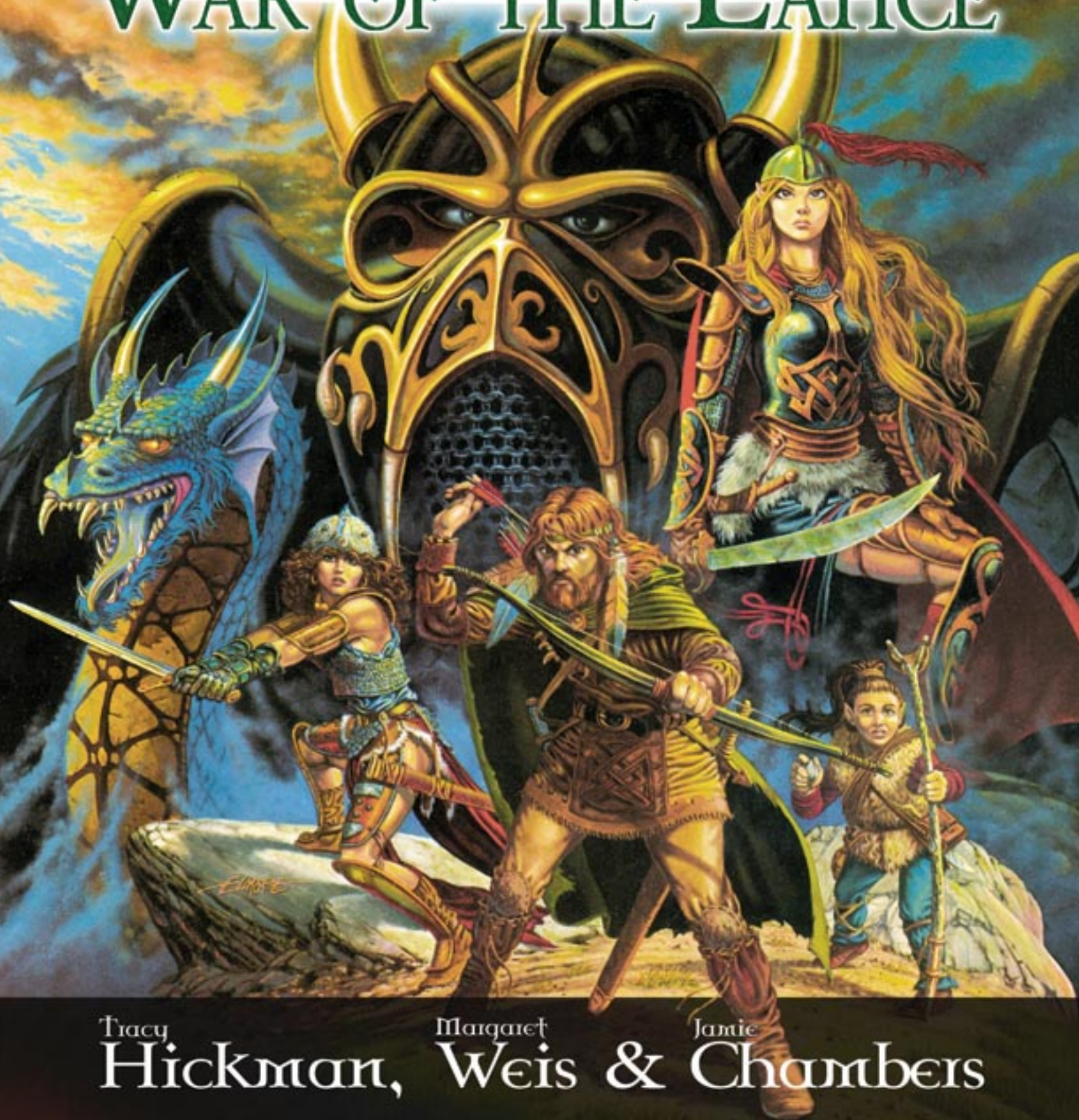




WAR OF THE LANCE



Tracy
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WAR OF THE LANCE

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FOREWORD

YOU'VE just arrived in the town of Solace, a town known far and wide across Ansalon for two things: its wondrous vallenwood trees, the likes of which grow nowhere else on the continent, and for the famous Inn of the Last Home.

As you stand on a hill overlooking the town, you see the smoke from the home fires rising into the twilight. Your own home is far distant, for you have left it behind to roam the world in search of adventure, fame, and fortune. Perhaps you feel a little twinge of homesickness, thinking of your own home fire, now cold.

That feeling vanishes as you start the long trek down the hill into Solace and you gaze up in awe and wonder at the golden leaves of the vallenwoods, shimmering purple red in sunset. As you admire the autumn colors, you are astonished to see that the branches hold in their mighty limbs the dwellings and businesses of the people of Solace, for Solace is a city built in the treetops.

Wooden plank bridges connect the homes and businesses in a web of stout rope. People of many different races—humans and elves, dwarves and kender and gnomes—traverse the swinging walkways, going about their business.

As you climb the stairs leading up to the Inn, some of these people eye you suspiciously, for times are troubled. You yourself have heard many dark rumors as you traveled the roads of Ansalon—rumors of armies of evil marching through the land, rumors of the return of the dread Takhisis, Queen of Darkness.

You have even rumors that dragons—creatures of legend—have returned to the world. Such stories make you—a seasoned traveler—smile. Children's tales, you think.

You had hoped that, in Solace, you would find safe haven from the dangers of the road, but you are startled to see goblins in armor strutting about, looking important. These goblins actually have the

nerve to stop to question you about a blue crystal staff! It's supposed to be magical and they demand that you hand it over. You know nothing of such a staff, and the goblins eventually march off. But the encounter leaves a bad taste in your mouth.

That taste is soon washed away by the legendary nut-brown ale served in the Inn of the Last Home. The inn is so large that it sprawls over several branches of the vallenwood tree and it is filled this evening with a great many people. A young mage wearing the Red Robes of the Order of High Sorcery huddles close by the fire. A merry kender weaves his way among the crowd and you check to make sure you still have your coin pouch. A tall barbarian, clad in deerskin, talks in a low voice to a beautiful woman, whose silver-golden hair gleams in the light. An old man tells tales of Huma and the fabled dragonlance. As you listen, a half-elf enters, accompanied by a dwarf and a knight in armor.

The half-elf sees you and calls out your name. You realize suddenly that you know these people, though it's been a long, long time since you last met...

You settle in at your table, enjoying the warmth of the fire and the company of friends. A barmaid with fiery red hair serves up a plate of the Inn's specialty—spiced potatoes. The smoke from the cook fire rises into the air and mingles with the mists of twilight.

There comes a thunderous crash on the door. An ugly hobgoblin charges into the room, accompanied by goblin soldiers. There is a flash of blue light.

The adventure of a lifetime is about to start.

You are about to find out that rumors of war are true. Dragons are not children's tales any longer.

The War of the Lance has come to you.

Tracy Hickman & Margaret Weis



Chapter 1: CHARACTERS

SWEARING under his breath, Tanis could do nothing but stand and stare at the figure emerging from the shadows. It was seated on a small, furry-legged pony that walked with its head down as if it were ashamed of its rider. Gray, mottled skin sagged into folds about the rider's face. Two pig-pink eyes stared out at them from beneath a military-looking helmet. Its fat, flabby body leaked out between pieces of flashy, pretentious armor.

A peculiar odor hit Tanis, and he wrinkled his nose in disgust. "Hobgoblin!" his brain registered. He loosened his sword and kicked at Flint, but at that moment the dwarf gave a tremendous sneeze and sat up on the kender.

"Horse!" said Flint, sneezing again.

"Behind you," Tanis replied quietly.

Flint, hearing the warning note in his friend's voice, scrambled to his feet. Tasslehoff quickly did the same.

The hobgoblin sat astride the pony, watching them with a sneering, supercilious look on his flat face. His pink eyes reflected the last lingering traces of sunlight.

"You see, boys," the hobgoblin stated, speaking the Common tongue with a thick accent, "what fools we are dealing with here in Solace."

There was a gritty laughter from the trees behind the hobgoblin. Five goblin guards, dressed in crude uniforms, came out on foot. They took up positions on either side of their leader's horse.

"Now..." The hobgoblin leaned over his saddle. Tanis watched with a kind of horrible fascination as the creature's huge belly completely engulfed the pommel. "I am Fewmaster Toede, leader of the forces that are keeping Solace protected from undesirable elements. You have no right to be walking in the city limits after dark. You are under arrest."

Fewmaster Toede leaned down to speak to a goblin near him. "Bring me the blue crystal staff, if you find it on them," he said in the croaking goblin tongue.

Tanis, Flint, and Tasslehoff all looked at each other questioningly. Each of them could speak some goblin, Tas better than the others. Had they heard right? A blue crystal staff?

"If they resist," added Fewmaster Toede, switching back to Common for grand effect, "kill them."

Dragons of Autumn Twilight

Margaret Weis and Tracy Hickman

RACES OF THE AGE OF DESPAIR

The races of Ansalon are generally isolated during the Age of Despair and rarely interact. Suspicion and prejudice run rampant through each race and culture. Old alliances and friendships are only a memory. Elves have withdrawn into their respective lands and severed contact with the outside world. The mountain dwarves of Thorbardin sealed the underground kingdom, abandoning their hill

dwarf cousins. Human countries, cities, and towns are insular and distrust outsiders. Minotaur keep to the newly formed islands of Mithas and Kothas, establishing their own kingdom. Ogres celebrate the chaos and lawlessness brought on by the Cataclysm by raiding and conquering their neighbors. The gnomes continue their single-minded pursuit of technological perfection in Mount Nevermind. Kender now enjoy a world full of new places to explore.

The Age of Despair is a dark age for Ansalon, a time of fear and suffering. But these hard times will forge the strength the people will need to survive the War of the Lance and beyond.

HUMANS

Early in the Age of Despair the humans of Ansalon abandoned all faith. The majority of humans felt betrayed by the disappearance of the gods, and many denounced the gods.

With their relatively short life spans, the humans soon forgot about the true gods, regarding them, as the centuries passed, as little more than myth and legend. The tales of the ancient deities are still passed down from one generation to the next, but, after nearly three and a half centuries they are considered kender tales. Gods are believed to be as real as dragons, fairy folk, and other childhood fantasies.

Generations without faith have led to a longing for some type of belief, and many humans turned to cult worship. False religions and the worship of idols has grown increasingly prevalent. Sometimes these religious movements last for decades before they are finally exposed as frauds. Although most humans no longer believe in the ancient gods, many still hunger for guidance in their lives and seek the solace of a higher being.

True healing has always been considered one of the gods' great powers. When the gods left the world, famine and plague spread throughout the continent. Thousands died in the wake of the gods' departure and, without the aid of the gods' healing powers, the suffering was catastrophic. Many people look for magical healing as a sign of a new, true faith. Many humans try to replicate healing with medicinal herbs and—in some cases—sleight-of-hand. These attempts at healing have never achieved miraculous results, though local medicine men and shamans use them to assist the people in a world bereft of healing.

The loss of the gods also marked a significant decline in civilized society. Many human communities disappeared, swallowed up by stronger nations. Lawlessness becomes the norm. The Knights of Solamnia, longtime champions of law and righteousness, are a common target of ridicule and scorn because of their inability to prevent the spreading chaos. Their lord cities fall into disrepair and anarchy. It takes decades for such communities to recover from the disaster of the Cataclysm and to begin to forge limited trading routes across an unmapped land. Other

ABANASINIA PLAINS TRIBES

THE plains of northern Abanasinia—especially the northern territories—have long been home to a number of plains tribes that take pride in living off the land. In appearance, the plainsmen tend to be tall and thin, with dark skin, muscular bodies, brown hair, and eyes of brown and green. After the Cataclysm, four primary tribes roam and rule the Abanasinia Plains. Countless smaller tribes make their homes in the area, as well—living safely apart from the four dominant tribes.

Que-Nal: Although this tribe no longer dwells on the Abanasinia Plains, the Que-Nal have not vanished. After the Cataclysm their best hunting lands were almost completely flooded, and thus they began to worship false gods of the sea. Fueled by a need to appease their new gods, they started a crusade to force all the tribes of Abanasinia to bow down to them. After countless fierce battles, the Que-Nal were driven from the plains and obliged to flee to the island of Schallsea, where they now thrive.

Que-Shu: The Que-Shu are the largest tribe of plainsmen in Abanasinia. They preserve a formidable warrior culture in which tests of strength are key to advancement within the tribe. Ancestors are highly revered and any major decision is first brokered with the spirits of the dead through communication with the tribal priestesses. The Que-Shu tend to be isolationists, and have few dealings with the other tribes. Such interaction usually occurs only when they need to obtain manufactured goods and weapons. Along with a small amount of sheep herders, the Que-Shu's skilled hunters and expert horsemen provide the majority of the food for the tribe's sustenance. Lately the Que-Shu have heard rumors that warriors of the Que-Kiri have been gearing up for hostile action, but they don't know which tribe is their intended target. Chief Arrowthorn (N male human nomad Bbn8) currently rules the Que-Shu tribe.

Que-Kiri: The Que-Kiri claim a warrior tradition. Over the generations, they have often come into conflict with the other nomads of the plains, and continue to engage in war-like behavior against different tribes, depending on which chieftain has come into power and the personal grudges he may hold against other tribes. Renowned for their martial prowess, the Que-Kiri are raised from birth to be fierce warriors and some of the fiercest among them are their deadly mounted archers. Among the Que-Kiri, strength is valued over all other personal qualities, and the tribe holds regular contests of strength and combat to display their skills.

Que-Kiri horse traders have recently brought news of war in the east. Eagerly welcoming the excuse to exhibit their fighting prowess, the tribe has begun to make preparations to defend against any surprise invasion. Que-Kiri is ruled by a warrior named Blackfoot (N male human nomad Bbn10).

Que-Teh: The Que-Teh are traders who often bridge the gap between the civilized villages of Abanasinia and the barbarian tribes of the plains. Known as master hagglers, the Que-Teh also have a widespread reputation as druids and healers, and customarily deal in spices, poultices, and healing herbs, which they use for those in need of healing in a time in which magic and prayers provide no help. They are known to heal even their own enemies.

While they do not always agree with other tribes, they are much more approachable than the hot-headed Que-Kiri. Lately the Que-Teh have been suffering from a strange sickness that has spread among the people, something their healers cannot cure. The tribe is led by the Chieftain Chaosmoon (N male human nomad Ftr4/Exp3) and his mate, priestess Wychfire (N female human nomad Master 6).

than the haphazard wanderings of kender, humans are the primary explorers of post-Cataclysm Ansalon. Yet even the bravest humans rarely range far from home. Many of the routes are dangerous to travel due as much to changes in the landscape, as bandits and other creatures even more evil.

NOMADS

The “uncivilized” people of Ansalon have always felt a deep connection with nature. The destruction wrought by the Cataclysm confused and frightened them. To the barbaric peoples of Ansalon, who live daily by following the changes of season and the migration of beasts, the physical changes in the world proved devastating. Many “civilized” communities saw their nomadic neighbors as easy prey

and attacked them. Such actions served to heighten the suspicion and distrust between nomads and city dwellers.

Over the generations, the barbarians were able to establish fresh hunting grounds and track the new migrations of animals, their lives improved. Lacking the uniting force of the gods, however, many tribes splintered, while others waited patiently and chose to accept the gods' silence as the supreme test of their devotion.

