march. They began much earlier, with skirmishes and negotiations between the Neidar and their brother clans. The heroes can be involved in these, fighting on one side or the other, or trying to work out a truce between the sides.

Unlike many of Krynn's conflicts, this was a war between brother and brother, not good and evil. As tensions mount, the heroes may even find themselves gravitating toward either side of the conflict. They may not change the world, but their friendships could be damaged forever — particularly if one or more of them are dwarves themselves.

THE GREAT MARCH

The heroes need not exclusively place themselves on the fringe of the war; their goal can be to become part of Fistandantilus's army itself! Perhaps they are the messengers he sent to bring Argat to him before the assault on Pax Tharkas. Perhaps Caramon (or Pheragas) needs them for some special mission, taking the fight into the tunnels beneath the Plains of Dergoth, trying to keep the lines of supply clear during the wild press to Zhaman, or fighting to keep the army from falling apart. They may even be involved in the final clash itself.

An important theme to employ in an adventure like is the inexorableness of history. Raistlin himself became trapped in the River on the way to Zhaman; the players might as well, with fate conspiring to propel them toward their doom before Thorbardin's gates. The adventure can then become about finding some way — any way — to escape the River's flow.

RAIDING THORBARDIN

Thorbardin was a tempting target for many reasons: survival, plunder, vengeance, honor. There can be other reasons for the heroes to attempt to trick, cajole, sneak, or force their way into the dwarves' kingdom, such as rescuing a captive or finding some crucial artifact in the Valley of Thanos, or piece of information known only to King Duncan. They might be instrumental in foiling, or assisting, the treacherous Dewar clans. The mere act of entering Thorbardin alone might even be an end to itself. And while an army must fight its way in, perhaps another means of entry, useful only to a small band, will present itself.

Alternately, the heroes might find themselves already in Thorbardin, through intent or accident of time travel. In that case, they might have some explaining to do . . .

LOST RICHES OF ZHAMAN

During the later years of the Age of Despair, and the Age of Mortals after it, legends abound of Zhaman. Many magical treasures were stored in its dungeons, and were lost when the fortress was destroyed. The players might be sent back in time (or might travel back themselves) to retrieve one of these. Of course, they must do so without being noticed by Fistandantilus — no small feat, that — and get out before the inevitable, fiery end.

Or perhaps the end isn't so inevitable. Perhaps there is a way to stop Fistandantilus from opening the portal, or to thwart the magical interference that caused the destruction of the tower and the Plains of Dergoth. One would need a dwarf, kender, or other Graygem race to change history in this way, though, and who knows what kind of world would result with such changes to the River of Time.

TANGLED PATHS

Of all the periods of Krynn's history, the Dwarfgate Wars were perhaps the time when time-travel paradoxes came into the most prominence. There are, after all, *two* different, though linked, timelines at play in this period — one with Fistandantilus, Denubis, Pheragas, and Gnimsh the gnome in chief roles, and the other with Raistlin, Crysania, Caramon, and Tasslehoff. Who is to say which version the heroes might visit when traveling back to this period? Who is to say if other versions don't exist, say with Raistlin and Crysania, but Pheragas instead of Caramon? Perhaps one of the characters might even take Denubis's place instead of Crysania — or find themselves having to play out the role of Reghar or Kharas.

And what if the timelines cross in some way? Characters could change into each other in the blink of an eye, or the heroes could find themselves face to face with both Raistlin and Fistandantilus at the same time. Would they be allies? Enemies? The possibilities are endless.

PERSONALITIES

In many of Krynn's wars, the lines between hero and villain have been clear. Takhisis's hordes fought against Huma and the Solamnic Knights. The armies of the Golden General clashed with the dragonarmies. But in the Dwarfgate Wars, the lines between good and evil were not so clear-cut. Good men fought on both sides, and both sides also saw their share of treachery and deceit. Hundreds of years later, the men and dwarves who fought these battles have become legends.

DUNCAN,

HIGH KING OF THORBARDIN CR 10

Male mountain dwarf noble 5/fighter 5

CG Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Listen +9, Spot +1

Languages Common, Dwarven, Kharolian

AC 24, touch 10, flat-footed 24; +4 dodge bonus to AC against giants

hp 77 (10 HD)

Resist +2 on saves against spells and spell-like abilities, stability (+4 against bull rush and trips)

Fort +7 (+9 against poison), **Ref** +5, **Will** +6

Spd 20 ft.

Melee *Heruscarp* +15/+10 (1d8+8/17-20)

Base Atk +8; **Grp** +11

Atk Options Power Attack

Abilities Str 17, Dex 10, Con 15, Int 10, Wis 13, Cha 12

SQ bonus class skill (Search), coordinate +1, favor +2, inspire confidence 2/day, stonecunning

Feats Leadership, Negotiator, Power Attack, Toughness, Stubborn†, Weapon Focus (longsword), Weapon Specialization (longsword)

† New feat from this book.

Skills Diplomacy +11, Intimidate +7, Knowledge (nobility and royalty) +5, Listen +9, Search +5, Sense Motive +12, Speak Language (Kharolian)

Possessions +3 *full plate*, +1 *improved fire resistance heavy steel shield*, *Heruscarp* (+3 *keen longsword*, +4 competence bonus on Charisma-based checks and leadership score when dealing with dwarves, 1/day—*enthrall* [DC 20, dwarves only, range 100 ft.]

Coordinate (Ex): When the noble can aid others and give directions, he gains a +1 cooperation bonus to the bonus he provides with an aid another check, for a total bonus of +3. This ability cannot be used in combat.

Favor (Ex): Twice a week, the noble can call in favors from those he knows. He makes a favor check (1d20+2) against a DC determined by the scope of the favor requested.

Inspire Confidence (Ex): The noble can use oratory to aid allies. Twice a day, the noble can inspire up to three individuals, who must listen to him for a full round. For as many as 5 rounds afterwards, the inspired allies gain a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls. This ability cannot be used on the noble himself.

Thorbardin was the kingdom of the dwarves, and the home of five of the seven clans. Each clan was led by a Thane, chosen from among its wisest, strongest members. From Derkin Lawgiver onward, one of these Thaners was chosen to rule as High King of the realm. Duncan was the last to reign over all Thorbardin for over three hundred years. He was also the Thane of the Hylar tribe, the most powerful of the dwarven clans.

At the time of the Dwarfgate Wars Duncan was only two hundred years old — still in the prime of his life by dwarven standards. Stoutly built, with iron-gray hair and a long, flowing beard, he possessed the majesty of a natural leader and the mind of a gifted statesman. Duncan was not particularly learned, but he was a good judge of character, and an excellent listener. He knew how to speak hard truths without seeming cruel or crude, and despite his reputation for being a plain speaker, he was capable of remarkable feats of persuasion.

Though a decent warrior, Duncan's true strength lay in his ability to judge the value of others and to know how best to utilize the strengths of his subjects. His greatest flaw lay in his own temper, which rose quickly and lingered long — he could be incited to rage at a mere slight, and hold a grudge for decades afterward. This was true even toward his closest friend, the warrior Kharas, whose reluctance to fight other dwarves infuriated him.

Duncan cared deeply for the dwarven people, and did his best to rule them wisely and fairly. He felt personally responsible for the depleted state of Thorbardin's food stores, and took full blame for the decision to close the gates. He was sure that he had made the right choice,

though, sacrificing one clan for six, until the first battle was fought. Then he looked out over the battlefield, at all the dwarven warriors who lay dead or dying, and realized that he had made a horrible mistake.

After the war, Duncan was never the same. His decision had caused the death of thousands of dwarves, including two of his sons. He refused to eat or drink after the war ended, and died shortly after, a broken dwarf reviled by many of the subjects he took such risks to save. No thane would sit upon the High King's throne again, until Hornfel rose to claim it during the War of the Lance.

KHARAS, HYLAR HERO CR 14

Male mountain dwarf fighter 7/dwarven defender 7

LG Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Common, Dwarven, Goblin, Solamnic

AC 25, touch 15, flat-footed 23; **Dodge**; improved uncanny dodge, uncanny dodge

hp 133 (14 HD); **DR** 3/—

Immune fear (*Hammer of Honor*)

Resist +2 on saves against spells and spell-like abilities; +4 on saves against magic (*Hammer of Honor*); stability (+4 against bull rush and trips); ignore critical hits and sneak attack 75% (*heavy fortification breastplate*)

Fort +10 (+12 against poison), **Ref** +4, **Will** +7

Spd 20 ft.

Melee *Hammer of Honor* +21/+16/+11 (1d8+7/x3) or mwk shortsword +19/+14/+9 (1d6+4/19-20)

Base Atk +14; **Grp** +18

Atk Options Combat Reflexes, Improved Bull Rush, Power Attack, Spring Attack

Special Actions defensive stance 4/day

Combat Gear *periapt of wound closure*

Abilities Str 18, Dex 14, Con 16, Int 12, Wis 17, Cha 10

SQ stonecunning, trap sense +1

Feats Combat Reflexes, Dodge, Endurance, Honor-Bound†, Improved Bull Rush, Mobility, Power Attack, Spring Attack, Toughness

† New feat from the *DRAGONLANCE Campaign Setting*

Skills Appraise +6 (+8 stone and metal), Craft +11 (+13 stone and metal), Handle Animal +5, Intimidate +10, Listen +6, Sense Motive +4, Speak Language (Solamnic), Spot +6

Possessions combat gear plus +1 *moderate fortification breastplate*, +2 *heavy steel shield*, *Hammer of Honor* (+2 *disruption warhammer*, see below), mwk shortsword, *amulet of natural armor* +2

Defensive Stance (Su): Four times a day, the dwarven defender can gain phenomenal strength and durability at the cost of not being able to move from where he is standing. He gains +2 to Strength, +4 to Constitution, +2 resistance bonus on all saves, and +4 dodge bonus to AC. While in a defensive stance, the dwarven defender may not use skills or abilities that require him to shift his position, such as Move Silently or Jump. This stance lasts for 8 rounds or until voluntarily ended by the dwarven defender, at which point the dwarven defender's Strength score drops by -2 for the remainder

of the encounter. When employing a defensive stance, Kharas' statistics are altered as follows:

AC 29, touch 19, flat-footed 23

hp 161 (14 HD)

Fort +12 (+14 against poison), Ref +6, Will +9

Melee *Hammer of Honor* +22/+17/+12 (1d8+8/x3)

Grp +19

Abilities Str 20, Con 20

Hammer of Honor: This +2 *disruption warhammer* will one day be known as the *Hammer of Kharas*, but only after the dwarf's death. It has the following statistics: AL LG, Int 11, Wis 17, Cha 20; speech, telepathy 120 ft., darkvision, blindsense, hearing; Ego 26. Its bearer may detect evil at will, gains a +4 bonus on all saves against magic, a +8 circumstance bonus on all Charisma-based checks with dwarves, a +8 circumstance bonus to leadership score with dwarves, and immunity to fear. It has the following powers, usable 1/day—*bull's strength*, *heal*, *prayer*, *protection from evil*. CL 17th.

Kharas was arguably the greatest hero in dwarven history. He was best known early in his life for his great deeds as a young dwarf during the Goblin Wars. He fought alongside the Knights of Solamnia, who were so impressed by his courage and his nobility that they named him Kharas, which is Solamnic for "knight," essentially making him an honorary member of their brotherhood — the only dwarf ever to be so honored. After the wars, in recognition for his service, Kharas was given the *Hammer of Honor*, a mighty relic fashioned after Reorx's own hammer. He wielded this weapon for so long, and so well, that it was renamed the *Hammer of Kharas* in his honor.

A tall, powerfully built dwarf with dark hair, a thick curly beard, and handsome but solemn features, Kharas was liked by everyone. He had strict notions of honor and loyalty, but this was tempered by his earnest, self-effacing nature. He lived to serve his king and his people, and was Duncan's staunchest supporter and closest friend.

Kharas argued against barring the gates of Thorbardin, saying that his people should live or die as one. When the army of Fistandantilus marched on Pax Tharkas, Kharas urged Duncan to propose peace, and his king agreed to make the attempt. It failed, however, and he ordered Kharas to take the field. Sickened at the thought of attacking his own brethren, Kharas obeyed, but he shaved off his beard

to show his shame at taking such an action. For a dwarf, shaving the beard was only done as public atonement for the gravest of sins.

Kharas fought well during the war, though he did his best to target Plainsmen and other human warriors, rather than his fellow dwarves. In an effort to end the war before the enemy reached Thorbardin's gates, he volunteered to lead a daring strike against Fistandantilus himself. Using the tunnels beneath the Plains of Dergoth, he and four other dwarves directly infiltrated the Dark One's tent after the evening meal, and he grievously wounded Fistandantilus before being forced to withdraw. For the rest of his days, knowing what had followed, he bitterly regretted failing to slay the archmage.

Near the end of the Battle of Degroth, Kharas was disgusted. He had agreed to fight other dwarves because they were attempting to invade Thorbardin and harm the king and the other thanes. But the clashes had taken their toll on everyone, and now he saw dwarves hacking at one another, all notions of brotherhood forgotten, screaming insults as they fought. He could no longer take part in such mindless, hateful slaughter, and abandoned the battlefield, bearing the bodies of Duncan's sons with him. When Fistandantilus' magic swept across the Plains, killing everyone in both armies, Kharas watched from the safety of the foothills near the Northgate.

After the conflict, Kharas returned to Thorbardin, bearing Duncan's sons.

He stayed by his friend, urging him to take up the crown again, and was at Duncan's side when he died. Again Kharas was disgusted by his own people, as the other thanes immediately began bickering over who would be the next High King. Each asked Kharas to support him, saying that the hero's

endorsement would be enough to win them the crown.

Losing his temper, Kharas shouted that none of them deserved to follow Duncan as king. He called them cowards and manipulators and selfish, greedy beasts. Then he announced that he was leaving Thorbardin and taking the *Hammer* and Duncan's body with him. Without it, no one could truly become king. He left, but not before stating that one day the *Hammer* would return, and when that time came a proper king would take the throne again and reunite the clans.



ARGAT, DEWAR TRAITOR CR 9

Male dark dwarf rogue 7/assassin 2

CE Medium humanoid (dwarf)

Source *War of the Lance* (non-spellcasting assassin variant).

Init +7; **Senses** darkvision 120 ft., Listen +14, Spot +12

Languages Common, Dwarven, Ergot, Ogre

AC 20, touch 13, flat-footed 20; +4 dodge bonus to AC against giants; uncanny dodge

hp 43 (9 HD)

Resist evasion; +2 on saves against spells and spell-like abilities; stability (+4 against bull rush and trips)

Fort +3 (+6 against poison), **Ref** +11, **Will** +4

Weakness light sensitivity (dazzled in bright sunlight or within the radius of a daylight spell)

Spd 20 ft.

Melee *assassin's dagger* +9/+4 (1d4+3/19-20) or

Ranged +1 *hand crossbow* +10 (1d4+1/19-20)

Base Atk +6; **Grp** +7

Atk Options death attack (DC 14, DC 15 with *assassin's dagger*), Point Blank Shot, sneak attack +5d6

Combat Gear *elixir of hiding*, *potion of cure moderate wounds* (2), vial of black adder poison (DC 11, 1d6 Con/1d6 Con) (3)

Abilities Str 13, Dex 16, Con 13, Int 15, Wis 14, Cha 15

SQ poison use, trap sense +2, trapfinding

Feats Improved Initiative, Point Blank Shot, Quick Draw, Weapon Focus (dagger)

Skills Balance +5, Bluff +12, Diplomacy +11, Disguise +12, Hide +15, Intimidate +9, Jump +3, Knowledge (nobility and royalty) +7, Listen +14, Move Silently +25, Sense Motive +12, Spot +12, Tumble +13

Possessions combat gear plus +3 *improved silent moves* *leather armor*, *assassin's dagger*, +1 *hand crossbow*, 10 bolts, signet ring (*ring of mind shielding*), *amulet of natural armor* +2

Though most folk envision sturdy, dour warriors when the think of Thorbardin's dwarves, not all of the mountain-folk are the same. Two of the clans, the Daergar and Theiwar, are actually vile and duplicitous, the worst that dwarvenkind has to offer. These clans, collectively called the Dewar, have a long and troubled history in the kingdom beneath the mountains. Perhaps no figure exemplifies this more than Argat the Foul.

Argat was one of the Daergar, a savage and brutal clan who believed themselves the greatest of all dwarves. He rose to become Thane by murdering all his rivals during the confusion after the Cataclysm, and declared himself the lord of *all* Dewar. The Theiwar tried to depose him, but in one terrible night his assassins slew their thane and all his kin. From then on, Argat's rule over both clans went undisputed.

It was clear from the start that King Duncan loathed Argat, but Duncan could not afford to challenge him openly, for fear of displeasing the Dewar. The notion of civil war within the kingdom was an unpleasant one, and so Duncan walked a fine line, treating Argat as an ally and respecting his voice on the council.

Argat repaid this loyalty with treachery, of course. Bought by Fistantilus, he ordered his men to slay the guards of Pax Tharkas, giving the enemy the crucial chance to capture that fortress. He expected riches, and perhaps the crown, when Fistantilus triumphed, but instead found himself imprisoned, along with his people, by a wrathful Duncan.

With no help forthcoming from his supposed new ally, Argat sought a chance to get back into the king's good graces. In the end, he succeeded by concocting a plan to trick Reghar Fireforge into attacking Thorbardin before he was ready, and even sent assassins to bring back the head of Fistantilus's general, Pheragas (later replaced by Caramon). In the end, though, his plans came to naught, for the destruction of Zhaman rendered any victory that day empty. Still, he had won freedom back for the Dewar, so it wasn't a total loss.

After Duncan's death, Argat was one of the most vocal claimants for the throne. When Kharas refused to endorse him and left Thorbardin for good, however, Argat's plans to rule the kingdom collapsed. He spent his last days vainly searching for Kharas and his legendary hammer, and finally died as he had lived — by an assassin's blade.

Argat was a foul brute, uncouth even by dwarven standards. Pale-skinned and sensitive to light, he wore his black beard braided in knots, and liked to wear several layers of stinking furs to hide the gauntness of his frame. He never washed, and his stink was overpowering. Argat was no warrior, preferring a stab in the dark to meeting his foes face-on, and played incessantly with the knife he carried, throwing it up in the air and catching it again to unsettle those around him.

REGHAR FIREFORGE,

THANE OF THE PEIDAR

CR 9

Male hill dwarf fighter 9

CG Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Abanasinian, Common, Dwarven

AC 19, touch 11, flat-footed 18; +4 dodge bonus to AC against giants

hp 72 (9 HD)

Resist +2 on saves against spells and spell-like abilities, stability (+4 against bull rush and trips)

Fort +12 (+14 against poison), **Ref** +6, **Will** +7

Spd 20 ft.

Melee *Axe of Brotherhood* +16/+11 (1d8+7/x3) or unarmed strike +12/+7 (1d3+3)

Base Atk +9; **Grp** +12

Atk Options Improved Sunder, Improved Unarmed Strike, Power Attack

Abilities Str 17, Dex 12, Con 14, Int 10, Wis 8, Cha 12

SQ stonecunning

Feats Great Fortitude, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Leadership, Power Attack, Stubborn†, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

† New feat from the this book

Skills Craft (stonemasonry) +8, Handle Animal +7, Intimidate +9, Ride +9

Possessions +2 *hide armor*, +2 *light steel shield*, *Axe of Brotherhood* (+2 *defending goblin bane battleaxe*), *cloak of protection* +2, warpony, leather barding

Ruling any nation is a difficult task, but when that nation is suffering, dying by degrees because of ill fortune, it can try even the toughest leader. None knew this better than Reghar Fireforge, Thane of the Neidar clan.

A big, burly dwarf well past his two-hundredth year, Reghar had been leader of the hill dwarves since before the Cataclysm. After the fiery mountain fell, however, he found himself tried in ways none of his predecessors could have imagined. Famine, drought and plague ravaged his people, who looked to him for answers. He felt the solution to their plight lay in the shelters of Thorbardin, and was incensed when King Duncan refused the Neidar entry. He felt not only that his mountain-dwelling cousins were not telling the full truth when they claimed their food stocks were too low to support the Neidar, but also that the dwarves of Thorbardin had intentionally been acting to keep the hill-folk poor and on the verge of starvation all along, in order to increase their own fortunes. He and Duncan argued bitterly, and in the end, he felt no choice but to try and enter Thorbardin by force.

Having heard of the coming of an army from across the Schallsea Strait, Reghar and his retinue traveled north to meet them. There, he found another had come: the barbarian chief Darknight, of the Plainsmen. Reghar and Darknight loathed each other, but in the end the general of Fistantilus's army (first Pheragas, then Caramon) convinced them to work together toward victory. The Neidar joined the army, which took the fort of Pax Tharkas, then pressed on across the Plains of Dergoth. Reghar served as a vital advisor, for he knew far more dwarven lore than any of the humans in the army.

In the end, however, Reghar's pride was his undoing. Tricked by Dewar double-agents into thinking they would help him defeat King Duncan's forces, he led a sortie from Zhaman toward Thorbardin's Northgate before the rest of the army was ready. This proved to be a trap, however, and he found himself confronted with thousands of rested and ready mountain dwarves. Furious, he fought on against his brother dwarves, and died cursing their names when Zhaman exploded, destroying both his army and Duncan's.

Reghar is old, but still robust, with long gray hair and a long beard — plaited and tucked into his belt. He dresses in skins and furs, like a barbarian, a source of much derision among the mountain dwarves. His axe hangs at his belt, and he often caresses the blade while thinking. Reghar is a fierce, proud, and stubborn even for a dwarf. He puts the interests of the tribe first, but is more of a fighter than a diplomat.

Reghar had two sons, but one of them died young, of an inherited heart defect. The other survived long enough to have a son of his own, who grew up to be Flint Fireforge, one of the Heroes of the Lance.

DARKNIGHT, PLAINSMAN CHIEF CR 12

Male nomad human barbarian 12

CG Medium humanoid (human)

Init +3; **Senses** Listen +17, Spot +2

Languages Abanasinian, Common, Dwarven (Darknight cannot read or write these languages)

AC 20, touch 16, flat-footed 17; improved uncanny dodge, uncanny dodge

hp 96 (12 HD); **DR** 2/-

Resist evasion (*ring*)

Fort +9, **Ref** +7 (+11 traps), **Will** +6

Spd 40 ft.

Melee *Sword of Friendship* +18/+13/+8 (1d8+6/19-20) or *Sword of Friendship* +16/+11/+6 (1d8+6/19-20) and mwk throwing axe +14 (1d6+1)

Ranged mwk throwing axe +16/+11/+6 (1d6+3)

Base Atk +12; **Grp** +15

Atk Options Combat Reflexes

Special Actions greater rage, rage 4/day (7 rounds)

Abilities Str 17, Dex 17, Con 13, Int 13, Wis 15, Cha 15

SQ trap sense +4

Feats Combat Reflexes, Leadership, Quick Draw, Run, Two-Weapon Fighting

Skills Diplomacy +4, Handle Animal +17, Intimidate +17, Jump +18, Listen +17, Ride +10, Sense Motive +7, Survival +17

Possessions +2 *leather armor*, *Sword of Friendship* (+3 *defending longsword*), 3 mwk throwing axes, *ring of evasion*, *ring of protection* +3

Rage (Ex): When Darknight rages, his statistics change as follows:

AC 18, touch 14, flat-footed 15

hp 132

Fort +12, **Will** +9

Melee *Sword of Friendship* +21/+16/+11 (1d8+9/19-20) or *Sword of Friendship* +19/+14/+9 (1d8+9/19-20) and mwk throwing axe +17 (1d6+3)

Ranged mwk throwing axe +19/+14/+9 (1d6+6)

Grp +18

Abilities Str 23, Con 19

Skills Jump +21

The Plainsmen live on the great grasslands of northern Abanasinia, in the shadow of the Eastwall mountains. They have been there since before the Cataclysm, dwelling alongside and trading with the city-folk of Xak Tsaroth, but now that city is gone, swallowed by the earth, and the barbarians of the Plains have sunk into poverty. Composed of several rival tribes, they remain a single nation at the time of the Dwarfgate Wars.

Darknight, son of Stormwolf, was born to be chieftain of the Plainsmen, and did so at a surprisingly young age — not quite thirty winters — when his father died of plague. He took it upon himself to restore the wealth and pride of his people, and turned to the sword to do it. He led several raids on neighboring villages to steal what gold they had, but found little in the way of riches. Thus, his eyes turned south, toward a place where legend spoke of mounds of gold and jewels, not to mention food that would sate the

Plainsmen's hungry children: the dwarf-halls of Thorbardin.

When he learned that an army, led by the wizard Fistandantilus, was marching on that very stronghold, he took it as a sign of favor from his ancestors, and went to meet with the Dark One, to pledge his help. Unfortunately, so did Reghar Fireforge of the Neidar. Darknight and his people distrusted the hill dwarves, but Fistandantilus's general, Pheragas (later Caramon), convinced them to work together toward their common goal. There would be gold enough for everyone at the end of the war. The Plainsmen joined the army, and marched with it to Pax Tharkas and the Plains of Dergoth beyond.

As they advanced, however, Darknight began to doubt the wisdom of Fistandantilus. The armies moved on to Zhaman, well in advance of their supply lines, and the Plainsmen soon found themselves even hungrier and thirstier than they had been on their home Plains. Their morale faltered, and in the end Darknight had no choice but to abandon the war, leading the barbarians back to their homelands. Thus they escaped the destruction of Zhaman, which obliterated the armies of both the hill and mountain dwarves.

Darknight returned to the Plains, a shamed and broken man. He watched as the nation of the Plains fractured into warring tribes in the wake of the war. The tribal elders stripped him of his chieftain's title and cast out his family, condemning them to be shepherds at the fringes of their lands. It is possible that the Hero of the Lance, Riverwind, is one of Darknight's descendants.

A tall, athletic man with tanned skin and long, jet-black hair, Darknight moves with the grace of a cat and the power of a bear. He is the finest warrior his people have seen in generations, and a wise leader. He says little, but when he does speak his soft voice carries, and everyone listens carefully. Despite his name, Darknight is not a gloomy person. He smiles and laughs often. In battle he is silent and deadly, a throwing axe in one hand and his newly-won sword in the other. He wears only leather armor, dyed jet-black.

STEELTOE, BANDIT LEADER

CR 12

Male half-ogre fighter 9/rogue 3

CE Medium humanoid (half-ogre)

Init +1; **Senses** low-light vision; Listen -2, Spot -2

Languages Common, Ogre

AC 21, touch 11, flat-footed 20

hp 100 (12 HD)

Resist evasion

Fort +10, **Ref** +7, **Will** +5

Spd 20 ft.



Warbringer (+3 keen greatsword), *amulet of natural armor* +3, ring of keys, manacles

Melee *Warbringer* +20/+15/+10 (2d6+12/17-20) and *pegleg* +12 (1d6+3)

Base Atk +11; **Grp** +21

Atk Options Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Actions sneak attack +2d6

Abilities Str 22, Dex 12, Con 17, Int 9, Wis 7, Cha 8

SQ giant blood, trap sense +1, trapfinding

Feats Cleave, Endurance, Great Cleave, Hurling Brute†, Improved Bull Rush, Improved Sunder, Iron Will, Leadership, Persuasive, Power Attack

† New feat from the *DRAGONLANCE Campaign Setting*.

Skills Appraise +6, Bluff +8, Gather Information +6, Intimidate +16

Possessions +3 *hide armor*,

The dark years following the Cataclysm saw the return of monsters to the wilds and roads of Ansalon. Ogres and goblins, long held in check by the might of the Kingpriest, swarmed out of the mountains and caves, slaughtering entire villages and taking many humans as slaves. In the years to come, many half-ogres would be born of the unnatural unions that by necessity followed.

The bandit known as Steeltoe, named Deathrot at birth, came from the realm of Blöde, the son of an ogre mother and a human father. Tormented by the full-blooded ogres from an early age, he became a vicious fighter, and learned to trust no one but himself. At the age of twelve, he knifed two ogres in a brawl, and fled into the night. He went west, into Solamnia, and became a bandit.

Life as a robber was hard, but Deathrot found it agreed with him. His ogre blood burned at the notion of a life of theft and murder. Even when he lost his left leg in battle, severed below the knee by a battle axe, he recovered and soon returned to banditry. He fashioned a steel peg to take the lost limb's place, and learned to use this as a weapon in battle — one that most opponents never saw coming. From then on, he was known as Steeltoe.

As his wealth increased, Steeltoe formed a band of robbers of his own, composed of desperate men and disenfranchised nobles and knights. For several years, this gang was a scourge on the roads south of Palanthis. One night, however, Steeltoe kidnapped the wrong people: three wanderers on the road, a Black Robe mage, a cleric, and a former gladiator. He meant to torment and kill them, but the gladiator challenged him to a fight. Confident in his abilities, Steeltoe accepted. He also wielded his sword (and peg) while giving his opponent no weapon, and used every dirty trick he knew. He was certain he would win the battle without trouble.

He was wrong. The gladiator was a tougher fighter than Steeltoe had imagined. Steeltoe died that night, his skull crushed by a flaming log from the bandits' own campfire.

Steeltoe is huge, standing seven feet tall and weighing more than three hundred pounds. His ogrish heritage shows through his yellowish skin, greasy black hair, and extremely ugly face, and he bears many scars. He wears a long, fur cloak, to hide his peg from sight, but he cannot disguise his limp. He wields a massive, two-handed sword with just one hand, and often uses a knife in his off-hand. He is a harsh but fair boss to his men, but completely pitiless to those he robs. He prefers to take live captives, so he can toy with them before he kills them. No one, not even the other bandits, will miss him when he is gone.

GARIC PENTHEUS, FALLEN KNIGHT CR 10

Male civilized human fighter 6/rogue knight 4

LG Medium humanoid (human)

Source *Age of Mortals* (rogue knight)

Init +0; **Senses** Listen +0, Spot +0

Languages Common, Solamnic

AC 19, touch 10, flat-footed 19

hp 70 (10 HD)

Fort +12, **Ref** +3, **Will** +3

Spd 20 ft.

Melee +2 *defending longsword* +14/+9 (1d8+5/19-20)

Base Atk +10; **Grp** +13

Atk Options desperate strike +2d6

Abilities Str 16, Dex 10, Con 12, Int 12, Wis 10, Cha 14

SQ dire providence, honor's price

Feats Cleave, Great Fortitude, Heroic Surge†, Honor-Bound††, Mounted Combat, Power Attack, Trample, Trustworthy†, Weapon Focus (longsword)

† New feat from this book.

†† New feat from the *DRAGONLANCE Campaign Setting*.

Skills Diplomacy +14, Handle Animal +7, Gather Information +12, Intimidate +8, Knowledge (nobility and royalty) +6, Ride +14

Possessions +1 *breastplate*, +1 *heavy shield*, +2 *defending longsword*, *mwk dagger*, *signet ring*, *coinpurse*

Desperate Strike (Ex): When the rogue knight is flanked by two or more opponents, he adds +2d6 to all damage rolls for as long as he remains flanked. This has no effect on any creature that is immune to critical hits.

Dire Providence (Ex): Once a day, when the rogue knight takes damage that would reduce him to 0 hit points or less, he may make a Fortitude save (DC equals damage dealt) to reduce the damage by half.

Honor's Price (Ex): The rogue knight suffers a -4 penalty to all Charisma-based skill checks whenever he deals with Solamnic knights.

Once a beacon of order and light, Solamnia was a lawless, troubled land in the wake of the Cataclysm. The common folk had looked to the fabled Solamnic Knights as their protectors for centuries, but when the fiery mountain fell, even the knighthood couldn't protect them from the destruction, or the woe that followed. Rightly or wrongly, many people blamed the knights for what befell them. In

fiefs across the realm, commoners rose up and murdered their lords.

The Pentheus family had a long and storied history among the knights. Garic, the family scion, was the latest to take his vows, and was serving in Caergoth when he received word of trouble at home. Fearing for his family safety, he rode home as fast as he could, only to find the family castle overrun. The peasants had revolted and stormed the keep. Garic's mother and sister died quickly, killed by his father to spare them a worse fate. Garic's father was not so lucky, and was caught and butchered by the mob. Enraged, Garic set fire to the castle so the throngs would not have it, then escaped into the night.

He wandered aimlessly for several weeks, dazed by what had happened to his legacy, and in time he fell in with a gang of bandits. He found a home, of sorts, among the robbers, many of whom had also been driven from their homes, and none of whom asked any questions. It was a hard life, and he tormented himself for following a leader as vicious as Steeltoe, but in time he rose to become the half-ogre's second in command.

Then Fistandantilus came, and everything changed. The Dark One's bodyguard, a former gladiator named Pheragas (later replaced by Caramon), killed Steeltoe and took charge of his gang. They formed the beginnings of an army, bound for the dwarven lands, far to the south. Garic saw something he admired in his new leader, and followed him whole-heartedly, even sending word to his cousin Michael, also a knight, who joined the army as well.

Garic served in Fistandantilus's army almost to the end, through the battle of Pax Tharkas all the way to Zhaman, acting as a personal aide to Pheragas. When they reached the stronghold, however, the army began to fall apart, and Pheragas was attacked and slain by Dewar spies. With his dying words, he dismissed Garic and the rest of his men, sending them back north and away. (Later, Caramon did the same, though he himself survived.)

Knowing the cause was lost, Garic did as he was told, and rode north and away across Dergoth. In this way, he survived the blast that destroyed Zhaman. Shocked to his core, he gathered his surviving men and returned to Solamnia. What became of Garic after this is not certain, but a knight named Sir Stuart Pentheus fought (and died) at the High Clerist Tower during the War of the Lance, so he must have at least fathered children to carry on his name.

Garic is a young, handsome man with honest eyes. He no longer wears any trappings of the knighthood, and has even shorn his moustache, but he cannot hide his noble bearing. He remains an idealist, though the fate of his family has embittered him, and is glad to serve a good man for a change, after so long under Steeltoe.

GNIMSH, CURSED GNOME CR 9

Male mad gnome expert 5/gnomish tinker 5

LN Small humanoid (gnome)

Source *War of the Lance* (gnomish tinker)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Ergot, Gnome, Infernal, Kenderspeak

AC 13, touch 13, flat-footed 11; Dodge
hp 38 (10 HD)

Fort +2, Ref +5, Will +5

Spd 20 ft.

Melee unarmed strike +6/+1 (1d2-1/x2)

Base Atk +6; Grp +1

Abilities Str 9, Dex 15, Con 10, Int 16, Wis 10, Cha 8

SQ consultant, gnomish guild, kitbash, MacGuffin, patent
pending, remarkable discovery (bonus Diligent feat)

Feats Diligent^B, Dodge, Magical Aptitude, Skill Focus
(Knowledge: the planes), Skill Focus (Use Magic
Device)

Skills Appraise +18 (+20 with jewelry), Craft (alchemy)
+5, Craft (jewelrymaking) +18, Decipher Script
+18, Disable Device +17, Knowledge (arcane) +16,
Knowledge (architecture and engineering) +16,
Knowledge (religion) +8, Knowledge (the planes) +19,
Open Lock +10, Search +8, Spellcraft +13, Use Magic
Device +17

Possessions gnomish toolbelt (5 tool points; each tool
point may be spent for a +2 enhancement bonus on any
one Craft, Disable Device, Open Lock, or Use Magic
Device check, or used to activate kitbash or MacGuffin
abilities)

Consultant (Ex): When aiding another on a skill check
in which the gnomish tinker has ranks, the bonus
increases from +2 to +4.

Kitbash (Ex): A gnomish tinker may make a DC Craft
check (for simple items) or DC 20 Disable Device
check (for complex or mechanical items) to give an
item an enhancement bonus of up to +5 for 3 hours.
Working without tools incurs a -4 penalty to the
check, while working with masterwork tools gives a
+2 bonus. Improvements take 10 minutes per point of
enhancement bonus, less 5 minutes for every 5 points
the gnomish tinker beat the required Craft or Disable
Device DC (minimum 5 minutes) and use up a number
of tool points from the gnomish tinker's toolbelt equal
to 1/10 the item's base cost. If the gnomish tinker fails
his Craft or Disable Device check, half the tool points
are used up, the item is not improved, and must make
a Fortitude save (DC 10 + gnomish tinker's ranks
in Craft or Disable Device) or become useless until
repaired.

MacGuffin (Ex): As a full round action, the gnomish
tinker may cobble together a device or gadget that
duplicates a spell from the sorcerer/wizard spell list,
with an effective caster level of 5. He can produce two
0-level items per day, or one 1st-level item. The item
is not magical and not affected by spell resistance or
antimagic fields, but once used becomes inert. Only the
gnomish tinker may use the item. Each item uses up
one tool point from the gnomish tinker's toolbelt, plus
1 point per spell level. If the gnomish tinker is bound,
helpless, paralyzed, or otherwise unable to reach his
toolbelt, he cannot use this ability.

Patent Pending (Ex): The gnomish tinker's racial bonus
to Disable Device and Open Lock checks increases to
+3, and he may substitute ranks in these skills for ranks

in Bluff, Diplomacy, or Intimidate when dealing with
other gnomes who have ranks in these skills.

There is a curse among gnomes: "may all your inventions
do what they are meant to do." Actually, it's quite a bit
longer, and takes about three full days to recite, but that's
the general idea. The gnomes consider it a fate worse
than death for everything one makes to actually *work*,
for it means there is no room for improvement. Scientific
advancement grinds to a halt.

Gnimshmarigongalesefrahootspthturandotsamanella
— it goes on from there, so non-gnomes just call him
Gnimsh — knew the agony of living this curse. Unlike
most gnomes, whose contraptions never do what is
expected, his did. This made him something of a joke in
the halls of Mount Nevermind, and left him feeling like
a failure. Every success only made it worse, and finally he
decided the only way to cure his condition was to assail his
family's Life Quest.

Every gnomish family has a Life Quest, and none has
ever completed it. Indeed, they take great pride in the
spectacular failures of previous generations. Gnimsh's
family's was to invent a device allowing travel between
planes of existence. This sounded just hard enough that
even he couldn't achieve it, so he gave it his best (or worst)
shot. When the invention was complete, he shut his eyes,
crossed his fingers, and fired it up.

Sadly, it didn't explode.

Even more sadly, it *worked*.

And sadder still, it worked *too well*. He found himself
in the Abyss. Takhisis's servants captured him almost
immediately, and took the device away, stranding him
there. Gnimsh figured he deserved it — it seemed a fair
punishment for actually completing a Life Quest.

Once Gnimsh began to take satisfaction in his
accomplishments, he found he rather liked the Abyss.
It wasn't a pleasant place to live, but at least there was
nothing to invent there. He stayed for several decades,
from just before the Cataclysm to the time of the
Dwarfgate Wars. At this point, Takhisis took notice of him,
and sent him back into the world, *with* his dimensional
device. He appeared in Zhaman, and was so annoyed at
having returned to Krynn that he fired the device up again,
with the idea of returning to the Abyss to give the Queen
of Darkness a piece of his mind. At that moment, however,
Fistandantilus and Denubis were preparing to enter the
portal that also led to the Abyss. The two magics interfered
with each other, and Zhaman was destroyed. Gnimsh died
in the blast.

When Raistlin traveled back in time, Gnimsh's story
changed somewhat. In the Abyss, he met Tasslehoff
Burrfoot, and agreed to repair the broken *Device of Time
Journeying*. Of course, not only did he succeed, but he
actually made it *better*, able to transport more than one
person at a time. Together, he and Tas used the *device* to
escape the Abyss — and appeared in the tent of Raistlin
Majere, just as the dwarf Kharas was attacking. Kharas
took Tas and Gnimsh captive, bringing them back to
Thorbardin.

Soon enough, Raistlin came to Thorbardin to free Tas. There, he recognized Gnimsh. He knew from history that the gnome was responsible for Fistantilus's failure, and decided then and there to prevent it from happening again. Raistlin slew Gnimsh with a lightning bolt, murdering him in cold blood — and breaking the temporal loop he had settled into. It didn't work, of course — Tasslehoff still caused Zhaman to be destroyed, by activating the *Device* while Raistlin was opening the *portal* — but Gnimsh didn't care. He'd traveled to another plane again, this time for good.

THE ABYSS

The black foundation of Krynn's cosmology, the Abyss is home to all gods and fiends of darkness. It is the destination for souls who have worshipped Takhisis or the other evil gods in life, as well as for souls who have fallen from grace and blasphemed greatly against the gods of light and neutrality that they once served. Once a creature's soul has come to rest in the Abyss, only the intervention of powerful mortals or the will of the gods can cause the soul to pass on to a greater rest or allow it to escape the plane altogether. Few living individuals have ever entered the plane and returned. When the Wizards of High Sorcery discovered that their *portals* acted as direct conduits to this infernal plane, they placed a powerful restriction on the

items, in the hopes of barring them from ever being used in such a way again.

The Abyss exists as the manifestation of all types and varieties of evil. Suffering is rarely lacking, and hope never arises. The Abyss can be characterized as the absence from all spiritual good and pleasure, and even worldly desires are pale imitations of those experienced by the living, breathing mortals of Krynn. While each god of evil dwells upon the plane, it in particular also functions as the prison of Takhisis. The goddess, having grown so bold as to try and venture into the world during the Third Dragonwar, was banished to spend eternity on the plane. The goddess has languished in the plane ever since that defeat and has grown increasingly bitter and resentful since becoming confined here.

ABANDON ALL HOPE

The Abyss is said by clerics and scholars alike to exist uniquely within the mind of the beholder — this has proven to be true. The Abyss conforms itself to fit the mentality of its inhabitants. It exists in no true physical state. Although mortals perceive the Abyss in terms of real and physically concrete dimensions, this is simply the result of the mind translating vast and incomprehensible spiritual states into familiar and easily recognizable concepts that the mind can deal with. The souls of the



DESCRIBING DIMENSIONS AND PHYSICALITY IN THE ABYSS

WHEN running a game that utilizes rules as based in objectivity as the d20 system, the idea of a game site, let alone an entire plane, where physical reality itself is capricious and subjective to the wills of its inhabitants, is challenging for any game master. Despite this aspect of the Abyss, physical terminology is still used to describe the surroundings to players and to put the rules and adventure location in an easily understandable context. At the same time, though, it's important to remember that the geography of the Abyss isn't something easily mapped. It's not as if 50 miles separate the Red Arena from the Bronze Tower and that characters must cross a river to get from one to the other.

Concepts such as “space” and “distance” are used because they refer to proximity between entities within the Abyss, however, true proximity isn't defined by feet or miles, but by spiritual nearness or distance. To put it another way, a map from one locale to another in the Abyss would be more akin to describing how one enters a certain mindset or crystallizes a single desire in her mind so strongly as to navigate the spiritual paths of the plane. Because the mortal mind is so restricted when it comes to spatial thinking, a journey through the Abyss typically represents a standard journey

across a landscape (as that's what the mind expects) with challenges throughout that result in the character assuming the necessary mentality and expectations that they are closer to the destination than they were earlier. If the characters realize that their proximity to any location in the Abyss is contingent upon a strong enough desire, then allow them to make the necessary Wisdom check (see above) to try to make the instantaneous journey. Even if they fail this check to assert their will, characters that know that mobility in the Abyss is determined through desire should have the perceived distance from one location to another shortened.

The exact perceived distance between one location to another in the Abyss really is dependent upon the context of the game. If the heroes enter the Abyss from Solanthus and expect the location of their goal to be in the Abyssal version of Silvanost, then the base distance between these locations should be identical to the material counterpart. However, as characters become increasingly familiar with the Abyss, it becomes less likely that they would continue to see it as a reflection of Krynn. If you desire to set a random perceived distance from one location to another, use the following formula: $(10 - \text{Highest Wis modifier in party}) \times 2d6$ miles.

dead and outsiders are able to pierce the veil of spiritual existence and gain a partial understanding of existence defined outside of physical terms. Only the gods are truly unbound by notions of physicality when comprehending the spiritual realities of the plane.

The cerebral and spiritual existence of the Abyss is precisely what ensures that the plane will always be a source of torment and displeasure for its occupants. Each mind is home to unique ideas of what constitutes torment, and the Abyss is more than able to make those ideas reality. The obsessive tinker gnome sees a perfectly ordered, never-malfunctioning universe while the dwarf smith finds every hearth and forge cold and all ore weak and tainted. Though all basic needs are met, wants and desires are never sated and are actively tantalized by the foul energies that comprise the plane. The horrors that await a visitor to the Abyss are proportional to the character's hostility to the gods of darkness, be it through worshipping the gods of light or simply a personal vendetta. The psychological and “physical” torments faced within are all the greater and increasingly personal at the whim of a dark god who actively opposes the character. Because there is little that's objective about the reality of the plane, characters within rarely find unexpected surprises to take solace in — at every turn the plane actively works to remove comfort.

Even loyal followers of the dark gods who die and enter the Abyss find the promises of their patron deities hollow

and warped. Evil turns upon itself, and the Abyss's lure and “rewards” are shallow and cosmetic reflections of the soul's deeper desires. A warlord devoted to Sargonnas may make otherworldly conquests in his god's name, but ground in an infinite plane is never truly gained, and the fear of death and the rush of that fear is absent, taking the thrill out of battle. The acts that nourished and fed these souls in life become pale and tedious reflections of their worldly lives that yield no satisfaction. Truly, the souls of those faithful to the dark gods are clouded by denial over the depressing terror that the plane subjects them to.

MAGIC AND SPECIAL RULES

As a plane completely different from material reality, the Abyss functions in radically different ways from what most characters are used to. Very little is as it seems, and reality bends to a will strong enough to dominate it.

The Abyss has the following traits (see the *Dungeon Master's Guide* for details on individual planar traits).

∞ Infinite size. Distance and spatiality in the Abyss are dependant upon the will and whim of those within the plane.

∞ Subjective directional gravity.

∞ Highly morphic. The Abyss's appearance is dependant upon the entities within it. A given area, unless magically stabilized somehow, can react to specific spells or sentient thought. Left alone, the Abyss has no true material



appearance. For more information, see Subjective Reality under Abyssal Terrain.

↪ Strongly evil-aligned.

↪ Weak negative-dominant. Living creatures in the Abyss take 1d8 points of negative energy damage for each hour (see below) they are in the Abyss.

↪ Timeless. Normally age, hunger, thirst, poison, and natural healing don't function in the Abyss, though they resume functioning when the traveler leaves it. Any or all of these may be applicable to a traveler due to the Subjective Reality of the plane. Although the River of Time does not truly flow in the Abyss, in order to avoid confusion when running an adventure assume that the characters' perception of time remains the same for the purposes of determining the durations of spells and effects and regaining abilities, as well as the damage dealt by the negative-dominant trait of the plane.

↪ Impeded magic. Spells and spell-like abilities from the conjuration (healing) subschool are impeded.

ABYSSAL TERRAIN

The Abyss has no true terrain *per se*, except that which exists within the minds of those who reside there. The Abyss manifests itself physically according to the psyches of those within it. Particularly strong wills can use this trait to shape the surroundings around them, or traverse great distances between themselves and other entities within.

Subjective Reality: Creatures within the Abyss directly control both its geography and any terrain effects. Most creatures upon entering the Abyss automatically cause the plane around them to resemble a warped mirror of Krynn. The exact nature of the warping depends upon the observer.

To change the way a character acts within the Abyss, as a full-round action the character can make a Wisdom check with a variable DC based upon the complexity of the effects (see below). A creature that has ranks in Knowledge (the planes) can make a DC 30 skill check to gain a +5 competence bonus on all their Wisdom checks when shaping the subjective reality of the Abyss (creatures native to the Abyss, such as many evil outsiders and dead souls, gain this competence bonus automatically). The following are examples of common ways that the character can manipulate the subjective reality of the Abyss. Feel free to add new uses or limit existing ones as you see fit.

DC 8:

↪ Add/Remove planar traits: The creature can cause a 10 ft. by 10 ft. area to manifest or be free of any planar trait from the *Dungeon Master's Guide* except for any good-aligned or positive energy-dominant trait.

↪ Create simple item: A creature who succeeds on this Wisdom check can create an item of less than 100 stl in value that has no moving parts. This item disappears if the creature attempts to leave the Abyss with it.

DC 16:

↪ Add fetches: A creature in the Abyss can cause a fetch (see the *DRAGONLANCE Campaign Setting*) to appear and attack a creature of its choice. The fetch has a 50% chance of attacking the creature that caused it to manifest instead of the desired target. The fetch functions differently while in the Abyss, losing its invisibility and taking on the shape of an individual known to the creature. The fetch then pretends to be the individual it is impersonating, taunting and attacking the creature. A fetch may appear to be using forged weapons but uses its natural statistics regardless.

↪ Change environment: A creature that succeeds at this Wisdom check alters the basic physical environment and structure of their perceived surroundings. Each successful check alters the basic "theme" of what the creature perceives (such as making one environment's trapping shifts between a desert and a forest) and allows the creature to shape one 5 square feet of their surroundings per hit die out to a distance of 60 ft. For instance, a 10th-level creature in the Abyss that finds itself at a crevice that's 40 feet wide, could make a successful Wisdom check to cause a stone bridge to extend across the gap. The same creature facing a 60-foot gap could cause a 50-foot bridge with a 10-foot gap across from the other side.

When two or more creatures are near each other, all creatures make an automatic contested Wisdom check. The creature with the higher check result determines the shape of the Abyss perceived by all creatures within the group. If there is a tie for highest result, the creature with the higher Wisdom score or higher unmodified d20 roll wins.

↪ Determine time: Because time doesn't flow in the Abyss, spending a certain amount of perceived time in the plane doesn't guarantee an equal amount of time has passed when the subject returns to the material plane. A creature who succeeds at this check when exiting the plane determines exactly when along Krynn's timeline it reenters the world, otherwise it returns at a time equal to the amount of time it has perceived as passing. This check cannot be used to return at a time earlier than when the creature left; the basic functional tendency of mortal minds to see time as a linear progression prevents even the most stalwart of wills from going backward in time in this manner.

DC 24:

↪ Instantaneous movement: A creature who seeks a certain location or person within the Abyss can instantaneously transport itself across the vast perceived distances of the Abyss with a successful check. This functions as a *greater teleport* spell.

↪ Suppress abilities: A creature can suppress the spells, spell-like, or supernatural abilities of another creature in the Abyss. Certain self-doubting travelers to the Abyss have occasionally suppressed their own abilities temporarily.

GEOGRAPHY

The notion of geography existing within a plane such as the Abyss may seem ridiculous and contrary at first. However, since will shapes the Abyss it's only natural that certain strong minds are able to create enduring sites within the plane accessible by others. The most common wills shaping such sites are the gods of darkness, though many lesser sites exist. The exact "size" of geographic sites varies based upon the will that shapes it. Typically, the sites of the gods seem to have finite dimensions, but defy perspective and extend in infinite directions (as long as the character within the site actively wishes to stay at the god's site).

FREE ABYSS

This section of the Abyss describes areas and sites that don't belong to any of the gods. Areas of free Abyss are completely subjective and depend upon the individual creatures within them, manifesting no geographical traits willed by the gods. Certain tracts of free Abyss can be home to sites and territories created by fiends and other powerful outsiders who have shaped the immediate geography around them into a set pattern. Keep in mind, though, the gods are in no way prohibited from interfering with or observing sections of free Abyss.

THE BRONZE TOWER

The Bronze Tower is a foreboding keep where the god Morgion makes his dwelling and centers his power in the Abyss. The Bronze Tower is corroded, its dilapidation an indication of the god it houses. Fiendish rat swarms make their homes inside the walls of the Bronze Tower and spirits of the dead infected with the demon fever disease wander the halls, perpetually delirious and eternally suffering from the effects of their illness. Night hags and otyughs defend the Bronze Tower from unwanted visitors. An aspect of Morgion himself broods eternally in a room that none have ever reached. Though Morgion doesn't directly interact with his servants or the visitors to the Bronze Tower, somehow his will and desires are communicated through the ranks, though exactly how is unknown.

Philosophers refer to the Bronze Tower as being "on the edge of the Abyss." Although this description certainly is present in the perceived physical reality of the Abyss, it is a reflection of the spiritual divide inherent in self-destructively embracing the god of disease. Characters never reach any door that leads outside the tower unless they desire to leave it, and only then if Morgion allows it. The Bronze Tower typically manifests by default where characters would expect the deep heart of the Plains of Dust to be located.

DEATH'S MANSE

The god of undeath maintains a two-fold estate in the Abyss. Traditionally, Chemosh's domicile has been a great necropolis — an underground mausoleum filled with all manner of undead and souls claimed by the god. Mile after

mile of tombs and crypts are populated by the undead, half-mad for living victims to prey upon. However in the wake of the Age of Mortals, Chemosh has sought to refine and put on an air of seduction and sophistication to the face of undeath.

Those who journey to Death's Manse find a lavish mansion filled with silks and all sorts of finery. Yet everything within it has an air of sterility — even though all items within the manse are clean and in the finest possible condition, they give an impression of having not been touched by living hands in eons. Chemosh only allows particularly important followers to roam the unending halls of the manse. Characters never reach the surface of the necropolis section of Death's manse unless they desire to leave it, and only then if Chemosh allows it. Death's manse typically manifests by default where characters would expect Nightlund to be located.

THE RED ARENA

The Red Arena is a site in the Abyss maintained by Sargonnas. Though infinite in size, anyone within the bounds of the Red Arena perceives herself to be in the center of an unbelievably large gladiator's arena. Walls seemingly thousands of feet high jut from the horizon with vacant stands rising into a blood-red sky. At the "north" end of the arena an aspect of Sargonnas sits on a throne — a titanic black minotaur silently watching all that transpires within the arena. The dusty and rocky floor of the arena is an infinite field where numerous armies camp, train, and occasionally clash.


Entire cities of tents mark encampments of these countless armies. Though the souls may fall in battle, they always rise ready to fight again. Advanced hell hounds and barghests roam the fields, attacking armies that seem lazy or undertrained while red-plumed achaierai and birdlike imps patrol the skies. Characters never reach the walls of the arena unless they desire to leave it, and only then if Sargonnas allows them to. The Red Arena typically manifests by default where characters would expect Mithas and Kothas to be located.

THE SHADOWED STREETS

Hiddukel's Shadowed Streets are a place of perpetual night that engulfs a labyrinthine web of intersecting back alleys and dead-end streets. Shadow mastiffs, nightwalkers, and yeth hounds prowl the darkness, making sport of any soul or living creature unlucky enough to cross their path. Only doorways and heaps of trash offer any sort of hiding place: all doors and windows neither break nor open.

Secret entrances, that can be found only by the most cunning, open to an equally winding underground area where demons, outsiders, and particularly ruthless souls gather in dens of iniquity and make underhanded, oft-treacherous dealings. All manner of backstabbing occurs as each individual struggles to gain power over all others, and none are safe. Rumor persists that Hiddukel maintains a secret lair of wealth and items that crumble to dust if touched by mortal hands. Characters never exit the winding alleys unless they are able to find its secret exits;





unlike many of the other gods of darkness, Hiddukel is never content to let anyone, no matter how insignificant, escape his sight. The Shadowed Streets typically manifest by default where characters would expect Palanthas to be located.

THE TEMPLE OF NERAKA

The Temple of Neraka, a twisted version of Istar's once-grand temple, is where Takhisis maintains her center of power. Dead clergy wait for days when Takhisis fulfills her promises of rewarding their faith and restoring them to everlasting life. Until then, they perform whatever duties are needed in the Abyss alongside devils and other unnatural creatures in the service of the dark goddess, unaware that she has no intention of carrying through with her promises. The temple is made up of an infinite number of winding halls decorated in ornate dark religious symbols and engravings.

The Temple resembles a twisted version of the one found in Istar. During the War of the Lance it was even able to manifest on Krynn (albeit in more stable and finite dimensions) in the valley of Neraka. Its physical destruction did nothing to end the Queen's will to shape her power center in the Abyss. If ever a visitor is found within, all attempts are made to subdue the creature and take it to sit before an aspect of Takhisis herself — an act of intimidation the goddess relishes. Characters can never find an exit from the temple unless Takhisis allows them to leave. The Temple of Neraka typically manifests by default where characters would expect both the valley of Neraka as well as the center of the Blood Sea of Istar to be located.

VAULT OF THE CONDEMNED

In the depths of the Abyss exists a hidden site that very few have ever freely visited. The Vault of the Condemned houses the most depraved and wicked souls that have offended the gods of evil. The vault looks like a simple crypt from the outside. However, once its doors are opened, steps made of burning coal descend ever deeper. At the bottom is a large and endless vault. Three rows of brass shelves line the wall and glow from the intense heat of the floor. Situated atop the shelves are an endless number of jars made with lead bases and leaded glass bulbs with veins of white gold running through them. Anyone who looks close enough can see a mortal face in each jar, screaming in terror.

The Vault of the Condemned is maintained by the Castellan of the Condemned, an abishai devil who longs to experience the physical world of Ansalon. (He greatly envies the Abbot of Misrule who walks the world unseen, offering advice into the ears of mortals.) The Vault is rarely visited at all except by its permanent residents, who come to reside there as the result of Takhisis discarding a soul she no longer has a use for. The Vault of the Condemned typically manifests by default where characters would expect Flotsam to be located.

ZEBOIM'S GROTTO

Zeboim's grotto is an underwater forest of spiked kelp

and large, predatory aquatic monsters. The souls of the nonaquatic dead here are granted webbed hands and feet with which to navigate the ocean depths. If any such soul offends Zeboim's sensitivities, a patch of kelp comes alive and wraps itself around the hapless victims (+10 to attack [grapple], 1d4 piercing damage and 1d6 crushing damage per round, 0 hardness, 50 hp) holding them tight until they can cut their way free, or until Zeboim happens to forget the offense. Visitors to the grotto tend to see more souls ensnared by the kelp than swimming freely about.

Characters never reach the shore of the grotto unless they desire to leave it, and only then if Zeboim allows them to leave. Characters able to fly seem to only get 20 feet above water. Often times Zeboim lets an individual swim close to shore and allows her to think that escape is imminent, only then to dash her on the rocks. Zeboim's grotto typically manifests by default where the characters would expect the Blood Sea to be located.

ADVENTURE IDEAS

The Abyss is a fearful and terrifying place. An adventure in the Abyss should be a memorable and unique experience reserved for higher-level heroes, even being the climax of an entire campaign.

DEMONS AND DEVILS

The goddess Zeboim desires to usurp all that was once her mother's, including the legions of devils and other lawful evil outsiders who used to serve the Dark Queen. Conflicts between the devils and the demons have spilled over into the material plane with increasing frequency as they wage a bloody war against one another. The heroes must enter the Abyss and find a way to stop this before the fiends do irreparable damage to the material world.

TO THE RESCUE

At an important diplomatic meeting a treacherous dark cleric summons a powerful fiend. The fiend abducts an influential leader or a powerful cleric in the service of good, spiriting her back to the Abyss. The cleric has enough power to persevere in the Abyss, but for how long without a way out of the plane? It is up to the heroes to find a way into the Abyss to rescue the victim before she succumbs to the life-draining effects of the plane as well as the legions of fiends and monsters found therein.

A TERRIBLE TREASURE

A fearsome and unique outsider has stored in the Abyss long-lost spells and magic items. A Black Robe mage may wish to enter the plane and storm whatever fortifications the outsider has erected to defend itself and its secrets in order to claim these terrible magic for her own, while a White Robe may fear that the fiend is about to unleash these terrors upon the world at large and seeks to prevent this act before the creature gets a chance.

CREATION

The subjective reality of the Abyss is a powerful force. The heroes may find themselves in dire need of an item

ASTINUS OF PALANTHAS

ASTINUS of Palanthas, Recorder of History, the feared and revered head of the Great Library of Palanthas, is a mysterious personage. Some believe him to an aspect of the god of Neutrality, Gilean. Certainly, he has outlived hundreds of generations of mortal men. If asked point-blank if he is Gilean, though, Astinus snorts and gives the questioner a scathing look that might well flay the flesh from his bones.

Astinus spends his time recording the lives of men. Nothing and no one is allowed to disturb him at his work.

He has in his possession a magical artifact that allows him to see every person's life as it is being lived. He has vast knowledge of the past, and of the mortal heart and mind. He has seen the heights to which mortals can rise and he knows all too well the dark depths to which they fall.

Astinus does not judge mankind's actions. He gives no advice. He does not care about them. He is an onlooker, an observer, nothing more. He is never shocked or surprised.

Well, almost never...

long since destroyed (such as a *dragon orb*) and may not have the time or ability to create such items from scratch. Characters may seek to use the plane's traits in conjunction with some powerful reality-altering ceremony that involves multiple successive casting of spells such as *major creation* and *wish* or *miracle* to gain access to items and effects that would be impossible to duplicate on the material plane. All the while, the characters must fend off fiends and competing agents while they conduct the rituals and ensure that the warping nature of the Abyss doesn't pervert or corrupt the item to be created.

PALANTHAS IN TROUBLE

Due to a breach between realities, the Abyss is leaking out onto the material plane and engulfs the mighty city of Palanthas. Unnoticed by many, small desires routinely become reality, growing increasingly twisted from their original intent as time goes by. Eventually, even the most improbable of desires and wishes are granted, and the city gains the subjective reality trait of the plane. It's up to the heroes to discover the source of this and reverse the effects before the citizens of Palanthas are twisted by the evil of the plane or worse: before the entire city is drawn into the Abyss, leaving a crater where it once stood. How quickly and effectively the characters act could determine what state of reality Palanthas is left in once the effect is dispelled.

A BATTLE OF WILLS

The Abyss is timeless. A party entering it for whatever reason from any point in history may arrive to find a Black Robe wizard in battle with Takhisis. Astute characters may recognize the events from history books, or sense an important conflict in the making. How will the characters act (if at all) in this infamous contest of wills?

TRAVELERS ALONG THE RIVER

Many have traveled along the River of Time over the millennia, but only the mages and scholars who study the River know most of these people. A few exist, however, who are known to all Ansalon.

RAISTLIN MAJERE,

MASTER OF PAST AND PRESENT CR 28

Male civilized human wizard 7/wizard of High Sorcery (Black) 7/loremaster 8/archmage 5, Master of the Tower of Palanthas

NE Medium humanoid (human)

Source *Towers of High Sorcery* (Master of the Tower template)

Init +3; **Senses** *arcane sight*, see *invisibility*; Listen +1, Spot +1

Languages Abanasinian, Common, Draconic, Elven, Infernal^B, Istaran^B, Magius, Nerakan, Solamnic; *tongues*

AC 26, touch 20, flat-footed 22; **dodge** trick

hp 44 (27 HD)

SR 26 (*staff*), 23 (when at Tower of Palanthas)

Fort +9, **Ref** +13, **Will** +20

Spd 30 ft.

Melee *Staff of Magius* +15 (1d6+1 plus arcane fire) or *dagger of Magius* +16 (1d4+2/19-20)

Base Atk +13; **Grp** +12

Atk Options weapon trick

Special Actions *arcane fire* (+15 ranged touch, 600 ft. range, deals 5d6 damage + 1d6 damage per spell level used to create, may be delivered through *Staff of Magius*), *magic of darkness* 3/day, *magic of fear*, *magic of pain* 3/day

Combat Gear scrolls (*mass cat's grace*, *chain lightning* (DC 22), *mass hold person* (DC 24), maximized *lightning bolt* (DC 19), *mass suggestion* (DC 24), *summon monster VI*, *waves of fatigue*; CL 26th)

Spells Prepared (CL 28th, +13 melee touch, +16 ranged touch, includes spell power +1, all spells of 3rd level or lower are quickened)

10th—maximized *delayed blast fireball* (DC 23)

9th—*dominate monster* (DC 26), *energy drain*^{MT} (DC 26), *power word kill*, *time stop*

8th—*demand*, *horrid wilting* (DC 25), *polar ray*, *protection from spells*^{MT}

7th—*greater arcane sight*, *banishment* (DC 23), *destruction*^{MT}, *greater teleport*, maximized *ice storm*

(DC 20), *power word blind*
 6th—*antimagic field*^{MT}, maximized *lightning bolt* (DC 19), *planar binding* (DC 22), *shadow walk*, *mass suggestion* (DC 23), *undeath to death* (DC 23)
 5th—*dominate person* (DC 22), *feeblemind* (DC 22), maximized *scorching ray*, *teleport*, *true seeing*^{MT}
 4th—*animate dead*, *bestow curse* (DC 21), *crushing despair* (DC 21), *divination*^{MT}, *greater invisibility*, *phantasmal killer* (DC 20)
 3rd—*clairaudience/clairvoyance*^{MT}, *deep slumber* (DC 20), *dispel magic*, *fireball* (DC 19), *hold person* (DC 20), *vampiric touch* (DC 20), *wind wall*
 2nd—*detect thoughts*^{MT}, *protection from arrows*, *gust of wind* (DC 18), *knock* (2), *resist energy* (2), *shatter* (DC 18)
 1st—*endure elements*, *expeditious retreat*, *magic aura*^{MT}, *sleep* (DC 18), *true strike* (3)
 0—*ghost sound*, *prestidigitation* (2), *touch of fatigue* (DC 17)

^{MT} Master of the Tower domain spell.

Abilities Str 9, Dex 16, Con 9, Int 22, Wis 12, Cha 10

SQ arcane research +3, dodge trick, high arcana, lore +15, loremaster secrets (applicable knowledge, dodge trick, more newfound arcana, weapon trick), moon magic (Nuitari), order secrets, permanent *resistance* (included), improved tower resources

Raistlin has chosen not to take an arcane focus as a Wizard of High Sorcery.

Feats Automatic Quicken Spell[†], Brew Potion^B, Combat Casting, Magical Aptitude, Improved Spell Capacity (10th), Maximize Spell, Quicken Spell, Reserves of Strength^{††}, Scribe Scroll^B, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spellcasting Prodigy^{†††}, Spell Focus (enchantment), Spell Focus (necromancy)

[†] Epic-level feat (all 0-level, 1st-, 2nd-, and 3rd-level spells may be cast as quickened with no adjustment to spell level)

^{††} New feat from the *DRAGONLANCE Campaign Setting*

^{†††} New feat from this book.

Skills Concentration +29, Craft (alchemy) +18, Decipher Script +19, Heal +9, Intimidate +10, Knowledge (arcana) +42, Knowledge (history) +16, Knowledge (the planes) +30, Knowledge (religion) +20, Profession (herbalist) +11, Search +16, Sleight of Hand +10, Spellcraft +46 (+48 with scrolls), Use Magic Device +11 (+15 with scrolls)

Possessions combat gear plus *bracers of armor* +6, *Staff of Magius* (+2 *spell-storing quarterstaff*, see below), *dagger of Magius* (+3 *silver dagger*, undetectable by magic or searches when carried), black robes, herbalist's supplies, scrolls, ink, writing supplies, traveling chest (trapped with CR 8 *power word stun* trap), *dragon orb*

Spellbook As the Master of the Tower of Palanthis, Raistlin has access to all common and unnamed spells from the *Player's Handbook*, *DRAGONLANCE Campaign Setting* and other d20 *DRAGONLANCE* sourcebooks.

Black Robe Order Secrets (Su): Magic of Darkness 3/day (half the damage dealt by a chosen spell is negative

energy damage), Magic of Fear (as full round action, cast any spell that deals damage and is normally a standard action in order to demoralize one target within 30 ft., Intimidate check gains bonus equal to spell level), Magic of Pain 3/day (spell that deals hit point damage causes target to suffer –2 penalty to attack rolls, skill checks, and ability checks for 1 round, Fort save DC 10 plus spell level negates, caster takes 1d6 damage).

High Arcana: Arcane fire, mastery of counterspelling (countered spells are turned back upon the caster), mastery of elements (change energy descriptor of spell cast), mastery of shaping (may create holes or unaffected areas within the area of spells cast), spell power +1. Raistlin has permanently sacrificed one 5th-level, one 6th-level, one 7th-level, one 8th-level and one 9th-level spell slots to master these abilities.

Lore (Ex): A loremaster has the ability to know legends or information regarding various topics, just as a bard can. The loremaster makes a lore check with a +15 bonus.

Master of the Tower Traits: Raistlin may prepare one bonus spell per level from the Knowledge, Magic or Necromancy cleric domains as arcane spells when he prepares his other spells at the Tower, and gains spell resistance 23 within the Tower of Palanthis.

Staff of Magius: This +2 *spell-storing quarterstaff* was made famous by the legendary wizard Magius, but truly came into its own through its use by Raistlin Majere. The following abilities reflect the additional power unlocked by Raistlin, and replace the base statistics provided on page 90 of the *DRAGONLANCE Campaign Setting*. The *staff* grants the bearer spell resistance 23, a +6 deflection bonus to AC, and any spell cast by the bearer with the mind-affecting, air, or light descriptors may be extended, empowered, or enlarged as if the *staff* were a *greater metamagic rod*. Only one metamagic effect may be used on any given spell, but each effect may be used up to three times per day, and does not alter the level of the spell. In addition to its spell-storing quality, an archmage with the arcane fire ability may deliver his arcane fire damage through the *staff* as a melee touch attack. The *staff* has the following additional powers usable at will—*feather fall* (on the bearer only), *daylight* (on the *staff*). CL 18th.

At this time of his life, following his successful takeover of the Tower of High Sorcery at Palanthis, Raistlin Majere is able to turn his complete attention to his own ambitious designs. He is cold, calculating, devious, and aloof. He has become a renegade wizard, refusing to obey the laws of the Conclave. By rights, he should be hunted down and destroyed, but the Conclave fears him.

Some believe that Raistlin has isolated himself in the impregnable tower because he is afraid of the Conclave's retribution. In truth, he keeps to himself because he detests the company of others and wishes to follow his dark plans without the distraction of the outside world.

He has only one apprentice, Dalamar the Dark — a young dark elf who has taken the Black Robes. Dalamar

is a spy for the Conclave — a fact that Raistlin knows. Raistlin chooses to let Dalamar delude himself into believing that he has fooled his *Shalafi*. He will act upon this knowledge at a time he deems suitable.

Raistlin has cut himself off from ties that he believes weaken him. These include links to his old friends and, especially, his twin brother, Caramon. Raistlin is not above reestablishing these ties if and when he decides that they can be of benefit to him.

Raistlin's current goal is to enter the *portal* to the Abyss, there to challenge the Dark Queen to battle, defeat her, and take her place as ruler of the Abyss. To achieve this, he has to travel back in time — a monumental undertaking.

He must also have an unlikely ally. A cleric of Good must assist him to open the *portal*. Raistlin chooses the Lady Crysania, Revered Daughter of Paladine. In this, Raistlin plays a dangerous — and some might say impossible — game. He must tempt Crysania to embrace the powers of darkness, all the while urging her to remain steadfast in her faith. He sees that Crysania herself has a flaw — she is also ambitious. He plans to use this to lure her to her doom. He cares nothing about her, manipulating and seducing her to do his will.

Raistlin has let pride and ambition blind him, much as pride and ambition blinded the Kingpriest, whose life intertwines with Raistlin's own. He does have redeeming qualities, though they are deeply buried. Raistlin still loves his brother, though he works hard to deny it. He has compassion for the weak and the helpless, remembering his own sickly childhood, when he was feeble and dependent on others.

Let there be no doubt, however: Raistlin at this juncture in his life is capable of acts of unspeakable cruelty. He lets nothing and no one stand in his way, even if it means eliminating them for good.

CARAMON MAJERE,

BROTHER TO DARKNESS

CR 14

Male civilized human fighter 14

LG Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +3

Languages Abanasinian, Campstalk, Common

AC 23, touch 13, flat-footed 23

hp 142 (14 HD); Diehard

Resist evasion (*ring*)

Fort +12, **Ref** +4, **Will** +4

Spd 20 ft.

Melee *Warbringer* +23/+18/+13 (2d6+10/17-20) or
mwk dagger +20/+15/+10 (1d4+5/19-20) or
unarmed strike +19/+14/+9 (1d3+5)

Base Atk +14; **Grp** +19

Atk Options Cleave, Combat Expertise, Great Cleave,
Improved Bull Rush, Improved Disarm, Power Attack

Abilities Str 20, Dex 11, Con 17, Int 13, Wis 11, Cha 15

Feats Blind-Fight, Cleave, Combat Expertise, Diehard,
Endurance, Great Cleave, Weapon Focus (greatsword),
Improved Bull Rush, Improved Disarm, Improved
Unarmed Strike, Power Attack, Quick Draw, Weapon

Focus (longsword), Weapon Specialization (longsword)
Skills Handle Animal +7, Intimidate +19, Ride +12,
Perform (acting) +6, Search +6, Spot +3, Survival +6
Possessions +3 *half plate*, *Warbringer* (+3 *keen greatsword*),
mwk dagger, *ring of evasion*, *ring of protection* +3, heavy
warhorse with mwk banded mail barding.

At this time, Raistlin's twin brother, Caramon, has sunk into despair and alcoholism. After Raistlin severs all ties with Caramon at the end of the War of the Lance, Caramon believes he has lost his reason for living. Although it appeared to most observers that Raistlin was heavily dependent on Caramon, who protected and watched over his weaker twin, in reality Caramon was dependent on Raistlin.

Caramon used his twin to shield him from life. Caramon didn't have to think for himself when Raistlin was around. Raistlin was always there to tell him what to do. Caring for Raistlin made Caramon feel good about himself. Now that is gone. Caramon is alone now, and has no idea what to do with himself. He has no self-esteem, no sense of worth.

At first, Caramon tries to replace Raistlin with Tika. This doesn't work. Tika has her own life and she refuses to let Caramon suck that life out of her. He then turns to the potent liquor known as dwarf spirits. As he becomes more and more addicted, his life spirals downward. He loses jobs. He can't finish building the house he promised Tika. Feeling sorry for himself, he drinks even more.

Only when Caramon confronts himself — sees himself for who he really is, not just as a crutch for Raistlin — can he start to heal. When he fails to protect Lady Crysania because he is drunk, Caramon hits bottom and realizes he must make a choice. He can continue to blame everyone else for his problems and eventually drink himself to death or he can take responsibility for his life and try to mend it.

Caramon's time in Istar's gladiatorial arena forces him to dry out, and the hard labor and physical danger teach him self-confidence and self-respect. His stint as a general in the Dwarfgate Wars teaches Caramon that he is every bit as intelligent as his twin, though in different ways. He is more thoughtful, and doesn't make snap decisions. Oddly enough, it is Raistlin who helps Caramon come to understand his true worth.

Finally, Caramon comes to see the truth about his twin — that Raistlin is flawed, that he can be callous and cruel, and that he must be stopped from pursuing his terrible course of action, even though this means that Caramon might be forced to slay the brother he has always loved, but never truly understood. Finally, Caramon becomes a true and whole person.

LADY CRYSANIA TARINIUS,

REVERED DAUGHTER OF PALADINE CR 14

Female civilized human noble 3/cleric 11

LG Medium humanoid (human)

Init +4; **Senses** Listen +1, Spot +1

Languages Common, Ergot, Solamnic

AC 14, touch 14, flat-footed 14

hp 105 (14 HD)

Fort +10, Ref +8, Will +14

Spd 30 ft.

Melee unarmed strike +10/+5 (1d3 nonlethal)

Base Atk +10; Grp +10

Special Actions spontaneous casting (*cure* spells), turn undead 6/day (+5, 2d6+14, 11th)

Spells Prepared (CL 11th, CL 12th w/good spells, +10 melee touch, +10 ranged touch)

6th—*antimagic field*^D, *heightened hold person* (DC 17)

5th—*greater command* (DC 16), *commune*, *dispel evil*^D

(DC 16)

4th—*discern lies*, *holy smite*^D (DC 15), *neutralize poison*, *tongues*

3rd—*prayer* (2), *protection from energy*^D, *remove curse*, *remove disease*, *searing light*

2nd—*calm emotions*, *enthrall* (DC 13), *hold person* (DC 13), *owl's wisdom*, *shield other*^D, *zone of truth*

1st—*bless*, *comprehend languages*, *detect evil*^D, *sanctuary* (2), *shield of faith* (2)

0—*detect magic*, *guidance* (2), *light*, *purify food and drink*, *resistance*

^D: Domain spell. Deity: Paladine. Domains: Good, Protection

Abilities Str 10, Dex 11, Con 16, Int 13, Wis 12, Cha 16

SQ bonus class skill (Search), favor +2, inspire confidence 1/day, protective ward 1/day

Feats Dynamic Priest†, Education†, Heighten Spell, Improved Initiative, Investigator, Iron Will

† New feat included in this book.

Skills Diplomacy +17, Gather Information +15, Knowledge (nobility and royalty) +13, Knowledge (religion) +13, Ride +7, Search +13, Sense Motive +12, Spellcraft +5

Possessions *ring of protection* +4, *medallion of faith* (Paladine), *cloak of resistance* +2, clerical robes

Favor (Ex): Once a week, the noble can call in favors from those she knows. She makes a favor check (1d20+2) against a DC determined by the scope of the favor requested.

Inspire Confidence (Ex): Once a day, the noble can grant up to two allies a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls for 5 rounds, after a full round of oratory.

Protective Ward (Su): Once a day as a standard action, the cleric may grant someone she touches a +11 resistance bonus on his or her next saving throw. This is an abjuration effect with a duration of 1 hour (or until used).

The Revered Daughter of Paladine is a well-educated young woman from a noble family. She was born to wealth and spoiled as a child. She was betrothed to a young man, but did not love him and broke off the engagement.

The untimely death of her parents caused her to seek solace in religion. She was drawn to the teachings of Elistan and became a cleric of Paladine. She rose rapidly in the church and is now, despite her young age, one of the most powerful clerics in Palanthas.

Although she adheres to the teachings of the Gods of Light, Lady Crysania has much in common with Raistlin — more than she is willing to admit. She is cold, proud, aloof, and considers herself better than others. She is also ambitious and power-hungry, working to rise to a position of prominence in the church. Raistlin promises to help her achieve her goals.