Of the tribes that remained intact, most worshipped deities of their own invention modeled after familiar aspects of the true gods. The gods of these barbarians had their own names and identities. Worship of the gods of civilized men was expressly forbidden. The nomad tribes highly venerated the spirits of their ancestors who had gone before them, and eventually, the worship of ancestors

became a dominant form of religion. The absence of the true gods was not nearly as difficult for some barbarians to accept, as many tribes had their own eclectic pantheon. Because barbarian tribes had always maintained religious rituals and ceremonies that honored all the spirits.

CIVILIZED

City life during the Age of Despair was chaotic. The Cataclysm flooded entire nations and landlocked others, destroying the trade routes for nearly every major city of Ansalon. Changes in the climate ravaged crops. What little food could be salvaged or grown—if it wasn't stolen—was hoarded. The meager amount of food that could be delivered to the cities was bought up by wealthy clientele for outrageous prices, leaving the poor to beg or filch whatever they could find.

Without healers, disease ran rampant and plague spread like wildfire. Most citizens lived in squalor, cowering amidst the ruins of buildings or hunkered down in wooden shacks. Over the course of centuries, the situation has gradually improved, but while some cities have prospered, others remain locked in despair, filth, and poverty.

In the east, the armies of the Dark Queen have taken control of major cities and towns through force, coercion, or trickery. In these places, life is still hard and those not willing to dedicate their lives to Takhisis quickly find themselves enslaved—or dead.

ELVES

The elves of Ansalon, with lifetimes measured in centuries, have long witnessed the destruction and rebirth of the lands around them. Even they were appalled by the devastation caused by the Cataclysm. The loss of the gods has been especially demoralizing and marked the beginning of a downward spiral in elven society. Elves place full blame for the Cataclysm on the human Kingpriest and his foolish actions, even though they supported his crusade for good. The elves turned their backs on humanity and isolated themselves.

The elves harbor deep resentment toward the rest of the world for the loss of their beloved gods. They live apart, trying to avoid the famine, disease, and banditry that still occasionally invade their sylvan sanctuaries. The elves have reinforced their borders against human, goblin, and ogre raiders. They remember the gods of old, but no longer worship them, angered that the divine forces of good would abandon their chosen people.

QUALINESTI

The elves of Qualinesti struggled to survive during the tumultuous first years after the Cataclysm, battling hordes of rampaging goblin tribes that penetrated Abanasinia and human mercenary raiders who were convinced that the elves were hiding great riches within the forest. The Qualinesti worked tirelessly to preserve their way of life, and in many ways they succeeded—though spiritually they were empty, bereft of the gods of good who had once watched over them.

The situation grew worse. Human warlords invaded the region and tested the resolve of the Qualinesti nation. Bloody clashes increased the hostility between the races. Yet the Qualinesti borders remained intact. The human marauders settled in the north and south of the elven nation. The Kharolis Mountains that border the elven lands on the west prevented any invasion through the territory of the hill dwarves. Thus the elves' isolation grew over the centuries until an elf was rarely seen outside their own lands.

Though the Qualinesti have remained isolated, they receive a few foreign visitors and welcome a handful of outsiders. Just as things seem to be improving and some elves look forward to a time when the borders can be fully opened to trade with other races, word comes of a large army of darkness in the east. The elves learn that the army has plans for genocide—the Red Dragonarmy is determined to wipe the Qualinesti elves from the face of Ansalon. The elves have sent out spies and are using magic to monitor the situation. While making plans for retreat and flight to lands deeper in the west.

Now the elves are on the verge of a great exodus from their homeland—only waiting for the right moment. The rumors of dragons have proven true, and the Qualinesti lack the strength to stand up against the might of the oncoming Dragonarmies.

SILVANESTI


The high elves of Silvanesti suffered terribly during the Fall of Istar. Their homeland was sundered. The great forests of their nation were uprooted and the lands of the east flooded as water rushed in from the Southern Courrain Ocean. Coastal villages along their eastern seaboard sank, and hundreds of elven lives were lost beneath the waves. For decades, the elves of Silvanesti struggled to recover from the horror, working to restore their forests and rebuild their cities.

The Silvanesti did nothing to assist those around them and refrained from asking for help from any other race or nation. As far as they were concerned, the folly of humanity brought down the wrath of the gods and caused the divine forces to abandon the world. Agreeing with the wisdom of the gods, the Silvanesti abandoned the world, retreating into their perfectly sculpted forests and pristine homes.

The Silvanesti used the powers of High Sorcery to protect their land against invasion and to monitor the events of the world as they evolved around them. Content to sit by and watch the world crumble around them—so long as it did not directly affect them—the Silvanesti watched day by day as the other races floundered and flailed in the wake of the Cataclysm. Busy dealing with their own problems, the Silvanesti felt that the humans had brought this travesty upon themselves and that it was only right that they should suffer for it.

Thus, after three centuries, when the elves first noticed a darkness gathering in the lands of the north, they made plans to safeguard their home. So as not to alert the general populace, House Mystic plotted in secret to gather





all magic artifacts of a defensive nature. House Protector increased its ranks as well, bolstering the number of trained fighters. But something unexpected happened.

After the dark armies spread north and east, emissaries of the Dragon Highlords swore to the elves that the Silvanesti need not worry about security of their realm. The Dragon armies had no intention of invading the ancient elven homeland. The enemy wanted only dominion over human lands. This suited the Silvanesti elves, the majority of whom had no idea what was occurring outside their own borders. But Lorac, the elven king, was no fool. He developed contingency plans for the day when his people would need to take action. He knew that the might of the forces arrayed against them would be too much to handle if the Dragonarmies decided to attack his kingdom.

The Speaker of the Stars notified every captain and ship builder of Silvanesti to gather ships and supplies in the southern city of Phalinost. The city was covertly prepared to carry all the elves of Silvanesti from their ancient homeland to a location far to the west. Unfortunately, when the Green Dragon Army attacked the northern borders, war came too soon, before they were prepared for it. And although the elves fought bravely, their king knew it was only a matter of time until the forests were destroyed and his people vanquished.

With a heavy heart, the elven king ordered his people into exile and prepared to use a dragon orb in a last ditch effort to protect his lands against the invading army. But this will end in dire consequences, as a magical nightmare caused by an evil green dragon encompasses the entire forest of Silvanesti.

KAGONESTI

The Wilder Elves of Krynn have long lived apart from the rest of the world, not only avoiding the affairs of humans but, in most cases, also avoiding other elves. The tribes of the Kagonesti have maintained their idyllic existence, aloof and hidden from the world, protecting their beloved forests in which they dwell. There are scattered tribes all over the continent, each settling down into parts of the wild they saw as a gift from the gods.

Kagonesti lands were scarred and scoured during the Cataclysm. The great forests running along the east and west coast sank beneath water. Many tribes were lost to the terrible floods. Those that survived found themselves in forests only a fraction of their original size.

When the fiery mountain hurled down by the gods destroyed their land, every Kagonesti took it to be a sign of great import. But the meaning of that sign was not the same to all. Some Kagonesti took the event to mean the time had come for them to seize their native lands back from humans and the other races, and these elves lashed out at their neighbors. Others took the Cataclysm as a sign that their isolation was frowned upon by the gods, and they attempted to assist those outside their realm. Still other tribes felt that the gods had turned away from the mortal races and, in turn, they turned their back on the gods. The differing philosophies led to intertribal conflicts,

and Kagonesti warred against Kagonesti for the first time in centuries. Eventually these battles ended. The Kagonesti took stock of the world around them and tried to return to the lifestyle they had enjoyed before the devastation.

In Balifor, the wild elves who had dubbed themselves the Balinesti established a large village known as Balinost. In the forest known as the Beasts Run, other Kagonesti settled and worked to organize their new home against the outside world. Already fast allies with the kender of that region, the Kagonesti made mutual assistance pacts with the light-fingered folk and eventually allied with the Wendle centaurs of that region against the sligs and gnolls of the Laughing Lands to the east.

The invasion of the Dragonarmies into their land, nearly three centuries later, has met met with little resistance. Wisely appreciating that they face overwhelming odds, the Kagonesti have gone into the woods, where they pick off small groups while fleeing the larger forces.

In Southern Ergoth, after the Cataclysm, the Kagonesti fought hard against ogres, humans, and the other races that sought the shelter of their forest highlands. Eventually, the interlopers moved away, and the Wilder Elves fell to fighting among themselves. Those elves who wanted to help the humans argued against the older Kagonesti who sought to maintain their traditional way of existence.

The arrival of the Silvanesti on their shores centuries later only aggravated matters. When the exiled Silvanesti came in their gold and finery, the younger Kagonesti were entranced with their beauty. They welcomed the newcomers and asked many questions about their lives beyond the forest. Tensions flared between the older Kagonesti and the Silvanesti, but the Wilder Elves eventually permitted the Silvanesti to remain.

On the isles of Sancrist and Cristyne, only the combined efforts of the humans and Kagonesti kept both their peoples alive. The elves and humans there continue to guard each other with newfound respect.

HALF-ELVES

Half-elves have always been regarded with prejudice and distrust by both parent races. The Age of Despair has only amplified these problems, leading to abandoned, neglected, or abused half-elf children. The racial prejudice in the early Age of Despair forced many half-elves to attempt to hide their heritage from the world. Many lost their lives because they couldn't disguise their elven looks. Others learned to move about inconspicuously, and avoid places where humans congregate.

During the early years of the Age of Despair, human bandits and warlords ransacked many outlying elven towns that had fallen on difficult times. Many elven women were raped during these raids, leaving a legacy of half-elves who are condemned to a life of shame.

In the elven lands, half-elves found no sanctuary. Scorned for their human parentage, any half-Silvanesti was cast out as a mongrel. In Qualinesti half-elves were tolerated at best, but never fully accepted by polite society. Seen in public, they were often singled out for snide or

THE EXODUS OF THE ELVES

THE outbreak of the War of the Lance caught most of the continent of Ansalon by surprise, and completely unprepared for war. Unlike most other nations, the Silvanesti and Qualinesti were forewarned and prepared. After the Dragonarmies invaded Nordmaar and Balifor in 348 AC, the Silvanesti brokered a deal to prevent the invasion of their homeland. Suspecting treachery, Speaker of the Stars Lorac Caladon, then sent messengers to the Knights of Solamnia and the Ergothian Empire; he positioned the armies of House Protector along Silvanesti's northern border and ordered the populace to begin preparing for the abandonment of the realm. Lorac's foresight paid off when the Silvanesti were betrayed by the Dragonarmies a year later, launching a massive invasion of the elven land.

Enchanted by the *dragon orb* that he had rescued from the doomed city of Istar prior to the Cataclysm, Lorac ordered the evacuation of Silvanesti. The elves fled to their new home on the island of Southern Ergoth. Elves of the noble houses sailed in their merchant and naval vessels, harried by the minotaurs of Mithas and Kothas during their protracted voyage, while the common elves began a long and dangerous trek westward across the Plains of Dust. On the final day of the year 349, Lorac commanded the *dragon orb* to destroy the invading dragons and their armies. However, the evil spirit residing in the orb, Viper, instead seized control of Lorac's mind and plunged him into madness. The orb projected Lorac's nightmares out onto the land that he loved, twisting the beautiful Silvanesti woodland into a hideous nightmare. The nightmare succeeded where the elves had failed, ironically, as the Dragonarmy abandoned its conquest when confronted with the nightmare that now was Silvanesti.

War did not come to the Qualinesti until the following year. With the advance of the Red Dragonarmy under Verminaard into the southern regions of Ansalon, the Qualinesti began preparing a fleet of ships to carry them across the Straits of Algoni to exile in Southern Ergoth. Under the command

of Ergothian shipwright Koromer Vlusaj and the smith Theros Ironfeld, the elves constructed a fleet of four squat, rolling ships over the course of eleven months; these were expected to complete the three day journey from the port of Quivernost to the new city of Qualimori. Each ship could carry 800 elves, or 500 with a full complement of cargo. The vast majority of the Qualinesti elves departed their forest home as Verminaard's troops began to invade the southern reaches of the forest in the late summer and early autumn 351 AC.

Southern Ergoth is home to the Kagonesti elves, who were given the mountains of Ergoth by Kith-Kanan for their loyalty in the Kinslayer wars. When the Silvanesti refugees arrived in Southern Ergoth, they enlisted the help of the native Kagonesti living on the island to help them build their new capital, Silvamori, on the western shores of Harkun Bay. The Qualinesti arrived several months later, and with the aid of the Kagonesti constructed their capital, Qualimori, on the eastern side of the bay. The Silvanesti and the Qualinesti were thus separated by only twenty miles and the Thon-Tsalarian - or 'River of the Dead' in the Kagonesti language - and there was some attempt to re-establish friendships between the long-estranged cousins.

Unfortunately, even after hundreds of years, the elves could not meet together without the old hatreds and misunderstandings surfacing. In order to prevent any bloodshed, the elven leaders have mutually decreed that none may cross the river under penalty of arrest. Spies have been captured on both sides, and accusations run rampant of each side having sold out to the Dragon Highlords. Worse still, many young Kagonesti elves have drifted to their civilized cousins to learn the art of making fine jewelry and working with steel. The Silvanesti and Qualinesti take advantage of the Wilder Elves' poverty, and the Kagonesti toil as virtual slaves among them. The Kagonesti elders grow more savage and warlike every day, as they see their young people stolen away and their way of life threatened.

condescending comment, and pointedly reminded of the perceived failing they were unable to remedy.


Many half-elves banded together in various ways. Many half-elves joined cults or religious groups seeking fellowship. Others formed groups of bandits, honing their skills with blades or bows in various shady enterprises. When word of armies gathering in the east spread, some half-elves heeded the call and joined the forces of the Dark Queen. Others actively fought against the invasion as resistance fighters. Their natural cunning and grace made

them exceptional leaders, and they gained the respect of not only their followers but the humans and elves who had previously misjudged them.

SEA ELVES

Always reclusive to begin with, the sea elves retreated even deeper into their underwater realms after the Cataclysm. Even their surface kin started to believe that the sea elves were destroyed during the Cataclysm. The Cataclysm did indeed cause much chaos amongst the sea elves, for the





entire world shook when the fiery mountain struck Istar, but they were not destroyed.

The Dimernesti splintered into family groups following the Cataclysm, for their coastal homes were hit particularly hard by the Cataclysm. More than half the Dimernesti were killed by the Cataclysm and their cities destroyed, except for the single city of Dimernost in the southwest part of Ansalon. The various Dimernesti families are able to maintain communication with one another through Dimernost, where their hereditary monarch, the Speaker of the Seas, has ruled since the first decade after the Cataclysm.

The Dargonesti, the Deep Elves, dwell primarily in deeper waters, with their capital Watermere located in a vast undersea valley in the Courrain Ocean. They are ruled by the Speaker of the Moon. Following the Cataclysm, which suprisingly left much of their kingdom untouched, most of the Dargonesti cut off communication with their kin, including the Dimernesti. The newly formed Blood Sea created a new frontier for them to explore. The once glorious city of Istar—now hundreds of feet beneath the surface of the sea—became home to entire families of Dargonesti.

The Dimernesti and Dargonesti had almost no contact throughout much of the Age of Despair, each nation more concerned with survival than with reestablishing trade or communication. After decades of isolation, such isolation became habit. Unfortunately, this would prove to be a weakness which the forces of the Dark Queen would exploit during the War of the Lance.

If it was a rare occurrence for a Dimernesti and a Dargonesti to encounter each other, it was even rarer for a landwalker to encounter one of the sea elves. Although stories spread throughout taverns of Ansalon of drowning sailors being rescued by mysterious dolphins or blue-skinned creatures of beauty and grace, such stories grew increasingly rare over the years.

When the Heroes of the Lance and the Everman find themselves in the sunken ruins of Istar, the sea elves will begin to involve themselves in the war above. Even though the sea elves do lend aid to the surface war—primarily through the harassment of the minotaurs who have long been ancient foes—they keep their involvement minimal and secretive; the primary reason for this being their own war against the King of the Deep and evil sea dragons raging under the waves.

OGRE RACES

At the dawn of time the ogres were the favored race of the Queen of Darkness. They were tall, strong, and fair—yet also cruel and greedy. Many of them viewed the world through the same harsh eyes as their goddess. Their beauty was also cold, yet such a beauty that surpassed all the other races. Pawns of the Dark Queen, the ogres were , her special pride -until the human race came along. The humans demonstrated free will that threatened the other races enslaved by the Dark Queen. She hated the humans for their free will and demanded that the ogres enslave and control them. Some ogres tried to obey the Dark Queen,

but other ogres saw this as the path of destruction and struggled against their goddess. A civil war erupted and the ogre race split into factions, the largest led by the high ogre Igrane. The ogres that rejected war removed themselves from contact with the world and traveled to a distant land, magically concealing their path. They became known as the Irda.

Throughout the ages, the Irda remained in seclusion. Few Irda ventured to leave the ideal tranquility of their paradise home, where they lived a peaceful existence, enjoying studies in magic, the arts, and natural sciences. They existed this way for thousands of years, until the War of the Lance.

The ogres that remained behind fell deeper into ignominy. Their appearance changed to match the ugliness inside of them. Their civilization fell into ruins, and many ogres fled into the mountains. Others continued to live among the remains of their cities, hoping to reclaim the glory they had enjoyed in the past. Throughout the generations, charismatic leaders would rise among the ogres and rally them into fierce armies that would periodically rage across the continent. These visions of glory were transitory, however, and the ogres always ended up defeated. Now the Dark Queen has called upon her favorite children once again, giving them one more chance to rise to greatness.

IRDA

The Irda have long lived in a self-imposed isolation, hidden away from the people of Ansalon. Living in peace they have sometimes, out of idle curiosity, observed the fate of the other races on the mainland of Ansalon. Some Irda have even been known to leave their veiled homeland and make the journey into the lands of the lesser races. They learned about the Kingpriest and recognized the folly he was bringing upon himself and his people, but they did not foresee the destruction that he would bring upon the entire world. Although their island home was left largely untouched, the Cataclysm created a schism in Irda society. Many Irda felt that if they had been more involved with the lesser races they might have been able to prevent the catastrophe. They viewed the races of Ansalon as unschooled children in need of insight and wisdom. So rather than sit back and pity the other races, some Irda decided to assist those who had survived the tragedy.

Those Irda who left their island home and traveled the continent soon found that evil reigned. The decades the Kingpriest spent banishing the darkness had been reversed, and now it was good that was waning in the world. Ogres, goblins, bandits, warlords, and murderers were rife; they seemed bent on plundering anything of worth and destroying everything else. The Irda fought them when they could, using their magic, but this often led to trouble. Prejudices against the wizards of Ansalon were still prevalent, and more than one innocent Irda was killed for using witchcraft. The Irda had to keep their true identities secret. Among humans, they were reviled as monsters, while among elves and ogres they were viewed as “true” ogres and attacked without provocation.

Back on their island home, the Irda who tried to remain sheltered from the world were one of the first races to witness the return of the dragons to Ansalon. The Dark Queen does not forgive easily, and the Irda's disobedience had nettled her for millennia. She now sought to torture and destroy every last one of them. The goddess sent a squadron of dragons led by an ancient red wyrm, to destroy the Irda homeland. Magical forces of colossal magnitude were deployed on both sides. The dragons were eventually turned away, but not until many Irda were captured.

The remaining Irda have been able to do little except attempt to heal their wounds and restore their homeland. Magical calls have been sent across the sea to their brethren on the continent, pleading for their return or their assistance; so far not one has responded. With their ability to change their appearance at will, the lost Irda have spread across the entire continent, living quietly without being discovered, and they continue to travel and live among the races today.

MINOTAURS

The history of the minotaur race is one of brutal conflict, both in the Games of the Great Circus and in the many internal and external wars that comprise their bloody history. Minotaurs are an honorable race, and they believe deeply that might makes right. They are a proud race of warriors and mariners and view all other races as being inferior to them. Opponents who think they are dealing with a dumb beast will soon discover that behind a minotaur's brutish exterior lies a cunning intelligence.

Cycles of war and defeat, followed by periods of slavery, have stained the history of the empire. In ancient times, the minotaurs were slaves to the dwarves of Kal-Thax, forced to work in their mines for over 200 years. Then they became slaves to the ogres during the Third Dragon War, fighting against the Knights of Solamnia. Still later, the proud warrior race were enslaved to mighty Istar.

While the Cataclysm was a time of doom for many of the races of Ansalon, it was a time of rejoicing for the minotaurs. Their ancestral homes of Mithas and Kothas were separated from the mainland when the fiery mountain plunged Istar down to the bottom of the newborn Blood Sea. The minotaur took this as a sign that Sargas (Sargonnas) had delivered his favored children from the Cataclysm.



In the early years of the Time of Darkness, the minotaur emperor Toroth began expanding the minotaur empire, looking toward the east and claiming vast stretches of the Courrain that had never before been explored. After his death, Toroth's vision for the empire would guide minotaurs for generations to come.

The coming of the War of the Lance saw many changes among the minotaurs. Conflict had arisen between the great houses, and the Supreme Circle found itself in disarray. Emperor Garik Es-Karos proved to be an

ineffectual ruler, who led the empire into a state of decay and degeneration.

One day, before anyone could challenge Es-Karos in the Games for the leadership of the empire, the emperor was discovered dead, the victim of poisoning. This assassination was unprecedented, and speculation arose as to who had dishonored the minotaur tradition by committing such an atrocity. Rumors spread that it may have been a rival of Garik's, too cowardly to face him in the Games. Or perhaps it was an enemy from outside the empire, one that sought to undermine the empire and turn its citizens into slaves once more.

In this time of turmoil, a new voice of stability arises. Chot Es-Kalin, Chieftain of House Kalin, becomes

emperor. He promises the minotaurs that they will never again serve as slaves of the lesser races, that the empire will expand and consolidate beyond their wildest dreams, and that the horned race will soon realize its great destiny, conquering all of Krynn.

Chot meets with the dragon highlord Ariakas, and a bargain is made. While his people do not like the idea of allying with the humans, Chot reassures the minotaurs that the agreement is temporary, and that it will benefit them in the long run. Chot respects the might of the Dragonarmies, and the dragons they command.

Chot's scheming continues, even as he provides troops to Ariakas. Chot assigns the sons of political rivals to fight for the Dragonarmies, ironically falling into the role of the "slave soldiers" of old. Many serve under Feal-Thas at Icewall Castle, and they are present at Sanction as part of Ariakas' reserve army.

Chot meanwhile builds up the navy of the empire, launching ships on pirating raids throughout the Blood Sea. The empire grows stronger, with its citizens grateful to Chot for their bolstered pride. Chot prepares for the day when he will be emperor of Ansalon.



OGRES

During the reign of the Kingpriest, the ogres of Ansalon lived in constant fear for their lives, pressed by Istar and its Divine Hammers to the east, while the Solamnic Knights threatened them from the west. It was the worst of times for the once favored children of the Dark Queen. Although most of Ansalon saw the events that followed the Fall of Istar as apocalyptic, the ogres were pleased. The loss of the gods was a small price to pay for ridding the ogres of their greatest enemies. Above all, the Cataclysm allowed the ogres to go forth into the world once again to torture and pillage and enslave.

Indeed, shortly after the Cataclysm, hordes of ogres rushed the plains to the east of the Khalkist Mountains to seek their enemies and to destroy them. They had not truly understood the wholesale devastation until their eyes beheld a barren grassy plains which gave way to a great sea. Istar was gone. Hundreds of miles of continent had vanished beneath the Courrain Ocean. Looking for any survivors, the ogres followed the coastline, slaughtering any in their path. Reaching the end of a peninsula, the ogres claimed the land as their own. Thus the ogre region of Kern was established in the early Age of Despair.

Throughout the Age of Despair, tribes of ogres made their way across the broken landscape, exploring, looting, and killing all who stood in their way. Unafraid of this new world that was bereft of gods and left open to intimidation, the ogres established numerous villages and strongholds across the continent. Living by brute strength, they rejoiced in the suffering and pain of mankind.

Nearly two centuries after the destruction of Istar, the ogres of Blöde and Kern faced a new threat. An ancient black dragon by the name of Talon awoke from his slumber and began hounding the ogres. He demanded tribute from them and terrorized them for decades until his untimely demise battling another of his kind. Thus the ogres were among the first races to deal with the return of the evil dragons.

Following these years of torment, the ogres grew agitated and restless. Raids into neighboring territories increased. In the decades leading up to the great war, emissaries of the Dark Queen contacted the ogre chieftains and gave them the option to join with her armies in the name of Takhisis, or face her anger when they reached the Abyss. They were aided in this choice by their own keen instincts for violence. In the name of a goddess they had thought long gone from the world, the ogre nations have eagerly allied with the Dragonarmies, serving as ground troops and mercenary units. Ogre shamans lead the warriors, and the strongest and smartest of the ogres have joined forces with evil dragons.

HALF-OGRES

Istar's war against evil cowed the ogre race and forced them to hide underground or in the distant reaches of the Khalkist Mountains. After the Kingpriest's nation was destroyed and the lands of the Solamnics were ravaged, the ogre and goblin races made their way back into the world. Hordes of ogres rampaged across Ansalon, wreaking

havoc. A number of these ogre attacks resulted in half-breed children. Most of these children were orphaned at an early age, and were afflicted by deformities.

Those half-ogre children who managed to survive their younger years often became outcasts from society. Shunned in human communities and barely tolerated in ogre lands, they lived apart from both and scrounged for their existence. Many of them used their natural ogre strength to become mercenaries and outlaws. They survived from day to day by preying upon the weak and less fortunate.

At the beginning of the War of the Lance, when the Dark Queen's emissaries are sent forth across Ansalon to find warriors, many half-ogres join the campaign. A good number find they have skills that are well suited to the cause. Smarter than typical ogres, yet nearly as strong, half-ogre recruits are considered more reliable, and therefore more valuable, than most humans and ogres in the army.

Tales are told of half ogres who, in rare instances, have become part of a larger human community. These individuals do not resemble their ogre parents except perhaps in size and general appearance. Such half-ogres tend to be overly protective of any society that accepts them and will usually violently defend that community.

DWARVES

While the human nations of Ansalon suffered terribly, perhaps no other race was affected by the Cataclysm as much as the dwarves. The Fall of Istar separated one dwarven realm from another and ignited a civil war that killed thousands. In Kayolin, the creation of the New Sea separated the northern clans of the Hylar and Daewar from their brethren in the south, leaving the dwarves there to rebuild without assistance from the kingdom of Thorbardin. They eventually renamed the mountains the Garnet Mountain range, and severed ties to their kindred of the south.

In the Kharolis Mountains, the dwarves fell into a bloody feud when fear of invasion and starvation forced the mountain dwarves to close their doors to the outside world—which also meant shutting out the hill dwarves who wanted entry for access to the valuable food stores located deep beneath the mountains. The escalating dispute turned dwarf against dwarf, and hundreds of dwarves died on both sides of the conflict.

The most damage was inflicted on the kingdom of Thoradin. Thousands of dwarves were crushed to death when the continent was violently reshaped into new forms. Earthquakes, eruptions, and other disasters swept the underground nation, leaving only one city intact. The city of the Theiwar survived, but a horrible mold plague took root in their city, altering every Theiwar citizen until the dwarves looked unlike any known to Ansalon. Insatiably evil, this race survived and crawled from the ashes.

MOUNTAIN DWARVES

The noble Hylar of Thorbardin have served as the ruling class of the dwarven kingdom since its construction thousands of years ago. It was the Hylar that first proposed

THE DWARFGATE WARS

THE fortified dwarven kingdom under the Kharolis Mountains fared better than other places in Ansalon in the aftermath of Istar's Fall. Yet, before the disaster, Thorbardin had become increasingly dependent on trade for its food supply from the Abanasinia plains, Qualinesti, and the city of Xak Tsaroth. The Cataclysm wiped out this trade supply. It swiftly became evident to King Duncan that the current food stores would not support all the dwarves of Thorbardin that lived within the mountain as well as those dwelling nearby. So he announced the controversial decision to close the doors to the dwarven kingdom, reasoning that the dwarves outside could continue farming to support themselves, while those who remained inside the mountain could temporarily make do with the stored foodstuffs.

This decision became known as "The Great Betrayal" by the surface dwarves. Above the underground kingdom, famine and plague ran rampant. The survivors of Xak Tsaroth and Abanasinia tribesmen joined with the hill dwarves in demanding access to Thorbardin's rumored food supplies. The mountain dwarves refused. The legendary wizard Fistandantilus joined the army of the hill dwarves for his own purposes, and a bloody battle ensued between

the two forces. Dwarf killed dwarf, brother killed brother. When it appeared that the mountain dwarves would win the battle, Fistandantilus called down powerful magic that destroyed not only the army of the mountain dwarves but his own troops as well. The resulting explosion decimated the wizard's fortress of Zhaman, leaving it with the visage of a great looming skull. The great dwarven hero Kharas returned from the battlefields with the bodies of the heirs to the throne of Thorbardin. King Duncan's sons were buried with honors, and the last High King fell into a deep depression and died shortly thereafter. Disgusted with his people, Kharas hid the magical Hammer of Honor and declared, "Only when a good and honorable dwarf comes to unite the nations shall the Hammer of Kharas return. It will be his badge of righteousness." Then Kharas left the mountain and was never seen again.

The war bore terrible ramifications for Thorbardin. It fractured the dwarven nation. Without a High King, the Thanes under the mountain fought one another for control. Above the dwarven cities, the Neidar struggled to survive, all the while harboring a deep hatred for their mountain kin.

that all the dwarven clans live together, sharing the resources of the Kharolis Mountains and joining together for a better future. With their noble bearing and skills as warriors and diplomats, they managed to keep the diverse clans from warring with one another for centuries. Since the Dwarfgate wars, however, things have been different. The spirit of cooperation is gone, along with their beloved High King. Now the Hylar struggle to keep the peace. But when members of their own clan are responsible for much of the unrest, it is difficult to maintain a strong grip on the society as a whole. Currently, the Hylar have begun to talk about trade with the outside world again. But the rumors of war spreading across the surface world have stalled this initiative. They have managed to arrange for a minimal amount of trade thus far, but the dwarven merchants have had to travel far north or south to find any willing trading partners. The elves have closed off their borders, and the lands surrounding the mountains are already trading with the Neidar and don't want to ruin any ties established with the hill dwarves.