Crysania finds Raistlin exciting and dangerous. She is attracted to this powerful man (though she absolutely refuses to admit this). She does not heed the warnings of those who see that she is embarking on a dangerous course of action. Crysania believes that she can “save” Raistlin from himself, and he allows her to think this, all the while drawing her ever deeper into his schemes. Crysania's pride and ambition blind her to Raistlin's true nature and ultimately lead her on what is a terrifying journey through the *portal* to the Abyss to confront the Queen of Darkness.

Crysania makes excuses for Raistlin, both to herself and to others. She disparages Caramon for being weak and wonders how such an intelligent and strong-willed man as Raistlin could have such a witless dolt for a brother.

Crysania comes to see the truth, but only when she herself is physically blinded. When she is of no more use to Raistlin, he abandons her to her fate. It is the much-despised Caramon who comes to her rescue, and who makes her realize that love is not a weakness, as she believes, but mankind's greatest asset.

Crysania learns through her own suffering that the most worthy ambition a person can hold is to help and serve others. In her fall, she rises to become one of the most compassionate and wise clerics of Paladine, fully worthy to follow in Elistan's footsteps.

TASLEHOFF BURRFOOT,

TRAPSPRINGER'S NEPHEW

CR 14

Male kender rogue 5/handler 9

NG Small humanoid (kender)

Source *War of the Lance* (handler)

Init +8; Senses Listen +12, Spot +16

Languages Common, Goblin, Kenderspeak

AC 21, touch 17, flat-footed 17; Dodge, Mobility; improved uncanny dodge; uncanny dodge

hp 70 (14 HD)

Immune fear

Resist improved evasion; handler's luck

Fort +8, Ref +18, Will +5

Spd 20 ft.

Melee *Rabbitlayer* +15/+10 (1d3+5/19-20)

Base Atk +9; Grp +6

Atk Options sneak attack +3d6

Special Actions five-fingered fighting, taunt

Abilities Str 13, Dex 18, Con 14, Int 12, Wis 9, Cha 13

SQ defensive roll 2/day, hide in plain sight, kender tales, light-fingered, trap sense +2, trapfinding

Feats Alertness, Dodge, Improved Initiative, Improved Taunt†, Mobility

† New feat from this book.

Skills Bluff +18 (+22 taunt), Climb +7, Decipher Script +7,

Escape Artist +11, Hide +21, Listen +12, Move Silently +26, Open Lock +17, Search +9, Sleight of Hand +18 (+27 to oppose Spot checks), Spot +16, Tumble +20, Use Magic Device +9

Possessions *bracers of armor* +4, *Rabbitslayer* (+4 small dagger, if lost or stolen, the dagger returns to its owner within a day), *ring of protection* +2, *vest of escape*, *boots of elvenkind*, *mwk thieves' tools*, various map and scroll cases

Defensive Roll (Ex): The handler can roll with a potentially lethal blow to take less damage. Twice a day, if the handler is reduced to 0 hit points or less by damage in combat, he can attempt to roll with the damage. He must attempt a Reflex save (DC equal to damage taken). Success indicates half damage. This ability does not work if the handler is denied his Dexterity bonus to AC.

Five-Fingered Fighting (Ex): The handler can make a Sleight of Hand check to lift an item from a target that is denied its Dexterity bonus to AC as part of a successful melee attack upon that target, without taking the standard -20 penalty for using the skill as a free action.

Handler's Luck (Ex): The handler adds a competence bonus equal to his Charisma bonus to all of his saving throws.

Hide in Plain Sight (Ex): The handler can use the Hide skill even when being observed. As long as he is within 10 feet of cover (including creatures of one size larger than the handler), a handler can hide himself from view even without something substantial to hide behind.

Improved Five-Fingered Fighting (Ex): The handler's five-fingered fighting ability may be used even on opponents who are not denied their Dexterity bonus to AC. Opponents who are denied their Dexterity bonus to AC are not permitted a Spot check to notice the handler.

Kender Tales (Ex): Handlers have a truly uncanny storehouse of useless trivia in their heads from years of sharing gossip, folk legends, and outlandish accounts of high-mythic relatives. This ability functions exactly like a bard's bardic knowledge ability, with the handler making a kender tale check on 1d20+10.

Light-Fingered (Ex): Handlers become increasingly adept at lifting items from others without their noticing. This handler adds a +9 competence bonus to his Sleight of Hand checks for the purposes of opposing his target's Spot checks, but not for the actual check to lift the item itself. Thus, even when he fails, the target may be none the wiser.

Tasslehoff Burrfoot is not, at this point in his life, a typical kender. He still has all the best qualities of a kender, however. He is extremely curious — so curious that he can't help but search through people's packs and pockets in order to see what interesting things they own. He may, in fact, "borrow" certain objects that he finds particularly fascinating, always with the plan of returning them to their proper owners, though this laudable plan never seems quite to work out. Thus he has on his person a wide variety of objects that he has "acquired," stuffing them into numerous pouches and promptly forgetting about them.

Tasslehoff still likes to travel, and he especially likes to travel with his old friends. When he discovers that Caramon and Lady Crysanía are setting out on a journey, Tasslehoff invites himself along.

Tasslehoff has been touched by shadow, however, and this makes him more thoughtful, serious, and insightful than his happy-go-lucky cousins. Crysanía and Caramon are blind to their own flaws. Because Tasslehoff has no ambitions and his heart is open to everyone and everything, however, he can see. What he sees disturbs him deeply. He knows that these people need help, but he can't fix them and this frustrates him, until he comes to realize that people must help themselves.

Tasslehoff can see quite clearly, for instance, that the dwarf spirits are doing great harm to Caramon, but the kender is unable to cope with the situation. He is the child in their relationship and Caramon is the adult, and the adult is supposed to care for the child — not the other way around. Yet, increasingly, the burden of responsibility for Lady Crysanía's safety, and for their own, falls on Tasslehoff, who is realistic enough to understand that he can't handle it.

When they arrive at the Tower of High Sorcery in Wayreth, Tasslehoff is the only one who sees that Caramon should not be sent back into the past alone. Not even the wise Par-Salian understands this. Thus, Tasslehoff makes the desperate decision to travel back in time with his friend.

Tasslehoff's ability to see clearly means the kender is the only person to penetrate the glare of radiance that blazes from the Kingpriest to see a self-deluded and arrogant mortal who will, in his pride, bring a terrible punishment down on the world. He also sees Raistlin's evil clearly when the mage murders his gnomish friend, Gnimsh.

No matter in what situation he finds himself, Tasslehoff is the one person who can see the truth — no matter how ugly or sorrowful. He is quite happy to point this out — if only someone would listen.

Chapter 4: ALTERNATE KRYNNIS

I looked around again at the bustling, enormous, wondrous city of Palanthis, untouched by Cataclysm or war. I saw it with brand-new eyes.

We hadn't gone back in time after all, I realized. It was still the same year it had been when Hayrn and I had last left Palanthis: 383.

But Ansalon was whole. No Cataclysm had occurred. Istar was triumphant, a world empire, with Solamnia and Ergoth as its dominions.

Time had not changed. But history had.

"There Is Another Shore, You Know, Upon the Other Side"
by Roger Moore, *The Dragons of Chaos*

The River of Time is a vast, constantly flowing current that carries with it all the people and events of the ages. Like any great waterway, the River has many tributaries, little streams that branch off the true timeline to create alternate Krynns. To the people of these worlds, theirs is the true timeline and the events that brought them to the present moment. Some of these Krynns are very recognizable. They are worlds where only minor events are different, and it is hard to see the changes. Others are drastically altered: worlds where the Cataclysm never happened or Takhisis's armies won the War of the Lance. And still more alternative Krynns lie somewhere in between. All these places exist outside of the knowledge of all but the most learned mages, priests, and scholars, because travel to these other Krynns is rare, difficult, and dangerous. There are few either foolish or brave enough to risk losing themselves in time.

KINGPRIEST ASCENDANT

Though he prayed alone in the temple at the heart of the basilica, Kingpriest Beldinas felt the power coursing into him from those of the Faith. He felt it flow through the golden crown he wore on his brow . . . and he at long last felt the presence of the god he had summoned. He rose to his feet to look down upon the altar before him, and spoke:

"Paladine, you see the evil that surrounds me! You have been witness to the calamities that have been the scourge of Krynn these last days. You know that this evil is directed against me, personally, because I am the only one resolved to fight against it! Surely you must see now that this doctrine of balance will never work!"

"I will rule in glory, creating an age to rival even the fabled Age of Dreams! You gave this and more to Huma, Paladine, who was nothing but a renegade knight of low birth! I demand that you give me, too, the power to drive away the shadows of evil that darken this land!"

Beldinas channeled the full power of the Faith into the presence before him. He felt it try to draw away, and reached out to encircle it, draw it inward. He felt the power that was Paladine struggle as he drew it closer, but the Kingpriest would not be denied; if he failed, there would never be another who could follow in his steps.

Every fiber of his being was suffused with power, and still it came. He raised up his spirit in mighty walls to contain Paladine within himself. The metal of the altar burst into flames, the fiery shape that had been foretold. The omens had come true. The Kingpriest was no more.

Tonight he would reach beyond those of the Faith. Tonight, every creature on Ansalon would know the will of the Godpriest.

On the main course of the River of Time, the Kingpriest of Istar demanded that the gods give him the power to impose his will upon the world, and in return for his impudence, they cast a flaming mountain down upon him and his people in the mighty Cataclysm that shattered the land. In another world, though, the Kingpriest would not be denied. So mighty was his power that he reduced most gods to pale shadows and claimed dominance over the only one who remained. In binding the power of Paladine to his own spirit, the Kingpriest ascended to become the Godpriest.

In this world, from the golden spires of Istar to the cold peaks of the Vingards, the will of the Godpriest is law. The Brotherhood of Querists and the Knights of the Divine Hammer enforce the dictates of the Faith and push the boundaries of Istar ever outward. Their devotion to increasingly strict beliefs and aggressive expansion has brought them into conflict with the ancient minotaur kingdoms and threatens to break the long peace with Istar's neighbors in Solamnia. Meanwhile, those wronged by Istar in the past strike back from without and within, from the mocking annoyances of the kender's Game to the much more dangerous plots of the Burning Robes.

No matter where heroes travel in this world, Istar and the Godpriest are a constant presence. In Istar itself, any violence or unusual behavior results in questioning or enslavement and, at worst, a quick execution. Characters of good alignment might soon wish they were lawful, and even those who are lawful good must strive to be better if they hope to meet the standards of the Faith.

Istarans are also encountered outside Istar. Istaran troops patrol the wilds, expanding their borders to claim any land they feel is "neglected." Querists ignore all boundaries in pursuit of anyone who has committed particularly egregious transgressions against the Faith. Finally, there are Istarans who abhor the path their nation is taking, and go elsewhere searching for those who would help them put the country back on course.

The heroes of the campaign may be the ones they are looking for. The course of a campaign set in this world is ultimately decided by whether characters choose to support the Godpriest or join those who would overthrow him. To fight the Godpriest and the power of the Faith means confronting an enemy who is nearly omnipotent, but those who win will free Paladine — winning the thanks of not just a god, but also of all who would worship a broader pantheon.



CONCEPT

In this branch of the River of Time, the PC heroes face a most difficult task: Do they support a regime that's become increasingly narrow-minded and repressive, or do they throw off the shackles that the Godpriest, his Faith, and his countless minions would impose on all?

The Godpriest has thrown off the Balance in a way that Krynn has never experienced before. Much of Ansalon (and perhaps one day all Krynn) could become entrapped by the Faith. The question here is which side do the heroes take in this setting?

There also exists another option with this setting. Present this Krynn at the campaign's opening as those of the Faith believe it to be. Do not tell the players that the Godpriest and his Istaran Empire has ventured well beyond the realm of good intentions and deep into repression and religious monomania. Let the characters (and their players) discover this over time for themselves. Show both sides of the Faith. Let the characters enjoy the life the empire and the Faith gives them (assuming they're Istarans), but also, over time as the characters travel and become more world-wise, let them see what it's like to be conquered, give them examples of what it's like to toil for the Faith as a slave or what future anyone branded a heretic in the empire has to look forward to. Don't dictate the heroes' morals to them; provide the players with opportunities to discuss what they witness and decide for themselves how to react in this world.

THEME

Religious monomania underlies all the events present in this campaign. Imposing the narrow viewpoint of a powerful few upon the masses of Ansalon has echoes

throughout both literature and history. The Kingpriest had divine power; his secular power derived directly from religion. This made him believe he and his views must be good and right. That he proclaimed all he did was for the good of Istar granted him only more power. This cycle continued unchecked until he unseated the very gods themselves and became the Godpriest. Beldinas knew he was right and good; how could he have so much power and be wrong? Therefore, any who disagreed with him were not only wrong, but actively evil — heretics who want only to destroy the goodness he man believes his actions spread across the face of Krynn.


This is the entrenched mindset that the heroes must combat, should they decide to take up the battle against those of the Faith. Only where the Faith is weak, new, or otherwise not accepted fully will the characters find many allies. Areas such as these exist beyond the established empire, in the various conquered lands, among people in the outlying provinces, and in the undercurrent of society (rogues, slaves, etc.). The heroes who challenge the Faith have a mighty mountain to climb, but those who succeed can truly call themselves heroes.

TIMELINE

The differences between the main course of the river and this one are many but minor, culminating in a Kingpriest with the power to successfully challenge the gods.

923 IA - THE RIVER SHIFTS

The bandit Cathan MarSevrin meets the monk who would come to be known as Beldinas Lightbringer. They gather an army whose goal is to depose the corrupted Kingpriest, Kurnos the Usurper.



When the troops of Cathan and Beldinas arrive at Istar, the Kingpriest's advisor, Quarath, opens the gates and gives them access to the city. In madness and desperation, Kurnos slays Quarath, whose death is the catalyst that sends causes the River to shift from its course. The demon is about to kill Beldinas as well when Cathan sacrifices himself instead.

Beldinas demands that Paladine resurrect his fallen friend, and the monk is granted the power to return Cathan to life. The people declare that the resurrection of Cathan — now known as Cathan Twice-Born — is the sign that Beldinas is the chosen of Paladine. He is crowned the new Kingpriest.

One of those witnessing Cathan's resurrection is a young squire, Loren Soth, who has a spiritual epiphany and devotes himself to good with renewed fervor.

924 IA - THE NEW COUNSELLOR

Kingpriest Beldinas chooses a new First Son, an ambitious cleric named Odarian, who becomes his closest counsellor in the years to come. He vows to remain forever pure of the darkness that tainted Kurnos and to use all the power at his command to eradicate any evil that would threaten Istar. Those who worship dark gods are hunted by the Divine Hammer, an order of knights gathered by the Kingpriest. While the wearing of the Black Robes is not outlawed, those who practice the darker side of arcane magic are encouraged to leave the city.

930 IA - BROTHERHOOD OF QUERIST FORMED

At the behest of First Son Odarian, the Kingpriest establishes the Brotherhood of Querists, priests who investigate those accused of worshipping evil sects so that none are unjustly accused.

932 IA - AGAINST THE MINOTAURS

Again at Odarian's advice, Cathan Twice-Born and the now-massive armies of the Divine Hammer venture into minotaur lands, off the empire's east coast, on a crusade in the Kingpriest's name. Coordinated tactics allow the Hammer to overcome great numbers of the minotaurs before the bull-men can use their ships to attain a greater mobility than the armies of the Hammer. Bloody raids begin to thin the ranks of the Hammer, and they are forced to retreat to Istar as winter approaches.

936 IA - EDICT AGAINST DARK MAGIC

The Kingpriest signs an edict ordering the Conclave of High Sorcery to cease teaching the ways of the Black Robes and to provide the names of all current practitioners. The Conclave refuses to acknowledge the edict.

938 IA - HIGH SORCERY DECLARED ILLEGAL

Querist investigators claim that attempts on the Kingpriest's life are the work of the Conclave of High Sorcery. Proof emerges when the archmage Fistantulus is slain by the Divine Hammer, after a long and bloody battle. Beldinas declares the Towers of High Sorcery to be heretical moon-worshippers and enemies of the Faith.

939 IA - NIGHT OF BURNING ROBES

Rumors circulate that Istarans are being abducted from the streets and taken to the Tower of High Sorcery in Istar for use in dark, wizardly experiments. Querists investigate, but are unable to penetrate the Grove surrounding the Tower. Over the course of a week at the height of summer, an increasingly angry mob gathers around the Tower, chanting for answers and revenge.

Though there is no response from within the Tower, the Kingpriest answers the call and focuses the will and belief of the people through his spirit and the *Miceram*, his Crown of Power. In the Night of Burning Robes, the Kingpriest wages a battle with the magic of the Grove and Tower. When the Grove is reduced to ashes, the wizards of the Tower emerge to engage him. Engorged with power, the Beldinas dispatches them and destroys the Tower of Istar.

940 IA - AGAINST THE KENDER

Condemning the irreverent disposition of the kender, the Kingpriest calls for a second crusade against them. Led by the Divine Hammer, an army of the faithful marches toward Hylo as any wandering kender flee into their homelands. As the Divine Hammer crosses Solamnia, they encounter Lord Soth of Knightlund, now a gentle Knight of Solamnia who convinces them that the kender will come to worship in their own way and time. The Crusade disbands and the knights return to Istar — where they are denounced by the Kingpriest and imprisoned.

943 IA - MINOTAURS STRIKE BACK

The worship of Paladine at Istaran temples comes to be known simply as "the Faith."

The Third Crusade takes the Divine Hammer back into the heart of the minotaur kingdoms, where they ravage Mithas and destroy the Temple of Sargas. The Blood of Kothas puts allegiance to their god before their hatred of their ancient enemies in the Blood of Mithas. Capturing the knights, the minotaurs publicly execute them, one each day for three months. Last to die is First Son Odarian, who led the crusade. The Kingpriest and the people of Istar honor the Order of the Divine Hammer with a week of fasting.

945 IA - AGAINST THE ELVES

Answering the kender's pleas for help, The Silvanesti elves mount a growing resistance to the Faith from hidden encampments in the southern deserts. The Kingpriest announces a bounty on the Silvanesti and a ban on trade with them. Knights of the Divine Hammer and sellsword crusaders scour the empire elvenkind are all but eliminated from Istar.

946 IA - GNOMES JOIN ISTAR

Seeing how things are going, the gnomes offer alliance with Istar, and the Kingpriest accepts, granting them the city of Clockwork in exchange for the aid of their inventions.

947 IA - KINGPRIEST ATTACKS WIZARDS

The Kingpriest journeys to Daltigoth and leads a multitude of followers to that city's Tower of High Sorcery. Drawing upon all his power, the Kingpriest wrenches the moons themselves out of alignment to weaken the wizards inside the tower. The Divine Hammer assails the Tower when the wizards are at their weakest, and any who fail to escape are executed. When the Kingpriest's concentration falters, the wizards release magic that destroys both the Tower and a majority of the city. The Kingpriest survives, but loses an eye when struck by a piece of debris.

As preparations are underway for a fourth crusade to take place the following summer, an army of minotaurs lands on Istar's east coast. More than a dozen towns are pillaged, as well as the city of Lattakay, and their temples razed to the ground. The watchtowers of the Divine Hammer are destroyed, and soldiers preparing for the crusade are redirected to construct and man new towers.

948 IA - SLAVERY REINSTATED

Announcing that some races are heretics by nature, beyond redemption, and can do good works in the world only through forced servitude, the Kingpriest reinstates the previously outlawed practice of slavery. Kender and minotaurs are immediately enslaved whenever found in Istaran lands, as are heretics against the Faith.

949 IA - NEUTRAL GODS OUTLAWED

A popular tract circulates among the people, suggesting that bringing greater good into the world risks the emergence of a greater evil. When this tract finds support among temples to the neutral gods, the Kingpriest declares them heretical faiths, "red stains on the white spirits of Istar." The doors of the temples are barred, and worship of neutral gods is outlawed.

950 IA - HIGH CRUSADE

The Kingpriest himself leads a High Crusade to Palanthas, where despite the opposition of some on the Solamic Council, the Tower of Palanthas is destroyed and the Great Library burned to prevent the further dissemination of its "evil teachings."

Astinus of Palanthas disappears, and is never seen again.

952 IA - THE PURIFIED APPEAR

The Kingpriest announces that his new personal protectors will be the Purified, Silvanesti subjected to a long Querist ritual led by the Kingpriest himself that cleared their minds not merely of evil intent but of any intent whatsoever except the will of the Kingpriest.

THE GAME BEGINS

Stories circulate among the kender that points can be scored by embarrassing Knights of the Divine Hammer, acquiring swords of the Purified, and any of a multitude of tasks. The source of the Game and its rules is unclear, as are what rewards the kender might collect from playing, but they participate with enthusiasm nonetheless. The High

Querist and the Divine Hammer issue a joint order that any kender caught playing the Game is to be immediately put to death.

954 IA - TIGHTENING CONTROL

Querists become regular observers of sects worshipping good gods with neutral tendencies. Any minor deviances in their practices lead the Querists to call in the Purified and the Divine Hammer to dismantle one sect after another. Some Istarans begin to quietly express concern about the increasingly strict edicts of the Kingpriest. Among them is Cathan Twice-Born, second in command of the Hammer.

956 IA - SECOND HIGH CRUSADE

The Kingpriest announces he will undertake the Second High Crusade to Losarcum to destroy its Tower of High Sorcery. Before he can do so, the wizards destroy the Tower. Querists warn the Kingpriest that were all five Towers to be destroyed, a formidable level of uncontrollable magic would be loosed upon the world. The Kingpriest declares the Tower of Wayreth to be sacrosanct, an "eternal warning to those who would worship the power of the night."

957 IA - THE IRON REVOLT

Cathan Twice-Born and the aging Lord Soth hatch a plot to bring attention to the plight of slaves across Istar. In the Iron Revolt during the fall harvests, slaves across the nation refuse to work, instead sitting quietly and performing devotions to Paladine. Local theocrats are unwilling to discipline or kill the slaves while they are seemingly in the midst of sacred rites, so Istar grinds to a halt for more than a week until the Kingpriest declares that worship by heathens is meaningless when it causes harm to those of the Faith. Revolting slaves are put to death until the others resume their work.

960 IA - EDICT OF THOUGHT CONTROL

The Kingpriest declares the Edict of Thought Control, claiming that undisciplined minds that allow themselves to have evil thoughts can be a danger to the purity of Istar. Querists, using magic adapted from captured renegade mages, wander the streets of Istaran cities, reading random minds in search of evil.

961 IA - FAILED COUP

Cathan Twice-Born recruits Revando, First Son of Paladine, into a conspiracy to dethrone the Kingpriest. The conspirators are betrayed by one of their own and rounded up by the Divine Hammer. The majority, including Lord Soth, are hanged in the streets outside the Chancery; Soth's nephew becomes the new Lord of Knightlund and abandons his planned pilgrimage to Palanthas in order to fulfill his new duties. Revando is executed, and his body is burned outside the Great Temple. The Kingpriest himself brings Cathan Twice-Born to the brink of death, then has him Purified. Cathan Thrice-Born becomes the High Protector of the Faith.



963 IA - KINGPRIEST ASCENDS

The Kingpriest summons Paladine and demands that the god grant him the power to complete the cleansing of the world. When Paladine refuses, the Kingpriest binds the god's spirit to his own, ascending to near-godhood and sparking the eternal Godspyre at the heart of the Temple. Drawing upon his newfound power, the Godpriest quells the earthquakes that have ravaged the Lordcity, then extends his power even further. For one night every creature on Ansalon feels the touch of his will. One in three die; Istaran clerics declare that these were weak in the Faith.

Following the Day of Ascension, the Godpriest must expend much of his willpower containing Paladine within himself.

964 IA - BURNING ROBES WIZARDS DISCOVERED

Charged with power granted to them by the Godpriest, Cathan Thrice-Born and a dozen of the Purified journey to shattered Losarcum to investigate rumors of mages meeting in the ruins of the Tower of High Sorcery. There they first encounter the mages of the Burning Robes, who have vowed to bring Istar to its knees.

ORGANIZATIONS

KNIGHTS OF THE DIVINE HAMMER

The Order of the Divine Hammer remains the strong right arm of the Faith, charged with protecting all lands under the banner of Istar and all the devoted who live there. This is an enormous task, requiring an ever-growing number of knights, so both local clerics and traveling Querists keep watch for any boys coming of age who display a high degree of strength or martial skill. Those who do are guided to the nearest Hammerhall.

Although the Knights of Solamnia are often called up as examples in the training of a Knight of the Divine Hammer, the young knights are never allowed to forget that the only vow they are required to take is one of devotion to the Godpriest and the Faith. Unlike the Purified, who draw strength directly from the Godpriest, the might of the Divine Hammer comes from within, and from the bond with their fellow knights.

Where the Purified and Querists often make Istarans uncomfortable, faithful citizens find the presence of a local garrison of the Divine Hammer comforting. The Knights know both the strength of the Faith and the realities of the everyday world.

Hammerhalls can be found across the nation, from the grand marble and gold keep of the Lordcity to encampments along the borderlands. The Divine Hammer fills similarly diverse roles, from maintaining a ceremonial guard at the gates at the Arena of Istar to undertaking raids into minotaur lands.

BROTHERHOOD OF QUERISTS

Once the people of Istar called to the Brotherhood of Querists to prove they were innocent of accusations of evil. Now it is often Querists who make the accusations. While

the Querists were once defenders of the people, as the decades passed they became judges who heard all sides of a claim, then made a final verdict before handing the guilty off to the Divine Hammer for punishment or the Temple of Istar for Purification. Finally, when the Kingpriest acquired the secrets of reading minds using the magic of renegade mages, he entrusted it to the Brotherhood and gave them a mandate allowing them full authority to judge and punish any evil they found.

Now the Querists answer only to their own righteousness, and the Godpriest himself, as they travel across Istar in search of evil. Some Querists still show a degree of understanding toward those who have only slightly strayed from the path of the Faith. Indeed, in their role as judges of others, they understand that even they can never hope to attain true purity. But others are bitter about the stain on their spirits and do not tolerate it in others, as attested by the well-used gibbets and blackened fire pits across the empire.

KNIGHTS OF SOLAMNIA

The Knights of Solamnia have a complicated relationship with the Faith. They are among Istar's oldest allies, and often fought alongside the Divine Hammer. However, as the years passed, the Grand Circle of Knights became concerned about the changing nature of the Faith, particularly once the Kingpriest declared his opposition to worship of neutral gods. Istar had long been jealous of Solamnia, and for decades its merchants put pressure on clerics of the Faith to send Querists there, believing that none outside the Faith could possibly live up to a code as strict as the Oath and Measure. Even once the Querists acquired magic that let them enforce the Kingpriest's Edict of Thought Control, they still found that the majority of Solamnics were as good as their word, if not better. Thus has Solamnia remained inviolate, even as Istar crossed it to wage war with the kender of Hyllo.

As Istar was indeed doing its part to smite evil and increase good in the world, the Grand Circle had a hard time resolving to declare opposition to the Faith. But with the binding of Paladine and the ascension of the Godpriest, those on the Council who had previously objected to such a notion now find their resistance faltering. Were the Knights to openly declare war on Istar, the Faith and its people would no longer be dealing with the lightning raids of the minotaurs or the guerrilla warfare of the kender; it would be facing an army as large as its own . . . and possibly more skilled.

THE BURNING ROBES

The Conclave of High Sorcery has been secluded in the Tower of Wayreth for nearly a decade, locked in endless debate over how to confront the near-omnipotence of the Godpriest. But there are many in the ranks of wizardry who will not wait before they strike back at those who have marked them for death.

The Burning Robes are wizards of all Robes who have named themselves for the mages massacred at the destruction of the Tower of Istar. A network of cabals

THE GAME

“You haven’t heard about the Game? Boy, I must have scored about a thousand points already. Maybe ten thousand if you count that ship that sank in Lake Istar, but it never really was clear if it was longswords or longcoats in the hold and besides, it’s not like it sank because I was there. I mean, it certainly is an interesting thought but I suppose that it just doesn’t make sense to think that a ship would sink only on account of me. I just wanted to see if there really were sea elves strapped to the bottom of the boat to push it around and you see what happened was —”

“Oh, the Game. Right. Well, nobody really knows who makes the rules, but they sure know how to make those Istaran priests mad. ‘Course, that’s not hard, but the Game makes it pretty amusing — except to the Istarans.”

“Anyway, I just heard about a new set of rules this morning. Just like always, you can score points for hiding the weapons of Istaran knights: one point for a sword or three daggers, and two points for one of those big hammers their officers carry around. Now though, you can score double points for putting the weapons in a pile of grain in the market square of any Istaran town. The other big addition is a big one: twenty-five points for putting out one of those big fires burning on the Godpriest’s head. Well, not the Godpriest’s actual head. I mean those statues they have all over the place in Istar. So what if you dumped a bunch of grain onto one of those fires and stuck a hammer in it? That has to be worth about a hundred points, right?”

scattered across northern Ansalon, members of the Burning Robes train new apprentices while they continue their own studies in hidden laboratories.

Believing the destruction of the Towers of High Sorcery to be not only a blow to the power of arcane magic but also an unforgivable insult, the Burning Robes will settle for nothing less than the reconstruction of the Towers . . . and the complete and utter destruction of the Faith. Some cabals dedicate themselves to recovering what power remains in the wreckage of the Towers, while others make strikes at the Faith — often into the heart of the Lordcity itself.

BLOOD OF MITHAS

The Blood of Mithas is the dynasty ruling the largest of the minotaur kingdoms. Though long content to battle for dominance of their own people, the invasion of their lands in Istar’s Third Crusade was a blow to both the armies and the faith of the Blood of Mithas, as the Divine Hammer cut through their ranks to destroy the holy temple of Sargas. Yet more importantly, the invasion proved to be a terrible embarrassment to the Provenbloods of the kingdom, as it was their ancient enemies in the Blood of Kothas who eventually destroyed the invaders.

Even countless battles with the Blood of Kothas have not wiped out the memory of that time of weakness, and while they still battle for the minotaur throne, the Blood of Mithas has found a new enemy in Istar. Mithas-bloods are often found leading raids across Istar’s borders, sometimes burning whole towns simply for the sake of avenging a single death.

LOCALES

ĪSTAR

The people of the Faith and the nation of Istar are strong in the time of the Godpriest. Statues of Beldinas Lightbringer


stand at the center of all Istaran cities, topped with oil-fed braziers whose flames echo the Godspyre as a constant reminder of the power of the Faith. Close to the capital Lordcity, regular trade caravans run down wide, paved roads bringing goods from one city to another. Slaves tend to every need of the good people. The Knights of the Divine Hammer protect the nation from outside threats as they expand the boundaries of Istar ever outward. The Querists scrutinize every part of Istar for danger that might come from within, tracking even the most simple of evil thoughts that might risk throwing the entire nation into darkness.

It is a golden age for Istar. To say otherwise is heresy.

Lordcity of Istar: The Lordcity is called the “crown of the Faith.” Where once the city and its people strove to be perfect in the eyes of the gods, now they need only please the Godpriest. This is a difficult task at best, but in return the citizens of the Lordcity live in the cleanest and most orderly city in Ansalon. Generations of craftsmen have labored to make every building a thing of beauty, from the simplest shop to the complex of buildings and chapels housing everything from the offices of the Brotherhood of Querists to the Sacred Chancery of Istar — the largest in the world since the Kingpriest burned the Libraries of Palanthas and Tarsis. At the center of the city lies the basilica, the heart of both the city and the Faith. Day and night the basilica’s crystal dome glows with the golden light of the Godspyre, an eternal flame that burns where the Kingpriest’s once stood, marking the power now contained within the Godpriest.

Pilsinus: Five days’ ride southwest of the Lordcity is an isolated mountain valley where the Divine Hammer brought the last captive Silvanesti spies, following the uprising of 945 IA. The elves were held at the camp for nearly five years until the Kingpriest came to employ a new ritual he had developed, a “gift of Paladine.” Within a month, the prisoners had become the first of the Purified





— warriors given strength by the Faith and unfailingly obedient to the Kingpriest, yet stripped of all emotion.

Though the Purified have little need for social interaction, they do require shelter when not on assignment and the chance to train with warriors of their own caliber. So Pilsinus has become a stark city of squat, stone buildings, containing armories, barracks, and training grounds for the elite warriors of the Faith. As the ranks of the Purified have grown so has the city now known as Pilsinus — the “City of the Cleansed” — which is now home to nearly 5,000 troops.

Clockwork: When the Kingpriest declared many of the nonhuman races to be evil, he specifically excluded the gnomes. Though the gnomes had difficulty following the strict regimen of the Faith, they remained open to its ideas. More importantly, they provided the people of Istar with a wide array of effective, if temperamental, labor-saving devices that finally made the quality of life in Istar equal to that of older, wealthy cities such as Karthay. So while kender and minotaur were being clapped in manacles and enslaved, gnomes across Istar were told of a place where they would have large laboratories of their own, freedom to experiment, and the full resources of Istar. Most accepted the offer, and though the city wasn’t underground it was everything the Faith had promised.

Clockwork was once like any other Istaran city, but now the gilding has been stripped away and melted down to make wire and the marble is blackened with soot from the city’s rampant machinery. Ostensibly, gnomes are citizens of the Faith with full freedom to travel Istaran lands, but the gnomes of Clockwork are typically discouraged from leaving simply by providing them with everything they need.

There have been occasional tensions between Clockwork and the Faith, particularly when the gnomes have undertaken potentially heretical Life Quests. Other problems arose when more rigid Querists assigned to oversee the city and its people proved unable to adapt to the mercurial society of the gnomes. But the current administrator, Querist Teliro, has proven to be a favored and successful overseer, bringing many new gnomish inventions to the Faith.

SOLAMNIA

Solamnia remains, as it has been for centuries, a diverse and peaceful collective of fiefs watched over by the Knights of Solamnia. Istar has long been jealous of Solamnia’s natural gifts — the natural defenses of the Vingaard and Khalkist Mountains to the east and west, the fertile plains along the Vingaard River valley, and of course the fantastically wealthy port of Kalaman. Istar was a cultural and economic rival of Solamnia long before the rise of Kingpriest Beldinas, and once Beldinas began aggressively expanding Istar’s borders there were many who urged him to look toward Solamnia.

In Solamnia, many are uncomfortable with the Godpriest’s self-assigned moral authority, particularly following his High Crusades into Solamnic lands to destroy the Tower of High Sorcery at Palanthis and the

march of the Second Crusade toward Hylo. Yet Beldinas has always been able to argue the moral right of his campaigns, and his words contain enough weight that the Solamnic council has not yet been able to raise a complete objection. Fortunately, Beldinas also has yet to find a fully justifiable reason to occupy Solamnic lands and annex them into Istar; kender from Hylo are allowed to move freely in Solamnia, but though Istar claims that the kender cross Solamnia only to enter the lands of the Faith and instigate trouble, the Knights have always been able to show that they are tireless in their efforts toward a diplomatic solution. More recently, when Loren Soth, the guardian of the largest Solamnic protectorate, was discovered to be behind a plot to unseat Beldinas, the Solamnic Council was able to prove that he acted independently, and even opened their borders to Istaran Querists for a full assessment of the lord’s nephew, chosen to take his place as protector of Knightlund. The new Lord Soth was found to be both pure of heart and dedicated to the Oath and Measure, and the Istarans had no choice but to return home.

Thus have the two nations remained in a fragile peace.

Palanthis: In stark contrast to the gilded shrines and curving, marble avenues of Istar, Palanthis is a city of stone streets straight as a bowshot, broken by defensive works leading toward the Solamnic keep at its heart, built following the fall of the Tower of High Sorcery. The inns of the city are typically filled with visiting Knights and citizens of the fiefs, come to seek the guidance of the Grand Circle or on pilgrimage to Palanthis’s temple to Paladine, the largest outside Istar. Once many wizards and Aesthetics were seen in the streets of the city, but since the High Crusade they have become a rare sight, though few in Solamnia can say where the surviving scholars and mages may have gone.

Knightlund: This is the largest of the Solamnic protectorates, covering a full tenth-share of the territory of Solamnia. In recent years, a new Lord Soth, nephew to the beloved elder Knight of the same name, has taken his uncle’s place as protector of Knightlund. Though no friend of Istar following the Kingpriest’s execution of his uncle, the young Lord Soth bears an even deeper hatred of the minotaurs and is making plans for a campaign of his own to their lands.

HYLO

Hylo is the last refuge of free kender on Ansalon, as Balifor has fallen to the Divine Hammer, and its people put to the sword or sold as slaves. It survives only because of the Solamnic Knights. Though stodgy, the Solamnics were pleasant enough, and once you get past their occasional capitulation to Istar, they make unequalled protectors.

Hylo: As they have difficulty getting a definitive answer from the kender, nonkender who visit the largest city in Hylo call it by the same name. After the Second Crusade chased most of the kender scattered across northern Ansalon back to Hylo, they quickly became bored with their homes. So they decided to rebuild it. The result is a city of eclectic structures, such as the house covered

in chicken feathers in an attempt to make it fly, or the “treehouse” with trees planted on its roof. Of course, the kender became bored with construction as quickly as with anything else, so the majority of the city is made up of half-demolished and half-constructed buildings. But that has simply made the city more interesting to explore.

Hop: Hop is one of many “playtowns” that have sprung up in the foothills of the Vingaard Mountains, where kender go to meet other players of the Game and swap stories about points they have scored. As the Querists and the Divine Hammer have been known to stage raids on playtowns, they tend to move around and often have their own special rules in an attempt to sort players from spies and agents of the Faith. In Hop, as the name suggests, everyone is required to hop around at all times (although they are free to choose between one- or two-footed hopping). This looks every bit as ludicrous as it sounds, particularly when bands of minotaur rebels pass through.

MINOTAUR LANDS

Nearly 2,000 years before Istar began its rise to power, minotaurs enslaved by the dwarves escaped to carve out a kingdom of their own in the lands of eastern Ansalon. Unfortunately, they proved to be their own worst enemies; within a century of laying claim to a those lands, they fell upon one another in a battle for dominance. The result has lasted to the current day: dozens of minotaur kingdoms, each ruled by the “Provenblood” member of a minotaur warband and all at constant war over who will claim ultimate dominion over the others. Though this endless war has kept the minotaurs from expanding their territory, it has also kept others wary of the perpetually chaotic region.

Though the minotaurs would occasionally venture out of their territory in search of supplies, even the minotaurs’ closest neighbors in Istar didn’t come to their kingdoms until Beldinas raised the massive armies of the Divine Hammer. Even when soldiers of the Faith reached the kingdoms in the First Crusade, the minotaurs saw outsiders as annoyances and lesser races that would be dealt with after they had settled their own matters, and the destruction of the temple to the minotaurs’ patron god Sargas in the Third Crusade only brought the minotaurs together for a few short months.

Mithas and Kothas: The largest of the minotaur kingdoms are these two neighboring territories at the heart of minotaur territory, named for the two sons of Ambeoutin, the last minotaur to rule over the united kingdoms. The Blood of Mithas and the Blood of Kothas each claim that rule should have passed to their branch of the bloodline and will not rest until they have proven their claim in combat.

Though an ongoing war is fought in the highlands on their mutual border, the dispute between Mithas and Kothas also plays out in the arenas of both kingdoms. Regardless of who is the winner of these battles in front of thousands of witnesses, the validity of the victory is always questioned and the war goes on. The smaller kingdoms encourage this rivalry, well aware that were the two to ever

combine their forces they instantly would be the dominant force in the region.

Rathan: Protected from the harsh northern oceans by the inlet created by Cape Tailyon, Rathan is the largest of the minotaur port cities. The minotaurs are happy to allow ships from around the world to dock in Rathan and trade, provided that they acknowledge the minotaurs as rulers of both the port and the seas. Those who do so half-heartedly and are discovered by the minotaurs often find themselves spending a week chained to Beacon Rock.

The ancient forests north and west of Rathan provide stout timbers not only for the city’s shipyards, but for nearly every building in the city. After a fire reduced the Trade Quarter to ash and rubble a few years ago some reconstruction has been made of stone, but tradition and a plentiful supply guided much of the Quarter back to wood construction.

WAYRETH

Southwest of Istar, in the woods beyond the Kharolis Mountains, lies Wayreth and the last remaining Tower of High Sorcery. As the power of the Lightbringer and the Faith have grown, that power of arcane magic has waned. Protected by its constantly shifting woods that make it impossible for those not welcome to reach the tower, the wizards within work to advance their art but the confinement and close quarters has led to a great degree of squabbling not only between the orders but also between those who wear Robes of the same color. Even the Conclave is locked in endless debate, and every day more of the younger mages slip away to find the Burning Robes, mages who seek to advance the cause of high sorcery by destroying Istar.

ADVENTURE IDEAS

TOWER IN THE NIGHT

The heroes are approached by a merchant who hires them to stand guard around an isolated grove in Solamnia, claiming that his family is about to undertake a solemn ceremony that cannot be disturbed. Yet, when strange howls and flashes of light shatter the night, the heroes discover the truth. Deep in the heart of the grove, the Burning Robes have found a place of extreme magical power where they hope to lay the cornerstone for a new Tower of High Sorcery. But their ritual has reached through time and space to summon terrible creatures of darkness, and as the heroes defend themselves, they find they have also drawn the attention of the defender of Knightlund — the good Lord Soth!

CHANCES AND LONGSHOTS

Kender everywhere are abuzz with the news: the newest rules of the Game have declared the Istaran city of Edessa to be the site for the next Scavenger Hunt, and extra points can be claimed for Prettiest Bauble, Biggest Bag Full of Things, and Most Collected Faith Medallions. But the Faith has heard about the new rules, and Edessa is rapidly filling with Querists and Knights of the Divine Hammer. As the



heroes arrive in the town, whether as citizens of Istar or players of the Game, it soon becomes clear that someone is using the Game as part of a larger campaign. . .

BY THE HORNS

The heroes encounter an Istaran villager in search of help: the minotaur warband of the Blood of Chembrudar has captured the her hometown of Zaladh, which is near minotaur lands. The minotaurs refuse to let their land be threatened by the weak, and while they hold the town prisoner their champion will fight one Istaran a day in single combat until the town is eradicated. The last of the town's guards were beaten a week ago. As all the Knights in the region are needed to defend new conquests elsewhere in the world, Istar has resigned itself to losing Zaladh and recapturing the land later. If the heroes help, it's a toss-up as to whether it gains the appreciation or the ire of Istar.

FIRE FROM THE HEAVENS

Whispers in Istaran marketplaces talk of the Silver Temples, underground groups who still worship Paladine in the old ways. Those who hear the rumors quickly forget them unless they want to be investigated by the Querists, or worse, the Purified. But the heroes are approached by a cloaked figure claiming to be from the Silver Temples who has something hard to forget: a heavy pouch laden with jewels. The Temples hope to free Paladine from his bonds to the Godpriest, and to attempt a spell they have created they need only one thing: a tongue of flame from the Godspyre burning in the Great Temple's basilica.

PERSONALITIES

THE GODPRIEST

CR 25

Male civilized human greater aspect (Law, Nobility, Sun) cleric 13/righteous zealot 7

LG Medium outsider (good, lawful, native)

Source The Godpriest uses the aspect template and nobility domain introduced in *Holy Orders of the Stars*.

Init +5; **Senses** Listen +5, Spot +5

Languages Celestial, Common, Elven, Istarian

AC 29, touch 25, flat-footed 24

hp 180 (20 HD); DR 10/magic

Immune ability damage, ability drain, disease, energy drain, petrification, poison, *polymorph*, immortality

Resist acid 20, cold 20, electricity 20, fire 20; **SR** 30

Fort +21, **Ref** +21, **Will** +30 (+34 against enchantments)

Spd 30 ft.

Melee unarmed strike +15 (1d3+3 nonlethal)

Base Atk +12; **Grp** +15

Special Actions greater turning 1/day, inspire allies 1/day (+1 morale bonus on saves, attack rolls, ability checks, skill checks, weapon damage rolls, lasts 8 rounds), oration 7/day (*compelling argument* [DC 25], *condemning tirade* [DC 25], *enthraling discourse*), spontaneous casting (*cure* spells), turn undead 11/day (+18, 2d6+30, 14th)

Cleric Spells Prepared (CL 21st, 22nd w/lawful spells, +15 melee touch, +17 ranged touch)

9th—*gate, miracle* (2), *true resurrection*

8th—*antimagic field, discern location, earthquake, fire storm* (DC 24), *holy aura* (DC 24)

7th—*holy word* (DC 22), *repulsion, resurrection, greater restoration, greater scrying* (DC 22)

6th—*banishment* (DC 21), *greater dispel magic, forbiddance* (DC 21), *geas/quest, heal*

5th—*disrupting weapon, hallow, mark of justice, raise dead, righteous might, true seeing*

4th—*death ward, discern lies* (DC 19), *dismissal, divination, divine power, imbue with spell ability, sending*

3rd—*bestow curse* (DC 18), *daylight* (2), *magic circle against evil, prayer, remove blindness/deafness, remove curse*

2nd—*aid, augury, consecrate, gentle repose, lesser restoration, spiritual weapon, zone of truth* (DC 17)

1st—*bless* (2), *command* (DC 16), *detect evil, divine favor, protection from evil, remove fear*

0—*create water, detect magic, detect poison, light, purify food and drink, resistance*

Deity: For all intents and purposes, the Godpriest's deity is himself, but he still relies on Paladine's power to fuel his spells and clerical abilities.

Domains: None. The Godpriest no longer gains bonus domain spells, but relies on his spell-like abilities as an aspect.

Spell-Like Abilities (CL 20th, 21st w/lawful spells, +15 melee touch, +17 ranged touch):

At will—*calm emotions, discern lies, divine favor, endure elements, enthrall* (DC 20), *fire shield, heat metal, magic circle against chaos, magic vestment, order's wrath* (DC 22), *protection from chaos, searing light* (DC 21)

3/day—*dictum* (DC 24), *dispel chaos, fire seeds* (DC 24), *flame strike* (DC 23), *geas/quest, greater command* (DC 23), *hold monster* (DC 24), *repulsion, sunbeam* (DC 25)

1/day—*demand, prismatic sphere* (DC 27), *shield of law, storm of vengeance* (DC 27), *summon monster IX* (lawful only), *sunburst* (DC 26)

Abilities Str 16, Dex 21, Con 13, Int 21, Wis 20, Cha 26

SQ gather followers (Leadership bonus +2), righteous indignation 3/day

Feats Dynamic Priest†, Eschew Materials, Extra Turning, Improved Turning, Iron Will, Leadership^B, Negotiator, Persuasive, Spell Penetration

† New feat included in this book.

Skills Bluff +29, Concentration +9, Diplomacy +43, Gather Information +28, Intimidate +20, Perform (orate) +26, Knowledge (arcana) +11, Knowledge (religion) +19, Sense Motive +12, Spellcraft +7

Possessions *Godcage, bracers of armor* +4, rich clerical robes, *medallion of faith*

Gather Followers (Ex): The righteous zealot has attracted a small group of loyal followers, giving him the Leadership feat as a bonus feat with a +2 bonus to his Leadership score.

THE PURIFIED

The Purified are the elite warriors of the Faith, sent to solve the toughest problems and stalk the most dangerous enemies of Istar. When Beldinas was still Kingpriest, purifying a creature required a massive expenditure that drained him for days. Since ascending to become the Godpriest, Beldinas has access to near-unlimited power . . . but purifying a creature still requires so much concentration that he risks losing his hold on Paladine. Now the Purified are created by High Clerics entrusted with power by the Godpriest, who then fall into unconsciousness for up to a month.

The creatures created, however, remain just as potent as the Silvanesti first purified by the Kingpriest. Granted enhanced strength and boosted reflexes, one of the Purified can typically best a creature more than twice its size. Once given orders by a cleric of the Faith, the Purified become an unrelenting force of nature and a terror in battle if resisted. A Purified creature remains intelligent, but the conversion drains it of emotion and personality, giving it the personality of a living corpse.

Though all Purified seen in service of the Faith were once powerful warriors in their own right — gladiatorial champions, leaders of the resistance, and Knights of the Divine Hammer — it is possible that weaker creatures could become Purified.

CREATING A PURIFIED CREATURE

“Purified creature” is an acquired template that can be added to any corporeal creature with Intelligence and Charisma of 3 or greater (referred to hereafter as the base creature).

A purified creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type remains the same. Do not recalculate Hit Dice, base attack bonus, skill points or saves. Size is unchanged.

Hit Dice: As base creature.

Speed: As base creature.

Armor Class: As base creature.

Attacks: As base creature.

Special Qualities: A purified creature retains all the special qualities of the base creature and gains the following special qualities.

~ purified creature gains fast healing 5, and recovers 5 hit points a round as long as it has at least 1 hit point remaining. A purified creature always stabilizes when it is reduced to 0 or fewer hit points, but its fast healing does not activate until it is brought to at least 1 hp.

~ Damage reduction 5/evil.

~ Keen senses: A purified creature gains darkvision 60 ft. and low-light vision.

~ Permanent *magic circle against evil* (caster level = creature’s HD)

~ Emotionless: A purified creature suffers a –10 penalty on all Bluff, Diplomacy, or Intimidate skill checks that are not made to further the specific goals of the Godpriest.

~ A purified creature’s natural weapons, as well as any weapon it wields, are treated as good-aligned and lawful-aligned for the purposes of damage reduction.

Abilities: Increase from the base creature as follows: Str +4, Dex +2.

Feats: As base creature, plus Improved Initiative.

Challenge Rating: Same as the base creature +2.

Level Adjustment: Same as the base creature +4.

Oration: Seven times a day, the righteous zealot may use his command of the spoken language to sway others. The righteous zealot must be able to speak clearly and be heard to use this ability. A deafened righteous zealot suffers a 20% chance of failing with oration. If he fails, it still counts against his daily limit. The righteous zealot may use his oration to create the following effects.

Condemning Tirade (Sp): By verbally unleashing his anger at an individual, the righteous zealot can cause his opponent to question himself. The victim is allowed a Will save (DC 25) to avoid becoming shaken for 70 minutes. This is a language-dependent mind-affecting compulsion effect.

Compelling Argument (Sp): The righteous zealot can cause a single individual to temporarily see things his way. This ability works like the *suggestion* spell, but the target must be a single individual who has already been affected by the righteous zealot’s *enthralling discourse* oration. The target is allowed a

Will save (DC 25) to negate the effect. This oration doesn’t count against the righteous zealot’s orations per day. This is a language-dependent mind-affecting compulsion effect.

Enthralling Discourse (Sp): The righteous zealot has the ability to speak before large crowds and control the ebb and flow of sentiment. To be affected by this ability, a crowd must be able to see and hear the zealot, understand the language being spoken, and be within 90 feet. Each affected individual is allowed a Will save (DC equal to the zealot’s Diplomacy skill check). Affected individuals who fail their saving throw will sit (or stand) quietly and listen to the zealot’s words as long as the zealot continues to speak and concentrate, up to a maximum of 14 rounds. The effects are otherwise identical to the *enthrall* spell. This is a language-dependent mind-affecting charm effect.

Righteous Indignation (Su): Three times a day, the righteous zealot may add his Charisma bonus to any one saving throw.

Godcage: This is a small golden sphere taking the place of the Godpriest's left eye. It was once the legendary Crown of Power worn by the Kingpriests, but has been transformed into the divine prison within which Beldinas has caged Paladine. It grants the Godpriest a +10 deflection bonus to AC, +10 resistance bonus to all saving throws, +8 effective caster level (for purposes of spells per day and caster level), +8 to all Charisma-based checks (including turning checks), the ability to shed light in a 50 ft. radius (150 ft. radius as *light* spell for 1 round when divine spell is cast).

The stress of containing Paladine within the Godcage prevents Beldinas from using all of the divine power bottled up within it, but essentially he is able to continue supplying clerics with divine spells, or sever the connection to those clerics as he chooses. If the Godpriest takes damage, he risks losing this constant battle of wills with the caged god. He must make a successful Concentration check (DC equal to the damage taken) or lose access to his spells, supernatural abilities, and spell-like abilities for 1d4 rounds. While in this state, he is also considered fatigued; if he does anything to further exert himself, he becomes exhausted. If the Godpriest is killed, Paladine will be released and return in 1d6 hours to his full godly strength within the Dome of Creation. The Godcage is not subject to spells or effects that diminish, dispel, or inhibit magic, including antimagic fields, even if the Godpriest himself is.

Since binding the spirit of Paladine to his own, Beldinas Pilofiro has become the most powerful being on Ansalon, but the power came with a price. Paladine still rages against his confinement, and keeping him contained requires much of the Godpriest's will. Thus has he attained nearly unlimited power, but cannot yet exercise it.

SIR ARN KAR-THON, KNIGHT OF THE DIVINE HAMMER CR 16

LN male human rogue 2/fighter 6/ knight of the Divine Hammer 8

Arn Kar-thon was a witness to the destruction of the Tower of Daltigoth, a day that cost him dearly. His father, Duke Serl, was at the vanguard of the Kingpriest's troops during the invasion of the Tower, and was killed in the explosion. A shard of stone thrown outward from the blast caught Arn above the right eye, scarring his face and rendering the eye useless. Dazed, Arn wandered away from the city and into the wilderness, surviving for nearly two years while he prayed to the gods for guidance.

His path brought him to Istar, where he volunteered to serve with the Knights of the Divine Hammer. The loss of his eye, the same injury sustained by the Godpriest on the same day, was seen as an omen, and Arn was accepted into the Order. Over the next two decades he rose quickly

through the ranks, becoming both a skilled and valiant Knight and a favored escort for Querists.

Though Kar-thon may not be charismatic, he is quite perceptive and often knows the judgments of the Querists before they are announced. He also understands that even he does not live up to the high standards of the Faith, and prays each day that the Godpriest will guide him to grace.

When not traveling, Arn can typically be found at the Hammerhall in Istar, often working alongside the armorsmiths of the Order and learning their craft.

CATHAN THRICE-BORN, LORD PROTECTOR OF THE FAITH CR 17

Male purified civilized human fighter 5/knight of the Divine Hammer 10

LG Medium humanoid (human)

Init +5; **Senses** keen senses (darkvision 60 ft., low-light vision); Listen +3, Spot +3

Languages Common, Elven, Istarian, Solamnic

AC 30, touch 13, flat-footed 29; permanent *magic circle against evil* (+2 on AC against evil)

hp 125 (15 HD); fast healing 5; **DR** 5/evil

Immune fear (2 rounds/day)

Resist +4 on saves against fear; +2 on saves against evil

Fort +13, **Ref** +7, **Will** +9

Weakness -10 penalty on Bluff, Diplomacy, and Intimidate skill checks that are not made to further the specific goals of the Godpriest.

Spd 20 ft.

Melee *Ebonbane* +26/+21/+16 (1d8+12/19-20)

Base Atk +15; **Grp** +20

Atk Options Cleave, Power Attack

Special Actions glory of Istar (+2 damage when charging, make an Intimidate check with +4 morale bonus as a free action, allies gain +4 morale bonus to saves against fear and +1 to weapon damage until next turn), might of Istar (1/day, +4 bonus to Str and Con for 5 rounds), smite infidel, take him down

Abilities Str 20, Dex 12, Con 15, Int 14, Wis 16, Cha 15

SQ coordinate +3, favor +3, law of Istar +10

Feats Cleave, Endurance, Honor-Bound†, Improved Initiative^B, Iron Will, Leadership, Lightning Reflexes, Negotiator, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

† New feat from the *DRAGONLANCE Campaign Setting*.

Skills Diplomacy +20, Gather Information +9, Handle Animal +7, Intimidate +14, Knowledge (religion) +10, Ride +21, Sense Motive +19

Possessions +4 *reflecting full plate*, +3 *large shield*, *Ebonbane* (+5 *axiomatic holy longsword*, grants Deflect Arrows feat, 3/day—*greater heroism*, CL 20th), *ring of protection* +2, light warhorse with +2 *chainmail barding*, military saddle

Coordinate (Ex): A knight of the Divine Hammer can produce great results when directing others in his command. Whenever he use an aid another action to assist an ally with a skill check or in combat, the ally gains a +5 bonus rather than a +2 bonus.

Favor (Ex): A knight of the Divine Hammer gains access to the resources of the Empire, and can call upon favors among the upper ranks of the Divine Hammer and even the priesthood of Paladine. Five times a week the knight may make a favor check (1d10+3) against a DC determined by the scope of the favor requested.

Glory of Istar (Ex): A knight of the Divine Hammer is the model of his order's trust and faith in the Holy Empire. Whenever he uses the charge action against an opponent, he gains a bonus to all weapon damage rolls equal to his Charisma bonus (if any), and may make an Intimidate check against his opponent as a free action with a +4 morale bonus. Any allies within 30 feet who witness this glorious charge gain a +4 morale bonus to saves against fear and a +1 bonus to all weapon damage rolls until the knight's next turn.

Law of Istar (Ex): A knight of the Divine Hammer gains a +10 circumstance bonus to Diplomacy and Gather Information checks when acting on official Istarian business.

Might of Istar (Ex): A knight of the Divine Hammer may channel the strength of his conviction into actual physical power. Once a day as a free action the knight can gain a +4 morale bonus to his Strength and Constitution scores for a number of rounds equal to 3 + his Charisma bonus (if any).

Purified: As one of the purified servants of the Godpriest, Cathan is permanently surrounded by a *magic circle against evil* effect, gains DR 5/good, fast healing 5, keen senses (darkvision 60 ft. and low-light vision), and the Improved Initiative feat as a bonus feat. He suffers a -10 penalty on all Bluff, Diplomacy, or Intimidate skill checks that are not made to further the specific goals of the Godpriest. As with all of the Purified, the Godpriest can see and hear anything Cathan does, and speak through him at will.

Smite Infidel (Su): Once a day, the knight may attempt to smite a chosen type of infidel with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals an additional 10 points of damage. If a knight accidentally smites a creature that is not a chosen infidel, the smite has no effect but is still used up for that day.

Take Him Down (Ex): A knight of the Divine Hammer can deal nonlethal damage instead of normal damage with no penalty to his attack roll. He must announce his intent to cause nonlethal damage before rolling his attack.

Valor of Istar (Su): A knight of the Divine Hammer benefits from a +4 morale bonus to all fear effects, and once per day as a free action the knight may steel his resolve and gain immunity to fear for a number of rounds equal to his Charisma bonus (if any).

There are few greater heroes, or villains, in Istaran history than Cathan Thrice-Born. Once a simple bandit, he helped overthrow Kurnos the Usurper and install Beldinas Lightbringer as the Kingpriest. As a member of the Divine Hammer, he led the First Crusade into the minotaur

kingdoms. Yet the histories of the Chancery also tell how the mind of Cathan was infected by the evil thoughts of Lord Soth, leading him to try to overthrow the Kingpriest as he had toppled the Usurper so many years before.

The Kingpriest could not bring himself to execute such a loyal servant to the Faith, but he couldn't let the influence of the Son survive to corrupt others. So, with tears in his eyes, the Kingpriest himself Purified his dear friend Cathan Twice-Born, bringing him to the edge of death and then returning him as Purified — Cathan Thrice-Born.

Now Lord Protector of the Faith and guardian of the Godpriest, Thrice-Born is never far from the Lightbringer's side, an unfailingly obedient protector still armed with the legendary sword, *Ebonbane*.

ΠΕΝΟΤ ΒΑΡΠΙΑΝ, HIGH QUERIST CR 17

Male civilized human cleric 7/master 3/inquisitor 7

LN Medium humanoid (human)

Source Penot Varpian uses the noble base class introduced in the *War of the Lance* sourcebook.

Init +0; **Senses** Listen +5, Spot +5

Languages Celestial, Common, Istarian, Elven

AC 18, touch 18, flat-footed 18; improved uncanny dodge, uncanny dodge

hp 94 (17 HD)

Resist evasion (*ring*)

Fort +10, **Ref** +6, **Will** +18

Spd 30 ft.

Melee unarmed strike +13/+8/+3 (1d3+1)

Base Atk +12; **Grp** +13

Special Actions turn undead 7/day (+6, 2d6+9, 7th)

Combat Gear *potion of cure light wounds* (2), *potion of expeditious retreat*, *potion of restoration*; scrolls: *command* (CL 3rd) (2), *greater command* (CL 12th), *dismissal* (CL 8th)

Spells Prepared (CL 7th, CL 8th with law spells, +13 melee touch, +12 ranged touch)

4th—*discern lies* (DC 17), *order's wrath*^D (DC 18)

3rd—*dispel magic*, *protection from energy*^D, *searing light*, *speak with dead* (DC 16)

2nd—*calm emotions*^D (DC 15), *consecrate*, *eagle's splendor*, *hold person* (DC 15), *zone of truth* (DC 15)

1st—*bane* (DC 14), *bles*, *comprehend languages*, *detect chaos*, *protection from chaos*^D, *sanctuary* (DC 14)

0—*create water*, *guidance* (2), *light* (2), *resistance*

^D: Domain spell. Deity: The Godpriest. Domains: Law, Protection

Spell-Like Abilities (CL 7th):

1/day—*protective ward*

Abilities Str 12, Dex 11, Con 12, Int 14, Wis 16, Cha 18

SQ academic reputation, erudite synergy, extreme focus 1/day, primary focus, trap sense +3

Feats Alertness, Investigator, Great Fortitude, Leadership, Negotiator, Persuasive, Skill Focus (Intimidate), Stubborn†

† New feat included in this book.

Skills Bluff +13, Concentration +8, Diplomacy +24, Gather Information +24, Intimidate +26, Knowledge (history)

+11, Knowledge (local) +12, Knowledge (nobility and royalty) +15, Knowledge (religion) +21, Knowledge (the planes) +9, Listen +5, Sense Motive +18, Perform (oratory) +9, Search +11, Spellcraft +8, Spot +5

Possessions combat gear plus 5 vials of *holy water*, 3 pouches of silver dust, *cloak of resistance* +1, *amulet of natural armor* +4, *ring of protection* +4, *ring of evasion*, *holy symbol*

Academic Reputation (Ex): Varpian may add his Intelligence bonus to any Bluff, Diplomacy, or Intimidate check related to the following knowledge skills: local, nobility, religion, the planes.

Erudite Synergy (Ex): Varpian gains a +2 to all Knowledge (religion) and Knowledge (local) checks.

Extreme Focus (Ex): Once per day Varpian may add his 7 ranks of Concentration to any Intelligence- or Wisdom-based skill check

Primary Focus—Sage (Ex): Varpian gains a +2 bonus to all Knowledge checks.

As a boy, Penot Varpian first gained recognition in the Church of Istar when he sent a missive to the Kingpriest reporting a beloved local cleric for giving heretical sermons, an act that made Varpian an outcast in his own hometown. Journeying to study in Istar, he became a cleric of Paladine, famous both for the long hours he spent studying in the Temple Chancery and the orations he gave each morning in Six-Sword Square.

When the Brotherhood of Querists was established, Varpian was among the first to be called. Using his deep knowledge of the Faith and his keen ability to read people, Querist Varpian was said to possess an ability to find evil second to only the Kingpriest himself. Although his focus on his investigations kept Varpian from advancing his clerical abilities, he did develop his powers so that he required no divine focus to call upon the power of the Faith. This, combined with his impressive record as a Querist, led him to be named High Querist.

High Querist Varpian has held his position for more than two decades and is one of the most feared men in Istar. It is widely known that Varpian normally wears no armor and carries no weapons, but with the Brotherhood of Querists and the Divine Hammer at his command, he has little need. It is said that if you perform an evil deed in the morning, Varpian will be at your door by sundown. He has also developed a reputation for having little mercy; indeed, it was High Querist Varpian who lit the pyre to burn the traitorous First Son, Revando.

KASTALOS TELIRO, QUERIST CR 8

LG male civilized human cleric 5/inquisitor 3

Querist Teliro grew up the son of a jeweler in a small town a day's ride from Istar. Though his father wanted him to apprentice in the family trade, Kastalos' insatiable curiosity took him to the Lordcity, and once there, into the depths of the Temple Chancery. Of a naturally good disposition, Teliro easily qualified to become a cleric, though his interests lay as much in greater access to the libraries as in service to the Faith.

Teliro's ability to successfully gather information from strangers by badgering them with friendly questions led him to be recruited by the Querists. After three years' service, the Brotherhood determined he would be a good Querist to oversee the city of Clockwork. They were right. Teliro's temperament is similar to that of the gnomes, and he has made a remarkable amount of progress simply by exchanging knowledge with them instead of only preaching, as other supervising Querists had done before. Also, instead of executing those who stray from tasks assigned to them by the Faith, Teliro has waged a successful campaign urging the gnomes of Clockwork to undertake Life Quests that will be useful both to gnomish knowledge and the Faith.



LORD ARLAN SOTH,

KNIGHT OF THE SWORD

CR 12

Male civilized human fighter 7/knight of Solamnia (Sword) 5

LG medium humanoid (human)

Source Arlan Soth uses the single-classed Solamnic knight variant introduced in the *War of the Lance* sourcebook.

Init +7; **Senses** Listen +1, Spot +1

Aura courage (+4 bonus against fear to all allies within 10 ft.)

Languages Common, Solamnic, Istarian

AC 22, touch 10, flat-footed 22

hp 110 (12 HD)

Immune fear

Fort +12, **Ref** +6, **Will** +5

Spd 20 ft.

Melee +2 *holy longsword* +18/+13/+8 (1d8+5/19-20) or
+1 *lance* +16/+11/+6 (1d8+4/x3) or
mwk dagger +16/+11/+6 (1d4+3/19-20) or
Ranged mwk composite shortbow +15/+10/+5 (1d6+3/x3)
Base Atk +12; **Grp** +15
Atk Options Cleave, Great Cleave, Mounted Attack, Power
Attack, Ride-By Attack, smite evil 1/day, Trample
Special Actions strength of honor 1/day
Combat Gear potions: 3x *cure light wounds* (CL 5), 20
arrows

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 13, Cha 17

SQ fight to the death, heroic initiative +1

Feats Cleave, Diehard, Honor-bound†, Improved Initiative,
Leadership, Mounted Combat, Power Attack, Ride-
By Attack, Trample, Great Cleave, Weapon Focus
(longsword)

† New feat from the *DRAGONLANCE Campaign Setting*.

Skills Diplomacy +11, Intimidate +12, Knowledge (nobility
and royalty) +7, Knowledge (religion) +7, Ride +17

Possessions combat gear plus +2 *full plate armor*, mwk
heavy steel shield, +1 *lance*, +2 *holy longsword*, mwk
dagger, mwk composite shortbow (+3 Str bonus), *cloak
of resistance* +1

Aura of Courage (Su): The knight is completely immune
to fear. Allies within 10 ft. gain a +4 morale bonus on
saving throws against fear effects.

Heroic Initiative (Ex): The knight gains a +1 bonus on
initiative checks.

Knightly Courage (Su): The knight has a +1 morale bonus
on saving throws against fear effects.

Smite Evil (Su): Once a day, the knight may attempt to
smite evil with one normal melee attack. He adds +3
to his attack roll and +5 to damage rolls. If the knight
accidentally smites a creature that is not evil, the smite
has no effect but it is still used up for that day.

Strength of Honor (Su): Once a day, as a free action, the
knight may add a +4 morale bonus to his Strength
score for 3 rounds.

When Arlan was a boy, his father was arrested by the
Faith for evil misdeeds and put to death. It was then he
discovered he was the nephew of Loren Soth, Knight of
the Rose, and part of the bloodline that had protected
Knightlund for centuries. Arlan was brought into Soth's
household and raised as the lord's ward.

Arlan spent his boyhood in martial training, and acting
as squire to his uncle. When he was of age, he was taken
before the Knightly Council by Lord Soth, who nominated
the young man for knighthood. Sir Arlan entered the
Order as a Knight of the Crown and was a beloved servant
of the people of Knightlund.

Dedicated to a life of obedience to his uncle and service
to the people, Sir Arlan had his first encounter with Istar
shortly after. Late in that year, a merchant caravan from
Palanthas vanished in western Istar. Sir Arlan swore to
discover the fate of the caravan. With the help of a young
Querist named Marlik, he journeyed into the borderlands
of Taol. There, Sir Arlan and Marlik found the captured
caravan. He slew several bandits, saving Marlik's life.

Five years later, Arlan was shocked to find betrayal on
his own doorstep. His uncle, Lord Loren Soth, was found
guilty of conspiracy against the Kingpriest and was put to
death — and the Querists came to Knightlund with the
intention of at long last seizing the land for Istar. It was
Querist Marlik who revealed Loren Soth's dishonor, and
it was confirmed by Querist magic. Sir Arlan, now the
heir to the Soth lands and name, remained in Dargaard
for questioning. Despite endless investigation and
trials, he was found to be pure in mind, body, and soul.
Begrudgingly, the Kingpriest could do nothing to prevent
the Order from making Arlan a Knight of the Sword and
naming him Lord Soth, Protector of Knightlund. Still,
those who covet the family lands are waiting for the knight
to make a single mistake.

Mindful of his uncle's downfall, the new Lord Soth
wants Knightlund to remain a land of good and plenty, and
has not yet dared to oppose the Godpriest. Yet he shares
the Order's distaste for what Beldinas has done to Paladine,
and patiently awaits those who might bring justice to the
Faith. When the time comes, it may be Lord Soth who
leads the fight against The Faith.

SEROS MIDDARK,

TOWERLESS MAGE

CR 17

N female half-elf wizard 9/wizard of

High Sorcery (red robe) 8

Seros Middark has gone to great lengths to keep her
origins a secret. What is known is that the half-elf
eventually apprenticed to a wizard of the Red Robes at the
Tower of Daltigoth and then, after the Kingpriest destroyed
that Tower, journeyed to the Tower of Palanthas to take
her Test. When that Tower was also razed by the Kingpriest
in his first High Crusade, the path of Seros Middark was
set: she sought out and joined those wizards who had
set themselves in opposition to Istar and the Faith. She
understood this decision was a great risk, but she would
devote her life to opposing those who persecuted the
Orders of High Sorcery.

Seros has made her home in Hylo, capital of the kender,
and set up shop as a blacksmith. Though she plies her
trade in mundane items, in secret she works on magical
arms and items that she sells (and occasionally gives, if the
stakes are great enough) to those battling the forces of the
Godpriest. She believes that the world under Beldinas is
inherently wrong, and she is unaware of just how accurate
her viewpoint stands.

She has kept what she believes to be her most
important role a secret. After completing her Test,
the Conclave gave her the *stone of illusion*. As well as
empowering her illusionary magic, the stone has protected
her from the alignment-delving magic of the Querists on
the few occasions when she has been questioned. Though
she was not told so by the Conclave, Seros believes that
discovering the true power of the stone will lead to the
return and reconstruction of the Tower of Daltigoth, as
well as bringing back balance and reason to the lands of
Ansalon.



MAGOCRACY OF ANSALON

“... It is high time that the Three officially disband the Solamnic Knights once and for all. They lost their credibility and usefulness when they failed to help after the Cataclysm. It was the mages who saved the lives, cities, and crops of the people, at great cost to our own ranks. Not these Knights. It was the mages who protected the people from the scavenging creatures looking for food. Not these Knights. They cling to the idea that they are a valued part of our society. They are not. They are nothing more than a living reminder of their own failure to live up to the Measure.

“It is clear that the Three needs only the Knights of Huma at their side now. We are the ones who have proven our worth since the beginning, before we officially broke from the Solamnic Order and took up our current mantle. Keeping these sad men in useless honorary positions only leaves them grumbling about the ‘good old days’ when things were run by the very man who caused the Cataclysm in the first place. The true Solamnic Knights are long dead. It is time they rest in peace. . . .”

Excerpt from a letter to the Mage Council of Three of Palanthis from Johannes Stirn, Commander of the Knights of Huma in 26 *Anno Magus*.

CONCEPT

When the Cataclysm tore the world apart, it seemed no one could save it. The cities would crumble. The crops would fail. Disease would run rampant, and the people would die. When the gods abandoned the world and all hope seemed lost, however, a miracle occurred. The mages came forth from their tower, and became the heroes of the day. The wizards banded together, regardless of the color of their robes, to save civilization with their arcane might. The people of Krynn rallied around these unlikely saviors when the wizards proved they could do what no other group on Ansalon could. Just like magic, so the people say, the mages went from pariahs to the undisputed rulers of Ansalon.

Having the ability to do magic and pass the wizard's Test guarantees that you will, above all, become an important person — a leader of men. Without a mage's skill, you can rise only so far, because only mages may hold leadership roles in the community. Mages have become the world's new aristocracy. The more powerful they grow, the higher they may rise. The goal, for most, is to reach the Council of Three — the archmages who have complete dominion over the land. Only from the Three flow the laws of the land. Woe unto those who do not obey, for with magic the ability to glean unseen secrets has increased, and punishment can take many unexpected forms.

Clerical magic is all but unheard of in the Magocracy; even the Queen of Darkness, in her attempts to reenter the world, has turned not to clerics, but a new breed of wizard: the Gray Robes.

THEME

What would the world of Krynn be like if the magic-wielders were in charge? How would customs and laws change? How would the stories people tell change? The themes of the Magocracy of Krynn are: *The Class Struggle*, *Hope for Underdog*, *Fighting the Yoke of Tradition*, and *The Politics of Wizards*.

The Class Struggle: The mages have become the aristocracy of this new world. How you are treated and how far a person may rise is now almost solely based upon their ability to do magic. This creates an interesting struggle between the haves and have-nots. Respect is not based upon heredity, honor, or divine right. Mages come from all walks of life. However, this still means that a very small number rules the rest of the population. When magic ability limits how far you can rise within the military or government, it causes hard feelings for those who are denied. It is another variation on the ageless class struggle.

Hope for the Underdog: Conversely, as mages come from all walks of life, regardless of money, breeding, or caste, this provides hope for those who normally would not be able to rise to positions of leadership. The homeless urchin can dream of better things, and the farm boy may strive for that which might otherwise lie beyond his grasp. When the mages rule, any underdog may rise to become more than he thought he could be.

Fighting the Yoke of Tradition: This theme revolves around rogues within the brotherhood of wizardry. Since the Cataclysm, those in power have set up a single pathway into the ranks of the mighty, through scouts, schools, and tests. If you do not follow the path laid out by the Three, you cannot be considered a true mage. This, however, does not stop magically endowed mavericks who turn their backs on the status quo. This causes quite a bit of concern for those in power.

The Politics of Wizards: Those in command are not united, no matter what face they put forward. The differences go much deeper than the colors of the robes they wear. Fundamental philosophical disagreements mar every gathering of ruling mages, whether it is in the Council of Three, the Conclave of Archmages, or the Knights of Huma. This means that the upper echelons are filled with power struggles. The balance between the three factions is fragile. Some fight to maintain it while others secretly strive to end it.

TIMELINE

59-21 PC - KINGPRIEST'S ENVOY

Marwort the Illustrious, a White Robe, is assigned as envoy to the Kingpriest. The position of envoy is traditionally held by a White Robe, because of that Order's association with Solinari.

40 PC - A TEST

A promising young wizard, Merroc the White, takes the Test in the Tower of Istar. He is a favored pupil of Marwort.



28 PC - NEW MASTER OF THE TOWER

Merroc the White becomes Master of the Tower of Palanthis.

20 PC - PRELUDE TO WAR

Marwort the Illustrious dies, and the Conclave of High Sorcery assigns Leciane do Cirica, a Red Robe, to take his place as envoy to Beldinas's court. The institution of a Red Robe in this position is taken as a sign of disrespect by the Kingpriest and his council.

Highmage Vincil da Jevra is later murdered during a meeting with the Kingpriest when a Black Robe assassin makes an attempt on Beldinas's life. Jorelia the Enchantress, a White Robe, is chosen as the new Highmage, but cannot stop the ensuing conflict from causing the Lost Battles. The wizards of High Sorcery begin moving magical artifacts from the Towers to Wayreth, Zhaman, and other secret locations.

19 PC - THE LOST BATTLES

The Lost Battles: Istar and its allies fight the Orders of High Sorcery. Fistantantilus the Dark, in an effort to get rid of other meddlesome wizards, secretly gives the Kingpriest magical seeds that will let his armies pass through the magical groves.

The Battle of Daltigoth is led by Duke Serl Kar-thon, who uses one of the seeds to bypass the Kadothan Grove. Rather than letting Serl's armies gain access to their secrets, the wizards destroy the Tower, leveling nearly half of the city with it. Thousands die.

In Losarcum, Cathan Twice-Born, commander of the Divine Hammer, mounts an attack of his own. As his knights storm the Tower, the mages destroy it as well.

Losarcum is reduced to ruins. Leciane do Cirica, who is present, flees the devastation rather than sacrificing her life to save Cathan. The River forks, though the effects will not reveal themselves fully for two decades.

A month after the Lost Battles, Jorelia hands the keys of the Tower of Istar over to the Kingpriest, and dies shortly thereafter. Merroc the White succeeds her as Highmage, and relinquishes his key in Palanthis, but a Black Robe wizard, Andras Rannoch, leaps from the Tower onto its gates, cursing it as he expires. His death infuses the Tower and its grove with a powerful, evil taint.

The remaining wizards retreat to Wayreth.

17 PC - NEW PLANS


Listening to the counsel of Leciane do Cirica, who fears what the future may hold for the Orders, Merroc the White chooses not to let magic fade into obscurity. Heeding Leciane's dream of wizards returning to prominence, he begins working on plans to present a new face for High Sorcery.

9 PC - PLANS IN MOTION

After almost a decade of campaigning, Merroc begins to realize he is fighting a losing battle. Istar's power continues to wax while the Orders' reputation diminishes. Leciane suggests recapturing the Tower of Istar from the Kingpriest's clutches. Plans are set in motion.