The fanatical Daewar in all their grandeur have had the most difficult time of all the dwarves dealing with the loss of the gods. Their temple districts, lined with prominent walkways and grand shrines gilded in gold and silver, do not stand abandoned like human temples. Within each one, the devout dwarves keep a fire lit, hoping for the return of the gods, especially Reorx, beloved of the dwarves. The Forgers, Silverhands, Golden Hammers, and

other religious organizations maintain a diligent routine of worship despite the silence of their gods. The loss of those gods, however, has resulted in a number of cults that have sprung up throughout the city. Because of this, civil unrest within the Daewar community has continuously increased as cult members clash with worshipers of the "old gods". Just as the Daewar are forced to deal with their internal struggles, the other clans had been left to deal with their own problems. The fiery and brash Daewar warriors have spent much of their time working to quell food riots and fights over religious differences as, for the past three decades, the situation has worsened beneath the mountain.

The wild-eyed Klar have long pledged to serve the Hylar of Thorbardin. For centuries now, the Klar have been relegated to life as farmers and hard laborers under the mountain. Their natural affinity for dealing with the Urkhan tunneling worms caused many Klar to become farmers, worm wranglers, and manual workers. While the Hylar are the architects and master craftsmen, it is the Klar who are the muscle behind all the digging and building. Work crews of Klar can often be seen in various places around Thorbardin lifting, pulling, or dragging massive stones, carts of gravel, columns or other finished stoneworks. In the enormous food warrens, the Klar can be found tending and harvesting the great mushrooms or feeding the underground oxen. The Cataclysm has not troubled the Klar nearly as much as other tribes. The insanity that is prevalent in their society has always



been a problem and the loss of part of their tribe was regrettable. But life goes on, and the erratic Klar continue to be the backbone of the under city. The “light-loving” dwarves of Thorbardin have grown to depend on them.

In the kingdom of Kayolin, the Hylar and Daewar offered the Neidar a sanctuary in their underground kingdom. Their hospitality proved fortunate. Because of it, the relations between the mountain dwarves and hill dwarves of the Garnet Mountains has worked out for the mutual benefit of both the clans.

HILL DWARVES

The Neidar lost much more than the mountain dwarves in the aftermath of the Cataclysm. Their population went into decline following years of famine. Thousands more died during “the Betrayal” (the hill dwarves’ term for the Dwarfgate War). After the war, the dwarves picked up the pieces of their lives and forged a new existence. With most of their warriors dead, many women and children of the hill dwarf villages had to take up arms against bandits, rampaging ogres, hordes of goblins and mercenaries who swept through the lowlands looking for easy pickings. What the invaders discovered, however, was that, unlike humans, all dwarves are raised with martial training. With each encounter, the dwarves prevailed and over a century the attacks slowed.

By the second century following the Cataclysm, a number of settlements for trade were reestablished across the mountains. The hill dwarves patrolled the new trade routes and prospered. Although their numbers were small, they grew as many of the sturdy dwarven women had multiple children. Large families of hill dwarves lived in each settlement. Each child was given training in how to wield a sword or axe, and daily they were reminded of the treachery of their kin under the mountain. It was the mountain dwarves’ fault their father or grandfather had perished. It was a terrible act of treachery that would never be forgotten.

The silence of the gods was yet another hardship the Neidar had to endure, along with the rest of the world. Too busy dealing with their troubles, the worship of many of the gods was abandoned. The stories and teachings of the gods were handed down from one dwarf to the next, but only as lessons or parables. A handful of churches were built to honor the ancient gods, but these were often manned by only one or two dwarves. Gatherings at the



churches were often only performed during dwarven holidays—both religious and secular. Currently, traditions are upheld, but the heart of the hill dwarf religion is hollow.

In the region of Kayolin, the hill dwarves fled beneath the surface lands in order to escape the anarchy and unrest of the world above. They appreciated the mountain dwarves for their hospitality, despite the “cramped” living quarters. After a few decades the Neidar became restless and started making their way back into the world. They established new homes and sent out merchants to the human cities of Solammnia, to see how the humans were faring. The news was grim. Many of the cities

were overcrowded and food was scarce. The hill dwarves set to work plowing fields and growing crops. For many years they became the primary food source in the region. The mountain dwarves of Kayolin provided military troops to guard each of the settlements to keep them free from bandits and other malcontents. As a result of this, the dwarves of Kayolin won the respect of the humans in the region, and over time they established trade with nearly every city in Solammnia. Despite the disappointing disappearance of the gods and the upheaval that transpired, the dwarves of Kayolin have prospered.

DARK DWARVES

In the shadowy depths of Thorbardin in the lightless cities of the Theiwar and Daegar, the dark dwarves go about their lives of labor, perfidy, deceit, and murder. Among the Theiwar, the largest clan of the dark dwarves, the processing of gems, jewelry, and production of intricate weapons and armor are their specialty. The need for these items in Thorbardin is rare though and, with the lack of major commercial outlets, the dwarves of the Theiwar clan have chiefly turned to two activities: food production and plotting against their cousins. The Theiwar have steadily been expanding their own food warrens with arcane magic and dwarven muscle. They have also been scheming against one another and against the light-loving dwarves. The loss of a stable Hylar king has given the Theiwar more power than they have ever had before.

Prior to the construction of Thorbardin, the Theiwar were the largest clan in the Kharolis Mountains. To them, the arrival of the Hylar dwarves represented the end of their perceived supremacy over the other dwarf clans. Although they have ostensibly obeyed their Hylar

rulers, they have often schemed to take control of all of Thorbardin. Their skills in magic have produced a number of wizards among their ranks. These savants, as they are often called, are part of an organization known as the Obsidian Circle. Many of these arcane spellcasting dwarves know that the gods of magic have not abandoned the world, because High Sorcery would cease to function without them. Speculation on the recent return of other dark gods has been circulating.

The Daergar and Theiwar have often joined together against the light-loving dwarves because of their common hatred of them. Some dwarves that are of mixed heritage between the two clans of dark dwarves are known as “Dewar.” Often the Daegar clan is referred to as the “Dewar” to represent the blood shared between them and the Theiwar. It was the Dewar Thane Argat who offered his forces to Fistantilus during the Dwarfgate War, in exchange for a chance to strike against the Hylar, a strategy which ultimately failed. For his failure, Thane Argat and his supporters were banished into the deep dark beneath the mountain.

In the smoke-filled cities of the Daergar, life is dangerous. Gangs and street thugs rule many locations throughout the dark dwarf cities. Each noble house maintains a militia for its own defense and these will often join with other houses against one another. But beyond that, they care little for protecting the clan as a whole. It would take an extraordinary circumstance to marshal all the forces of the Daergar under one strong Thane. These hardy dark dwarves are renowned for their ability in mining. In Thorbardin they are responsible for mining most of the ore and metal from the bowels of the earth. No other clan is as accomplished or hard-working as the Daergar when it comes to digging and removing ore.

Because of the lack of trade and need for more processed metals production, the Daergar have turned to trying to grow their own food. Yet, because of the general conditions, fungus crops continue to fail. Many have taken to raiding the farming warrens of other clans to make up for the lack of food. If something is not done soon, more dwarven blood on both sides will be shed.

GULLY DWARVES

Gully dwarves have always lived their lives amidst the squalor and muck of society. They are only nominally thought of as a dwarven clan in Thorbardin, where they have never actually held any power. The only time their Thanes have ever uttered a sound in council have been either to wonder what their richer cousins are complaining about or to snore. To gully dwarves, living in poverty and disease is the only way of life they have ever known. The lack of food, plagues, and horrible living conditions that other dwarves whine about are daily occurrences for the Aghar.

World events mean little to the gully dwarves, who are simply preoccupied with surviving from one day to the next. To the Aghar, the fall of Istar meant only that they had more ruins to explore and refuse to search through. Like rats on a sinking ship, the surviving clans of gully

dwarves raced for higher ground. Their populations exploded, adding to the spread of disease among the human cities and villages during that time. Harder to kill than a cockroach, the gully dwarf race has kept going even through the worst disasters.

In the kingdom of Thorbardin, the Aghar never had any clue that the world outside had changed. It was only when their Highbulp gathered together the most skilled rathunters of the clans and marched them outside the mountain during the Dwarfgate wars that they felt the winds of change upon them. The gully dwarf warriors who did not flee the battle were cut down as they ran away. Despite the lives they gave for the defense of the mountain, the “dirt eaters” were given very little (if any) respect. As the decades wore on, life in the underground kingdom turned deadly and the gully dwarves were treated more like vermin than as fellow dwarves. With each passing year this outlook has only worsened.

In Kayolin, gully dwarves are largely ignored except when other dwarves must interact with them. Then the larger population makes a general attempt at courtesy and respect. Unlike the gully dwarves of Thorbardin who are usually kept within their city of Agharbardin, the Aghar of Kayolin are commonly given free range to clean the city streets of refuse and hunt rodents and other vermin that seek to infest the underground kingdom beneath the Garnet Mountains.


Today, despite rumors of dark forces gathering in the east, gully dwarves continue to keep to themselves and away from “tall folk” as much as possible. Those gully dwarves who have the unfortunate fate of living in places where evil dwells become slaves, or worse.

GNOMES

The gnomes of Sancrist have always faced the challenges of life with logical thought and the analytical skills of the engineers they were born to be. Thus it was that the situation in the world abroad came as a surprise to them. Tucked safely away within their mountain home, the tinker gnomes of Ansalon looked up one day to find that the world had been transformed. The earthquakes and flooding that struck them were inconvenient, not the least because many lives were lost among the gnomes. But they had suffered mishaps like these before. It is a regrettable fact of life in Mount Nevermind that if progress is to be made in any field, lives will inevitably be lost.

Eventually, after much debate and a lengthy selection process, gnomish explorers were sent out to investigate the new world. They discovered that the humans and elves to the south who had forged a friendship with the gnomes over the decades were suffering. The gnomes did what they could to assist the needy. They transported food from their mountain to feed the hungry and offered medicines they developed to cure the sick (at least to those souls brave enough to try their miracle potions). These gestures of concern strengthened the bonds between the humans and gnomes of Sancrist. The gnomes also made excursions into the forests of Sancrist and established relations with the Kagonesti there.





To nearly every other race on the face of Krynn, the loss of the gods and rending of the continent was catastrophic. To the ever-enterprising gnomes of Mount Nevermind, it augured an age of discovery. A change of such massive proportions had never been recorded in the annals of gnomish history. New maps needed to be created. New seas needed to be sailed. Changes in climate had to be recorded. Hundreds of gnomish explorers took to the road and sea to catalog all the changes.

Life within Mount Nevermind and countless small gnomish communities was by no means left untouched by the Cataclysm. Thousands of Life Quests had to be re-examined for the changes wrought in the world. The transformation of the continent, the decline of society, and the absence of the gods all had a huge impact on certain Life Quests. Libraries full of material had to be pulled from the shelves and reorganized. Months and years were spent on updating records, invalidating patents, and redesigning and refining processes, all relative to the fall of the human empire of Istar.

KENDER

Of all the races on Ansalon, none were as hurt by the disappearance of the gods and the destruction of the continent as the kender race. Prior to the Cataclysm, the kender of Ansalon had their fair share of problems with Istar. In 118 PC the Proclamation of Manifest Virtue was issued, stating that kender were inherently evil. By 115 PC an army of Solamnia was arrayed along the borders of Kenderhome, though the army never invaded. Many songs and stories tell of these times and how the knights and kender would gather along the borders during holidays and get drunk and laugh about the official nonsense being issued from Istar. Repeated commands from Istar were ignored, as no high-ranking member of Solamnia felt that kender were inherently evil. The largest border conflict occurred in 83 PC when an Istarian priest convinced a division commander to strike directly at Hylo. It was a bloody battle, but the kender ended up winning and captured the Istarian priest. They locked him up in the tallest tower of the crashed citadel. And there he remained until 70 PC when the Solamnic High Justice managed to negotiate his release. From that time forward kender were forbidden to set foot in Istar.

The laws regarding kender only made it that much harder for the kender of Balifor to resist seeing what all the fuss was about in Istar. Before too long, Istar had sanctioned the extermination of evil races and kender were among those listed. At 30 gold a topknot, the kender were a popular bounty. But most bounty hunters found kender difficult to handle and preferred to take them dead, rather than alive, back to Istar. These new laws solidified relationships between previously hostile races. Goblins of the northern wastes and the kender of Balifor formed a truce to protect each other when bounty hunters or patrols of Istarian soldiers traveled through their region. As brute squads intensified, the kender retreated farther into their forests and the goblins disappeared into the wastelands.

When the day of reckoning came, except for the human

nations of Ergoth and Istar, Hylo and Balifor suffered the worst of the destruction. Hundreds of miles of forest dropped below sea level and were flooded. The horror of the devastation marked many kender, causing them to take a more serious view of life, though none ever completely lost their cheerful optimism.

The city of Hylo became overcrowded and disease ran rampant. It took many years for them to overcome their desolate situation. In Goodlund the displaced kender became barbaric and traveled across the desert regions of the north.

After three to four generations, the kender settled new villages and cities in Hylo and the peninsula of Goodlund and continued their lives of exploring the world around them. With the coming of the dragonarmies, many kender have taken to the road to investigate rumors and see if there is anything interesting to be found.

CENTAURS

Secreted throughout the forests and sylvan glades of Ansalon, the centaur race have long chosen to live apart from humanity. The last Kingpriest put bounties on their heads and they were hunted down as aberrations. Decades before the Cataclysm, many centaurs escaped to the lands of the west and forests of the south. These centaurs lived in relative peace in the woods of Hylo, Ergoth, Silvanesti, and Balifor until the fiery mountain of the Cataclysm shattered their world. Their forest homes sank beneath the waters.

The centaur survivors who were forced to live near humans often became aggressive and warlike. Some centaurs even joined nomadic tribes of humans pitted against warlords and other threats. Ultimately, they shared the same fate as many of the Sylvan races and had to either establish new homes for themselves or perish. So the centaurs of Ansalon traveled the continent looking for new forests to inhabit. During the first century following the Cataclysm, many tribes traveled across the continent finding, or in some cases simply taking, whatever they needed to survive. Eventually they settled in out-of-the-way places. The elves of Ansalon took in some centaurs, and other tribes discovered new forests to dwell in. By the second century, most centaur tribes had settled within many of the forested regions of Ansalon.

The time they spent journeying across the continent profoundly changed many centaurs. Some became nomadic, taking up residence in places such as the Plains of Dust, the Deserts of Khur and the Northern Wastes. Some chose to become civilized and live among humans. As the Age of Despair entered its third century, centaurs were often forced to become more social. Those tribes that were able to isolate themselves did, but others either had to choose peace with the humans or incessant war.

During the rise of the Dark Queen's armies, many centaurs have fought against the invasion of the dragonarmies in their lands. In the eastern plains of Nordmaar and the forests of Silvanesti, they battle against the enemy, hiding in the wilds to fight alongside the human and elven rebels of those realms. In Balifor, the Wendle centaurs try to elude the Dark Queen's forces by

retreating deep within their forests. There are rumors that some of the more aggressive tribes of nomadic centaurs have joined the dragonarmies. Whether this has been done voluntarily or through coercion or deceit has yet to be determined.

DRACONIANS

Just prior to the War of the Lance, draconians are unknown to the majority of Ansalonians. Those who are aware of their existence are often on the receiving end of a dragonarmy attack, and are either enslaved or killed on the fields of battle. When the handful of individuals who managed to escape attempted to warn others of “lizard men,” they often found themselves ridiculed.

The draconians themselves are thoroughly indoctrinated into evil and serve as the frontline troops in the dragonarmies. From the time of their hatching they are taught that the world is cruel, and they are forced by the humans who raise them to fight tooth and claw over what little scraps of rancid meat and moldy bread are made available to them. Thus the Nerakans ensure that only the strongest and meanest of the batch will survive to aid the dragonarmies. Those that do survive have little regard for any form of life.

At the time draconians were created (see Chapter Two: Magic), only a select few were aware of the carefully guarded secret that the monsters had the ability to reproduce and continue their race. Most humanoids regard draconians as genderless monstrosities to be exploited as needed by the dragonarmies. The females of the various races who were created were kept in stasis, as senior officers feared that a race of draconians would be too dangerous. At this point in time no one—outside of the dragon highlords, Dracart the black robe, Wyrllish the cleric, and the red dragon Harkiel – suspects that the draconians are created through corrupting the eggs of metallic dragons. In fact, the dragonarmies will do everything within their power to keep this important secret, as the perceived safety of the metallic eggs serves as Takhisis’s bargaining chip with the metallic dragons, to keep them from interfering in the war.



AURAK DRACONIANS

The auraks are the fiercest and deadliest of draconians in the service of the dragonarmies. They are never sent to the frontlines of battle, and rarely even see combat. When they do, they stay in the back of the field and hurl destructive

spells at their enemies. The dragonarmies prefer to use auraks for more covert missions. Their ability to change into an alternate form makes them excellent spies, and their innate magical abilities make them ideal for taking on small bands of opponents.

Of all the draconians, the auraks are arguably the least loyal to Takhisis, or anyone else for that matter. They regard the Dark Queen with a grudging respect and thank her for their creation, but often seek ways to act on their own. Those who are loyal to the dragonarmies do so because it serves their purposes. Such loyalty can be gained through a combination of rewards, the granting of power over “lesser” races, and the fear of Takhisis .

By the start of the war, many auraks have come to see that Takhisis is not responsible for providing their spellcasting abilities. Many doubt that their magic comes from any god, and are now starting to understand their inherited connection to the magic energies of creation that permeate the world and which, at this point in time, are accessible only by the most magical of races, such as dragons. This realization causes the aurak no small measure of disdain for their bozak cousins, who continue to religiously devote themselves to the dark goddess and pay homage to her.

Many auraks are waiting for the perfect opportunity to defect from the dragonarmies to pursue their own obsessions with magic and power. They look down upon all of their cousin draconians, but find them useful tools (especially the sly sivaks), invoking the rhetoric of draconian solidarity to try to maintain a sense of solidarity. Auraks care little about their perceived inability to procreate, being more interested in their own immediate plans.



BAAZ DRACONIANS

Baaz form the majority of draconian troops found in the dragonarmies, and are the most frequently encountered by enemies of the dragonarmies. Each brass dragon egg yields far greater numbers of baaz than the other metallic eggs. Because of this, the baaz are regarded as the most expendable draconians, and are placed on the front lines of battle to minimize the number of casualties suffered by more valuable members of the dragonarmies.

Baaz view their positions in the forefront of the fighting as their due and would not be anywhere else. After a fight, they take out their lust on victims of the dragonarmy's conquest and expropriate whatever they want from the defeated. When they're not in battle, baaz imbibe heavy amounts of alcohol. They are particularly fond of dwarf spirits.

Humans serving in the dragonarmy view baaz as little more than beasts with an ability to speak, and their cousin draconians utilize the baaz as disposable pawns that can easily be replaced. Naturally this disregard for the lives of the baaz has not gone unnoticed by the baaz themselves. Only the superior abilities of the sivaks, bozaks, and auraks keep the baaz from turning on their draconian taskmasters. The relationships between baaz and kapaks are particularly rife with conflict, as the two are forced to fight against each other during training. Despite this general enmity, the baaz hold a grudging respect for their kapak cousins.

BOZAK DRACONIANS

The bozaks are fiercely loyal to the Dark Queen. They have completely and utterly accepted her lie that their spellcasting abilities come directly from her and they will do nothing to violate the sacred bond that they believe exists between them and their queen. Takhisis in turn uses this undying loyalty to place the naturally charismatic bozaks in leadership positions over brigades of other draconians, hoping that the zealotry of the bozaks transfers to the subordinates, and that the more unruly kapak and baaz will remain fearful of her. Bozaks never fail to take time to pray for a restored allotment of spells, going into a deep contemplative trance that suits the requisite meditation required of innately sorcerous creatures.

The only draconians who often outrank bozaks are auraks, and thus the two races tend to have a mutual dislike for one another that manifests itself through rivalries, sometimes resulting in violence. Most bozaks, however, prefer to leave quarreling to the kapaks and baaz, and frown upon their brothers who succumb to such personal vendettas. In their eyes, personal pursuits detract from service to Takhisis and cause distraction during wartime when their goddess demands the utmost of them.

The one subrace of draconians that bozaks almost universally get along with well are the sivaks, whom the bozaks view as kindred spirits, owing to their duty-driven sensibilities, leadership skills, and their ability to maintain level-headedness in the worst situations. The only flaw that the bozaks see in their silver-scaled companions is a lack of piety.

KAPAK DRACONIANS

Alongside the baaz, the kapaks make up the majority of the fighting draconian population in the dragonarmies. Despite being frequently employed as soldiers, kapaks possess a natural talent for stealth and are occasionally sent on assassination missions—tasks made all the easier by their poisonous saliva.

In addition to these uses, kapaks are usually sent on small missions of minor importance, usually with a hobgoblin or bozak commander in charge. Due to their inability to competently command, kapaks never rise to any positions of military importance or authority. The only notable positions that kapaks have been known to hold are those that hone their assassination skills to the point of perfection; they are unrivalled—and unstoppable—as assigned killers. The dragonarmy has assigned some of them to slay certain charismatic leaders of the enemy, hoping that such murders will demoralize the foe.

Despite being looked down upon by auraks, sivaks and bozaks, the kapak draconians don't feel hostile towards their cousins, instead directing all of their frustrations on a long standing rivalry with the baaz. The idea of being poisoned by kapaks keeps many humans in the dragonarmy from showing them the same amount of hostility that is typically directed at baaz.

SIVAK DRACONIANS

The sivaks are the elite troops of the dragonarmies, and are employed as both fighters and secret assassins in equal measure, thanks to their shapeshifting abilities. Often they combine both functions by killing a warrior on the field of battle, then assuming his or her form, and then returning to the enemy base for the express purpose of committing some form of sabotage. Because of their special abilities, sivaks are generally held in reserve for important missions.

Sivaks receive the greatest amount of respect from the human warriors with whom they serve. Unlike the aloof auraks, sivaks tend to be found in the middle of dangerous fights, battling side by side with the human soldiers, who get to observe the martial prowess of the silver draconians firsthand.

The sivaks find military life to their liking, and they operate extremely well within its parameters. They make good leaders, although they dislike the responsibility and prefer to take orders rather than give them. Because of this, the sivaks are the least likely draconians to defect from the services of the dragonarmy unless an equally regimented cause of some greater appeal draws the sivaks away. It's precisely because of this attitude—that duty exists independent of the cause—that tensions exist between the sivaks and their otherwise similar counterparts, the bozaks. Bozaks wish that the sivaks would show more veneration for Takhisis. The majority of sivaks just want the bozaks to mind their own business.

Sivaks care little for baaz or kapaks, and find auraks too pretentious and rigid for their liking.

NOBLE DRACONIANS

At the present time, noble draconians (see the *Bestiary of Krynn*) have yet to be created, and the idea of using chromatic dragon eggs for creating draconian reinforcements is only a stirring in the back of Dracart's mind. Assuming nothing happens to intervene with the creation of noble draconians, such as the PCs killing one or all of the ritual's participants early on in the war, their creation occurs at the end of 351 AC and the beginning of 352 AC, just prior to the fall of dragonarmies at Sanction in the spring of 352 AC, when the armies are looking for reinforcements.

If for some reason, circumstances force Wyrllish, Dracart and Harkiel to create the noble draconians ahead of this projected schedule (such as PCs hitting vital areas or utilizing decimating tactics on the dragonarmies) then it takes about two months before the dragonarmies realize the true nature of the noble draconians. Many noble draconians would have

been deployed into the field of battle. Witnessing the atrocities committed by the dragonarmies, noble draconians quickly rebel and desert the armies. Those noble draconians who are still being trained in Neraka are immediately executed, with only a dozen or so noble draconians of each variety escaping safely, unless assisted by some outside force.

After initial creation, their metallic cousins will view noble draconians as oddities. When their good nature is discovered, no metallic draconian will obey any noble draconian, and if a metallic encounters a noble under ambiguous circumstances, the metallic will seek to destroy its good cousin. The noble draconians will find it almost impossible to gain acceptance from good-aligned forces, such as the Knights of Solamnia and elves, who see them as just another type of enemy draconian.

CLASSES IN THE AGE OF DESPAIR

Life in the Fourth Age is harsh and unrewarding. People do not have the same choices they once had during the Age of Might. The absence of the gods has taken away the powers of Ansalon's clerics, while wizards are reviled and the sole active Tower of High Sorcery is hidden in the Wayreth Forest.

Not every class finds life as difficult as clerics and wizards. Most martial classes can find employment as mercenaries or guards. Rogues can find easy marks in some of the more lawless lands of Ansalon. Monks generally remain isolated in their monasteries.

Sorcerers and mystics do not exist during the Fourth Age among the standard races, as mortals have not yet discovered how to tap into wild magic. The discovery will not occur until after the end of the Age and the Summer of Chaos. At this point in time, all magic is derived—in one form or another—from the gods.

DIVINE SPELLCASTERS IN THE AGE OF DESPAIR

Just before the Cataclysm struck Ansalon, all true clerics disappeared during the Night of Doom. No true divine spellcaster from a Good or Neutral deity walked the land for many years.

During the long decades that followed the Cataclysm, the abilities of true healing and divine power faded into legend, and it would not be until Takhisis settled the foundation stone in Neraka that divine magic would return to the world. At this time, Takhisis started empowering her dark clerics and, with the door to the

Abyss open, other evil deities were able to do the same. Despite being the only workers of miracles, the clerics of Evil endeavored to practice their craft in secrecy. It would not be until 337 AC that they started to openly proclaim their miracles.

Due to the lack of faith and the belief that the gods had abandoned the people of Krynn, no divine spellcaster of a Good or Neutral deity, whether a cleric or a druid, can cast divine spells before Goldmoon has her epiphany that leads to the Return of the Gods. This limitation does not apply to the followers of Evil gods after 141 AC. However, those who worship any dark deity, including Takhisis, must do so in secret.

RELIGION

Clerics during the Age of Despair, at the time just prior to the return of the gods, are either ancestor worshippers (such as the plainsmen of Abanasinia); followers of a false god, or con-men (Belzor); philosophers (the earlier Seeker movements); madmen, or followers of the True Gods. The latter include elves and dwarves, although their beliefs vacillate. After the return of the Gods, all clerics follow the rules explained in the Dragonlance Campaign Setting.

CLERICS, DRUIDS, AND HEATHENS

During most of the Age of Despair, no true cleric walked among the populace. Still, since many people looked for some meaning for their lives, a myriad of false religions sprang up to fill the void left by the departure of the True Gods.

Clerics are those who worship one of the eighteen true deities of Krynn. During the Age of Despair some races, such as elves and dwarves, honored the memory of the True Gods, but could not access divine magic. At the



EPIPHANY: THE RETURN OF THE GODS

WHEN the Cataclysm struck Istar and caused widespread destruction throughout the continent of Ansalon, the people thought that the gods had deserted them. But, as Goldmoon tells Elistan in Pax Tharkas, the gods never really left, nor did they turn against their worshippers. The gods were waiting for the people to come to them, to ask for forgiveness for the pain and suffering they had caused. But people felt it was easier to blame the gods for all the woes that had befallen the land, from starvation to disease, than to work at restoring the world, or admitting the guilt they shared with the Kingpriest and his power-mad clergy.

As Goldmoon, employing the parable of the gem, tells Elistan, the people of Krynn knew they had lost their very valuable gem—the ancient gods—but were afraid to go back to recover it. Then they found a new gem—the so called new gods—that was not as good as the gem they had, but still they were afraid to go back to the True Gods. The moral of the story is that the gem was waiting for them to return.

The gods withdrew their influence from the world and it was not until Riverwind started searching for any sign of the ancient powers that they began to set in motion the events that would result in the Return

of the Gods. Paladine and Mishakal used the humble hunter Riverwind and his beloved, the Que-Shu princess, Goldmoon, to return the knowledge of true healing and the gods to the people of the world. Soon the Neutral gods followed their lead, and the entire pantheon was once again restored to Krynn.

It should be noted that the gods of Evil had already returned, but their followers worked in secrecy so as not to alert the Good or Neutral deities of their plans and schemes. The fact that the Evil gods had already manifested themselves made the return of the Good and Neutral gods extremely important. If Evil were not countered, the Balance would tilt and perhaps vanish completely, turning Krynn into a world without hope.

The epiphany of Goldmoon soon spread, as the people were desperate to believe in the gods. Bereft of guidance and divine magic, they hungered for words from higher powers. The tale of Goldmoon's divine magic spread and the Good and Neutral gods soon found a host of people willing to serve them and enter the ranks of the clergy. It is due to this surge of belief that many of the victories of the Whitestone armies are achieved.

same time clerics from the Evil pantheon could cast divine magic after 141 AC.

CLERICS

Modifications to the Class: Before 141 AC no true cleric of an Evil deity walks the land, and before 351 AC no true cleric of a Good or Neutral deity can be anointed. Those clerics that cannot cast spells retain all class features, except for the ability to cast divine magic spells and turn/rebuke undead.

Non-spellcasting clerics, being political entities, put all most of their skills into Diplomacy, Bluff, Knowledge (Religion) and Sense Motive.

The Return of the Gods: After the True Gods' return in 351 AC any cleric can regain his spellcasting skills, along with his ability to turn/rebuke undead-granted power, provided he first finds a cleric with a *medallion of faith* willing to convert him.

DRUIDS

Druids are the clerics of nature. During most of the Age of Despair, druids cannot cast any divine magic spell nor use any of the abilities of the class, such as shapechanging. They do retain their herb-lore, and in many cases expand on their knowledge, so that they are considered the premier healers during this time.

Modifications to the Class: Before 351 AC no true spellcasting druid walks the land. The non-divine druids use the druid advancement table but do not gain divine

magic. Such druids retain all of their powers except for the wild shape, venom immunity, a thousand faces, and timeless body abilities.

Druids usually put all of their skills into Craft (Herbalism), Knowledge (Nature), Profession (Herbalism), and Survival.

The Return of the Gods: After Goldmoon's epiphany, any druid can regain all of the features of the class, provided he first finds a cleric with a *medallion of faith* willing to convert him.

HEATHEN CLERICS

Heathen Clerics are those clerics who worship a false god, or philosophy, or those that do not worship one of the established eighteen gods of Krynn. They cannot use divine magic of any sort, nor can they turn undead, but they usually have some sort of organization that assists them.

Before 351 AC all clerics who do not worship an Evil deity are considered heathen.

Modifications to the Class: Heathens use either the cleric class (without any spellcasting progression or ability to turn undead) or take levels as an expert or master (described later in this chapter). Most heathens practice minor arcane magic, so they have an easier time convincing people of their "miraculous" powers.