0 PC - THE CATAclysm

Merroc the White knows the end is coming. The time to act is now. He and Leciane, now head of the Red Robes, lead a band of powerful mages to Istar. They enter the Tower on the day of the Cataclysm, and cast a spell to



move it, temporarily, to an alternate plane of existence. As the fiery mountain falls, the Tower of Istar vanishes. Tragically, Leciane is shut out of the Tower at the final hour, and perishes in the Cataclysm.

Without Cathan to bear them to Xak Tsaroth, the *Disks of Mishakal* are lost in the destruction of Istar. The chances of the gods' return are slim.

When the Lordcity has sunk beneath the waves, the Tower reappears, floating above the swirling maelstrom of the Blood Sea. A new age — the Age of Magic — dawns.

ANNO MAGUS I - MAGIC FLOWS FORTH

(Begins in O PC) Merroc commands his wizards to use their magic to assist the people of Ansalon. The wizards break Andras's curse and retake the Tower of Palanthas.

AM 1-31 - MAGIC REBUILDS

In the decades following the Cataclysm, the Towers are protected by the Orders of High Sorcery. Under Merroc's watchful eye, peace is reestablished, and stewardship of the world is divided among the robes.

The Black Robes control their regions with threats, fear, and harsh punishments. Bandits and thieves are publicly executed. The wizards are harsh, but many folk feel safe despite their dark rule.

The Red Robes rule with a gentler hand, encouraging self-governing and using their magic to guide the leaders of local communities.

The White Robes act as protectors of the people, and are praised for their generosity and good works.

AM 32 - A TIME OF MOURNING AND STRUGGLE

Merroc the White dies. The Highmage's death sparks a time of despair and struggle. Wizards battle to succeed him when the Conclave fails to reach a conclusive decision.

AM 33 - THE SOLAMNIC REBELLION

The Knights of Solamnia gather to rise against High Sorcery. They stage attacks on groups of wizards while the mages are in disarray. This backfires as the threat brings the Orders back together, and the wizards wage war against the knights. Solamnia's power base fractures, and many knights break ranks to side with the wizards. The uprising collapses.

In the wake of the rebellion, two major events occur. First, the wizards of High Sorcery agree to reorganize under new leadership. The Council of Three is elected: Astathan of Qualinost represents the White Robes, Horal Stonetooth the Red, and Vinuc Nightsong the Black. Astathan is later noted as the wizard that did the most to spread High Sorcery throughout Ansalon. He is quoted as saying that "we must sculpt our Orders anew, and our clay shall be the youth of Ansalon."

The second major event is the formation of the Knights of Huma. In honor of the friendship between that legendary hero and the wizard Magius, the knights who supported the wizards in the rebellion assume this new mantle as defenders of wizardry.

AM 38 - THE DARK ONE DEFEATED

Fistandantilus the Dark, traveling forward in time from the Cataclysm, is surprised to find the Tower of Palanthas retaken. Together, the wizards and the Knights of Huma defeat him, and his soul is imprisoned within the very stones of the Tower he sought to claim.

AM 40 - WIZARDS RULE

Ansalon has recovered from the Cataclysm. With the help of the mages, crops do not fail, monsters and bandits are rebuffed, and plagues are quickly contained. The people honor the Council of Three, recognizing them as Ansalon's true rulers.

AM 42 - THE GRAND CONCLAVE

Accepting the mantle of rulership, the Three send archmages throughout Ansalon, each going to a different nation or people. Henceforth, every ten years, this "Grand Conclave" reconvenes at a different Tower. During the first such event, the Knights of Huma are formally recognized for their valor and courage during the Solamnic Rebellion. The Three orders the restoration of the lost Towers.

AM 63 - LOSARCUM REBUILT

The Tower of Losarcum is rebuilt, restored much to its original form.

AM 94 - DALTIGOTH RESTORED

The Tower of Daltigoth is raised anew.

AM 112 - TOWERS TAKE CONTROL

At the eighth Grand Conclave, the wizards redivide the lands of Ansalon, basing the new nations around the five Towers. The Master of each Tower will rule the lands around it. While there is some resistance to this idea, in the grand scheme of things the transition is surprisingly smooth. The people want peace and stability, and the mages provide it, backed by the Knights of Huma.

AM 141 - DARK QUEEN'S RETURN

The Queen of Darkness takes the Foundation Stone of the Temple of Istar to Neraka, and plans to use it as a gate from the Abyss to Ansalon.

AM 142-152 - CHROMATIC DRAGONS WAKE

Takhisis awakens her dragon minions, whispering her plans into their dreams and waking thoughts.

AM 157 - THE EVERMAN

A human named Berem finds the Foundation Stone and pries loose an emerald from it. The stone embeds itself in his chest, granting him immortality. Berem flees into the Plains of Dust.

AM 176 - NEW TOWER CONSTRUCTED

A sixth Tower of High Sorcery is built at the border of Silvanesti.

AM 182 - NEW TOWER ORDERED

The fifteenth Grand Conclave. The creation of a seventh Tower is ordered in Sancrist. It is to become the main training ground of the most promising of mages.

AM 184 - END OF THE OATH & MEASURE

War breaks out against the last, rogue Knights of Solamnia. Outraged by the wizards' trespass on Sancrist, the knights make a suicidal attack against the overwhelming forces of the Knights of Huma. They are slaughtered to a man. So ends the legacy of Vinas Solamnus.

AM 210 - DARK QUEEN BLOCKED

Takhisis attempts to return from the Abyss, only to discover that someone has removed a gem from the Foundation Stone, barring her way.

AM 244 - TOWER OF SANCRIST

The Tower of Sancrist is completed, the most magnificent magical structure upon Ansalon.

AM 300-320 - DARK QUEEN FRUSTRATED

Takhisis's agents search for Berem, but cannot find him. Angered at her minions' failure, she explores other avenues for entering the world. Her attention turns to the newly built Tower of Sancrist.

AM 333 - SANCRIST DESTROYED

The Dark Queen's agents infiltrate the Tower of Sancrist and attempt to subvert it to their use. At the same time, a gnome activates a magical item within the Tower. The spells interfere with each other, and the Tower is destroyed in a massive explosion. The isles of Sancrist and Cristyne, are laid waste, and are known as the Blasted Isles. Magic runs wild there.

AM 337 - GRAY ROBES

Trying yet a new avenue, Takhisis founds the Gray Robes. Renegade wizards based in the nation of Blöde, they focus their energy through the Dark Queen instead of the moons.

AM 343-347 - DRAGONARMIES FORM IN BLÖDE

The dragonarmies slowly and secretly gather in Blöde. Evil dragons, ogres, outcasts, and mercenaries band together under the Gray Robes.

AM 347 - THE DARK ONE RETURNS

Raistlin Majere takes the Test in Palanthis, and is possessed by the spirit of Fistantilus. He dons the Red Robes, but already has designs on traveling back in time to figure out why Fistantilus's plans went awry. No one suspects the role he might play in future events.

AM 348 - THE PRESENT

Ansalon stands on the brink of a great and sweeping war, as the Dark Queen prepares again to conquer the continent and its people.

LOCALES

The lands of Ansalon are familiar, yet quite different under the wizards' rule.

THE NATIONS OF ANSALON

Ansalon under the Magocracy is quite different than the main timeline, had Leciane died and Cathan lived. The nations most people knew are replaced by vaster realms, each ruled by one of the six Towers of High Sorcery. The Masters of these Towers report, in turn, to the Council of Three. The current Council consists of Par-Salian the Black, Alfred the White, and Willim the Scarlet.

Palanthis stretches from the Straits of Algoni to the Khalkist Mountains, and from the Turbidus Ocean to the New Sea.

New Istar covers the land from the Khalkists to the Blood Sea Isles, and from the Turbidus to the northern edge of the Losarcum Peninsula.

Daltigoth consists of the isles of Northern and Southern Ergoth, Enstar, Nostar, and the Blasted Isles of Sancrist and Cristyne.

Wayreth is comprised of Abanasinia, Qualinesti, Thorbardin, and the western Plains of Dust.

Losarcum covers the entire Losarcum Peninsula, including the Kenderwood.

Silvanesti includes the old elven kingdom, as well as Khur and the eastern Plains of Dust.

THE GREAT HALL OF THE THREE

The Great Hall the Three is located in the city of Palanthis, not far from the Tower there. It is a huge meeting hall, with corridors of offices on either side. These offices are for general administration and small meetings. This is where the private business of the Three is performed when it cannot be completed at the Tower. The rooms are sparsely adorned and functional.

In contrast, the Hall itself is magnificent in its splendor and artwork. The walls are hung with intricately woven, constantly moving tapestries that tell the history of many of the courageous sacrifices that have been made to bring Ansalon to its new golden age. The ceiling of the great hall is a masterpiece mosaic honoring the three moons: Solinari, Lunitari, and Nunitari. Some people travel to Palanthis just to view the Hall's artwork.

Once each month the Council of Three gathers in the Hall to hear the petitions, conflicts, and questions of the people of Ansalon. Disputes of all types are settled in the Great Hall. The word of the Three is final. No petition is too small to be heard, if the Three so will it. If the number of petitions requires it, the Three will meet for up to three days, from sunrise to sunset.

In order to be heard by the Three, the petitioners enlist the month before the session with the Seneschal. Those who have traveled the farthest are heard from first. After that, it is first come, first served — unless a petitioner can somehow convince the Seneschal of the importance and urgency of her petition and its need to be heard earlier in the session.



When the Council of Three is not in session, the Great Hall is frequently used for lavish balls and celebrations — for a modest fee, of course.

THE KEEP OF HUMA

The Keep of Huma is a no-nonsense, functional building designed for efficiency and training. The only real adornment is the bronze sculpture of the Order's namesake, with the words "Huma Dragonbane" above it and "*Est Sularus oth Mithas*" below. Otherwise, it is a three-story stone fortress built in the shape of a rectangle, with an enclosed practice field in the center. This is the basic layout of all the headquarters for the Knights within the capital cities of each mage-realm.

The south wing is the only one accessible to visitors. It holds the offices of the knighthood's leaders and administrators. Recruiters, couriers, historians, and commanders have offices here. Also, the third floor has temporary lodging for visiting knights.

The west and east wings house the knights in residence, instructors, and classrooms. Here, knights and squires alike learn history, tactics, and philosophy.

The north wing is the dormitory for the knights in training. The competition to get into the order is fierce, and once a candidate is accepted, food, board and clothing are all provided by the order. The rooms here are not fancy, but of good quality. Also, the servants for the Headquarters are housed in the north wing.

The practice field is where the aspirant knights spend most of their time. Rain or shine, the courtyard is rarely empty. Even in the dead of night, training takes place, for the Knights know that enemies do not always abide by the courses of the sun.

KNIGHTS' FALL

On a hill outside Palanthas, where the final battle between the Solamnic Knights and the Knights of Huma was fought, the commanders of each side met in single combat. Johannes Stirn of the Knights of Huma fought Gustav Flamefist of the Solamnic Knights; neither survived. Each commander fought and died for the Measure by which they stood. The Solamnic Knights fought to the last man, and there were grave casualties within the Knights of Huma as well. It was a terrible loss for Ansalon.

To ensure that Stirn's sacrifice was not forgotten, a memorial was erected atop the hill overlooking the final battle. It is a statue of Stirn mounted horseback, with his

lance at the ready. The iron plaque reads "Knights' Fall — In Memory of Knight-Commander Johannes Stirn and those who died fighting for what they believed in. *Est Sularus oth Mithas. Anno Magus 184.*"

It is said that Knights' Fall is a restless place, filled with the spirits of the dead knights who are still not willing to let go of the fight that ended their lives. Deep in the night, faint sounds of battle can still be heard, and some claim to see Johannes Stirn ever pacing as he gives his orders to unseen men.

THE TOWER OF İSTAR

The Tower of Istar should have been destroyed with the rest of Istar during the Cataclysm. It was not, however, due to the actions taken by a number of brave mages who had secretly returned to the Tower. Forewarned by Leciane do Cirica, the mages took action to save it from the coming doom.

Through the quick work and coordination of Merroc the White, the Tower literally vanished when the Cataclysm occurred.

When it returned to its original home, the mages found themselves on an island floating over the newly formed Blood Sea maelstrom.

Deciding this was not something to be lightly dismissed, Merroc and those mages who survived the ordeal decided to leave the island where it reappeared.

Today, the Tower of Istar stands majestically on a shard of stone, hovering hundreds of feet above the maelstrom's eye. It is inaccessible, save by air or magic. It has been cleansed of the Kingpriest's taint and been restored to its rightful place as one of the pillars of arcane might. The Balakan Grove still surrounds the tower.

THE TOWER OF SILVANESTI

Built on the edges of the elven kingdom, the Tower of Silvanesti is a beautiful and serene place, made of white marble and silver that shines brightly in the sun. Often called *Elea's Jewel*, the Tower is a place of learning and advanced magical research.

In the gardens before the tower stands a memorial to the mages who gave their lives to calm the lands after the Cataclysm. It is a statue of a Silvanesti wizard, Elea Clearlight, holding an open book with her hand raised. The plaque mounted on the stone at her feet reads "*In memory of the Great Sacrifice.*" Then it lists the names of all the mages who died to restore peace to Ansalon.

The tower and its gardens stand at the center of a grove of whispering silverblades, thorny trees that bloom fragrant white blossoms only at night. The protective spell placed on the grove keeps an unwanted intruder lost until he dies or one of the guardian mages sets him free. Those who are welcomed by the mages have a pleasant stroll through the grove to reach the Tower.



THE BLASTED ISLES

What was once a beautiful land of forests and mountains is now a twisted shadow of its former self. The flora and fauna that thrive on Sancrist are warped shadows of what they once were. Many have never been seen before and, the fates willing, will never be again. Everything that thrives on these islands is dangerous or predatory. Nothing is what it appears to be. Flowers once known as for their sweet smell have turned to deadly poison, while gentle woodland animals run feral and vicious, covered with rock-hard scales.

The rules of magic have also been twisted in unexpected and inconsistent ways. A bit of Chaos has taken hold here, and taints anything arcane it touches. A spell that worked just minutes before may randomly (often explosively) fail while magical artifacts inexplicably activate. The closer one gets to the ruins of the Tower of Sancrist, the worse these magical effects become.

The area around the Tower of Sancrist's remains is the most interesting and baffling to those mages brave enough to venture there. A visible barrier exists, marked by constant shimmer in the air as if a spell were hanging there, unattended. Within the barrier, unusual scenes appear and disappear. One instant, one sees what must have been daily life at the Tower before its destruction. Next, there appear people in strange garb who look as if they are trapped and know it. Then, a creature not usually seen on this plane shambles by without noticing the observer. Some observers swear that they see friends and family from distant places. No one has yet been able to dispel the barrier, and while some brave (or foolish) mages have stepped into it, none have ever returned.

Though not quite as bad as Sancrist, the Blasted Isle of Cristyne is also mutated, with strange plants and animals roaming the wilds. While it has neither the tower ruins nor the unknown magical barrier, there is a place at center of the island where explorers claim that their dreams have literally come to life. This phenomenon is currently under investigation.

THE PLAINS OF DUST

It is to be noted that, while claimed by the mage-nations of Wayreth and Silvanesti, the Plains of Dust are, in truth, a land unto itself. Harsh and blighted, with a meager population, the Plains must more or less fend for itself.

Dry and dusty in summer and whipped with snow in the winter, the Plains are a formidable obstacle to travel. Year round, the climate is unwelcoming. Warmth lasts for a mere two months, barely reaching comfortable temperatures before plunging back into frigid cold. Precipitation comes rarely, and mostly in the form of snow. Only the Torath River valley escapes this aridity, its turgid, dun-colored water flowing from run-off of the Icewall Glacier. In the depths of winter, the river's southern reaches freeze hard enough to allow caravans to use it as a roadway.

Their hostility make the Plains a perfect home for those who want to be free of the mage-controlled lands. Tarsis has become a surprisingly large and profitable city. It is a haven for those who wish for something more than what

the mage-nations have to offer. Home to rogue mages, displaced nobles, and renegade knights clinging to the Solamnic tenets, Tarsis is the closest thing to a free city on the continent. If you cannot find something in the rest of Ansalon, there is a good chance you can find it in Tarsis.

This trade has given rise to a new sort of aristocracy, but not one that has any interest in the common appearances of nobility. Instead, this elite prefers the respect of the underworld. These thieves and sellwords deal in any trade, as long as one can pay their price. This is not always money; sometimes it is slaves or artifacts. Other times it is a nebulous future "favor." This is often the greatest cost of all.

The most well-established group is known as the Keepers. Their symbol is a single closed fist grasping a key. They are lead by the Claviger, who always wears a mask and never gives his (or her, or its) name. The Keepers are secretive, respected, and feared. No other group can challenge their hold on the city. Even the pickpockets and brigands leave those who bear the Keeper symbol alone.

It is said that if someone goes to the lower part of the city while openly wearing a key on a chain around his neck, he will be approached by someone known as a Lock, who will question him with riddles. Those who fail disappear, never to be seen again. Those who pass the Lock's test, however, are allowed to meet with the Keepers.

BLÖDE

While it is not recognized by the mage-nations or the Grand Conclave, it cannot be argued that the nation of Blöde does not exist. Blöde controls the Khalkist Mountains where the ogres and the ogre mages have dwelt since the Cataclysm. No mage wishes to be responsible for them, or the problems they bring. There exists a long-standing disagreement between Palanthas, New Istar, and Silvanesti on who is responsible for the problems that come out of the Khalkists. Whichever nation is least favored at the time is usually nation required to deal with it.

This makes the Khalkist Mountains almost ideal for those who wish to hide from mage rule without being troubled by the dangers of the Plains of Dust. The Khalkists have their own hardships, however, in the form of the ogres and other monsters that dwell there.

Most settlements within the mountains are temporary ones. Refugees from many walks of life come together through the vagaries of fate to create these nomadic mountain tribes. Unlike Tarsis, however, these bands of people are not interested in the seedier side of life. They simply wish to live a life away from the customs, laws, and restrictions of the mage-nations and their leaders.

In recent years, new forces have begun to gather in the valleys of Blöde: armies of dragons and men, following mysterious wizards in robes of gray. The banners they fly display an ominous symbol: the five-headed dragon of Takhisis. At present, most in the mage-nations discount tales of these dragonarmies, but the mages have begun to worry, and the Three desire to know more.



ADVENTURE IDEAS

Little can be taken for granted by characters who come to the Magocracy from another timeline. It is not a world that is better or worse off than that occupied by the Heroes of the Lance, and while much is different here, there are eerie parallels between this Ansalon and the more familiar version. Game Masters are encouraged to play off this combination of alienness and synchronicity. Perhaps Lord Gunthar exists as an esteemed Knight of Huma, or Ariakas as a Gray Robe. Perhaps the *blue crystal staff* still waits to be found in Xak Tsaroth's ruins. Play with the expected, and always keep the level of magic high.

THE ESCORT

The players are hired to escort an elven mage, Dalamar the White, to the mysterious Blasted Isles. Along the way, assassins make attempts on the wizard's life. These attacks, and the unpredictable magic of the Isles, makes the going difficult, but the reward of reaching the Tower of Sanctist, and penetrating its barrier, will be great indeed.

RENEGADES OF BLÖDE

Reports of the Gray Robes have reached the Tower of Losarcum. The wizards hire the heroes to hunt down these renegades in the dangerous lands of Blöde. But there is more at work, and the danger soon becomes apparent as the heroes find not just a coven of heretic mages, but the dragonarmies preparing to march.

A WORLD WITHOUT MAGIC

An old friend contacts the heroes, asking them to join him on a journey to Tarsis. There, the players discover that he has joined a brotherhood opposed to wizardly rule. The leader, a self-proclaimed Solamnic Knight named Brightblade, has captured the Red Robe, Justarius, and plans to execute him as the first blow of a larger war. Whom will the heroes side with? Are there any traitors in Tarsis, actually working for the Three?

FINDING THE FAITH

A young wizard has suffered a personal crisis, and has lost her trust in the Art. Instead, she hopes to find some sign of the old gods, and begin the painful process of returning their power to the world. She believes the *Disks of Mishakal* survived the Cataclysm, and can be found at the bottom of the Blood Sea, in the ruins of Old Istar, and asks the heroes to help in her search. But bringing back the gods will have terrible repercussions, and the wizards will not take kindly to the return of clerics to the world . . .

PERSONALITIES

As noted above, many characters known to the players may be found in this version of Krynn, but in much-altered form. Feel free to include the Heroes of the Lance, the Knights of Solamnia, the commanders of the dragonarmies, and wizards of all kinds, but always bear in mind that most will be much changed by what has happened to the world. Flint Fireforge could be Thane

of the Neidar, chafing against the rule of the Theiwar clan in Thorbardin. Gilthanas may be a mage, next in line to become Master of Wayreth. Always keep the players guessing. They may even meet other versions of themselves!

In addition to known characters, many figures in the Magocracy are unique to this setting. The Masters of the Six Towers, listed below, are only the beginning.

PAR-SALIAN THE BLACK,

MASTER OF WAYRETH

CR 17

LE male civilized human wizard (enchanter)
6/wizard of High Sorcery (Black) 9/archmage
1/Master of the Tower of Wayreth

A Black Robe and member of the Three, Par-Salian is not the same man players may be familiar with. Unlike his double in the other timeline, he is a cold, cruel man, who truly believes that their powers give the wizards the right to rule over Krynn. He has no time for those who do not practice the Art, and will not hesitate to crush any uprising. He tolerates Tarsis for now, but has plans to dominate the so-called "free city" and its Keepers, and has spies planted, always feeding him information.

Par-Salian originally wore the White Robes after passing the Test, but a romance with the enchantress Ladonna changed that. She was a Black Robe, but despite their differences, their romance was torrid. At the height of the affair, Ladonna was kidnapped and killed by barbarians from the Plains of Dust. Embittered, Par-Salian took the Black Robes and dedicated his life to punishing those like the savages who murdered his beloved.

Now in his seventies, Par-Salian has been visited by Nuitari, who has told him the world will be severely tested in the years to come, and that he will need a "sword" to fight the coming darkness. He has heard rumors of a young student, Raistlin Majere, who may serve, and has requested that the young wizard be brought to Wayreth for training.

WILLIM THE SCARLET,

KEEPER OF LOSARCUM

CR 16

Male dark dwarf wizard 7/wizard of High Sorcery (Red)
6/archmage 2, Master of the Tower of Losarcum

N Medium humanoid (dwarf)

Source Willim the Scarlet uses the Master of the Tower template introduced in *Towers of High Sorcery*.

Init +1; **Senses** darkvision 120 ft (*arcane eye* only); Listen +13, Spot +2 (*arcane eye* only)

Languages Common, Dwarven, Elven, Ignan, Magius,

AC 19, touch 15, flat-footed 18; +4 dodge bonus to AC against giants

hp 69 (15 HD)

Immune gaze attacks, effects that depend on sight

Resist +2 on saves against spells and spell-like abilities, stability (+4 against bull rush and trips); **SR** 18 (within the Tower of Losarcum)

Fort +6 (+8 against poison), **Ref** +5, **Will** +15

Weakness blind without *arcane eye* (automatically fails all skill checks or ability checks dependent on sight, all targets have full concealment, -2 on attack rolls and Reflex saves, cannot use scrolls or read)

Spd 20 ft.

Melee *Wyrdknife* +10/+5 (1d4+1d6+3/17-20 nonlethal) or *Wyrdknife* +8/+3 (1d4+1d6+3/17-20 nonlethal) without *arcane eye*

Base Atk +7; **Grp** +8

Atk Options Blind-Fight

Special Actions magic of change, magic of purity 3/day

Combat Gear *potion of gaseous form*, *potion of misdirection*, *potion of protection from arrows* 15/magic, *wand of dimension door* (50 charges)

Spells Prepared (CL 15th, +8 melee touch, +6 ranged touch)

8th—*polymorph any object* (DC 22), *irresistible dance*^{MT}

7th—extended *globe of invulnerability*, *spell turning*^{MT} (DC 20)

6th—widened *fireball* (DC 16), *flesh to stone* (DC 20), *greater heroism*^{MT}, *titan's transformation*

5th—*fear*^{MT} (DC 18), *telekinesis*

4th—*crushing despair*^{MT} (DC 17), extended *displacement*, widened *ray of enfeeblement*, *scrying* (DC 18), *stoneskin*

3rd—*clairaudience/clairvoyance*, *haste*, *lightning bolt* (DC 16), *rage*^{MT} (DC 16), *slow* (DC 17), *stinking cloud*

2nd—*cat's grace*, *detect thoughts* (DC 16), *eagle's splendor*, *hideous laughter*^{MT} (DC 15), *summon swarm*, extended *unseen servant*

1st—*expeditious retreat*, *lesser confusion*^{MT} (DC 14), *magic missile*, *reduce person* (DC 15), *true strike*, *ventriloquism*

0—*dancing lights*, *mending*, *open/close*, *prestidigitation*

^{MT} Master of the Tower domain spell.

Spell-Like Abilities (CL 15th):
4/day—*arcane eye*
2/day—extended *arcane eye*

Abilities Str 12, Dex 12, Con 15, Int 17, Wis 15, Cha 9

SQ arcane research +3, improved tower resources, moon magic (Lunitari), stonecunning, summon familiar (none summoned)

Willim has chosen not to take an arcane focus as a Wizard of High Sorcery.

Feats Blind-Fight, Extend Spell^B, Scribe Scroll^B, Skill Focus (Spellcraft), Spell Focus (divination), Spell Focus (transmutation), Still Spell, Widen Spell

Skills Concentration +12, Hide +3, Intimidate +7, Knowledge (arcana) +24, Listen +13, Move Silently +12, Spellcraft +29

Possessions combat gear, +2 *keen merciful dagger* (*Wyrdknife*), *bracers of armor* +4, *ring of protection* +4, *ring of spell storing* (*prying eyes*, CL 15th), *rod of enemy detection*, red robes, 3 thunderstones, spell components

Spellbook As the Master of the Tower of Losarcum, Willim has access to all common and unnamed spells from the d20 System core rulebooks, *DRAGONLANCE Campaign*

Setting, and other d20 System *DRAGONLANCE* sourcebooks.

High Arcana: spell-like abilities (4/day—*arcane eye*, 2/day—extended *arcane eye*). Willim has permanently sacrificed three 5th-level and one 7th-level spell slots to master these abilities.

Master of the Tower Traits: Willim may prepare one bonus spell per level from the Evil, Magic or Passion cleric domains as arcane spells when he prepares his other spells at the Tower, and gains spell resistance 18 within the Tower of Daltigoth.

Red Robe Order Secrets (Su): Magic of Change 3/day (Empower or Extend any transmutation spell cast), Magic of Purity 3/day (half the damage dealt by a chosen spell is untyped arcane energy damage).

A Theiwar dwarf, Willim was raised in the noble houses of Thorbardin. Rare among his kind, Willim developed a natural affinity for magic, which he tried to keep hidden, for even in the Magocracy, many dwarves scorn wizards. In this he failed, for a Daergar rival learned his secret and word of it spread through the kingdom under the mountain. He left Thorbardin in a rage.

In the wilds, Willim was captured by goblins, who put out his eyes and left him for dead. He was later found by a wandering White Robe and brought to the Tower. Sensing his potential, a Qualinesti mage, Alaitha, took it upon herself to train him. Thus, Willim's dark Theiwar nature was tempered with kindness, and when he passed the Test, he took the Red Robes instead of the Black. Over the years, through diligent study and practice of the Art, he rose to the point where now he serves as one of the Three, and is Master of a Tower.

Willim is a quiet, thoughtful dwarf, unusually so for a Theiwar. He has little contact with his race, and bears no desire ever to return to Thorbardin. He has found peace in Losarcum, though the kender who dwell in the Tower's shadow are a frequent annoyance to the wizards. He can see again, thanks to an *arcane eye*, but often goes without it so that he can focus his thoughts in darkness.

ALFRED ΜΑΚΕΠΙΝ,

DEFENDER OF PALANTHAS

CR 17

Male civilized human wizard (abjurer) 10/ wizard of High Sorcery (White) 6, Master of the Tower of Palanthas

LG Medium humanoid (human)

Source *Towers of High Sorcery* (Master of the Tower template)

Init +1; **Senses** *detect magic*; Listen +1, Spot +1

Languages Celestial, Common, Elven, Gnome, Magius, Solamnic, permanent *tongues*

AC 21, touch 15, flat-footed 20

hp 73 (16 HD)

Resist +1 on saves against abjuration; **SR** 18 (within the Tower of Palanthas)

Fort +8, **Ref** +7, **Will** +15

Spd 20 ft.

Melee +3 *aberration bane defending quarterstaff* +13/+8 (1d6+3/x2)

Base Atk +8; **Grp** +10

Combat Gear *wand of dispel magic* (CL 17th, 50 charges), *wand of ice storm* (CL 16th, 50 charges), *potions of cure moderate wounds* (4), scrolls of *chain lightning* (CL 16th), *stone to flesh* (CL 16th), *greater dispel magic* (CL 17th)

Spells Prepared (CL 16th, CL 17th/abjuration spells, +10 melee touch, +9 ranged touch)

8th—empowered *chain lightning* (DC 21), *discern location*^{MT}, *prismatic wall* (DC 23), *sunburst* (DC 21)

7th—*banishment* (DC 22), *ethereal jaunt*, *grasping hand*, *prismatic spray* (DC 21), *spell turning*^{MT}

6th—*antimagic field*^{MT}, *globe of invulnerability*, empowered *ice storm*, heightened *lightning bolt* (DC 20), *repulsion* (DC 21)

5th—*break enchantment*, *dismissal* (DC 20), *interposing hand*, *teleport*, *true seeing*^{MT}, *wall of stone*

4th—*detect scrying*, *lesser globe of invulnerability*, *imbue with spell ability*^{MT}, *minor creation*, *remove curse*, *wall of fire*, *wall of ice*

3rd—*blink*, *clairaudience/clairvoyance*^{MT}, *magic circle against chaos*, *magic circle against evil*, *protection from energy*, *sleet storm*, *slow* (DC 17)

2nd—*arcane lock*, *continual flame*, *detect thoughts*^{MT} (DC 16), *locate object*, *protection from arrows*, *resist energy*, *web*

1st—*alarm*, *detect secret doors*^{MT}, *endure elements*, *feather fall*, *hold portal*, *shield*, *true strike*

0—*dancing lights*, *mage hand*, *prestidigitation*, *resistance* (2)

^{MT} Master of the Tower domain spell.

Banned Schools illusion, enchantment, necromancy

Abilities Str 14, Dex 13, Con 14, Int 18, Wis 13, Cha 14

SQ arcane focus (abjuration), arcane research +3, moon magic (Solinari), order secrets, permanent *resistance*, summon familiar (none summoned), improved tower resources

Feats Craft Wand^B, Disciplined[†], Education[†], Empower Spell, Heighten Spell^B, Honor-Bound^{††}, Leadership, Negotiator, Scribe Scroll^B, Spell Focus (abjuration)

[†] New feat from this book.

^{††} New feat from the *DRAGONLANCE Campaign Setting*.

Skills Concentration +23, Diplomacy +17, Knowledge (arcana) +24, Knowledge (nobility and royalty) +22, Knowledge (religion) +22, Ride +7, Sense Motive +12, Spellcraft +26

Possessions combat gear plus *bracers of armor* +6, +3 *aberration-bane defending quarterstaff*, *ring of protection* +4, *periapt of wound closure*, *figurine of wondrous power (silver raven)*, white robes, light warhorse with +1 *leather barding*, saddle

Spellbook As the Master of the Tower of Palanthis, Alfred has access to all common and unnamed abjuration, conjuration, divination, evocation, and transmutation spells from the d20 System core rulebooks, *DRAGONLANCE Campaign Setting*, and other d20 System *DRAGONLANCE* sourcebooks.

Master of the Tower Traits: Alfred may prepare one bonus spell per level from the Knowledge or Magic cleric domains as arcane spells when he prepares his other spells at the Tower, and gains spell resistance 18 within the Tower of Palanthis. He cannot prepare spells from the Necromancy domain, even though as Master of the Tower he has access to it, because it is one of his banned schools.

White Robe Order Secrets (Su): Magic of Defense 3/day (Empower or Extend any abjuration spell cast), Magic of Resistance (gain benefit of Improved Counterspell feat, +3 bonus to dispel checks).

Once upon a time, the MarKenin family were Solamnic Knights, of the Order of the Sword. An ancient family, they could trace their descent all the way back to Huma's time. When the Magocracy rose, however, things began to change. Though some families, such as the Brightblades and the Crownguards, chafed at wizardly rule and sought to return Solamnia to its halcyon days, the MarKenins were among those who chose to fight alongside the mages. Thus they were among the first to become what would be known as the Knights of Huma.

Alfred MarKenin was the eldest son of the Grand Master of the knights, and was supposed to enter the knighthood as well, but instead it was discovered that he had no small talent at magic himself. The wizards claimed him, and brought him to Palanthis for training. He passed the Test, though it cost him his left leg, and he took the White Robes. Since then he has been one of the most capable mages in the Orders, and has risen to be the White's representative in the Three.

Honor is of the utmost importance to Alfred, and though he never took knightly vows — a great regret — he strives to live by their code. A wise and kind man, Alfred looks on the people of Palanthis as a father might his children. He is thus perhaps the most beloved of the Tower Masters.

MERITHIN,

MASTER OF DALTIGOTH

CR 15

CE female half-elf rogue 3/wizard (evoker) 4/wizard of High Sorcery (Black) 5/arcane trickster 2/Master of the Tower of Daltigoth

Merithin is a prime example of how the use of magic can elevate someone from the humblest beginnings. The daughter of an Ergothian sailor and a Kagonesti wise woman, Merithin was scorned from birth for her half-elven blood. She lived on the edge of Kagonesti society, poor and hungry, looked down upon by her tribe. Her life would have been one of poverty and misery, but for one thing: Merithin had the Art.

Her magical abilities asserted themselves at a young age, completely by accident: she was being hounded by older, full-blooded Kagonesti children, and struck back against them — not with her fists, but with a bolt of force that knocked them flying and broke several of her tormentors' bones. A few days later, a party of Black Robe

wizards came to her village and took her away, to the Tower of Daltigoth. She never looked back.

Merithin is an enthusiastic devotee of dark magic, and has risen far, devoting her life to its perfection. Despite her evil ways, she is not a bad lord to the people of Daltigoth, though she is harsh to the Kagonesti under her domain. She has a sly sense of humor, and is always plotting; half of her ascent has come about via the judicious elimination of her rivals and betters. Within the next few years, she intends to “deal with” Par-Salian and take his place among the Three, but for now pretends to be his staunchest supporter.

FERRON AS-RAXA,

MASTER OF NEW ISTAR

CR 16

LN female minotaur wizard 5/wizard of High Sorcery (Red) 7/lore master 3, master of the Tower of Istar

Of all the races of Ansalon, the minotaurs were the first to embrace the Magocracy. They had suffered greatly under the Kingpriest, and saw the wizards’ rising power as an opportunity to regain their honor. They threw their support behind the new order, and many of their kind became wizards themselves. Since the earliest days, minotaur archmages have occupied the highest stations in the empire.

Ferron As-Raxa comes from a long line of mages, the only daughter of the legendary Khoto As-Raxa, who was the Red Robe representative among the Three prior to Willim the Scarlet. Easily her father’s equal in power, she took the Test and was left barren by it; it causes her great anguish to know that this must make her the last of the As-Raxa line, and she intends to compensate through great deeds. That she is already the youngest minotaur ever to become Master of a Tower is only a start.

Ferron is troubled by the rumors of new mages, the Gray Robes, who are purportedly appeared in Blöde. She suspects they may be a greater threat than anyone yet realizes, and is bent on finding out more about them. This curiosity had not escaped the notice of the dragonarmies, who intend to eliminate Ferron just before they go to war.

LORAC CALADON,

MASTER OF SILVANESTI

CR 19

LG male Silvanesti elf noble 6/wizard (abjurer) 6/wizard of High Sorcery (White) 6/Master of the Tower of Silvanesti

Alone among the archmages, Lorac remembers the world before the Magocracy, before the Cataclysm. He was a young elf in those days, newly crowned as Speaker of the Stars. He showed aptitude as a mage, and took the Test in Istar. There he encountered that Tower’s dragon orb, and it spoke to him, convincing him to steal it. He brought the orb back to Silvanesti to keep it safe, and so it escaped the destruction of the Cataclysm.

After the Cataclysm, Lorac was one of the leaders first consulted by Merroc the White in his attempt to establish a new order. Lorac agreed to aid the wizards, in exchange

for further training in the arcane arts. In this way, he rose to become a powerful White Robe in his own right. He also kept his kingdom sovereign while others fell under High Sorcery’s sway, only ceding authority when the wizards declared their intent to build a Tower just outside Silvanesti.

The elves allowed this, on one condition: that Lorac would be that Tower’s Master. Lorac is the only Master it has ever known, though he is grooming his daughter, Alhana, to take his place. He is quite old now, and though he could easily be one of the Three, he only wishes to preserve the dignity of the elven race. With whispers of war becoming more frequent, he worries that some calamity might befall Silvanesti.

Fortunately, Lorac has a secret weapon: he still owns the *dragon orb*, only one of three still known to exist. If it comes to it, he will use the *orb* to defend his realm — and, unlike the Lorac who caused the nightmare in the normal timeline, this Lorac may in fact be strong enough to control it . . . for a time, at least.

LORD FOXTAIL, GRAND MASTER OF THE KNIGHTS OF HUMA

CR 14

LN male nomad human ranger 6/legendary tactician 8

Foxtail was born a Plainsman, in the realm of Wayreth. The second son of Nightsun, the high chieftain of Abanasinia, he loved tales of knights and their adventures from childhood. He was also a gifted fighter with no trace of magic ability. When he was twelve, his father granted him his greatest wish: to be sent to Palanthis, to become a squire among the Knights of Huma.

Unlike the Solamnics, who seldom allowed outsiders to join their ranks, the Knights of Huma welcomed all, and during his twenty-fifth year, Foxtail became *Sir* Foxtail, a full member of the order. He quested long and far, helping keep the peace for the Magocracy, and has recently been elevated to the highest position. He is the first Grand Master of the knighthood to hail from the Plains.

Foxtail is a clever man, quick to laugh and slow to anger. He prizes his honor above all else, and will gladly give his life for the good of the Magocracy. He is fast friends with Master Alfred of Palanthis, in whom he sees the qualities of a fellow knight.


Recently, however, Foxtail has felt a strange stirring within him, as of a faint voice crying out for release. He dismisses it as nothing, but fears that it might be one of the old gods, trying to speak to Foxtail’s soul. If this turns out to be true, the urge to follow that voice may grow too strong, leading him to turn against the Magocracy itself.

LORD STURM BRIGHTBLADE,

KNIGHT OF THE FORGOTTEN ROSE **CR 9**

LG male civilized human fighter 6/knight of Solamnia (Rose) 3

For centuries, the Brightblade family was one of the most exalted in Solamnia, boasting countless knights of repute, but theirs was a star doomed to fade. The Cataclysm was



only the start, causing famine and pestilence across their holdings. When the Magocracy arose, the Brightblades were on the forefront of the Solamnic rebellion. This ended in disaster, but unlike many other families, some of the Brightblades survived. Driven into hiding by the Knights of Huma, the Brightblades fled south, eventually finding their way to the Plains of Dust.

Sturm Brightblade was born in Tarsis, to a family that had lived in disgrace for centuries. His father secretly trained him and dubbed him a Solamnic Knight of the Rose several years ago, then died. Sturm is now the head of the family, and feels the full weight of that responsibility upon his shoulders. A dour man prone to black moods, he looks older than his thirty years, with gray already dusting his hair.

Sturm's deepest wish is the restoration of the Solamnic Knights to their former glory, but that seems a fool's dream. For now, he is content to harry the wizards of High Sorcery, leading a band of renegade "Knights of the Forgotten Rose" and other rogues on quests to cause trouble to the mages, particularly Par-Salian in Wayreth.

Beyond his hopes for the knighthood, Sturm also intends to preserve the Brightblade line. He has married, and has a five-year-old boy, Stephen. One day, Sturm hopes, he will be able to pass his antique family sword on to his son. Recently, however, his greatest fear for the lad might be coming true: Stephen Brightblade has begun to show signs of talent for magic.

DRAGONLANDS

The Heroes of the Lance have failed.

Had things happened differently, perhaps the Companions of the Inn of the Last Home would have become the Heroes of the Lance, becoming legends whose tales are told by bards across Ansalon. Perhaps they would have been in just the right places, made just the right choices, in order to defeat the invading dragonarmies and the Queen of Darkness. But it was not meant to be.

In this time, the dragonarmies have won the Dark Queen's War. Ansalon has been conquered, Ariakas reigns as the Dragon Emperor, and Takhisis rules over all creation. Those who would have been heroes now find themselves fugitives wanted by the dragonarmies, or commoners unaware of their fates in other timelines. Others keep up the fight against the Dragon Empire.

Everything changed, based on a choice. Sturm Brightblade, who sacrificed himself in one timeline, does not do so in this one, and the consequences are dire. The Knights of Solamnia splinter rather than unite, and the alliance formed at the Whitestone Council falls apart without Solamnic support.

Though evil has won, the Laws of Krynn cannot be denied. Even in its failure, good seeks to redeem its own. New heroes answer the call, and those who have failed are given a chance at redemption. Neutrality recognizes that the Balance has shifted and seeks to right it once more. Fighting the forces of a victorious empire is nothing short of suicide, however. The dragonarmies rule all Ansalon, and Ariakas's reign is brutal and unforgiving.

Young heroes arise, though the odds are stacked against them. If good is to survive, then its forces must come to work with one another against the forces of the dragonarmies. To do this, heroes have to seek out the gods of good and discover the mystery of the metallic dragons. Yet the forces of evil are ever-vigilant, and little occurs without their notice. Those who oppose the Dragon Empire do so at their own peril.

Welcome to the Dragonlands.

CONCEPT

The Dark Queen's War has ended. There was a chance that a band of heroes could have stopped the approaching darkness, yet one choice changed everything. Sturm Brightblade could have faced Kitiara uth Matar atop the battlements of the High Clerist's Tower. He would have given his life in the process. He was a Knight of the Crown and could do no less.

Yet when the dragonfear overcame him, he was overcome with despair: it was no use facing the dragons. Sturm didn't run like a coward, but he would be damned if he sacrificed himself for nothing, as Derek Crownguard had done. What Sturm didn't know was that his death would have brought the Knights of Solamnia together, thus uniting the forces of Good against the dragonarmies.

One choice, in a single moment, in time changed all that. Without Sturm's sacrifice, the war was lost. The dragonarmies quickly conquered Ansalon. The metallic dragons never learned the plight of their dragon eggs, and how they were being transformed into draconians. Theros Ironfeld disappeared, the secret of the *dragonlances* vanishing with him. In the end, evil won.

Now Ansalon has been divided between the dragonarmies, each highlord serving as governor-general of his or her own region. The Heroes of the Lance have fallen, all because one of them faltered when the time came. Now is the time for new heroes to answer the call, to rise up against the dragonarmies, and to fight for freedom.

THEME

Though destiny plays a part in the lives of mortals, the Law of Gilean maintains that mortals shall have free will. In what was known in one timeline as the War of the Lance, a single sacrifice led to the unification of the Solamnic forces, which was the deciding factor against the dragonarmies.

Yet what if that choice had been different? What if heroes, once destined to save the world, failed miserably? In the wake of one such failure is a new world, one where the dragonarmies have won what is now known as the Dark Queen's War. Those who would have been Ansalon's saviors now realize just how their actions, or lack thereof, have affected the world.

A Dragonlands campaign should focus on choices, free will, and the consequences of failure. New heroes must answer the call in order to defeat the evil that other heroes failed to heed. There are also those who have failed in the Dark Queen's War, yet seek to find redemption for their past mistakes. Whether heroes seek to make up for their



own past or to clean up the mess left by others, they know the road will be a long and hard one.

Without a unified front in the Vingaard Campaign, the Blue Dragonarmy easily dispatched the Solamnics. Now the Knights of Solamnia are little more than groups of rebels, bandits, and freedom fighters. These cells operate independently of one another for the most part, hiding their identities at all times.

With no armies to protect them, human cities fought for their own survival. One by one, they fell before the might of the dragonarmies. Now martial law reigns throughout each city. The forces of the dragonarmies maintain control through fear.

The elves feel vindicated in their belief that humans don't care about them. But it is a cold comfort. Without the humans' aid, the elves are trapped within a nightmare land where they slowly go mad.

The population of Krynn is becoming more aware that clerics have returned, yet it seems that only servants of the evil gods have come again. The gods of good and neutrality understand the oppression of the dragonarmies and the upset of the Balance. Yet they maintain that the lessons learned from the Kingpriest must be adhered to. Rather than force their presence upon those who would worship them, these gods work in more subtle ways. Opportunities exist for those who seek the spiritual. One only has to believe — but with evil rampant, belief is harder than ever.

Above all things, mortals want to be free. The dragonarmies have taken away that freedom, exiling all elves into the nightmare lands of Silvanesti, and taking dwarf and minotaur slaves. Oppression reigns over every part of Ansalon. With the failure of those who were chosen to be heroes, others must now heed the call.

TIMELINE

The events of the Dragonlands timeline are grim, yet hope remains.

332-340 AC - DRAGON HIGHLORDS

Takhisis gathers evil dragons, ogres, and wicked men, who become the dragons' commanders. These highlords prove as willing to torture their own forces as they are those they conquer.

337 AC - NERAKA CORRUPTS ITS NEIGHBORS

Evil from the Foundation Stone draws wicked creatures from nearby realms.

341 AC - THE DRAGONARMIES' OFFER

An alliance is offered with the ogre nations of Kern and Blöde, as well as the human kingdom of Khur and the Blood Sea Isles. All accept rather than be destroyed.

342 AC - DRACONIANS CREATED

Black Robe mages and clerics of Takhisis corrupt captured good dragon eggs, creating draconians.

343-347 AC - EVIL GATHERS ITS FORCES

Armies of cutthroats, ogres, goblins, and hobgoblins are trained to serve in the Dark Queen's armies.

346 AC - THE COMPANIONS' JOURNEYS

A group of adventurers known as the Companions of the Inn of the Last Home decide to undertake separate quests, searching for signs of the lost gods.

348 AC - DARK QUEEN'S WAR BEGINS

In the spring, the dragonarmies invade Nordmaar and Balifor from Sancton. The elven kingdom of Silvanesti brokers a deal to escape invasion.

349 AC - SILVANESTI BETRAYED

Dragonarmies attack the forest nation of Silvanesti; the elves flee to the island of Southern Ergoth. The elven Speaker of the Stars, Lorac Caladon, attempts to use a *dragon orb* he had saved from destruction in Istar to stop the invasion. Lorac proves unable to control the *dragon orb*, allowing an evil dragon to seize control of the hapless elven king. Lorac's nightmares are projected by the *dragon orb*, twisting the Silvanesti Forest into a nightmare realm. The dragonarmy abandons its conquest, as the forest is now worthless and corrupt.

350 AC - EVIL REARMS ITSELF

The dragonarmies are strengthened by captured nations. Takhisis controls eastern Ansalon, except for the island of Saifhum. The minotaurs of Mithas and Kothas harry the retreating Silvanesti refugees.

351 AC — EVIL TURNS WEST

Once more, in the spring, the dragonarmies begin skirmishes along the eastern border of Solamnia. The Blue Dragonarmy strikes across the Dargaard Mountains, aided by goblins. The Knights of Solamnia, in disarray, cannot repel the attack. The Blue Dragonarmy occupies Kalaman, Hinterlund, and Nightlund, which allows them to continue pressing the borders of the Plains of Solamnia and Gaardlund.

Betrayal leads the dragonarmies to enter Solamnia from the south, but the dwarves of Kayolin prove a stout bulwark against the advancing dragon forces. By autumn, the knights respond and Solamnia becomes entrenched. The Red Dragonarmy leads an amphibious flanking assault along the New Sea and across the Plains of Abanasinia. The Plainsmen fall to their advance.

The Qualinesti elves flee to join their cousins on the isle of Southern Ergoth, after delaying the foe's advances. The dragonarmies march against Thorbardin, laying siege to its northern gate. A wing of the Blue Dragonarmy strikes south, around the New Sea to Tarsis and the Plains of Dust, then marches toward Kharolis to cut off dwarven retreat.

By year's end, much of Ansalon has fallen. However, the Companions of the Inn of the Last Home have reunited in Solace. By chance or fate, they meet a barbarian couple, Riverwind and Goldmoon, who possess the *blue crystal staff* — proof that the gods of good have returned. When Lord Verminaard's Red Dragonarmy overruns their homeland, these Companions, along with Laurana and Gilthanas, elven children of the Qualinesti Speaker of the Sun, rescue their people from imprisonment in Pax Tharkas, killing Lord Verminaard and fleeing south to escape the dragonarmies.

352 AC - WAR OF THE LANCE

The Whitestone Council: Representatives of the remaining free nations gather on Sancrist at the Whitestone Glade to forge an uneasy alliance. When the Companions recover a *dragon orb* from Icewall and forge new *dragonlances* with the help of the smith Theros Ironfeld, the two artifacts are brought to Sancrist.

Siege of the High Clerist's Tower: In the winter, the Blue Dragonarmy besieges the High Clerist's Tower near Palanthas. Several of the Companions, including Laurana, Tasslehoff Burrfoot, Flint Fireforge, and the newly knighted Sturm Brightblade, aid in the defense of the tower.

The defenders' commander, Lord Derek Crownguard, leads a charge against the enemy, though without Sturm Brightblade, who refused to ride out with him in what he considered a strategically poor maneuver. Derek Crownguard, Alfred MarKenin, and numerous knights charge onto the battlefield. To a man, they are wiped out. MarKenin's headless body and the dying Crownguard are returned to the High Clerist's Tower.

Sturm Brightblade stands atop the battlements to face the Blue Dragon Highlord. Sturm is overwhelmed by dragonfear and realizes that a stand against the Blue Dragonarmy would be suicide. He retreats, robbing the defenders of any chance to use the tower's dragontraps. Sturm and his knights fight valiantly for two days, but are forced to retreat to the inner walls.

In a moment of desperation, Laurana attempts to use the *dragon orb*. Unable to control the energies within, she unwittingly summons the spirits of ancient dragons, slain long ago at the High Clerist's Tower, to do her bidding. The spirits of the dragons halt the advance of the Blue Dragonarmy, allowing Sturm's forces to make their escape.

Sturm manages to get his surviving knights to safety, but is unable to rescue Laurana, who remains as the sole guardian of the High Clerist's Tower. Kitiara uth Matar orders her forces aboard two flying citadels, flying over the tower to Palanthas. The people of Palanthas, seeking peace and order, surrender to Kitiara without a fight.

Sturm eventually encounters another band of knights, turning over command of his men to the other group, then leaves the knighthood in shame. Blaming himself for the loss of the High Clerist's Tower and Laurana, Sturm throws his heirloom sword on the ground, shattering the blade.

Secret of the Good Dragon Eggs: Gilthanas, the silver dragon D'Argent, and the copper dragon Cymbol infiltrate the city of Sancton. Before they can discover the secret of the good dragon eggs, they are discovered and killed by Kitiara. The secret of the good dragon eggs is never revealed, and the good dragons remain oath-bound not to interfere in the war.

Conquest of Solamnia: Without a unified knighthood to oppose them, the Blue Dragonarmy advances throughout Solamnia. The knights are driven back, and separate into knightly circles, splinter groups who become resistance cells. By summer's end, all Solamnia is under the control of the Blue Dragonarmy. The dragonarmy spends the winter constructing naval vessels in the Palanthas docks for the next offensive.

The Green Gemstone Man Returns: After many years of obscurity, Berem, the Green Gemstone Man, is sighted again. Takhisis moves her agents to find and capture him, so she might open the gates of the Abyss. However, Berem constantly slips beyond her grasp.

Twilight of Heroes: The dragonarmies are seemingly unbeatable, conquering all that is in their path. The remaining Companions of the Inn of the Last Home meet up again in Solace on Yule, though some of their number are not there to join them.

Elistan dies of an unknown disease, never declaring a successor to his place as high cleric of Paladine. Riverwind and Goldmoon are brutally killed by Krieger, one of the Bundesphär. The *blue crystal staff* is captured and taken to the Temple of Neraka. Laurana remains at the High Clerist's Tower, now possessed by the *dragon orb* and driven mad. Raistlin Majere, who now wears robes of black, disappears with another *dragon orb*, and is not heard from again. Flint Fireforge suffers a stroke, leaving him partially paralyzed on his right side. No longer able to adventure, he retires to live a quiet life in Solace, at least as quiet as you can get when Tasslehoff Burrfoot is around.

Caramon Majere and Tika Waylan wed, though their marriage is not a happy one. Caramon becomes a drunk, unable to cope without Raistlin. Meanwhile, Sturm Brightblade returns, a broken man.

Tanis feels at a loss without the two women he loves. Though he has tried to forgive Sturm for the loss of Laurana, he cannot. This opens a rift between the two friends. Though Tanis would like to go out into the world and face the dragonarmies, he realizes he is needed in Solace more to look after his friends.

353 AC - DRAGONARMIES TRIUMPHANT

In the spring, hostilities begin again. The Blue Dragonarmy, now armed with a small fleet of sailing vessels, sails west. Northern Ergoth, Cristyne, and finally Sancrist fall before the might of the Blue Dragonarmy. Lord Gunthar uth Wistan is killed by Kitiara uth Matar in single combat at his ancestral home, crushing the morale of the few remaining Knights of Solamnia.

The Black Dragonarmy overtakes the Goodlund Peninsula. The Green Dragonarmy conquers Silvanesti and the northern Plains of Dust. They meet up with the White Dragonarmy, which controls the southern Plains of Dust, Kharolis, Enstar, Nostar, and Southern Ergoth.

Meanwhile, the Red Dragonarmy betrays its former allies and begins an assault all its own, taking the Blood Sea Isles by storm. Though the battle is bloody, the Red Dragonarmy conquers Mithas and Kothas, turning the minotaurs into slaves. Their lord, Chot Es-Kalin, is executed, his body hanging from his own statue as a clear message to the minotaur nation.

The Innfellows: A resistance movement known as the Innfellows spreads throughout Abanasinia. This group worked in cells, fighting against the tyranny of the dragonarmies, whose attention they quickly gain. The headquarters of the Innfellows, and the identity of their leader, remain closely guarded secrets.

The Dragon Emperor: By autumn, Lord Ariakas is confident that no threats remain that could cause his dragonarmies harm. Ariakas crowns himself the Dragon Emperor, proclaiming all Ansalon to be his new empire. His son, Ariakan, is named as his successor.

354 AC - HERE AND NOW

With the defeat of the free realms, Ansalon is now ruled by the dragonarmies, who have formed the new Dragon Empire. Each of the highlords serves as governor for the portion of Ansalon his dragonarmy captured. Rivalries begin to form among the dragonarmies, each one plotting against the others.

Despite the iron rule of the dragonarmies, pockets of resistance remain. Knightly circles, the White and Red Robes, the Innfellows, and others make no end of trouble for the dragonarmies. The dragonarmies respond in kind, wiping out any resistance cell they find. Likewise, Berem Everman continues to evade the dragonarmies.

The races of Ansalon are enslaved. The dragonarmies are ordered to kill kender, gnomes, and gully dwarves without question. Dwarves are forced to work in mines, while minotaurs live lives of hard labor. The remaining Qualinesti and Silvanesti refugees live in the nightmare realms of Silvanesti, where they slowly go mad among the remnants of Lorac's nightmare. The Kagonesti elves hide in the wilderness, while the sea elves avoid any contact at all with mainland Ansalon. The metallic dragons, still unaware of the secret location (and purpose) of their dragon eggs, remain sworn to not interfere, though it breaks their hearts.

Though the Heroes of the Lance have failed, others answer the call. Their tale remains unwritten.

LOCALES


Many of the locales in the Dragonlands alternate campaign setting remain as they were during the War of the Lance (see the *War of the Lance* campaign setting supplement). At the same time, many changes have occurred since the dragonarmies won the Dark Queen's War.

DRAGONDEATH (HIGH CLERIST'S TOWER)

The High Clerist's Tower was established by Vinas Solamnus in 1772 PC, during the Age of Dreams. The fortress was originally called Dragondeath, due to its cunning dragon traps, but that name has been lost to history, known only to scholars. Legend states that the tower was built for an unexplained purpose, in accordance to the prophecies of Solamnic clerics, but it has served mainly as a means of protecting the only overland pass through the Vingaard Mountains to Palanthas. The tower has been the site of many battles, and no enemy has ever conquered it. Legend states that as long as men of faith guard its walls, the High Clerist's Tower shall not fall.

The High Clerist's Tower is named after the High Clerist, the head of the Order of the Sword. The Tower once served as the headquarters for that order. After the Cataclysm, the leadership of the Knights of Solamnia retreated to Sancrist. The last High Clerist, Yarus, died





during the Cataclysm, and the position has been vacant ever since. The knighthood abandoned the tower after the Cataclysm, and it has stood empty until the Dark Queen's War.

In the winter of 352 AC, as the dragonarmies marched across the Solamnic plain, the Knights of Solamnia finally decided to take action. Lord Gunthar uth Wistan, acting Grand Master of the Knights of Solamnia, ordered a force of knights and soldiers to reoccupy the tower and prepare to face the armies of the Dark Queen. The Solamnic forces moved in, their garrison using a fraction of the space available in the gigantic fortress.

The Battle of the High Clerist's Tower would have been a pivotal moment for the Knights of Solamnia, had they been able to act in unison. Instead, Derek Crownguard made the charge that would result in his death and those of all rode out with him. Sturm Brightblade stood atop the battlements to face the Blue Dragon Highlord in single combat. Overwhelmed by dragonfear, Sturm realized that a stand against the Blue Dragonarmy was suicide and withdrew, cheating Dragondeath of its fate: the use of its dragon traps, one last time, to thwart the Blue Dragonarmy.

Sturm and the remaining knights held out for two more days, but to no avail. They retreated farther and farther into the tower, with no route of escape. The outcome of the battle appeared certain: that every soul within the High Clerist's Tower would be wiped out.

In their darkest hour, however, Laurana used a *dragon orb* that Tasslehoff Burrfoot found within the tower. Unable to control the energies within, Laurana became possessed by the *orb*. This had an unexpected effect, summoning the spirits of dragons slain at the tower ages ago, during the time of Huma. Laurana was able to control these dragon spirits, which she called the dragonmourn, for the remainder of the battle. The *dragon orb* had another effect as well, driving the dragons and draconians under the Blue Lady's command to insanity. The Blue Dragonarmy made a retreat, albeit a temporary one.

With the battle done, the dragonmourn become restless. It became obvious to the knights that they couldn't remain. Laurana's use of the *orb* opened up a route of escape. Sturm Brightblade ordered all those inside to leave. Laurana, however, could not. In her attempt to save those at the High Clerist's Tower, Laurana succeeded, but it came with a price.

The High Clerist's Tower is once again called Dragondeath, a name that has taken on a new meaning. It now stands in shadow, with the spirits of chromatic dragons, not under the Dark Queen's control, flying around and through the ancient spire, protecting it from all those who would seek to enter, no matter who they may be. Those who come too close to the tower feel the effects of dragonfear, and must face the wrath of the dragonmourn.

Laurana remains trapped within, her hands still clasped over the *orb*, gaunt and pale but sustained by its power. When the winds blow at night, those close to Dragondeath can hear Laurana's song, a mournful melody of love and loss.

THE DRAGON EMPIRE

With the victory of the dragonarmies during the Dark Queen's War, Ansalon was divided between the dragonarmy wings. Ariakas shifted some forces around, but he realized that having the wings remain where they were would lead to the consolidation of his power base as local governments loyal to the new Dragon Empire were established.

The Red Dragonlands are the largest by far, including most of eastern Ansalon. Neraka, Nordmaar, Kern, and even the Blood Sea Isles fall into this domain. The Red Dragonlands also include Schallsea, Abanasinia, Qualinesti, Thorbardin, and Kharolis. The only area within the Red Dragonlands that has not been captured is the Tower of High Sorcery at Wayreth. All attempts at doing so have been foiled by Wayreth Forest itself. The Plainsmen tribes remain scattered, their homes destroyed, with no strong leader to unite them. The Qualinesti Forest is being lumbered for the dragonarmies, eliminating one of the elven homelands.

The Blue Dragonlands are the second largest, including all Solamnia, the Northern Wastes, Lemish, Northern Ergoth, Cristyne, and Sancrist. Kitiara rules from Palanthas, which surrendered without a fight. Martial law persists in the city, though it is barely noticeable during the daytime. At night, curfew is strictly maintained. A tariff has been levied on ships that dock in the harbor, and all vessels are searched from stem to stern. Only the Tower of High Sorcery remains untouched, guarded by the Shoikan Grove. Dargaard Keep also has been active of late, with Lord Soth doing Kitiara's bidding.

The White Dragonlands include Icewall, the southern Plains of Dust, the islands of Enstar and Nostar, and Southern Ergoth. Lord Toede searches furiously for Foghaven Vale, where it is said that the *dragonlances* were forged. If such weapons returned to the world, the people would have hope, and that cannot be allowed to happen. Foghaven Vale remains secluded from the White Dragonarmy, mostly due to the will of the gods of good. Theros Ironfeld abides in the monument to the Silver Dragon, working at crafting more *dragonlances*, though he is not sure for whom he is creating them.

The Green Dragonarmy controls Khur, as well as Blöde and Silvanesti (see below for description). Salah-Khan has united the tribes under his rule, making Khur his base of operations. The Green Dragonarmy is charged with transporting elves to Silvanesti, which they do with pleasure. Ogres from Blöde are used as enforcers.

The Black Dragonlands are mainly confined to the Goodlund Peninsula. Lucien often pays visits to Flotsam and Port Balifor, having connections to crime bosses and thieves' guilds there. The kender city of Kendermore, however, has remained a thorn in his side. Kender from the region have been harassing his troops. When he ordered the sacking of the city, however, his forces arrived to find the city abandoned. Not finding anything of interest within its walls, the Black Dragonarmy has left it largely alone.

SANCTUARY

Those looking upon Sanctuary from the outside might find irony in its name. Located in the northern Kharolis Mountains, the ancient edifice, once a temple to a long-forgotten god, stands in shambles. Marble columns have fallen to the floor, statues are broken, and what furniture was once there has long since rotted away. Where Sanctuary doesn't live up to its name on the outside, however, the inside is what earns its title. Within the walls of the ancient temple is a place where those who fight for freedom can gather and exist in peace, without much fear of discovery from the Dragon Empire. The Innfellows call it home.

When the Innfellows claimed Sanctuary as their own, they thought to fortify the structure. Their leader, however, knew that this sort of activity would only draw attention, and the Innfellows would fall into the trap of a direct confrontation they had no hope of winning. If the Innfellows were to remain hidden, their base of operations must appear abandoned. Thus, the temple was left in a state of disrepair.

What the Innfellows didn't count on was that this ancient temple held a few secrets within. A hidden passage leads farther beneath the mountains, to an intricate cave system that the Innfellows have simply dubbed "The Caverns." Secret passages lead in and out of these caves, allowing for quick escapes if need be.

The Innfellows encountered a surprise when they discovered what is now called the Chamber of the Dragon. Inside this chamber are the skeletal remains of an ancient gold dragon. Golden scales lie on the floor, and a hoard of treasure rests in this cavern as well. The Innfellows now believe that good metallic dragons are no myth, as most people believe these days. It has become an important part of their mission to discover the whereabouts of the metallic dragons and why they have not gone into battle against the dragonarmies.

The War Room, once a meditation chamber, stands as the tactical center of Sanctuary. A map of Ansalon stretches along one wall, with pins in it to mark the location of dragonarmy units. Adjacent to the War Room is a hallway that leads to the North Tower. This ancient spire once served as the sleeping quarters of the clerics who resided at this temple. Now, the freedom fighters sleep there instead.

The dragonarmies have heard tales of Sanctuary, and have scoured the entire region searching for it. Whether by luck or a blessing of the long-departed gods, it remains unfound. If it were ever discovered, the dragonarmies would surely destroy the Innfellows.

SILVANESTI, THE NIGHTMARE LANDS

What once was the homeland of the Silvanesti elves has become a place of madness, shaped by Lorac's dream turned into nightmare. Trees, once lovingly tended by the elves, now stand twisted and bleeding. Ancient buildings have fallen into ruin. The beasts of the wood have mutated into horrors. Nature itself has been corrupted, and without the Starjewel (which never came into full power, since Sturm survived), it cannot be reclaimed.

Though Lorac's hold on Silvanesti has ended, the nightmare persists, taking on a life of its own. The dragon, Cyan Bloodbane, stands as sentry over the forest, tormenting the elves as a cat would mice. Using ancient magic taught to him by Galan Dracos, he enhances the unnatural effects of the forest, keeping alive the madness that rules the land.

The dragonarmies now use the forest of Silvanesti as a place of exile for all elves. To the common man, it appears that the elves have simply been relocated to their homeland. The dragonarmy officers know better. No matter whether the elf is Silvanesti, Qualinesti, or Kagonesti, all are sent to the dream-haunted wood to live out the remainder of their days. Their existence is a horrific one, filled with madness and anarchy. The forest twists those there until they lose all control, slipping into primal urges.

The elven freedom fighter Ayleiah has ordered her wildrunners to try to free those within Silvanesti, one elf at a time if need be. Those who make it out begin to regain their sanity, the time it takes depending on how long an elf was exposed to the madness. Salah-Khan worries that the elves might attempt an escape, but Cyan Bloodbane has assured him they are incapable of such actions. Whether there is truth to this remains to be seen.

TEMPLE OF THE DRAGONSLAYER


The Temple of the Dragonslayer, known also as the Temple of the Holy Orders of the Stars, was created by Elethia, a cleric of Zivilyn who dreamed of bringing together all the Holy Orders under one roof in order to worship, share their knowledge and faith, and work to fulfill the roles the gods had chosen for them.

The temple is dome-shaped and built from large blocks of white stone, now turning a shade of dingy-gray. The courtyard is dried, cracked earth. A wall, 30 feet high, encircles the main building. The wall is riddled with cracks and some of its stonework has fallen. A rusty iron gate is the only way through the outer wall. The gate is enchanted to push back anyone who tries to enter when it is locked. Entrants may only pass when the gate is unlocked from the inside.

The dining chamber has aquamarine tile and walls of smooth marble. Brass wall sconces, oak tables, and chairs decorate the room. An elaborate mosaic adorns the walls opposite the tables, stretching 15 feet from floor to ceiling, and made of thousands of tiny, colored tiles. The tiles create the image of a black-haired woman garbed in a dark blue robe. In her arm, she holds a bow with the string pulled back, ready to release. Upon the string is a real arrow: the *Arrow of Elethia*, a +5 holy dragon bane arrow, made of white wood, with an ivory point and white feathers for fletching. Before the woman stands Kiernan the Crimson, a fierce red dragon easily ten times her size, with outspread wings, eyes gleaming with hatred, and mouth opened wide to release a burst of flame.

The Chamber of the Sky has a smooth stone floor and a ceiling that appears like Krynn's night sky. The "stars" give off a cool and soothing white light. This ancient room was used for prayer and meditation, and served as a place for





physical and spiritual renewal. When a healing ceremony is performed here, one of the stars from Mishakal's constellation descends upon a white wooden staff to enhance the healing. The staff normally lies in the corner of the room.

The Archive houses ancient books, scrolls, and parchments — all dated from prior to the Cataclysm. They are in surprisingly good condition, due to ancient enchantments. Any books taken beyond this room crumble to dust immediately.

A mahogany door with a golden handle shaped like a swan serves as the entrance to the Repository. This room is larger than the Archive, and has 16 recessed display areas in the stone walls. Five marble columns stand in this room, four in the corners and one in the center. On top of each of these columns is a special item, including a small bell with a handle carved to resemble an armored warrior, a silver needle, and a spool of golden thread, an eagle's claw encased in amber, and a skull with runes carved into it.

Though the temple has been lost for centuries, its location still unknown, the gods of good and neutrality know that it can provide the guidance for a person to become a cleric, if they approach with a true faith searching for the gods. Only then will the gate open.

TOWER OF HIGH SORCERY AT WAYRETH

Wayreth stands as the one territory in all Ansalon that was not conquered by the dragonarmies. None can pass through the enchanted forest without being invited and the draconians and their masters certainly are *not* welcome. The tower has become home to more wizards than ever before. In the past, many mages lived away from the tower, but now most White Robes and a fair number of Red Robes have come, filling its chambers to capacity. As a protected sanctuary, it seems an ideal place for those seeking safety.

The Conclave has been in heated debate over what to do about the outside world. The White Robes wish to go out and oppose the dragonarmies. The Red Robes realize that the Balance has been upset, but they are concerned that an offensive now might achieve nothing of use. The Black Robes are divided. Some are content with the current state of affairs, though they want to make sure that the Black Robes have their proper place in things. Others feel that Takhisis has taken too much power for herself, and wish to work with the White Robes to overthrow the Dark Queen, then later turning on the White Robes and seizing power for themselves.

Meanwhile, Par-Salian mourns the loss of Ansalon. He had hoped that the wizard Raistlin Majere would serve as his "sword" in these dark times. Recent divinations have shown, though, that another young wizard will come to the tower someday soon to take the Test and serve as a new weapon against the dragonarmies. The identity of this wizard remains a mystery — and each Order speculates what color robes the new magic-user will wear, and what role the new "sword" will play in history.

ADVENTURE IDEAS

A STAFF OF HOPE

The heroes hear that an artifact of the ancient gods, the *blue crystal staff*, is being transported from Neraka to Palanthis. The heroes have one chance to capture it. Is their information reliable, or is it a trap?

INTO DRAGONDEATH

The heroes are hired by a group of Qualinesti elves to sneak into Dragondeath and prize the *dragon orb* from Laurana's hands. The heroes must deal with a circle of Knights of Solamnia who keep watch near the tower, as well as Laurana and her dragonmourn. An extra reward waits for those who bring Laurana home safely. But if the heroes do rescue the *dragon orb*, can they trust this group of elves?

FOGHAVEN FOUND

Sturm Brightblade gives the remains of his sword to one of the heroes (preferably one of lawful good alignment), saying that it will serve the character well if it can be reforged. Only Theros Ironfeld has the talent to do so, and the heroes must make their way into Foghaven Vale and discover the ancient secrets it holds. Once there, they discover Theros and an armory of *dragonlances*. Can these ancient weapons defeat the chromatic dragons, even without the help of the metallics?

DIVINE POWER

The heroes discover that a temple dedicated to ancient gods rises from the depths of the New Sea under Solinari's full light. If they find their way inside, they may discover ancient secrets of the gods and the power to fight the dragonarmies. Of course, something else has made this temple into its home . . .

TRUST OR BETRAYAL

The heroes run into Sevil Draanim Rev, an information broker and mercenary who is willing to sell the secrets of the dragonarmies. Sevil has vital information for the resistance. Is he merely trying to make a few extra steel pieces, or does he have a motive beyond greed? Would he turn the heroes over to the dragonarmies in order to get into their good graces?

QUARRELING HIGHLORDS

A wounded rider is discovered carrying papers that prove that Salah-Khan is about to make a move against Lucien. The rider's dying request is that the heroes take the papers to the Innfellows in Solace. The contents of the papers show that there is an opportunity to slay one or both of the highlords, if action is taken swiftly. The heroes can take the papers to Solace, though it may be too late if they do so. A circle of the Knights of Solamnia is nearby, though it remains uncertain if they will help. Or the heroes can take action themselves. Are they powerful enough to take on two highlords?

SEEKING THE METALLICS

The heroes encounter a draconian who claims to have turned away from the path of darkness and seeks to redeem himself. The draconian says he knows the secret of why the metallic dragons have not returned. He offers to lead them to it. Can he be trusted, or is this some kind of trap?

PERSONALITIES

Through one choice made differently, history has changed. Those who were elevated to the status of legends in one timeline are not as notable in this world. Bards will sing songs of other heroes, and the histories of the aesthetics will hold different names.

ARIAKAS, DRAGON EMPEROR CR 23 LE male civilized human wizard 5/fighter 2/knight of the Thorn 10/legendary tactician 3/dragon highlord 3

Ariakas's dragonarmies have won the Dark Queen's War. Now he sits as lord of all Ansalon, his new Dragon Empire. The dragonarmies remain in control of the lands they have conquered, though Ariakas has shifted some forces where necessary. Ariakas rules absolutely, though he keeps the local nobles in place to help maintain order. None dare openly oppose the Dragon Emperor, and those who try covertly are summarily executed.

Ariakas's primary concern is the transition from a wartime mindset to setting up the structure of his new Dragon Empire. He realizes that while his highlords are capable generals, they may not all be good at governing. He is concerned both with the transition and with the highlords' own desires for power. All infighting is squashed immediately. Those who cause turmoil are quickly removed.

Ariakas doesn't fear any of the highlords himself, except for one: Kitiara uth Matar. Only she has the drive, cunning, and ambition to overthrow the emperor. What worries him even more is that Kitiara has made absolutely no moves toward overthrowing him. To that end, he has sent spies to report on her doings, and to discover what game she is playing.

AYLEIAH, FREEDOM FIGHTER CR 8 NG female Silvanesti elf noble 5/fighter 3

Ayleiah was raised as a noblewoman in Silvanesti. Her lineage dates back centuries, and it is said that she is descended from Silvanos himself. After the Dark Queen's War broke out, she was among many who traveled to Silvamori. She wanted to fight in the war, but her parents would not allow it. When the White Dragonarmy invaded Southern Ergoth, they captured Qualimori and Silvamori, taking the elves captive. Ayleiah's parents were killed as an example of what happens to those who oppose the dragonarmies.

Ayleiah was transported across Ansalon toward Silvanesti, where the dragonarmies were exiling all elves. Folk whispered of how the elves who were exiled there went mad in the twisted forest, and she was determined not to share their fate, so she organized an escape.

Though there were a few losses, the majority of those who followed her made it to safety. Ayleiah was encouraged, and made plans to create an Elven Underground. She was determined that no elf should have to dwell in the nightmare lands of Silvanesti, and that Qualinesti, Silvanesti, and even Kagonesti elves could work together to free her people and take them to a safe haven.

Ayleiah now leads over 100 elves, including a small group of kirath who work constantly to rescue elves from Silvanesti. She works in tandem with the Innfellows, and is seeking ties with one of the Solamnic circles. None of the circles have proven helpful thus far. Ayleiah is wanted by the dragonarmies, and Salah-Khan has placed a considerable bounty on her head.

SIR CHARLES CROWNGUARD CR 14 CE male civilized human noble 5/ fighter 6/legendary tactician 3

Charles Crownguard was pampered as a child. None of his wants went unfulfilled. While peasants around him starved, he feasted. He knew no hardship in life until he became a Knight of the Crown alongside his cousin, Derek Crownguard. Charles and Derek learned together of the Oath and the Measure. The cousins secretly swore their loyalty to each other, vowing vengeance on their enemies.

After their knightly initiations, Charles and Derek traveled different paths. Derek, using his connections and his battle prowess, quickly advanced through the ranks, becoming a Knight of the Rose. Charles, on the other hand, focused more on political matters. Both gained a fine reputation in their areas of expertise. When the Dark Queen's War came, both Derek and Charles welcomed the opportunities the war presented them. Both would be able to test themselves, and gain higher status.

Charles came into possession of an ancient cursed blade, the *dagger of righteous vengeance* (known also as the *dagger of jealousy*), during the early part of the war. With the dagger in his possession, he changed gradually from a cunning, foppish nobleman to a strong-minded pillar of the nobility. He advanced to the Order of the Sword and showed aspirations toward becoming a Knight of the Rose. Privately, he became more and more paranoid, jumping at every untoward sound. He would dismiss his servants and hire new ones, only to discover that he trusted his old ones more. Worst of all, he was becoming jealous of his cousin's success and began plotting against him.

When news reached him that Derek had perished at the High Clerist's Tower, Charles vowed vengeance upon those responsible. Hearing of Sturm Brightblade's actions (an inactions), Charles decided that it was Sturm's fault that Derek died.

Now Charles has advanced to the Order of the Rose, inheriting his cousin's lands and possessions. Charles leads a knightly circle comprised of supporters of the Crownguard family. He has vowed vengeance upon Sturm Brightblade. Charles has already tarnished Sturm's reputation, hastening his departure from the knighthood, but it is not enough. Charles has sworn that he will kill the traitor Brightblade if ever they meet.



THE DAGGER OF RIGHTEOUS VENGEANCE

THE origin of this cursed weapon is lost to time. Only the gods themselves know its full history, though some suspect it was crafted by Sargonnas himself. Reports of nobles turning upon one another during the Age of Might and strings of murders in the streets of post-Cataclysm Palanthis indicate that the *dagger of righteous vengeance* has acted like a venomous splinter in the heart of Ansalon's populace. Over the centuries, the *dagger* has passed from owner to owner, bringing friendships and fellowships to ruin. Somehow, it always manages to land in the wrathful grip of those who are most likely to fall to its poisonous whispers.

Dagger of Righteous Vengeance (Dagger of Jealousy): +2 *cursed dagger of venom*; AL CE; Int 10, Wis 12, Cha 12; Empathy, 30 ft. vision and hearing; Ego score 10.

Lesser Power: Item has 10 ranks in Intimidate (total modifier +11).

Special Purpose: Defeat/slay individuals that the wielder seeks vengeance against.

Dedicated Power: Item grants +2d6 sneak attack and +4 luck bonus on sneak attack rolls.