Heathen clerics usually put nearly all of their skill ranks into Bluff, Diplomacy, Gather Information, Intimidate, Perform, and Sense Motive.

The Return of the Gods: Heathen clerics are either cling to their false beliefs, maintaining their former status, or embrace the new gods and become a standard cleric of the Holy Orders of the Stars.

CORE CLASS: THE MASTER

The professional expert forms the bulk of Krynn's population, but it is the master who truly embodies the pursuit of excellence in a craft, trade, or a particular field of knowledge. Masters are exceptional individuals whose works are often destined to leave their mark on the world and whose skills become renowned in history. Theros Ironfeld, Sebastius of the Players of Gilean, Otik Sandath, and Bertrem the Aesthetic are all examples of Krynn's master craftsmen, performers, professionals, and sages.

Adventures: Masters are inevitably caught up in the whirlwind of heroic adventures, not only because their works are valued by other heroes, but because their fate is closely tied to that of the world. A master often seeks out adventure as a means of learning more about his chosen profession, or because his skills take him to places where important events are happening. Master performers, especially, are often itinerant individuals, never staying in one place for long, so the road is their home.

Characteristics: Masters are primarily dedicated to improving and mastering their skills and acquiring feats which accentuate and develop their capabilities. Because their primary focus determines their later options, the specific skills and feats the masters choose will affect their fate.

Alignment: A master has no particular tendency towards any moral or ethical point of view, although many show at least a neutral component to their alignment, since their focus tends to remain on their craft. Thus extremes of alignment are rare.

Religion: Masters tend to drift towards a deity that reflects their primary focus and their point of view. Good masters often revere Majere (craftsmen, professionals, and sages), or Branchala (performers). Neutral masters honor Gilean (sages and performers), Sirrion (performers), Shinare (professionals), or Reorx (craftsmen). Evil masters pay homage to Sargonnas (craftsmen) or Hiddukel (sages, professionals, and performers).

Background: Most masters begin their careers as apprentices to other masters, performing acts of drudgery or labor as youths and building up a steady comprehension of the realities of their chosen path. At an early age, those who have the talent and commitment to advancing their studies are often inducted into guilds or, in the case of master sages, are accepted into libraries and houses of learning. The adult life of masters commences when they have achieved their most basic understanding of their primary focus and are ready to go out into the world as journeymen in their field.

Races: Masters arise among all of the civilized races of Krynn. Each race tends to favor one of the four types of master above the others, except for the multitalented humans, who embrace them all. Dwarves are more likely to become master craftsmen, elves are more often

master sages, and kender produce an uncommon amount of master performers. Gnomes produce many master craftsmen, professionals, and sages, but few, if any, master performers.

Other Classes: Masters get along with most of the other classes, who depend upon them for quality work, information, and support. They get along best with skilled classes, such as bards, mariners, nobles and rogues. Master sages also favor clerics and wizards for their scholarly aspects.

Role: Like the bard, noble, or rogue, masters are supporting characters, not front-line combatants. The masters' choices of skills and feats makes a big difference in how they fit into a group; masters prove their mettle by backing up the other classes, or by making use of individual skills in non-combat situations.

GAME RULE INFORMATION

Masters have the following game statistics.

Abilities: A master benefits most from Intelligence, which provides her with more skill points and is a bonus to class skills. Wisdom and Charisma are also important skill-related ability scores. Dexterity helps with a master's defenses, in addition to skill bonuses.

Alignment: Any.

Hit Die: d6.

Starting Wealth: 5d4 x 10 steel pieces.

CLASS SKILLS

The master's list of class skills varies, depending on the master's primary focus (see below):

Master Craftsman: Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Knowledge (engineering, local) (Int), Listen (Wis), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Use Rope (Dex).

Master Performer: Balance (Dex), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (history, nobility) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sleight of Hand (Dex), Speak Language (n/a), Spot (Wis), Tumble (Dex).

Master Professional: Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (local, nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis).

Master Sage: Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Ride (Dex), Search (Int), Speak Language (n/a), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All the following are class features of the master.

Weapon and Armor Proficiency: Masters are proficient with all simple weapons. Masters are proficient with light armor and with shields (but not tower shields).



THE MASTER					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Primary focus, knack
2nd	+1	+0	+0	+3	Bonus feat
3rd	+2	+1	+1	+3	—
4th	+3	+1	+1	+4	Knack
5th	+3	+1	+1	+4	Bonus feat
6th	+4	+2	+2	+5	—
7th	+5	+2	+2	+5	Secondary focus, knack
8th	+6/+1	+2	+2	+6	Bonus feat
9th	+6/+1	+3	+3	+6	—
10th	+7/+2	+3	+3	+7	Skill mastery, knack
11th	+8/+3	+3	+3	+7	Bonus feat
12th	+9/+4	+4	+4	+8	—
13th	+9/+4	+4	+4	+8	Knack
14th	+10/+5	+4	+4	+9	Bonus feat
15th	+11/+6/+1	+5	+5	+9	—
16th	+12/+7/+2	+5	+5	+10	Knack
17th	+12/+7/+2	+5	+5	+10	Bonus feat
18th	+13/+8/+3	+6	+6	+11	—
19th	+14/+9/+4	+6	+6	+11	Knack
20th	+15/+10/+5	+6	+6	+12	Bonus feat

Primary Focus (Ex): At 1st level, masters choose which broad category of talents they are most proficient in, out of the four given below. This becomes their primary focus, and determines their class skills, and which focus group they may select their knacks from as they advance. In addition, masters add a +2 competence bonus to all skill checks made with their key skill (Craft, Perform, Professional, or Knowledge).

Craftsman: Masters who choose the craftsman focus are dedicated to producing exceptional quality workmanship, from blacksmithing to bookbinding. Master craftsmen are skilled inventors and artisans. Crafts is the master craftsman's key skill.

Performer: Masters who choose the performer focus are dedicated to creating exceptional performances, whether in art, music, or the stage. Master performers are talented actors and minstrels. Perform is the master performer's key skill.

Professional: Masters who choose the professional focus are dedicated to providing exceptional service, from money lending to bartending. Master professionals are savvy merchants and guides. Profession is the master professional's key skill.

Sage: Masters who choose the sage focus are dedicated to uncovering exceptional knowledge, from politics and history to engineering and the natural world. Master sages are learned scholars and counselors. Knowledge is the master sage's key skill.

Knack (Ex): Beginning at 1st level, masters acquire specific abilities as they advance, which belong to groups associated with the four master foci. These abilities are known as knacks. Some knacks have prerequisites, which must be met before they can be taken. Some knacks can be taken only once, while others may be taken multiple times, with cumulative effects. Masters may choose knacks only from a list associated with their primary or secondary focus.

Bonus Feat: At 2nd level and at every 3 levels thereafter (5th, 8th, 11th, 14th, 17th and 20th), the master gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Animal Affinity, Athletic, Deceitful, Deft Hands, Diligent, Greater Improve Weapon, Improve Weapon, Investigator, Magical Aptitude, Negotiator, Nimble Fingers, Persuasive, Self-Sufficient, Skill Focus, Stealthy.

Secondary Focus (Ex): At 7th level masters may add a secondary focus from one of the other categories they have not yet selected as their primary focus, adding that category's class skills to their own class skill list and gaining a +2 competence bonus to the key skill of the new category. The competence bonus to the master's primary focus key skill increases to +4.

Skill Mastery (Ex): At 10th level, masters select a number of skills from their class list equal to 3 + their Intelligence modifier. When making a skill check using one of these skills, masters may take 10 even if stress and distractions would normally prevent them from doing so.

CRAFTSMAN KNACKS

Applied Craftsmanship: Master craftsmen have learned to apply their understanding of their craft to other crafts. With this knack, they may substitute ranks in a Craft skill for ranks in another Craft in which they have no ranks, on a two for one basis for the purposes of making Craft checks. For example, master craftsmen with 10 ranks in Craft (blacksmith) may attempt a Craft (leatherworking) check as if they had 5 ranks in that skill. Ability bonuses and other modifiers are applied as usual.

Word of Mouth: The master craftsman's skill at his craft becomes widely known. Select a Craft skill. With this knack, a week's worth of dedicated work earns the master craftsman a number of steel pieces equal to his Craft check, rather than half his Craft check.

This knack may be taken more than once. Each time, it applies to a different Craft skill.

Item of Distinction: With this knack, the master craftsman learns how to more efficiently create masterwork items. Select a Craft skill. Masterwork items created with this Craft skill are known as items of distinction. Items of distinction function like other masterwork items, but the additional cost to create them is halved. An item of distinction can be recognized as such with a successful DC 15 Appraise check.

This knack can be taken more than once. Each time, it applies to a different Craft skill.

Prerequisite: Craft (specific skill) 3 ranks.

Item of Renown: With this knack, the master craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are twice as effective as standard masterwork items – weapons confer a +2 bonus to attack rolls, armor check penalty is lessened by 2, and skill bonus items confer a +4 bonus. These items of renown must be created with the Craft skill specified by the master's item of distinction knack, take twice as long to create, and cost the same amount as standard masterwork items.

Prerequisites: Item of Distinction, Craft (specific skill) 6 ranks.

Item of Fame: With this knack, the master craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are three times as effective as standard masterwork items – weapons confer a +3 bonus to attack rolls, armor check penalty is lessened by 3, and skill bonus items confer a +6 bonus. These items of fame must be created with the Craft skill specified by the master's item of distinction knack, take three times as long to create, and the additional cost to create them is tripled (+900 steel for weapons of fame, +450 steel for armor of fame, etc).

Prerequisites: Item of Renown, Craft (specific skill) 9 ranks.

Item of Glory: With this knack, the master craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are four times as effective as standard masterwork items – weapons confer a +4 bonus to attack rolls, armor check penalty is lessened by 4, and skill bonus items confer a +8 bonus. These items of glory must be created with the Craft skill specified by the master's item of distinction knack, take four times as long to create, and the additional cost to create them is quadrupled (+1200 steel for weapons of glory, +600 steel for armor of glory, etc).

Prerequisites: Item of Fame, Craft (specific skill) 12 ranks.


Item of Legend: With this knack, the master craftsman reaches the pinnacle of his ability to create superior items. The master craftsman can create masterwork items that are five times as effective as standard masterwork items – weapons confer a +5 bonus to attack rolls, armor check penalty is lessened by 5, and skill bonus items confer a +10 bonus. These items of legend must be created with the Craft skill specified by the master's item of distinction knack, take five times as long to create, and the additional cost to create them is quintupled (+1500 steel for weapons of legend, +750 steel for armor of legend, etc).

Prerequisites: Item of Glory, Craft (specific skill) 15 ranks.

PERFORMER KNACKS

Celebrity: The master performer has achieved a certain level of widespread fame. Select a Perform skill. With this knack, the master performer's talents are able to command a higher price for performances with that skill. The





master performer can earn twice the amount listed for an evening's work based on her Perform check result.

This knack may be taken more than once. Each time, it applies to a different Perform skill.

Coordinate: The master performer has a knack for getting people to work together. When the master performer can spend a full round directing his allies and makes a DC 10 Diplomacy check, the performer provides any of his allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the master performer's Charisma modifier. The master performer can coordinate a number of allies equal to one-half his master level, rounded down (to a minimum of one ally).

This knack can be taken more than once. The bonuses on attack rolls and skill checks stack, and the number of rounds the bonuses last increases by +1 for each additional selection.

Prerequisite: Diplomacy 3 ranks.

Inspiration: The master performer can inspire allies with performances, bolstering them and improving their chances of success. An ally must listen to and observe the master performer for a full round for the inspiration to take hold, and the character must make a DC 15 Perform check. The effect lasts for a number of rounds equal to the character's Charisma modifier.

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls.

A master performer cannot inspire himself. The character can inspire a number of allies equal to one-half of his master performer level, rounded down (to a minimum of one ally).

Prerequisite: Perform 3 ranks.

Greater Inspiration: The master performer can inspire allies to even greater heights with performances, bolstering them and improving their chances of success. An ally must listen to and observe the master performer for a full round for the greater inspiration to take hold, and the hero must make a DC 15 Perform check. The effect lasts for a number of rounds equal to the character's Charisma modifier.

An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus.

A master performer cannot inspire himself. The character can inspire a number of allies equal to one-half his master performer level, rounded down (to a minimum of one ally).

Prerequisites: Inspiration, Perform 6 ranks.

Compelling Performance: With this knack, the master performer's skill has increased to the point that he can arouse a single emotion of his choice—despair, hope, or rage—in a target. The master performer can use this ability a number of times per day equal to his Charisma bonus (if any). The emotion the master performers arouses affects one target within 15 feet. The performance requires a full-round action and a Perform skill check, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is equal to the master performer's Perform skill check. An unfriendly target gains a +5 bonus to his Will saving throw, while a hostile target gains a +10 bonus. If the target succeeds at the saving throw, the master performer is immune to the compulsion of this performance. If the target fails, the master performer reacts to the emotion as described below.

Despair: The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

Prerequisite: Greater Inspiration, Perform 12 ranks.

Virtuoso: The master performer has learned how to apply talents in one technique to another. With this knack, the master performer may substitute ranks in a Perform skill for ranks in another Perform skill in which the master performer has no ranks may substitute on a two for one basis for the purposes of making Perform checks. For example, a master performer with 10 ranks in Perform (wind instruments) may attempt a Perform (comedy) check as if he had 5 ranks in that skill. Ability bonuses and other modifiers are applied as usual. Skills such as Sleight-of-Hand and Tumble may not be mimicked with this knack.

PROFESSIONAL KNACKS

Fast-Talk: The master professional has a way with words when attempting to con and deceive. With this knack, he applies half his master level (round down) as a competence bonus on any Bluff, Diplomacy, or Disguise checks he makes while attempting to lie, cheat, or otherwise bend the truth.

Bluster: The master professional has the ability to bluster a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a bluster attempt, must be within 30 feet of the master professional, and must be able to see, hear, and understand him.

To bluster a target, the master professional uses a standard action and makes a Bluff check opposed by the target's Sense Motive check. If the Bluff check succeeds, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Charisma bonus (if positive).

This knack can be selected multiple times, each time worsening the penalty by -1. This is a mind-affecting ability.

Prerequisite: Fast-talk.

Faithful Aide: The master professional has acquired a talented apprentice, student, bodyguard, or servant. This knack functions like the Leadership feat, but it applies only

to a cohort, and the master professional's Leadership score is equal to his ranks in a chosen Profession skill plus his Charisma bonus. The aide can be a character of any class, although usually another master, and is treated exactly as any other cohort.

Prerequisite: Profession 7 ranks.

Jack of All Trades: The master professional has learned how to apply his experience and savvy with one area of professional expertise in order to succeed in others. With this knack, he may substitute ranks in a Profession skill for ranks in another Profession skill in which he has no ranks. These may be substituted on a two for one basis for the purposes of making Profession checks. For example, a master professional with 10 ranks in Profession (merchant) may attempt a Profession (innkeeper) check as if he had 5 ranks in that skill. Ability bonuses and other modifiers are applied as usual. Use of this knack does not confer synergy bonuses to other skills.

Loyal Clientele: The master professional's skill at his trade becomes widely known. Select a Profession skill. With this knack, the master professional is able to command a higher price for his services with that skill. For a week's worth of dedicated work the master professional can earn a number of steel pieces equal to his Profession check, rather than half his Profession check.

This knack may be taken more than once. Each time, it applies to a different Profession skill.

Skilled Team: The master professional has gathered a small group of apprentices and helpers who assist him in his work. This knack functions like the Leadership feat, but it applies only to followers and the master professional's Leadership score is equal to his ranks in a chosen Profession skill plus his Charisma bonus. These assistants are all NPC experts, and are otherwise treated exactly like followers.

Prerequisite: Profession 10 ranks.

SAGE KNACKS

Academic Reputation: The master sage's knowledge and learning can guarantee a substantial amount of fame and income. With this knack, the master sage may add his Intelligence bonus to any Bluff, Diplomacy, or Intimidate checks relating to a Knowledge skill in which the master sage has at least 4 ranks, instead of his Charisma bonus. In addition, the master sage may earn a number of steel pieces equal to his Knowledge skill check for each week of dedicated work as a consultant, scholar, and sage, much as a character with Perform, Craft or Profession earns money with his skill.

Complementary Scholarship: The master sage has learned how to apply his understanding of his existing fields of knowledge to other fields. With this knack, the master sage may substitute ranks in a Knowledge skill for ranks in another Knowledge skill in which he has no ranks on a two for one basis for the purposes of making Knowledge checks. For example, a master sage with 10 ranks in Knowledge (nobility) may attempt a Knowledge (history) check as if he had 5 ranks in that skill. Ability bonuses and other modifiers are applied as usual. Use of

this knack does not confer synergy bonuses to other skills.

Exploit Weakness: After 1 round of combat, the master sage can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The master sage uses a move action and makes a DC 15 Intelligence check with a bonus equal to half his class level. If the check succeeds, for the rest of the combat the master sage uses his Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as he finds ways to outthink his opponent and notices weaknesses in his opponent's fighting style.

Linguist: With this knack, the master sage becomes an exceptional linguist. Whenever the character encounters a new language that he does not know, the master sage can make an Intelligence check to determine if he can understand it. The check is made with a bonus equal to half the character's master level (rounded up). For a written language, the bonus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 15 if the language is related to a language the sage already knows; DC 20 if the language is unrelated to any other languages the sage knows; and DC 25 if the language is ancient or unique. The master sage can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way is equivalent to actually being able to converse or fluently read and write in a given language.

A single check covers roughly one minute of a spoken language or one page of a written language.

Prerequisite: Knowledge of at least 3 different languages apart from the master sage's native language.

Lore: With this knack, the master sage has acquired a talent for picking up assorted facts, historical trivia, and random legends, just as a bard does with bardic knowledge. The master sage adds his class level and his Intelligence modifier to the lore check, which otherwise functions exactly like a bardic knowledge check. The master sage's levels stack with other classes which have bardic knowledge checks, such as the bard or loremaster, but not the mariner (whose sailor lore works differently).

Tactical Advantage: By using his understanding of a creature's recorded weaknesses, the master sage can gain an advantage in combat. Choose a Knowledge skill to which this knack applies. Once per encounter, a master sage may make a Knowledge check (DC 10 + creature's HD) to gain a +2 bonus to attack rolls against a creature covered by the selected Knowledge skill for the remainder of the encounter. The specific Knowledge skill required depends on the creature type: Knowledge (arcana) for dragons, constructs, and magical beasts; Knowledge (dungeoneering) for aberrations and oozes; Knowledge (the planes) for elementals and outsiders; Knowledge (nature) for animals, fey, giants, monstrous humanoids, plants, and vermin; Knowledge (religion) for undead; Knowledge (local) for humanoids and regional cultures.

This knack may be taken more than once. Each time it applies to a different Knowledge skill.

Prerequisite: Exploit Weakness.



VARIANT: KNIGHTS OF THE SWORD AND ROSE WITHOUT CLERIC LEVELS

As an alternative to the requirement for divine spellcasting classes of the Knight of the Sword and Knight of the Rose prestige classes, given in the *Dragonlance Campaign Setting*, this variant slightly alters the way these classes gain spells and spellcasting. It makes it easier to qualify for the classes but reduces their overall divine power, suitable for the time period of the War of the Lance and the years of recovery following them.

KNIGHT OF THE SWORD

Remove the “Spellcasting” requirement of the Knight of the Sword and replace the Spells per Day/Spells Known entry with the following:

Spells: With dedication and prayer to Kiri-Jolith, a Knight of the Sword gains cleric spellcasting. At each level, the Knight of the Sword has the effective caster level and number of spells per day of a cleric of his class level. For example, a knight with 5 levels of Knight of the Sword casts spells as a 5th level cleric. The Knight of the Sword does not gain any other benefit of the cleric, such as domain spells, spontaneous casting of cure spells, turning of undead, or domain powers. If the character has levels in another divine spellcasting class, levels in this class instead stack with those levels for the purposes of spells per day (and spells known, if applicable).

KNIGHT OF THE ROSE

Remove the “Spellcasting” requirement of the Knight of the Rose and replace the Spells per Day/Spells Known entry with the following:

Spells: With dedication and prayer to Paladine, a Knight of the Rose gains limited cleric spellcasting. Beginning at 2nd level, the Knight of the Rose has an effective caster level and number of spells per day of a cleric of half his class level. For example, a knight with 6 levels of Knight of the Rose casts spells as a 3rd level cleric. The Knight of the Rose does not gain any other benefit of the cleric, such as domain spells, spontaneous casting of cure spells, turning of undead, or domain powers. These effective levels stack with those gained from levels in the Knight of the Sword class. If the character has levels in another divine spellcasting class, half of his class levels instead stack with those levels for the purposes of spells per day (and spells known, if applicable).

THE KNIGHTHOOD AFTER THE CATAclysm

The Knighthood suffered greatly after the Cataclysm, with many in the Orders driven from their ancestral estates or forced to flee to Sancrist and other remote strongholds by angry mobs. With the disappearance of the Gods, much of the knights’ divinely granted power

was also lost to them, and a significant number of the Knights of the Sword and the Rose were taken by the gods along with the other true clerics. Thus, in the Age of Despair, the abilities of the Knights of Solamnia are considerably diminished.

This variant makes changes to the way in which the Solamnic prestige classes operate. The Knight of the Crown prestige class is unaffected and acts as the baseline level progression for knights of all three Orders. At certain levels, knights who would normally qualify for the Knight of the Sword prestige class and, later, the Knight of the Rose, do not take levels in those classes but instead receive additional benefits which apply directly to the Knight of the Crown class. Note: It is strongly recommended that you ignore the requirement for a divine spellcaster level if you use this variant, as described under “Variant: Knights of the Sword and Rose without Cleric Levels.”

Knights of the Sword under these rules do not cast spells but retain their distinctive auras and ability to smite evil. They have more hit points on average and better base attack bonus, but worse Will saves, due to the Crown Knight progression. Use the following table in place of the Crown Knight progression from 2nd level onwards once the knight has successfully petitioned to enter the Order of the Sword. Note: It is strongly recommended that you ignore the spellcasting and Will save requirements if you use this variant.

Knights of the Rose under these rules do not cast spells but retain their leadership abilities in addition to some of the Crown Knight’s class features. They have worse Will saves due to the Crown Knight progression, however. Use the following table in place of the Sword Knight progression from 5th level onwards, once the knight has successfully petitioned to enter the Order of the Rose.

KNIGHTS OF SOLAMNIA IN THE AGE OF DESPAIR

During the Age of Despair, Knights of Solamnia are limited to 10 levels in the prestige class, as described above. With the return of the Gods of Light, Knights of the Sword may replace levels of Knight of the Crown from 2nd level and up with levels of Knight of the Sword, once they make their covenant with the gods. Knights of the Rose may replace levels of Knight of the Crown from 2nd level to 4th level with levels of Knight of the Sword, and all levels of 5th level and up with levels of Knight of the Rose. Characters that make these changes must meet all prerequisites for the Knight of the Sword and Knight of the Rose classes before exchanging levels of Knight of the Crown, but may now advance up to 10 levels in their new classes.



KNIGHT OF THE SWORD (AGE OF DESPAIR)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+2	+3	+0	+0	Smite evil 1/day, aura of good
3rd	+3	+3	+1	+1	Fight to the death
4th	+4	+4	+1	+1	Aura of courage, Rose petition
5th	+5	+4	+1	+1	Heroic initiative +1
6th	+6	+5	+2	+2	Smite evil 2/day
7th	+7	+5	+2	+2	Heroic initiative +2, strength of honor 2/day
8th	+8	+6	+2	+2	Might of honor
9th	+9	+6	+3	+3	Heroic initiative +3
10th	+10	+7	+3	+3	Strength of honor 3/day

KNIGHT OF THE ROSE (AGE OF DESPAIR)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
5th	+5	+4	+1	+1	Rallying cry, heroic initiative +1
6th	+6	+5	+2	+2	Inspire courage (+2, 2/day)
7th	+7	+5	+2	+2	Leadership +1, heroic initiative +2
8th	+8	+6	+2	+2	Inspire greatness, strength of honor 2/day
9th	+9	+6	+3	+3	Inspire courage (+3, 3/day), heroic initiative +3
10th	+10	+7	+3	+3	Wisdom of the Measure, strength of honor 3/day

PRESTIGE CLASSES

The following classes represent some of the most influential organizations or groups in the Age of Despair. Characters who choose to enter one of these classes commit themselves to becoming important players in the struggle that is life in the Fourth Age of Krynn.

Prestige classes that add to the character's base class for determining the number of spells per day also add to the character's caster level (such as for dispel checks and level checks to overcome spell resistance, as well as level based variable spell effects).

CHORISTER

A chorister is a follower of a deity who channels that deity's power through sacred music and reverence. Choristers are sometimes, though not always, initiates or priests of their deity's religion. They are accorded the respect a cleric or druid might receive, and demonstrate bardic powers through their devotion and resonance with the timeless song of the Path of Souls.

Clerics, especially of Branchala, Sirrion and Hiddukel, are the most likely characters to become choristers, but they are not the only ones. Druids, rangers, and even paladins often have the level of faith and insight to channel the sacred music of Krynn. Fighters, wizards, rogues, and barbarians are unlikely to possess either the skill or the spiritual traits necessary for being a chorister.

NPC choristers can be found attached to pilgrimages, shrines, or houses of worship. Many make their own way on roads and pathways of Krynn, listening to the lifebeat of the world. Others, bound to darker gods, spin profane and discordant threads in the hearts of good people, twisting them to madness or deceit. Such evil is a perversion of the sacred music, and has all the qualities of true villainy.

Hit Die: d6.

REQUIREMENTS

To qualify to become a chorister, a character must fulfill all the following criteria.

Base Will Save: +4.

Skills: Perform 4 ranks, Knowledge (religion) 8 ranks.

Spells: Able to cast 2nd-level divine spells from the enchantment school.

Special: Must have performed at least three religious songs before an audience on three separate occasions as an enjoyable performance (Perform DC 15) without taking money.

CLASS SKILLS

The chorister's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Spot (wis) and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the chorister.

Weapon and Armor Proficiency: Choristers are proficient with all simple weapons, plus the favored weapon of their deity (if a martial weapon). Choristers are proficient with light armor and shields (but not tower shields).

Spells per Day/Spells Known: Beginning at 2nd level, and at every even-numbered level after that (4th, 6th, 8th and 10th) when a new chorister level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever divine spellcasting class granted her access to 2nd-level

THE CHORISTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	Sacred/profane music, aria, psalmody, antiphon, bardic spells (0-level)	—
2nd	+1	+0	+3	+3	Bardic spells (1st), requiem	+1 spellcaster level
3rd	+2	+1	+3	+3	Bardic spells (2nd)	—
4th	+3	+1	+4	+4	Paeon	+1 spellcaster level
5th	+3	+1	+4	+4	Bardic spells (3rd)	—
6th	+4	+2	+5	+5	Chorus	+1 spellcaster level
7th	+5	+2	+5	+5	Bardic spells (4th)	—
8th	+6/+1	+2	+6	+6	Descant	+1 spellcaster level
9th	+6/+1	+3	+6	+6	Bardic spells (5th)	—
10th	+7/+2	+3	+7	+7	Bardic spells (6th)	+1 spellcaster level

divine spells before she added the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on) except for an increased effective level of spellcasting. This essentially means that she adds even-numbered levels of chorister to the level of whatever other divine spellcasting class granted her access to 2nd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class that granted access to 2nd-level spells before she became a chorister, she must decide to which class she adds each level of chorister for the purpose of determining spells per day and spells known.

Sacred/Profane Music (Su): Once per day per chorister level, a chorister can use her songs and poetics to produce magical effects on those around her (including herself, if desired). These effects can be achieved through singing, playing of instruments, chanting, or recitation, but a verbal or musical component is required. Each ability requires both a minimum number of ranks in a Perform skill and a minimum number of ranks in the Knowledge (religion) skill to qualify; if a chorister does not have the required number of ranks in a Perform skill and the Knowledge (religion) skill, she does not gain the sacred or profane music ability until she acquires the needed ranks.

Starting a sacred or profane music effect is a standard action. Some sacred or profane music abilities require concentration, which means the chorister must take a standard action each round to maintain the ability. Even while using sacred or profane music that doesn't require concentration, a chorister cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf chorister has a 20% chance to fail when attempting to use sacred or profane music. If she fails, the attempt still counts against her daily limit.

Aria (Su): At 1st level, a chorister with 8 or more ranks in the Knowledge (religion) skill and 4 or more ranks in a Perform skill can use her music or poetics to send the spirits of others soaring in resonance with the song of creation or cast them into dissonance and despair. The exact effect depends on the chorister's alignment: good choristers provide a bonus, while evil choristers impose a

penalty. Neutral choristers must decide whether to help or hinder others when they first acquire this ability. To be affected, a target must be able to hear the chorister sing. The effect lasts for as long as the target hears the chorister sing and for 5 rounds thereafter. An affected target receives either a +1 morale bonus or -1 morale penalty on saving throws against charm and fear effects, and a +1 morale bonus or a -1 morale penalty on attack and weapon damage rolls. For every 5 levels of this prestige class, this bonus or penalty increases by 1 (+2 at 5th, +3 at 10th). Aria is a mind-affecting ability.

Psalmody (Su): At 1st level, a chorister with 8 or more ranks in the Knowledge (religion) skill and 6 or more ranks in a Perform skill can use song or poetics to charge her divine spells with sacred or profane power. After the first round of singing or chanting a psalmody, or for up to five rounds after she stops singing, the chorister may Empower or Extend any divine spell she casts as if it were prepared with the appropriate metamagic feat. The chorister does not need to possess the metamagic feat to gain the benefits of a psalmody, and the spell does not use a higher-level slot. As soon as she casts the spell, the psalmody ends, thus only one spell may be affected. The chorister must spend another round singing or chanting (and use up another daily use of sacred or profane music) to apply the effects to another spell.

Antiphon (Su): At 1st level, a chorister with 8 or more ranks in both the Knowledge (religion) skill and a Perform skill can use her music or poetics to counter the divine spells of other spellcasters. Each round of the antiphon, she makes a Perform check. Any creature within 30 feet of the chorister (including the chorister himself) that is affected by a divine spell or effect may use the chorister's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the antiphon is already under the effect of a noninstantaneous divine spell or effect, it gains another saving throw against the effect each round it hears the antiphon, but it must use the chorister's Perform check result for the save. Antiphon has no effect against effects that don't allow saves or arcane spells and effects. The chorister may keep up the antiphon for a number of rounds equal to her chorister level plus her Charisma bonus (if any).