Personality: The *dagger of righteous vengeance* works its foul magic on its wielder, causing him to become increasingly paranoid. It seeks to intensify the jealousy within the heart of its owner and bring attention to the negative actions others do against him. If the owner of the *dagger* feels jealousy or vengeance in his heart, the weapon gains a foothold. The dagger progressively changes the owner's alignment to chaotic evil, making him a more perfect tool for vengeance. Every day the weapon is in a character's possession, the owner must make a Will save against a DC equal to the *dagger's* Ego of 10. Failure shifts the owner's alignment a step towards chaotic evil, beginning with the law-chaos axis, followed by the good-evil axis. In addition, if the owner is injured by another creature, or has something taken or stolen from him, the dagger will attempt to dominate the owner. If this succeeds, the owner feels compelled to bring harm and injury to the individual that caused offense.

Aura: Strong necromancy; CL 15th; Craft Magic Arms and Armor, *bestow curse*, *inflict moderate wounds*, *poison*; Price 96,302 stl.; Cost 48,302 stl. + 1920 XP.

SIR DAVITER THE WISE

CR 13

LG male civilized human fighter 6/
knight of Solamnia (Rose) 7

Daviter the Wise, so named for his thoughtful demeanor, became a Knight of the Rose just prior to the loss of the High Clerist's Tower. Daviter knew that the knighthood would have to come together if they going to defeat the dragonarmies. Due to his low rank within his order, he was largely ignored.

When the Knights of Solamnia went into hiding after the victory of the Blue Dragonarmy, Daviter became the leader of a small cell of Solamnic Knights. Daviter knew that his cell would have to operate in secret, so he ordered his men to travel in disguise. Daviter himself grew a beard in to hide his Solamnic heritage, taking other precautions as well.

Daviter works with the people in Solamnia and with other knightly circles, trying to get a resistance movement going. He's had minimal success in this endeavor. Most people have lost faith in the Knights of Solamnia, and he is opposed by Charles Crownward, whose voice carries more weight than his.

Daviter is considering looking outside of the knighthood to find allies to fight the dragonarmies. Daviter realizes that the Solamnics may be too demoralized to fight for their homeland. He is determined to keep looking. If the Solamnics won't stand up and fight, then he will find those who will.

GATLING, MAD SCIENTIST

CR 7

Male mad gnome master 7

CG Small humanoid (gnome)

Source Gatling uses the master base class introduced in *War of the Lance*.

Init +3; **Senses** Listen +1, Spot +1

Languages Common, Dwarven, Ergot, Gnome, Solamnic

AC 18, touch 14, flat-footed 15

hp 27 (7 HD)

Resist evasion

Fort +2, **Ref** +5, **Will** +8

Spd 20 ft.

Melee wrench (improvised weapon) +4 (1d6/20)

Ranged +1 *seeking small light crossbow of renown* +11 (1d6+1/19-20) or

+1 *seeking small light crossbow of renown* +9/+9 (1d6+1/19-20) with Rapid Shot

Base Atk +5; **Grp** +1

Atk Options Improvise Weapon, Rapid Shot

Combat Gear *potions of cure light wounds* (2), *oil of grease* (3), vials of acid (3), vials of alchemist's fire (3)

Abilities Str 10, Dex 16, Con 10, Int 16, Wis 13, Cha 8

SQ craft guild, primary focus (craftsman), secondary focus (sage)

Feats Improvise Weapon^B, Nimble Fingers^B, Point Blank Shot, Rapid Reload, Rapid Shot

Skills Appraise +4, Craft (alchemy) +19, Craft (armorsmithing) +19, Craft (bowmaking) +19, Craft (carpentry) +19, Craft (trapmaking) +19, Craft

(weaponsmithing) +19, Disable Device +15, Knowledge (architecture and engineering) +15, Open Lock +15, Search +12

Possessions combat gear plus mwk chain shirt, *ring of evasion*, +1 *seeking small light crossbow of renown*, 25 crossbow quarrels, small but heavy wrench, belt of various tools, vials of solvents, lubricants, and adhesives, set of skeleton keys, slide rule.

Craft Guild: The gnome is a member of a Craft Guild, granting him a +2 racial bonus to all Craft checks.

Item of Distinction—Craft (carpentry) (Ex): The master may create masterwork wooden structures (including siege engines) for half the normal cost.

Item of Distinction—Craft (weaponsmithing) (Ex): The master may create masterwork weapons (such as swords and crossbows) for half the normal cost.

Item of Renown—Craft (weaponsmithing) (Ex): The master may create a masterwork melee weapon or crossbow that bestows a +2 bonus instead of +1.

Primary Focus—Craft (Ex): The master gains a +4 bonus to all Craft skills.

Secondary Focus—Sage (Ex): The master gains a +2 bonus to all Knowledge skills.

Gatling has always possessed a knack for military matters, from weapons knowledge to tactics, and is a member of the Guild of Defense and Martial Sciences. Gatling, however, wasn't like his fellow gnomes. He still enjoyed inventing, but he didn't see the need to improve upon inventions if a smaller model would work — and was actually pleased if something functioned as intended the first time. It was no wonder that his fellow gnomes said that he was mad.

When the Dark Queen's War came to Ansalon, Gatling knew he had an opportunity to take his inventions and use them in battle. He understood that if the dragonarmies won, all Ansalon would be enslaved. He petitioned his guild to get involved in the conflict. The request is currently being discussed in committee.

Frustrated with his fellow gnomes, Gatling left Mount Nevermind. He headed out on his own, searching for those who would appreciate his talents. He hasn't found anybody who matches that description yet, but he is sure that such a group would make use of his inventions in order to fight the dragonarmies.

Gatling's greatest invention to date is the Gatling Crossbow, which is in fact a group of six crossbows arranged in a circle and set to fire bolts one right after the other. He is convinced that technology may be the key to defeating the dragonarmies.

KYRIK ES-THAKRAN CR 12

LN male minotaur mariner 5/wizard 4/sea mage 3

The Blood Sea calls to the hearts of all minotaurs, but not always in the same way. Kyrik Es-Thakran comes from a long line of mariners that dates back to before the Cataclysm. During a voyage, he was shipwrecked on an uncharted island. He was presumed dead for a number of years, appearing again in the wake of the Dark Queen's War.

When Kyrik was next seen, he was captain of the *Dominator*, a minotaur vessel of strange design. His crew had strange tattoos upon their bodies and spoke in an odd dialect. Stranger still was the transformation in Kyrik himself, who now wielded magic in the ways of a sea mage. Kyrik wears a crimson kilt adorned with white metal straps and black opals in homage to Lunitari, as well as the other gods of magic. He has several tattoos on his body, and wears rings in his ears and on his horns.

Kyrik was first seen by the Red Dragonarmy when it was transporting a ship full of minotaur slaves to a mining facility. A strange fog appeared on the horizon. From the fog came the *Dominator*, sailing at remarkable speed toward the dragonarmy vessel. A boarding action quickly began, and the minotaurs slaughtered the dragonarmy crew. The minotaur slaves were freed and given the dragonarmy vessel to do with as they please. The former slaves decided to join up with Kyrik, forming the foundations of his rebel fleet. This fleet has now grown to five vessels.

Though vastly outnumbered, Kyrik uses his fleet to pirate dragonarmy vessels, free minotaur slaves, and build his resistance. He operates throughout the Blood Sea, though most of his bases of operations are on small islands that lie to the east of Mithas and Kothas. Kyrik uses his sea magic to aid in his fleet's missions. The Red Dragonarmy now actively hunts for Kyrik, though he continues to evade them.

Kyrik operates under the belief that the Blood Empire of the minotaurs must be restored. He is not concerned with his own power, only with the freedom of his fellow minotaurs and the restoration of his homeland. Kyrik is an honorable and just commander, showing neither mercy nor cruelty. His demeanor as a soldier of the empire, even if his ways are odd, inspires his crew and his fleet to great acts of valor.

KITIARA UTH MATAR, CR 15

AMBITIOUS HIGHLORD

NE female civilized human fighter 10/ dragon rider 3/dragon highlord 2

Kitiara uth Matar never realized that having power would be so dull. Now that she has conquered Solamnia, she is expected to help set up the government of the Dragon Empire in the region. Bored with this assignment, she delegates most of the duties to Bakaris and her other officers. She is a conquerer, and the work of simply managing an already conquered land is of little interest to the Highlord.

Kitiara has turned her sights toward one final, highly dangerous target — Ariakas himself. She knows that deposing the Dragon Emperor will not be an easy task. For now, though, she waits until the time when Ariakas has solidified his empire, and the other highlords are done warring against one another. Once this has happened, Kitiara believes she can step in and usurp the throne, with much of the work of empire-building already done for her.



KREIGER, RELENTLESS HUNTER CR 12**Male nomad human ranger 12**

LE Medium humanoid (human)

Init +2; **Senses** Listen +14, Spot +14**Languages** Sylvan, Istarian, Common**AC** 20, touch 14, flat-footed 18**hp** 82 (12 HD)**Resist** evasion**Fort** +10, **Ref** +10, **Will** +8**Spd** 30 ft.**Melee** +1 *keen unholy short sword*

+15/+10/+5 (1d6+3/17-20) or

two +1 *keen unholy short swords*

+13/+8/+3 (1d6+3/17-20) or

Ranged +1 *composite longbow* +15/+10/+5 (1d8+2/20 x3)**Base Atk** +12/+7/+2; **Grp** +14**Atk Options** favored enemy (chaotic outsiders) +4, favored enemy humanoids (elves) +2, point blank shot**Combat Gear** 50 arrows, potion of *bull's strength* (CL 5),2x potion of *cure light wounds* (CL 5), potion of *lesser**restoration* (CL 3)**Spells Prepared** (CL 6th, +14 melee touch, +14 ranged touch)3rd—*cure moderate wounds*2nd—*cat's grace*, *protection from energy*1st—*magic fang*, *pass without trace*

Deity: Takhisis

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 12**SQ** animal companion ("Jager"), favored enemy (chaotic outsiders) +6, favored enemy (elves) +2, favored enemy (humans) +2, swift tracker, wild empathy +13, woodland stride**Feats** Alertness, Endurance^B, Greater Two Weapon Fighting^B, Improved Two Weapon Fighting^B, Iron Will, Skill Focus (Intimidate), Stealthy, Track^B, Two Weapon Fighting^B, Weapon Focus (short sword), Weapon Focus (composite longbow)**Skills** Climb +7, Handle Animal +16, Hide +19, Intimidate +11, Knowledge (nature) +7, Listen +14, Move Silently +19, Search +10, Spot +14, Survival +17, Swim +6**Possessions** combat gear plus +1 *studded leather armor*, +1 *keen unholy short swords* (2), +1 *composite longbow* (+2 Str bonus), *ring of protection* +2, *amulet of natural armor* +2, dagger, hatchet, waterskin, 50 ft. silk rope, rugged traveling garb, waterproof hooded cloak**J**AGER,**KRIEGER'S ANIMAL COMPANION** CR —**Male dire wolf**

N Large animal

Init +2; low-light vision, scent; **Senses** Listen +7, Spot +7**AC** 14, touch 11, flat-footed 12**hp** 45 (6 HD)**Fort** +8, **Ref** +7, **Will** +6**Spd** 50 ft.**Melee** bite +11 (1d8+10)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +15**Atk Options** trip**Abilities** Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10**Feats** Alertness, Run, Track, Weapon Focus (bite)**Skills** Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 when tracking by scent)**Trip (Ex):** A dire wolf that hits with a bite attack may attempt to trip as a free action, without a touch attack or provoking an attack of opportunity

Krieger is the leader of the Bundesphär, a corps of barbarian scouts who share the Bond with a breed of hunting wolf, the wülfbunde. The Bundesphär have served as scouts for the Dark Queen since the Age of Might.

Now the Bundesphär have a new assignment — to hunt down the pockets of resistance in the wake of the Dark Queen's War. Krieger has taken on this assignment wholeheartedly, finding no greater pleasure than hunting down the enemies of the Dark Queen.

Krieger's greatest success has been in killing the cleric Goldmoon and her husband, Riverwind. With her death and the retrieval of the *blue crystal staff*, the forces of good are without any clerics to bring back the word of the gods. Though Krieger has had this success, he still has not been able to catch up with the remainder of Tanis Half-Elven's resistance cell.

Krieger is a fearsome sight, with wolflike features and teeth that have been filed to appear more canine, which he uses to his advantage in close-quarters fighting. Krieger shares the Bond with his wülfbunde, Jager, a gray wolf who is a fearsome hunter in his own right.

LAURANA, STRICKEN GENERAL CR 9**NG female Qualinesti elf noble 6/fighter 3**

The Battle of the High Clerist's Tower would change Laurana forever. As the Blue Dragonarmy approached the High Clerist's Tower, the Knights of Solamnia made a valiant stand. When the battle was at its darkest, Tasslehoff Burrfoot discovered a *dragon orb* hidden in the depths of the High Clerist's Tower. In an act of desperation, Laurana attempted to use the *dragon orb* against the dragonarmies, a decision that proved most unwise.

The power of the *orb* proved to be more than she could handle. Songs of dragons — long dead — filled her mind. Unable to resist, Laurana joined in the song. From all around the ancient tower emerged the spirits of dragons who had been slain there. Unable to resist, Laurana continues to sing with them, her voice giving strength to their own. Laurana was able to influence the dragon spirits, known as dragonmourn, for long enough to allow her companions to escape, for the Blue Dragonarmy's dragons and draconians were driven mad by the song of the dragonmourn.

The Blue Dragonarmy retreated that day, even as Sturm Brightblade and the brave knights who served with him made their escape, ready to fight another day. Laurana remained, still clutching and sustained by the *orb*, now and forever tied to the dragonmourn. Each night, she sings a song of dragons, a song of ancient love and tragic loss.

LORD TOEDE,
DELUSIONAL FEWMASTER

CR 4

LE male hobgoblin fighter 4

Editor's Note: Recently, 17 new volumes in Toede's autobiography arrived at the Library of Palanthas. They were treated with the respect they deserved, being piled on top of the wooden crate with the thirty-seven other volumes in Toede's story or used to rest drinks on. What follows is a condensed version of Toede's own story in his own words. You have been warned.

Lord Toede, being the smart hob that he is, should be solely congratulated for winning his mother Takhisis's greatest glory, the Dark Queen's War. Being the benevolent and humble hob that he is, though, he allows the credit to go to his underling and sometime drinking partner, Ariakas. Being vastly smarter than his fellow highlords and not wanting the glory for himself, Toede gave tactical advice to his "peers," which enabled them to win the war. Toede was so clever in doing so that his peers were not even aware of his help!

Lord Toede was generous to his fellow highlords and allowed them to take greater portions of the continent than what he himself claimed. Certainly, Icereach seems such a waste, but that's because the other highlords are unaware of how tactically important the region is. Toede also kept Southern Ergoth, Nostar, and Enstar for himself, despite Kitiara throwing herself on him, begging him to take more of her lands.

Toede continues to offer his benevolent advice to his fellows, showing Ariakas how Ansalon can be a place that Toede's mother, Takhisis, would be proud of, or at least like to visit someday. He is working on more volumes of his autobiography as his wondrous life unfolds.

LUCIEN OF TAKAR,
BLACK DRAGON HIGHLORD

CR 17

Male half-ogre fighter 14/dragon highlord 2

CE Medium humanoid (half-ogre)

Source Lucien of Takar uses the Dragon Highlord prestige class introduced in *War of the Lance*.

Init +7; **Senses** low-light vision; Listen +8, Spot +10

Languages Common, Goblin, Nerakan, Ogre

AC 23, touch 11, flat-footed 22

hp 112 (16 HD)

Resist acid 30; +8 on saves against the frightful presence of dragons

Fort +12, **Ref** +6, **Will** +9

Spd 30 ft.

Melee *Ice Razor* +22/+17/+12/+7 (1d8+8/17-20) or unarmed strike +20/+15/+10/+5 (1d3+4)

Base Atk +16; **Grp** +24

Atk Options Combat Expertise, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Ride-By Attack, Spirited Charge,

Special Actions demoralize, motivate troops +2

Combat Gear *potion of cure moderate wounds* (4)

Abilities Str 19, Dex 12, Con 11, Int 13, Wis 12, Cha 15

SQ Dark Queen's courage, giant blood

Feats Alertness, Combat Expertise, Improved Disarm, Improved Grapple, Improved Initiative, Improved Resist Dragonfear^B, Improved Unarmed Strike, Leadership, Mounted Combat, Quick-Thinking, Resist Dragonfear, Ride-By Attack, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +7, Intimidate +20, Jump +6*, Listen +8, Ride +21, Spot +10

*Includes -2 armor check penalty

Possessions combat gear plus +2 greater acid resistance dragonarmor, +1 heavy steel shield, *Ice Razor* (+2 frost keen longsword), amulet of natural armor +2, ring of feather falling, horn of evil

Dark Queen's Courage (Ex): Lucien gains the Improved Resist Dragonfear feat.

Demoralize (Ex): Lucien gains a +2 profane bonus to Intimidate checks made to demoralize an opponent in combat, if successful rendering the target shaken for 6 rounds.

Motivate Troops (Ex): Lucien can direct the actions of any nongood creatures with the humanoid, giant, or dragon type that are within 30 feet of him and who have less than 15 hit dice. Those who follow Lucien's orders gain a +2 morale bonus to attack rolls, damage rolls, and Will saves. This bonus also applies to any dragon mount Lucien is riding, regardless of hit dice. Any eligible creature that willingly goes against these directions loses this bonus immediately. Affected creatures must be able to see or hear Lucien for this ability to take effect.

Now that the Dark Queen's War is over, Lucien has begun work on solidifying his hold and maintaining order. He puts his ogre followers to work in these regards, maintaining a pall of fear throughout his lands. Lucien is the most quiet of all the highlords, allowing others to talk while he gathers information to use against them.

Lucien has assigned his officers, former mercenary companions, to the task of maintaining control over the major cities of his lands. For the most part, people within his holdings do not cause him trouble, except for the bothersome kender. Lucien has ordered their extermination, offering 100 steel for every kender killed. He also ordered the sacking of Kendermore, but when his forces arrived in the kender city, they found it abandoned. This vexes him greatly.

Lucien works through political means to strengthen his position, but the embarrassment over his failure to wipe out the kender has cost him ground. He also suspects that Salah-Khan is trying to get him out of power.

SALAH-KHAN

CR 17

LE male nomad human ranger 5/
assassin 10/dragon highlord 2

With the end of the Dark Queen's War, Salah-Khan has turned his eye toward the borders of his holdings, in the hopes of taking more land from the other highlords. All other Khurish tribes now pay tribute to the Khur tribe, and

in turn to Salah-Khan. Once happy to oversee the invasion of Silvanesti, he now finds it to be a burden. At present, all elves who are found are sent to the nightmare realm, where they go mad and die. Salah would rather burn the forest down, but Ariakas has forbidden it.

Salah-Khan looks upon Lucien with suspicion. Lucien's forces are too close to Khurish lands for comfort. He also has been eyeing the Goodlund Peninsula as territory to call his own. Salah-Khan will not make an overt move against Lucien yet, but he eggs the other highlords on when he can, trying to force Lucien into a position where he can act and not be reprimanded by Ariakas.

STURM BRIGHTBLADE, DISGRACED KNIGHT

CR 13

Male civilized human fighter 9/knight of the Crown 2/
rogue knight 2

LG medium humanoid (human)

Source *Age of Mortals* sourcebook (rogue knight prestige class)

Init +1; Senses Listen +1, Spot +1

Languages Common, Dwarven, Solamnic

AC 23, touch 12, flat-footed 23

hp 115 (13 HD)

Resist +4 bonus on saves against the frightful presence of dragons; +1 bonus on saves against fear

Fort +15, Ref +4, Will +4

Spd 20 ft.

Melee mwk dagger +17/+12/+7 (1d4+4/19-20)

Ranged mwk dagger +14 (1d4+4/19-20)

Base Atk +12; Grp +16

Atk Options Cleave, Combat Expertise, desperate strike, Improved Disarm, Power Attack

Abilities Str 18, Dex 12, Con 16, Int 14, Wis 13, Cha 12

SQ hardhearted, heroic initiative +1†, honor's price, knightly courage†

Feats Cleave, Combat Expertise, Endurance, Exotic Weapon Proficiency (bastard sword), Honor-Bound†, Improved Disarm, Leadership, Power Attack, Resist Dragonfear, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

† New feat from the *DRAGONLANCE Campaign Setting*.

Skills Bluff +3, Diplomacy +12, Handle Animal +9, Knowledge (Nobility and Royalty) +11, Knowledge (religion) +4, Ride +17, Search +5, Sense Motive +9, Swim -6*

*Includes -7 armor check penalty, doubled for swim

Possessions +2 half-plate armor, mwk heavy steel shield, broken hilt of *Brightblade* (+2 axiomatic bastard sword), mwk dagger, signet ring, *ring of protection* +2

Desperate Strike (Ex): When the rogue knight is flanked by two or more opponents, he adds +1d6 to all damage rolls for as long as he remains flanked. This has no effect on any creature that is immune to critical hits.

Hardhearted (Su): The rogue knight adds a morale bonus to all saves against fear effects equal to his Charisma modifier.

Honor's Price (Ex): The rogue knight suffers a -2 penalty to all Charisma-based skill checks whenever he deals with Solamnic knights.

Knightly Courage†† (Su): The knight has a +1 morale bonus on saving throws against fear effects.

Strength of Honor†† (Su): Once a day, as a free action, the knight may add a +4 morale bonus to his Strength score for 4 rounds.

†† As an ex-Knight of the Crown, abilities and feats marked thusly are ineffective



“According to the legend, this sword will only break if I do...”

Standing upon the battlements of the High Clerist’s Tower, Sturm Brightblade faced certain death. A moment of clarity hit him as he stood against the blue dragon and the highlord that rode upon it: he must die if good was to win the war. That moment was shattered, however, when the dragonfear passed over him, and he fled his post for the shelter of the inner keep. Though not a coward, Sturm had learned a bit of realism from his friend, Tanis Half-Elven, and he knew that the knights could not withstand an assault by dragons. Though he knew their situation was dire, Sturm had one hope — that Laurana could use the *dragon orb* and defeat the enemy.

Sturm’s hope was in vain, for as Lorac Caladon before her, Laurana was possessed by the *orb*. Laurana was able to maintain control long enough to drive the Blue Dragonarmy back, but in doing so, she released the spirits of ancient chromatic dragons that had fallen at the tower in ages past. Sturm took advantage of the moment and led the other knights and his companions to safety — all but Laurana. The High Clerist’s Tower was soon abandoned, and would henceforth be known by a name from ages past — *Dragondeath*.

Sturm met up with another band of Knights of Solamnia, turning over command of his troops. He knew he had made the wrong choice, that things should have gone differently, and his dreams were haunted by visions of the world his death would have saved. In a moment of anger and frustration, Sturm Brightblade threw his sword on the ground. The *Brightblade* shattered. Sturm remembered the legend that said that the *Brightblade* would only break if he did.

Hounded by rivals, such as the relentless Charles Crownguard, Sturm quit the knighthood and returned to Solace with his companions. He realized that the Knights of Solamnia were *not* the champions of all that was right and good in the world, and that the true champions are his friends. Sturm soon stripped himself of everything that represented his Solamnic heritage, save his moustache (which he kept in honor of his father).

Though Tanis says that there was nothing Sturm could have done to save Laurana, Sturm knows their friendship has become strained. Sturm senses that he should not be alive and ought to have fallen at the High Clerist’s Tower. Though his companions dismiss this solely as regret, Sturm knows it is something more. Perhaps, if the gods are kind, he can still find a way to give his life for a better Krynn.

WEYLITH MALKREN

CR 3

NG male civilized human expert 4

Weylith Malkren had always been a small man, both in stature and in deed. His father was disappointed in Weylith and thought to make a man out of him. Having been a mercenary himself and having influence within the dragonarmies, Weylith’s father insisted that his son join their ranks, where he would learn some hard lessons and be shaped into a strong individual.

Weylith proved to be a terrible soldier. His superiors would have had Weylith flogged or worse, had it not been for his father’s political pull. Weylith’s superiors promoted him to requisitions officer to get him out of the fighting ranks. He could scarcely do any harm serving as a glorified clerk.

Weylith proved to be good at his task, and fell into obscurity. Though he was not enthusiastic about his position, at least he wouldn’t have to be a soldier, and his father would be proud that he was an officer. It was in this position that he discovered the atrocities of the dragonarmies. Weylith was beginning to traffic more than personnel and supplies. He was trafficking slaves and plunder, as well as sending captured elves into the Silvanesti nightmare realm.

Weylith couldn’t take it any longer. He decided he was going to use his position for good. Nobody paid attention to him anyway. Soon, Weylith was modifying orders in ways that would prove beneficial to those standing against the dragonarmies. Unbeknownst to his superiors, he began working with the Innfellows and the elven underground, taking risks that would have before been very much out of character.

Weylith now has a purpose in life. He knows he would be executed for his actions, if discovered — but at least that would be better than what his father would do to him.

WINTER WILLOW

CR 12

N male Kagonesti elf druid 6/nomad shaman 6

Winter Willow is said to be as ancient as the oldest trees. The elders of his tribe say that Winter Willow was ancient when they were but young children. Nobody knows for certain how old the ancient shaman is, including Winter Willow himself, though many guess that he was born well before the Cataclysm. When asked why he didn’t leave the world with the remainder of the faithful of the gods, the Kagonesti will only respond that he is too tied to the natural world to leave.

Winter Willow lives a secluded life, a hermit within his grove, located just to the east of the New Sea. Many seek his wisdom, but few find it. Winter Willow teaches his students the ways of nature. Where disbelief sets in is when he tells his students the origins his power — the goddess Chislev. In a world where the gods have been gone for hundreds of years, few believe in the ancient deities. Because of this, Winter Willow only allows those who have true faith and a love for the natural world to discover his grove.

Winter Willow was not much concerned with the Dark Queen’s War, as all things come into balance in the end. The victory of the dragonarmies troubles him, though. The forces of Takhisis have been attacking the natural world, killing the beasts of the land and razing the forests for lumber. Winter Willow seeks to restore the Balance, searching for a champion who will defend the ways of the natural world. He has considerable wisdom and lore for those who are willing to act as champions for the natural world.





HOURGLASS IN THE SKY

Six months. It had taken Lanadon six months of too-precious time to copy the book six times. Six months of sneaking into the Library each night and taking the book — removing a book from the Library! — back to his cell. He remembered the first time he had read it, disbelieving the words before his eyes. But what if it were possible?

Once he had read the book, he had known what he needed to do. Six times he copied the book. It went against everything he had ever been taught, everything the Aesthetics stood for, but he did it. He did it so others would have the chance to decide their own roles.

As Lanadon waited for the ink to dry on the final page, he thought back to a year ago. He had been in the Library, doing his part in the endless duty of maintaining the books lining its shelves. Astinus the Chronicler, sitting nearby, had filled one of his voluminous tomes, a rare occurrence. His aide Bertrem was ready with a fresh volume, and placed it before him. “We will begin preparation of the next volume immediately, master,” said Bertrem, noting the short stack of blank books beside the Chronicler.

“That won’t be necessary,” said Astinus as he put his pen to the first page and began writing. Lanadon had been as stunned as Bertrem, who asked for an explanation. Astinus had merely gestured at a nearby shelf. Lanadon had watched as Bertrem ran his finger down the spines, then drew out an ancient volume. When the aide read the first page he went white and thrust the book back onto the shelf as if it had burned him.

That book now sat before Lanadon, along with the six copies he had made. Lanadon’s hands no longer trembled when he stared at what was called “The Triumph of the Twin” and began to turn the pages, but he still felt a chill whenever he read the words on the page before him — the last page, the original penned by the infallible Astinus:

“As of Fourthday, Fifthmonth, Year 358, the world ends.”

As Raistlin challenges the gods for supremacy, his hourglass reveals itself in the sky. Everyone on Ansalon can see the stars when they appear, but only a few realize what they truly signify: the world is moving toward its doom.

In 358 AC, Caramon Majere watched Astinus of Palanthis record the last moments of history in the Final Volume, and resolved to stop the coming disaster. When he was sent back through time with the book, however, Caramon traveled too far into the past, and never returned. Thus, he never confronted Raistlin during the Battle of Palanthis.

But the Final Volume in the History of Krynn survived, was found before the Cataclysm, and remained in the Library of Palanthis, under the care of Astinus. When an Aesthetic monk named Lanadon Oakleaf discovered the Final Volume, he was stunned to learn of the world’s coming end. He was even more surprised to read that he was destined to smuggle six copies of the Final Volume out of the Library, and bring them to the people of Ansalon.

Only two years remain before Krynn’s story ends. Now the sky has begun to change. Most on Ansalon know only

that the constellations of the gods are disappearing, to be replaced by a lone sign: an hourglass. Some, however, have read the Final Volume and know the events to come. Each must choose his own path as the world is torn apart — and if none can prevent Raistlin’s ascension, everything will be destroyed, and the Mage-god will rule over a dead world.

CONCEPT

Never is the passage of time more important than in a campaign set in this world. There are only two years and two days between the moment when Raistlin steps through the *portal* in Palanthis and the last day of the world. So while some of the *Legends* campaigns in this book track their history across decades and centuries, the timeline for the Hourglass in the Sky setting tracks events that occur on specific days. (See Chapter Six in the *DRAGONLANCE Campaign Setting* for more on the calendar of Krynn.)

It is recommended that Game Masters carefully track the passage of time. This not only gives the campaign an increased sense of urgency, but it allows the characters the full advantage of every moment before the campaign has to end — when history does.

For those who don’t know anything beyond the changing stars in the sky, Ansalon has become a terrifying place. Magical storms kill the living and raise the dead. Pieces of the shattered moons rain from the sky. The gods themselves die, their power fading from the world.

If the characters have read the Final Volume or know someone who has, they may have knowledge of what events occur between the present time and the end of history. If the campaign gives them no other direction, what they do with that knowledge is up to them. Some may try to thwart Raistlin’s war with the gods — somehow. Others might try to take advantage of the chaos, seizing power and content that they will find a way to save the world — somehow. Particularly lucky or clever heroes might try to find a way to escape, setting sail on the River of Time for an earlier point in history or another world altogether, so they can survive.

Somehow.

After the passing of the critical moment when Raistlin faced Takhisis in Palanthis, anything anyone on Ansalon might attempt to thwart fate and change the destiny of the world is a long shot. But if heroes have a role, it is to fight against destiny until the bitter end.

THEME

The main theme of this setting is that of encroaching doom. The die has been cast, the world will end: even Astinus agrees on this point. The key to this campaign is what do the heroes do with this knowledge? Do they valiantly seek to prevent the inevitable? Do they act to slow the pre-ordained events, to give them more time to find a true solution? Do they seek to make Krynn the best it can be before the end? Or do they, knowing they are truly powerless to halt the course of events, do as they will, carving out some minor power or pleasure for themselves while they can? They are free to act almost without consequence, since they know the world is doomed, so



what happens to them before that time matters little — all will perish by that final day, regardless of their deeds.

All is not without hope in this campaign, however. Preceding chapters outline several ways in which the heroes could act to prevent the end of the world. The spells, magic items, and theories discussed in earlier chapters give the heroes the means to fight this battle, if only they have the courage and stamina to confront what seems to be a foregone conclusion. That is the true theme of this campaign: finding the strength to go on even when there appears to be no hope of success whatsoever.

TIMELINE

In the year 876 PC, a strange book was brought to Astinus of Palanthis: a volume of his history, the *Iconochronos*, filled with strange dates and events that have not yet happened. Astinus believes this to be a future volume that has somehow traveled backward along the River. Scrawled on the first page is the following text: “I have failed. The spell sent me too far back. I cannot return: the device is broken, and have lost the kender. May the gods forgive me. – Caramon Majere”

There is no indication of the fate of Caramon and Tasslehoff, anywhere in history. Even Astinus does not know what happened to them. The book has remained in the library, a curiosity viewed by no one, but recent events have brought it back to Astinus’s attention: what is recorded on its pages seems to be coming true.

Following is the end of the history of Krynn, from Thirddmonth in 356 to the end of the world as recorded by Astinus of Palanthis in the Final Volume.

SEVENTH DAY, THIRDDMONTH, 356

Brother Lanadon leaves Palanthis with the Six Volumes, copies of the Final Volume.

EIGHTEENTH DAY, FOURTHMONTH, 356

Brother Lanadon delivers a copy of the Final Volume to Dero Squireson in Solanthis.

THIRD DAY, FIFTHMONTH, 356

Led by the Blue Lady and Lord Soth, the dragonarmy arrives in Palanthis. Tanis Half-Elven falls in battle against Lord Soth.

Raistlin emerges from the *portal* in the Tower of High Sorcery in Palanthis, followed by Takhisis. While the Battle of Palanthis rages outside, Raistlin slays the Dark Queen. Absorbing her power, he departs Krynn to do battle with the gods.

FOURTH DAY, FIFTHMONTH, 356

The first magestorm strikes Palanthis, blasting the city to ruins and killing all who survived the battle.

Brother Lanadon delivers a copy of the Final Volume to Pelani Two-Axe in Sanction.

SIXTH DAY, FIFTHMONTH, 356

Night of the First Star.

TWENTY-EIGHTH DAY, FIFTHMONTH, 356

Brother Lanadon delivers a copy of the Final Volume to Tika Majere in Solace.

TENTH DAY, SIXTHMONTH, 356

Brother Lanadon delivers a copy of the Final Volume to Unger Splitstone in Thorbardin.

TWENTY-THIRD DAY, SIXTHMONTH, 356

As panicked rumors about the contents of the Final Volume swirl through the city, the Sanction Riots begin.

SIXTEENTH DAY, SEVENTHMONTH, 356

Raistlin slays Sirrion.

TWENTY-FIRST DAY, SEVENTHMONTH, 356

Night of the Second Star.

TWENTY-EIGHTH DAY, SEVENTHMONTH, 356

Raistlinites appear for the first time, in Beacon on the north shores of Northern Ergoth. Their leader, Ivel Batavos, declares that only those who have been raised by a lightstorm will survive the coming times.

SECOND DAY, EIGHTHMONTH, 356

Raistlin slays Reorx. Brother Lanadon is killed by a magestorm somewhere on the southern plains.

SIXTH DAY, EIGHTHMONTH, 356

Night of the Third Star.

TWENTIETH DAY, EIGHTHMONTH, 356

The red dragon Harkiel establishes control over the streets of Sanction and seals the gates of the city, protecting and providing for its inhabitants in return for their fealty.

TWENTY-SEVENTH DAY, EIGHTHMONTH, 356

Raistlin slays Chislev and Zivilyn.

PIFTH DAY, PIFTHMONTH, 356

A white magestorm passes over the High Clerist's Tower and raises fallen Knights of Solamnia, including Sturm Brightblade.

TWENTY-EIGHTH DAY, PIFTHMONTH, 356

Night of the Fourth Star.

FIFTH DAY, TENTHMONTH, 356

Raistlin battles Kiri-Jolith, but is wounded and forced to retreat.

THIRTEENTH DAY, TENTHMONTH, 356

The Armies of Reorx depart Thorbardin.

TWENTY-FIFTH DAY, TENTHMONTH, 356

Brother Lanadon is raised by a magestorm and resumes his journey.

TWENTY-SEVENTH DAY, TENTHMONTH, 356

Raistlin fights Kiri-Jolith again, and slays him with the aid of Chemosh.

SECOND DAY, ELEVENTHMONTH, 356

Night of the Fifth Star.

SEVENTH DAY, ELEVENTHMONTH, 356

Convinced by Ivel Batavos that the only way to survive the end of the world is to be raised by a magestorm in the aftermath, 400 people in the farming town of Penslip in Kharolis allow themselves to be sacrificed by the Raistlinites.

TENTH DAY, ELEVENTHMONTH, 356

Brother Lanadon visits Clarynela Oakleaf in Silvanost. She refuses to accept a copy of the Final Volume.

FIFTEENTH DAY, ELEVENTHMONTH, 356

As Sanction runs short on supplies, troops sent by Harkiel raid and pillage in the Neraka valley.

FIFTH DAY, TWELFTHMONTH, 356

Pelani Two-Axe stages an ambush on Harkiel's troops as they return to Sanction.

EIGHTEENTH DAY, TWELFTHMONTH, 356

The Raistlinites continue to gather followers as their bands raid and slaughter towns across southern Ansalon.

FIRST DAY, FIRSTMONTH, 357

The Silvanesti close their borders.

TWELFTH DAY, FIRSTMONTH, 357

South of Khuri-Khan, Brother Lanadon is waylaid by bandits. He is left for dead, and his belongings — including the last two copies of the Final Volume — are sold to traders headed into the city.

TWENTY-FIRST DAY, FIRSTMONTH, 357

The Armies of Reorx battle a band of Raistlinites attempting to destroy the town of Wallach on the Plains of Dust.

PIFTH DAY, SECONDMONTH, 357

Sargonnas attacks Raistlin, but Raistlin slays him.

ELEVENTH DAY, SECONDMONTH, 357

Night of the Sixth Star.

PINETEENTH DAY, SECONDMONTH, 357

Believing that the magegod will reappear in the city, Raistlinites begin to gather in Palanthis.

TWENTY-THIRD DAY, SECONDMONTH, 357

Led by Paladine, the remaining major deities battle Raistlin in the Abyss. Majere, Shinare, Hiddukel, and Zeboim fall, but Raistlin is forced to flee back to Krynn.

TWENTY-EIGHTH DAY, SECONDMONTH, 357

The Armies of Reorx lay siege to Solace in hopes of preventing the return of Raistlin.

SECOND DAY, THIRD MONTH, 357

Bypassing the siege, Raistlin returns to Solace to perform a ritual in the woods east of the town. He is confronted by Tika Waylan Majere, but the Magegod drives her away.

THIRD DAY, THIRD MONTH, 357

Despite interference by the Armies of Reorx, Raistlin is partially rejuvenated by the completion of his ritual. The vallenwoods of Solace begin to die.

FOURTEENTH DAY, THIRD MONTH, 357

The Raistlinites gathered in Palanthis rejoice when Raistlin arrives. Any who approach the Magegod are killed as he ventures into the ruins of the Tower of Palanthis.

TWENTY-SECOND DAY, THIRD MONTH, 357

Raistlin travels to the Tower of Wayreth. Par-Salian, with the assistance of an army of wizards, manages to drive away the weakened Magegod. Raistlin vows revenge.

NINTH DAY, FOURTH MONTH, 357

The first dead vallenwood falls in Solace, crushing the Inn of the Last Home.

SEVENTEENTH DAY, FOURTH MONTH, 357

Raistlin slays Solinari when the silver moon is full. The three moons shatter.

EIGHTEENTH DAY, FOURTH MONTH, 357

Pieces of the three moons begin to rain down on Krynn. The rain will last a year.

EIGHTEENTH DAY, FIFTH MONTH, 357

Night of the Seventh Star.

FOURTH DAY, SIXTH MONTH, 357

Raistlin slays Mishakal.

TWELFTH DAY, SIXTH MONTH, 357

Night of the Eighth Star.

THIRTEENTH DAY, SIXTH MONTH, 357

The Green Month begins, Mishakal's last gift to the mortals of Krynn. For the next four weeks, no magestorms occur.

TWELFTH DAY, SEVENTH MONTH, 357

The Green Month ends as magestorms return to ravage the land.

EIGHTEENTH DAY, EIGHTH MONTH, 357

The geothermal systems of Mount Nevermind fail as the lava flows of the volcano increase beyond the ability of gnomish devices to control them. Lava floods down the south face of the mountain, destroying many gnomish settlements, and into the woodlands of southern Sancrist, setting them ablaze.

SIXTH DAY, NINTH MONTH, 357

With Chemosh's help, Raistlin slays Branchala, Habbakuk, and Morgion in a single day.

FOURTEENTH DAY, NINTH MONTH, 357

Night of the Ninth Star.

FIFTEENTH DAY, NINTH MONTH, 357

Night of the Tenth Star.

SIXTEENTH DAY, NINTH MONTH, 357

Night of the Eleventh Star.

SECOND DAY, TENTH MONTH, 357

The largest white magestorm ever seen passes over Palanthis, raising all those who fell in the Battle of Palanthis and the Raistlinites killed seven months earlier. The Second Battle of Palanthis ensues.

SEVENTEENTH DAY, TENTH MONTH, 357

Harkiel captures Pelani Two-Axe.

TWENTY-FIRST DAY, TENTH MONTH, 357

Pelani Two-Axe is publicly executed.

SEVENTEENTH DAY, ELEVENTH MONTH, 357

The gnomish craft H.V.C.E.V.P.C.T.R. (High Velocity Contained Environment Vehicle Propelled by Constant Thermodynamic Reaction) *Observer* launches from Mount Nevermind, bound for the rubble of the moons. It is not heard from again.

NINETEENTH DAY, ELEVENTH MONTH, 357

The bandits once led by Pelani Two-Axe redirect a lava flow into the heart of Sancton, destroying it. The city's red dragon ruler is driven away.

TWENTY-FOURTH DAY, ELEVENTH MONTH, 357

Magestorms gather around Silvanesti. Despite the efforts of elven wizards, they do not pass by or dissipate.

TWENTIETH DAY, TWELFTH MONTH, 357

Lunitari attempts to ally with Raistlin, and he nearly accepts, but Chemosh steps in and murders her, claiming she was attempting to fool Raistlin. Enraged, Raistlin realizes that Chemosh has been siphoning some of the power of the defeated gods for himself. He destroys the death god.

TWENTY-SEVENTH DAY, TWELFTH MONTH, 357

Raistlin challenges and defeats Nuitari.

TWENTY-EIGHTH DAY, TWELFTH MONTH, 357

Night of the Twelfth Star.

SECOND DAY, FIRST MONTH, 358

Astinus of Palanthis leaves the ruins of the Library, bound for the Forest of Wayreth.



FOURTH DAY, FIRSTMONTH, 358

A magestorm strikes Solace for the first time, after which the area is hit continuously, with no respite or lightstorms passing through the area.

TWENTY-FIFTH DAY, FIRSTMONTH, 358

The Maelstrom reverses, becoming a massive waterspout pulling the Blood Sea into the sky. “Blood rain” begins to fall across northern Ansalon.

FIFTH DAY, SECONDMONTH, 358

Tika Waylan Majere is struck by a bolt from a magestorm and dies.

THIRTEENTH DAY, SECONDMONTH, 358

The amassed magestorms break through the magical barriers around Silvanesti to ravage its forests and people.

TWENTY-SECOND DAY, SECONDMONTH, 358

The magestorm over Silvanesti swells, absorbing other magestorms as it grows.

SEVENTEENTH DAY, THIRDMONTH, 358

The last lightstorm dissipates. None are ever seen again.

TWENTY-SIXTH DAY, THIRDMONTH, 358

Astinus of Palanthas arrives at the Tower of High Sorcery in Wayreth Forest.

SEVENTH DAY, FOURTHMONTH, 358

One massive magestorm covers all Ansalon.

EIGHTEENTH DAY, FOURTHMONTH, 358

The Rain of Moonshards ends.

TWENTY-SECOND DAY, FOURTHMONTH, 358

Gilean makes one final appeal to Raistlin, warning him that if he continues on his path he will irrevocably upset the balance of Creation. Raistlin destroys him.

TWENTY-FIFTH DAY, FOURTHMONTH, 358

Night of the Thirteenth Star. Raistlin’s constellation is complete.

FIRST DAY, FIFTHMONTH, 358

The magestorm envelops all Krynn.

THIRD DAY, FIFTHMONTH, 358

As he prepares for his final battle with Paladine, Raistlin forces open the portal in the Tower of Wayreth. He slays all the mages but Par-Salian, whom he transforms into a pillar from the waist down, so he can watch Krynn’s final hours.

FOURTH DAY, FIFTHMONTH, 358

Raistlin destroys Paladine. The world ends. The history of Krynn is complete.



ORGANIZATIONS

KNIGHTS OF SOLAMNIA

Both Solamnia and its protectors were destroyed by the Battle of Palanthas, where the city and all who fought there — both on the side of the Knights and that of the Blue Lady — were killed by the magestorm that formed over the city in the aftermath of Raistlin’s victory over the Dark Queen, then swept south over the High Clerist’s Tower into the Plains of Solamnia. As darkness and destruction sweep across the land and the gods fall one by one, any favor the Knights regained in the eyes of the people during the War of the Lance slowly erodes until

they once again stand on their own.

REFUGEES

Whether because they don’t understand what’s going on or they simply refuse to believe the world is ending, many on Ansalon search for somewhere — anywhere — that might be a safe haven from the madness and destruction sweeping the land. Scattered families have gathered into groups that collect into mile-long wagon trains of the starving and desperate. The common desire for safety binds together groups that might otherwise have been at war with one another, but tempers do occasionally flare and a fair amount of political in-fighting goes over which of the latest rumors of a safe haven should be followed.

Some refugee groups eventually give in to despair and violence — particularly if they encounter another group fleeing the same horrors, but from the opposite direction. Others, aware of the world’s fate yet determined to keep hope alive, try to settle down in areas as long as possible and survive as best they can. Lacking the stocks of laid-in provisions possessed by cities, and surrounded by fields ravaged by magestorms, many of these communities are forced to move often, and sometimes turn to banditry to get the supplies they need.

THE ARMIES OF REORX

The dwarves of Thorbardin were divided by the knowledge they gained from the copy of the Final Volume given to Unger Splitstone. Some argued that the coming destruction would ravage only the surface world, and that the dwarven race could survive if they sealed the gates of their cities as they had in the past. Yet on the Night of the Third Star, as the dwarves watched the star of Reorx fade from the sky and felt the god's power begin to fade from the world, the dwarves knew there was only one thing remaining in the world for them: vengeance for their god.

Now the Armies of Reorx march across Ansalon, searching for a way out of the mortal realm and a way to achieve their true aim: killing Raistlin. Mortal enemies of the Raistlinites, they refuse to give up the world — or their lives — without a fight.

SILVANESTI

Once again the Silvanesti have encountered a threat to their idyllic existence, and have reacted by cutting themselves off from the outside world. So soon after regaining their homeland from Lorac's nightmare, they are determined not to lose it again. Outsiders find them increasingly xenophobic and utterly intolerant of any who would endanger either their land or their people. The Army of Reorx has tried to ally themselves with the Silvanesti, but the elves have faith that the Laws of Krynn will assert themselves to enact justice for the gods and give protection to the Silvanesti.

RAISTLINITES

Though Raistlin cannot truly claim domain over the world until he defeats the entire pantheon, there are many who worship the power he has unleashed on Krynn. The Raistlinites are aware that the world as it is known will end when Raistlin ascends to godhood, but believe that those who are resurrected by a lightstorm will survive into the new world beyond. As the world is torn asunder, the Raistlinites are gathering large number of followers — particularly in the wilds, away from centers of other religions, and among more neutrally aligned races and cultures.

Some groups of Raistlinites preach their beliefs like traditional clerics. Yet others force their beliefs upon unbelievers, riding in packs across the countryside and leaving behind whole villages slaughtered and awaiting the healing miracle of a lightstorm.

LOCALES

SOLACE

As magestorms tear Ansalon apart, Solace and the forests within 20 miles of the town remain unscathed — remarkable enough, in fact, that when the first magestorm hits Solace in Firstmonth 358, the event is recorded in the Final Volume. Beginning in late 356, as word of the contents of the Final Volume circulates among refugees fleeing increasingly violent magestorms, the population of Solace begins to swell. By the beginning of 357, the village

doubles in size, with more than 1,000 inhabitants. Long-time inhabitants of the town, along with refugee leaders, band together to form the Solace Town Council, led by Hero of the Lance Tika Waylan Majere, in Firstmonth 357. It is only thanks to their organization that the town is not overrun by the Armies of Reorx when they arrive a month later. When Raistlin returns to Krynn and comes to Solace in Thirdmonth 357, the town has a population in excess of 3,000. As the town continues to grow, the clearings among the vallenwoods fill with hastily erected structures. Finally, by late 357, nearly 10,000 people live in the area.

As the months pass, the growing population puts a strain upon resources in the region. Though areas are set aside for growing crops, and hunting parties are sent out when magestorms aren't battering the surrounding area, food becomes increasingly scarce. Uncertain if it is the vallenwoods that are somehow protecting their vale, the Solace Council enact a law prohibiting damage to the trees. However, as the few deadfall limbs from the vallengs fail to provide all the firewood needed by the people, new axe scars on the mighty vallenwoods appear each morning. Crime becomes common among the increasingly desperate inhabitants. Though the blight killing the vallenwoods soon provides more than enough wood, it doesn't provide the food the people need.

The magestorms that finally come to the town in 358 are second in fury only to those that gather around Silvanesti a few months later. By the last days of Krynn, only ash and ruins remain among the few stone structures (such as the memorial constructed over Tika's grave) able to resist the storms' assault.

PALANTHAS

Once known as the "Jewel of Solamnia," Palanthas met its doom in a single day. As the Knights of Solamnia battled the dragonarmies of the Blue Lady in the streets of the city, Raistlin Majere returned from the Abyss through the *portal* in the Tower of High Sorcery, followed by Takhisis. At the moment of Raistlin's victory over the Dark Queen, the Tower of High Sorcery exploded and an inky blackness settled over the city, dispersing the next day to reveal the first magestorm. The lightning bolts that lanced down from the storm killed all who had survived the battle and the night of darkness. On that day, the Palanthas earned its new name: the City of Ghosts.

Palanthas seems to attract magestorms, but all lightstorms that approach the city dissipate before they might provide relief to the city or raise any of its dead. The wealth and splendor that once belonged to the inhabitants of Palanthas are a nearly irresistible temptation to scavengers and looters, though those who go into the ruins claim to hear the howls of the dead. Others say they have seen ghosts moving among the broken buildings. Many don't return to tell their tale.

Damaged by the destruction of the Tower, even the Shoikan Grove eventually falls to the unrelenting power of the magestorms. One building remains unscathed. Near the heart of the city, the Great Library survives untouched. Inside, it is said, Astinus of Palanthas records events in



the Final Volume — a new version, separate from the one brought to him over a millennium ago. Some who wonder if the end of the world is truly approaching have ventured to the Library hoping to see Astinus's volume and confirm that it is the same book they have heard of. They have found the Library sealed shut, the bodies of fallen Aesthetics lying outside the gates. Whatever Astinus does inside, he does alone.

Finally, in late 357, a lightstorm comes to Palanthalas — the largest ever seen. As it passes over the city it raises all who have fallen since the beginning of the Battle of Palanthalas. In the confusion after this mass resurrection the battle begins anew, and many are killed again in the Second Battle of Palanthalas.

NIGHTLUND

As darkness spreads across the land so does Nightlund, the land of the undead slowly growing until by early 358 it encompasses everything between the Vingaard Mountains and the Last Coast in Nordmaar. When lightstorms pass through the region, the healing touch of their lightning bolts leave behind the “screaming dead” — undead pulled back through the veil between life and death and driven mad in the process. By mid-357, packs of these hunters run wild through the eternal twilight, slaughtering any who dare enter the region.

Meanwhile, Lord Soth remains at Dargaard Keep, content to watch the world suffer and die around him, at long last anticipating release.

SILVANESTI

Though the Silvanesti refuse to believe in the “wild predictions” of the Final Volume, by late 356 they are forced to admit that a terrible destructive force has been unleashed upon the world. Their reaction, as in the past, is to isolate themselves and their lands from the world. Working together once again, House Mystic and House Protector erect a magical barrier around their forests and, on the first day of 357, seal their borders. Armed patrols ride the boundary, keeping an eye out for any who might get through the barrier.

Though some of the elders of House Cleric grow uncomfortable as the stars of the gods fade from the sky and are replaced with the Hourglass, most believe the Laws of Krynn will inevitably assert themselves and the evil Mage-god will be destroyed before he can achieve any victory that might lead to the world's destruction.

For nearly a year after erecting the barriers, the Silvanesti live a life that is much like that of earlier times, with pleasantly fewer outsiders. Yet finally, the magestorms gather around their lands in such size and intensity that, in Secondmonth 358, the barriers fail and the storms break through to destroy the elven homeland. While the Silvanesti had hoped to protect themselves, their magical wards served only to collect so many storms that they merged into a tempest that would never dissipate — an unstoppable superstorm that eventually grows to play a part in the doom of the world.

SANCTION

In the aftermath of the War of the Lance, downtrodden locals and the weakened forces of the dragonarmies struggled for domination of the city of Sanction. With the end of the world approaching and nothing to lose, the underclasses finally rose up against the remaining forces of the dragonarmies. The Sanction Riots last for nearly two months, causing as much death and doing as much damage to the city as any magestorm might have, and end with Sanction clutched tight in the grip of the red dragon Harkiel.

In the aftermath, the poor of Sanction flee into the mountains and hills of the surrounding region, leaving the city to the wealthy, the corrupt, and the dragonarmies. Feasting even as magestorms pass overhead, those who remain burn through the city's considerable stores of supplies by late 356, at which point the dragonarmies begin to raid other cities for supplies. However, the outcasts from the city prove to be surprisingly formidable and turn the tables by ambushing the raiders as they return to Sanction with their prizes.

Throughout 357, Harkiel and her forces fight a war for survival with the bandits. Late in the year, Harkiel finally succeeds at bringing about one of the events she has read about in the Final Volume — the capture of Pelani Two-Axe, leader of the bandits. When Harkiel publicly executes Two-Axe, it serves only to enrage the bandits further. Two days later, they redirect one of the lava flows around the area so that it pours into Sanction's heart, destroying the city they once called home and driving the dragon away.



TIME OF THE TRIUMPH

As Raistlin battles the gods of Krynn, he eliminates them one by one and absorbs their power. As he does so, his own might grows exponentially, and those of the gods he has defeated fades.

For the heroes of Ansalon in the time of the Hourglass, the war among the gods has two effects:

THE HOURGLASS

As Raistlin's Hourglass appears in the sky, his power spills into the mortal world.

On each night that one of the stars in the Hourglass first appears in the sky — such as the Night of the Fourth Star on the 28th day of Ninthmonth, 356 — all creatures who do not succeed on a DC 25 Will save are affected as if by a *fear* spell for 3d20 minutes. If a creature saves, or after it suffers the effects, it gains a 1d3 bonus to the ability of their choice. In addition, arcane spellcasters cast spells at +1 caster level. These bonuses apply from sundown on the day listed in the timeline as the first appearance of the star until sunrise of the next morning.

The Hourglass also provides an ongoing effect. As Raistlin bolsters his own strength after conquering a god, he unconsciously passes the benefit on to some creatures of the mortal world. For each star of the Hourglass in the sky, all nongood creatures receive

bonus hit points equal to $(4 - \text{their Constitution bonus, minimum } 0)$. For example, when there are five stars in the Hourglass, a chaotic neutral creature with a +1 Constitution bonus would possess bonus hit points equal to $(4-1) \times 5 = 15$ hit points; starting on the Night of the Sixth Star, the creature would possess $(4-1) \times 6 = 18$ bonus hit points.

DEATH OF THE GODS

The death of a god has significant effects on his devotees as his power slowly vanishes. Upon the death of a character's deity (the god worshiped by the cleric or the patron god of an arcane order), the character immediately loses any domain powers she possessed. In addition, the character's effective level is lowered by 1 for every day that passes thereafter for the purposes of spellcasting, supernatural and spell-like abilities gained by character class. Characters who rely on the gods for their spells (including clerics, paladins, druids, and rangers) may still advance in those classes (extra skill points, hit points, saving throws, etc), but do not gain any additional advancement in these abilities.

In addition, a spellcaster casting a spell following the death of their deity or patron god suffers as if under the Curse of the Magi (see Chapter 3 of the *DRAGONLANCE Campaign Setting*.)

ADVENTURE IDEAS

FOLLOWING THE DEAD

In the Time of the Hourglass, those dying on Krynn far outnumber the few being born. The flow of spirits from the mortal world into the afterlife is a raging torrent, strong enough that clerics of Chemosh claim to be able to see it as it moves across the land. These clerics sell their services to desperate refugees, promising them escape from the doomed mortal world, through the Gate of Souls into the realms of gods. Dark rumors, however, say that the clerics have been luring the refugees to isolated valleys and sacrificing them to Chemosh in hopes of buying favor with the death god and securing their own escape. Desperate times lead to desperate acts.

GARDEN OF THE LOST

A large number of the remaining Knights of Solamnia have banded together and journeyed to what remains of Vingaard Keep to search for the Garden of the Lost and the Rose of Solamnus, said to bring life to anywhere it's planted. Unfortunately, Vingaard Keep now lies deep inside the borders of Nightlund — and Lord Soth is as interested in capturing the Knights for his own dark purposes as they are in finding the Rose.

CATCH A FALLING STAR

Though pieces broken off the shattered moons smash into the surface of Krynn on a seemingly random schedule across Ansalon, the gnomes have discovered that each 47 days a piece falls to the surface near what was once the Solamnic village of Elmwood. Attempts to modify air vehicles to catch a piece before it strikes the ground have failed, so the gnomes have announced a standing reward for those who are the first to bring them a piece of a moon: two seats aboard the *Observer* when it launches — though it may be worth noting that the Final Volume does not reveal what happened to the unconventional craft.

TO SAVE A GOD

Fourthday, Sixthmonth 357. It is a date that passes in whispers among clerics of Mishakal. It's said that it is the day that the ascending Mage-god will kill the Healing Hand. As the goddess has given so much to the people, her clerics argue that it's time the people gave something back. Though they have already made an alliance with the Armies of Reorx, the church of Mishakal is looking for more wizards and warriors. If the characters speak to a cleric of Mishakal, they will discover that they have new plans for that day in Sixthmonth: it's the day they will save their god, and kill Raistlin.



MAGESTORMS

RAISTLIN's defeat of Takhisis sparked the first of what the people of Ansalon would come to call "magestorms," roiling violet-black clouds up to a mile wide, lit from within by blue lightning. As magestorms move across the land, they herald violent change carried on winds of up to 50 miles per hour and bringing temperatures in excess of 95 degrees Fahrenheit. One-third of the storms bring downpour-level rain. (For more on the game effects of these conditions, see "Weather" in Chapter 3 of the *Dungeon Master's Guide*.)

More terrifying than the rain or weather conditions are the lightning bolts thrown by magestorms. Unlike normal lightning, the lightning of magestorms is particularly drawn to living creatures. At the heart of a magestorm, the storm throws 1 bolt per minute. When multiple creatures are in a target area (a 30-foot radius), the target is determined randomly. A creature struck by a lightning bolt suffers one of the following effects, determined randomly by rolling 3d6..

Table 4-1: Magestorm Lightning Strike effects

3d6	Effect
3	death
4	3d20 damage
5	crushing despair (as per spell, but duration 3d8 days)
6	nightmare (as per spell) once per hour for 1d10 days.
7	blindness (as per spell)
8	4d10 damage
9	2d20 damage
10	4d8 damage
11	3d6 damage to all creatures in 30-foot radius
12	4d8 damage
13	2d20 damage
14	4d10 damage
15	deafness (as per spell)
16	gaseous form (as per spell) for 1d4 days, but no control over movement; blown with storm for duration
17	energy drain (as per spell)
18	death

All effects are at caster level 15th. Effects that deal damage can be reduced to half damage if the target succeeds at a DC 20 Reflex save. When a lightning bolt from a magestorm strikes something other than a creature, it does 3d20 points of damage that ignores hardness.

The passing of a magestorm leaves a landscape ravaged by wind and rain, blistered by heat, shattered by lightning, and scattered with corpses and debris.

Lightstorms: A second type of magestorm exists, with billowing white clouds lit from within by brilliant yellow light. Called lightstorms, and seen only one-third as often as the other variety, these rare magestorms are one of the few things to bring hope to the people of Ansalon in the time of the Hourglass.

Rarely larger than a mile in diameter, a lightstorm brings new life to even the most ravaged of areas. The leading edge of a lightstorm drops a curtain of cool gold and silver raindrops that passes in 1d10 minutes. Creatures in this rain are affected as per the spell *lesser restoration* and are also healed for 1 hit die per minute. Along with healing the wounded, the rain causes fresh shoots to break through the mud, and even the most broken trees bud, promising new leaves.

But as with dark-cloud magestorms, the most incredible effect comes with the lightning of a lightstorm. A lightstorm throws lightning bolts once every 5 minutes. If the lightning strikes a living creature, it affects them as per the spell *greater restoration*. If the lightning strikes a corpse, roll 1d20; if the result is less than (20 – the number of years the creature has been dead), the creature is raised as per the spell *resurrection*, but with no level or Constitution loss. The lightning's power is even able to raise those who have fallen to death effects (such as the power of a dark magestorm's lightning), but these raised creatures are often prone to delusions and sudden, unusual rages.

If the lightning does not strike a creature or corpse, it creates creatures — up to 2d6 hit dice of creatures from the animal, aquatic, goblinoid, humanoid, magical beast, plant, reptilian, or vermin creature types and subtypes. If intelligent, these creatures are of any good alignment and have no previous memories or identity.

Wizards and clerics (particularly those of Paladine and Mishakal) speculate that lightstorms are a spark of the cleric Crysania that lives on within Raistlin.

The likelihood of a magestorm striking a given area in Ansalon on a particular day is equal to 90% — twice the number of months until the end of the world in Fifthmonth 358. (Thus, during Fourthmonth 357 the likelihood is $90 - (13 \times 2) = 90 - 26 = 64\%$.) If a d% check has a result less than the likelihood, a magestorm hits at some point during the day. Roll 1d6; on a 1–4 the storm is a standard magestorm, and on a 5–6 the storm is a lightstorm. When a magestorm hits, it usually lasts 1d4 hours.

PERSONALITIES

This world diverges from the main course of history not long after the events of the War of the Lance. Thus, many characters of the DRAGONLANCE saga are as described in the *War of the Lance* sourcebook, though their goals and motivations may change as the world collapses around them.

BROTHER LANADON OAKLEAF, MESSENGER OF THE APOCALYPSE CR 5

Male Silvanesti elf master 3/rogue 2

LG Medium humanoid (elf)

Init +2; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +9, Spot +9

Languages Abanasinian, Common, Dwarven, Elven, Ergot, Gnome, Kenderspeak, Khur, Solamnic, Ogre, Nerakan, Sylvan

AC 15, touch 12, flat-footed 13

hp 25 (5 HD)

Resist evasion

Immune sleep

Fort +3, **Ref** +7, **Will** +7 (+9 against enchantments)

Spd 30 ft.

Melee mwk dagger +4 (1d4+1/19-20)

Ranged mwk shortbow +5 (1d6/x3)

Base Atk +2; **Grp** +3

Atk Options sneak attack +1d6

Combat Gear 20 arrows, *potion of cure light wounds* (3)

Abilities Str 13, Dex 14, Con 12, Int 18, Wis 17, Cha 10

SQ complimentary scholarship, trapfinding

Feats Alertness, Endurance, Skill Focus (survival)

Skills Decipher Script +10, Disguise +14, Diplomacy +8, Gather Information +8, Hide +7, Knowledge (arcana) +13, Knowledge (geography) +12, Knowledge (history) +12, Knowledge (nature) +12, Knowledge (religion) +12, Listen +8, Move Silently +7, Perform (oratory) +11, Ride +8, Search +12, Spot +8, Survival +11

Possessions combat gear plus mwk studded leather armor, mwk dagger, mwk shortbow, light riding horse, *cloak of resistance* +1, *hat of disguise*

Complimentary Scholarship (Ex): The master may substitute ranks in a Knowledge skill for ranks in another Knowledge skill in which he has no ranks on a 2 for 1 basis. Ability modifiers and other bonuses apply as normal. Brother Lanadon's highest Knowledge skill has six ranks.

Primary Focus—Sage (Ex): The master gains a +2 bonus to all Knowledge skill checks.

Driven by his intelligence and curiosity, Lanadon Oakleaf was one of rare Silvanesti elves who left his people, unable to resist the lures of the Library of Palanthis. His petition to join the Aesthetics was accepted, and he spent 14 years happily studying and serving the brotherhood. Then he discovered the Final Volume, which changed his destiny.

Within a few months of leaving Palanthis, Brother Lanadon was no longer the elf who had had been so quiet

and content in the halls of the Library. The scholar became a storyteller, telling what he knew to anyone who would listen. Some found comfort in his ability to explain what was happening, while others were amazed at his ability to accurately describe coming events. Yet Lanadon is also no longer the trusting academic he once was. More suspicious, he often travels in disguise and slips away at the first sign of trouble to ensure that he will survive to continue his mission — to deliver the copies of the Final Volume and spread the word as far as possible.

Though the Final Volume describes the end of the world, Brother Lanadon is certain that somehow, someone can prevent it from occurring. He is determined to find that person.

SIR DERO SQUIRESON, SOLAMNIC IDEALIST CR 8

LG male human fighter 4/knight of Solamnia (Crown) 4

Dero Squireson, latest in a long line of Solamnics stretching back to a time before the Cataclysm, wields the ancient blade of his family and serves, as his father did, as a Knight of the Crown. Dero was part of a group of knights sent to make an alliance with the Guildmasters of Solanthus when Brother Lanadon approached him and gave him a copy of the Final Volume. Busy with the negotiations, Squireson dismissed the Aesthetic and ignored the Volume until after word arrived of the Battle of Palanthis and its terrible aftermath.

Reading the Final Volume, Squireson quickly realized the plight the world faced. Yet the damage had been done. The people of Solanthus placed blame for the magestorms sweeping the land as much on the shoulders of the Knights as on Raistlin Majere.

As the end of the world approaches, Dero Squireson will do anything he can to uphold the Oath and Measure in an increasingly chaotic world, using the information in the Final Volume to guide innocents to safe places.

PELANI TWO-AXE, DESPERATE REFUGEE CR 7

CG female civilized human Com 2/Rog 6

Pelani Halard is the daughter of an innkeeper in Sanction, but has always been determined to be something more. Working in her father's taproom during the day, she snuck out across the rooftops at night and stole whatever valuables she could find. Though she was never caught, her preferred method of entering a home by chopping a hole through the roof-tiles earned her the nickname "The Axe."

When Brother Lanadon brought Pelani a copy of Astinus's Final Volume, he stressed her importance in the events it described. However, short on money and unable to read, Pelani sold the book to an alchemist as soon as Lanadon left the city. Not long thereafter, as word of the contents of the Final Volume spread through the city, the Sanction Riots began.

Pelani was soon among those fleeing the city to seek refuge in the hills beyond the volcanoes surrounding

Sanction. Meeting refugees fleeing from the magestorms in Solamnia, surrounded by the poor and desperate, Pelani felt regret and responsibility for the first time. As the world continues to fall apart Pelani — called Two-Axe for the weapons she now openly wears — uses the skills she developed as a thief to stage ambushes and raids on Sanction as the refugees move about the Khalkist peaks.

TIKA MAJERE, WIDOWED HEROINE CR 9

Female civilized human rogue 3/fighter 6

NG Medium humanoid (human)

Init +7; Senses Listen +1, Spot +7

Languages Abanasinian, Common

AC 20, touch 15, flat-footed 17; Dodge, Mobility

hp 55 (9 HD)

Resist evasion

Fort +7, Ref +8, Will +5

Spd 30 ft.

Melee +2 *short sword* +13/+8 (1d6+4/19-20) or
cast-iron skillet +8/+3 (1d8+2)

Base Atk +8; Grp +9

Atk Options Improved Shield Bash, Improvise Weapon,
sneak attack +2d6, Spring Attack

Combat Gear *potion of cure light wounds* (2), *potion of lesser restoration*

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 14

SQ trap sense +1, trapfinding

Feats Dodge, Improved Initiative, Improved Shield Bash,
Improvise Weapon, Investigator, Mobility, Spring
Attack, Stubborn, Weapon Focus (short sword)

Skills Appraise +5, Bluff +8, Gather Information +6, Hide
+9, Intimidate +10, Move Silently +9, Open Lock +9,
Profession (barmaid) +7, Search +2, Sleight of Hand +9,
Spot +7

Possessions combat gear plus mwk chain shirt, mwk light
steel shield, *amulet of natural armor* +2, +2 *short sword*,
rope, manacles, bullseye lantern

Not long after the joyous marriage of two Heroes of the Lance, Caramon Majere and Tika Waylan, Caramon vanished forever. Not long after, Brother Lanadon came to Solace and presented the still-grieving Tika with a copy of the Final Volume. Told that it had been carried back in time by her husband, she read it for clues to his fate . . . and found none. Instead she discovered that the world was coming to an end, and that her husband's brother would be the cause.

Reading of the Final Volume also revealed that Solace would be protected from all harm until the day it was visited by the aspiring Mage-god. Many who had not read any of the few copies of the Volume heard only partial reports — and flocked to the town they had heard would be spared by Raistlin.

As one of the most prominent citizens of Solace, Tika has found herself thrust into responsibility for the swelling community. Playing the role of mayor and head warden, she has little time for the Inn of the Last Home any more, and has delegated running it to an elderly couple who came to town.

Tika knows well that Raistlin returns to his hometown in early 357. She also knows that the Armies of Reorx also come in an attempt to destroy him. She hopes to confront Raistlin about his actions during that time — and to discover what happened to Caramon.

In mid-357, after Raistlin's visit when the vallenwoods of Solace begin to die, Tika finds an oilcloth package entangled in the roots of the toppled tree that crushes the Inn of the Last Home. Inside are a longsword, a helm, and an enchanted breastplate — all of which once belonged to Caramon Majere...

UNGER SPLITSTONE,

REORX'S VENGEANCE

CR 8

LN male mountain dwarf master 4/fighter 4

A member of the Daewar clan and a loyal follower of Reorx, Unger Splitstone immediately believed what he read in the Final Volume when he was brought a copy by Brother Lanadon. Yet it took too long for him and the Daewar to convince the other dwarves of Thorbardin of the danger — and by then, Raistlin had destroyed Reorx.

Duncan carries a deep burden of guilt over the death of his god, but he has focused it into a white-hot temper directed at the Raistlinites. Though the Final Volume claims the attempt is doomed to failure, Duncan has taken charge of the plans to lay siege to Solace and await the arrival of the weakened Mage-god in Thirdmonth 357.

CLARYNELA OAKLEAF,

HISTORIAN OF THE PEOPLE

CR 10

LN female Silvanesti elf master 10

Clarynela Oakleaf has been the historian of the Silvanesti people for more than a century. She is also the older sister of Lanadon Oakleaf, and though she wanted her brother to apprentice to her and become a historian, she was horrified when he chose to leave behind his people and join the Aesthetic brotherhood instead.

So when Lanadon returned to Silvanost 15 years later, he had to wait three days before Clarynela would give him an audience. Even then, she refused to accept the copy of the Final Volume that Lanadon offered to her and the Silvanesti people. First, she argued, it was impossible that the book had truly come from the future. Second, it was unlikely that the world was going to end, and the Silvanesti would be able to protect their people and their homeland from the arcane storms a human had unleashed upon the land. Finally, if Lanadon maintained that the Final Volume recorded the truth, Clarynela refused to accept it. Lanadon protested one last time, then left to warn others.

Clarynela told the nobles of Silvanost about information brought by her brother, but only so that they might prepare to once again close the borders of Silvanesti until the threat had passed. While the storm rages outside, Clarynela labors to maintain and expand the library of her people; if Palanthas is truly to be destroyed, she believes the Library of Silvanost will become the last bastion of history in Ansalon.

IVEL BATAVOS, CULT LEADER CR 12

Male civilized human wizard 3/cleric 3/mystic theurge 6

NE Medium humanoid (human)

Init +4; **Senses** Listen +4, Spot +4**Languages** Common, Magius, Solamnic**AC** 16, touch 14, flat-footed 16**hp** 45 (12 HD)**Fort** +7, **Ref** +4, **Will** +15**Spd** 30 ft.**Melee** +1 *quarterstaff* +7 (1d6+1)**Base Atk** +6; **Grp** +6**Special Actions** command undead 5/day (+4, 2d6+5, 3rd), spontaneous casting (inflict wounds)**Combat Gear** *potion of restoration, potion of haste, potion of shield*; scrolls: *delayed blast fireball* (CL 16); *wand of lightning bolt* (CL 12, 50 charges)**Wizard Spells Prepared** (CL 9th, +6 melee touch, +6 ranged touch)5th—*empowered fireball* (DC 19)4th—*crushing despair* (DC 18), *dimensional anchor, phantasmal killer* (DC 18)3rd—*blink, deep slumber* (DC 17), *fly, ray of exhaustion* (DC 17)2nd—*acid arrow, command undead, detect thoughts* (DC 16), *pyrotechnics* (DC 16), *shocking spark*1st—*chill touch* (DC 15), *color spray* (DC 15), *doom* (DC 15), *expeditious retreat, feather fall, shield*0—*flare, light* (2), *mending***Cleric Spells Prepared** (CL 9th, +6 melee touch, +6 ranged touch)5th—*flame strike* (DC 19), *spell resistance*^D4th—*dismissal* (DC 18), *freedom of movement, poison, unholy blight*^D (DC 18)3rd—*bestow curse* (DC 17), *cure serious wounds, dispel magic*^D, *speak with dead, wind wall*2nd—*aid, bear's endurance, darkness, death knell* (DC 16), *identify*^D, *shatter* (DC 16)1st—*bane* (DC 15), *cause fear* (DC 15), *doom* (DC 15), *feather fall, protection from good*^D, *sanctuary, summon monster I*0—*create water, cure minor wounds, purify food and drink, resistance*^D: Domain spell. Deity: Rastlin. Domains: Evil, Magic**Abilities** Str 10, Dex 11, Con 12, Int 18, Wis 18, Cha 14**Feats** Brew Potion, Combat Casting, Empower Spell, Improved Counterspell, Improved Initiative, Scribe Scroll^B, Spell Penetration**Skills** Concentration +15, Craft (alchemy) +19, Decipher Script +16, Intimidate +3, Knowledge (arcana) +19, Knowledge (religion) +19, Knowledge (the planes) +19, Spellcraft +21**Possessions** combat gear plus *bracers of armor* +2, +1 *quarterstaff, ring of protection* +2, *cloak of resistance* +1, *amulet of natural armor* +2, mwk dagger**Spellbook:** Batavos has access to most of the spellbooks once contained within the Tower of Palanthas, and all common and unnamed spells from the d20 System core rulebooks, *DRAGONLANCE Campaign Setting*, and other d20 System *DRAGONLANCE* sourcebooks.

Ivel Batavos always showed more enthusiasm than talent for wizardry. Apprenticed four times, each of his masters refused to take him to the Tower of High Sorcery to take the Test. Batavos eventually returned to his home, a small fishing village in Coastlund. There he studied what magic he could and bullied others with what little knowledge he had while making a living as a fisherman.

Early in Seventhmonth 357, two refugees fleeing the Sanction Riots hired Batavos and his boat to give them passage to Northern Ergoth. The travelers told Batavos what they had heard in Sanction of the Final Volume, of the mage Raistlin Majere's ascension to godhood, and the coming destruction of the world. Before they could reach their destination the boat sank, and all aboard were killed. Batavos' body washed up on the shores of Ergoth. Two days later, he was resurrected by a lightstorm. Since that day he has preached the "cruel mercy" of the Mage-god Raistlin across Ansalon, gathering more followers to his side with each passing month.

DYRENE SWIFTCLOUD,**RAISTLINITE MAURAUDE** CR 10

Female half-elf ranger 2/wizard 5/eldritch knight 3

CE Medium humanoid (half-elf)

Init +2; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +7, Spot +7**Languages** Abanasinian, Common, Elven**AC** 17, touch 12, flat-footed 15**hp** 45 (10 HD)**Immune** sleep**Fort** +8, **Ref** +7, **Will** +7 (+9 against enchantments)**Spd** 30 ft.**Melee** +1 *keen scimitar* +10/+5 (1d6+3/15-20)**Ranged** +1 *unholy composite shortbow* +10/+5 (1d6+3/x3) or+1 *unholy composite shortbow* +8/+8/+3 (1d6+3/x3) with Rapid Shot**Base Atk** +7; **Grp** +9**Atk Options** favored enemy humans +2, Mounted Archery, Mounted Combat, Point-Blank Shot, Rapid Shot, Ride-By Attack**Combat Gear** *potion of cure light wounds* (2)**Spells Prepared** (CL 8th, +9 melee touch, +9 ranged touch, 5% arcane spell failure chance)4th—*ice storm, mass reduce person* (DC 17)3rd—*fireball* (DC 16) (2), *heroism*2nd—*cat's grace, invisibility, misdirection* (DC 15), *protection from arrows, scorching ray*1st—*magic missile* (2), *mount, shield, true strike*0—*light, prestidigitation, ray of frost, resistance***Abilities** Str 14, Dex 14, Con 12, Int 16, Wis 12, Cha 13**SQ** wild empathy +3**Feats** Mounted Archery, Mounted Combat, Leadership, Point-Blank Shot, Rapid Shot^B, Ride-By Attack, Scribe Scroll^B, Spell Mastery^B (*invisibility, magic missile, scorching ray*), Track^B,**Skills** Climb +4, Concentration +9, Decipher Script +7, Handle Animal +6, Hide +7, Knowledge (arcana) +11,

Knowledge (nature) +8, Listen +7, Move Silently +7, Ride +12, Search +9, Spellcraft +13, Spot +7, Survival +9

Possessions combat gear plus mwk buckler, +1 *unholy composite shortbow* (+2 *Str bonus*), +1 *keen scimitar*, mwk dagger, 40 arrows, 5 cold iron arrows, *lesser bracers of archery*, *ring of protection* +2, *amulet of natural armor* +2, light warhorse

Spellbook spells prepared plus 0—all; 1st—*burning hands*, *endure elements*, *magic weapon*, *obscuring mist*, *protection from good*, *silent image*; 2nd—*gust of wind*, *summon swarm*; 3rd—*arcane sight*, *lightning bolt*, *tongues*; 4th—*scrying*, *secure shelter*, *solid fog*

Dyrene Swiftcloud leads a roving war party of a dozen or so mounted warriors terrorizing Abanasinia in the final days of Raistlin's battles against the gods. Partially to spread their desperate hope that Raistlin will save those slain then resurrected by lightstorms, and partially out of madness driven by the world's barbaric state, they cruelly raid villages and refugee camps across the Abanasinian plains in the months leading up to the end, slaughtering all they encounter without hesitation or remorse.

WAR OF THE DARKLANCE

Imagine an age of darkness upon the face of Ansalon. Imagine a time where the scales of the Balance have been irrevocably tipped, where evil has nearly won, and where good seems to have lost all hope.

It is a time of darkness, when Ansalon is at war once again. Ariakan, son of the highlord Ariakas, has assembled a new knighthood — one based on the Knights of Solamnia, but with the black heart of those who follow Queen Takhisis. This is a knighthood founded on modern ideals, one that is not afraid of using magic, and one that has learned a valuable lesson. For the first time, evil does not turn upon itself. It stands to be the biggest threat the Dark Queen has unleashed upon the face of Krynn.

In the year 383 AC, Ansalon faces the Summer of Frost. The unnatural winter kills livestock and crops, leaving the people of Ansalon cold, hungry, and desperate. It is this time of weakness when the enemy strikes.

The Knights of Takhisis march across Ansalon, conquering all in their path. The weapons of light, the *dragonlances*, have been stolen and corrupted into the unholy *darklances*. The advantage of the Whitestone forces is no more, and the forces of evil appear to be unstoppable.

Icewall Glacier moves north at a rapid pace. Entire villages have been overrun by ice. Icewall Castle itself has been converted into a flying citadel, serving as home to Icewall's mysterious new master.

Minotaurs march across the frozen Blood Sea, their chance for manifest destiny made clear. Chot Es-Kalin leads them toward this destiny in his quest of genocide against the ogres. Strife and conflict are everywhere, on scales both large and small.

Hope is lost, and Ansalon cries out for new heroes. Are there any left who will answer the call?

CONCEPT

War of the Darklance is an alternative to the Chaos War, a timeline in which the Graygem is never broken and Chaos never released. The Knights of Takhisis are very close to conquering Ansalon, and little hope remains.

The Knights of Takhisis create evil versions of the *dragonlances* called *darklances* (also known as *abyssal lances*), in order to better fight the forces of light. However, evil can only corrupt, not create. The Knights of Takhisis must capture a *dragonlance* in order to corrupt it, only then transforming it into a *darklance*.

The process of corrupting the *dragonlances* is an unholy act, one that affects nature itself. Temperatures start to decline steadily throughout the spring of 383 AC. By summertime, temperatures plunge well below freezing. Food stores run out, and starvation runs rampant. Historians would know this time as the Summer of Frost.

Lord Ariakan's forces at Icewall, led by the reborn highlord Aren Feal-Thas, begin an unprecedented assault on southern Ansalon. Icewall Glacier moves forward at an alarming rate, coming as far north as Tarsis. The Blood Sea freezes, allowing the minotaurs to cross *en masse* and invade Ansalon.

The very nature of Chaos is such that it can disrupt the fabric of time. Indeed, his release from the Graygem altered the course of the River of Time, diverting what might well have been the "true course" of the river.

Without the power of Chaos spread into the world, ambient magic lies dormant. Wild Sorcery and Mysticism are not to be known by the people of Ansalon.

The Balance must be restored, yet the scales seem to have been broken. Only time will tell if the forces of good can survive and bring about the Balance once more.

THEME

The Knights of Takhisis have nearly conquered Ansalon. A new generation must face a darkness even worse than what threatened mere decades before. Evil has learned its lesson, and for the first time, does not turn against itself. The Knights of Takhisis claim victory after victory, driving back the forces of Light. Not even the Knights of Solamnia can withstand their onslaught.

Ansalon is perpetually overcast, allowing very little illumination. A harsh, unseasonable winter has crept across Ansalon, thrusting it into a new age of ice. Crops fail and livestock die of disease. Food stores are running low, hunger runs rampant, and the people of Ansalon slowly starve.

Throughout this war, many mortals begin to lose faith in the gods, whom they now blame for the strange weather and the deaths that follow. Paladine seems helpless to stop his evil counterpart, and even the goddess Chislev cannot seem to restore the natural order of nature.

Refugees look to Solamnia for help, but the Knights are beaten. Northern and Southern Ergoth become places of refuge for those who have nowhere else to go. Clerics of Mishakal do what they can to ease the suffering, but they are overwhelmed.

Chief among the refugees are the Qualinesti elves. After the Qualinesti forest burns to the ground, the elves seek refuge of their own. Some travel to Qualimori, while the majority cross the Plains of Dust to seek refuge with the Silvanesti, who are less than pleased to see their ancient cousins.

Hope is lost, and innocence is gone. Even the ever-cheerful kender feel the oppression in the air. Gnomes must build technological wonders, not for the joy of invention, but to serve as instruments of war. Fear can be felt throughout the halls of Thorbardin as those inside know that any contact with the outside means certain doom.

Minotaurs embrace bloodlust as they cross the frozen Blood Sea and seek the genocide of the ogre race. The former slaves have now become the masters, refusing ever to wear chains again. Mindless hatred has gripped the nation, and few minotaurs choose to not embrace it.

Now is a time for those who would stand against the darkness. The fight is near-impossible, but must be fought nevertheless. It is a time when codes of honor must be broken, desperate measures taken, and sacrifices made, or all is lost.

The time of the Heroes of the Lance is past. New heroes must be found who will take on the impossible challenge. Those who would answer the call are not necessarily people one would call heroes. Even murderers and thieves may find themselves in the roles of champions. Those who would take up the fight often have to be careful that their own tactics don't become as dark as those they fight against.

TIMELINE

355 AC - THE KNIGHTHOOD EVOLVES

Gunthar uth Wistan becomes the first Grand Master of the Knights of Solamnia since the Cataclysm. One of his first orders is for the Measure to be updated to reflect the modern knight.

356 AC - MASTER OF PAST AND PRESENT

Raistlin and Caramon Majere journey to the past, accompanied by Crysania and Tasslehoff Burrfoot. They reach corrupted Istar, and later fight the Dwarfgate Wars. Raistlin defeats and absorbs the essence of Fistandantilus. With Crysania, Raistlin journeys through time to the Abyss, hoping to defeat the Dark Queen.

357 AC - THE BLUE LADY'S WAR

The Blue Lady, Kitiara, makes a pact with Lord Soth. Together, they lead a dragonarmy from Sanction and, with a flying citadel, attack northern Solamnia, including Palanthis. The dragonarmy is defeated, Kitiara is killed, and Lord Soth disappears with her body.

Sealing the Portal: In the Abyss, Raistlin Majere sacrifices himself to hold off the Dark Queen while Caramon saves Crysania. Caramon seals the *portal* of the Abyss, trapping the Dark Queen and Raistlin inside, presumably forever.

Ariakan Goes Free: Solamnic Knights release Lord Ariakan from captivity. Following a vision he receives from the Dark Queen, he decides to form the Knights of Takhisis.



360 AC - QUE-SHU RISES AGAIN

Goldmoon and Riverwind help to rebuild the destroyed village of their people and are chosen to lead them.

362 AC - A UNION OF ELVES

Porthios Kanan and Alhana Starbreeze marry in hopes of reunifying their peoples.

370 AC - KNIGHTS OF TAKHISIS FOUNDED

Lord Ariakan officially invests the first Knights of Takhisis. All knights receive the Vision: a look at their own personal roles in the Dark Queen's divine plans.

378 AC - A JOURNEY OF HONOR

Tanis Half-Elven and Caramon Majere journey to Storm's Keep and meet Steel Brightblade, the son of Sturm Brightblade and Kitiara uth Matar. Tanis reports the existence of the Knights of Takhisis to the Knights of Solamnia, the Temple of Paladine, and the Orders of High Sorcery, but few heed his warnings.

380 AC - UNITED PLAINSMEN

All the scattered tribes of Abanasinia now look to Goldmoon and Riverwind for leadership.

381 AC - MAGES STORM THE KEEP

Wizards sent by the Orders of High Sorcery attack Storm's Keep, seeking to wipe out the wizardly Knights of the Thorn. Justarius, Red Robe Master of the Conclave, is among those lost in the attempt. Dalamar the Dark becomes leader of the Conclave.

382 AC - ELVEN SUCCESSION

Porthios, the Qualinesti Speaker of the Sun, successfully ends Lorac's 20-year Nightmare of Silvanesti. Gilthas, son of Laurana and Tanis Half-Elven, is unwillingly placed on the throne of the elven kingdom of Qualinesti through a coup led by General Konnal, who simultaneously steals away the Silvanesti throne as well. Porthios and Alhana are named dark elves and are forced to flee from both elven kingdoms.

383 AC - WAR OF THE DARKLANCE BEGINS

The Knights of Takhisis invade Ansalon. Kalaman, the Northern Wastes, and Nordmaar are among the first to fall. Lord Ariakan unveils his new weapon, the *darklance* — a corrupted version of the *dragonlance*. Palin Majere dies beside his brothers in the first battle of the campaign.

The Highlord Reborn: Feal-Thas is given a second chance at life after being tortured in the Abyss since his death in the War of the Lance. Reborn as a death knight, Feal-Thas takes command of the forces of Icewall.

Summer of Frost: Temperatures across Ansalon steadily drop until the summer months, when they plunge precipitously. Winter hits Ansalon when it should be summer. The New Sea freezes to the ground below. The Blood Sea freezes as well, though people can see the swirling Maelstrom beneath. Icewall Glacier moves northward at an incredible rate into the Plains of Dust.

The Blood War Begins: Chot Es-Kalin begins the march across the frozen Blood Sea, heading toward mainland Ansalon. Chot's immediate goal is nothing short of total destruction of the ogre race. His primary force makes it across, and the Blood War with the ogres begins. Battle after battle is fought. Though the ogres are bigger and more powerful than the minotaurs, they lack the minotaurs' training. Chot's forces slowly but surely make headway, driving a wedge into Ansalon.

Battle of Tarsis: Icewall Glacier can be seen on the horizon, heading straight for Tarsis. The city is evacuated, even as the Knights of Solamnia and their allies mount a defense. As Icewall Glacier approaches, a flying citadel soars overhead and is identified as Icewall Castle.

Feal-Thas is defeated and Icewall Glacier comes to a halt. Ansalon's weather patterns begin to grow warmer, though slowly. It will be fall before they return to normal.

The Solamnic Campaign: Lord Ariakan pushes the Knights of Takhisis farther west, heading into the heart of Solamnia. City after city falls to his superior might, driving the Knights of Solamnia back.

Battle of the High Clerist's Tower: The Knights of Solamnia decide to make a stand, rallying their forces at the High Clerist's Tower. The battle with the Knights of Takhisis is costly on both sides. Both Tanis Half-Elven and Steel Brightblade are killed. For the first time in history, the High Clerist's Tower falls.

Fall of the Tower of Palanthas: Palanthas surrenders to the Knights of Takhisis without a fight. The Thorn Knights begin their assault on the Tower of High Sorcery at Palanthas, seeking to gain the *portal* to the Abyss. After a fierce battle, the mages retreat. Dalamar brings down the Tower of Palanthas, slaying the Thorn Knights. Jenna's body is found, though Dalamar and the *portal* are missing. Whether they survived or not is unknown.

Battle of Dragon's End: The Knights of Takhisis attack the town of Dragon's End. The Duke of Dragon's End, allied with a Black Robe wizardess, manage to hold the city. The Knights of Takhisis call for reinforcements for a second assault.

Blood Sea Melts: With the temperatures beginning to turn to normal, the Blood Sea starts to melt. Chot's secondary forces fall into the Maelstrom, never to be seen again. Chot himself is stranded on the mainland with no reinforcements, even as the ogres mount a counteroffensive.

Qualinesti Burns: Kithanashara leads a group of red dragons and Knights of the Thorn in an assault on the Qualinesti forest. This assault leads to the destruction of the forest, and Qualinost proper. The Qualinesti elves abandon their homeland, some heading toward Qualimori while others make for Silvanesti in hopes that their cousins will take them in.

Refugees: Refugees from Solamnia, Qualinesti, and other parts of Ansalon move to the Ergothian Isles. Overcrowding, starvation, and disease (now that the weather is warming) are among the problems the refugees face. The lords and heroes of various nations try to bring hope and rally his people.

THE FUTURE IS UNWRITTEN

How the War of the Darklance ends is up to the players. There are no easy answers. Solamnia and her allies are in a bad position. The Knights of Takhisis have conquered most of the continent. While there is some thawing, the climate is still too cold for most crops. Ansalon's natural winter will be starting soon.

The heroes are faced with darkness on all sides, and they have little hope of winning. Yet if they don't fight, surely the continent will be lost.

Resistance movements exist throughout Ansalon. Merinda uth Brishard leads a roving band of Knights of Solamnia through her homeland. Galvan Stonebreaker wages his private war in Abanasinia. An underground resistance has started in Palanthas, and the people of Khur are getting involved. Even the diminutive kender have come to arms against the Dark Knights. The players may even decide to start a resistance movement of their own.

Though the Knights of Takhisis are designed not to turn upon themselves, evil cannot deny its nature. Aren Feal-This survived the Battle of Tarsis, and now seeks to overthrow Ariakan and take Ansalon for himself. Mirielle Abrena has solidified her own power base and may betray her lord if an opportunity presents itself. Likewise, Ariakan must deal with the Blood War to the east.

If the Qualinesti and Silvanesti can work out their differences, they could present a major obstacle for Ariakan. Likewise, Ariakan has severely underestimated races such as the kender and gnomes.

The gods, too, are at work in this time, though it isn't as evident. The other gods of evil are mostly assisting Takhisis at this time, though they have machinations of their own. The gods of neutrality can see that the Balance has been tipped and they seek to restore it. Meanwhile, the gods of good struggle to save their followers. Mishakal especially is having a difficult time in this era, fighting death and disease.

If the war can be won, what then of the future? The people of Ansalon will have seen horrors unlike any they have encountered before. Friends and family will have been lost to starvation, disease, and war. The very landscape will have changed. Solamnia will seek to reclaim its lands. The Qualinesti and Silvanesti will have to learn to coexist in the same realm.

The heroes will be those who make the difference. Now is the time for new heroes to step forward and answer the call. Now the common man must become uncommon. While the war continues and has been costly, maybe — just maybe — the heroes can make a difference after all, and restore warmth and hope to the people of Ansalon.

LOCALES

BLOOD SEA

With the Summer of Frost, the Blood Sea has frozen. The minotaurs, whose fleet is now trapped within their harbors, realize that they can march over the ice. Soon they are masters of Saifhum and Karthay, and they begin the Blood War against the ogres.

The ice of the Blood Sea connects the Blood Sea Isles to the continent of Ansalon. Marching over the ice, one can look through it and see the Maelstrom swirling beneath. While the ice is solid, those who cross it still get the disturbing feeling that they will be swallowed up by the Maelstrom and fall in.

Chot has ordered that some of his smaller ships be converted into ice-skimmers. These ships, based on the designs of the barbarians of Icereach, allow the minotaurs the speed needed to reach mainland Ansalon.

DRAGON'S END

The town of Dragon's End is built upon the eastern edge of the Vingaard Mountains, standing as a lone sentinel to those who wish to cross the mountain pass it protects.

Dragon's End is a relatively small town of 400 people, founded only 30 years prior, during the War of the Lance. The town was founded when a Rose Knight, inspired by the sacrifice of Sturm Brightblade, used a *dragonlance* to defend a supply station against a blue dragon. The dragon met his end that day, hence the town's name, and the supply station grew to be a small town. The Rose Knight, Sir Pendar, ruled for many years.

The town is now ruled by his son, Baron Paldain, also a Knight of the Rose. Paldain realizes that Dragon's End is in a precarious situation, being the only defense of this pass. With so many Solamnic forces in retreat, he is determined to hold the line. Paldain orders those who cannot fight to retreat through the mountain pass and meet up with the Solamnic forces.

A surprising ally in the defense of Dragon's End is Thenara, a Black Robe enchantress. Thenara pledges her support to Paldain on the condition that if they live through the encounter, she will claim one of the towers of the city walls as her personal tower. Though uncomfortable with the situation, Paldain acknowledges that her magical prowess may help to turn the tide of battle. Paldain agrees to the terms, but on the condition that she swear to never cause harm to the city and come to its defense when needed. Thenara agrees to the pact.


ERGOTH

Northern and Southern Ergoth have become havens for refugees during the War of the Darklance. Solamnics, Nordmaarians, elves, dwarves . . . everyone imaginable is coming to Ergoth, the last bastion of freedom on Ansalon.

These refugees have brought their own share of problems. Overcrowding is a huge issue. Food stores are stretched thin, and malnutrition becomes commonplace. The various cultures clash from time to time, causing disputes.

Lord Gunthar uth Wistan has formed an alliance with Ergoth, and seeks to provide hope. He has sent supplies from Sancrist, as well as extra troops. Mariners from Saifhum and the native Ergothian sailors are coming together to form a makeshift fleet. Icebergs make ocean voyages treacherous, but Lord Gunthar wisely feels the armada might well be put to good use to the north of the continent.





The Knights of Solamnia have inhabited the once-abandoned knight's outpost in Foghaven Vale. With the appearance of the *darklances* and the theft of the *dragonlances*, they fear that the Knights of Takhisis may very well attempt to seize Huma's *dragonlance* as well as those at the Silver Dragon Monument, and the dragonsilver within.

Qualinesti refugees have settled in the city of Qualimori, and Silvamori has had some Silvanesti refugees as well, mostly those who cannot make it back to their homeland.

While those on the twin isles are in desperate need, Lord Gunthar is doing all he can to organize them and keep their spirits high.

FROZEN SEA

The frigid climate of Ansalon during the Summer of Frost has brought about many changes, not the last of which is to the New Sea. The entire sea has frozen to the floor beneath, making it a solid mass of ice.

Taking up residence in this area is the white dragon Frostburn, whose cruelty is legendary. He has dug out several caves within the Sea, all of them lairs of torture and suffering.

In the middle of the Frozen Sea is the isle of Schallsea. The local tribes cringe at every shadow that passes overhead, afraid that Frostburn will return to take more people to torment. The Silver Stair, once a beacon of hope, has been broken. Now the bottom portion of the stairway lies on its side on the ground, tarnished in color. The remainder of the stairway hovers in the air, still leading up to the heavens. Those who can manage to get up to the stairs might still climb it to the heavens to discern inner mysteries and receive visions from the gods.

ICEWALL GLACIER

Icewall Glacier spans the southern Plains of Dust from coast to coast. It is the largest mass of ice on the continent.

Starting in the spring and continuing through the summer months of the War of the Darklance, Icewall Glacier begins to move north at an incredibly rapid pace. The glacier itself seems to be alive, shooting out jagged edges of ice out of nowhere. Mounds of ice and snow rise and fall as the glacier moves ever northward.

Floating above Icewall Glacier is Icewall Castle, now converted into a flying citadel. The castle appears to be floating on a giant icicle and emanates an aura of cold. White dragons fly around the citadel, oftentimes with dragon riders in white dragonarmor, wielding *darklances*.

The master of Icewall is the reborn highlord, Aren Feal-Thas. The highlord now endures a state of undeath as a death knight, cursed for losing the *dragon orb* in the War of the Lance. Takhisis has given him a second chance, and he doesn't intend to fail.

Aren Feal-Thas has an innate connection to the glacier, such that his very thoughts and emotions guide its movement. A moment of anger might see ice spikes jut up from the glacier, and a feeling of unrest temporarily increases its pace.

Among Aren Feal-Thas' other forces are local nomadic barbarians, sivak draconians, and thanoi. The walrus men see plenty of opportunity in the glacier's movement, giving them access to new human settlements they can plunder.

A thorn in the highlord's side has been a group of ursoi who have traveled from the lands of Chorane to find better food. Seeing their hunting disrupted by the unnatural movements of the glacier, the ursoi have declared war upon the highlord's forces. The bear-men care nothing for the fight between good and evil. They merely want to eat, and so they have decided that they will feast upon the body of any fallen thanoi.

The glacier is now on the verge of covering Tarsis, the seaport landlocked by the Cataclysm. Whitestone forces gather here to make a last, desperate stand against the highlord and his minions.

QUALINESTI

While the Qualinesti elves were aware of the War of the Darklance, they remained for the most part hidden away from the world. They sealed their borders, making travel through their forest nearly impossible. Those who tried were confronted by Qualinesti scouts and encouraged, ungently, to leave.

Slowly but surely, the Knights of Takhisis made their way through Abanasinia, heading toward the Qualinesti Forest. While Speaker Gilthas saw the danger, the senators who held the real power would not budge. Qualinesti, as a whole, was in a state of denial.

Kithanashara soon brought stark reality to the elves. Riding her blue dragon, Azuuran, and leading her group of red wyrms, she started making strafing runs that set a perimeter of fire around the Qualinesti northern border. Knights of the Thorn aided this deadly assault by casting fire-based spells to enhance the already existing flames.

Soon, the flames began to overtake the entire forest. Gilthas finally was able to seize power and ordered the evacuation of Qualinost and the entire Qualinesti nation. Some refugees made it to Qualimori in Southern Ergoth, while most fled east across the Plains of Dust to Silvanesti, in hopes that their cousins would take them in.

Some senators, though, suffered from madness and in their denial, stayed in Qualinost as it burned to the ground. These senators and those who remained with them now haunt the ashen land as undead spirits.

SANCRIST

Sancrist is one of the last lands controlled by Solamnia that the Knights of Takhisis have not touched. The Knights of Solamnia know that this will be where they make their final stand, where hope finally comes to an end.

The knighthood is working on fortifying the island, and has allowed some of the refugees from Ergoth to move to its shores.

Even the gnomes have come to the aid of the Knights of Solamnia. They are erecting the hydroelectricdamandfortifieddefensemeasure, or the Sea Wall for those who do not speak fluent Gnome. This wall towers 40 feet above sea level, and is designed to keep naval invaders out. Valves

within the wall allow for friendly ships to enter, though they can be shut and fortified within minutes of spotting an enemy vessel.

The gnomes are also working on defenses against the chromatic dragons.

SOLAMNIA

Solamnia is nearly conquered. The Knights of Takhisis have pushed hard from the east, slowly overtaking the Knights of Solamnia. Battle after battle, the Solamnics are driven back.

Several key positions have been lost along the way, the most notable of which has been the High Clerist's Tower. The Knights didn't even have time to properly inter their comrades who fell that day. Instead, they were forced to bury them in a mass grave and inscribe their names on the mountain wall.

A bard named Calvarian Legonas captured the defeat of the knighthood at the High Clerist's Tower in song, which has become a lay of mourning for the knighthood.

The defeat at the High Clerist's Tower paved the way for the eventual invasion of Palanthis. The nobles agreed to surrender the city to the Knights of Takhisis if they would spare the people of that city. The Dark Knights agreed to the terms with the caveat that the Knights of the Thorn would deal with Dalamar and the Tower of High Sorcery. Having no love for the dark elf or the tower, which many Palanthisians consider a blight upon their fair city, the nobles agreed.

The Knights of Takhisis have pushed as far west as the Vingaard Mountains. What few Solamnic forces remain wait on the other side. The Knights of Takhisis are having some difficulty, with their supplies lines spread a bit thin. The town of Dragon's End is proving a surprising obstacle, and Merinda uth Brishard's band of freedom fighters has been a huge thorn in the sides of the Knights of Takhisis.

TOWER OF HIGH SORCERY AT PALANTHAS

Dalamar the Dark has been the master of the Tower of Palanthis since Raistlin's sacrifice. Since then, Dalamar opened up the tower as a place of study. Black and Red Robes would study at the tower, up until the time of the War of the Darklance. After the death of Justarius at Storm's Keep, though, Dalamar's thoughts focused on the war, especially the Knights of the Thorn.

When Ariakan and his army invaded Palanthis, the Thorn Knights assailed the ancient tower. The warrior-mages overcame the terrors of the Shoikan Grove and fought against the tower's undead guardians. Soon the Thorn Knights breached the walls and entered the tower proper. Dalamar, Jenna, and the other wizards put up a valiant fight, but to no avail.

Dalamar knew their goal — the *portal* to the Abyss. Through this *portal*, Takhisis could return to the world. While the chances were unlikely, Dalamar had seen it tried before, and knew he could not chance the Thorn Knights getting the *portal*.

Dalamar ordered every mage to make their escape through the paths of magic with whatever they could carry

to the Tower of Wayreth, where they were to wait for him. Though Dalamar tried to force Jenna to leave, she refused. Together, the two worked terrible magic, and the Tower of Palanthis fell, crushing all those inside.

The Conclave discovered that Jenna of Palanthis had died that day. It is unknown what happened to the *portal*, or whether Dalamar survived. If he did, then the Knights of the Thorn have made a very deadly enemy indeed.

WELL OF KNOWLEDGE

The Well of Knowledge is an ancient holy site of Gilean that has been lost since before the Cataclysm. In fact, the well is hidden somewhere in Nordmaar. The well lies within a cave, the entrance of which can only be seen by those who seek knowledge for knowledge's sake. Lore says there are tests to prove a seeker's worth before he can find the heart of the cave, and the well.

Those who seek the well must draw water from it and place it in a bowl. A question must be asked, and a gold piece thrown in. Though Ansalon now goes by the steel standard, the centuries-old well's water only responds to gold pieces.

The effects are similar to a *divination* spell, except the result is a vision in the water. The vision may not always make sense, but it will always be true. Any character who drinks from the well's waters will have his Intelligence ability raised by one. Once a character's Intelligence is raised by the well, it can never be so affected again.

ADVENTURE IDEAS

PRECIOUS CARGO

A shipment of stolen *dragonlances* is being transported to Icewall Castle, where they will be made into *darklances*. The heroes discover they can stop the shipment at Tarsis. When they arrive, Icewall Glacier moves forward, beginning to cover the city. Can the heroes stop the corruption of the *dragonlances* in time? Will they be able to stop Aren Feal-This?

A PLAGUE UPON THORBARDIN

Several towns in Abanasinia have come down with plague. Investigation shows that the path will soon lead to Thorbardin. A half-Aghar shaman, Maggot, intends on spreading plague to the dwarves within, taking the throne for himself. Things get complicated when the Knights of Takhisis also arrive, demanding the *Hammer of Kharas*. Who will find the hammer first? Can the heroes save the ancient artifact and the dwarves of Thorbardin?

WOLF IN SHEEP'S CLOTHING

The heroes hear word that the draconian Silpheric is in the Solace area and plans on kidnapping Theros Ironfeld to force him into making *dragonlances* for the Knights of Takhisis. The heroes know he is in disguise, but they can't tell if he is posing as a Knight of Solamnia, an old woman, or a traveling merchant. Or maybe he's none of those. Can the heroes find out the truth and stop Silpheric in time?



THE CORRUPTION OF DRAGONLANCES

THE actual process by which *dragonlances* are corrupted involves the coming together of all three orders of the Knights of Takhisis in a ritual that involves a triad of artifacts: the *altar of Takhisis*, the *wand of corruption*, and the *hammer of darkness*.

This ritual is considered an unholy act. The evil energies needed to make the corruption possible have had a drastic effect on the atmosphere, causing the sky to grow stormy and overcast. These energies fuel Aren Feal-That's magic, enabling him to bring winter to the entire continent.

ALTAR OF TAKHISIS

The altar of Takhisis was made by the Knights of the Thorn and Skull to ready the *dragonlances* for corruption into *darklances*. It is a four-foot-tall, seven-foot-long, five-foot-wide, solid obsidian block etched with the symbols of the Order of the Skull.

The ritual used to corrupt the *dragonlances* starts with the altar. The *dragonlances* are placed on the altar, where their blessed forms begin to smoke on coming in contact with the evil-imbued obsidian of the altar. This quiets the magical energies in the *dragonlances*, readying them for their stasis, imbued by the *wand of corruption*, and the use of the *hammer of darkness*.

WAND OF CORRUPTION

The *wand of corruption* is approximately two feet long, made of gleaming obsidian with a plain, nondescript shaft tipped by an oval, blood-red ruby set in a silver

cap. The wand radiates an extremely powerful aura of magic, noticeable to anyone in a 30-foot radius as a throbbing, warm current of energy.

The Knights of the Thorn created the *wand of corruption* for the sole purpose of corrupting the *dragonlances*. The wand is held over the lances to be transformed, and when the command words are spoken, it gives off a terrible black glow, noticeable only as a deep shadow even in an otherwise dark place. The wand emits a beam of pure blackness, a corrupting stream of energy that claws at the magical essence of the *dragonlances* and suspends them in a field of evil magic that prepares them for the final part of the ritual, the smiting by the *hammer of darkness*.

HAMMER OF DARKNESS

The *hammer of darkness* is a fell weapon, crafted for its ability to complete the corruption of *dragonlances* into the hideous *darklances*. The *hammer of darkness* is a three-foot mallet made of glistening black steel, with a black-leather wrapped grip and a double-sided head chiseled and inscribed with runes of evil and the Knights of Takhisis's symbols of death.

After a *dragonlance* has been placed on the *altar of Takhisis* and held in magical stasis by the *wand of corruption*, the lance is struck on the blade while the Thorn and Skull Knights finish their dark spells. This completes the corruption of the *dragonlance* and turns the weapon into a *darklance*.

SKY-HIGH GNOMES

Word reaches the heroes that the gnomes have built a great weapon that can be used against the Knights of Takhisis. When they go to Mt. Nevermind to investigate, the entire mountain has disappeared! Can the heroes locate the missing mountain? The answer lies in the sky above.

THE MESSAGE MUST GET THROUGH

Lord Gunthar uth Wistan has recruited the heroes to deliver messages to each of the Khurish tribes, seeking help against the Knights of Takhisis. In order to get there, the heroes have to cross enemy territory. Can they deliver the messages without being spotted?

TO BREAK THE ICE

Braegar Duskwarden seeks the lost artifacts held in the ancient Tower of High Sorcery in Istar. Braegar enlists the heroes in getting through the Blood Sea ice and traveling to the ocean floor below. Will the heroes help a Black Robe? If so, what will they do when they discover that their actions may lead to the ice breaking under the feet of the minotaur army? Are they capable of such a slaughter?

TO PRESERVE THE MEMORY

The Knights of Takhisis send agents to capture Huma's *dragonlance*. By corrupting it into a *darklance*, they hope to demoralize the remainder of the Solamnic forces. Can the heroes stop the agents of the Knights of Takhisis in time?

END JUSTIFYING THE MEANS?

The heroes learn that Kithanashara has been seen in Haven lately. Whether the heroes are trying to prevent her from attacking Qualinesti or they find this out after Qualinesti burns, they have a chance at slaying Kithanashara. Are the heroes capable of murder, even if it is for the good of all?

PERSONALITIES

ARIAKAN, LORD OF NIGHT CR 20
Male civilized human fighter 5/knight of the Lily 10/
legendary tactician 5

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Aura rally troops (30 ft)

Languages Common, Elven, Nerakan, Ogre, Solamnic

AC 26, touch 11, flat-footed 25

hp 230 (20 HD); Diehard

Immune fear

Resist electricity 20 (from armor); +4 against mind-affecting spells and effects; Honor-Bound; evasion; SR 21 (from *mantle*)

Fort +17, Ref +6, Will +8

Spd 20 ft.

Melee +3 *flaming burst unholy greatsword*
+27/+22/+17/+12 (2d6+9/19-20)

Base Atk +20; Grp +23

Atk Options Combat Expertise, Improved Feint, Mounted Combat, Power Attack, sneak attack +4d6, Spirited Charge, Tremendous Charge

Special Actions demoralize, direct troops, inspire courage (+3, 3/day)

Combat Gear 3 *potions of cure serious wounds*, 2 *potion of resist fire*, 2 *potions of resist cold*, 2 *potions of resist acid*

Abilities Str 17, Dex 12, Con 15, Int 14, Wis 16, Cha 20

SQ armored mobility, hard march, leadership +3, one thought, unbreakable will

Feats Combat Expertise, Diehard^B, Honor-Bound†, Improved Feint, Leadership, Mounted Combat, Power Attack, Spirited Charge, Tremendous Charge†, Weapon Focus (greatsword), Weapon Specialization (greatsword)

† New feat from the *DRAGONLANCE Campaign Setting*

Skills Bluff +17, Craft (weaponsmithing) +14, Diplomacy +21, Intimidate +29 (+31 demoralize), Knowledge (history) +12, Knowledge (religion) +11, Ride +21, Sense Motive +13

Possessions +4 *improved electricity resistance full plate*, +3 *flaming burst unholy greatsword* (Great Sword of Drakmattha), *ring of evasion*, *amulet of natural armor* +3, *mantle of spell resistance*. As the supreme commander of the Knights of Takhisis, Ariakan has access to a wealth of other minor magic items, mundane goods, and resources beyond those listed here.

Armored Mobility (Ex): The knight of the Lily treats heavy armor as medium armor for all purposes, including running speed. In addition, his armor check penalty when wearing heavy armor is reduced by -1. This stacks with the armor check penalty reduction of *mwk armor*.

Demoralize (Ex): The knight of the Lily gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If the knight's check is successful, the target is shaken for 10 rounds.

Direct Troops (Su): As a full round action, the legendary tactician can give compelling directions. He can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts for 5 rounds.

Hard March (Su): Anyone with an Intelligence of 3 or more traveling with the legendary tactician gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion.

Inspire Courage (Su): Three times a day the legendary

tactician may add a +3 morale bonus to allies' saves against charm and fear effects and a +3 morale bonus on attack and damage rolls. The effect lasts for as long as the legendary tactician continues to speak and for 5 rounds afterward.

Leadership (Ex): The legendary tactician has a +3 bonus to his leadership score.

One Thought (Ex): The knight of the Lily is never surprised or flat-footed if any other knight of the Lily (of any level) is within 100 ft. The knight cannot be considered flanked unless every other knight of the Lily within 100 ft. is also flanked.

Rally Troops (Su): The legendary tactician grants any allies within 30 feet a second saving throw against fear and charm effects that they have already succumbed to. Even if they fail the saving throw, any fear effects are less severe: panicked characters are only frightened, frightened characters are only shaken, and shaken characters are unaffected.

Unbreakable Will (Ex): The knight of the Lily is immune to fear, and gains a +4 bonus on all saving throws to resist mind-affecting spells and effects.

The son of Ariakas, Lord Ariakan has not only equaled his father's reputation and accomplishments, he has outshone them. As the founder of the Knights of Takhisis, Ariakan has come a long way from his youth as a captive of the Knights of Solamnia. He learned much from the Solamnics; in studying both the strengths and weaknesses of the orders, Ariakan was able to perfect his vision for a superior organization.

If legend is to be believed, a visit from Takhisis in the guise of the Dark Warrior inspired the young Ariakan to create a knighthood dedicated as strongly to the ideals of conquest, order, and dominance. Thus were the Knights of Takhisis formed.

With thousands of loyal knights swelling the ranks of his dark legion, Ariakan, now approaching his middle age, is set to unleash the greatest conflict Ansalon has ever known. With the corruption of the *dragonlances* and the movement of Icewall Glacier, the lands of Ansalon have more than just a knighthood of dark paladins to worry about. It won't be long now before Ariakan declares himself the emperor of Ansalon.

AREN FEAL-THAS,

LORD OF THE WINTER EXPANSE CR 19

Male Silvanesti elf death knight wizard 5/fighter 3/
winternorn 6/dragon highlord 1

CE Medium undead

Source *Towers of High Sorcery* (winternorn prestige class),
War of the Lance (dragon highlord prestige class)

Init +3; Senses elvensight (darkvision 30 ft., low-light vision); Listen +3, Spot +3

Aura fear (15 ft; 15 HD or less, DC 17)

Languages Common, Elven, Nerakan, Kothian, Thanoi

AC 27, touch 13, flat-footed 24

hp 103 (15 HD); DR 10/magic

Immune cold, electricity, *polymorph*, sleep, turning, undead type

Resist fire 10; **SR** 25

Fort +8, **Ref** +7; **Will** +13 (+15 against enchantments)

Spd 30 ft.

Melee +2 *frost keen longsword* +18/+13 (1d8+7/17-20) or touch attack +15 (1d8 plus 1 pt Con)

Base Atk +9; **Grp** +15

Atk Options Mounted Combat

Special Actions abyssal blast 1/day (20-ft-radius spread, range 1000 ft., 15d6 cold [half of damage is divine, not subject to reduction by resistance to cold etc.], Reflex DC 17 half), demoralize, ice magic, wounding touch (Will DC 17 negates)

Wizard Spells Prepared (CL 11th, 12th w/divination, +15 melee touch, +12 ranged touch, Combat Casting)

6th—stilled *cone of cold* (DC 19)

5th—*cone of cold* (DC 18), *teleport*

4th—stilled *lightning bolt* (2) (DC 17), *wall of ice* (DC 17)

3rd—*fireball* (2) (DC 16), stilled *scorching ray*, *sleet storm* (DC 16), stilled *summon monster II*

2nd—*blur*, *flaming sphere* (DC 15), *protection from arrows*, *scorching ray* (2)

1st—*burning hands*, *charm person* (DC 14), *expeditious retreat* (2), *summon monster I*

0—*acid splash*, *ray of frost*, *resistance*, *touch of fatigue* (DC 13)

Spell-Like Abilities (CL 15th):

1/day—*detect magic*, *dispel magic*, *power word blind* (DC 20), *power word stun* (DC 21), *symbol of pain* [DC 18] or *fear* [DC 19]), *wall of ice*

Abilities Str 22, Dex 17, Con —, Int 16, Wis 13, Cha 10

SQ create skeletal warrior, motivate troops, summon mount, undead followers, wyrd 2/day

Feats Combat Casting, Leadership, Mounted Combat, Resist Dragonfear†, Scribe Scroll^B, Silent Spell^B, Still Spell, Spell Focus (divination), Weapon Focus (longsword).

† Feat from the *DRAGONLANCE Campaign Setting*.

Skills Concentration +4, Intimidate +9 (+11 demoralize), Knowledge (arcana) +12, Listen +3, Ride +8, Search +5, Sense Motive +16, Spellcraft +16, Spot +3, Survival +16.

Possessions +2 *dragonarmor of fire resistance*, +2 *buckler*, +2 *frost keen longsword* (“Ice Razor”), *brooch of shielding*, *boots of the winterlands*

Spellbook spells prepared plus 0—all; 1st—*chill touch*, *comprehend languages*, *detect secret doors*, *detect undead*, *disguise self*, *identify*, *shocking grasp*, *true strike*; 2nd—*detect thoughts*, *locate object*, *resist energy*, *see invisibility*, *shatter*, *whispering wind*; 3rd—*arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *protection from energy*, *summon monster III*, *wind wall*; 4th—*arcane eye*, *detect scrying*, *fire shield*, *ice storm*, *scrying*, *summon monster IV*; 5th—*summon monster V*, *telepathic bond*; 6th—*chain lightning*, *reater dispel magic*, *freezing sphere*, *legend lore*, *true seeing*.

Cold Summoning (Ex): A winternorn is capable of calling forth creatures of ice and frost to do his bidding. A

winternorn who casts *summon monster* may summon a cold element creature rather than a celestial or fiendish creature (see sidebar).

Create Skeletal Warrior (Su): A death knight may transform a dead humanoid into a skeletal warrior completely under its control. The process takes one hour of uninterrupted concentration. Skeletal warriors created count against the death knight’s total undead followers.

Demoralize (Ex): The dragon highlord gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If the highlord’s check is successful, the target is shaken for 1 round.

Fear Aura (Su): Creatures of less than 5 HD within 15 ft. of the death knight must succeed at a DC 17 Will save or be affected as a *fear* spell cast by a 15th level wizard.

Ice Magic (Ex): The winternorn may change the energy type of any spell (or spell-like ability) he casts to cold. Damage caused by such a spell that normally belongs to another energy type, such as fire or electricity, changes to cold damage. Spells that deal untyped or force damage, such as *magic missile*, are unaffected by this ability.

Motivate Troops (Ex): The dragon highlord can direct the actions of any nongood creatures with the humanoid, giant, or dragon type that are within 30 feet of him and who have less than 15 Hit Dice. Those who follow the character’s orders gain a +1 morale bonus to attack rolls, damage rolls and Will saves. This bonus also applies to any dragon mount the highlord is riding, regardless of Hit Dice. Any eligible creature that willingly goes against these directions loses this bonus immediately. Affected creatures must be able to see or hear the dragon highlord for this ability to take effect.

Summon Mount (Su): Once per day, as a full-round action, the death knight may summon a nightmare (see *Monster Manual*). The mount immediately appears adjacent to the death knight and remains for 30 hours or until dismissed as a free action. Each time the mount is summoned, it appears in full health regardless of damage it may have taken previously. If the mount is slain, it immediately disappears, leaving behind any equipment it was carrying. The death knight may not summon another nightmare for thirty days after the former mount dies.

Turn Immunity (Ex): A death knight cannot be turned, but it can be banished with a *holy word* spell as if it were an evil outsider, which sends it to the Abyss.

Undead Followers (Su): A death knight attracts lesser undead creatures that happen to exist within a 200-mile radius. It may have up to 30 HD of undead followers at any one time.

Wyrd (Su): A winternorn becomes aware of eddies and currents in the River of Time created by the lives of mortals. This knowledge takes the form of brief and intense moments of insight. Twice a day the winternorn may select a target individual and gain a +10 insight bonus on any one Sense Motive skill check, Knowledge skill check, or Initiative check involving the target.

After Feal-That's death in the War of the Lance, his soul was not allowed to move on to the next stage of its journey. Infuriated by his failure, resulting in the loss of a *dragon orb*, Queen Takhisis curses Feal-That to spend eternity as her servant.

Feal-That once more walks the arctic lands of Icereach, this time reborn in the form of a death knight. He has taken on a new name, Aren Feal-That, signifying his dead state. Aren Feal-That no longer feels warmth, only the cold in his heart. A part of him was lost in his rebirth, causing the highlord to become more feral, truly earning the nickname of the Wolflord. Aren Feal-That enjoys the hunt and operates largely on instinct. Icewall Glacier moves at his whim, shaping itself around his emotions.

Aren Feal-That is forced by Takhisis to be the ally of Lord Ariakan. Thanoi, sivak draconians, and barbaric humans are all under his command. Aren Feal-That also has a force of Knights of Takhisis who ride white dragons into battle while armed with *darklances*.

Aren Feal-That has converted Icewall Castle into a flying citadel. His powerful winternorn magic drives the glacier forward at an incredible rate, covering all in its path in ice. His intention is to keep moving north, eventually overtaking the elven homelands. Perhaps, afterward, his new allies shall know the true meaning of cold.



BRAEGAR DUSKWARDEN,

DWARVEN ARCANIST

CR 13

LE male dark dwarf wizard 4/wizard of High Sorcery (Black) 4/dark dwarf savant 5

Braegar Duskwarden is among the most talented of all Theiwar spellcasters. He follows the magical traditions of his clan, though he has taken the Test and is a respected member of the Order of the Black Robes. Braegar often wraps himself in his robes, pulling the hood over his head to shield his face from the sun.

Braegar was a trusted servant of Dalamar, at least until the dark elf's apparent death at the Tower of High Sorcery in Palanthis. Braegar knew of Dalamar's plans, and was given instructions on what to do in case of such a contingency.

Now Braegar is working with his clan to rise to the surface and mount an assault on the Thorn Knights. His intention is nothing short of payback for the fall of Dalamar and the Tower of Palanthis. He seeks to invade Storm's Keep, and to use artifacts of High Sorcery to bring down the Tower of Thorns. Revenge will be had, and Braegar means to do it through poetic justice.

CHOT ES-KALIN

CR 12

NE male minotaur noble 5/fighter 5/legendary tactician 2

The emperor of the Blood Sea Isles came into power during the War of the Lance. Since that time, Chot has worked on improving the might of the minotaur forces. Prominent among his goals has been the building of a fleet, as well as colonization of the mainland.

Ariakan had approached Chot about an alliance, and the minotaur emperor agreed, but on his own terms. He would not provide soldiers for the Knights of Takhisis, though his people were free to join of their own accord. Most support has been through supply vessels and naval activity.

When the Summer of Frost came, Chot's navy was frozen within the harbors. Chot was furious at first, but then he saw the full extent of the chill. The entire Blood Sea was frozen.

Chot took this as a sign from Sargas. Chot would personally lead the minotaur army first to Karthay and Saifhum, and then to the main continent. The other Blood Sea Isles fell quickly.

Chot realized that if the minotaurs were to conquer Ansalon, they needed to focus their hatred. Who better than their former masters, the ogres? With that focus at hand, Chot ordered the extermination of the ogre race.

Chot's army now heads toward continental Ansalon, marching over the frozen Blood Sea. The army can still see the swirling Maelstrom beneath the waters. No minotaur shows any fear, though, for to voice any concern over what many call madness would surely lead to a swift and painful execution.

FROSTBURN,

FRIGID MALEVOLENCE
CE male old white dragon

CR 15

Frostburn is cruel, even by dragon standards. He is more intelligent than most white dragons, though by no means is he a genius. He is very much a bully, and will use his power to fulfill his every want and desire.

Frostburn has taken up residence in the ice of the Frozen Sea. He has made several lairs in the solid ice, all of which are torture chambers. Nothing pleases the dragon so much as hearing someone scream.

Frostburn has a deranged curiosity about how mortals can withstand cold. Freezing an arm or a leg and watching a person thrash about in pain is nothing compared to the other horrors Frostburn has inflicted. He takes joy in crucifying people by freezing their hands and feet in the ice. He also likes hanging a person upside down in a cave, freezing his feet to the ceiling, and slowly stretching him to death by freezing more and more ice around his dangling arms.

When Takhisis put out the call for the white dragons to gather at Icewall, Frostburn refused. The Dark Queen does not look favorably upon those of her children who disobey her. Frostburn knows this, and has been worried by the approach of Aren Feal-That.

Of course, the Highlord will have to find Frostburn first.

GALVAN STONEBREAKER,

GRIEVING WARRIOR
CG male dwarf fighter 6/legendary tactician 1

CR 7

Galvan Stonebreaker lost all that was dear to him in the War of the Lance: his wife, his children, his friends. All were taken away by the dragonarmies. Galvan fought in the war along with the Whitestone forces, but when the war was done, Galvan was without purpose. He wandered from job to job, but was unable to leave the war behind.

When the War of the Darklance began, Galvan saw how it would destroy the continent, and take away the loved ones of others as his were stolen so many years before. For Galvan, this became his personal war.

Galvan recruits young "soldiers" to fight for him. His charismatic personality oftentimes will sell a young man or woman on the validity of his war. There are those, though, who figure out that Galvan's agenda is centered largely around vengeance, and that Galvan himself wants to die in battle.

Galvan primarily works around the Abanasinia area, though he will travel where necessary. He wishes to form an alliance with Merinda uth Brishard's Solamnic freedom fighters. Merinda has thus far been resistant, stating that she doesn't approve of Galvan's tactics.

GILTHAS, HIDDEN STRENGTH
NG male half-elf noble 4

CR 4

Gilthas is the son of Tanis Half-Elven and Laurana, two Heroes of the Lance. At age six, Gilthas nearly died of

an illness, and afterward occasionally suffered severe headaches. His parents sheltered him, making an extra effort to shield him from elven politics and the racial prejudice that would come from Gilthas' human blood.

Unfortunately, just before the War of the Darklance, the traitorous Senator Rashes conspired to cast out Porthios and Alhana Starbreeze. Gilthas assumed the title of Speaker of the Sun to save the life of Alhana, who was being held hostage at arrow-point.

Less than a year later, the Knights of Takhisis invaded and quickly conquered Qualinesti. Gilthas retained his status as Speaker, but was effectively a puppet, though he was not completely under Rashes's control. Gilthas relayed a private message to Porthios and Alhana, now branded dark elves, requesting assistance against the Dark Knights.

Unfortunately, their forces arrived too late. Qualinesti was burning, and Gilthas knew he couldn't play the role of the puppet king any longer. Storming into the Qualinesti senate, he gave an impassioned speech stating the exact nature of the assault on the forest. The senators laughed at the boy Speaker, saying that Qualinost's fate should be their own.

Gilthas walked out of the senate halls and began evacuating everyone he could from Qualinost. Some went the way of Qualimori, while he led most east over the Plains of Dust toward Silvanesti.

The refugees have been met with hostilities and forced to live outside the Silvanesti borders. Gilthas seeks a way to clear the names of Porthios and Alhana and find a way for his people to dwell in the ancient elven homeland.

KITHANASHARA (KITHANA),

HALF-BLOOD TERROR **CR 13**
**LE female Qualinesti elf fighter 5/knight of the Lily 3/
dragon rider 5**

AZUURAN

CR 11

LE male young adult blue dragon

Kithanashara was always a bit of an outcast, half-Qualinesti and half-Silvanesti. She grew up in Qualinesti lands, but was never fully accepted by her peers.

Kithanashara lost both of her parents in the War of the Lance, accidental victims of the breath of a silver dragon serving the Whitestone forces. Laurana herself offered her apologies and condolences, though the words rang hollow. Kithana would always resent the forces of good, and the metallic dragons that had killed her kin. She had a long, elven life to seek her revenge.

After her parents were buried, Kithana sought solitude in a nearby cave. It was there that she came across the wounded blue dragon, Azuuran. Azuuran could sense the hate within Kithana, and the two formed a bond. Kithana would nurse Azuuran back to health as Azuuran's damaged wing healed.

Soon after, Kithana was branded a dark elf for helping one of the chromatic dragons. Kithana didn't care, for she found more loyalty with Azuuran than she ever had with her own people.

Kithana and Azuuran would become two of the first recruits of the Knights of Takhisis. Kithana was instantly taken with the Code and the loyalty the Knights showed one another. Kithana would be one of the few elves to join.

Kithana became one of the most renowned dragon riders in the knighthood. She was a natural, and it was obvious that she and Azuuran were a team. She worked her way up the ranks until she led her own group of dragon riders. Kithana and her dragon riders would don the dragonarmor worn in the War of the Lance, a symbol that instantly drove fear into their enemies.

Ariakan's plan of conquest included an assault on Qualinesti. Kithana was all too happy to lead the attack on her former homeland. Kithana would see Qualinesti burn, by fire from the red dragons her riders commanded and the magical flame of the Thorn Knights. The fire spread throughout the forest, and the Qualinesti could not stop it.

Qualinesti would burn, leaving little but ash behind.

LORD GUNTAR UTH-WISTAN,

LIGHT'S LAST HOPE

CR 17

LG male civilized human fighter 4/knight of Solamnia (Rose) 10/legendary tactician 3

Lord Gunthar uth Wistan is a veteran warrior, serving as commander of the Whitestone Forces in the War of the Lance alongside the Golden General. Now he's fighting a different type of war, one in which his forces are being driven back constantly.

Lord Gunthar dispatched Tanis Half-Elven to help lead the forces at the High Clerist's Tower, and was grieved to hear word of the half-elf's fall. Gunthar realized that his forces were badly beaten, and so he ordered the retreat. For the first time in history, the High Clerist's Tower fell.

Gunthar has had to make a lot of hard decisions throughout the war, not the least of which has been the vast withdrawal from Solamnia. He's had to oversee the creation of refugee camps on the Ergothian Isles, and the creation of alliances with peoples the Solamnics normally avoided, like the nomads of Khur. He realizes that this war may not be won, but he intends on fighting on to the end.

Lord Gunthar is the very heart of the Solamnic forces.

MAGGOT, CARRIER OF CORRUPTION CR 8

NE male gully dwarf cleric of Morgion 8

Maggot is part Aghar and part something else. Some say he's part Theiwar, part kobold, or even part goblin. Whatever he is, he is grotesque, even amongst the gully dwarves, and a wretched individual.

Maggot claims that the rat totem he wears around his neck told him to feed on the larvae from whence he gets his name, and they would in turn give him strength. Indeed, he can often be seen with maggots running through his hair and beard, his ears, and in his mouth.

Maggot has a hatred for the other mortal races of Krynn, especially the dwarf clans. All of them look down upon the Aghar with pity or scorn. While his kinsmen don't seem to notice this, he is well aware of it and intends to do something about it.

What Maggot is unaware of is that he actually gains power through the god Morgion. He can feel a presence, but interprets this as the spirit of the dead rat he wears around his neck. Maggot's very touch brings decay to those who stand in his way.

Maggot's campaign against the dwarves of Ansalon takes him through the Neidar city of Hillhome, and from there to Thorbardin.

MERINDA UTH BRISHARD,

WAR PRIESTESS

CR 12

**LG female civilized human fighter 4/
cleric 4/knight of the Sword 4**

Merinda grew up in the town of Lytburg, in southern Solamnia, the daughter of a family of merchants. An only child, Merinda was always different from other girls her age. She was quiet, solitary, and studious in her behavior, though deep within herself she bore a great desire for acceptance and close companionship that she carries to this day.

As a teenager, her life was marked by an early fascination with the Solamnic Knights, which she never outgrew. Eventually, knighthood became her goal in life, with the Order of the Sword the culmination of all desires. Due to this dedication, Merinda has never known close friendship or intimacy to any great degree.

Merinda has a strong faith and unwavering convictions. Even in this time of darkness, she has hope and shows courage. Merinda has discovered within herself the ability to lead. When the High Clerist's Tower fell, most of the Solamnics retreated to western Solamnia and Ergoth. Merinda stayed behind, leading a band of knights who feel as she does.

Now Merinda fights the Knights of Takhisis wherever she can. While she despises the use of hit-and-run tactics, she knows it is the only way to do any real damage.

Merinda stands nearly six feet tall. Her long, dark brown hair is normally kept tightly braided. Her somewhat stern gray eyes seem to keep many secrets, and her face is cold, almost hard. Should her expression soften, her smile would be both attractive and simple — a beauty borne more from the spirit than the flesh.

MIRIELLE ABRENA, DARK PATIENCE CR 11

**LE female civilized human fighter 4/
cleric 4/knight of the Skull 3**

Many within the Knights of Takhisis think that Mirielle Abrena will someday attain the rank of Lord of the Skull, or even become the Lord of Night. Indeed, she is a favorite of Lord Ariakan, who looked within the Order of the Skull for an individual to look after his personal safety during this war. He found that individual in Mirielle.

Mirielle took the challenge to heart, and surprised Ariakan with a plan she called Crimson Shield. Crimson Shield serves as a covert organization within the Knights, designed to see to the protection of the Lord of Night and weed out any potential threats. Crimson Shield spans all three orders of the knighthood.



What Ariakan underestimated was Mirielle's desire for power. Crimson Shield serves its purpose well, but it also has another purpose: the personal power base of Mirielle Abrena herself. Mirielle uses Crimson Shield to eliminate her enemies and promote her own position within the knighthood. If Ariakan ever inquires about the elimination of a person, Crimson Shield always has evidence demonstrating why that individual was a threat to the knighthood.

Mirielle is biding her time until the war is over before she makes any move against Ariakan. She realizes his military genius has led the Knights of Takhisis this far. When Ansalon is truly conquered, though, Crimson Shield will make its move — against the Lord of Night himself.

SILPHERIC, AGENT OF DARKNESS CR 16

LE male sivak draconian rogue 5/assassin 5

Of all Lord Ariakan's servants, few are as dangerous as Silpheric. The Sivak is Ariakan's most trusted field agent, who can fit several of roles, from field leader to assassin.

Silpheric has proven to be more than just a "shock trooper," as many in the Knights of Takhisis view draconians. He is much more intelligent and cunning, one of the keenest minds in their army.

Silpheric's shapechanging ability has been of great benefit to Ariakan. Silpheric often poses as a human and infiltrates a community in order to sew seeds of discord, weakening the will and morale of lands about to be conquered. Likewise, he uses this ability to put himself in a position to eliminate important nobles, well before the rest of the Knights arrive. And because he can take any form, he has proven again and again to be very difficult for Ariakan's enemies to catch.

TORNASSUK, URSOI CHIEFTAN CR 13

Male ursoi ranger 9

LN Large monstrous humanoid

Source *Bestiary of Krynn*

Init +0; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common (understand only), Thanoi (understand only), Ursoi

AC 18, touch 9, flat-footed 18

hp 122 (14 HD)

Resist cold 10; evasion

Fort +11, **Ref** +10, **Will** +8

Spd 30 ft.; woodland stride

Melee +1 *flaming heavy pick* +22/+17 (1d8+8/x4 plus 1d6 fire) or
 +1 *flaming heavy pick* +20/+15 (1d8+8/x4 plus 1d6 fire)
 and +1 *frost light pick* +20/+15 (1d6+4/x4 plus 1d6 cold) and
 bite +15 (1d8+7) or
 2 claws +20 (1d6+7) and bite +15 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +25

Atk Options Cleave, favored enemy monstrous humanoids +4, favored enemy dragons +2, improved grab, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting

Combat Gear *potion of cure moderate wounds* (2), *potion of lesser restoration* (2)

Ranger Spells Prepared (CL 4th)

1st—*magic fang*

Deity: Chislev

Abilities Str 24, Dex 10, Con 19, Int 10, Wis 13, Cha 16

SQ scent, swift tracker, wild empathy +12

Feats Alertness, Cleave, Endurance^B, Improved Two-Weapon Fighting^B, Power Attack, Track^B, Two-Weapon Fighting^B, Weapon Focus (heavy pick), Weapon Focus (light pick)

Skills Climb +13, Knowledge (geography) +9, Listen +13, Spot +13, Survival +15, Swim +15

Possessions combat gear plus +1 *chain shirt*, +1 *flaming heavy pick*, +1 *frost light pick*, *cloak of charisma* +4, climber's kit, maps and scrollcases

Animal Companion (Ex): The ranger has a snow leopard (use Leopard stats from the *Monster Manual*) as an animal companion. The snow leopard is trained for hunting (see Handle Animal skill) and the ranger gains a +4 bonus on Handle Animal checks and wild empathy checks with this companion.

Favored Enemy (Ex): The ranger gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of the monstrous humanoid type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. Against creatures with the dragon type, the ranger gains a +2 bonus on these skill checks and weapon damage rolls.

Swift Tracker (Ex): The ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty when moving up to twice normal speed while tracking.

Wild Empathy (Ex): The ranger may attempt to improve the attitude of an animal. This functions just like a Diplomacy check, with a +12 check bonus. The ranger and the animal must be within 30 feet of another under normal visibility conditions.

Woodland Stride (Ex): A ranger may move through any sort of undergrowth at his normal speed, and without taking damage or suffering any other impairment.

Tornassuk had led his clan of ursoi a long way from Chorane to Ansalon. He had heard of the plentiful hunting there, and sought to make a better life for his people, one in which he could live in peace. When Tornassuk arrived in Icereach, he discovered the distortion of the weather by the forces of evil. While he couldn't care less about the battles fought between men, he did care that his clan was fed.

Tornassuk prayed that night to the Great White Mother and the Brothers of the Hunt to give him guidance. He received a vision showing him his enemies, and telling how to use them to help feed his clan.

The ursoi have raided the forces of the dead-man-who-walks that the thanoi call Highlord. They have come to war on the thanoi themselves. When a thanoi falls, the clan eats. The ursoi believe that once the spirit leaves the body, that body remains to provide for all. The enemies became prey.

AGE OF DRAGONS

“And so maybe when we lay Caramon Majere to rest, we will each leave his grave with friendlier feelings toward everyone. And maybe that will be the beginning of peace.”

Tasslehoff Burrfoot

The Age of Dragons is the alternate timeline that Tasslehoff sees when he first travels to the future, to Caramon’s funeral.

Within the span of two generations, there have been two wars, both of which have drastically changed the face of the world of Krynn. The War of the Lance saw the return of gods and dragons, and the Chaos War nearly saw the end of the world.

In this timeline, Takhisis doesn’t steal the world. Rather, she fights against Chaos alongside the other gods. The Chaos War ends with the gods standing together alongside mortals, all of whom battle Chaos for the very survival of Krynn. Together, Krynn’s defenders win, and Chaos is pushed back into the Beyond.

From the war’s ashes comes a time of unprecedented peace, when nations work out their differences through diplomacy. Yet it is an uneasy truce, ruled by a cold war that threatens to throw both sides into open conflict once again.

CONCEPT

The Age of Dragons is a fork along the River of Time, in which Chaos is defeated and Takhisis does not steal the world of Krynn.

After the Chaos War, peace returns to Ansalon, but times remain troubled. The United Realms are formed in hopes of avoiding another war, yet this new body is filled with division. Solamnia and Sanction are now in a cold war, one where neither side will make the first move, yet each is certain the other will. Both sides build up arms, preparing for inevitable conflict.

Ergoth has adopted the role of a neutral power. Many of the other human nations side with it, not wishing to become the battleground of the next war. Only Khur refuses to join the United Realms, preferring to remain isolated from the world.

With the marriage of Alhana Starbreeze and Porthios Kanan and the birth of Silvanoshei, the nations of Qualinesti and Silvanesti come together to form the One Kingdom.

Silvanoshei is pronounced the Speaker of the Sun and Stars, and his cousin Gilthas, son of Tanis Half-Elven and Laurana, is appointed ambassador to the United Realms. Per Gilthas’s request, Laurana moves to Silvanesti to watch over Silvanoshei and safeguard him against those who would do him harm, intentionally or not.

The other races wait in anticipation, knowing that peace won’t last forever. The minotaurs have built up arms, waiting for their chance to strike. The mountain dwarves hide once more within their mountain homes, while their hill dwarf cousins send an ambassador of their own to the United Realms. Even the happy-go-lucky kender know things won’t remain the same (which just means there will be lots of new adventures).

War is on the horizon once again. All of Ansalon waits for someone to strike the first blow.



THEME

The Age of Dragons focuses on war and its effects on the people of Ansalon. The War of the Lance and the Chaos War occur relatively close to one another within the River of Time. After two generations of strife, the people of Ansalon become tired of conflict and demand an end to fighting.

While there may be peace, it proves tenuous. Plots and intrigue arise after the Chaos War. Hiddukel works his lies, sowing the seeds of distrust throughout Ansalon, even as Takhisis bides her time and prepares to strike. Sargonnas, tired of taking a back seat to Takhisis, makes plans of his own, and the minotaur empire builds its strength for an invasion.

Solamnia and Sanction are caught in a stalemate, each side distrusting the other. Both factions build up arms and recruit soldiers, preparing for the day when conflict will come. They find common ground in terms of honor, although their different views of it are another source of conflict.

Ergoth stands firm in its views of neutrality, and brings many other human nations under its banner. The Ergothians are hailed as peacemakers, yet their intentions are not wholly noble.

Only the elves seem to have found tranquility, in the form of the One Kingdom. Yet it is a league that is not truly united, filled with those who would rather see the separation of Silvanesti and Qualinesti renewed. Silvanoshei must contend with political battles between traditionalist and progressive factions among the elves, yet he has not fully reached a maturity necessary to deal with this.

Silvanoshei's cousin, Gilthas, sees this struggle, but cannot be at his cousin's side due to his post as ambassador to the United Realms. Gilthas must work from afar to aid his cousin. He works with his mother, Laurana, to protect Silvanoshei from political mischief, and to help him grow into a strong leader.

At this time, each of Ansalon's nations is keeping a watchful eye on the others. Conflict is subversive in nature. Paranoia is in the air, and people look all around for spies within their ranks.

Even more unsettling is the increasing number of dragons that have appeared of late. The children of Paladine and Takhisis sense a brewing conflict, and they know that they will be called upon soon.

It is a time when people reach out to religion for strength. The number of clerics increases while the gods work to recruit more of the faithful.

Any number of things can set off the next war. With the War of the Lance and the Chaos War in the recent past, there is an effort to stave off conflict, and to make the peace a true and lasting one.

TIMELINE

362 AC – A UNION OF ELVES

Porthios Kanan and Alhana Starbreeze marry in hopes of reunifying their peoples.

370 AC – KNIGHTS OF TAKHISIS FOUNDED

Lord Ariakan officially invests the first Knights of Takhisis. All knights receive the Vision: a look at their own personal roles in the Dark Queen's divine plans.



371 AC - A JOURNEY FOWARD

Tasslehoff Burrfoot activates the *Device of Time Journeying* with Fizban's permission, and jumps into the future to speak at Caramon's funeral. For whatever reason, however, he does not return. The fork in the River begins here, though this stream's course holds nearly true for another decade.

378 AC - A JOURNEY OF HONOR

Tanis Half-Elven and Caramon Majere travel to Storm's Keep and meet Steel Brightblade, the son of Sturm Brightblade and Kitiara uth Matar. Tanis reports the existence of the Knights of Takhisis to the Knights of Solamnia, the Temple of Paladine, and the Orders of High Sorcery, but few heed his warnings.

380 AC - UNITED PLAINSMEN

All the scattered tribes of Abanasinia now look to Goldmoon and Riverwind for leadership.

381 AC - IMAGES STORM THE KEEP

Wizards sent by the Orders of High Sorcery attack Storm's Keep, seeking to wipe out the wizardly Knights of the Thorn. Justarius, Red Robe Master of the Conclave, is among those lost in the attempt. Dalamar the Dark becomes leader of the Conclave.

382 AC - ELVEN SUCCESSION

Porthios, the Qualinesti Speaker of the Sun, successfully ends Lorac's thirty-year Nightmare in Silvanesti. Gilthas, son of Laurana and Tanis Half-Elven, is unwillingly placed on the throne of the elven kingdom of Qualinesti through a coup led by General Konnal, who simultaneously steals away the Silvanesti throne as well. Porthios and Alhana are named dark elves and are forced to flee from both elven kingdoms.

Changes in the Knighthood: Gunthar uth Wistan retires. Liam Ehrling becomes the new Grand Master, while Sir Thomas of Thelgaard becomes commander of the High Clerist's Tower. Sturm and Tanin Majere become the first non-Solamnics to join the knighthood.

383 AC - SUMMER OF CHAOS

Intent on protecting their home from the Knights of Takhisis, the Irda break open the Graygem and inadvertently release Chaos. Chaos destroys their island and threatens to destroy the world.

Birth of a Speaker: Alhana Starbreeze gives birth, in exile, to Silvanoshei.

The Knights of Takhisis Invade Ansalon: At the Battle of the High Clerist's Tower, Tanis Half-Elven is ignobly slain. The Knights of Takhisis soon rule Southern Ergoth, Qualinesti, all the land from Nordmaar southeast through the Khalkist Mountains (including Kendermore), south to the Plains of Dust, and west into Solamnia and Abanasinia. Northern Ergoth and Silvanesti manage to hold out, as do Thorbardin and some Khalkist hill dwarves. Mount Nevermind erupts, some say due to gnome attempts to use their war machines against the Knights of Takhisis.

Chaos War: Before the Dark Knights can solidify their grip on Ansalon, signs of Chaos erupt throughout the land. The forces of Chaos attack Ansalon, causing massive destruction in their wake.

The forces of Chaos strike at the High Clerist's Tower. Metallic and chromatic dragons battle side by side against Chaos, but all mortals in the fight meet defeat. Every knight dies defending the tower, except Steel Brightblade's unit of dragon riders and their Solamnic prisoners. Lord Ariakan is slain in the battle, leaving the Knights of Takhisis in disarray. Takhisis withdraws from Krynn, and the Vision becomes lost to her Dark Knights.

The god Reorx, aided by Palin Majere, reclaims the broken Graygem from the devastated Irda island. The final battle against Chaos happens in the Abyss, but in this timeline Tasslehoff is not present to prick the toe of Chaos. Steel Brightblade dies in vain, and Palin and Usha flee, their quest failed. All seems lost.

Then, in the moment of greatest weakness, the Queen of Darkness returns. She had been preparing to trigger a plan she had been hatching since the dawn of time, to steal the world of Krynn for herself, but now she sees that world on the edge of annihilation. In a moment of rare sacrifice, Takhisis abandons her plan (for now, at least). Instead, she fights side-by-side with Paladine against the Father of All and of Nothing. The combined might of gods and mortals acting in harmony to preserve all creation pushes Chaos back into the Beyond.

The Vision is restored.

384 AC - RISE OF THE ELVES

Marshal Medan, who became the occupying governor of Qualinost, is recalled to Storm's Keep. Gilthas and Porthios combine their forces and drive back the Knights of Takhisis. Gilthas remains as Speaker of the Sun, vowing to abdicate the throne when Silvanoshei comes of age to take the thrones of both Qualinesti and Silvanesti.

Ariakan's Successor: Marshal Alexius Medan becomes Lord of Night following Ariakan's death during the Chaos War. Medan vows to maintain honor within the Knights of Takhisis, and to pursue his Vision of world peace through order.


The Last Heroes' Tomb: The Last Heroes' Tomb is constructed of black and white marble in Solace. Knights of Takhisis are honored side-by-side with the Knights of Solamnia. The bodies of Tanis Half-Elven, Steel Brightblade, Tanin and Sturm Majere, and others who lost their lives in the battle against Chaos are interred within. An old man wearing mouse-colored robes is seen leaving the tomb after the ceremony, a Black Robe with golden skin walking beside him.

Inspired by the ceremony, lords Medan and Gunthar pledge to meet in one year to discuss peace. Until then, hostilities continue.

385 AC - THE UNITED REALMS

Lord Gunthar uth Wistan meets with Lord Alexius Medan in Palanthas. The two sign the Scroll of Unification, which calls for a halt to aggression between Solamnia





and the Knights of Takhisis and the formation of the United Realms, an organization designed to find peaceful solutions to conflict. Construction of the Hall of Audience in Palanthis begins.

Ulin Majere Born: A male child, destined to become a talented wizard and alchemist, is born to Palin and Usha Majere.

Palanthis Liberated: The Knights of Takhisis depart Palanthis, following a treaty between Gunthar and Medan. They make their new headquarters in the city of Sanction.

388 AC - JENNA LEADS THE RED ROBES

Jenna becomes the head of the Red Robes.

390 AC - PALIN LEADS THE WHITE ROBES

Palin Majere becomes the head of the White Robes.

391 AC - THE NEW TOWER

After years of planning, a new Tower of High Sorcery is raised in Kalaman.

392 AC - SOLAMNIC KNIGHTS' COUNCIL

Lord Gunthar dies. Liam Ehrling produces the revised Measure, born of Lord Gunthar's dreams and completed by Lord Liam (although he claims Gunthar completed it before he died). The new Measure stresses reliance upon one another, with faith and trust in one's brethren. It emphasizes that a true knight lives with honor, instead of merely talking about it.

Solamnic Auxiliary Formed: The revised Measure calls for the formation of the Solamnic Auxiliary, a support group for those who believe in the tenets of the Knights of Solamnia, but are not knights themselves. The White Robe wizard Trapien is named Auxiliary Master, and is charged with building the Auxiliary's ranks.

418 AC - SPEAKER OF THE SUN AND STARS

Gilthas abdicates the throne of Qualinesti. Silvanoshei is crowned king of both the Qualinesti and Silvanesti elves. Silvanoshei declares that both elven nations are now part of the One Kingdom. Silvanoshei appoints Gilthas ambassador to the United Realms, where he serves on the Advisory Council.

420 AC - A TRAITOR IN THE RANKS

Sir Morham Targonne, a cleric of Hiddukel posing as a Knight of the Skull, attempts to assassinate Lord Medan by poisoning him. He is caught, and Lord Medan orders his immediate execution.

Before his execution, Targonne tells Medan that he was hired by one of Medan's own officers. Medan carries out the execution himself in front of his top officers.

Funeral in Solace: Tika Waylan Majere, beloved wife of Caramon Majere and a Hero of the Lance, dies of natural causes. Her funeral draws mourners from all over Ansalon, wishing to pay their respects for one of the last Heroes. Her husband, Caramon, is inconsolable, and his children fear he will not long survive the passing of his beloved wife.

421 AC - THE FUNERAL OF CARAMON MAJERE

Caramon dies, and is laid to rest as friends, family, and well-wishers flock to his funeral, the largest that Solace has ever had. Palin, Dezra, and Laura Majere, Dalamar, Jenna, Crysania, Riverwind, Goldmoon, Gilthas, Silvanoshei, and many others attend.

The kender Tasslehoff Burrfoot shows up near the end of the funeral, surprising everyone, for he has been missing for half a century. He has, in fact, traveled forward in time, from the year 371. In this timeline, Tasslehoff does not return to the past, thus ensuring his absence at the crucial moment of the Chaos War.

422 AC - DEATH OF A GRAND MASTER

Lord Liam Ehrling passes away suddenly. While there is no evidence of foul play, the Solamnics have their suspicions, pointing fingers toward Sanction. Lord Lorimar takes over as Grand Master.

The Present: The future remains largely unwritten. Each of the major nations has become paranoid, assured that the others will make a move at any minute. Dragons gather in Neraka and Solamnia, watching to see how the events of the world unfold.

LOCALES

The Age of Dragons has seen much destruction through the recent wars, leaving Ansalon scarred. Ruins of the past call out to those who seek the lost treasures within. Cities razed by war start to rebuild.

ABANASINIA

The lands of Abanasinia have seen peace like never before. Riverwind and Goldmoon have united the tribes of the Plainsmen. The two have grown old, and seek to live out their remaining days in peace. Leadership of the tribes has passed to their twin daughters, Brightdawn and Moonsong. With their son, Wanderer, lies the responsibility of acting as ambassador to the United Realms.

The smaller, "civilized" settlements in Abanasinia have all seen growth as well. Most notably has been the town of Solace, which has become a hub for travelers. Solace was struck a blow when Caramon Majere passed away, but a vallenwood was planted by his grave, next to the one that grows over the grave of his beloved wife, Tika. It is said that this new vallenwood has already grown strong and tall, bringing new joy to the town.

The Inn of the Last Home is now run by Laura Majere; her sister Dezra travels often to Palanthis, serving as an unofficial liaison to the United Realms.

ARIAKAN'S REST

The birthplace of the Knights of Takhisis, now serves as the site of Ariakan's final rest. He is buried within the Chamber of Zeboim, there to be close to his mother for eternity. Buried along with him is the *Great Sword of Drakmattha*, his personal blade, said to have magical properties.

Lord Medan has commanded that a ceremony be held each year within Ariakan's Rest, upon the anniversary of the First Night Lord's meeting with the Dark Warrior.

Tribute is paid to both Takhisis and Zeboim, and the story of Ariakan's life is retold, for all to hear.

BALIFOR

The people of Balifor have never been keen on politics. In a world that seems to be getting increasingly political, though, the people of Balifor feel more and more isolated all the time.

Port Balifor and Flotsam are very much on their own, a haven for those who wish to not be seen. The two cities provide a variety of resources for those with illicit tendencies.

BLÖDE

The ogres of Blöde grow increasingly restless. Those who travel through these lands soon discover that doing so is a mistake. Ogres rend the flesh from the bones of all who enter.

The ogres are tired of this time of peace, cursing the names of their Nerakan masters. They hunger for blood and destruction, yet are continually held back. Unless Neraka acts soon, the ogres may rebel.

KHUR

Khur is a nation divided against itself. The Fin-Maskar tribe of Khur has become a shadowy arm of the Knights of Takhisis, working as enforcers and collecting tribute from other tribes. Other tribes have requested aid from the United Realms, but the matter is bogged down in debate. With the promise of war looming large, nobody wants to help the oppressed tribes openly, lest someone else make a move against them. The tribesmen know that they are very much on their own.

PALANTHAS

As the political center of Ansalon, Palanthas has seen much growth. Various buildings within the noble quarter have been converted into embassies, and the Lord's Palace has been transformed into the home of the United Realms. The former Guest Wing now serves as the Hall of Audience, where dignitaries from across Ansalon have a voice and disputes can be settled peacefully.

Perhaps the most startling change to the city has been within its people. Folk from all cultures and races can be seen in Palanthas these days. Even the Knights of Takhisis walk the street freely. While Solamnia may call Palanthas its own, they allow the Dark Knights through its gates as long as they obey the law.

The Thieves' Guild has seen a boost in membership as well. With the increase in commerce throughout the city, there is plenty of wealth to be had.

Mariners from Ergoth and Saifhum dock in Palanthas to gather new supplies. Occasionally, even a minotaur vessel can be seen.

The Palanthan jail has opened up a new wing for kender. The Solamnic Knights have hired some gnomes to try to make a kender-proof cell, although all attempts have thus far failed.

SANCTION

Sanction is located at the eastern tip of the New Sea, situated between three volcanoes known as the Lords of Doom. When the Cataclysm struck, the Lords became violently active, and much of Sanction was destroyed. For centuries, it was known as one of the most lawless cities on Ansalon, a den of evil ideal for the dragonarmies of the Dark Queen to occupy during the War of the Lance.

Sanction came to know law in the wake of the Chaos War, after the Knights of Takhisis took control. Martial law was implemented by Marshal Tragen, who was appointed governor of Sanction by Lord Medan. Tragen realized that if Sanction were to prosper under the rule of the Dark Knights, then it must give the appearance of being an open city for commerce. Tragen instituted a policy of free trade, though the Knights of Takhisis still exact unofficial tariffs on most transactions. Strict laws and curfews, as well as knightly patrols, keep order within the city.

The Temple of Luerkhis has been rebuilt, now serving as a base of operations for the Knights of the Skull. The knights, in tandem with Takhisis's Holy Order, promote the will and agenda of the Dark Queen.

STORM'S KEEP

The isle that Storm's Keep rests upon is said to have been raised from the sea by Zeboim, who guided her son, Ariakan, to the isle in the early days of the Knights of Takhisis. Upon the island, Ariakan constructed a massive citadel, where he gathered his new knighthood.

Since the Chaos War, Lord Medan has continued to make Storm's Keep the spiritual home of the Knights of Takhisis. Each of the three orders maintains a tower here. Tallest of all the structures in the keep is the Tower of Thorns. The Tower of Thorns serves as the headquarters of the Knights of the Thorn. Some call it a new Tower of High Sorcery. While it may have some similarities, the Orders of High Sorcery make it abundantly clear that they are not one and the same.

Upon the death of Lord Ariakan, Zeboim cursed the traitor, Lord Ausric Krell, to be a death knight. Krell is held prisoner within a specially constructed chamber in the Tower of Isolation, guarded with glyphs and wards to prevent his escape. Krell is haunted by the other undead of this tower. Each year, upon the anniversary of Ariakan's death, Zeboim commands that the chamber be flooded. The goddess allows human feeling to the death knight for that night only, and he knows the terror of drowning. Krell waits for the moment that he can break free and strike back at his tormentors.

THE TOWER OF HIGH SORCERY AT KALAMAN

The Orders of High Sorcery have long wished to establish new towers to replace those they lost in the Lost Battles. Fear and mistrust of wizards kept them from pursuing this aim, however.

All this changed after the War of the Lance. People began to trust the wizards more, and old prejudices dwindled over time. Twenty-five years after the war, the elders of Kalaman invited the Orders of High Sorcery to



NEW SPELL: TEAR OF VEIL'S PARTING

TEAR OF VEIL'S PARTING

Transmutation

Level: Wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Special; see text

Saving Throw: None

Spell Resistance: No

This spell is known only to the Master of the Tower of Kalaman, though the Master may choose to teach it to favored apprentices.

By shedding a tear onto the head of the target, you permit the target to pass through the Qualthan Grove to the Tower of High Sorcery at Kalaman. Upon entering the grove, the target of the spell is allowed to make a Listen check (DC 15) to hear the grove's faint weeping, a sound which will lead the character to the Tower grounds. Once the target has entered the Tower grounds, however, the spell expires. If the target enters the Qualthan Grove without receiving this spell again, he will be subject to the normal defenses of the grove.

build a tower within their city. The Orders began making plans to do so, but had to put them aside when word of the Knights of the Thorn reached them. It would be years before they could pursue building a new tower again.

With the defeat of Chaos and the emergence of the United Realms, the Orders revived their plans. In 391 AC, they raised the first Tower of High Sorcery since ancient times — the Tower of Kalaman. Mistress Jenna became the Master of the Tower, and opened it for all the Orders to study.

The Tower of Kalaman stands on a small hill just outside the city of Kalaman. In some ways, the term “tower” is a bit of a misnomer, as it is actually four towers in one. The White Tower, Red Tower, and Black Tower, each dedicated to one of the orders, surround the Tower of the Eye in the pattern of an equilateral triangle.

Walkways connect the smaller spires to the Tower of the Eye. The Tower of the Eye is made of marble incorporating the colors of all three robes. This signifies that while the Orders may have different approaches to their talents, the magic still unifies them.

The Qualthan Grove surrounds the Tower. Those who enter this copse of willow trees without invitation find that they simply emerge from the grove on the opposite side, having bypassed the tower altogether. The only way to enter the Tower is with permission of Lady Jenna, or through the spell *tear of veil's parting*.

ADVENTURE IDEAS

Missing In Action

The Solamnian noble, Lady Marlana Catherwood, has been missing for some time. All that is known is that she was on some sort of secret mission. Lord Markus Darathan hires the heroes to discover her whereabouts, and rescue her if possible — and to do so without his involvement being known. Clues point to the draconian city of Teyr. Is Lady Catherwood seeking a peace treaty, or is she being held hostage?

INTO THE RUINS

Kranar Drogin is looking for adventurers to travel with him on an expedition to the Ruins, once the fabled tower of Losarcum. Kranar seeks to ascertain whether the tower can be rebuilt through magical means. As the party arrives, they find that a green dragon has taken up residence in the Ruins. She has captured a group of kender, using her magic to enhance their passions and emotions. Can the heroes slay the dragon and free the kender?

TICK, TOCK...BOOM!

A group of gnomes builds a clockwork dragon that mysteriously takes off on its own, dropping dragon-egg bombs across the countryside. Is this merely a malfunction, or did someone steal it on purpose?

TREASON IN PALANTHAS

Allegations have risen against Lord Garen Dalfor, stating that he has been selling arms to minotaur vessels that dock in Palanthas's harbor. Dalfor denies it, though few believe him. Lady Marlana Catherwood believes him to be innocent, however, and hires the heroes to discover the truth.

ULIN MAJERE — RENEGADE?

Ulin Majere has been branded a renegade. His study of alchemy has led to the death of the gold dragon, Sunrise. Ulin's father, Palin, is sure that Ulin wouldn't purposefully cause any harm or break the rules of the Conclave. The heroes are hired to discover what really happened before Palin is forced to send a renegade hunter after his own son. As the heroes track Ulin to the isle of Enstar, they discover that Dalamar has sent a hunter of his own to deal with Ulin. Can the party reach him in time? If so, what will they do if they discover he truly is a renegade?

ELVEN CIVIL STRIFE

The heroes uncover an assassination plot against the elven royal family. A secret society of Qualinesti and Silvanesti

nobles are working together toward this goal, in order to break up the One Kingdom. Can the heroes stop this plot before Porthios, Alhana, Laurana, Silvanoshei, and Gilthas are all slain?

THE STOLEN ARTIFACT

The *Hammer of Kharas* is stolen. The mountain and hill dwarves blame each other for its disappearance. The heroes trace the hammer to a gully dwarf lair, where its chief, the Highchup, plots to become thane of all the dwarf clans. Can the heroes retrieve the hammer and prevent war?

WHO HOLDS THE PURSE STRINGS?

A monk of Majere walks into a local town with stories of how his monastery was ransacked by a group of mercenaries. If the heroes investigate, they will discover that the mercenaries are receiving funding from a higher source. Signs point to a prominent member of the Solamnic Knights, but that can't be true. Learning the truth might be a dangerous enterprise.

PERSONALITIES

The Age of Dragons is notable for many individuals who would shape it. Ambassadors, generals, wizards, and even common folk all have an effect on the future of Krynn.

ALEXIUS MEDAN, LORD OF NIGHT CR 18

Male civilized human fighter 5/knight of the Lily 10/
dragon rider 3

LE medium humanoid (human)

Init +2; **Senses** Listen +5, Spot +5

Languages Common, Elven, Nerakan, Solamnic

AC 24, touch 12, flat-footed 24; one thought

hp 137 (18 HD); Diehard

Immune fear

Resist +4 bonus to saves against frightful presence of dragons, +4 bonus on saves against mind-affecting magic

Fort +16, **Ref** +9, **Will** +6

Spd 30 ft.

Melee +2 *shocking burst longsword* +23/+18/+13/+8
(1d8+7/19-20)

Base Atk +17; **Grp** +20

Atk Options mounted attack, Mounted Combat, sneak attack +4d6

Abilities Str 16, Dex 14, Con 15, Int 13, Wis 12, Cha 13

SQ armored mobility, demoralize, dragon cohort ("Razor", adult blue dragon), dragon feat, empathic communication, mounted attack, unbreakable will

Feats Alertness, Diehard, Honor-Bound†, Leadership, Mounted Combat, Negotiator, Resist Dragonfear, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Balance +9, Decipher Script +4, Diplomacy +18, Handle Animal +10, Intimidate +10, Knowledge (religion) +9, Listen +5, Ride +10, Sense Motive +5, Spot +5

Possessions +2 *shocking burst longsword*, +4 *full plate*, *ring of protection* +2, *mwk dagger*

Armored Mobility (Ex): Medan treats heavy armor as medium for purposes of base speed, and reduces the armor check penalty of heavy armor by 1.

Demoralize (Ex): Medan gains a +2 profane bonus to Intimidate checks made to demoralize an opponent in combat, if successful rendering the target shaken for 6 rounds.

Dragon Feat (Ex): While mounted on Razor, Medan bestows to him the feat Strafing Breath.

Empathic Communication (Ex): While within sight of one another, Medan can communicate nonverbally to Razor.

Mounted Attack (Ex): While mounted on Razor, Medan may always make an attack on the same round as his dragon cohort and is not required to make a Ride check to do so.

One Thought (Su): Medan is never surprised or flat-footed as long as any other Lily Knight within 100 feet is not surprised or flat-footed. He can never be flanked unless every other Lily Knight within 100 feet is also flanked.

Unbreakable Will (Ex): Medan is immune to fear, and gains a +4 morale bonus to saves against mind-affecting magic.


Alexius Medan was the son of a Palanthian baron. Alexius's mother died when he was a baby, leaving the boy to be raised by his father. The wealthy Baron Medan was known as a hard man: stern, strict, inflexible, and intolerant. He had no use for nonhumans, and actively opposed the efforts of Tanis Half-Elven and others of the same ilk to try to bring peace to Ansalon through unification of the races. Humans, of Solamnic blood of course, were superior in his eyes.

Although not a knight himself, Baron Medan had once been an admirer of the Solamnic Knights. He became disillusioned with them over the years, and when they stated their approval of an elven alliance, he renounced them as traitors to Solamnia. The baron raised his son to believe in a code of honor that was as strict, hard, and inflexible as himself. Chaos was the great evil of the world, order the great good. Freedom was acceptable only for those who had the rank and privilege to deserve it. The unworthy must conform to the will of their betters.

When Lord Ariakan was forming the Knights of Takhisis, he needed money and backing. Baron Medan and Ariakan became fast friends. The baron supplied much of the funding that Ariakan used to build his knighthood. He also gave him his son.

Alexius was a young man at the time, with dreams of honor and glory on the battlefield. He admired Ariakan immensely, and was overjoyed to be invited into the knighthood. Although his father was a patron, Alexius asked no favors, and was given none. He started as a squire and worked his way up through the ranks. He was granted the Vision from Takhisis and shown a world locked in a prison of peace, with none daring to dissent or question. Medan approved of this Vision.

Alexius proved to be an excellent knight: brave, honorable, and loyal to his commander and comrades. He



gained the respect of those above and below him. During the Summer of Chaos, Medan was given command of the forces of the Dark Knights that sought to conquer Qualinesti. He had no use for elves, and his low opinion of them was confirmed by the infighting and ambitious scheming of the elven senators. He permitted the elves to bring down their own house and, when it lay in ruins, accepted their surrender and entered Qualinesti as conqueror.

The Chaos War and Ariakan's death shook Medan to his core. He wanted to retreat from the world, but when he saw that Mirielle Abrena was moving in to take command of the Knights, he had to act. Medan left Qualinesti and traveled to Storm's Keep, where he challenged Abrena in honorable combat. Abrena tried to refuse, but Medan skillfully maneuvered her into a position she could not back down from. The battle is one still spoken of in the ranks of the knighthood today. Medan slew her, and took over the leadership of the Knights of Takhisis.

Meanwhile, Qualinesti took advantage of Medan's absence, and drove the Dark Knights out. This angered Medan, but he knew now was not the time to move against the elves. That day would come.

Medan's Vision guided him at this point in his life, and he was inspired with the idea for the United Realms. The intention was one body that would seek order throughout Ansalon, thereby creating peace — while giving the Knights of Takhisis the chance to further Her Dark Majesty's aims in secret, of course.

Medan proposed the United Realms to Lord Gunthar uth Wistan and, with the emperor of Ergoth, the three set down the foundation. Medan felt that he would dominate this new body, and in time take it over completely. So confident was he of his eventual victory that he even ceded Palanthis back to the Solamnics.

Medan has worked to create alliances and solidify the holdings of the Knights of Takhisis, and to upholding honor within the organization. Medan has spent the last forty years of his life maintaining that order.

One fateful day, Alexius found that one of his Skull Knights, Sir Morham Targonne, was actually a cleric of Hiddukel. Targonne tried poisoning Medan, but the attempt failed. Before he was executed, Targonne claimed to be working under orders of one of Medan's high officers. Medan carried out the execution himself, beheading Targonne in front of all his closest advisors, setting a clear example for any who dared to cross the uncompromising Lord of Night.

The event didn't pass without consequence, though. Medan began to grow paranoid. He saw enemies in every shadow. The elves, the Solamnics, the Ergothians — all were conspiring against him. He was convinced of it. Since the day of his betrayal and near death of his own tried to take his life, Lord Medan has not known a good night's sleep.

Medan has decided that the time for action has come, and so he masses his forces. What move Medan makes next is yet unknown.

DALAMAR THE DARK, MASTER OF THE TOWER OF PALANTHIS CR 18

Male Silvanesti elf wizard 5/wizard of High Sorcery (Black) 10/archmage 2, Master of the Tower of Palanthis

CE Medium humanoid (elf)

Init +3; **Senses** elvensight (darkvision 30 ft., low-light vision), permanent *arcane sight*, permanent *darkvision*; Listen +5, Spot +5

Languages Common, Elven, Magius, Solamnic, Abyssal; permanent *tongues*

AC 17, touch 19, flat-footed 16

hp 78 (17 HD)

Immune sleep; **SR** 19 (Effective only while Dalamar is located at the Tower of Palanthis)

Fort +7, **Ref** +8, **Will** +18 (+20 against enchantments)

Spd 30 ft.

Melee +2 *keen spell storing dagger* +12/+7 (1d4+4/17-20)

Base Atk +8; **Grp** +10

Special Actions *arcane fire*, magic of betrayal 5/day, magic of darkness 5/day, magic of fear, magic of pain 5/day

Combat Gear *wand of lightning bolt* (CL 12th, 50 charges); scrolls: *bear's endurance* (CL 10th), *summon monster II* (CL 10th), *greater teleport* (CL 13th); *potion of cure light wounds* (2), *potion of cure serious wounds* (CL 15), *potion of restoration* (CL 12)

Wizard Spells Prepared (CL 17th, +10 melee touch, +13 ranged touch)

9th—*foresight*^{MT}

8th—empowered *acid fog*, *create greater undead*^{MT}, *horrid wilting* (DC 24)

7th—*control undead* (DC 23), *greater scrying* (DC 22), *legend lore*^{MT}

6th—*create undead*^{MT}, *mass suggestion* (DC 21), *chain lightning* (DC 22), *disintegrate* (DC 21), *eyebite* (DC 22)

5th—*cloudkill* (DC 20), *cone of cold* (DC 21), maximized *scorching ray*, *slay living*^{MT} (DC 21), *waves of fatigue*

4th—*animate dead*^{MT}, *bestow curse* (DC 19), *Dalamar's lightning lance* (DC 20), *fear* (DC 20), *displacement*, empowered *ray of enfeeblement* (DC 17)

3rd—*dispel magic*, *fireball* (DC 19), *halt undead*^{MT} (DC 19), *hold person* (DC 18), *vampiric touch* (DC 19)

2nd—*command undead* (DC 18), *crackling sphere* (DC 17), *detect thoughts*^{MT}, *knock*, *resist energy (fire)*, *scorching ray*

1st—*cause fear* (DC 17), *charm person* (DC 16), *detect undead*^{MT}, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17), *shocking grasp*

0—*detect magic*, *mage hand*, *prestidigitation*, *read magic*^{MT} Master of the Tower domain spell.

Spell-Like Abilities (CL 17th):

1/day—*greater teleport*

Abilities Str 14, Dex 16, Con 14, Int 20, Wis 17, Cha 12

SQ arcane domains, arcane research +5, elvensight, improved tower resources, moon magic (Nuitari), order secrets (Magic of Hunger, Magic of Pain), summon

familiar (unused), tower resources; Dalamar has chosen not to take an arcane focus as a Wizard of High Sorcery.

Feats Combat Casting, Empower Spell^B, Maximize Spell, Charming, Scribe Scroll^B, Skill Focus (Spellcraft), Spell Focus (evocation), Spell Focus (necromancy)

Skills Bluff +6, Concentration +17, Diplomacy +15, Intimidate +15, Knowledge (arcana) +29, Knowledge (history) +11, Knowledge (local) +10, Listen +5, Search +5, Spellcraft +35, Spot +5

Possessions combat gear plus +2 *keen spell storing dagger*, *amulet of health* +4, *cloak of resistance* +2, *ring of protection* +4, black robes, spell components.

Spellbook As the Master of the Tower of Palanthis, Dalamar has access to all common and unnamed spells from the d20 System core ruleboks, *DRAGONLANCE Campaign Setting*, *Age of Mortals* and *Towers of High Sorcery* sourcebooks. Additionally, Dalamar's spellbook contains *Dalamar's lightning lance*†.

† New spell from *DRAGONLANCE Campaign Setting*

Black Robe Order Secrets (Su): Magic of Betrayal 5/day (may extend or empower any necromancy spell, at cost of 2d6 damage to single living ally within 30 feet, ally may make Will save of DC 23 for half damage; this save DC is Int based), Magic of Darkness 5/day (half the damage dealt by a chosen spell is negative energy damage), Magic of Fear (take a full round action to cast a damaging spell, then make a free Intimidate check against one opponent within 30 feet with a circumstance bonus equal to the level of the spell cast), Magic of Hunger (prepare extra spells at cost of Con damage equal to spell level), Magic of Pain 5/day (spell that deals hit point damage causes target to suffer -2 penalty to attack rolls, skill checks, and ability checks for 1 round, Fort save DC 10 plus spell level negates, caster takes 1d6 damage)

High Arcana: Arcane fire (+13 ranged touch, 480 ft. range, deals 2d6 damage + 1d6 damage per spell level used to create), spell-like ability (*greater teleport* 2/day). Dalamar has permanently sacrificed one 5th-level, one 7th-level and one 9th-level spell slot to master these abilities.

The date of Dalamar's birth is uncertain, his name having been removed in disgrace from the family records. He was born in Silvanesti to House Servitor. Despite his gift for magic, Dalamar was forbidden from joining House Mystic by the elven caste system.

Dalamar fought in the War of the Lance, and even used his powers to battle the Nightmare of Lorac. Because he used magic that was forbidden to him due to his caste, he was exiled and forever branded a "dark elf."

While Dalamar mourned the loss of his homeland, he was now free to pursue his love of magic. He traveled to the Tower of Wayreth, where he took the Test. Nuitari looked into Dalamar's heart and claimed him as his own. Dalamar the Dark donned the Black Robes.

The Conclave soon asked Dalamar if he would spy on Raistlin Majere, whom they feared as a threat. Dalamar understood the danger, but he could not forgo studying

at the feet of one of the greatest mages who ever lived. He agreed to the assignment.

Raistlin knew he was being spied upon, however, and Dalamar was severely punished, scarred by the burning tips of his master's fingers. Raistlin was impressed with Dalamar's cunning, however. Planning to embark upon a dangerous scheme to challenge Takhisis for godhood, Raistlin needed someone to remain behind to assist him. Raistlin retained Dalamar as his apprentice.

Dalamar was soon forced to make a hard choice, knowing that Raistlin's rise to power would lead to the devastation of the world. In the end, he joined with Tanis Half-Elven and Caramon Majere to stop his *Shalafi*.

Dalamar became Master of the Tower of Palanthis following Raistlin's sacrifice. He opened the tower to students, and many Red and Black Robes came there to study. He and Jenna soon embarked on a love affair that was as much about forwarding their personal ambitions as it was about romance.

Dalamar joined in the fight against Chaos during the Chaos War — a battle that would leave him severely injured. Jenna nursed him back to health, which only strengthened their relationship.

Dalamar has remained Master of the Conclave since the war, and doesn't intend on retiring any time soon.

GILTHAS HALF-ELVEN, AMBASSADOR TO THE UNITED REALMS CR 10

Male half-elf noble 8/master ambassador 2

NG Medium humanoid (half-elf)

Source Gilthas uses the master ambassador prestige class introduced in *War of the Lance*.

Init +5; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +7, Spot +3

Languages Common, Dwarven, Elven, Nerakan, Solamnic

AC 17, touch 14, flat-footed 16

hp 47 (10 HD)

Immune sleep

Fort +2, **Ref** +7, **Will** +11 (+13 against enchantment)

Spd 30 ft.

Melee +1 *keen rapier* +9/+4 (1d6+1/15-20) or

+2 *dagger* +10/+5 (1d4+1/19-20) or

Ranged +2 *dagger* +10 (1d4+1/19-20)

Base Atk +7; **Grp** +6

Abilities Str 9, Dex 12, Con 10, Int 16, Wis 14, Cha 16

SQ bonus class skill (Hide), coordinate +2, favor +3,

favored embassy, insightful acclimation, inspire

confidence 2/day, retinue +1

Feats Improved Initiative, Leadership, Persuasive, Weapon Finesse

Skills Appraise +13, Bluff +17, Diplomacy +22, Gather Information +16, Hide +5, Intimidate +13, Knowledge (history) +7, Knowledge (nobility and royalty) +12, Listen +7, Ride +3, Search +3, Sense Motive +15, Sleight of Hand +3, Spot +3

Possessions +1 *keen rapier*, +2 *dagger*, *ring of protection* +3, *amulet of health* +2, *bracers of armor* +3, fine clothing

Coordinate (Ex): The noble has a knack for getting people to work together. When he can aid others and give

directions, the noble provides a +4 bonus to the task at hand when he makes a successful aid another check, rather than +2. This ability can't be used to assist in combat.

Favored Embassy-Neraka (Ex): The master ambassador gains a +2 bonus to all Diplomacy, Gather Information, Knowledge (nobility and royalty) and Sense Motive checks while located at the court of the Dark Knights at Neraka.

Favor (Ex): Three times a week, the noble can call in favors from those he knows. He makes a favor check (1d20+3) against a DC determined by the scope of the favor requested.

Insightful Acclimation (Ex): When encountering a new culture for the first time, the master ambassador may attempt a Sense Motive check similar to a bard's Bardic Knowledge check to glean information about that culture.

Inspire Confidence (Ex): Twice a day, the noble can grant up to four allies a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls for 6 rounds, after a full round of oratory.

Retinue (Ex): While on diplomatic missions, the master ambassador travels with a small entourage of aides, bodyguards, and advisors. He gains a +1 to his Leadership score.

Gilthas is the son of Tanis Half-Elven and Laurana. At age six, Gilthas nearly died of an illness, and afterwards suffered severe headaches. His parents sheltered him, and making an extra effort to shield him from elven politics and the racial prejudice that would come from Gilthas' human blood.

Unfortunately, just before the Chaos War, the traitorous Senator Rashes conspired to cast out Porthios and Alhana Starbreeze. Gilthas assumed the title of Speaker of the Sun to save the life of Alhana, who was being held hostage at arrow-point.

Less than a year later, the Knights of Takhisis invaded and quickly conquered Qualinesti. Gilthas retained his status as Speaker, but was effectively a puppet, though not completely under Rashes's control. Gilthas relayed a private message to Porthios and Alhana, now branded dark elves, requesting assistance against the Dark Knights, but the knights could not be stopped, and soon occupied Qualinesti. Then the Chaos War began.

The forces of Gilthas, Porthios, and the Dark Knights banded together to fight off Chaos, defeating the god's minions. When the knights' leader, Marshal Medan, returned to Storm's Keep to take Lord Ariakan's place, Gilthas knew the time was right to act. The elves rose up, on a night known as Red Swords Eve, and drove back their oppressors. The Knights of Takhisis withdrew from Qualinost, leaving the land free once more.

Gilthas remained on the throne of Qualinost until Silvanoshei was ready to rule both elven kingdoms. Porthios and Alhana, whose names have now been cleared, took Silvanoshei to Silvanesti to be raised, where they trained him to become Speaker of the Sun and Stars.

Gilthas sent his mother, Laurana, to protect Silvanoshei, from both political influence and his coddling parents. Finally, Silvanoshei became Speaker, and Qualinesti and Silvanesti united to form the One Kingdom.

After Gilthas abdicated the throne, Silvanoshei appointed him ambassador to the United Realms. While Gilthas saw the sense in this, he also recognized it as the result of political maneuverings by Silvanesti nobles, who surely are up to no good.

Gilthas now sits upon the Advisory Council at the United Realms. He has become quiet and introspective, a trait he derives from his father. He acts in subtle ways, not saying anything through long debates. When he does speak, it is because he has something important to say.

When Gilthas is away from his cousin, he has agents watch over him. Gilthas knows that Porthios and Alhana continue to coddle Silvanoshei, and fears the Speaker may still turn into a spoiled brat.

What scares Gilthas the most right now is a sense of change in the air. Ansalon has been at peace for nearly forty years, but it can't last forever. Gilthas is ever-vigilant, watching to see who will make the first move.

MISTRESS JENNA,

MASTER OF THE RED ROBES

CR 19

N female civilized human wizard 5/wizard of High Sorcery 6/spellbroker 5/archmage 2, Master of the Tower of Kalaman

Mistress Jenna is the daughter of Justarius, and the longtime consort of Dalamar the Dark. Prior to the Chaos War, she was known for her magic shop in Palanthas, one that was both fair and reputable — though kender were specifically not allowed in its doors!

Jenna lost her father when the wizards of High Sorcery attacked the Knights of the Thorn on the eve of the Chaos War, and she nearly lost Dalamar at its ending. The war left Dalamar on the brink of death, and it was she who nursed him back to health with patience and surprising tenderness. This only strengthened their bond — even if they could never fully trust one another.

A wedge began to form between her and Dalamar as she got older, however, and he appeared not to age a day. Jenna believed Dalamar was looking for fresher, younger companionship. This eventually pushed the two apart, just as Jenna became Master of the Red Robes. Yet the relationship between the former lovers remained amicable, if somewhat distant.

Jenna was one of the wizards involved in the creation of the Tower of Kalaman. It was apparent that Dalamar would always remain in the Tower of Palanthas, and Palin seemed to wish to stay in Wayreth to be close to family. Jenna gladly volunteered to govern the Tower of Kalaman.

Jenna recently defended the tower against an assault by the Knights of the Thorn. While she was victorious, the battle maimed her leg, much as her father's leg was crippled all those years ago. Jenna sees the irony in this, but is not at all amused.

KRANAR DROGIN,

ARCANÉ ARCHAEOLOGIST

CR 8

LN male civilized human wizard 4/wizard of High Sorcery (Red) 3/loremaster 1

Kranar Drogin's mother was an aesthetic at the Library of Palanthas. The identity of his father is obscure: his mother only told him that he was a wizard long dead.

As a child, Kranar had a love for knowledge and a talent for magic. He was torn between the two until the time of his Test, then realized he could combine the two by rediscovering lost arcane magical items, artifacts, texts, and places. It was no wonder that Kranar donned the Red Robes.

Kranar was traveling through Solace, staying at the Inn of the Last Home, when Caramon Majere passed away. He was sent to the Tower of Wayreth to summon Caramon's son, Palin, who serves as master of the White Robes. Kranar traveled to Wayreth and delivered the news — a kindness that Palin has never forgotten. Kranar and Palin have become good friends since, often discussing arcane lore.

Kranar can be found traveling Ansalon with his hawk familiar, Zurik, visiting ancient arcane locales. He feels strongly that the ancient Towers of High Sorcery should be reestablished. While he's glad to see the Tower of Kalaman, he feels that the lost towers should have been reestablished first.

LADY MARLANA CATHERWOOD,

SOLAMNIC AMBASSADOR

CR11

LG female civilized human noble 5/master ambassador 6

Lady Marlana Catherwood was born to a prominent noble family in Solanthus. As a girl, she was schooled in the ways of nobility, from diplomacy to the arts. At the tender age of nine, she wandered out in the middle of the night during a storm to find her lost puppy, fearing for his safety. Tragedy befell the little girl as lightning struck nearby, blinding her for life. It was the pup that saved her that night, running to fetch her parents. Clerics were summoned, but the blindness proved to be permanent.

Marlana's father feared that his daughter would be an invalid, but her mother would have none of it. Marlana was a strong-willed girl. Her mother had heard that the Lady Crysania was blind, so she arranged a meeting between Crysania and her daughter. This meeting proved to be the inspiration that would shape Marlana's life.

Marlana was very independent, and would not accept help from anyone. As she grew into a woman, she proved that she could function as well as, if not better than, those who had sight.

While Marlana's mother helped her in these endeavors, her father taught her the Solamnic traditions, and the Oath and the Measure. He never had a son, so he had hoped that his daughter might someday join the ranks of the Knights of Solamnia. His hopes were dashed with her blindness, but he would still make sure she knew what it meant to be Solamnic.

In the Solamnic courts, Marlana was an elegant speaker. She was a bright young lady whose ideas and passion caught the hearts of all those around her. Even though she was blind, it often seemed she was the only one who could truly see.

It is no surprise, then, that the Lady Marlana would one day become the Solamnic ambassador to the United Realms. Her strong will lets her survive in what many would call a den of wolves — the audience floor of the young alliance.

Marlana feels right at home debating at the Lord's Palace in Palanthas. She gives as good as she gets, and none are her equal — except for Lord Markus Darathan of Sanction. In Darathan, she sees someone who challenges her, someone who drives her to be her best . . . and maybe someone to care for?

She dismisses this notion as fanciful girlish nonsense. Darathan is a Dark Knight, and that alone tells her all she needs to know. She tries to hide her inner feelings by delving deeper into her work.

Marlana treats the other ambassadors with respect, finding only one unworthy of her esteem — Lord Garen Dalfor of Ergoth. Dalfor repulses her, especially when he makes advances toward her. Darathan will oftentimes come to her rescue when this happens, an act she both admires and scorns, since she knows she can take care of herself.

Marlana feels the tension building between the nations, and works to avoid conflict. She hopes she can continue to keep the peace with Darathan. While she believes he would listen to her, she also knows him as a strong patriot. She awaits the right time to speak to him privately, yet fears what else may come from the discussion.

LORD GAREN DALFOR,

ERGOETHIAN AMBASSADOR

CR10

CN male civilized human noble 7/master ambassador 3

Lord Garen Dalfor never wanted to be the Ergothian envoy to the United Realms, but he had little choice. While a noble himself, he was anything but noble in his demeanor. Garen was known for being finicky in all things, from the clothes he wore to the food he ate. His mood would change at a moment's notice.

Garen was also a renowned womanizer, and when he made advances on the emperor's daughter, Princess Mercedeth, the emperor decided to deal with the issue. Garen was "promoted" to Ambassador to the United Realms, and sent to Palanthas.

He arrived at the Lord's Palace showing nothing but contempt for the other ambassadors. Marlana Catherwood only appeals to him as a pretty thing, a potential conquest. He shows no respect for her, making advances whenever he can. He knows when to quit, though, for Markus Darathan always seems to be watching him — and he knows the Dark Knight is only looking for an excuse to challenge him to a duel. He intends not to give Darathan that satisfaction.

Despite his negative qualities, Dalfor performs his job well. He is loyal to Ergoth, if not to the emperor.

LORD MARKUS DARATHAN,
DARK KNIGHT AMBASSADOR CR 12

LE male civilized human noble 1/fighter 5/
Knight of the Lily 4/master ambassador 2

Even though Markus Darathan was born a noble in Tarsis, he was determined that he would make his own way in the world. When the opportunity came to join the Knights of Takhisis, he took it. He quickly rose through the ranks, eventually becoming aide to Lord Medan himself.

When the former ambassador of Sanction proved to be weak, Darathan seized the opportunity and challenged his predecessor to a duel. The former ambassador accepted, leaving the terms of the duel up to Darathan. Darathan's terms were simple: the two would play a game of khas, and the loser would be beheaded at the table. Darathan won using a very risky gambit, one that few players have mastered. Medan was impressed with this bold move, and affirmed Darathan's appointment as the Knights of Takhisis's new ambassador.

Darathan sees the art of debate as a real-life game of khas. He enjoys the precarious balance of power, and works to make every advance he can to swing it the way of Takhisis. Of all those his rivals, none is a greater challenge than Lady Marlana Catherwood. Even blinded, she capably plays out the countermoves that maintain the balance of power. Markus is cautious of his feelings toward Lady Marlana, fearing they will cause him to make a wrong move, something he will not allow himself to do. He's uncertain what he would do if he had to choose between Marlana and the knighthood, however, for he holds a passion for each.

Darathan despises Lord Dalfor, considering him the lowliest of slugs. He would have dispatched the Ergothian ambassador long ago had the Lady Marlana not made him promise not to kill him. Darathan hates the way that Dalfor treats Marlana, and will intervene on her behalf. He's uncertain why Marlana gets offended when he does so, and has not questioned her about it. Darathan awaits the time when he can make a move in order to arrange an "accident" for the Ergothian ambassador.

Darathan is clever in his political moves, often setting up a course of events so that another nation is forced to make a move, one that benefits Sanction. If it comes to war, he knows Lord Medan will look to him at its outset.

PALIN MAJERE,
MASTER OF THE TOWER OF WAYRETH CR 19
Male civilized human wizard 7/wizard of High Sorcery
(white) 10/master ambassador 1, Master of the Tower
of Wayreth

LG Medium humanoid (human)

Source Palin uses the master ambassador prestige class from *Age of Mortals* and the Master of the Tower template introduced in *Towers of High Sorcery*.

Init +5; **Senses** permanent *arcane sight*, permanent *see invisibility*, Listen +5, Spot +7

Languages Common, Magius, Abanasinian, Elven, Kenderspeak, Solamnic, permanent *tongues*

AC 23, touch 19, flat-footed 20

hp 83 (18 HD)

Resist evasion (*ring*); **SR** 18 (Effective only while Palin is located at the Tower of Wayreth)

Fort +7, **Ref** +8, **Will** +16

Spd 30 ft.

Melee *Staff of Magius* +12/+7 (1d6+5/20)

Base Atk +8; **Grp** +10

Atk Options Point Blank Shot

Special Actions magic of defense 5/day, magic of radiance 5/day, magic of resistance, magic of sustenance

Combat Gear scrolls of *detect thoughts* (CL 3), *spider climb* (CL 5), *fireball* (CL 12) (2), *private sanctum* (CL 9), *fly* (CL 9), *true strike* (CL 1) (3); *potion of cure light wounds* (3), *potion of cure moderate wounds*.

Spells Prepared (CL 17th, +10 melee touch, +11 ranged touch)

9th—*disjunction*^{MT} (DC 23), *foresight*

8th—*empowered chain lightning* (DC 20), *phase door*^{MT}, *protection from spells*

7th—*control weather*, *delayed blast fireball* (DC 21), *spell turning*^{MT}, *touch of guiding light*†

6th—*analyze dweomer*, *find the path*^{MT}, *greater dispel magic*, [*Tenser's*] *transformation*, *true seeing*

5th—*break enchantment*, *dismissal* (DC 19), *empowered fireball* (DC 18), *empowered lightning bolt* (DC 18), *prying eyes*, *teleport*^{MT}

4th—*dimension door*^{MT}, *scrying* (DC 19), *confusion* (DC 19), *detect scrying*, *polymorph*, *rainbow pattern* (DC 19)

3rd—*deep slumber* (DC 18), *dispel magic*, 2x *lightning bolt* (DC 18), *protection from cold*, *secret page*, *teleport*^{MT}

2nd—*detect thoughts* (DC 17), *locate object*^{MT}, *obscure object*, *protection from arrows*, *scorching ray* (2)

1st—*comprehend languages*, *feather fall*, *hold portal*, *magic aura*^{MT}, *protection from evil*, *shield*, *true strike*

0—*arcane mark*, *light*, *mage hand*, *prestidigitation*

^{MT} Master of the Tower domain spell.

† New spell from *Towers of High Sorcery*

Abilities Str 14, Dex 16, Con 14, Int 20, Wis 14, Cha 16

SQ arcane domains, arcane research +5, favored embassy: Tower of Wayreth, improved tower resources, insightful acclimation, moon magic (Solinari)

Palin has chosen not to take an arcane focus as a Wizard of High Sorcery.

Feats Scribe Scroll^B, Education, Empower Spell, Enlarge Spell, Quick Thinking, Persuasive, Point Blank Shot, Combat Casting, Extend Spell^B

Skills Bluff +9, Concentration +20, Decipher Script +14, Diplomacy +15, Gather Information +11, Intimidate +9, Knowledge (arcana) +29, Knowledge (history) +6, Knowledge (nobility & royalty) +13, Listen +5, Sense Motive +10, Sleight of Hand +6, Spellcraft +29, Spot +7, Use Magic Device +10

Possessions combat gear plus *bracers of armor* +4, *Staff of Magius*, *ring of evasion*, *ring of friend shield*, robes, spellbook, spell components. The mate to Palin's *ring of friend shield* is worn by his wife, Usha.

Spellbook As the Master of the Tower of Wayreth, Palin has access to all common and unnamed spells from the d20 System core rulebooks, *DRAGONLANCE Campaign Setting*, *Age of Mortals* and *Towers of High Sorcery* sourcebooks.

Master of the Tower Traits: Palin may prepare one bonus spell per level from the Magic or Travel cleric domains as arcane spells when he prepares his other spells at the Tower, and gains spell resistance 18 within the Tower of Wayreth.

Staff of Magius: This +2 *spell-storing quarterstaff* was made famous by the legendary wizard Magius, but truly came into its own through its use by Raistlin Majere. The following abilities reflect the additional power unlocked by Raistlin - and thence passed on to Palin - and replace the base statistics provided on page 90 of the *DRAGONLANCE Campaign Setting*. The *staff* grants the bearer spell resistance 23, a +6 deflection bonus to AC, and any spell cast by the bearer with the mind-affecting, air, or light descriptors may be extended, empowered, or enlarged as if the *staff* were a *greater metamagic rod*. Only one metamagic effect may be used on any given spell, but each effect may be used up to three times per day, and does not alter the level of the spell. In addition to its spell-storing quality, an archmage with the arcane fire ability may deliver his arcane fire damage through the *staff* as a melee touch attack. The *staff* has the following additional powers usable at will—*feather fall* (on the bearer only), *daylight* (on the *staff*). CL 18th.

White Robe Order Secrets (Su): Magic of Defense 5/day (Empower or Extend any abjuration spell cast), Magic of Radiance 5/day (half the damage dealt by a chosen spell is positive energy damage and gives off light as *light* spell at CL 17), Magic of Resistance (gain benefit of Improved Counterspell feat, +5 bonus to dispel checks), Magic of Sustenance (+5 bonus to Concentration checks made when casting or directing a spell), Magic of Truth 5/day (Empower or Extend any divination spell cast).

Palin Majere was born in Solace in 362 AC, the third son of Tika and Caramon Majere. Palin had two brothers, Tanin and Sturm, and two sisters, Laura and Dezra.

Palin's two older brothers were very much like their father — physically strong, skilled in the use of weapons, boisterous and good-natured. Palin took after his uncle, the infamous Raistlin Majere. Intelligent, introspective, and quiet-mannered, Palin showed a gift for magic, much to his father's distress. Fearful that he would lose his beloved son the same way he lost his brother, Caramon did all he could to prevent Palin from studying magic at all.

Dalamar the Dark recognized that Palin was powerful, however, and knew that Caramon was making a mistake in preventing Palin from fulfilling his destiny. Dalamar brought Caramon and Palin to the Tower of Palanthas, and there made certain that Palin took the Test.

The spirit of Raistlin Majere involved himself in the Test, much to Dalamar's surprise. Palin looked to his uncle's example, both as inspiration and as a cautionary tale. Palin passed the Test, donning the White Robes. While Palin and Caramon were told that the Test was all an illusion, a Tower guardian brought Palin a gift from the true master of the tower — the famed *Staff of Magius*.

Caramon finally was reconciled to his son's decision. Palin and his two brothers would have many more adventures, and even become Crown Knights. Soon afterward, however, he lost them both, in a battle at the start of the Chaos War.

Palin was one of the heroes of the Chaos War, fighting alongside his cousin, Steel Brightblade, as well as the mysterious woman Usha, in the battle against Chaos.

After the war, Palin learned that Usha was not Raistlin's daughter, and the two were married. They had two children, Ulin and Linsha Majere. Linsha would follow in the footsteps of her uncles, eventually becoming a Knight of the Rose. Ulin displayed a talent for magic, and followed in his father's footsteps.

Palin grew in magical power, becoming one of the most talented and powerful wizards to ever grace the Orders of High Sorcery, though not as mighty as his infamous uncle. He aided in the rise of the Tower of Kalamon, and himself became Master of the Tower of Wayreth.

The death of his father has hit Palin hard. Thoughts of retirement haunt him, and he thinks longingly of Solace. He is looking for someone he can groom to be his replacement as head of the White Robes. He one day hopes to open a school of wizardry in Solace.

SILVANOSHEI,

SPEAKER OF THE SUN AND STARS CR 4
NG male Silvanesti elf noble 4

The son of Alhana Starbreeze and Porthios Kanan, Silvanoshei was destined from birth to be the savior of the elven race. His parents raised him with the ideal that he would unite the Silvanesti and Qualinesti under his rule.

An only child, Silvanoshei was spoiled from birth. Alhana doted on him and could not bear to deny him anything. While Silvanoshei is a good person, he often lets his indulgences get the better of him.

In 418 AC, Silvanoshei's cousin, Gilthas, abdicated the throne of Qualinesti, and Silvanoshei achieved his parents' goal. He was crowned Speaker of the Sun and Stars, ruler over both the Qualinesti and Silvanesti. Silvanoshei declared that the two nations would unite.

While Silvanoshei is doing a good job, he remains young and impressionable. Senators of the Qualinesti and Silvanesti seek to persuade him to do their bidding. Porthios and Alhana are blind to this, sure they can keep Silvanoshei free from harm. Gilthas sees the danger, but with his post as ambassador to the United Realms, he is not often available to watch over his cousin. In his stead, he has Laurana watch out for Silvanoshei's safety.

Chapter 5: LEGENDARY WARS

A scream. “Get those men out of here!”

Commander Leuthern glanced up at the man before him. “I can’t do that, sir.”

The man swiveled, following the sound of Leuthern’s voice, and finally located him. He stepped closer, and now Leuthern could see him more clearly amid the smoke and confusion. “You have to! Get them back!”

Up close, the man’s eyes were wild, his hair long and tangled, his beard grimy and flecked with remnants of previous meals. The man was wearing tattered breeches and a torn shirt under a loose robe that flapped in the wind. Leuthern stiffened a little when he noticed the overgarment, but relaxed when he realized it was as brown as the dirt around them.

Leuthern looked over the man’s shoulder at his subcommander, Gaseris, and met his gaze. He nodded ever so slightly, his eyes darting back to this stranger between them, and Gaseris nodded back. Then the soldier stepped forward and laid one hand firmly on the stranger’s shoulder.

“You had best come with me, sir,” Gaseris said. “I shall get you to some place safe.”

Knowing his assistant would handle the matter, Leuthern turned away and began studying the formation of his troops again. They were scattered here and there among the mob, out of uniform to blend in more easily, but he could still locate them by their bearing. Everything seemed to be going according to plan.

“No!” The shout was followed by a gasp and a dull thud, and Leuthern spun back just in time to see Gaseris collapse, his skin strangely blue. The stranger closed the distance to Leuthern again, and this time he could see the strange gleam in the man’s eyes. He had thought it was merely madness before, but suddenly he realized it was far more.

Leuthern drew his sword, but before the blade had cleared the scabbard the stranger gestured and it melted in his grip. Crying out from the heat, he dropped the red-hot handle and flung himself forward, drawing his dagger with his other hand. But another gesture from the stranger and Leuthern found himself frozen. He felt a strange tingling in his fingers and toes, and could see at the edge of his vision that they were turning white — not just the paleness of cold or poor circulation, but actual white, and strangely rough. Like stone.

He managed a faint gasp, more of a wheeze, before his lungs turned to rock as well.

“I told you to get them out of here,” the stranger told the statue that had been Leuthern, shaking his head. “They might have lived if you had. Now it’s too late.”

He turned back to the battle, absently brushing dirt from his robe. Where his hand struck the dirt away, the robes showed red as blood beneath.

The land of Ansalon has seen many battles throughout its long history. Some have been minor skirmishes, but others have been major struggles, clashes that drew whole nations and whose resolutions reshaped the world itself.

The mightiest of those battles shaped Ansalon not only as it stood then, but also as it would become in future. These battles are the stuff of legend, and their effects have lingered along with their tales, influencing people and events even centuries later.

This chapter explores three of those titanic struggles. The War of the Lance, the single most significant conflict in the history of Ansalon, has already been covered in the *War of the Lance* sourcebook. But the three wars detailed here — one from before the Cataclysm, one from shortly after it, and one from shortly after the War of the Lance — are each important conflicts in their time, and each one had a lasting effect upon the world and its inhabitants. These wars are detailed for two reasons. First, they provide a useful history for games set during or after them. Any dwarven character, for example, knows about the Dwarfgate Wars, and the events of that conflict may influence his character choices. A player can read that section and learn more about the conflict and its aftermath before finishing all of his character’s traits and personal histories. The second reason is because these are major conflicts, and thus provide excellent settings for a game. Each war is detailed enough that a DM could set a campaign during those battles, but left open enough for the DM to customize events, and for the players to create characters who can comfortably fit within that framework.

THE LOST BATTLES

In the centuries before the Cataclysm, wizards walked the earth openly. The populace of the time both feared and respected them for their power. The mages worked hand-in-hand with priests from the temples, and advised or assisted kings and emperors. These wizards could have conquered the world, if they had chosen, for none could stand against their might, particularly when they acted in concert. Fortunately, temporal power did not interest them. The majority of Ansalon’s mages stayed within the Towers of High Sorcery, content to master their arts and pursue their knowledge.

Unfortunately, not everyone trusted the wizards’ disinterest. Many feared their power too much to leave them in peace. One of these frightened people was the Kingpriest, the religious and secular ruler of Istar, and he declared war against the wizards as he had against several nonhuman races as part of his Proclamation of Manifest Virtue.

The conflicts that ensued were known collectively as the Siege on Sorcery, or the Lost Battles. Though few in number, the Lost Battles changed the way wizards interacted with the rest of the world. They also altered the way wizards gathered amongst themselves and profoundly influenced the life and actions of every wizard from that time forward. In many ways the War of the Lance might not have been won if the Lost Battles had not occurred, for they provided the raw materials that would one day shape Raistlin into the Master of Past and Present.

A BRIEF HISTORY

Istar was the greatest empire in Ansalon's history. Its people were wise and clever and lovely, and they were renowned for their piety, their kindness, and their artistry. Thanks to its excellent location and deep natural harbor, Istar quickly became Ansalon's center of trade, offering goods from all over the world. Its people became wealthy and indolent, and luxury became the city's most prominent trait.

Then, in 280 PC, Istar installed its first Kingpriest. The priesthood had used many different titles for its leaders before this, but Kingpriest referred to the one cleric of Paladine who stood above all others, and who controlled the daily activities of the Temple. The first Kingpriest, Symeon I, decided that religious primacy was not enough, and so he overthrew the Istaran Emperor and became the city's political ruler as well.

Istar had become arrogant by then, and the Kingpriest took that fault to a new level. He became convinced that Istarans were superior to others, and therefore deserved to lead the world. Starting in 260 PC and for the next fifty years, the finest artisans of Krynn labored to build a temple worthy of the Kingpriest, and the result was the most magnificent building the world had ever seen. But during that same period, the Kingpriest began insisting that the way of Istar was the only way, striking out against those who thought otherwise or who resisted his leadership.

Over the next two centuries, several men became Kingpriest in turn. Each was more zealous than the last, more convinced that Istar was the pinnacle of human achievement, and the Kingpriest was the pinnacle of Istar. In 118 PC, the Kingpriest Vasari II released the Proclamation of Manifest Virtue, stating that evil was a sin against gods and men, and must be punished. The edict included a list of sins, and anyone guilty of such crimes faced stiff punishments, up to and including death. At this time other nations began to back away from Istar, and to break off trade with her.

In 94 PC, the Kingpriest Symeon III added a clause to the Proclamation, stating that certain races were inherently evil. He ordered their extermination, and offered to pay bounty hunters for their heads.

By 40 PC, the last Kingpriest, Beldinas Pilofiro, had decided that as ruler of all Ansalon — and since he sat in judgment over all men — he must therefore be a god. He began plotting his ascension to full godhood.

One force still stood in his way. Ansalon still contained one group powerful enough to stop all his plans, if it chose: the Wizards of High Sorcery. The Kingpriest knew that most of the wizards stayed neutral in the world's affairs, but he could not count on that neutrality. Indeed, one of them had already made an attempt on the Kingpriest's life — the renegade wizard Andras Rannoch. When the Orders took Andras Rannoch into custody to deal with in their own way, Beldinas was enraged. In 19 PC, he decided to eliminate the threat of the wizards before they could gather their might and turn against him. The easiest way to do this, he felt, was to strike out against their Towers and destroy the sanctuaries of the Orders of High Sorcery.

The Kingpriest was not alone in his desire to rid the wizards of their power centers. After the renegade mage Andras Rannoch's assassination attempt took the lives of his two sons, Duke Serl Kar-Thon of Ergoth personally sought permission from the Kingpriest to lead an army of Ergothian soldiers against the Tower of Daltigoth. Rannoch's act, more than any other, ignited the conflagration; the Lost Battles, funded by the might of Istar, would begin and end in magical violence.

FORCES OF THE KINGPRIEST

The Kingpriest's forces were led by the Knights of the Divine Hammer, the order of knights founded to replace the Solamnic knights as Beldinas' loyal elite. The Solamnics in Palanthas, Ergothians in Daltigoth, and other armed forces assisted the Divine Hammer in its sacred mission, but none were as righteous, valiant, or doomed as the Kingpriest's knights. Alongside the knights were *scatas*, the professional soldiers of Istar, and small groups of Revered Sons (usually clerics of Paladine, Kiri-Jolith, or Mishakal).

KNIGHTS OF THE DIVINE HAMMER

The Knights of the Divine Hammer (civilized human fighter 3) are equipped with mwk breastplates, mwk light steel shields, and mwk warhammers or mwk longswords. The Istaran *scatas* (civilized human warrior 2) are equipped with chain shirts, light steel shields, and longswords. The Revered Sons (civilized human cleric 2) are equipped with chain shirts, light steel shields, and heavy maces.

Army Commander: Cathan MarSevrin (male civilized human fighter 5/knight of the Divine Hammer 10), Grand Marshal of the Knights of the Divine Hammer

Army Composition: Five brigades

1st Brigade Hammers: Sir Tithian (LG civilized human fighter 7/knight of the Divine Hammer 3), one platoon of 30 knights, three companies of 120 *scatas*

2nd Brigade Hammers: Sir Marto (LG civilized human fighter 6/knight of the Divine Hammer 3), one platoon of 30 knights, three companies of 120 *scatas*

3rd Brigade Hammers: Sir Dorova (LG civilized human noble 2/fighter 4/knight of the Divine Hammer 3), one platoon of 30 knights, three companies of 120 *scatas*

1st Cudgels: Sir Petros (LG civilized human fighter 6/cleric (Paladine) 4), one platoon of 15 Revered Sons, two companies of 90 *scatas*

2nd Cudgels: Sir Saulot (LG civilized human fighter 6/cleric (Paladine) 4), one platoon of 15 Revered Sons, two companies of 90 *scatas*

ERGOTHIAN CAVALIERS

The Ergothian Cavaliers (civilized human fighter 3) are equipped with mwk banded mail, mwk heavy steel shields, mwk spears, and mwk longswords. The presbyters (civilized human cleric 2) are equipped with mwk studded leather, mwk light steel shields, and mwk light maces. The Ergothian infantry (civilized human warrior 1) are equipped with chainmail, heavy steel shields, and battleaxes. The Ergothian light cavalry (civilized human



TOWERS OF HIGH SORCERY

LEGENDS speak of the Towers of High Sorcery, the bastions of magic and knowledge on Krynn. Originally seven Towers were planned, each one based upon the Lost Citadel where the first masters of the orders had been trained by the gods themselves. Each tower site was selected by a trio of wizards — one White, one Red, and one Black — working in concert, and was grown from the local stone much as a plant grows from a seed. Five towers are known from the Age of Dreams, one each at Daltigoth, Istar, Losarcum, Palanthis, and Wayreth.

Each tower follows the same basic pattern with a central tower surrounded by gardens and fields, but they have differences based upon location, climate, and the thoughts and wishes of the wizards who created them. Each tower had magical protection in the form of a forest or grove surrounding the structure. Wizards could pass through the woods unmolested, but for everyone else the forest presented a challenge. The garden of Daltigoth caused those who entered it to fall into a deep sleep. The forest at Istar caused forgetfulness. The garden at Losarcum incited such passion that

trespassers forgot everything else. The grove around Palanthis created fear so strong no one could withstand it. The forest of Wayreth moved itself, and the Tower within it, so that none could find it.

For those who survived the enchanted foliage, the towers were strange and wondrous places, filled with magic. For the wizards of the three orders, the towers were home. Each tower had a full library, a full laboratory, a meeting hall, practice rooms, a dining hall, permanent quarters for those who lived there, and guest quarters for any other wizard visiting. But in each place wizards could meet without fear. All feuds among them were left at the door, and to fight with another wizard meant severe punishment — to harm another wizard within a tower could lead to banishment from the orders or even death.

Despite their differences, all five towers were places of great beauty, with polished stone walls and gleaming metal gates and exotic plants. The towers were as much works of art as residences or schools. Many people traveled from other lands just to see them, never daring to attempt entry but merely admiring them from afar.

warrior 2) are equipped with scale mail, light steel shields, handaxes, and spears, and ride light warhorses.

Army Commander: Duke Serl Kar-Thon (LN male civilized human fighter 12/legendary tactician 2), Praetor-General

Army Composition: Three brigades.

1st Cavaliers: Lord Nikodemus Theskos (LG civilized human noble 7/fighter 3), one platoon of 10 presbyters, one platoon of 30 Ergothian Cavaliers, three companies of 120 Ergothian infantry

2nd Cavaliers: Lord Ixian Mer-Krel (LG civilized human noble 3/fighter 3), one platoon of 10 presbyters, one platoon of 30 Ergothian Cavaliers, three companies of 120 Ergothian infantry

3rd Cavaliers: Lord Prednid Aspektos (LG civilized human fighter 6), one platoon of 30 Ergothian Cavaliers, two companies of 120 Ergothian infantry, one company of 90 Ergothian light cavalry

KNIGHTS OF SOLAMNIA

The Knights of Solamnia (civilized human fighter 5) are equipped with mwk breastplates, mwk heavy steel shields, mwk lances, and mwk longswords. The Solamnic heavy cavalry (civilized human fighter 2) are equipped with breastplates, heavy steel shields, lances, and morningstars, and ride heavy warhorses. The Solamnic light cavalry (civilized human fighter 1) are equipped with chain shirts, light steel shields, lances, and short swords, and ride light warhorses. Solamnic archers (civilized human warrior 2) are equipped with chain shirts, bucklers, composite longbows, short swords, and daggers. Solamnic light

infantry (civilized human warrior 1) are equipped with chain shirts, light steel shields, spears, and short swords.

Army Commander: Lord Yarus Donner (LG male civilized human cleric 10/Knight of Solamnia (Sword) 10), High Clerist of the Knights of Solamnia.

Army Composition: Five brigades.

1st Brigade: Sir Delancis (LG human fighter 7/noble 3/knight of Solamnia (Rose) 4), one platoon of 15 knights, two platoons of 30 Solamnic heavy cavalry, one company of 160 Solamnic light cavalry, one company of 180 Solamnic light infantry, one company of 60 Solamnic archers.

2nd Brigade: Sir Rosemont (LG human fighter 6/noble 2/knight of Solamnia (Sword) 4), one platoon of 15 knights, two platoons of 30 human heavy cavalry, one company of 160 Solamnic light cavalry, two companies of 180 human light infantry.

3rd Brigade: Sir Thasally (LG human fighter 6/noble 2/knight of Solamnia (Sword) 4), one platoon of 15 knights, one platoon of 30 human heavy cavalry, three companies of 180 human light infantry, one company of 60 Solamnic archers.

4th Brigade: Sir Crakewold (LG human fighter 4/knight of Solamnia (Crown) 4), one platoon of 30 Solamnic heavy cavalry, two companies of 160 Solamnic light cavalry, two companies of 180 human light infantry, one company of 60 Solamnic archers.

5th Brigade: Sir Atwater (LG human fighter 4/knight of Solamnia (Crown) 4), two platoons of 30 Solamnic heavy cavalry, one company of 60 Solamnic archers, three companies of 120 Solamnic light infantry.

FORCES OF THE ORDERS

OF HIGH SORCERY

During the Lost Battles, the wizards are severely outnumbered at each tower, but their magic makes up for that difference. Each wizard is effectively his or her own military unit, or forms the nucleus of a unit when surrounded by apprentices and summoned creatures.

Order mages (civilized human or elven wizard 5/wizard of High Sorcery 2) and Order apprentices (civilized human or elven wizard 2) are equipped with appropriate *wands*, *potions*, and *scrolls*, a quarterstaff, and a dagger. Typical summoned creatures include mephits (*summon monster IV*), small elementals (*summon monster III*), fiendish wolves (*summon monster II*), or small fiendish monstrous spiders (*summon monster I*). Medium elementals, shadow mastiffs, achaierai, and hound archons are occasionally summoned with *summon monster V*. *Cloudkill*, *fireball*, *cone of cold*, and *ice storm* are frequently used to assault large groups of opposing forces.

TYPICAL MAGEARMY

Army Commander: Jorelia (LG female civilized human wizard 5/wizard of High Sorcery [white] 8/archmage 5), Highmage of the Orders of High Sorcery.

Army Composition: Three brigades, plus *summoned* creatures as needed.

Adeptus Tutamens: White Robe abjurer (LG civilized human abjurer 4/wizard of High Sorcery [white] 6), seven squads of 10 Order mages, thirteen squads of 10 Order apprentices.

Adeptus Incurromens: Red Robe evoker (LN civilized human evoker 4/wizard of High Sorcery [red] 6), six squads of 10 Order mages, 15 squads of 10 Order apprentices.

Adeptus Subsidiium: Black Robe conjurer (LE civilized human conjurer 4/wizard of High Sorcery [black] 6), nine squads of 10 Order mages, 10 squads of 10 Order apprentices.

SIGNIFICANT BATTLES

Beldinas Pilofiro, the Kingpriest of Istar, knew that the wizards could muster their forces and not only form a solid defense but also retaliate and destroy his own power base. He was given five magical seeds by a mysterious benefactor, each attuned to one of the Towers, with which he charged the Knights of the Divine Hammer to take to the wizards' strongholds and break through the enchanted groves. Diplomacy and intrigue dominated the conflict, but mobs of rioting commonfolk, renegade wizards and their wrath, and internal politics surrounding the Divine Hammer and the Church of Paladine all made the Lost Battles an extraordinary series of conflicts.

The following sections outline briefly the principal events of each of the major conflicts during the Lost Battles.

BATTLE OF DALTIOTH

Daltioth in the time of the Kingpriest is the capitol of Ergoth, located in the south of that great empire, and famous for its architecture. The tower was summoned in the midst of the city, and travelers often wrote of the contrast between the squat, red bulk of the Tower and the glittering Dome of Gold on the Golden Palace.

The Tower of High Sorcery at Daltioth is the target of Duke Serl, the Ergothian noble whose sons had been killed in the assassination attempt by Andras Rannoch upon the Kingpriest. Rather than send his Grand Marshal, Lord Cathan MarSevrin, the Kingpriest decides to accept Duke Serl's desire to exact vengeance, and gives him one of the enchanted seeds with which to break through the Kadothan Grove surrounding the Tower. With his army of followers, Duke Serl leads the attack upon the Tower of Daltioth, once Losarcum is taken by the Grand Marshal. The Duke, however, refuses to wait, and proceeds with his plan ahead of schedule.

At this point, Highmage Jorelia reluctantly suggests a drastic solution. It is not safe to leave the tower standing, she points out — the items contained within could wreak havoc across the world if they fell into untutored hands. But they do not have enough time, or enough wizards, to remove everything safely. She suggests removing as much as they can and then destroying the tower if they have to.

Many of her peers do not want to listen, and insist that there must be another way. But the Master of the Tower, a Black Robe named Iriale, listens. She knows that Jorelia is correct, and this is the only way to save the world from even greater disaster.

Iriale instructs the other wizards to flee if they can, or stay behind and die. Most flee, using their arts to escape the tower undetected, and to these she entrusts several of the tower's treasures. More than 30 wizards choose to stay beside her. A handful of these are White Robes, and a few are Red Robes, but the rest are from her own order.

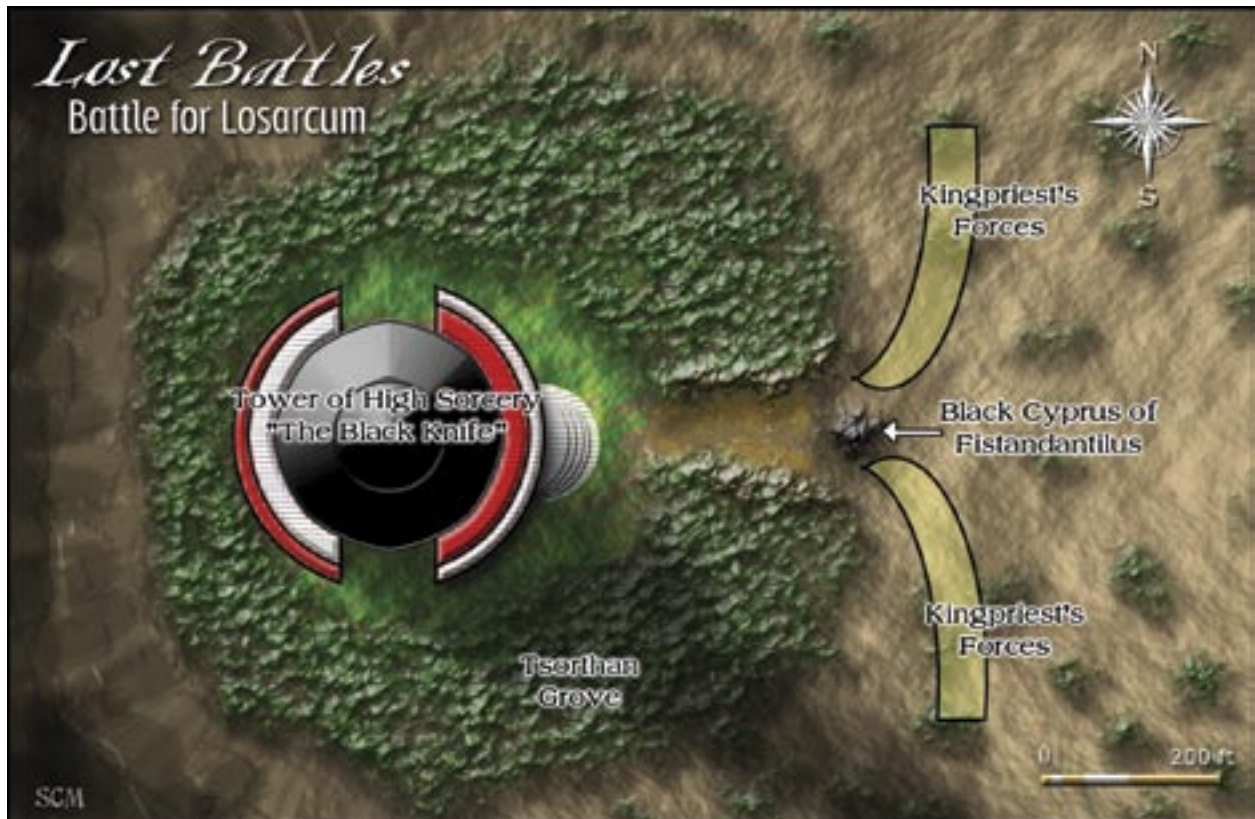
Joining forces, Iriale directs the massed wizards' power within the Heartchamber of the tower. The power overloads the Heartchamber causing an explosion which destroys the tower and everyone in it. It also lays waste to much of Daltioth itself. Only a handful of the attackers survive; many of those are driven insane by what they have witnessed.

BATTLE OF LOSARCUM

Originally called Qim Sudri, Losarcum was for many years the capital of Dravinaar. Also known as the City of Stone, it is located in a canyon maze called the Sun's Anvil. The city sits within a hollowed-out mesa, and the buildings are carved from the surrounding sandstone. When Ardosean II, who later became Kingpriest, comes to power, he renames the city Losarcum. It is a place of wild, rough beauty, and a popular trading center and home to many of the desert riders. In the center of the city stands the Tower of High Sorcery, which is known as the Black Knife. All around it lays a mysterious grove, and any who enter there find their passions so aroused they forget all other intentions.



Last Battles Battle for Losarcum



Lord Cathan MarSevrin, Grand Marshal of the Knights of the Divine Hammer, is directed to Losarcum by the Kingpriest with an army of knights, hardened veterans, and an enchanted seed to overcome the grove. He is ordered to lay siege to the tower, and capture it. The Master of the Tower, a Red Robe named Khadar, is aware of what has happened in the Ergothian capital. Khadar calls a meeting of all the wizards in Losarcum, most of whom are of the Red and Black Robes, to inform them of the plan of battle, which includes destroying the tower.

Khadar sends the Orders' former emissary to the Empire, Leciane do Cirica, to warn the knights about the planned destruction of the tower. Before she can deliver the message to Cathan in his bedchamber, his guards rush in and interrupt. Leciane flees, and Cathan gives the order to proceed as planned. Over the next several hours, the Knights of the Divine Hammer storm the Tower, overcoming the grove with a mysterious seed that creates a pathway through the passion-inducing trees. In the week before the attack, the mages had awakened the Malachite Guardians, ancient stone warriors housed within the Tower, who now came to the tower's defense. Many knights fall to the Guardians, but they succeed in breaking into the inner sanctum of Losarcum just as Khadar completes the spell of destruction.

Leciane, deciding not to aid in the destruction of the tower, chooses to take Cathan and his friend Sir Tithian to safety instead of allowing them to be caught in the explosion. Tragically, a knight shoots Leciane with a crossbow bolt moments before she herself teleports to safety. She dies hours later. Meanwhile, the explosion obliterates not only the tower but also the city, burying Losarcum under great slabs of sandstone blown free of

the cliff walls. Few survive, and those who do limp away. The site is later renamed the Ruins, and over time people forget its history and its name, and even the fact that it had contained one of the towers. Only the wizards remember the truth.

MALACHITE GUARDIAN

CR 8

N Large construct

Init +1; Senses darkvision 60 ft; low-light vision; Listen +0, Spot +0

Languages Common, Magius

AC 21, touch 10, flat-footed 20

hp 94 (9 HD); **DR** 10/adamantine

Immune construct traits, magic immunity

Fort +3; **Ref** +3, **Will** +3

Spd 30 ft. (can't run)

Melee 2 large scimitars +12 (1d8+7/15-20)

Space 10 ft. **Reach** 10 ft.

Base Atk +6; **Grp** +17

Atk Options augmented critical

Abilities Str 25, Dex 12, Con —, Int —, Wis 11, Cha 5

Augmented Critical (Ex): A malachite guardian threatens a critical hit on a 15-20 with its scimitars.

Magic Immunity (Ex): A malachite guardian is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the guardian has taken. Sonic attacks affect it normally.

Ultimately, the Kingpriest claims victory in the Lost Battles. He drives the wizards from all but one of their towers. He also convinces the people that wizards are evil — a belief that lingers for centuries. The wizards manage to retain

many of their records, spellbooks, and other treasures, and still have one tower to use as a stronghold, haven, and testing ground. But their resources are considerably more limited, their reputation tarnished. The Kingpriest's apparent victory also bolsters his ego, and thus contributes to the cause of the Cataclysm.

THE DWARFGATE WARS

Some wars change the fate of a nation or even a continent. The Dwarfgate Wars altered the destiny of an entire race. It was the single most significant conflict in dwarven history, and few dwarves after that time can look back upon the events of the war without shuddering at the loss his people endured.

Despite this, the Dwarfgate Wars was, in some ways, a very minor episode in the history of Krynn. It took place in a limited area, involved only two factions, and occurred over a short period of time. Yet it cost thousands of lives and altered the local geography forever. It also spelled the apparent end of one of the most powerful wizards ever to walk Krynn, and in some ways saw the end of two such mages, though few know about the second mage's involvement.

The Dwarfgate Wars also occurred over a very mundane matters, so basic that some historians scoff at it and search for other causes. Most large wars are fought for land or wealth, or over religion or politics (which equate to power over others). But this war was fought over the simplest, most basic need: food. There were other reasons on one side, though those were never revealed, and among the human attackers greed also played a part, but the dwarves on both sides were fighting entirely for food, and for the survival it promised.

A BRIEF HISTORY

The Cataclysm destroyed the nation of Istar and several of its neighbors, but its long-term effects were felt around the world. Massive weather shifts and tidal changes destroyed coastlines and crops alike, leaving people starving. In some places, wood became scarce and people went cold. The hunger and lack of shelter brought disease, and people were too weak to fight it. Plague and famine swept across the continent, and civilizations fell. Food and shelter were precious commodities, and those who had them hoarded them.

Most of the dwarven people lived underground, in the city-kingdom of Thorbardin. But two clans, the Neidar and Klar, lived above ground and survived by hunting and farming. Immediately following the Cataclysm, the Klar returned to Thorbardin. The Neidar attempted to sustain themselves for many years above ground, but when crops failed and game became scarce they sent word to Thorbardin that they would be returning to the city until the world stabilized and they were able to once again fend for themselves.

Unfortunately, while the dwarven food stores were vast, they were not limitless, and many dwarves already lived within the mountain caverns. A dwarven thane of the Hylar clan, Duncan, had managed to bring all the

other clans together, and had become their king. Such leadership meant having to make hard decisions. Duncan looked around and saw that their food would not be able to sustain all seven clans. To preserve as many lives as possible, he decreed that the great gates of Thorbardin be closed, and the Neidar be left to survive as best they could. Many dwarves did not approve of leaving their brethren to die, but most saw the wisdom of his decision.

The Neidar, of course, were not happy, and announced that if Duncan would not allow them back in, they would enter by force. They gathered an army and marched on the dwarven city. They were spurred on by a small human army intent on sacking Thorbardin for its riches, and joined by human plainsmen seeking revenge for the many times the dwarves had scattered their raids. The human army was led by the mage Fistantilus, the greatest wizard of the age, and with his magic at their side, the Neidar believed they could force the gates open and claim their ancestral right of shelter within the mountain.

Duncan was horrified when his scouts reported the army's approach. He had feared that word of their food supplies might leak out and draw the attention of starved raiders, and was not surprised that the plainsmen had chosen to lend their might to the foray, but he had not expected his own people to join them in the assault. He sent messengers, hoping to resolve the dispute peacefully,




but Fistantilus would not accept any terms but the mountain's complete surrender, and urged the Neidar not to listen to Duncan's entreaties. Accepting the inevitable, Duncan quickly readied the other tribes, and for the first time dwarf met dwarf in battle.

ARMY OF FISTANDANTILUS

The Neidar were the first to grow angry at King Duncan's decision to shut them out of Thorbardin, but they were not the instigators of the war. While understandably furious with their bretheren, the Neidar would have never considered attacking their own people without outside influence. A proud clan, most Neidar would have attempted to continue with their lives, even if it meant their deaths.

But the dwarves were not the only people involved. Fistantilus had interests other than Thorbardin,



but he focused the army he had gathered around him on the dwarven kingdom, driving them with stories of Thorbardin's supposed riches and food the dwarves were keeping from everyone. Fistantantilus goaded the Neidar, reminding them that Thorbardin was their ancestral right, and urging them to take it through strength of arms. He promised his magic for their cause, and provided an army of men to fight alongside them. This is why the united force is referred to as the Army of Fistantantilus — not only was he the single most powerful person in the army, but he was the driving force behind it.

Fistantantilus' army can be divided into three distinct elements: the Neidar, the Plainsmen, and mercenary soldiers. Each had its own leader, its own goals, and its own method of fighting. Fistantantilus was less concerned with military victory than with his own personal goals, so he allowed those three unit leaders to create their own plans for the assault, and made no real effort to coordinate them as a single army. Thus in many ways the Army of Fistantantilus is a myth, because, rather than a cohesive whole, it was three disparate elements who shared at least one major goal: the conquest of Thorbardin.

THE NEIDAR

Of the three forces arrayed against Thorbardin, only the hill dwarves had just cause for their attack. As one of the clans of the dwarven people, they had a right to the protection of Thorbardin, and to its resources, just like every other dwarf. Some may have understood why Duncan had chosen to shut the gates, but that did not change the fact that they were the ones left to starve. Duncan's decision became known as the Great Betrayal, and Fistantantilus nurtured the dwarves' anger until they hated the dwarven king and everyone who stood with him.

The hill dwarf heavy infantry (hill dwarf fighter 3) are equipped with scale mail, heavy steel shields, battleaxes, and warhammers. Hill dwarf light infantry (hill dwarf warrior 2) are equipped with hide, light wooden shields, and battleaxes. Hill dwarf roughnecks (hill dwarf barbarian 1) are equipped with leather armor and greataxes.

Army Commander: Reghar Fireforge (CG male hill dwarf fighter 9), Thane of the Neidar

Army Composition: Two brigades.

1st Clanarmy: Chief Burnhaller (CG male hill dwarf fighter 8), one company of 90 hill dwarf heavy infantry, two companies of 240 hill dwarf light infantry.

2nd Clanarmy: Chief Utgard (CG male hill dwarf barbarian 8), one company of 90 hill dwarf heavy infantry, one company of 240 hill dwarf light infantry, one company of 180 hill dwarf roughnecks.

THE PLAINSMEN

For many years the plainsmen of Abanasinia had hoped for total control of the mountains, but the dwarves were too strong and too entrenched to defeat permanently. When the Army of Fistantantilus arrived, the Plainsmen saw their chance. Their leader, Darknight, had dealt with the Neidar before, and so Reghar Fireforge knew of him. Darknight offered his aid in the coming battle, and

Fistantantilus accepted. The Plainsmen joined the army, greedy for dwarven riches and hungry for dwarven grain.

Plainsman light infantry (nomad human warrior 1) are equipped with leather armor, light wooden shields, scimitars, and kukris. Plainsman archers (nomad human warrior 1) are equipped with leather armor, bucklers, short bows, and kukris. Plainsman scouts (nomad human expert 1) are equipped with leather armor, light wooden shields, daggers, and slings.

Army Commander: Darknight (CG male nomad human barbarian 12), Chief of the Plainsmen

Army Composition: Two brigades.

1st Brigade: Skyfeather (CG male nomad human barbarian 8), two companies of 120 Plainsman light infantry, two companies of 60 Plainsman archers.

2nd Brigade: Raincaller (CN male nomad human barbarian 7), one company of 120 Plainsman light infantry, one company of 90 Plainsman scouts, one company of 60 Plainsman archers.

MEN OF THE NORTH

A large section of the Army of Fistantantilus was comprised of former bandits, rogues, thieves, mercenaries, and ex-Knights of Solamnia from the north. After defeating the bandit king Steeltoe, the General formed the nucleus of what would eventually become a large armed force. They were promised money, clothing, and shelter. Some were soldiers tired of inaction, or hoped to find and pocket anything valuable. Others were just people with no profession and no resources, no way out of poverty and starvation until someone in the army offered them food, a blanket, and a bedroll. Despite a lack of training, this desperate and unlikely mix of robbers and farmers became an accomplished and experienced army under the guidance of its gold-armored General.

The veteran heavy cavalry (civilized human fighter 3) are equipped with mwk breastplates, mwk heavy steel shields, mwk lances, and mwk longswords, and ride heavy warhorses. Veteran heavy infantry (civilized human warrior 2) are equipped with mwk chain shirts, mwk longswords, and handaxes. Human archers (civilized human warrior 2) are equipped with chain shirts, bucklers, shortbows, and daggers. Green light infantry (civilized human warrior 1) are equipped with chain shirts, light steel shields, spears, and short swords. Human scouts (civilized human expert 2) are equipped with leather armor, light wooden shields, short swords, and slings, and ride light riding horses.

Army Commander: General Pheragas (CG male nomad human fighter 8/mariner 6)

Army Composition: Three brigades, with Fistantantilus (CE male civilized human wizard 7/wizard of High Sorcery (Black) 10/archmage 5) and Brother Denubis (LG male civilized human cleric 10)

1st Brigade: Sir Garlic Pentheus (LG male civilized human fighter 6/rogue knight 4), one platoon of 15 veteran heavy cavalry, two companies of 120 veteran heavy infantry, two companies of 120 green light infantry, one company of 60 human archers.

2nd Brigade: Sir Michael (LG civilized human fighter 6/noble 2/rogue knight 2), one platoon of 15 veteran heavy cavalry, three companies of 120 green light infantry, two companies of 60 human archers.

3rd Brigade: Captain Shatterstone (N civilized human noble 6/fighter 4), one company of 160 Solamnic light cavalry, two companies of 120 green light infantry, one company of 60 human archers, two companies of 60 human scouts.

ARMY OF THE MOUNTAIN

While the mighty kingdom of Thorbardin appears to field a single great army of dwarves, the truth of the matter is that only High King Duncan's leadership and the threat of a common enemy make the Army under the Mountain anything more than a collection of independent dwarven clans. Each has its own leadership underneath a thane, its own army, and its own rich tradition. For the purposes of the Dwarfgate Wars, however, the only noticeable differences lie between the Dewar, or dark dwarves, and the mountain dwarves that include the Hylar.

The mountain dwarf infantry (mountain dwarf fighter 3) are equipped with mwk breastplates, mwk heavy steel shields, mwk battleaxes, and warhammers. Mountain dwarf crossbowmen (mountain dwarf fighter 2) are equipped with mwk studded leather, bucklers, and mwk heavy crossbows. Dark dwarf infantry (dark dwarf fighter 2) are equipped with scale mail, bucklers, heavy picks, and light crossbows. Mountain dwarf heavy cavalry (mountain dwarf fighter 2) are equipped with mwk breastplates, light steel shields, mwk lances, battleaxes, and warponies. Dark dwarf scouts (dark dwarf rogue 2) are equipped with studded leather, light picks, and light crossbows. Klar irregulars (hill dwarf warrior 2) are equipped with studded leather and greatclubs. Aghar infantry (gully dwarf warrior 1) are equipped with leather armor, light wooden shields, and clubs. Aghar pikemen (gully dwarf warrior 2) are equipped with leather armor, longspears, and clubs.

Army Commander: High King Duncan (CG male mountain dwarf noble 5/fighter 5)

Army Composition: Five brigades.

Hylar: General Kharas (LG male mountain dwarf fighter 7/dwarven defender 7), two companies of 120 mountain dwarf infantry, one company of 60 mountain dwarf crossbowmen, one company of 60 mountain dwarf heavy cavalry.

Daewar: General Ironhand (LG male mountain dwarf fighter 10), three companies of 120 mountain dwarf infantry, two companies of 60 mountain dwarf cavalry.

Dewar: General Argat (CE male dark dwarf rogue 7/assassin 2), two companies of 120 dark dwarf infantry, one company of 90 dark dwarf scouts.

Klar: General Smasher (CN male hill dwarf fighter 8), three companies of 240 Klar irregulars.

Aghar: Highgug (N male gully dwarf fighter 6), three companies of 120 Aghar infantry, two companies of 60 Aghar pikemen.



SIGNIFICANT BATTLES

The Dwarfgate Wars could have dragged on for years: two large forces and two massive, almost impenetrable fortresses. Instead, the conflict proved surprisingly short, due to two unexpected events.

The war can be divided into two major segments: the siege of Pax Tharkas and the final battle of Dergoth.

SIEGE OF PAX THARKAS

The elves and the dwarves built the fortress of Pax Tharkas together, to signify the peace between them. Immediately before the Cataclysm it was controlled entirely by the dwarves and had supplied much of their food. Pax Tharkas still served as a major stronghold and watchtower, and in order to approach Thorbardin, the Army of Fistandantilus needed to get past it. They prepared for a prolonged siege, because the Hylar had seen their approach and had more than enough time to prepare their defenses.

For their part, the Hylar were awed by the size of the army approaching, and dismayed to see not only humans but plainsmen — and even other dwarves! But they held fast. Pax Tharkas was extremely well-built, with both elven and dwarven ingenuity, and had been situated to minimize the attacks possible against its walls. The dwarves felt that they could withstand the approaching army, and every day they held their foes in place meant another day that King Duncan had to assemble the army at Thorbardin.

However, a handful of Dewar were present at Pax Tharkas, and they made a secret deal with Fistandantilus. As the mountain dwarf army met the Army of Fistandantilus on the field of battle, the Dewar

ambushed and killed the guards at the main gate. So when the mountain dwarves retreated into Pax Tharkas, Fistandantilus's army followed them through the gates and slaughtered them, and in doing so claimed Pax Tharkas in the dark wizard's name. Now the rest of the army could pass by safely.

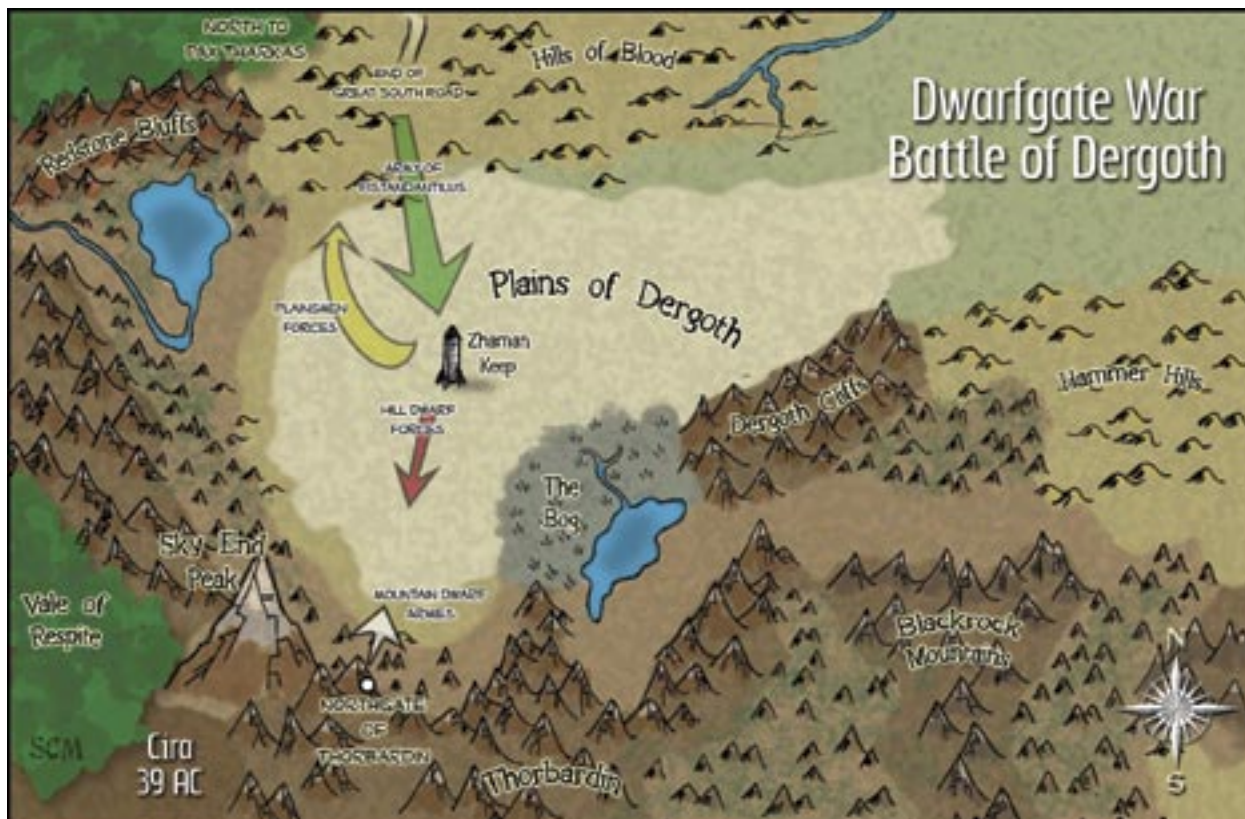
Fistandantilus was thrilled with this well-planned victory, and pushed his troops on toward Thorbardin as fast as they could go, leaving a handful behind to guard Pax Tharkas. Duncan was furious at the Dewar's treachery — not just because of the loss of the great citadel, but because it meant that he had far less time to gather his own forces.

BATTLE OF DERGOTH

It took another week of heavy marching for the army of Fistandantilus to reach the mountains surrounding Thorbardin. There they made their way to the magical keep of Zhaman and set up camp. During the wait at Zhaman, the army had its supply lines cut and began to experience massive desertion.

The dwarves of Thorbardin were not idle during this time. Duncan was still assembling his army, appointing subthanes and subcommanders. He and his thanes were going back over their battle plans and fine-tuning every element as much as possible. Daewar and Daergar were sent to scout, providing additional information on the army's numbers and disposition.

Finally, after several tense weeks, the two armies faced one another across the Plains of Dergoth. Initially the dwarves were losing. The veteran heavy cavalry, many of whom were former Knights of Solamnia, used their





warhorses and massed charges to drive wedges among the dwarven force, cutting off groups so that the Neidar and remaining mercenaries could finish them. The Neidar, though less familiar with the land of the plains, were more stable above ground than their cousins. Certain advantages were on the side of the dark wizard's forces.

However, it didn't take long before the sheer numbers of Thorbardin's army began to overwhelm the Army of Fistandantilus. For various reasons, the wizard's army had lost many of its troops before the battle even began, and the death of more troops in the beginning of the battle began to seriously weaken the army's strength.

Some say that, at this point, Fistandantilus realized that his army was in trouble, and used his magic to help, but truthfully he didn't even know about the events outside — the mage was busy in the fortress, attempting to activate the *portal* to the Abyss. As he was casting the magic to open the *portal*, something happened that caused the spell to backfire in spectacular fashion. The backlash destroyed the fortress of Zhaman, blowing its top off and causing the rest of the structure to collapse, transforming it into the grim ruin known as Skullcap. The shockwave reduced the Plains of Dergoth to barren wastes. The Dwarfgate Wars were over. The mountain dwarves had technically won the conflict, and those who survived retreated back into Thorbardin and shut the gates again, but thousands of dwarves died in the process. Only a handful of the attacking Neidar survived, and they hobbled away, eventually setting up villages and towns along the mountainside. Almost all of the remaining soldiers were killed.

The Dwarfgate Wars created a rift that would take centuries to heal. It also convinced the mountain dwarves that humans were treacherous. They avoided the taller race for at least another century. The war also spelled the end of Fistandantilus, whose life had spanned centuries and whose ambitions had encompassed the world.

THE BLUE LADY'S WAR

Unlike many conflicts on Krynn since its creation, the Blue Lady's War is among the shortest, yet most important, battles ever fought between the sides of good and evil. This war consisted of a number of minor skirmishes, espionage episodes, and unholy alliances forming before the memorable stand-off at the High Clerist's Tower and the climactic assault on Palanthis, which left parts of the city in ruins.

Once known to the world as the pirate den Bright Horizon, Palanthis remained untouched by both Cataclysm and war. Citizens of Ansalon tended to view it as a beacon of peace and hope for those escaping atrocities. Neither Lord Amothus, ruler of Palanthis, or its citizens expected that the Blue Lady's forces would ever be able to reach its gate. It was a distant threat that became reality due to the machinations of Lord Soth and the twisted love he held for Kitiara uth Matar.

When the war ended, Soth was the only participant in the conflict that did not have to pay for his victory; for his desire was to see the Blue Lady dead. Indeed, for others victory came at a high cost. For Caramon Majere it meant losing his brother, for Lady Crysanía it meant losing her sight, and for the citizens of Palanthis it meant having to rebuild parts of their city.

A BRIEF HISTORY

When Raistlin informed his sister Kitiara of his plans to challenge the Queen of Darkness, the Blue Lady thought of her brother as a madman who would lose to the might of her mistress. Yet, seeds of doubt grew in her mind and to ensure that Raistlin would never be able to take his journey, Kitiara sent Lord Soth to have Lady Crysania murdered.

When the Blue Lady learned that Raistlin worked around it, she forged an alliance of politics and love with the dark mage's assistant, Dalamar. With neither side trusting the other to fulfill its side of the bargain, Lord Soth saw the opportunity to use the situation to his advantage. He tricked Kitiara into believing that Dalamar supported the Dragon Highlord. By assuring Kitiara that the only way to ensure that her brother would lose his war was to invade Palanthas and perform the deed herself, Soth instigated the Blue Lady's War. Meanwhile, Soth met with Dalamar and turned the tables on him, saying that Kitiara planned to allow her brother to live and offer Palanthas and her army's service to him upon Raistlin's return from the Abyss.

What followed these events was a number of meetings between Dalamar, Tanis Half-Elven, Lord Amothus, Elistar the Revered Son of Paladine, and Lord Gunthar uth Wistan; these resulted in the Knights of Solamnia being mobilized at the High Clerist's Tower while the Palanthan militia was activated to handle any troops that might slip through the knights' grasp. Nevertheless, what all failed to realize was that Kitiara had something up her sleeve that would immediately change the tide of war — a flying citadel.

Through masterful leadership, Lord Gunthar managed to gather 2,000 Knights of Solamnia and a flight of bronze dragons at the High Clerist's Tower. Upon joining the knights, Tanis and the Grand Master realized that Kitiara was in the possession of a flying citadel and that they must rethink their tactics. As the flying citadel passed above the High Clerist's Tower, a sense of dread and anticipation filled all present, but when no acts of aggressions were made on either side, the knights failed to stop Kitiara from reaching Palanthas' gates.

With Gunthar's warning that it would take at least four days for the knights to reach Palanthas, Tanis headed to the city in order to warn Lord Amothus and Sir Markham, the knight commander of the present Solamnic forces. The three of them prepared for the final battle just as strange weather phenomenon indicated that the battle between Raistlin and Takhisis was underway. The same night, Lord Gunthar arrived with the bronze dragons and revealed that the flying citadel closed in on Palanthas.

BLUE DRAGONARMY

The following is a presentation of the Blue Dragonarmy during the Blue Lady's War. Despite the fact that Kitiara's army is outnumbered (as the flying citadel holds only about 1,000 soldiers) in both the standoff at the High Clerist's Tower and at the Battle of Palanthas, Lord Soth and his Reaper Army tips the scale to equal strengths.

The dragonarmies have been reformed for this mission with new numbers assigned to each army. Also, command of the new 3rd Flight has been given to Denam, the bozak sorcerer in control of the flying citadel; Lord Soth and his Reaper Army count as a Flight and not as the 9th Blue Dragonarmy, which they did during the War of the Lance.

Baaz infantry (baaz warrior 1) are equipped with mwk chain shirts and spears. Human heavy infantry (civilized human fighter 1) are equipped with breastplates, heavy steel shields, mwk longswords, and light crossbows. Goblin light infantry (goblin warrior 1) are equipped with leather armor, light wooden shields, scimitars, and javelins. Kapak infantry (kapak warrior 1) are equipped with mwk leather armor and short swords. Kapak archers (kapak warrior 2) are equipped with mwk leather armor, short swords, and mwk shortbows.

Army Commander: Kitiara uth Matar (female human fighter 12/dragon rider 3/dragon highlord 3), Blue Dragon Highlord, riding Skie (male mature adult blue dragon).

Army Composition: Five flights including 50 blue dragons and 35 black dragons of varying ages.

1st Flight: Flight Marshal Garda (LE human fighter 6), 1st Blue Dragonarmy (240 baaz infantry), 8th Dragonarmy (150 baaz infantry), 5th Dragonarmy (150 human heavy infantry), 6th Dragonarmy (150 goblin light infantry), 2nd Blue Dragonwing (2 mature adult, 1 old [blue dragons]).

2nd Flight: Flight Marshal Stephan (LE human fighter 8), 2nd Blue Dragonarmy (150 kapak infantry), 4th Blue Dragonarmy (180 kapak archers), 3rd Blue Dragonwing (2 mature adult, 1 old [blue dragons]).

3rd Flight: Flight Marshal Denam (LE bozak medium dragon sorcerer 8), Rounce (N gully dwarf warrior 1), 7th Blue Dragonarmy (50 kapak infantry), 10th Blue Dragonarmy (50 baaz infantry).

4th Flight: [9th Dragonarmy-Reaper Army] Flight Marshal Lord Soth [LE male human death knight fighter 7/rogue knight 10], 91st cavalry [13 mounted skeleton warriors], 92nd chariots [8 spectres].

5th Flight: 1st Blue Dragonwing ([Blue Dragons] 1 old, 2 mature, 5 mature adults, 20 adult, 23 young adult), 2nd Blue Dragonwing ([Black Dragons] 2 mature adults, 3 adults, 10 adults, 20 young adult).

KNIGHTS OF SOLAMNIA

This section contains information on the side of good in the Blue Lady's War. However, the Palanthan militia is also accounted for since the two forces work together during the Battle of Palanthas.

The Solamnic heavy cavalry (civilized human fighter 2) are equipped with breastplates, heavy steel shields, lances, and morningstars, and ride heavy warhorses. The Solamnic light cavalry (civilized human fighter 1) are equipped with chain shirts, light steel shields, lances, and short swords, and ride light warhorses. Solamnic archers (civilized human warrior 2) are equipped with chain shirts, bucklers, composite longbows, short swords, and daggers. Solamnic mounted archers (civilized human warrior 2) are equipped with chain shirts, composite shortbows, light maces, and daggers. Solamnic heavy infantry (civilized human warrior

2) are equipped with chainmail, heavy steel shields, spears, and longwords. Solamnic light infantry (civilized human warrior 1) are equipped with chain shirts, light steel shields, spears, and short swords.

KNIGHTS AT THE HIGH CLERIST'S TOWER

Army Commander: Lord Gunthar uth Wistan (LG male human fighter 6/Knight of Solamnia (Rose) 10), Grand Master of the Knights of Solamnia.

Army Sub-Commander: Tanis Half-Elven (NG male half elf fighter 10/ranger 1/horizon walker 3)

Army Composition: Five brigades including 100 bronze dragons of varying ages.

1st Brigade: Sir Ulrad (LG human fighter 4/noble 2/knight of Solamnia (Rose) 7), one company of 60 Solamnic heavy cavalry, one company of 160 Solamnic light cavalry, one company of 180 Solamnic light infantry, one company of 60 Solamnic archers.

2nd Brigade: Sir Fennholm (LG human fighter 6/noble 2/knight of Solamnia (Sword) 4), one company of 60 Solamnic heavy cavalry, one company of 100 Solamnic archers, two companies of 240 Solamnic light infantry.

3rd Brigade: Sir Desward (LG human fighter 6/Nob2/Knight of Solamnia (Crown) 3), one company of 60 Solamnic heavy infantry, one company of 60 Solamnic light infantry, two companies of 240 Solamnic light infantry, one company of 100 Solamnic mounted archers.

4th Brigade: Sir Herlyle (LG human fighter 6/noble 2/knight of Solamnia (Crown) 3), one company of 100 Solamnic mounted archers, 160 Solamnic light infantry.

5th Brigade: Khirsah [Fireflash] (male young adult dragon) 5 old bronze dragons, 10 mature adult bronze dragons, 15 adult bronze dragons, 70 young adult bronze dragons.

KNIGHTS AT THE BATTLE OF PALANTHAS

Army Commander: Lord Gunthar uth Wistan (male human fighter 6/Knight of Solamnia (Rose) 10), Grand Master of the Knights of Solamnia

Army Sub-Commander: Tanis Half-Elven (NG male half elf fighter 10/ranger 1/horizon walker 3)

Army Composition: Three brigades including 100 bronze dragons of varying ages and 6 silver dragons.

1st Brigade: Sir Adler (LG civilized human fighter 4/noble 2/knight of Solamnia (Rose) 7), one company of 180 Solamnic light infantry, one company of 160 Solamnic light cavalry, one company of 100 Solamnic mounted archers.

2nd Brigade: Sir Markham (LG civilized human fighter 3/noble 3/legendary tactician 3), one company of 60 Solamnic heavy cavalry, one company of 60 Solamnic heavy infantry, one company of 180 Solamnic light infantry, one company of 60 Solamnic archers.

3rd Brigade: Khirsah [Fireflash] (LG male young adult bronze dragon), 1st Clerist Bronze Dragonwing (5 old, 10 mature adults, 15 adult, 70 young adult bronze dragons), 1st Silver Dragonwing (1 old, 2 mature adult, 3 young adult silver dragons)

PALANTHAN MILITIA

The following information details the Palanthan militia. The militia consists of more or less trained individuals who joined out of loyalty or for the pay. Regardless, all members of the militia have received some form of formal training, and are very well equipped.

Palanthan heavy infantry (civilized human fighter 1) are equipped with mwk chainmail, heavy steel shields, mwk longwords, and mwk spears. Palanthan light infantry (civilized human warrior 1) are equipped with mwk chain shirts, light steel shields, mwk longwords, and javelins.

Army Commander: Lord Amothus (LG male civilized human noble 9), Ruler of Palanthas.

Army Sub-Commander: General Cager (NG female human fighter 8), Advisor to the Throne.

Army Composition: Two brigades.

1st Brigade: General Tander (NG male civilized human fighter 6), two companies of 120 Palanthan heavy infantry, two companies of 240 Palanthan light infantry.

2nd Brigade: General Maple (LG male civilized human fighter 6), one company of 120 Palanthan heavy infantry, one company of 120 Palanthan heavy infantry, two companies of 240 Palanthan light infantry.

SIGNIFICANT BATTLES

PRE-WAR ATTACK

The first attack in what later became known as the Blue Lady's War is of extreme importance to the Legend of the Twins as it determines the position that Kitiara took against Raistlin. When Lady Crysania and her escorts, whether player character heroes or the novel's Caramon, Bupu, and Tas, make camp close to the Darken Woods, they are assaulted by Lord Soth and a dozen bozak heavy infantry draconians.

The draconians initiate the battle when darkness falls over the area by tracking the travelers to their camp and waiting until most of them have fallen asleep before moving in. Tas, who's the only one awake at the time, alerts the others and a fight erupts.

Normally the draconians would have posed little problems for Caramon, but at the time of the journey to Wayreth he's a drunken slob in a confused state with no spirit for living. This leads even Bupu to join the fight although she only has her teeth to rely on as weaponry. Once there are but a few draconians left, they back off into darkness, making way for their field commander Lord Soth,

Soth emerges from the dark woods, heading straight toward Crysania and casts a spell of death on her. Had Paladine not intervened all would have been lost and Kitiara had successfully stopped her brother. However, the god did intercede and thus allowed Raistlin to work around the problem of having Crysania in a comatose state.



INITIAL ASSAULT ON THE KNIGHTS OF SOLAMNIA

After Tanis meets with Lord Gunthar uth Wistan, the Grand Master implores his spies in Sanction to find out the Blue Lady's war plans. The murder of the Soalmnic spies is a crippling blow to Gunthar's intelligence network. By cutting Gunthar off from information, Kitiara ensures that the flying citadel remains a secret for as long as possible.

This scene makes good story fodder for Dungeon Masters interesting in running a game involving spy hunters on Kitiara's side or perhaps doomed spies on the side of good. It's a significant event that ends when the Solamnic spies' bodies are dropped from air by black dragons and left on the courtyard at the fortress in Solanthus.

STANDOFF AT THE HIGH CLERIST'S TOWER

Lord Gunthar summons Tanis to the High Clerist's Tower the day after the spies' bodies are dumped in the courtyard. He informs the half-elf that reports have arrived from Solanthus and Vingaard about sounds emanating from odd clouds. Both realize that Kitiara has a flying citadel, but Gunthar is certain that they are able to keep her away from Palanthis since troop space onboard the transport is limited.

Without warning, all present are exposed to the magical aura of dragonfear and a sense of anticipation and horror fills the knights present. Through ingenious planning, Gunthar managed to call in 2,000 knights to reinforce the tower, but in vain.

Once the citadel and its dragons are visible to onlookers, it passes above the tower without making any aggressive move against the knights or their dragon allies. Bound by the new truce, the good dragons are not allowed to attack the evil ones until they're attacked themselves.

Realizing that time is of the essence, Tanis rides to Palanthis on Fireflash's back in order to make plans with Lord Amothus and Sir Markham, the senior knight present. Within days Lord Gunthar and the bronze dragons from the High Clerist's Tower, in addition to a few silver dragons from the vicinity of Palanthis, join them.

BATTLE OF PALANTHIS

When Lord Amothus learns of the standoff at the High Clerist's Tower, he orders the New City to be evacuated and the people withdrawn within the gates and sturdy walls. The citizens prepare for a long siege to make sure that the Knights of Solamnia's reinforcements arrive.

Astinus's history volumes record the beginning of Battle of Palanthis on the morning of Thirdday, Fifthmonth in AC 356. The day is unusual since it has no dawn; just a sky full of odd clouds, multicolored lightning, and no winds. It is this day that the Battle of Palanthis takes place, but also the two other major conflicts in the war — the struggle for control over the citadel, the death of Kitiara, and the prevention of Raistlin's ascension.

Just as the trumpets of Palanthis sound for the changing of watch, some of the larger clouds dissipate and

reveal the flying citadel. Within minutes, the walls of the city are crammed with knights, mercenaries, and citizens, all waiting to see what would happen next. To everyone's horror, Lord Soth appears, mounted on a steed with hooves and eyes burning, and demands the unconditional surrender of the city. Should they agree to this offer, all citizens and even Lord Amothus would be allowed to live in peace under the Blue Lady's control. Amothus climbs the steps to the walls by the gate and issues a refusal, to which Soth responds by summoning the Reaper Army and unleashes an ice spell on the Palanthis gates before shattering it with a single word.

Soth and his army ride ahead and slay all who cross their path, with the banshees' wails drowning the screams of the dying. The smell in the city changes from normal to that of acid and burning flesh when the dragons engage in all-out combat. Since there are no dragon riders involved on either side, the ancient creatures have room to maneuver and wage war against each other at their own terms. For anyone who stops for a second and views the heavens, it's a remarkable sight. With the 4th and 5th Flights in combat, the Flight Marshals for the 1st and 2nd Blue Dragonarmy flights order their troops to engage the enemy.

The streets of Palanthis are soon full of draconians dropping from the sky, while goblins and mercenaries are brought down with the aid of dragons or by ropes or ladders. Within an hour, the smoke from the burning city fills the skies and the forces clash everywhere — even in the Great Library where Bertrem and his Aesthetics engage draconian forces, while clerics at the Temple of Paladine fight with mace and dagger against an overwhelming force.

Kitiara uses the war as distraction to fly on Skie's back to the Shoikan Grove in order to gain entrance to the tower. Skie returns to the battle and engages the bronze dragons. While Tanis Half-Elven spots the Highlord through the smoke, he is in no position to stop her. Instead, he attempts to convince Tasslehoff Burrfoot to return a magical protective bracelet that he received from Dalamar. According to the dark mage, the bracelet would protect its wearer from much of Lord Soth's magic, thus leveling the playing field when fighting the dead Knight of Solamnia.

The Knights of Solamnia focus on hindering Lord Soth's advance and taking care of the heavily armed enemy troops (such as heavy infantry). Lord Soth and his soldiers manage to pass unhindered to the grove outside the Tower of High Sorcery where Soth leaves his soldiers and heads for Raistlin's laboratory for the showdown with Kitiara, Dalamar, and Raistlin.

With Soth and Kitiara gone, it doesn't take many hours for the Palanthis forces to stop the Blue Dragonarmy, but the victory comes at a high cost. All but a few Knights of Solamnia die on the battlefield and the only buildings that remain unscathed are the Great Library and the Tower of High Sorcery.

BATTLE OF THE CITADEL

While the other Flights are out on the battlefield, the Blue Dragonarmy's 3rd Flight remains onboard the citadel to

protect it and the bozak sorcerer Denam, who is in control of the magical transport. Since the black and blue dragons protect the citadel from the outside, no one expected that an attack would be successfully mounted on the inside. However, by using the *Device of Time Journeying*, Caramon and Tanis manage to sneak onboard the citadel and engage the enemy in hopes of assuming control of it and flying it to the Tower of High Sorcery.

Meanwhile, Tasslehoff saves Fireflash's life on the battlefield and the bronze dragon repays the favor by taking the kender to the citadel where he and the bozak's gully dwarf servant (named Rounce) manage to aid the overwhelmed Caramon and Tanis.

When Rounce, despite his claims that he won't, tells the troupe where to go to assume control of the citadel and how to do it, Caramon and Tanis manage to kill the bozak sorcerer, creating panic amongst the remaining draconian troops. While Tas and Rounce remain onboard the citadel and remove the last draconian troops by turning the citadel upside-down over the water and shaking it, Tanis and Caramon enter the Tower of High Sorcery. With

aid from a dying Dalamar, the two make their way to the laboratory where Caramon enters the Abyss to stop Raistlin. Though few would believe it, the flying citadel was captured by a handful of brave people.

LABORATORY BATTLE

After she departs from the flying citadel, Kitiara battles her way through the Tower of High Sorcery's horrifying traps and guardians. Despite being both wounded and poisoned, she manages to enter the tower and reach the laboratory where she stabs an unprepared Dalamar. In spite of this, Dalamar uses a magical shield to ward off Kitiara's attacks and eventually the mage wounds the Blue Lady by hitting her with a bolt of lightning from his wand.

Tanis and Caramon arrive in time to witness Kitiara's death, and the Blue Lady, who learned of Soth's betrayal from Dalamar, asks the half-elf to never give her up to the death knight. Unfortunately for her, Dalamar convinces Tanis to do this when Soth arrives and demands his dead love. Soth uses magic to travel from the tower with Kitiara's body and thus the Blue Lady's War ends.



Chapter 6: A LEGENDS CAMPAIGN

Olandro shouted. “We’re close!” The amulet swung on its chain as he dangled it in front of him. Jurn Anvilstone followed the elven wizard across the narrow ledge, cocking his crossbow and firing it at the angry draconians below.

Where would it take the two of them this time? They had helped hold the line against the Godpriest’s Fifth Crusade, battled Sturm Blackblade in the ruins of the High Clerist’s Tower, survived the kender madness, and watched the island of Mithas sink into the sea. They had gone many places, none of them good. None of them home.

All Jurn wanted was to be back in Thoradin. Of course, now he knew the Cataclysm was only a few years away. But he knew a lot more than just that. He could gather the clan, use Olandro’s amulet to escape.

“Here,” said Olandro. The amulet pulled sharply away from him, reigned in by the chain Olandro clutched in his fist. The elf followed it into an opening in the rock. Jurn looked down and saw the draconians climbing the cliff. Jurn cursed under his breath. He and Olandro had only crossed Takhisis once, but the Dark Queen wasn’t ever going to let them forget it. They ran down the tunnel leading deep into the cliffside. Jurn heard the links of the chain scrape as the amulet urged Olandro into the chamber ahead.

It was the time pool they were looking for. The water pooled in the center of the cavern was lit from within by an unearthly glow. The surface rippled as Jurn looked into it, showing him toppled vallenwoods, a volcano exploding, Lunitari and Solinari crashing into one another. Jurn heard the draconians coming down the tunnel behind. “Maybe there won’t be any draconians,” joked Olandro. The wizard closed his eyes and stepped forward. As his foot touched the pool he dissolved into mist and was gone.

Jurn hurried to follow, keeping his mind focused on Olandro. He felt the familiar but disorienting sensation as he tumbled through time, and then the wind was knocked out of him as he landed in the dirt beside the red-robed wizard.

Looking up, Jurn saw a large stone engraved with Istaran runes and inlaid with gems. Jurn knew the stone. It was the foundation stone of the Temple Chancery. But this wasn’t Istar. This was the valley of the Taman Busuk. Outside Neraka. An old man in a floppy white hat stood over Olandro, pinning him to the ground with his staff. Beyond him were hundreds of gold and silver-skinned draconians.

Jurn sighed.

A *DRAGONLANCE* Legends campaign plays out on the largest of stages, one that reaches not merely from one battlefield to another but from one time to another, one world to another. Characters will witness events that didn’t happen, events that shouldn’t happen, and as they adventure in the past, present, and future, cause some events to never happen. Other times, the characters will be the only ones to guide the River of Time on its intended course, facing challenges on a scope they’ve never previously imagined — possibly even saving the world.

Whether a *Legends* campaign places characters in a new and surprising world, catapults them through history, or takes them from one world to another, players will be able to take advantage of a new variety of characters. Dungeon Masters will have a new and nearly infinite variety of themes and ideas at their disposal, and the ability to craft a campaign built from their favorite parts of the *DRAGONLANCE* saga, no matter how disparate.

When it comes to *Legends* campaigns, the settings presented in this book are only the beginning. Once you’ve explored those worlds, gather your players and set sail on the River of Time to create your own.

LEGENDARY CAMPAIGNS

There are several types of campaign formats that you might use to run a *Legends* campaign. Though there are an infinite number of possibilities, begin by selecting the particular campaign format that gives you the control you want or need over the scope and direction of players’ adventures.

The most restrictive format is the traditional campaign format, a *Legends* campaign treated simply as a new and unusual setting. A time travel format allows your characters to move through history on the River of Time, but binds them to the consequences of their actions. Finally, an alternate worlds format opens up the full potential of a *Legends* campaign and can take characters anywhere on the infinite branches of the River.

Selecting one format does not prevent you from switching to another later in the campaign. The characters in a traditional campaign—even one set in a non-*Legends* setting—might discover a way to travel through history and find themselves, even for a short time, in the time travel format. Similarly, characters that have been bouncing from one alternate world to another might at some point find themselves trapped in a single world.

TRADITIONAL

A traditional campaign is one where each adventure follows the previous one chronologically and characters cannot change events that are in the past. In these campaigns, the trappings of *Legends* can be used as a new setting. Players of this type of campaign may know that everything is taking place in an unusual world, but it will be the only world their characters have ever known. The characters can be born into the setting, adventure there throughout their careers, and die unaware that the River of Time can be traveled or that another world is possible. For those who have thoroughly explored the usual *DRAGONLANCE* campaign settings such as the Fifth Age or the War of the Lance, a *Legends* campaign can be a new and unexpected setting. For Dungeon Masters whose players know every corner of Ansalon, throwing their characters into one of the *Legends* settings can provide them with a world of fresh surprises and whole new adventures.

Alternately, a Dungeon Master might use parts of a *Legends* campaign setting to bring unusual elements into a campaign set in a more traditional *DRAGONLANCE* setting such as the War of the Lance or the Fifth Age. While the characters of a traditional campaign cannot travel through time, others might be able to do so: they might encounter a Raistlinite (from the “Hourglass in the Sky” setting in Chapter 4) who has come back in time to ensure that magestorms will come to the skies of Ansalon, or a young knight named Loren Soth (from the “Kingpriest Ascendant” setting), sent down the River of Time into the future to face his greatest challenge — the dark, corrupted version of himself that rules Nightlund.

Finally, a traditional campaign might be built around characters in a traditional *DRAGONLANCE* setting who are aware of events to come that lead up to a *Legends* setting. Whether they receive information from the future (such as the Final Volume from the “Hourglass in the Sky” setting, found by the characters many years earlier) or encounter someone who knows the future (from a seer or oracle to a bard who has tumbled backward in time), these campaigns are built around encounters with the turning points that create a *Legends* setting — and the characters’ attempts to keep it from ever coming about as they struggle to maintain the traditional, “proper” history.

There are advantages to the traditional campaign format. It can expose characters to the scope of a *Legends* campaign, bringing new and surprising elements into their adventures, while still maintaining an unvarying and unyielding path through time. One day will lead to the next, one encounter will lead clearly to another, and for better or worse, characters will be forced to live with the aftermath of their actions. Dungeon Masters will also have full control over what elements of a *Legends* setting appear in a traditional campaign, without the fear that characters will travel through time and abandon the carefully-laid groundwork of a particular setting or escape the consequences of wild, reckless, or failed actions.

However, a traditional campaign doesn’t open itself up to the full range of possibilities when *Legends* settings become a part of your campaign world. The characters in a traditional campaign set in a particularly challenging *Legends* setting (such as the “Hourglass in the Sky” setting, where Krynn is inevitably doomed) may eventually seek to find their own way onto the River of Time, to journey back to the turning point in that history and change it to their liking. Dungeon Masters are also limited to *Legends* elements rooted firmly in their chosen setting or, if they are allowing non-player characters to come back through time, potential futures of that setting. Once a traditional campaign includes elements of *Legends*, the scope broadens considerably — but the traditional format still puts firm boundaries around its possibilities.

TIME TRAVEL

Even a single branch of the River of Time has innumerable possibilities of its own, and a whole campaign could be built around adventurers’ journeys up and down that branch. In a standard time travel campaign, as characters travel along the branch, up and down the River to the past and future, their actions have consequences that ripple through history.

As history will be a result of their actions and adventures along a single branch of the River, characters in a time travel campaign will discover that the history they create will be unique — for better or worse. If the characters travel through time to give Tanis Half-Elven the weapon he needs to destroy Lord Soth during the Battle

of Palanthas in 357 AC, they may later find themselves in 421 AC racing

Mina to whomever Takhisis

has chosen to lead the armies of the dead in Soth’s place.

Characters who pluck

Cathan Twice-Born from

the destruction of Xak

Tsaroth in the Cataclysm

may find that if he survives

he becomes a terrible and

dictatorial warlord during

the Shadow Years, plunging

the world into a darkness that

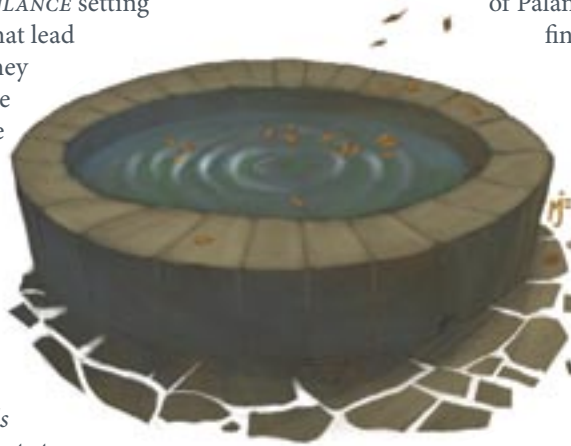
continues far beyond what should


have been the Age of Despair.

In designing a time travel campaign, the first decision that must be made is where in time the characters begin their adventures. While creating characters that are from a common time and place may be the easiest option, the ability to travel through time opens up the possibility for players to create a party of characters from places and times scattered throughout history. If doing so, ask your players to consider how their characters might view other periods in history: what does a Solamnic Knight from before the Cataclysm think of the Knights of Solamnia during the Fifth Age, when the Knights have no direct connection to the gods? Does a wizard from the War of the Lance wish the Cataclysm had never happened, or does she believe it was necessary to keep the Kingpriest from eliminating arcane sorcery from the world? The starting history of your campaign will also need to be considered when making these decisions, particularly if elements of a *Legends* setting have been included. If the events of the “Kingpriest Ascendant” setting occurred in your starting history, it is likely that events from that point forward — from what would have been the Cataclysm on — have been quite different, and that even major events like the War of Souls may have never happened.

Once the history of both the characters and the world have been established, the Dungeon Master should determine how the characters will move through time.

Do they have access to an artifact like the *Device of Time Journeying* that allows them to control their travels and move freely through time? Are they sent on missions





through time by a wizard with spells powerful enough to pierce time? Have the characters discovered a gateway or portal allowing them to pass between one specific time and another? A method out of the characters' control gives the Dungeon Master a better ability to direct them from one intended adventure to the next. Allowing characters the power to travel at will through history grants them an incredible amount of power and makes their actions unpredictable — but also allows the Dungeon Master to have greater consequences come back to haunt them if they don't carefully consider their actions.

Characters will find one of the advantages of a time travel campaign is that no matter how desperate the situation, if they have the ability and opportunity to travel through time they can always go back and try to fix history at the root of the problem. Of course, if the characters can travel through time, they may find themselves battling for control over history with others who can do so — including themselves. However, in a time travel campaign limited to one branch of the River of Time, a suggested limitation is that characters cannot undo their own actions; doing so would mean that they would have never undertaken the actions leading to their motivation to go back and undo the action—a paradox that would normally result in the creation of another branch on the River where the actions didn't occur. In a time travel campaign limited to one branch, however, it is suggested that characters either cannot travel to a time and place they have previously visited or become invisible and insubstantial on subsequent visits to their own past, unable to affect those events a second time.

The time travel campaign format has the advantage of not only broadening the scope of a campaign, but also granting characters the opportunity to explore those wider horizons. Meanwhile, Dungeon Masters gain the freedom to place adventures both anywhere on Ansalon and at any point in history.

ALTERNATE WORLDS

An alternate worlds campaign can be one of the most appealing *Legends* campaign formats, as it allows the full range of possibilities for a *Legends* campaign with the fewest consequences for players and the least requirements for Dungeon Masters as they plan and run adventures.

Each of the settings described in Chapter 4 is an alternate world, a different set of outcomes for historical events that created new branches on the River of Time. Alternate worlds can be born from more minor events — for example, whether or not it rained on a particular day — but as shown in that chapter, the most interesting alternate worlds are major branches formed during major events.

The alternate worlds campaign opens any and all of these worlds to exploration. Adventures in these worlds take place on the largest scope of all, where not just the world but also its entire history can be at stake, on the verge of destruction. Enemies faced by the characters may not be trying merely to win a battle or rule a world but to shape the course of the River of Time.

Characters in an alternate worlds campaign can come from any of those worlds, brought together by chance or design. Alternately, they may come from the same world and have to struggle together to understand the new worlds they encounter. Similarly, a Dungeon Master might run an alternate worlds campaign that leaps from one wildly different world to the next, or they might let the characters experience what might have been as they explore a series of worlds whose differences lie in single yet crucial actions — perhaps those of the characters.

As in a time travel campaign, the means characters use to travel through history in an alternate worlds campaign may be under their control or not, but rather than exploring and affecting a single branch of the River, their actions as they travel through time take place on alternate worlds.

Dungeon Masters get the same freedom in an alternate worlds campaign, the power to build adventures that draw freely upon anything in the *DRAGONLANCE* saga and even to create worlds of their own. From a world where the gods never returned after the First Cataclysm to a world where the Knights of Takhisis were founded before the War of the Lance, anything is possible!

The danger of an alternate worlds campaign arises if the characters or the Dungeon Master get lost among the infinite possibilities available to them. An alternate worlds campaign where the characters leap from world to world risks becoming aimless. Worse, in a campaign where each history visited by the characters is disconnected from the others, their actions may come to seem meaningless or ineffectual. Dungeon Masters might consider using a theme (see later in this chapter) or an element of the campaign (such as an enemy, or a curse upon the characters that will follow them no matter where they go and give them an ever-present struggle throughout the campaign).

Never forget that alternate worlds campaigns can also include alternate versions of figures from *DRAGONLANCE* history — from a Huma who loved the Dark Queen to a Raistlin Majere who wears the White Robes. Finally, when characters think they've seen everything possible, they may even end up encountering alternate versions of themselves!

LEGENDARY THEMES

The theme of a campaign is a question or idea that a Dungeon Master may never state openly, but which will appear several times over the course of many adventures, allowing the players to approach it from several angles until it becomes an ingrained element of the campaign. A theme not only provides each of the adventures in a campaign with a common element that threads them together, but might serve to suggest new adventures as well. A *Legends* campaign allows the chance to look at classic themes — vengeance, responsibility, community — from new angles, as well as explore a new slate of larger themes — time, fate, chance, destiny.

Yet a single word may not prove to be a clear enough theme to reveal itself to players or be useful to Dungeon Masters. Instead, a Dungeon Master should consider

selecting a statement or question as the theme of their campaign. Rather than simply choosing ‘vengeance’ as your theme, consider “Vengeance upon others leads to someone taking vengeance upon you”, or “Does vengeance balance the scales between good and evil?” Not every theme needs to be, or should be, included in every campaign, but choosing two or three to combine and explore over many adventures can provide your campaign with a unique depth all its own.

Alternately, one theme might lead to another. The “cycle of vengeance” theme may play out quickly in any campaign, but a *Legends* campaign allows the Dungeon Master to create new variations: “If history is changed, does the cycle of vengeance continue even when the original event never happened?” In a campaign where characters and villains can travel from one alternate history to another, a theme to explore might be “Can vengeance be taken upon someone who only wronged you in another world?”

Themes may seem like they require a lot of thought, but the truth is that they should start with a simple question and develop into something more complex. If you’re looking for a theme, there are plenty of places to look — even something as simple as the titles of the three books in the *DRAGONLANCE Legends* trilogy can suggest some of the potential themes for *Legends* campaigns:

TIME

A *Legends* campaign looks across the scope of history and may even allow characters to travel through it. This can lead to adventures with themes about the new types of journeys characters can undertake, the unique actions traveling through time allows them to attempt, and the consequences of those actions. In the *Legends* trilogy, the ability to travel through time allowed Raistlin to journey back to the time of Fistantilus and seize the power he sought—yet it also allowed Caramon and Tasslehoff to journey through time and prevent Raistlin from destroying the world.

Some specific themes related to the general theme of Time:

“THE RIVER OF TIME CAN BE TRAVELED.”

One of the most basic themes for a *Legends* campaign and yet one that opens nearly infinite frontiers to be explored. Whether characters control their journey through time, as with Tasslehoff Burrfoot’s *Device of Time Journeying*, or are cursed to travel uncontrollably, stepping through the gateway of time will take heroes to places they might never expect.

“WE CAN SET THE COURSE OF HISTORY.”

While every character’s actions are important in the world of *DRAGONLANCE*, in a *Legends* campaign their actions are amplified and echoed through history. The story tell us that at the right time, the simplest of actions can plant the seeds for a mighty empire — or help topple the gods. Not every moment may be a turning point. Somewhere during a *Legends* campaign, characters could affect great change.

“WHAT MIGHT HAVE BEEN?”

Knowledge of history combined with the ability to travel through time will inevitably lead heroes to wonder what might happen if events had gone differently — and possibly make them determined to find out. Rather than a campaign with one adventure following another, a campaign with this theme might have heroes undertaking the same adventure over and over again, but taking different actions in an attempt to control the results.

“CAN WE EVER KNOW THE TRUTH ABOUT THE PAST?”

If the past can be changed, what is the true past? In the *Legends* trilogy, Raistlin’s attempt to overthrow the gods failed. But how did his attempt change history? Can all the consequences be known? If heroes journey into the past in an attempt to “fix” the present, will their adventures undo the damage...or will they shatter time even further? Is it possible to know if the present is actually the result of changes to the past — and could the present be preparations by someone who wants to influence the future?

WAR

A *Legends* campaign is one of conflict. This battle can be an external conflict, between the heroes of the campaign and their opponents, or it can be an internal conflict where they are at war with themselves. Caramon’s external conflict was with Raistlin, as he chased his brother through time in an attempt to keep him from destroying himself and the world. Yet his conflict was also an internal one, as he fought to bring himself to do what needed to be done. Similarly, Raistlin’s external conflict was with the world he sought to rule, but he also fought an internal battle as, on the cusp of winning his external conflict, he gave himself to save his brother.

Some specific themes related to the general theme of conflict and War:

“BATTLES ARE NEVER OVER, AND WARS ARE NEVER TRULY WON.”

If those with the ability to travel through time come out on the losing side of a battle, there is little stopping them from journeying back to change the outcome of that battle so that they win instead. However, if their enemies can similarly travel through time, they too can go back and ensure their own victory. This can lead to adventures that are a continuing and escalating series of changes, a battle for domination of a single moment in time.

“SHOULD HISTORY BE CHANGED?”

Even if heroes have the opportunity to change the course of past events or control the flow of the future, should they? When the full extent to the consequences of heroes’ actions can’t be known, can those actions be taken without causing untold damage to the flow of the River of Time? If time is changed too much, will the heroes become lost on an offshoot of the River, unable to return to its main course?



“AN AGENT OF CHANGE IS AN ENEMY OF HISTORY.”

Once heroes begin journeying through time, and particularly once they begin to have an effect on history, they will encounter those who would rather history didn't change. In some cases, these may be heroes striving to protect history and save the world. In others cases, heroes might meet villains who want history to stay on its darker course; if heroes journey to 287 AC and attempt to prevent the chromatic dragons from stealing the eggs of good dragons, they may encounter time-travelling draconians sent by Takhisis to ensure her rise to power during the War of the Lance.

“CAN ANYONE ELSE FIGHT THE BATTLES OF A HERO?”

What if Huma Dragonbane had taken the gods up on their offer and left the world with Heart? Could another step forward to wield the *dragonlance* and battle Takhisis in the Third Dragon War? What if Palin Majere had refused to dissolve the Orders of High Sorcery? Would another have come forward to teach others the ways of primal magic? A *Legends* campaign can place characters not only at the most crucial times in history, but in the most crucial roles to see if they can truly stand in the shoes of a hero.

TEST

Like any campaign, a *Legends* campaign is a constant test of its characters. As they overcome challenges, from fighting a war to exploring the strange new world surrounding them, they'll learn not only more about what they overcome but also more about themselves. For some characters, the tests they endure might lead not only to self-discovery but also, possibly, to redemption. In the *Legends* trilogy, the journey Caramon takes to stop Raistlin has a more important result when he learns more about himself and returns, rejuvenated, to his life with Tika.

Some specific themes related to the general theme of the tests characters might face in a *Legends* campaign:

“CHANGING HISTORY CHANGES YOU.”

What effect does the power to change events have on a character's personality? Are they driven mad with power? After changing the past, is the character crushed

by responsibility for the resulting future? At the end of the War of Souls, after all of his journeys through time, Tasslehoff Burrfoot finally realized that the freedom to sail on the River of Time gave him a responsibility, in the end, to travel to the time and place where he would die so that time could take its proper course.

“MIGHT CONSEQUENCES BE AVOIDED?”

Someone with the ability to travel through time might try to use it to avoid the consequences of their actions, or to escape disaster: An Istaran priest who recognized the coming of the Cataclysm might have tried to journey through time until after the Shadow Years, or an assassin hunted for killing a nobleman might try to escape to safety in a time before the crime was committed. But can a time-traveling character escape the Laws of Krynn?

“CAN HISTORY BE CHANGED?”

This might seem a strange theme given the demonstrated alteration of time such as that in the *Legends* trilogy. Yet even when characters can change the course of events they might eventually come to ask whether they are doing so of their own volition, if they are agents of a higher power, or if they were simply destined to do so. The River of Time has a main course—is this path a destiny that draws on all who travel the River? Small changes to history might not be enough to create a strong offshoot of the River, and in some *Legends* campaigns characters may find themselves — and history — drawn back to how it is destined to flow.

“WHAT IS THE COST OF CHANGING HISTORY?”

The greatest costs of changing history are the consequences that come with the new world created. If characters journeying through time manage to prevent the Cataclysm, do they create a world ruled by the Kingpriest? Even if history can be made to run its desired course, what will be required of the characters to make it so? One of the costs might be a character's life—the cost Caramon, Crysania, and even Raistlin were willing to pay. Yet when characters travel back in time to change history, they might find the cost is the destruction of the time they came from, and the inability to ever truly go home again.



THE ANVIL OF TIME

A DRAGONLANCE ADVENTURE BY TRACY HICKMAN

Adapted for the 3rd edition by André La Roche

INTRODUCTION

“Anvil of Time” is a d20 System adventure for four 5th-level characters set in the *DRAGONLANCE* world.

ADVENTURE BACKGROUND

The Anvil of Time is a legendary place where the *Device of Time Journeying* was originally forged. This device was said to allow the user to transport forward or backward through time. Now lost to the knowledge of men, the forge on which the device was created remains as much a mystery as the device itself. A place that touches on all ages and times in Krynn, it has often been the subject of many quests down through the millennia, coveted by wizards and dreamed of by scheming men.

ADVENTURE SYNOPSIS

A desperate survivor of an earlier, ill-fated expedition teleports the PCs from their familiar surroundings to the Anvil of Time, an ancient complex where time travel devices were built millennia ago. The exit portal from the complex, however, is not functional. The PCs will need to use the Time Bridge in the dungeon and travel to two different time periods of the past in order to find the items necessary to make the exit portal functional and return again to their own place and time. The PCs begin the adventure in the Fourth Age (Age of Despair) but may thereafter enter either of two other ages in any order as they attempt to solve the riddle of the Anvil of Time.

In each age, however, there are other forces at work with their own agenda for the Anvil of Time ... including some rather remarkable characters from history that will try at all costs to stop them.

The PCs enter the Temple during the Age of Despair (Fourth Age). Draconian forces and a sole surviving adventurer have also fallen into this trap and are searching for a way out. PCs must defeat the draconians while learning how to activate and use the Time Bridge.

In the Age of Might (Third Age), a young Lord Soth — zealot in the service of the Kingpriest — has come to rid the Anvil of the evil wizards who have come here, including an ancient mage from the past named Fistandantilus. PCs must deal with Soth and the genocide he is committing here during the Lost Battles near the end of the Age of Might.

Finally, during the Age of Dreams (Second Age), the PCs encounter a group of Silvanesti elves who have pursued a hated dragon into the complex. The dragon has taken quite a liking to the Temporal Gem. Fortunately, a young knight by the name of Huma has a new weapon for them to use ... a dragonlance!

There are three additional Ages of Krynn that the PCs could theoretically use the Time Bridge to visit: the Age of Starbirth and two additional ages in the future. To do so,

however, would require the codes that activate and orient the Time Bridge. These codes are not available to the PCs during this adventure. However, that does not mean that they might not become available to them sometime in the future. (See “Further Adventures”).

FOR THE PLAYERS

This adventure starts with the teleporting abduction of the PCs. Technically; this event may occur anywhere the PCs happen to be, at the DMs discretion. It is important, however, that this encounter take place while the PCs are fully rested and prepared to adventure.

A man approaches you. His clothing may have once been finely tailored, but the weave is fraying slightly at the edges. His Van Dyke beard has been waiting too long to be trimmed. Even though the colors in his clothes have faded, his radiant and eager smile has not dimmed in the slightest.

“Greetings, good travelers! I am Harland Hightale — a wandering entertainment of epic proportions! For a mere pittance, I shall tell you a tale that will change your life forever! A tale that will lead you to riches! A tale that will lead you to glory and honor!”

The PCs have met a wandering bard by the name of Harland Hightale — obviously a stage name. If pressed, he may grudgingly admit to the name of Harland Newt.

HARLAND “NEWT” HIGHTALE CR 3

Male civilized human master (performer) 3

NG Medium humanoid (human)

Init +6; **Senses** Spot +5, Listen +5

Languages Common, Elven

AC 12, touch 12, flat-footed 10; **Dodge**

hp 16 (3 HD)

Fort +2, **Ref** +5, **Will** +2

Spd 30 ft.

Melee rapier +4 (1d6+2/18-20)

Base Atk +2; **Grp** +4

Abilities Str 14, Dex 14, Con 13, Int 13, Wis 9, Cha 17

SQ knack (inspiration), primary focus,

Feats Dodge, Improved Initiative, Lightning

Reflexes, Skill Focus (Sense Motive)^B

Skills Appraise +4, Bluff +9, Diplomacy +9,

Knowledge (history) +7, Knowledge (nobility and

royalty) +7, Listen +5, Move Silently +8, Perform

(oratory) +11, Sense Motive +5, Spot +5

Possessions rapier, entertainer’s outfit, backpack,

bedroll, flask, and 15 steel pieces.

Knack—Inspiration (Ex): Harland can inspire allies with performances, bolstering them and improving their chances of success. An ally must listen to and observe Harland for a full round for the inspiration to take hold, and Harland must make a DC 15 Perform check. The effect lasts for 3 rounds. An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. Harland cannot inspire himself. He can inspire 1 ally.

Primary Focus (Ex): Harland's primary focus is performer. As such he gains a +2 competence bonus to all Perform skill checks and may choose knacks from the performer group.

Harland, being a complete coward, will under no circumstances go with the PCs after the adventure is over. All he wants is to tell his tale and earn his meal for another day. He will ask for a silver piece each but, in truth, will take anything the PCs are willing to offer him. He will insist, however, that he tell them a story ... even if it is just one for free hoping that it will lead them to purchase another one later.

Harland will ask if the PCs want to hear a tale of Battle or a tale of Doom. Depending on the PCs choice, the Bard will entertain the PCs with one of the following stories. If the PCs ask for a Tale of Battle, read the first one. If they ask for a Tale of Doom, read the second one.

A tale of battle! I can see that you are one who appreciates a warrior ... and this is an untold tale of one of the greatest warriors who ever lived! Every child knows the name of Huma Dragonbane, the great warrior — the dragonslayer — who with his wizard companion, Magius, first discovered the mythic Dragonlance! BUT ... there is an ancient tale that had never been told beyond the borders of the elven lands of Silvanesti ... a tale of battle and glorious riches. For in those ancient days of the Age of Dreams, the elven warriors hunted the red dragon Magna; a terrible, enormous monster. Huma came to their aid and together they pursued that beast across the face of all Ansalon until they suddenly found themselves trapped along with that same dragon in the Anvil of Time...

A tale of doom! You are warriors who are wise indeed to learn from the past! There are many tales told of Lord Soth, the death knight of Dargaard Keep, the Knight of the Black Rose! In the days before the Cataclysm and the sundering of the world — back in the Age of Might — Lord Soth murdered his wife for the sake of an illegitimate heir. He lost his soul and with it fell an entire continent! But few there are who remember the tales before his fall; who knew that he and his knights were in the service of the Kingpriest of Istar and fought the wizards of the Black Robes in the very gates of the Anvil of Time...

As either of these tales reaches its midpoint, read the following to your players:

In a flash, the bard suddenly recedes from you! It is as though you are falling through a tunnel of light!

The PCs have been abducted by a *teleport* spell through a magical portal. The PCs fall out of the portal into room #1 of the Fourth Age. Begin your adventure there.

DUNGEON FEATURES: TEMPORAL DESCRIPTIONS

Although the PCs will be wandering through the same map area throughout the game they will be in those areas at completely different eras depending on which Age they are in. For this reason, the descriptions you use should have a different flavor from epoch to epoch. Rather than provide a different description for each location in each of the three different time periods in the game, use the following as a guide to color your descriptions of the locations in each era.

FOURTH AGE: (AGE OF DESPAIR) Wood items originally found here show many cracks and deterioration. No paintings remain on the walls. A thick layer of dust covers everything. Some cobwebs can be seen in most corners. All areas of the dungeon, with the exception of the Cube (room 34), will be dark. The PCs will need to provide their own light sources in order to see.

THIRD AGE: (AGE OF MIGHT) Wood items originally found here show some cracks and deterioration but are still standing. Any paintings on the walls show great discoloration with time. There are signs everywhere that an effort is underway to clean up the dust and items everywhere in the dungeon. There is a 10% chance that any room entered will have a broom, bucket with dirty water, scrub brush or mop in it. There are few cobwebs anywhere. There are lanterns lit in ALL areas of the dungeon. The PCs will not need their own light anywhere during this Age.

SECOND AGE: (AGE OF DREAMS) Items are in reasonable repair but covered in dust. The floors are also covered in a thin layer of dust. Any paintings on the walls are showing signs of deterioration as well, their colors slightly dull. All areas of the dungeon in this Age (except the Cube room 24) will be dark. The PCs will need to provide their own light sources to see in this Age.

All rooms unless otherwise noted have ten foot tall ceilings. The walls are all constructed of stone masonry of excellent workmanship.

ENCOUNTERS

AGE OF DESPAIR (FOURTH AGE)

BACKGROUND HISTORY FOR THE FOURTH AGE

All PCs, regardless of their skills, may be assumed to know the following:

SAME PLACE ... DIFFERENT TIME...

PCs will visit the same places many times in this dungeon...but in completely different time periods!

Each Age has a set of encounter descriptions. The Fourth Age has descriptions for all the locations in the adventure. The Third and Second Ages, however, only contain an entry for a location if it is different than that of the Fourth Age. For example, room 22, Observation Walk, has no encounter in it in any age. Therefore, the description of this room is included in the Fourth Age but is not listed at all in either the Third or Second Ages. If your PCs are adventuring in the Third or Second Age and the listing of encounters skips over the area the PCs have entered, simply use the Fourth Age entry, modifying the area description for the Age in which they are adventuring.

The condition of the items found there from age to age will change depending upon which era the PCs have entered via the Bridge of Time and in what order they experience the encounters. It is important to realize, therefore, that encounters in earlier epochs can affect events in later epochs. For example, a PC in the Age of Dreams (Second Age) finds a treasure in the

Throne room 15. If he subsequently travels forward in time to the Age of Might (Third Age) and goes to that same room ... the treasure he picked up earlier would obviously not be there still.

On the other hand, if that same PC entered that same room first in the Third Age, picked up the treasure and then traveled back to the First Age, he might think he could take the same treasure twice! Fortunately, time-travel does not work that way. By picking up the same treasure in the First Age, the PC would have altered the future timeline and, therefore, the treasure he thought he picked up in the Second Age would have been moved – and therefore was not going to be there for him to find.

The rule, therefore, is that items picked up in earlier ages make the same item disappear in later ages. Items picked up in a later age disappear if they are subsequently picked up in an earlier age.

Yes, I know, my head hurts, too. But that is time travel for you!

The bottom line, things done in the past will affect the future ... no matter what order you do them in!

The Fourth Age was known as the Age of Despair. The old civilizations of the Age of Might all fell in a single night when a meteor struck the heart of the central city of Istar and changed the face of the continent of Ansalon forever. After nearly three and a half centuries, the world is only now starting to rebuild. However, since the Cataclysm (as history records it) new dangers threaten the world of Krynn. Dragons, once thought banished from the world, now terrorize the populace and new, evil creatures — draconians — are stalking the land.

1. ENTRY

You stand in a magnificent circular room. The domed ceiling overhead is covered in faded murals. A fifteen-foot diameter fountain filled with black, foul-smelling water dominates the center of the room.

The glowing portal that brought you here now stands behind you: a tarnished brass oval ring 15 feet tall and 10 feet wide mounted into a low pedestal of stone. Through the oval ring you can see the figure of Harland Hightale, frozen in mid-tale. On the opposite side of the room stands a second brass oval, its portal dark and closed.

A flight of stairs leads up to a nondescript metal door. The staircase itself is badly cracked and damaged. An arch made from the bones of a dragon spans the foot of the stairs. The dragon's skull, mounted at the archway's highest point, looks down on you from dead black sockets.

This is the main entrance to the Anvil of Time complex. These portals are one-way only. PCs enter this area through the west portal but will have to find a way to activate the east portal before they will be able to escape.

The stagnant water in the fountain is foul but not especially harmful. The dragon-bone arch likewise poses no threat.

Arrow slits look into this room from areas 5 and 18 on either side of the stairs.

2. TEMPLE

The marble floor of the room is littered with debris. Three pairs of pillars once graced this hall but the southernmost pillar has fallen to the floor, bringing with it a portion of the east wall. A room beyond the rubble and a second floor room above it now lay exposed to view.



Anvil of Time

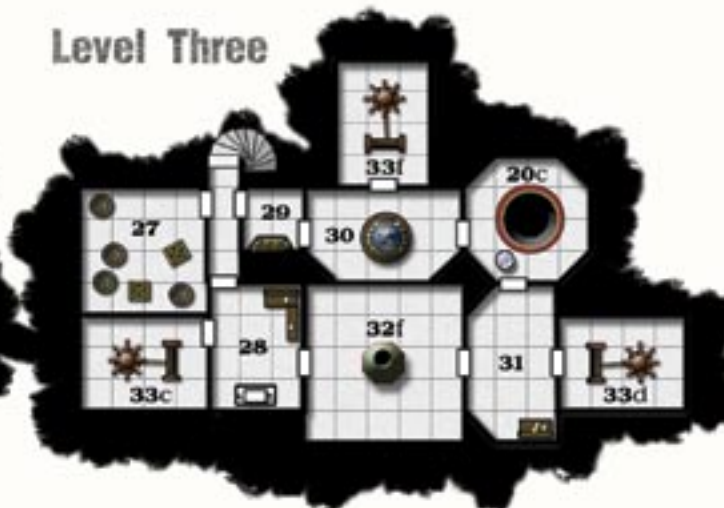
1. Entry
2. Temple
3. Corridor
4. Armory
5. West Guard Room
6. Captain's Post
7. Barracks
8. Captain's Quarters
9. Rear Hall
10. Headmaster's Cell
11. Privy
12. Acolyte's Cell
13. Ward Room
14. Kitchen
15. Throne Room
16. Crystal Globe
17. Codex Library
18. East Guard Room
19. Chapel
20. Up-down
21. Guardian Statue
22. Observation Walk
23. South Hall
24. Apprentice Quarters
25. Apprentice Commons
26. Upper Hall
27. Pantry and Storage
28. West Laboratory
29. Guardian Room
30. Transfinite Repeater
31. East Laboratory
32. Crystal Focus Room
33. Winch Adjustment Rooms
34. The Cube



Level Two



Level Three



SCM

At the north end of the hall, a scarred statue of a woman stands 20 feet tall, its bent head brushing against the shaped ceiling, its hands outstretched.

Doors open to the south and east.

The hands of the north statue are cupped. Bevels in the palms—a setting for a large gem, perhaps—suggest that the statue once held something valuable or important.

The statue itself is a secret door that swings into the room and leads to area **33A** (a Winch Adjustment room). A second secret door along the west wall leads to area **3**. A successful Search check (DC 15) is needed to spot either door.

The fallen section of wall on the south end of the east wall exposes both a ragged entrance into area **18** and, above it, area **24** on Level Two. PCs who wish to climb up to area **24** must succeed at a Climb check (DC 20). The hole in the wall is made during the Second Age (Age of Dreams).

3. CORRIDOR

A bronze, patina-covered statue of an ancient warrior stands in an alcove at the T-shaped intersection.

PCs who make a successful Listen check (DC 10) hear the draconians in area **6** breaking furniture and cursing.

4. ARMORY

Broken wooden racks, devoid of weapons, sag toward the floor.

These racks once held magnificent weapons, which can be found in the Second Age (Age of Dreams).

5. WEST GUARD ROOM

Bones lay scattered across the floor, bound in the semblance of former human form by the faded scraps of black cloth holding them together. A great battle took place here. PCs with Knowledge (arcana) can make a skill check (DC 15) realize that the scraps of cloth were once black wizard's robes.

Arrow slits in this room look out into area **1**.

6. CAPTAIN'S POST [EL 6]

Four hulking figures are savagely breaking up the rotting desk and wooden bench in this room in a desperate search for treasure.

☞ **Baaz Draconians (4)**: hp 14, 17, 20, 23; *DRAGONLANCE Campaign Setting*, pg. 217

Tactics: These draconians are so preoccupied that their Listen checks to notice PCs entering the room suffer a –8 penalty.

Treasure: Searching the remains of the draconians yields 300 stl, a sapphire pendant on a gold chain (1,400 stl), and a golden circlet with four aquamarines (4,000 stl). A set of small jeweled chests lay broken on the ground. The rage initially displayed by the draconians was at their discover that the chests were empty.

7. BARRACKS

Thick cobwebs cover the west end of the room. The scattered bones of several humans can barely be discerned among the rotted cots that lie collapsed against the walls.

Treasure: There are several pieces of worthless and broken armor scattered between the bunks in the room: One rusted and cracked helmet with a broken minotaur horn; a rotted leather breastplate with the vague image of a griffon carved on the front, and the rusted head of a warhammer.

8. CAPTAIN'S QUARTERS [EL 2]

This room is thick with cobwebs. The furniture in the room has long since fallen to dust.

Six small monstrous spiders hide in the webs. Detecting the spiders before they strike requires a successful Spot check opposed by the spiders' Hide checks.

☞ **Small Monstrous Spiders (6)**: hp 4, 4, 5, 6, 7, 8; *Monster Manual* pg. 288

9. REAR HALL

The hallway begins with a door on the south end from area **6**, and then ends at a door to area **13**. Three side doors in the hall lead to areas **10**, **11**, and **12**.

10. HEADMASTER'S CELL

A shattered bed and desk are all that remain in this area.

PCs who make a successful Search check (DC 15) discover a large, gnawed bone under the bed.

11. PRIVY [EL 4]

This ancient latrine still stinks thanks to its current occupants. The ghouls in this area are clawing at each other. PCs who make a successful Intelligence check (DC 15) note that the undead creatures appear to be fighting



over something down the Latrine. Once adventurers, these creatures were trapped ages ago in the Anvil and fell to eating others to survive. The ghouls cease their bickering the moment they notice the PCs and attack immediately.

☞ **Ghouls (3):** hp 10, 13, 18; *Monster Manual* pg. 119.

Tactics: The ghouls will stop their bickering the moment they notice the PCs and attack them immediately.

Treasure: The arm of a human corpse has fallen in the privy. Its clenched hand holds a pouch containing a Temporal Code (see “Temporal Code Table”) and 53 pp.

12. ACOLYTE’S CELL

Broken bunks on each side of the room have fallen down and collapsed.

The room is otherwise empty.

13. WARD ROOM

Around table sits in the center of the area, the top warped and leaning to one side.

Doors to the east lead to the kitchen (area 14). The door to the west leads to area 9. To the north, an arched opening leads to the base of a circular staircase winding its way up through the upper two levels of the complex (areas 21 and 26 respectively).

14. KITCHEN

Amassive, dust-covered preparation table stands against the south wall. A large fireplace is located on the western end of the north wall.

Next to the fireplace, a door leads to area 33b. A door leading to area 20 marks the east wall.

15. THRONE ROOM [EL 6]

Have the PCs make a Listen check upon entering this room to detect the creatures within. The DC for the check is equal to the creatures worst Move Silently check.

Astone throne stands against the northern wall. Scratch marks cut into recesses where gems once lay. The ancient, headless bones of a gigantic skeleton sit broken on the throne. In one corner sits the remains of a great, shattered skull. The dust in this room is thick in the air, making it difficult to see.

If the PCs enter this room from area 2, the dust obscures their view of the draconians trying to break down the eastern door to area 16. The dust in the area

affords concealment (20% miss chance). Creatures within 5 feet of each other are not concealed.

☞ **Baaz Draconians (4):** hp 13, 15, 17, 19; *DRAGONLANCE Campaign Setting*, pg. 217

Treasure: The draconians carry a total of 500 stl.

16. CRYSTAL GLOBE

The west and north doors are locked. PCs must break down the doors to gain entry. The west door has already been weakened by the draconians in area 15.

♦ **Wooden Door:** 2 in. thick; Hardness 5; hp 30 (west door has 10 hp remaining); Break (DC 20).

Amassive table sits in the center of the octagonal room. A staircase rises up through the eastern wall, doubling back to the railed balcony that circles the tall room overhead. A glowing green globe suspended from the ceiling dimly lights the room. Most prominently, a massive crystal globe, nearly five feet in diameter is set into the center of the table. The large globe is supported by a wooden oak ring atop six strong claw-footed legs. An ornate, golden ring covered in ancient symbols holds the globe in place. On the north side of the table, three metal wheels are mounted below three sets of numbered drums. To the left of these, three red crystals rest in their mounting holes. Two of them are glowing, but the third is cracked and smoking. To the right of the wheels and drums are three more mountings of identical size but devoid of any crystals.

A lone man, his haggard face drawn with fright, stands on the far side of the table. He looks up, a sudden grin splitting his gaunt face.

In the center of this room is the Crystal Globe Teleport, a wondrous device that allows the manipulator to view images of the outside world in the current age and, when



complete and properly tuned can magically transport individuals into the entry portal or out of the exit portal in area 1. When the PCs first enter the area, there are pieces missing or broken on the device. Only by repairing the device can the PCs leave the Anvil of Time and complete the adventure.

When the PCs first encounter this device during the Fourth Age, the numbered drums (see the diagram) display the numbers 243-579-144. In any other age, the combination is set at 111-111-111. A smoky, still image of the PCs listening to Harlan Hightale in the moment before they appeared here floats inside the large crystal sphere.

PCs who make a successful Knowledge (arcana) check (DC 20) can decipher the ancient symbols on the device and understand clearly how it operates, as described below. They can also discover how it works through experimentation.

The crystal globe device powers and directs the teleport portals in area 1. Red transport gems on the left of the control wheel power the entrance portal—now useless, as one of the red crystals broke while transporting the PCs. Green transport gems—which are missing—power the exit teleport in area 1. The numbers on the device are normally set to 111-111-111 and automatically return to those numbers if the controls are not changed within seven days of their last use. When set to 111-111-111, the teleport occurs on a circular platform in the Temple of Time located in the heart of what is now called the City of Lost Names. Most of the monsters and NPCs found in the Anvil of Time entered it by falling through the teleport at this default location.

Turning the three iron wheels increases or decreases the three numbers above it, tuning the crystals to a specific time and place within the current age. The device requires very specific tuning, however, and finding a valid teleport code randomly is, for purposes of this adventure, impossible. When all three sets of numbers are set to a valid time and place, the target location is shown in the crystal globe and the teleport portal opens at that location. Anyone in the target location is then drawn through the entry portal and deposited in area 1. Anyone stepping through the exit portal in area 1 is transported to the specified location.

To complete this adventure, the PCs must recover all three green transport gems and use them to activate the exit portal in area 1. (See “Concluding the Adventure” for details.) Green transport gems can be found in the complex only during the Age of Might—either in area 11 or in area 19 — or during the Age of Light — either inside the animated statue in area 21 or in possession of the dragon in area 1.

For purposes of this adventure, the only settings for this device that work once the green crystals are in place are the default 111-111-111 code (in any age) and the

243-579-144 in the Fourth Age only. Any other combination results in a fogged, vague image in the crystal globe and the exit teleport being inoperative. The 243-579-144 setting returns the PCs to the exact place and moment from which they first were transported into this adventure. The players should understand that this is the goal of the adventure.

The PCs can use the 111-111-111 default tuning of the device to exit the complex, either in the original Fourth Age or in any of the other two ages to which they journey. You can use this as a means of allowing PCs to transport into the different ages of Krynn for further adventures. However, you wish to limit the adventure to this location for the time being, use the following

to describe the conditions existing at the other end of the default teleport location in each age:

Age of Despair (Fourth Age): The image in the crystal globe shows a vast army of draconians camped among the ruins of the City of Lost Names. Dunes nearly cover the broken walls and pillars that once defined the city. PCs who foolishly teleport to this location in this time period are attacked by this nearly insurmountable army.

Age of Might (Third Age): The image in the crystal globe shows a legion of Soth's Guard standing in the ruins of the City of Lost Names, their weapons drawn as they attempt to plunder the lost city. The broken walls still show some of their former glory. Evidence of considerable burn marks can be seen everywhere. PCs teleporting to this location at this time are attacked and apprehended by Soth's legion.

Age of Dreams (Second Age): The city is burning furiously so far as the eye can see. Three red dragons soar over the city, burning everything in sight. PCs that teleport to the burning city are accosted by one or more of these dragons.

Even with a single transport gem (red or green) in place, any random tuning of the device will reveal fogged and fuzzy images of locations in the world during the current age. Use this ability to show the PCs scenes of the outside world relative to the current age of history. Random images never remain stable and vanish into smoke within moments. The settings must be precise or else the image will not be clear in the crystal and no transport will be possible.

A LAST SURVIVOR

The sole survivor of a previous expedition stands up joyfully from the controls of the device and greets the PCs warmly. Darmath does not attack the PCs: indeed, he is the reason the PCs are here at all. Darmath is the



last surviving member of a group of adventurers (see area 19) who found their way into this place earlier through the default teleport entrance just before the draconians found it as well. Only after entering did they discover that the exit was no longer functioning. Darmath used the teleport device to bring the PCs here.

Darmath knows the basics of how to operate the teleport device but burned out one of the red transport crystals transporting the PCs to this location. He needs their help to find more crystals so that the exit portal in area 1 can be activated and he can escape. Darmath explains the basics of the device to the PCs, enough for them to understand the need to find the three green gems. His comrades were slain by draconians during their search of the complex. Darmath fled in fear, locking himself in this room and leaving his former companions to fend for themselves. He wandered the complex for some time before encountering his comrades once more—dead in the chapel (area 19).

Darmath gladly joins the party. If he feels there is any personal advantage for himself, he turns on the rest of the PCs in a moment. Darmath tells any lie to save himself.

DARMATH GOODFELLOW

CR 3

Male human rogue 3

CE Medium humanoid (human)

Init +8; **Senses** Listen +5, Spot +6

Languages Common, Elven, Solamnic, Nerakan

AC 18, touch 14, flat-footed 14; **Dodge**

hp 21 (3 HD)

Fort +3, **Ref** +7, **Will** +3

Spd 30 ft.

Atk short sword +1 melee (1d6-1/19-20) or heavy crossbow +6 ranged (1d10/19-20)

Special Attack sneak attack +2d6

Base Atk +2; **Grp** +1

Abilities Str 9, Dex 18, Con 14, Int 17, Wis 14, Cha 8

SQ evasion, trapfinding, trap sense +1

Feats Dodge, Improved Initiative, Skill Focus (Bluff)

Skills Balance +5, Bluff +8, Climb +1, Diplomacy +3, Disable Device +9, Disguise +2, Escape Artist +5, Gather Information +2, Hide +7, Jump +1, Listen +5, Move Silently +4, Open Lock +10, Search +9, Sleight of Hand +3, Spot +6, Tumble +3

Possessions studded leather armor, small steel shield, short sword, heavy crossbow, 26 bolts, locksmith's tools, magnifying glass, thieves' tools, Climber's kit, explorer's outfit.

Treasure: An open parchment has fallen unnoticed under the ring surrounding the Crystal Globe. Darmath used this paper to keep track of the combinations he was trying but forgot about the paper in his joy at seeing the PCs arrive. There are many lines of numbers scratched out on the paper. The last line, however, clearly reads "243-579-144!" and is circled. This is the only exit combination that will work for the PCs to escape once the quest is completed.

17. CODEX LIBRARY

The library room is charred black. A terrible fire swept through this room centuries ago, consuming all the books here.

PCs who examine the books will find them unreadable, but a successful Spot Skill check (DC 18) reveals a singed piece of paper stuck between the charred pages of one book.

Treasure: The singed piece of paper contains the notation 'a Temporal Code (as detailed in the "Temporal Code Table").

18. EAST GUARD ROOM

Arrow slits in the wall look out into area 1, while a gaping hole in the west wall leads to area 2.

19. CHAPEL

Shattered benches have fallen in rows in this dust-covered chapel. Shelves, now devoid of books, stand against the north and south walls. A large, ornate altar stands near the eastern end. Near the center of the room, however, is a gruesome sight. Four adventurers lay where they died several days before. The stench is terrible.

These are the remains of Darmath Goodfellow's adventuring group (a cleric of Chemosh named Seneir, a fighter named Kelevon, and a red robed wizard named Eglydros). The dust around them has been disturbed and all valuables have been stripped from their bodies by draconians.

PCs inspecting the altar will find that the back of the altar has been broken in, revealing what was once a secret compartment. The secret compartment is currently empty.

20. UP-DOWN

A ten-foot diameter hole, ornately edged, gapes open in the floor of this room. Directly above it is a similarly sized hole in the ceiling. A small pedestal sits against the south-west wall, a diagram barely discernable above it.

This is the Up-down — the magical equivalent of an elevator system in the Anvil of Time. There are three of these rooms, all similarly configured but each one on a different level.

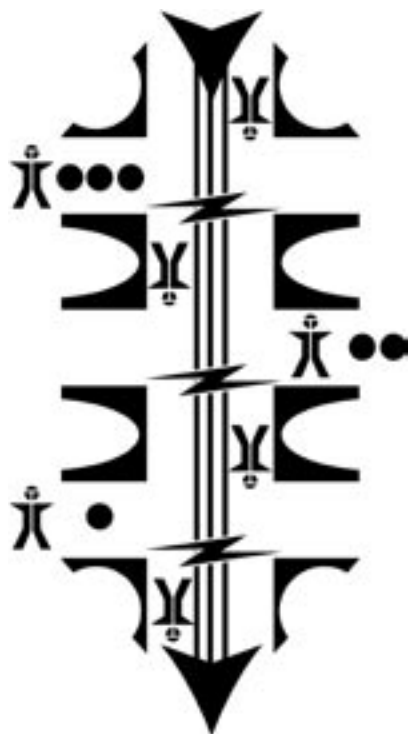
PCs who examine the pedestal see three bowls fixed to its surface. The center bowl is always empty. The left and right bowls contain smooth pebbles, each marked with a number of spots. The color of the pebbles and the number of spots on each depends on which level of the dungeon complex the PCs are standing, as follows:

Level	Left Bowl	Right Bowl
1 (area 20a)	Red/3 white dots	White/2 black dots
2 (area 20b)	Black/1 white dot	Red/3 white dots
3 (area 20c)	White/2 black dots	Black/1 white dot

The diagram above the pedestal provides some clues to the nature of the Up-down:

How does the Up-down operate? PCs who succeed at a Knowledge (arcana) check with (DC 20) understand it upon inspection or can discover it through experimentation. The gaping holes in the floor and ceiling of each room are teleporters that form a continuous loop. Any creature falling down the shaft and passing area 20a is instantly *teleported* back to the top of the shaft above area 20c. Any creature jumping into this shaft would, theoretically, fall forever — and repeatedly — past the same three floors.

However, there are three different colored pebbles for each of the three floors: Red is for the top level (area 20c), white is for the middle level (area 20b), and black is for the bottom level (area 20a). A creature wishing to use the Up-down simply takes a pebble from the bowl that matches the floor it wants to visit and, while holding the pebble, jumps down the shaft. When the creature is about to reach the floor matching the pebble in its hand, a magical field activates in the ring at the floor level, slowing the creature holding the pebble (and only that creature) until it appears to stand on an invisible floor. The creature may then walk normally off of the shaft and onto the stone floor. The creature would then toss the pebble into the “empty” middle bowl, causing the stone to disappear — instantly *teleported* to the matching color of stones in the bowls on one of the two other levels.



This unusual device has some peculiar effects for those not familiar with its use. PCs inspecting the shaft will see that it appears to drop down 15 feet to an identical chamber. Indeed, this repeating effect continues downward for as far as the PCs can see with available light. For all purposes, the shaft appears to lead to infinite levels and is bottomless. Furthermore, PCs can see mirror images of themselves in the third area some 45 feet below or above that!

PCs can try to cautiously lower themselves down this shaft using ropes, but every 45 feet they find themselves dangling next to the group that is holding the rope for them!

21. GUARDIAN STATUE

An ancient bronze statue, once fifteen feet tall, lies broken on the floor.

The circular stairs at the north end of the area lead up to area 26 and down to area 13. See this area in the Age of Might for the origins of this statue.

22. OBSERVATION WALK

This upper balcony looks down on area 16. A rickety wooden railing encloses the balcony but crumbles under any measurable weight.

23. SOUTH HALL

This narrow hallway runs between areas 24 and 25. The north end opens into area 22, while the south end leads to the staircase down to area 18.

24. APPRENTICE QUARTERS

The remains of a long row of bunks have fallen in upon themselves. At the far end of the room, the wall has collapsed, leaving a gaping hole in the wall.

The hole in the wall leads to the southeast corner of area 2. PCs who wish to climb down to area 2 must make a successful Climb check (DC 20) or fall 15 feet, taking 1d6+2 points of damage.

25. APPRENTICE COMMONS

A wooden table has collapsed to the floor, its chairs broken and scattered about the room. What looks to have been a secret door in the northeast corner has been smashed. It leads to a niche that once held something, long since taken.

TRANSFINITE REPEATER DISPLAY

THE indicator wheels, when first encountered, display the numbers shown below. Note that the PCs will change these numbers when they begin operating the winch mechanisms (area 33a-f). Be sure to keep track of the new numbers in the space provided. When the new adjusted numbers match those of a temporal code, the Time Bridge (area 34) moves and allows the PCs to cross to a different age.

The description of area 34 notes that forces on the Time Bridge are great and force these numbers to change within 1d20+10 minutes of the Time Bridge being activated. After that time, the bridge returns to its neutral position, and the PCs must readjust the winch mechanisms to a new Temporal Code setting to reactivate the Time Bridge.



Treasure: PCs searching the secret niche find a single scrap of paper containing a Temporal Code (see “Temporal Code Table” for details).

26. UPPER HALL

This hall stands at the top of the circular stairs leading down to both areas 13 and 21.

27. PANTRY / STORAGE

Broken crates and casks lay about the floor. The chamber is filled with debris, but nothing of value here now.

28. WEST LABORATORY

An altar and an alchemist’s workbench sag against the walls. There are five jewel cases here, all are empty.

29. GUARDIAN ROOM

The south wall of this room is covered in a bizarre, ornate creation of metal rods, glass panes, globes, and ancient symbols.

This is an ancient control mechanism, now completely useless. PCs who make a successful Decipher Script check (DC 19) can read entries such as “Forward,” “Reverse,”

“Attack,” “Defend” and “Speak.” This device used to work in the Age of Light. See area 29 in that Age for details.

30. TRANSFINITE REPEATER

Standing in the middle of this room is what appears to be a duplicate of the crystal globe device in area 16. Quick inspection, however, reveals a number of important differences. This device has no mountings for crystals. Instead it has twelve clear gems mounted in recesses on the golden ring, six on either side of a set of twelve wheels mounted side by side with numbers painted on them (like an odometer). A band of wire is mounted over the wheels, apparently indicating the number beneath. The current number showing on the device is found on the Transfinite Repeater Display. (See area 32 for a description of this display.)

The image inside the globe itself is of a fifty-foot cubic room with a strange device in its center. Doors and stairs exit the area at bizarre angles and directions. The PCs are looking into the Cube (area 34).

By pressing down on any of the clear gems, the image in the globe changes. More than just the image, the sounds from that area will emit from the globe and sounds made in this area will also be heard in the area being shown — thus allowing communication between the winch rooms (areas 33a-f) and the operator here. Pressing a clear gem

to the left of the wheels will show the PCs an image of one of the Winch rooms (33a-f). Pressing a clear gem to the right of the wheels will show an image of one of the crystal focus rooms (32a-f). Each gem is matched from left to right with its corresponding area. Pressing more than one gem at a time results in a mixed and garbled image.

PCs who succeed at a Knowledge (arcana) check (DC 25) understand this device or can learn through experimentation. The winches are connected with their correspondingly lettered crystal focus device. For instance, the winch in area 33a moves the crystal focus device in area 32a and also moves the indicator wheel in this area. PCs must manipulate the winches until the wheels match valid transport code for the Time Bridge (area 34).

When the wheel shows a valid transport code, any PC in this room will see the mechanism in area 34 and enter the age indicated by the Transport Code they have used.

31. EAST LABORATORY

Blackened marks all over the walls indicate an explosion took place here some time in the past. Amid the charred remains of a table against the south wall are several shattered pieces of glass and burnt bits of parchment.

32. CRYSTAL FOCUS ROOMS

There are three crystals in three pairs of these mechanisms, each pair situated opposite to each other on either side of the Cube (area 34). Each room contains a mechanism consisting of a parabolic dish carved and smoothed out of the face of an octagonal block of granite, all mounted inside a framework with eight metal tracks. A large, screwlike device moves the granite block along these tracks. At the front of the tracks, eight rods hold a crystal in place in front of the granite dish. Each crystal pulsates with light.

Mounted to one wall of each room is a strange device: a set of twelve wheels mounted side by side with numbers painted on them (like an odometer). This device is identical to the device found on the Transfinite Repeater (area 30) and in each of the winch rooms (areas 33a-f).

The number indicated on this device is the same as that indicated on the Transfinite Repeater Display (see above). These numbers can be moved by anyone touching them; however, they gently return to the same number as on the Transfinite Repeater Display as soon as they are released.

The position of the stone block in each of the six mechanisms determines the temporal focus of the six gems in front of them, thereby setting the orientation of the Time Bridge in area 34. Only by positioning these six blocks so that the numbers on the Transfinite Repeater Display are the same as for a valid Temporal Code can the PCs use the Time Bridge to visit another age. These granite blocks can be properly positioned only from the associated winch room (see area 33 for details).

The crystals are easily taken from their mountings, but once removed they cease to glow. The crystals are worthless, save that their shape in this particular mechanism allows them to channel temporal energy. When a crystal is removed from its framework, the numbers in all Transfinite Repeaters suddenly change to “00-00-00-00-00-00.”

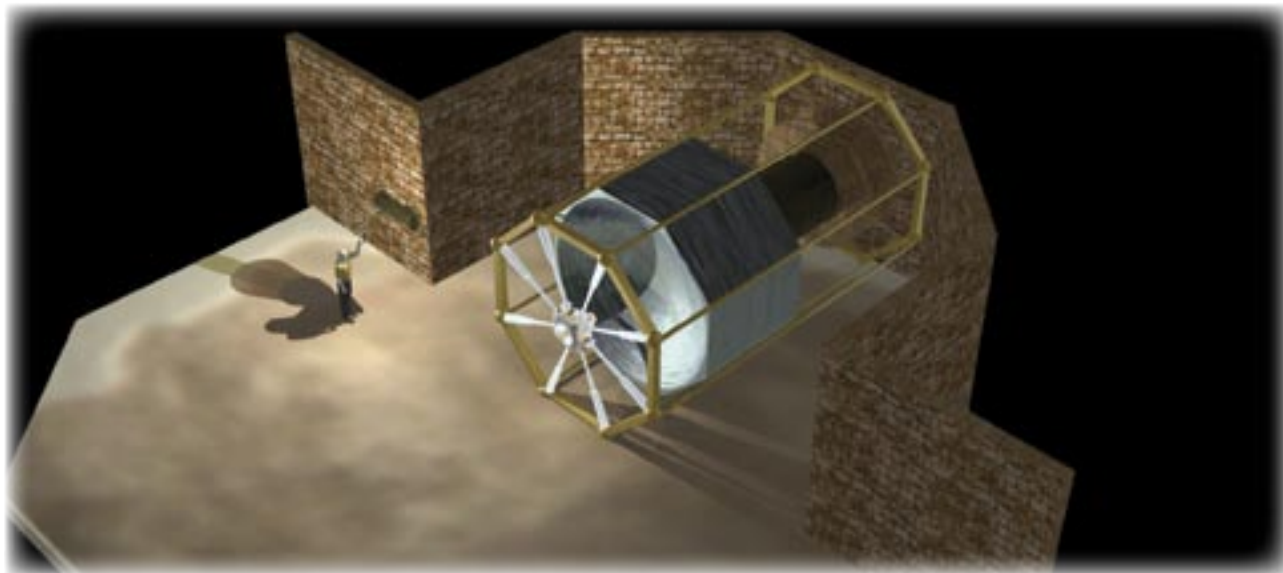
Replacing the crystal restores its glow and also restores the numbers to the current Transfinite Repeater Display setting.

33. WINCH ADJUSTMENT ROOMS [EL 5]

The crystal focus devices in areas 32a-f are adjusted in these winch rooms. Winch rooms are labeled with their corresponding focus area. For example, winch room 33a adjusts the crystal focus mechanism in area 32a, while area 33b adjusts area 32b.

Mounted to one wall of each room is a strange numerical device identical to the one found on the Transfinite Repeater (area 30) and in each of the crystal focus rooms (areas 32a-f). The number indicated on this device is the same as that indicated on the Transfinite Repeater, in each of the crystal focus areas, and in each of the other winch areas.

The PCs can change the number showing on the Transfinite Repeater Display by turning the winches in



TEMPORAL CODE TABLE

THE PCs will discover temporal codes during the adventure. A **Treasure** indication of a temporal code indicates only the possibility of a code being found. Regardless of the number of codes that they might encounter, there are only six codes in all ages. Once the PCs have discovered all six codes, any additional **Treasure** listing where a temporal code is indicated will not have a temporal code.

Use the following chart to determine which Temporal Code the PCs discover. Check off each code as they are discovered by the PCs. Generally, start by giving the players a code for the age they are currently in. If both codes for that age have been found, give them a code for a different Age. Once all the codes have been discovered, no more can be found.

The first column is for you to check off the code as it is given to the PCs. The second column (**Bridge**) indicates which ages the particular code bridges. Note that a code bridging from the Fourth Age will not work for PCs trying to leave the Third or Second Age. Only two codes work in any age: the codes that start in that

age. Finally, the **Code for Transfinite Repeater** is the code you give the players. This code is the number that the Transfinite Repeater Display (area 30) must show for the Time Bridge (area 34) to activate.

Checklist	Bridge	Code for Transfinite Repeater
	None	Any except those below
	4th to 3rd	"AM: 52-83-73-56-74-47—Knights Come"
	4th to 2nd	"AL: 79-23-48-91-83-92—Elf Intruders?"
	3rd to 4th	"AD: 48-62-67-82-57-98—Dragonmen!"
	3rd to 2nd	"AL: 19-55-78-43-64-19—Meet Magius"
	2nd to 4th	"AD: 74-36-98-22-49-66—Age of Despair"
	2nd to 3rd	"AM: 66-27-89-43-62-21—Wizards' Tears"

various winch areas. This adjusts the mechanisms in areas 32a-f that focus the Time Bridge in area 34. When all the numbers match the Temporal Code, the Time Bridge moves to a new position and allows the PCs to travel to a different age.

A Temporal Code consists of six sets of two numbers each. The example below demonstrates which winch changes which numbers in a sample Temporal Code. To change the first two numbers (AB), one would need to adjust the winch in area 33a. To change the fourth set of numbers (GH), one would need to adjust the winch in area 33d.

To change sample Temporal Code "AB-DC-EF-GH-IJ-KL"

33a	33b	33c	33d	33e	33f
AB	CD	EF	GH	IJ	KL

Tightening a winch increases the number, and loosening a winch decreases the number. PCs need to succeed at a Strength check (DC 15) to operate the winches. Changes to the Temporal Code are all reflected in the displays of all areas with a Transfinite Repeater Display.

Some winch rooms have additional dangers and treasures as noted below:

33b. Treasure: Beneath the winch mechanism in this area can be found ancient bag of Ergothian Coin worth 500 stl.

33c. Treasure: A chest lies broken on the floor of this area. Inside lay 13 uncut gemstones worth 100 stl each.

33f. Creature: This web-filled room is home to a phase spider. As soon as the creature detects intruders, it uses its *ethereal jaunt* ability to vanish, reappearing to attack prey with surprise.

Phase spider (1): hp 39; *Monster Manual* pg. 207

34. THE CUBE [EL 5]

The door opens onto a landing at the top of a long, freestanding staircase. The stairs lead down to the floor of a huge room, brilliantly lit by torch-stands and by a glowing magical aura that nearly fills the cube room. The room appears to be 50 feet wide on each side and equally tall.

In the center of the room, mounted on a stonework pedestal, a colossal machine of curious workmanship stands surrounded by the glowing blue aura. Three counter-balanced one-quarter arcs of tarnished brass appear to be mounted on swivels.

The room is unsettling. Six doors exit the room. All have a strange glow about their edges, each one perched at the top of stairs identical to your own, but they are oriented completely wrong! Some appear to lead down into the floor. Others lead sideways into walls. One even leads up into the ceiling! Each wall has a pedestal and a torch stand like your own floor, but these, too, stand on the walls and ceiling.

If the PCs are in any age but the Second, they also see three elves standing on one wall, pointing and gesturing at them (as shown in the illustration).

The heart of the complex, this is the focal point of the mechanisms of the Anvil of Time — a Time Bridge connecting all the ages of Krynn. This room collects the focused temporal energy into a single vortex at its center.

In order to move through time, it was necessary for the wizards who crafted this extraordinary device to focus energy from many different time periods into a single place and time. As a result, it became necessary for them to build a “time bridge” to the various ages of the past so that they could tune their magic device. This marvelous, articulated arm, which is capable of moving on three axes, sits at the center of the Cube and is the heart of the adventure.

The Cube appears to be a square room 50 feet by 50 feet wide by 50 feet tall. There appear to be six exits from the room. In reality, they are all the *same* exit leading out of the room at different *times*. The room is actually made up of six different versions of the same floor, with the stairs, pedestal and doorway warped into six different time periods.

This feature has the following effects on everyone in this room:

Orientation of Gravity Changes: PCs in the room during different periods of time find the room oriented differently. PCs who have crossed the bridge to the Age of Dreams, for example, would look as though they were standing on the wall to anyone in the room during the Age of Despair. PCs who are in the room during the Age of Might would find PCs from the Age of Dragons standing on what appears to be a wall.

Orientation of Exit Changes: While the walls of the room exist in *all* time periods, the doors themselves only exist in *one* time period — the period in which they are set. As a result, PCs may only exit the room through the doorway at the top of the stairs leaving the floor on which they are now oriented by gravity. PCs who climb walls, walk over or fly up to doors that are incorrectly oriented will find that the doors appear illusory and cannot be passed by any means.

Combat: PCs cannot physically interact with creatures that occupy the Cube in different time periods (that is, creatures standing on different oriented floors), as these creatures exist in a different time. Creatures in direct contact with the Time Bridge (see below) exist simultaneously in *all* time periods and can attack each other normally.

THE TIME BRIDGE

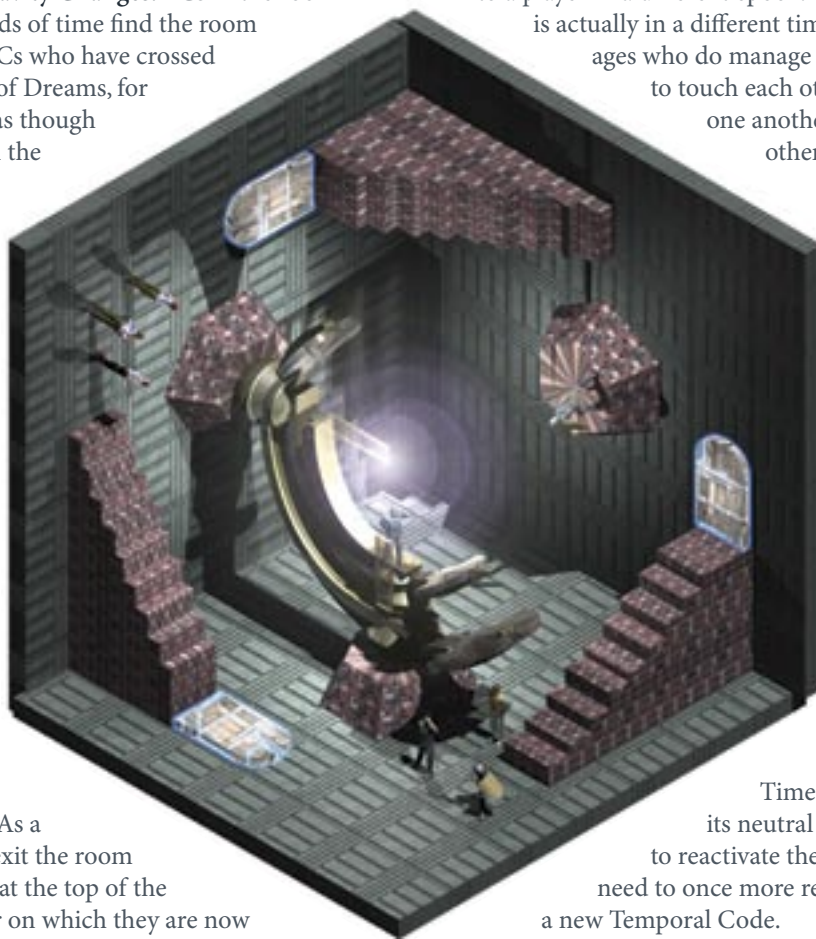
The center of the room is dominated by a magnificent, ancient device mounted to the floor of the Fourth Age. This device consists essentially of three curving and counterbalanced arcs that form a temporal bridge to the other eras and doors. The innermost of these arcs has a ladder, which extends down to the top of the pedestal in the targeted era of history, allowing the PCs (and other beings) to change times and enter a period of the past.

For purposes of this adventure, the PCs will only have access to two working codes for aligning the focus rooms and crystals for proper time travel. These codes allow the PCs to visit three different ages: their own and two others in the past.

Note that when a PC changes epochs across the bridge, the orientation of gravity appears to change. A player in one epoch will appear to be standing on a wall or ceiling to a player in a different epoch. Moreover, as each PC is actually in a different time, PCs in different ages who do manage to get close enough to touch each other pass through one another. This is because the other person is in the same place but a different time period.

Note: The forces that control the Time Bridge are great. Within 1d20+10 minutes of activating any functional Temporal Code, these forces cause the winch mechanisms in area 33 to shift, changing the numbers on the Transfinite Repeater Displays and causing the Time Bridge to return to its neutral position. In order to reactivate the bridge, the PCs will need to once more readjust the winches to a new Temporal Code.

Creatures: There are three silvanesti Elven Soldiers who have entered this room during the Second Age (Age of Dreams). Their armor is of an ancient design but it appears new and in good repair. Any PC who



speaks Elven can make an Intelligence check (DC 15) to understand their antiquated mode of speech.

The elves tell the PCs that they have come here to destroy a terrible dragon. Their commander is an elf named Sithalan Qualeni. Furthermore, they arrogantly declare the PCs to be under arrest and vow to take them into custody just as soon as they can figure it out!

The elves are not a threat until the PCs tune the Time Bridge to the Second Age. Until that time, the elves' arrows pass harmlessly through the PCs. Note that the arcs of their arrows will be as though the elves' floor were "down" — a very strange thing indeed!

☞ **Elven Soldiers (3)**; hp 14, 16, 20; See Appendix

AGE OF MIGHT (THIRD AGE)

HISTORIC BACKGROUND FOR THE AGE OF MIGHT

In this age, the PCs find themselves in the middle of a war between knights and wizards. This section of the adventure takes place during the Age of Might, approximately 354 years before the PCs first entered the Anvil of Time. A successful Knowledge (history) check (DC 10) yields the following background information.

The Age of Might lasted almost 1,000 years. It was primarily marked by the rise of, and subsequent overshadowing of Ansalon by, the great human realm of Istar in the east and its downfall with the Cataclysm. The Knights of Solamnia came to be nearly 800 years before during the height of the Age of Dreams. In the end, however, the Age of Might became a metaphor for hubris. In the last years of that age, the Kingpriest of Istar — a man who professed good but succumbed to pride — attempted to mandate and enforce his views of good and evil. Among those in his circle of confidants was a Knight of Solamnia and master of a large region in the northern Solamnic plain named Lord Soth. Shortly before the Cataclysm sundered the world, Lord Soth, obsessed both with producing an heir to his position and with lust for an elven maiden, would murder his barren, human wife and, through willful neglect, condemn the world to suffer the Cataclysm. As a result, the gods condemned Soth's fellow warriors to become undead: skeletal warriors enthralled forever to their lord. As to Lord Soth himself, he was damned to become a death knight, an undead creature forever tortured by his own sins and insatiable lust.

1. ENTRY [EL 7]

This room is a battleground! Armored knights on the far side of the splashing fountain are engaged in a pitched battle against an enemy attacking them from arrow slits in the wall to the northwest. Armored humans occasionally peer out from behind scaffolding beneath the domed ceiling and crates that are scattered around the central fountain.

The fountain in this time period is operational. Wooden scaffolding stands in the north half of the room, allowing access to the incomplete dragon bone archway over the north staircase. (This is the same dragon bone structure seen completed in this room in the Fourth Age.) There are five crates in the room providing cover for the knights.

Creatures: These knights are in the service of Lord Soth (area 15) and are battling the wizards in area 5, shooting arrows and throwing flasks of alchemist's fire.

☞ **Solamnic Knights of Soth's Guard (5)**; See Appendix

Tactics: The knights are preoccupied with the black-robed wizards in area 5. When the PCs enter the room, have the knights make a Wisdom check (DC 15). If the check succeeds, they assume the PCs are neutral in the conflict and order them to find and slay the wizards. If the check fails or the PCs disregard the order, the knights assume the PCs are allied with the wizards and attack them. The PCs can convince the knights that they are not enemies with a successful Diplomacy check (DC 15 + 4 per recognizable wizard in the party).

The knights are trying to hurl alchemist's fire through the arrow slits in the northwest wall (see Throw Splash Weapons in Chapter 8: Combat of the *Player's Handbook*). The arrow slits provide extensive cover, granting a +8 bonus to AC and +4 to Reflex saves to the wizards against attacks and abilities that originate room 1.

Development: Left uninterrupted, the knights and wizards battle for a grueling 10 minutes. If the PCs do not intervene, you can play out the battle round by round or simply assume that the knights win the day with no casualties; however, they each lose all but 1d10 hit points. If the PCs helped the knights defeat the wizards, the knights take them to Lord Soth, refusing to answer any questions about the Anvil of Time or their purpose without first answering to their leader.

5. WEST GUARD ROOM [EL 7]

Arrows slits in this room look out into the great circular entrance (area 1).

Creatures: Four of Fistantilus's apprentices are among those who have been attempting to restore the Anvil of Time. Now they are defending it against the knights of area 1.

☞ **Acolytes of Fistantilus (4)**; hp 13, 14, 15, 16; See Appendix

Tactics: These wizards instantly assume that the PCs are among the knight invaders and turn their attacks on them. If two or more wizards are slain, the survivors attempt to flee invisibly and alert Fistantilus's *simulacrum* (see area 16).

Development: To determine the outcome of the battle with the knights, see area 1. If the PCs enter this room after all the wizards are slain, their number and configuration when found by the PCs will be identical to the bones found in this same room in the Fourth Age.

6. CAPTAIN'S POST

A weathered desk and bench occupy this well-lit area. PCs who succeed at a Listen check (DC 10) hear the mercenaries plundering area 7.

Treasure: Under the desk is a small, unlocked chest with jewels in it; the eight pieces of jewelry are worth 250 gp each.

7. BARRACKS [EL 7]

PCs approaching this chamber hear the mercenaries within and automatically gain surprise if they are quiet.

The lit room is currently being ransacked by three unsavory individuals dressed in scalemail armor.

Creatures: Ergothian mercenaries are ransacking this room and the bodies of several Black Robed wizards who now lie dead on their own bunks. The mercenaries are on a quest to destroy as many wizards as they can and plunder the spoils. Their lust for treasure is so great that they will treat the PCs as enemies even if there are no wizards in the party, assuming them to be hired by the black-robed wizards.

If the PCs have been in this room during the Fourth Age, they should recognize several of the pieces of broken armor they once found in this room now being new and worn by the mercenaries.

ERGOTHIAN MERCENARIES (3)

CR 4

Male human fighter 4

CN Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot -2

Languages Ergot

AC 14, touch 10, flat-footed 14

hp 33 (4 HD)

Fort +5, **Ref** +1, **Will** -1

Spd 30 ft.

Melee falchion +8 (2d4+6/18-20)

Base Atk +4; **Grp** +7

Attack Options Cleave, Power Attack

Abilities Str 17, Dex 10, Con 12, Int 9, Wis 7, Cha 4

Feats Cleave^B, Improved Initiative, Power

Attack^B, Weapon Focus (falchion), Weapon

Specialization (falchion)^B, Toughness

Skills Climb +6, Jump +6, Listen +0, Ride +4

Possessions scale mail armor, falchion, gallon of ale (shared)

Tactics: The mercenaries show no quarter and expect no mercy from the PCs.

Treasure: Hidden under the bunk on the north end of the east wall is a *wand of lightning bolt* (19 charges, CL 5th). Its shaft is adorned with jagged black lightning glyphs.

Development: If the PCs entered this room in the Fourth Age, you might wish to comment on the pieces of

equipment the PCs saw in this room earlier. As the battle progresses, describe how particular pieces of equipment fall to the ground where the PCs found them in the Fourth Age. If the PCs take any of these items from the room, they should be stricken from the list of items in this area in the Fourth Age.

8. CAPTAIN'S QUARTERS

This room contains a broken bunk and small desk. It has recently been swept out.

10. HEADMASTER'S CELL

The area has been cleaned. An ornate (but nonmagical) staff leans against the far wall.

11. PRIVY [EL 4]

This simple hole in the ground is occasionally cleaned out by the lowest person around — in this case, a kender.

Creature: The kender demands that the PCs help her retrieve something she has 'lost' down the privy (see **Treasure** below). The kender gladly accompanies the PCs.

Lithebit can't recall the details of how she ended up inside the Anvil of Time, but she's curious to explore it. She has so far managed to elude the dungeon's other denizens, although she's aware of the "spat" between the knights and the wizards because "they make a lot of racket!" She can provide the PCs with a crude map of this level of the complex, which she keeps in a small wooden map case.

LITHEBIT WINDERKIN

CR 4

Female kender rogue 4

N Small humanoid (kender)

Init +7; **Senses** Spot +7, Listen +1

Languages Common, Kenderspeak, Solamnic

AC 16, touch 14, flat-footed 13; uncanny dodge

hp 20 (4 HD)

Resist evasion

Immune fear

Fort +3, **Ref** +7, **Will** +3

Spd 20 ft.

Melee hoopak +3 (1d4) as staff or

Ranged hoopak +6 (1d3) as sling

Base Atk +3; **Grp** -1

Special Actions sneak attack +2d6, taunt

Abilities Str 11, Dex 17, Con 13, Int 13, Wis 12, Cha 12

SQ trapfinding, trap sense +1

Feats Improved Initiative, Run

Skills Appraise +2, Balance +9, Bluff +8 (+12

taunt), Concentration -3, Decipher Script

+8, Disable Device +4, Escape Artist +7, Hide

+14, Move Silently +10, Open Lock +12,

Search +4, Sleight of Hand +12, Spot +7

Possessions Hoopak, leather armor, map case, backpack,

kender pockets, silk rope (50 ft), kender traveling outfit

Treasure: A green Transport Gem lies in the privy.

13. WARD ROOM [EL 6]

The table in the center of this room supports the body of an unconscious knight. Two more knights, also badly wounded and unconscious, lay against the south wall. Hovering over them, a robed cleric attempts to work his healing arts.

Creatures: Father Kardan serves Lord Soth, but with reservation. He is disillusioned about this mission and has depleted nearly all of his spells trying to bring the wounded knights back to consciousness. (His remaining spells are listed below.)

Although all three knights are unconscious, they are stable and no longer losing hit points.

MERDOS KARDAN

CR 6

Male human cleric 6

LG Medium humanoid (human)

Init +3; **Senses** Listen +3, Spot +3

Languages Common, Solamnic

AC 14, touch 9, flat-footed 14

hp 48 (6 HD)

Fort +8, **Ref** +3, **Will** +8

Spd 30 ft.

Melee heavy mace +4 (1d8)

Base Atk +4; **Grp** +4

Special Actions spontaneous casting (*cure* spells), turn undead 3/day (+0, 2d6+6, 6th)

Class Spells Prepared (CL 6th; +3 ranged touch):

3rd—*magic circle against evil*^D (DC 16)

2nd—*bull's strength*, *shield other*

1st—*shield of faith*

0—*create water*

^D: Domain spell. Deity: Habbakuk.

Domains: Animal, Good

Abilities Str 11, Dex 9, Con 16, Int 10, Wis 17, Cha 11

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Maximize Spell

Skills Concentration +7, Diplomacy +5, Heal +12, Knowledge (arcana) +7, Knowledge (religion) +5

Possessions chainmail, light steel shield, heavy mace, hooded lantern, silk rope (50 ft.), traveler's outfit, flint & steel

☞ **Solamnic Knights of Soth's Guard (3)**; hp

-5, -3, -2 (All stabilized). See Appendix

Development: If the PCs have been brought here by Lord Soth after surrendering (see area 15 below), the PCs can convince Kardan of their innocence with a successful Bluff or Diplomacy skill check opposed by Kardan's Sense Motive skill check. If they are successful, Kardan allows them to escape.

15. THRONE ROOM [EL 9]

Five armored figures are laughing around an ancient throne, fitted with jewels. Seated on the throne is a 7-foot-tall skeleton. With a hearty laugh, the largest knight swings his sword, knocking the skull off the skeleton, sending it across the floor where it skids into a corner.

Lord Soth is hacking at the skeletal remains of an ancient being who sat here in honor. Two of his knights are prying the gems out of their mountings on the stone throne (see **Treasure** below for details).

Lord Soth is rigid, unbending, relentless, and cold. He is a knight, but a flawed one. He is so blindly zealous in his cause that justice and mercy do not enter into his considerations. Soth does not consider the party a threat to his goal of exterminating the wizards and reacts to them only when they get in his way.

YOUNG LORD SOTH

CR 7

Male human fighter 7

LG Medium humanoid (human)

Init +6; **Senses** Spot +1, Listen +1

Languages Common, Solamnic

AC 19, touch 11, flat-footed 18

hp 57 (7 HD)

Fort +7, **Ref** +4, **Will** +3

Spd 20 ft.

Melee +3 *greatsword* +15/+10 (2d6+9/19-20)

Base Atk +7; **Grp** +11

Attack Options Cleave, Power Attack

Abilities Str 18, Dex 14, Con 15, Int 10, Wis 13, Cha 17

Feats Cleave, Honor-Bound†, Improved Initiative, Leadership, Mounted Combat, Power Attack, Ride-by Attack Weapon Focus (greatsword)

† New feat from *DRAGONLANCE Campaign Setting*

Skills Diplomacy +7, Intimidate +13, Knowledge (nobility and royalty) +1, Knowledge (religion) +3, Ride +10

Possessions full plate, +3 *greatsword*

Creatures: Solamnic Knights of Soth's Guard

(4); hp 19, 20, 23, 24. See Appendix.

Tactics: Being a knight, Lord Soth is wary of any enemies lurking within the Anvil. He starts out as unfriendly, and becomes indifferent upon a successful DC 15 Diplomacy check, and will curtly inform the PCs that they will have no trouble so long as they do not interfere or bother Soth or his knights.

If the PCs render Soth friendly (DC 25) he will give them any information he will inform them that he believes the ruins to be haunted by any number of ghosts, and allow the PCs to seek healing from Merdos Kardan. If Soth becomes Helpful (DC 40) he will send one of his knights to accompany the PCs throughout the dungeon. The knight will not travel with the PCs across time.

If the PCs somehow greatly offend Soth or cause his attitude to shift to unfriendly, he will demand their surrender at once. Should the PCs surrender, Soth and his two guards will accompany them to room 13 (via rooms 2, 3, 6, 7 and 9) and leave them in the charge of Merdos Kardan. Soth will remove the PCs weapons, and go up the stairs to room 27. Placing the PCs weapons there, he and his guards will then return down the stairs and retrace their steps to room 15.

Treasure: Set into the throne are six rubies (500 gp each).

16. CRYSTAL GLOBE [EL 5]

A chill mist swirls about a massive table that stands in the middle of this octagonal room. A crystal globe, nearly 5 feet in diameter, lies at the center of the table. Several glowing crystals are embedded in the table's surface around the central, hazy globe. A staircase rises up through the east wall, doubling back to the railed balcony that circles overhead. A glowing globe suspended from the ceiling brilliantly illuminates the room.

An invisible, dark-robed figure stands on the opposite side of the room holding a jeweled book. PCs coming within 5 feet of the figure feel a terrible chill, as if drawing near something very cold.

Although the room is cool, heat and firelight emanate from the library to the south (area 17) and PCs touching the south doors can feel the searing heat beyond. Opening the south doors triggers the **Trap**.

Creature: The *invisible*, black-robed figure is a *simulacrum* created by Fistandantilus in his own image. *Arcane eye* and *lesser geas* spells cast during the creation process allows the real Fistandantilus—who waits on the other side of the Time Bridge (area 34) in another time inaccessible to the PCs—to see what his *simulacrum* sees and control its actions. Fistandantilus created the *simulacrum* to collect valuable tomes and lore from the Anvil of Time without placing himself in undue risk and its task is nearly complete.

The *simulacrum* has been greatly worn down and damaged by battling knights and other creatures found within the Anvil. The *simulacrum* has cast most of its spells and spent its resources, resulting in the greatly reduced challenge rating.

SIMULACRUM OF FISTANDANTILUS CR 5
Male human wizard 6/wizard of High Sorcery (Black) 5
CE Medium humanoid (human, simulacrum)

Init +2; **Senses** Spot +3, Listen +3

Languages Auran, Common, Draconic, Kalinese, Magius, Solamnic

AC 12, touch 12, flat-footed 10

hp 38 (11 HD)

Immune healing

Fort +5, **Ref** +5, **Will** +12

Spd 30 ft. (6 squares)

Melee +1 dagger +5 (1d4/19-20) or quarterstaff +4 (1d6-1)

Base Atk +5; **Grp** +4

Spells Prepared (CL 11th; +7 ranged touch):

4th—*animate dead*

3rd—*hold person* (DC 18) (2), *fireball*, *lightning bolt*

2nd—*detect thoughts*, *flaming sphere*

(DC 17), *mirror image*

1st—*charm person* (DC 16), *mage armor*, *magic*

missile, *obscuring mist*, *protection from good*

0—*detect undead*, *disrupt undead*,

mage hand, *touch of fatigue*

Abilities Str 9, Dex 15, Con 14, Int 20, Wis 16, Cha 15

SQ Arcane research +2, black robe order secrets, *simulacrum* traits

Feats Augment Summoning, Brew Potion, Craft Wand, Scribe Scroll, Spell Focus (conjuration), Spell Focus (necromancy)

Skills Concentration +12, Craft (alchemy) +13, Decipher Script +19, Intimidate +15, Knowledge (arcana) +21, Knowledge (history) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Spellcraft +23, Use Magic Device +6 (+10 when using scrolls)

Possessions +1 dagger, quarterstaff, robes

Arcane Research (Ex): Fistandantilus gains a +2 bonus to Knowledge (arcana) and Spellcraft checks (already factored in).

Black Robe Order Secrets (Su): *Magic of Hunger*—Fistandantilus's *simulacrum* may prepare one extra spell of any level he can cast at the cost of 1 point of Constitution damage per spell level. This ability damage cannot be magically healed; *Magic of Pain*—Twice per day, Fistandantilus's *simulacrum* can alter a spell that deals hit point damage to inflict pain beyond the spell's normal effects. Any creature damaged by such a spell must make a successful Fortitude save (DC 10 + spell level + 2) or suffer a -2 penalty on attack rolls, skill checks, and ability checks for one round due to the lingering pain the spell inflicts. Fistandantilus's *simulacrum* itself takes 1d6 points of damage.

Simulacrum Traits (Ex): When reduced to 0 hit points, Fistandantilus's *simulacrum* and all of its gear (save for the +1 dagger and the *Book of Time*) turns into snow and then melts into a puddle.

Any creature familiar with Fistandantilus may either make a Spot check against DC 14, or a Sense Motive check against DC 20. Success indicates that the character has detected the ruse.

Tactics: The *simulacrum*, mostly depleted from its earlier run-ins with the knights and monsters of the Anvil, has cast *invisibility* on itself and attempts to flee from the PCs, making its way back to the Time Bridge (area 34) with the *Book of Time* taken from the library. If the PCs detect it, the *simulacrum* casts *mirror image* and *hold person* to halt pursuers. If unable

to reach the Time Bridge, the *simulacrum* tries to slip past with the aid of its *suggestion* spell; failing that, it starts using its offensive spells against the party.

Trap (CR 4): Having found what it was looking for, the *simulacrum* has torched the remaining library books and sealed the door behind him. The fire has burned out all the oxygen in the room. Heat and gas remain, setting up a backdraft.

PCs who open either door to this room unleash a terrible blast of fire that explodes in a 10-foot radius from the door. In addition to taking damage (see below), creatures hurt by the blast catch fire, taking 1d6 points of damage per round. A burning creature can take a move action to put out the flames.

☞ *Fireblast (1)*: CR 4; 10-ft. radius; location trigger; no reset; explosion, 5d6 points of fire damage plus 1d6 points of fire damage per round until flames are extinguished; DC 16 Reflex save half damage; Search 20; Disable Device 25.

Treasure: The *Book of Time* chronicles the history of the Towers of High Sorcery down through the ages, including a complete list of the most powerful wizards in each period of time and those who created the anvil. The traps on the ancient book have already been disarmed by the *simulacrum*. It is worth 2,500 stl to an interested scholar.

The *simulacrum* is using a slip of paper as a book mark. This paper slip could contain a Temporal Code (See “Temporal Code Table”).

17. CODEX LIBRARY

The room is ablaze (see area 16 above). Row after row of shelved books have been consumed by the fire, leaving the once impressive library in ruin.

19. CHAPEL

The chapel room is well lit and some effort at cleaning and repair are evident. The altar at the front of the hall is intact and undisturbed.

Treasure: A successful Search check (DC 15) reveals a secret compartment in the back of the altar. If the PCs noticed the opened compartment in the Fourth Age, no Search check is required. Though broke and empty in the Fourth Age, it now contains a Transport Gem.

20. UP-DOWN [EL 6]

The Up-down here works as described in the section detailing the Fourth Age. The room is lit by torches mounted in wall sconces and occupied by three black-robed wizards.

Creatures: Fistandantilus’s three apprentices use their spells and crossbows to defend the Up-down against the PCs.

☞ **Acolytes of Fistandantilus (3);**

hp 10, 14, 15; See Appendix

Tactics: The wizards use the Up-down as part of their defense. Each wizard has five of each color pebble in

pouches about their waists. Since the color of pebble in hand determines the floor at which one stops, a wizard simply reaches into the appropriate pouch and draws a pebble attuned to the floor he or she wishes to stop at. This way, the wizards attempt to keep their distance from the PCs, attacking with ranged attacks.

PCs might counter the wizards’ tactics by “free-falling” and striking foes as they plummet down the Moebian shaft. The levels of the Up-down are spaced 15 feet apart, and creatures fall at a rate of 60 feet per round. Only one attack per round is possible in free fall, and all attacks suffer a –2 penalty.

Treasure: One of the apprentices carries a scrap of paper with a Temporal Code scrawled on it (see “Temporal Code Table” for details).



21. GUARDIAN STATUE [EL 5]

A 15-foot-tall bronze statue stands against the wall, its vacant eyes watching you enter the room.

When the PCs enter the room, this bronze statue suddenly creaks to life, reaching out with its balled fists and attempting to slam everyone in the room. The statue is actually an animated object controlled by the ghost in area 29. When either the creature has been destroyed or its controlling ghost has been defeated, the statue falls forward, shattering. The **Treasure** can then be found inside the statue’s head.

☞ **Bronze Statue, Large Animated Object**; hp 52; *Monster Manual* pg. 13. This statue is fitted with a *wand of shocking grasp* that deals 1d8+3 points of electrical damage each time the statue hits (in addition to the statue's slam damage). The *wand* can be removed only after the statue is destroyed.

Tactics: The statue attacks until destroyed, although it is too large to follow PCs out of the room. If possible, it moves into the center of the room and uses its 10-foot reach to strike at anyone attempting to reach one of the exits.

Treasure: Once the statue is destroyed, PCs can search it for treasure. A successful Search check (DC 20) reveals a hidden latch that unlocks a hollow cylinder in the statue's head. Tucked inside this cylinder and attached to the statue's internal mechanisms is a *wand of shocking grasp* (3rd-level caster) with 40 charges, minus any charges expended by the statue's successful attacks. Removing the *wand* from the compartment requires a successful DC 21 Disable Device check. Failure causes the wand to target the creature attempting the check.

29. GUARDIAN ROOM [EL 3]

The device on the south wall is unchanged from the Age of Despair except that all the levers, knobs, and dials appear to be working and moving!

Creature: A gnome ghost is causing the levers, dials, and knobs to move. Gnodi was charged with defending the Anvil of Time but failed to stop the murder of her liege (see area 15 during the Age of Dreams). Gnodi uses the mechanisms on the wall to send control messages to the animated statue in area 21. The ghost keeps abreast of what's happening in area 21 by poking its head through the floor (since it's incorporeal and the animated statue is directly below.)

As soon as the PCs enter the room, Gnodi stops adjusting the mechanisms and moves through the wall, making a sound from outside to lure the PCs back downstairs. If this fails to deter investigation of the room, the ghost attacks. The ghost is not evil but views any intrusion as a hostile attempt to breach the complex's defenses.

GNODI

Female ghost gnome rogue 1

NG Small undead (incorporeal)

Source *Monster Manual* pg. 117

Init +4; **Senses**

Languages Common, Gnome

AC 12, touch 12, flat-footed 11

hp 12 (1 HD)

Immune incorporeal traits, undead traits

Fort +0, **Ref** +2, **Will** +2

Spd fly 30 ft. (perfect)

Melee corrupting touch +1 melee (1d6)

CR 3

Base Atk +0; **Grp** -4

Special Attack manifestation, sneak attack +1d6, telekinesis
Abilities Str —, Dex 10, Con —, Int 11, Wis 11, Cha 13

SQ rejuvenation, turn resistance +4

Feats Improved Initiative

Skills Appraise +4, Bluff +5, Craft (alchemy) +8, Hide +12, Listen +12, Search +12, Spot +12, Sense Motive +4

23. CRYSTAL FOCUS ROOMS

Area 32e contains a **Treasure**

Treasure: A careless black-robed apprentice unknowingly dropped a *scroll of floating disk* on the floor in area 32e. It lies in the middle of the floor and is easily recovered.

33. WINCH ADJUSTMENT ROOMS

None of these rooms contain creatures or treasure (For example, there are no Ergothian coins in area 33b and no phase spider lurking in area 33f.) Otherwise, the rooms are just as they are described during the Age of Despair.

AGE OF DREAMS (SECOND AGE)

In this age, the PCs are on a dragon hunt with the greatest dragonslayer of them all. This section of the adventure takes place during the Age of Dreams, approximately 1,400 years before the PCs first entered the Anvil of Time. A successful Knowledge (history) check (DC 15) yields the following background information.

The Age of Dreams was an age of elves. House Silvanos was the first of the great civilizations on Krynn, an elven nation of grandeur and glory. It was also a place of stability in a troubled time.

The Graystone of Gargath had passed across the face of the world, forever altering the creatures upon it. Several new races were created in its chaotic wake. Worse than this magic, however, was the menace of the terrible dragons who came from the north. Already the elves had driven the creatures back during the First Dragon War—an event that marked the formation of Silvanesti as a nation. However, the dragons are back once more. The Third Dragon War had begun and Silvanesti was hard pressed under their attack. To their aid, however, came the elves of the west and humans who had joined in their cause. One human in particular — Huma — was particularly instrumental in their eventual defeat... for he had discovered the mythic device known as the Dragonlance.

I. ENTRY [EL 10]

The domed ceiling is broken, casting rubble upon the southern half of the room.

Despite the ruins, clear water erupts from the fountain. The entry portals on the east and west sides of the room are dark. The staircase itself is smooth and undamaged. A dim shaft of light falls from the craggy opening overhead, illuminating the listless form of a red dragon!

The hole in the ceiling is a physical opening to the Anvil of Time, torn by the dragon that now calls this place its home. The opening is a vertical shaft 150 feet deep leading to the surface of the city beneath which the Anvil of Time was built.

Creature: The red dragon, Magna, is a powerful foe for 5th-level characters. However, if the PCs can befriend Sithalan Qualeni and Huma (see areas **19** and **25** respectively), they can call upon these powerful NPCs for assistance.

MAGNA

CR 10

Female juvenile red dragon

CE Large dragon (fire)

Init +4; **Senses** blind sense 60 ft., darkvision 120 ft.; superior low-light vision, Spot +2, Listen +2

Languages Common, Draconic, Ogre, Solamnic

AC 24, touch 9, flat-footed 24

hp 168 (16 HD)

Immune fire, *sleep* & paralysis

Vulnerable cold

Fort +14, **Ref** +10, **Will** +12

Spd 40 ft., fly 150 ft. (poor)

Melee bite +24 (2d6+9) and
2 claws +23 (1d8+4) and
2 wings +22 (1d6+4) and
tail slap +22 (1d8+13)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +16; **Grp** +29

Special Attack breath weapon

Spells Known (CL 3; +16 ranged touch)

1st (6/day)—*cause fear* (DC 13), *mage armor*, *shield*

0—(6/day)—*dancing lights*, *detect magic*,
ghost sound, *read magic*, *resistance*

Spell-Like Abilities (CL 4th) 4/day—*locate object*

Abilities Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14

Feats Flyby Attack, Improved Initiative, Multiattack,
Weapon Focus (claw), Wingover

Skills Appraise +21, Bluff +21, Diplomacy +25, Escape
Artist +19, Intimidate +21, Knowledge (arcana)
+21, Knowledge (religion) +21, Sense Motive +21

Breath Weapon (Su): Once every 1d4 rounds;
40-ft. cone, damage 8d10 fire, Reflex DC
22. The save DC is Constitution-based.

Tactics: The dragon will attack anyone it hears or notices entering the room. If in trouble, the dragon will attempt to flee out the craggy opening and then return when better prepared. It will never leave its treasure unattended for long, however, and always makes a point of taking the Green Gem of Transport with it when it flees.

Treasure: The dragon has amassed a considerable hoard and piled it amid the rubble in the southern half of the room:

-1,400 gp and 11,000 sp in loose coinage;

-*potion of enlarge* (caster level 5)

-*potion of darkvision* (caster level 5)

-arcane scrolls of *grease* (CL 1), *levitate* (CL 3), and
unseen servant (CL 1)

-*eversmoking bottle*

-+2 *flaming heavy mace*;

-four gems: an eye agate (9 stl), tiger eye (12 stl), deep blue spinel (500 stl), and a green Transport Gem.

2. TEMPLE

The marble floor of the room is clean and shining. Six pillars grace this hall. At north end of the hall, a beautiful statue of a woman stands 20-feet tall, its bent head brushing against the loaf-shaped ceiling, its hands outstretched and holding an etched crystal globe.

The globe is actually an *orb of dragonkind* (also known as a *dragon orb*, see *Towers of High Sorcery*, p. 59, for complete description) which can be used to summon dragons against their will. They are powerful and dangerous artifacts, however, and must be used only with caution.

Treasure: In the palms of the statue is an *orb of dragonkind*.

Development: If the *orb* is used to summon the dragon from area **1**, then describe the dragon breaking the stairs in area **1** as she enters. During any battle with the dragon in this room, be sure to include at some point in the battle, a moment where the dragon inadvertently falls against or knocks over the pillars on the east side of the area. This action triggers the collapse of the southern portion of the east wall, exposing areas **18** and **24** to this hall.

4. ARMORY

The weapon racks are whole in this age and contain an assortment of weapons.

Treasure: The weapon racks contain three magic weapons and several masterwork weapons:

-+1 *battleaxe of frost*

-+1 *warhammer of thundering*

-+2 *mighty composite shock longbow* (+2 Strength bonus)

-three masterwork longswords

-four masterwork shortsepar

-six masterwork shortswords

10. HEADMASTER'S CELL [EL 3]

The room is well lit and clean, primarily because it's occupant prefers it that way.

Creatures: Lornavan is a historian in love with history and himself. Lornavan thinks that he is the greatest chronicler of the ages and that his writings on history will echo down through future ages. He is completely unknown in the time of the PCs. Furthermore, he is a complete coward, willing to take credit for chronicling heroic deeds...so long as they do not involve him personally.

LORNAVAN QUISTAR, GUARDIAN OF TIME

CR 3

Male Silvanesti elf master (sage) 3

NG Medium humanoid (elf)

Source Lornavan Quistar uses the Master base class from *War of the Lance*.

Init +6 **Senses** Darkvision 30 ft., low-light vision; Spot +3, Listen +3

Languages Common, Elven, Ergot, Solamnic

AC 15, touch 11, flat-footed 14

hp 10 (3 HD)

Immune sleep

Fort +0, **Ref** +2, **Will** +4 (+6 against enchantments)

Spd 30 ft.

Melee longsword +2 (1d8/19-20)

Base Atk +2; **Grp** +2

Abilities Str 10, Dex 12, Con 8, Int 15, Wis 13, Cha 14

SQ knack (linguist), primary focus

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Gather Information)^B

Skills Decipher Script +10, Diplomacy +8, Gather Information +11, Heal +7, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Knowledge (religion) +10, Search +8

Possessions chain shirt, light steel shield, long sword, entertainer's outfit, healer's kit, calligraphy kit.

Knack—Linguist (Ex): Lornavan can make an Intelligence check to try and understand a language he doesn't know, and gains a +2 bonus to this check. The check is made against DC 15 if the language is related to one he already knows, and DC 20 to any other language, with a DC 25 for ancient or unique languages. A single check covers one minute of a spoken language.

Primary Focus (Ex): Lornavan's primary focus is sage. As such he gains a +2 competence bonus to all Knowledge skill checks and may choose knacks from the sage group.

Tactics: If threatened, Lornavan flees. He tries to reach the chapel (area 19), but is not aware of the minotaurs in area 14. If the minotaurs are still there, he turns back and takes his chances with the PCs.

Treasure: Tucked inside Lornavan's historical chronicles is a scrap of paper, written on which is a Temporal Code.

11. PRIVY

This room is unoccupied and devoid of treasure.

12. ACOLYTES' CELL

The sleeping bunks are intact in this age.

14. KITCHEN [EL 6]

Two minotaurs are rummaging for food in this neglected kitchen. They were drawn unwillingly into the Anvil of Time (along with their brethren in area 28). They attack non-minotaurs on sight, showing no quarter.

∞ Creatures: Minotaur Scavengers

(2); hp 30, 38; See Appendix

Treasure: One of the minotaurs carries a sack that contains 1,000 gp, a malachite stone (11 gp), and a pair of polished obsidian cubes marked with white spots (worth 15 gp, total).

15. THRONE ROOM [EL 7]

A large humanoid skeleton sits on the throne in the middle of the room, the threads of its robes hanging in rags from its bones. There is a luminescent quality about the bones. The luminance begins to coalesce and take form.

Creatures: This is the ghost of Elisand, the ancient Irda who once ruled over the Anvil of Time. Elisand was murdered on this throne trying to protect the Anvil from a mob back in the Second Age. She is obsessed with protecting the Anvil from intruders and attacks the PCs, decrying them as defilers and barbarians who do not understand the power and majesty of the Anvil of Time!

ELISAND

CR 7

Female irda ghost wizard 5

LN Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft., low-light vision, Spot +9, Listen +9

Languages Common, Draconic, Elven, Ergothian, Kolshet, Sylvan

AC 16, touch 16, flat-footed 14

hp 32 (5 HD)

Immune incorporeal traits, undead traits

Fort +1, **Ref** +3, **Will** +5

Spd fly 30 ft. (perfect)

Melee corrupting touch +2 melee (1d6)

Base Atk +2; **Grp** +2

Special Actions frightful moan (DC 16), manifestation

Spells Prepared (CL 5; +4 ranged touch):

3rd—*fireball* (DC 17), *haste*

2nd—*knock*, *pyrotechnics*, *web* (DC 16),

1st—*burning hands* (DC 15), *charm person* (DC 15), *magic missile*, *sleep*

0—*detect magic* (X 2), *open/close*, *read magic*

*Elisand no longer has access to her spellbook, but every day or whenever she rejuvenates, her list of prepared spells is restored to the above list.

Spell-Like Abilities (CL 5) 1/day—*dancing lights*, *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *light*, *mage hand*.

Abilities Str —, Dex 14, Con —, Int 18, Wis 12, Cha 18

SQ change shape, incorporeal traits, rejuvenation, turn resistance +4, undead traits

Feats Brew Potion, Craft Wondrous Item, Improved Initiative, Scribe Scroll

Skills Concentration +12, Craft (alchemy) +12,

Hide +12, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (nature) +12, Listen +9, Search +12, Spellcraft +14, Spot +9

Tactics: Elisand is a dangerous foe. One the first round, she casts *web*. Then, moving through the webs with impunity, she casts *haste*, *cat's grace*, and *shocking grasp* before attacking with her corrupting touch. She casts *magic missile* and then *fireball* once the webs have done an adequate job in slowing the PCs down.

Treasure: 6 Ruby Gems worth 500 gp each.

17. CODEX LIBRARY

Bookcases line the walls, each packed with ancient tomes. In the center of the room, surrounded by open books in a widening pile, sits a young man with a long blond locks of hair and a short, soft beard. His robes are red.

Creatures: The wizard is the legendary Magius, one of the most famous wizards in the history of Krynn and a companion of Huma in his adventures. Magius is taking this opportunity during this adventure to read up on some of the more interesting facets of Krynn's history and magic. Magius was a close friend of Huma's and knew the knight since childhood. They have been separated for many years, only reunited now to face Takhisis. He is generally a very pleasant albeit cocky wizard, and will be happy to answer whatever questions he can about the history of Krynn (and point the PCs in the direction of Huma) (area 25). If questioned about why he and Huma are here in the Anvil of Time, Magius explains that he, Huma, and a fellow named Arlis Treval have been on a quest to find the magical facility — Huma out of the altruistic reasons of preventing it from falling into the hands of the evil dragons, Magius more selfishly to take in the time to study the books contained in the Anvil's library.

Magius can warn the PCs of the ghost in area 15 and has heard that a company of minotaurs has been sighted roaming the ahlls (see areas 14 and 28). He also knows how the Anvil of Time operates: PCs who make a successful Diplomacy check (DC 18) can persuade Magius to explain how to use the Crystal Globe (area 16), Transfinite Repeater (area 30), and Winch Adjustment Rooms (area 33).

Magius's capriciousness causes him to eventually tire of the PCs' interruptions, as such disturbances disrupt his reading. If the PCs "wear out their welcome," he shoos them away. If the PCs refuse to leave, the annoyed wizard becomes downright angry, and the PCs don't want to see Magius when he's angry...

MAGIUS

Male human wizard 7/wizard of High Sorcery (Red) 2/ war mage 1
LN Medium humanoid (human)

CR 10

Init +3; Senses Spot +2, Listen +2

Languages Common, Ergothian, Magius, Ogre, Solamnic

AC 18, touch 16, flat-footed 15

hp 35 (10 HD)

Fort +2, Ref +5, Will +12

Spd 30 ft. (6 squares)

Melee *staff of magius* +6 (1d6+2)

Base Atk +4; Grp +3

Special Attack battle magic +1

Combat Gear scrolls (*fireball*, *web*)

Spells Prepared (CL 10; +7 ranged touch):

5th—*baleful polymorph* (DC 19), empowered *fireball* (DC 17), *teleport*

4th—enlarged *fireball* (DC 17), *ice storm* (DC 18), *lesser globe of invulnerability*, *polymorph*

3rd—extended *cat's grace*, *fireball* (DC 17), *lightning bolt* (DC 17), *protection from energy*

2nd—*bull's strength*, *cat's grace*, *eagle's splendor*, extended *mage armor*, enlarged *magic missile*

1st—*burning hands* (DC 15), *mage armor*, *magic missile*, *shocking grasp* (DC 15), *true strike*

0—*detect magic*, *flare* (DC 14), *light*, *prestidigitation*

Abilities Str 9, Dex 16, Con 10, Int 18, Wis 14, Cha 12

SQ arcane aegis, summon familiar

Feats Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Scribe Scroll, Spellcasting Prodigy, Spell Focus (transmutation), Weapon Focus (quarterstaff), Widen Spell

Skills Concentration +13, Craft (alchemy) +17, Decipher Script +17, Heal +5, Knowledge (arcana) +17, Knowledge (nobility and royalty) +11, Knowledge (history) +17, Knowledge (the planes) +7, Spellcraft +19

Possessions combat gear plus *Staff of Magius*, *bracers of armor* +2, robes, spellbook (contains all prepared spells), pouch of components.

Arcane Aegis (Su): Magius may add his

Charisma bonus as a morale bonus to the AC of up to three allies within 30 ft.

Battle Magic (Ex): Three times a day, Magius may increase the damage of any spell he casts by 1 point per die of damage as a free action.

Trap (CR see below): Each book in this library is trapped so that anyone attempting to take a book out of the library without authorization (from a librarian who is now millennia dead and gone) triggers one of the following spells, rolled randomly on d%:

01-50: *Shocking grasp*, dealing 1d8+10 points of electrical damage (no save). CR 2.

51-80: *Summon monster V*, which summons forth a Medium-size air elemental to attack the thief. This is an EL 3 trap.

81-95: *Feeblemind*, which is negated by a successful Will save (DC 18, 22 for wizards and sorcerers). CR 6.

96-00: *Disintegrate*, 24d6 damage, 5d6 on successful DC 19 Fortitude save. CR 10

An instant after the first spell discharges, a permanent *teleport* spell returns the book to its original shelf. All traps can be found with a successful Search check against a DC

equal to 20 + CR. All spells on the books were cast at 12th level for purposes of dispelling. None of these traps can be disabled.

Treasure: The ancient library of the Anvil has books from all the Ages of Krynn — including some which the PCs have not yet encountered! Unfortunately, all of the works have been translated into the ancient Irda language, Kolshet. This language, while forming the root of most spoken languages on Krynn, has since fallen into disuse. Nevertheless, PCs may attempt to read the titles of some of the works with a Decipher Script check (DC 25). These titles will include: *Mina of the Fifth Age*, *Comprehensive History of the Age of Dreams*, *The Soulforge*, *Wizard's Guide to Time Travel*, *Practical Travel in the Abyss*, *Huma of the Lance*, *Draconian Measures*, and *The Annotated Dragonlance Chronicles*. Reading the books requires the *comprehend languages* spell.

As the DM, you might consider slipping a book of your own into this library as a means of plunging the PCs into an adventure of your own regarding the Anvil of Time!

19. CHAPEL [EL 8]

An island of torchlight surrounds a group of figures huddled around the eastern end of the dark chapel, near the altar.

Six elves—three females and three males—stand here. They are detailed under **Creatures** below.

A successful Search check (DC 15) reveals a secret compartment in the back of the altar. If the PCs noticed the opened compartment in the Fourth Age, no Search check is required. The compartment contains the **Treasure**.

Creatures: Sithalan Qualeni, an elven captain from the nation of Silvanesti, has hunted the dragon Magna (area 1) to this ruin. Official and proud, Sithalan nevertheless gladly joins her group to any who can show them how to destroy the monster they have come to kill.

SITHALAN QUALENI

CR 5

Female Silvanesti elf fighter 5

NG Medium humanoid (elf)

Init +6; **Senses** elvensight (darkvision 30 ft., low-light vision); **Spot** +5, **Listen** +3

Languages Common, Elven, Sylvan

AC 17, **touch** 12, **flat-footed** 15; **Dodge** hp 47 (5 HD)

Immune sleep

Fort +7, **Ref** +3, **Will** +2 (+4 against enchantments)

Spd 20 ft.

Melee +1 keen longsword +8 (1d8+2/17-20) and dagger +6 melee (1d4+2/19-20) or

Ranged shortbow +7 (1d6/x3)

Base Atk +5; **Grp** +6

Abilities Str 12, Dex 15, Con 16, Int 13, Wis 12, Cha 13

Feats Combat Reflexes, Dodge, Improved Initiative,

Two-Weapon Fighting, Weapon Focus (longsword)

Skills Climb +5, Handle Animal +5,

Jump +4, Ride +5, Spot +5

Possessions +1 keen longsword, dagger, shortbow (30 arrows), backpack, spyglass, blanket, chainmail, explorer's outfit, flask, flint & steel, grappling hook, silk rope (50 ft.), 14 pp

Elven Soldiers (5); hp 13, 13, 14, 16, 18; See Appendix

Treasure: Hidden inside the altar's secret compartment is a Temporal Code (see "Temporal Code Table" for details) written on a brittle piece of parchment.

20. UP-DOWN

The Updown in this age functions identically to the description in the Age of Despair.

21. GUARDIAN STATUE

This encounter is identical to the one described in the Age of Might except that the animated bronze statue clutches an additional item (see **Treasure** below) in one balled fist. Destroying the statue causes the right fist to open and spill forth the hidden item.

Treasure: The bronze statue clutches a green Transport Gem in its right fist.

24. APPRENTICE QUARTERS

The western wall in this location is solid unless the PCs have fought the dragon in area 2.

25. APPRENTICE COMMONS [EL 9]

Two men sit at the table, both leaning forward in earnest discussion. They both leap up from the table when they notice the PCs, instinctively reaching for their weapons but do not attack first.

Creatures: One of the figures is Huma, the mythic dragon slaying hero of the Age of Dreams. The other is his cleric companion, Arlis Treval. They are studying a mystical lance on the table between them and discussing the best strategy to help the elves in the chapel (area 19) attack and kill the red dragon Magna (area 1).

Huma is an unassuming, rather shy man with a quiet voice and gentle manner. He is nevertheless a fierce warrior. He often gets emotional when the battle is over and has been known to weep openly after killing even the most vile creatures. Huma is a self-doubting knight who often feels that he will only ever be a pale imitation of the superiors he admires. Fate has played its hand, however, and he is one of those who, despite his gentle nature, has had destiny thrust upon him.

Huma will gladly aid the PCs any way he can once he determines they are of good nature and noble in spirit. Should Huma be in danger of destruction, however,

Magius steps in at the very last moment to save him. Eventually, barring interference by the PCs, Magius will aid Huma in returning to the war that spills across the landscape in the current time.

Arlis Treval is quiet and pensive, rarely speaking to anyone directly save Huma and Magius.

HUMA DRAGONBANE CR 8

Male human fighter 4/knight of the Crown 4

LG Medium humanoid (human)

Init +3; **Senses** Spot +5, Listen +3

Languages Common, Solamnic

AC 17, touch 10, flat-footed 17

hp 72 (8 HD)

Fort +11, **Ref** +4, **Will** +5

Spd 20 ft.

Melee *greater dragonlance* +16/+11 (1d8+8/x3, plus 2d6 and 1 Con when used against evil dragons, 1 Con per character level on crit against dragons) or *longsword* (two-handed) +12/+7 (1d8+4/19-20)

Reach 10 ft. with *greater dragonlance*

Base Atk +8; **Grp** +11

Attack Options Combat Reflexes

Special Attack Strength of Honor

Combat Gear *potion of cure moderate wounds* (3)

Abilities Str 16, Dex 15, Con 16, Int 10, Wis 13, Cha 14

SQ Heroic Initiative, Honorable Will

Feats Alertness, Combat Reflexes, Diehard^B, Honor-

Bound[†], Iron Will Skill Focus (Ride), Weapon

Focus (lance), Weapon Focus (longsword)

[†] New feat the *DRAGONLANCE Campaign Setting*

Skills Diplomacy +9, Jump -2**, Knowledge

(religion) +6, Listen +3, Ride +13, Spot +5

**Armor check penalty

Possessions half-plate armor, *greater dragonlance*, *longsword*, explorer's outfit, *bullseye lantern*, oil (pint)

Honorable Will (Su): Huma applies his Charisma bonus (+2) as a morale bonus on saving throws against compulsion spells and effects.

Strength of Honor (Su): Twice per day, Huma can gain a +4 morale bonus to his Strength score for 5 rounds. Activating this ability is a free action. When using this ability, he has the following changed statistics:

Melee *greater dragonlance* +18/+13 (1d8+11/x3, plus 2d6 and 1 Con when used against evil dragons, 1 Con per character level on crit against dragons) or *longsword* (wielded two-handed) +14/+9 (1d8+7/19-20)

Grp +13

Abilities Str 20

Skills Jump +0

ARLIS TREVAL

CR 5

Male Silvanesti elf cleric 5

NG Medium humanoid (elf)

Init +1; **Senses** elvensight (darkvision 30 ft., low-light vision); Spot +5, Listen +5

Languages Common, Elven

AC 14, touch 12, flat-footed 12

hp 31 (5 HD)

Immune sleep

Fort +5, **Ref** +2, **Will** +7 (+9 against enchantments)

Spd 30 ft.

Melee morningstar +5 (1d8+2) or

Ranged +1 *light crossbow* +5 (1d8+1/19-20)

Base Atk +3; **Grp** +5

Special Attack spontaneous casting (*cure* spells), turn undead 8/day (+3, 2d6+6, 5th)

Spells Prepared (CL 5th; +4 ranged touch):

3rd—*prayer*, *magic vestment*^D, *searing light*

2nd—*bull's strength*^D, *shield other*, *spiritual weapon* (2)

1st—*bless*, *detect evil*, *enlarge person*^D, *magic weapon*, *protection from evil*

0—*create water* (2), *detect magic*, *guidance*, *light*

^D Domain spell. Deity: Kiri-Jolith. Domains: Strength, War

Abilities Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 13

Feats Extra Turning, Skill Focus (Heal)

Skills Diplomacy +3, Heal +10, Knowledge (religion)

+6, Listen +5, Search +2, Spellcraft +5, Spot +5

Possessions leather armor, light steel shield, +1 *light crossbow*, 20 bolts, morningstar, traveler's outfit, dagger, backpack, bedroll, healer's kit, 68 stl

Treasure: The *dragonlance* is a weapon of legend.

It is *greater dragonlance* (see "Magic of Krynn" in the *DRAGONLANCE Campaign Setting* for more information). Huma's lance increases in power once it has done its historical deed and been bathed in the Dark Queen's blood (see *Key of Destiny* or *Specter of Sorrows* for more information on *Huma's Lance*).

28. WEST LABORATORY [EL 4]

An intact alchemist's workbench stands in the northeast corner, while an altar rests against the south wall. The

minotaurs occupying this room carry **Treasure #1**. A successful Search check (DC 19) yields **Treasure #2**.

∞ **Minotaur Scavengers** (2); hp 38, 40; See Appendix.

Treasure #1: The minotaurs carry 100 gp, 800 gp, a red garnet 120 gp, and a topaz 600 gp.

Treasure #2: A



Temporal Code (see “Temporal Code Table”) can be found amid the debris on the alchemist’s workbench.

29. GUARDIAN ROOM

This encounter is identical to the one described in the Age of Might.

33. WINCH ADJUSTMENT ROOMS

None of these rooms contain creatures or treasure. (For example, there are no Ergothian coins in area 33b and no phase spider lurking in area 33f.) Otherwise, the rooms are as described in the Age of Despair.

34. “THE CUBE”

The PCs must contend with the three elven warriors who occupy the chamber during this age. See the room’s description in the Age of Despair for details.

CONCLUDING THE ADVENTURE

Once the PCs have replaced the shattered gems in the Crystal Globe room (area 16) with the green Transport Gems, the exit portal in area 1 will function properly. The controls for the exit portal are every bit as complicated as the Bridge of Time, however. Moving the control without a proper combination of settings “detunes” the teleporter and makes it non-functional once again. To recall the previous settings requires an Intelligence Check (DC 20) to set it back where it once was.

PCs who jump through the exit portal in area 1 find themselves returned to the exact same moment and in the exact same position as when they were *teleported* into the Anvil of Time in the first place. At that time, read the following:

In a flash, you fall down a corridor of light and stand, quite suddenly, before Harland Hightale. The bard appears to be continuing his story to you as though nothing has happened at all.

Describe the surroundings as they were exactly when the PCs originally were *teleported* into the Anvil of Time. The PCs retain all the treasure that they brought with them, as well as any experience points they acquired during the adventure. Any change in their appearance will be completely ignored by others in the tavern — it is as though they looked that way all along.

Continue Harland’s tale as though he were continuing without interruption. Use the following guidelines to finish his tale:

If Harland was telling the Tale of Battle (Huma): Begin as in mid-story by describing the battle the PCs fought against the dragon Magna. Make Huma the great hero of the story and be sure to both exaggerate and get most of the actual facts wrong. Then say something to this effect: “The old legends sing of the names of his valiant companions...” then name two or three of the

PCs and give outrageously exaggerated descriptions of their own actions during that combat. When the players react, read the concluding description below.

If Harland was telling the Tale of Doom (Soth): Begin as though in mid-story as follows: “Lord Soth in those younger days was a proud and powerful man. He destroyed the wizards of the Anvil in the name of truth and good but poisoned his heart in his zealotry! Yet there were those, they say, who tried to warn him of the doom to come... travelers from strange paths who prophesied his doom in that mysterious place!” Then name two or three of the PCs and give outrageously exaggerated descriptions of their own actions during the Age of Might. When the players react, read the concluding description below.

Harland becomes indignant! “What’s this? You mock me? I swear to you all that I have said is true! A tale from the most ancient of days—and better days than this, I can tell you! Why I should...”

Harland Stops, his eyes suddenly catching on a piece of treasure you acquired from your journeys through time.

“Say, that is most unusual!” Harland says. “Surely there’s a story worth hearing! Perhaps you could tell me your tale?”

Of course, if the PCs attempt to tell him where it really came from, Harland will think the PCs are mocking him again! The PCs might also need to explain any “new party members” (such as Darmath Goodfellow and Lithebit Winderkin) who might have accompanied them through the exit portal.

FURTHER ADVENTURES

The Anvil of Time is a gateway to adventure! While the PCs only discover two working codes for the Bridge of Time and have no other direction codes for the exit teleport device other than their own previous location — such codes may well be found in the depths of a DM’s imagination!

You should utilize the Anvil of Time as a gateway into whatever location or time period in which you would like to campaign with your PCs. You should, however, be cautious not to allow the Anvil of Time to become a safety net or escape route from the campaign in which you set it. With that caution, however, the Anvil of Time will serve you well on those occasions when your PCs need a very different place or time to explore.

APPENDIX

ELVEN SOLDIERS

Male or female Silvanesti elf warrior 3

NG Medium humanoid (elf)

Init +7; **Senses** elvensight (darkvision 30 ft.,

CR 2



low-light vision); Spot +3, Listen +3

Languages Common, Elven

AC 17, touch 12, flat-footed 15; Dodge

hp 16 (3 HD)

Immune *sleep*

Fort +4, **Ref** +4, **Will** +2 (+4 against enchantment)

Spd 30 ft.

Melee longsword +5 (1d8+2/19-20) or

Ranged composite shortbow +6 (1d6+1/x3)

Base Atk +3; **Grp** +5

Abilities Str 15, Dex 17, Con 13, Int 10, Wis 12, Cha 10

Feats Dodge, Improved Initiative

Skills Climb +7, Jump +7, Listen +3,

Ride +5, Search +2, Spot +3

Possessions Chainmail, longsword, composite shortbow (+1 Str bonus), 40 arrows, explorer's outfit, grappling hook, pint of oil, silk rope (50 ft.), waterskin, flint & steel.

SOLAMNIC KNIGHTS

OF SOTH'S GUARD

CR 3

Male civilized human fighter 3

LN Medium humanoid (human)

Init -1; **Senses** Listen -1, Spot -1

Languages Common, Solamnic

AC 17, touch 9, flat-footed 17

hp 21 (3 HD)

Fort +3, **Ref** +2, **Will** +2

Spd 30 ft.

Melee bastard sword +7 (1d10+3/19-20) or

Ranged shortbow +2 (1d6/x3)

Base Atk +3; **Grp** +6

Attack Options Combat Reflexes

Combat Gear alchemist's fire (3)

Abilities Str 16, Dex 8, Con 11, Int 13, Wis 9, Cha 17

Feats Combat Expertise, Exotic Weapon Proficiency (bastard sword), Iron Will, Lightning Reflexes, Weapon Focus (bastard sword)

Skills Climb +9, Diplomacy +5, Handle Animal +7, Heal +1, Intimidate +7, Ride +5

Possessions combat gear plus half-plate armor, heavy steel shield, bastard sword

ACOLYTES OF FISTANDANTILUS (4) CR 3

Male or female civilized human wizard 3

NE Medium humanoid (human)

Init +2; **Senses** Listen +4, Spot +1

Languages Draconic, Common, Magius

AC 14, touch 12, flat-footed 12

hp 15 (3 HD)

Fort +3, **Ref** +3, **Will** +4

Spd 30 ft.

Melee dagger +1 (1d4/19-20) or

Ranged light crossbow +3 (1d8/19-20)

Base Atk +1; **Grp** +1

Spells Prepared (CL 3rd; +3 ranged touch;

10% spell failure due to armor):

2nd—*acid arrow* (DC 14), *flaming sphere*

1st—*burning hands* (DC 13), *charm*

person (DC 14) (x2)

0—*detect magic* (2), *light, touch of fatigue*

Abilities Str 10, Dex 14, Con 14, Int 15, Wis 13, Cha 9

SQ Summon familiar (none summoned)

Feats Brew Potion, Combat Casting, Scribe Scroll^B, Spell Focus (enchantment)

Skills Craft (alchemy) +6, Concentration

+8, Listen +4, Knowledge (arcana) +8,

Knowledge (History) +6, Spellcraft +6

Possessions Dagger, light crossbow, leather

armor, traveler's outfit, quarterstaff.

Spellbook: spells prepared plus 0—all, 1st—*burning hands*, *charm person*, *obscuring mist*, *protection from good*, *sleep*; 2nd—*acid arrow*, *flaming sphere*, *touch of idiocy*

MINOTAUR SCAVENGER

CR 4

Male minotaur fighter 4

LE Medium humanoid (minotaur)

Init +0; **Senses** Listen -1, Spot -1

Languages Common, Kothian

AC 20, touch 12, flat-footed 18

hp 34 (4 HD)

Fort +5, **Ref** +1, **Will** +1

Spd 30 ft.

Melee greatsword +10 (2d6+9/19-20) or
gore +9 (1d6+5)

Base Atk +4; **Grp** +9

Attack Options Power Attack

Special Actions charging gore +11 melee (2d6+7), AC 18.

Abilities Str 20, Dex 10, Con 14, Int 11, Wis 8, Cha 6

Feats Improved Natural Armor, Iron Will,

Power Attack, Weapon Focus (greatsword),

Weapon Specialization (greatsword)

Skills Climb +9, Intimidate +7, Swim +10

Possessions Breastplate, greatsword



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Cover by Larry Elmore




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