Requiem (Su): At 2nd level, a chorister with 10 or more ranks in both the Knowledge (religion) skill and a Perform skill can use her music or poetics to suppress or enhance necromantic effects within range, as well as help or hinder the recovery of characters who have fallen below 0 hit points. The requiem is charged with positive or negative energy, depending on the chorister's alignment. If the chorister is good, the requiem is positive; if evil, the requiem is negative. Neutral choristers must decide whether their requiem is positive or negative when they acquire this ability.

Each round of the requiem, the chorister makes a Perform check. If the requiem is positive, any creature within 30 feet of the chorister that is targeted by a necromantic spell or effect may use the chorister's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of a positively charged requiem is already under the effect of a necromantic spell or effect, it gains another saving throw against the effect each round it hears the requiem, but it must use the chorister's Perform check result for the save. Requiem will even allow a saving throw against effects that would normally not permit a saving throw. In addition, creatures with -1 or fewer hit points within 30 feet of a chorister performing a positively charged requiem are automatically considered stable.

If the requiem is negatively charged, any creature within 30 feet of the chorister that is casting or using a necromantic spell or effect may use the chorister's Perform check instead of its spell save DC for that necromantic effect. If a creature within range of a positively charged requiem has already successfully saved against the effect of a necromantic spell or effect that round, it is forced to make another saving throw against the effect each round it hears the requiem, but it must use the chorister's Perform check result as the DC of the saving throw. In addition, creatures with -1 or fewer hit points within 30 feet of a chorister performing a positively charged requiem cannot stabilize on their own or with magical aid unless the magic brings it back to 1 or more hit points.

The chorister may keep up the requiem for a number of rounds equal to her chorister level plus her Charisma bonus (if any).

Paeon (Su): At 4th level, a chorister with 12 or more ranks in both the Knowledge (religion) skill and a Perform skill can inspire herself or a single willing ally within 30 feet with holy or unholy exultations of praise, granting him or her extra fighting capability. For every two levels the character attains in the chorister prestige class, she can target one additional ally with a single use of this ability (two at 2nd level, three at 4th, four at 6th, five at 8th and six at 10th). To use a paeon, a chorister must sing and an ally must hear her sing. The effect lasts for as long as the ally hears the chorister sing and for 5 rounds thereafter. A creature inspired by a paeon gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a

+1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Paeon is a mind-affecting sacred (or profane) ability.

Chorus (Su): At 6th level, a chorister with 14 or more ranks in both the Knowledge (religion) skill and a Perform skill can bring together other divine spellcasters to enhance the effects of divine spells. After one round of music or poetics, the chorister can bring in a divine spellcaster into the sacred or profane chorus she is creating. Every round after that, she may add another divine spellcaster, up to a maximum of her chorister level. Each participant must be singing or playing an instrument, but they do not have to have this ability on their own nor do they need to have any ranks in Perform or Knowledge (religion). This chorus manifests as an effective increase in divine caster level for every character participating in the chorus equal to the number of participants minus one. Thus, with 2 participants (the chorister and one other), each participant has an effective caster level increase of +1. With three participants this increases to +2, and so on. As soon as a character within the chorus casts a divine spell at this enhanced caster level, she drops out of the chorus and must be accepted back in again by the chorister. If the chorister casts a divine spell at the enhanced caster level, the chorus ends and all participants drop out. A chorister can maintain a chorus only for a number of rounds equal to her chorister level plus her Charisma bonus (if any).

Descant (Su): At 8th level, a chorister with 16 or more ranks in both the Knowledge (religion) skill and a Perform skill can attempt to cast a divine spell in the same round as she casts another. For this ability to work, the chorister must spend a round singing or chanting before making a Perform check against a DC of 30 + the first spell's level. Success means she can cast not only the first spell, but also another divine spell of at least 2 levels lower than the first as if it were Quicken. The chorister does not need to possess the Quicken Spell feat in order to use a descant. If the Perform check fails, she may still cast the first spell but the descant is a failure.

Bardic Spells (Ex): A chorister's access to divine spells expands as she advances in this prestige class to include some spells not otherwise available to clerics. Beginning at 1st level, the chorister adds all of the 0-level spells (or cantrips) to her list of spells. If the chorister's divine spells come from levels in another spontaneous divine spellcaster with only a limited selection of divine spells, then she may add up to three spells from the bard list to her list of spells known. At 2nd level the chorister may add 1st-level bard spells to her list. At 3rd level she adds 2nd-level spells, at 5th level she adds 3rd-level spells, 4th-level spells at 7th level, 5th-level spells at 9th, and 6th-level spells at 10th level.

All spells acquired through this class ability require a verbal component of some kind, even if the spell description doesn't account for it. These spells are considered divine spells, not arcane spells, so they are treated as standard divine spells for the purposes of preparing spells and so on.



Ex-Chorister: A chorister that loses access to divine spells also loses all special abilities of the chorister class, including bonus spellcaster progression, bardic spells, and sacred or profane music. Once the character has regained access to her divine spells, she may again use her chorister abilities.

DRAGON HIGHLORD

The dragon highlords form the apex of the Dark Queen's military leadership during the War of the Lance. Hand-picked for their ruthlessness and cunning, each commands one of the five dragonarmies and leads them in the conquest of Ansalon.

The dragon highlords share little in common with each other aside from ambition. Some rise from the ranks of mercenary companies or evil bandit hordes, while others are dark clerics or wizards in service of Takhisis. Martial training is universal, however, and regardless of their backgrounds, all highlords are fearsome in combat.

As dragon highlords are major characters, the player character heroes may not encounter one for some time, perhaps dealing with their spies, highmasters, or other agents. When their paths do cross, it is never a random occurrence. The Dungeon Master should carefully plan such an encounter, for it may represent a pivotal moment in any War of the Lance campaign.

Kitiara uth Matar and Verminaard are both excellent examples of dragon highlords.

Hit Die: d10.

REQUIREMENTS

To qualify to become a dragon highlord, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +5.

Base Fortitude Save: +5.

Skills: Intimidate 5 ranks, Ride 5 ranks.

Feats: Leadership, Resist Dragonfear.

Special: Must have pledged service to Takhisis and earned the title of dragon highlord through extraordinary success in battle or similar proof of worthiness.

CLASS SKILLS

The dragon highlord's class skills (and the key ability for each skill) are Bluff (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the dragon highlord.

Weapon and Armor Proficiency: Dragon highlords are proficient with all simple and martial weapons, all types of armor, and shields.

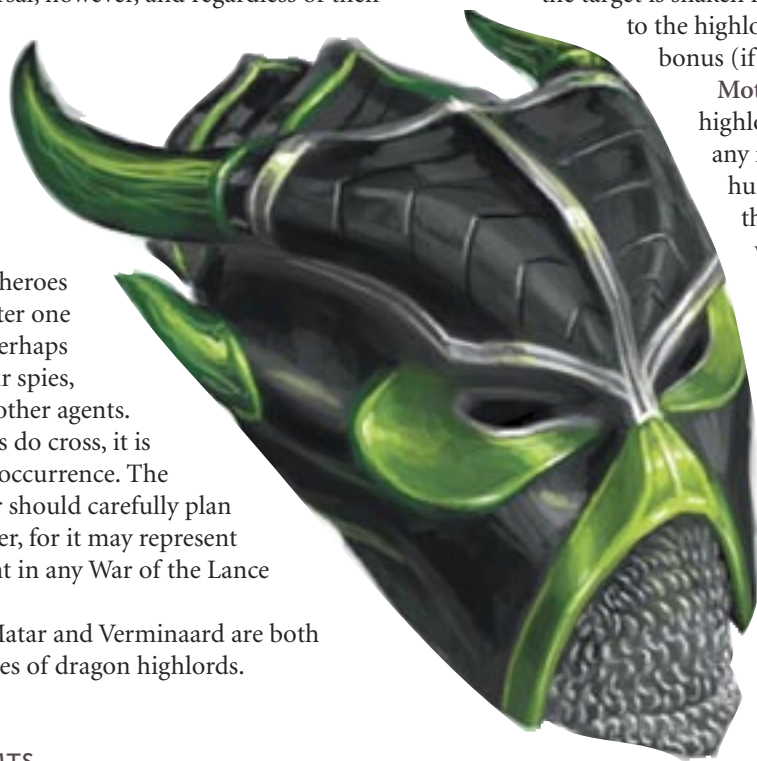
Demoralize (Ex): A dragon highlord gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If the highlord's check is successful, the target is shaken for a number of rounds equal to the highlord's class level plus Charisma bonus (if any).

Motivate Troops (Ex): A 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 whose Hit Dice are lower than his character level. Those who follow the character's orders gain a 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.

Dark Queen's Courage (Ex): At 2nd level, the dragon highlord gains the Improved Resist Dragonfear feat for free, even if he would not normally meet the prerequisites.

Dark Queen's Blessing (Su): At 3rd level, a dragon highlord applies his Charisma modifier (if positive) as a bonus to all saving throws.

Ex-Dragon Highlords: A dragon highlord who falls out of favor with Takhisis, either through grievous failure or betrayal, immediately loses all special abilities granted by this class and must win back the Dark Queen's favor through atonement and the sacrifice of at least one important character of the ex-dragon highlord's character



THE DRAGON HIGHLORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Demoralize, motivate troops +1
2nd	+2	+3	+0	+3	Dark Queen's courage, motivate troops +2
3rd	+3	+3	+1	+3	Dark Queen's blessing, motivate troops +3

level. Such efforts are rarely successful, however, as other ambitious individuals are quick to hunt down any highlord who has turned from Her Dark Majesty.

GNOMISH TINKER

Contrary to popular belief, not all gnomes in Mount Nevermind have the knowledge, skill, and temperament to develop a mastery of invention and gadgetry. Indeed, most spend their years focused on their individual LifeQuests and serve on work crews or in study groups, rather than engage in direct application and planning. The gnome that does find himself in the workroom cobbling together wonders out of winches, pulleys, levers, and corkscrews soon learns to go beyond these elements and forge new territory in the dramatic and dangerous field of steam and clockwork.

Most gnomish tinkers are experts, rogues, or masters with the craftsman focus. The class has few benefits for those of the warrior classes, and thus fighters, rangers, and other characters rarely become gnomish tinkers. Clerics and wizards are seldom found among the gnomes, but those few who are may find that the gnomish tinker offers an excellent choice.

NPC gnomish tinkers become the heads of their respective guilds or serve long periods on advisory councils on matters outside of Mount Nevermind. Wandering gnomish tinkers lend a hand in small villages and towns, although this can often result in more harm than good. The majority of gnomish tinkers remain in gnome communities, feverishly working toward their goals.

Gnosh, the representative of Mount Nevermind to the Whitestone Council, is an example of a gnomish tinker.

Hit Die: d6.

REQUIREMENTS

To qualify to become a tinker, a character must fulfill all the following criteria.

Race: Gnome.

Skills: Appraise 4 ranks, Craft (any subskill) 8 ranks, Disable Device 4 ranks.

Special: Approval of the Chief Review Sub-Committee of Engineers, Consultants, and Inventors by a six-tenths vote and a signed waiver lodged with the Registrar of Contributing Administrative Functionaries and Governors.

CLASS SKILLS

The gnomish tinker's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Knowledge (all skills taken separately) (Int), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Use Magic Device (Cha) and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All the following are class features of the gnomish tinker.

Weapon and Armor Proficiency: Gnomish tinkers are proficient with all simple weapons, light armor, and shields (including tower shields).

Toolbelt: A gnome tinker always needs his toolbelt and wouldn't be seen without it (see sidebar). At 1st level, a gnomish tinker gains a fully-stocked toolbelt (with 10 tool points) for free.

Kitbash (Ex): Gnomish tinkers are experts at customizing and refining existing items and gadgets in order to improve upon their function. Beginning at 1st level, a gnome tinker may make a related DC 20 Craft check (for simple items without moving parts), or a DC 20 Disable Device check (for items with mechanical or moving parts), in order to coax greater performance out of an item. Items so improved gain an enhancement bonus to any relevant skill checks, attack rolls, or saving throw DCs of up to the gnomish tinker's class level. This bonus does not stack with other enhancement bonuses, such as from masterwork or magic item. Any character other than the gnomish tinker must make a DC 15 Craft or Disable Device check in order to figure out how to make it work to its new improved performance. A natural roll of 1 on such a check renders the item useless until repaired.

The time spent making the improvement is equal to 10 minutes per point of enhancement bonus; minus 5 minutes for every 5 points the Disable Device check or Craft check exceeds the DC (minimum 5 minutes). Improvements require a number of tool points (see gnome toolbelt sidebar) equal to one tenth of the item's cost, and last a number of hours equal to the gnomish tinker's Intelligence bonus (if positive), before losing their bonus. Working without tools incurs a -4 penalty to the Disable Device or Craft check, while masterwork tools grant a +2 bonus.

If the gnomish tinker fails his Disable Device or Craft check (or gets a natural 1 on the die roll), he takes only half as long as he would have spent if he had succeeded, but tool points must still be met. In addition, the item in question must make a saving throw (DC 10 + gnomish tinker's ranks in Disable Device or Craft), or become useless until repaired.

Consultant (Ex): Gnomish tinkers pride themselves on being experts in their fields, even if the finer points are lost on others. Beginning at 1st level, and again at 4th, 7th, and 10th levels, a gnomish tinker who is aiding another with a skill check in which the gnomish tinker has ranks, such as a Craft or Disable Device check, increases the standard +2 circumstance bonus by the listed amount. Thus, at 1st level the circumstance bonus increases to +3, at 4th level to +4, at 7th level to +5, and at 10th level to +6.

MacGuffin (Ex): At 2nd level, the gnomish tinker acquires the uncanny ability of being able to come up with some beneficial and outlandish tool, gadget, device, or item when the situation demands it. Once a day, the gnomish tinker can produce a single-use item which duplicates the effects of any 0-level wizard spell as a full round action. The effective caster level of this device, cobbled together from spare parts and doodads the gnomish tinker has in his tool belt, is equal to the gnomish tinker's class level.

At 5th level, the gnomish tinker can produce two 0-level items per day, or may instead produce a single-use item that duplicates the effects of any 1st-level wizard



THE GNOMISH TINKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Kitbash, consultant +1, toolbelt
2nd	+1	+0	+3	+0	MacGuffin 1/day
3rd	+2	+1	+3	+1	Remarkable discovery
4th	+3	+1	+4	+1	Patent pending, consultant +2
5th	+3	+1	+4	+1	MacGuffin 2/day
6th	+4	+2	+5	+2	Remarkable discovery
7th	+5	+2	+5	+2	In development, consultant +3
8th	+6	+2	+6	+2	MacGuffin 3/day
9th	+6	+3	+6	+3	Remarkable discovery
10th	+7	+3	+7	+3	Grand design, consultant

spell once per day. At 8th level, the gnomish tinker can produce three 0-level items, two 1st-level items, or one 2nd-level item per day.

Only the gnome who produces them can use these MacGuffins, and others cannot duplicate them. Once used, they are rendered inert. MacGuffins are not magical, even though they duplicate magical effects, and thus spell resistance and anti-magic effects do not affect them. Other defenses against these effects (such as energy resistance) retain their usual effectiveness.

MacGuffins use up tool points just like kitbashed items, and a gnomish tinker who wishes to continue using this ability must maintain a well-stocked tool belt (see sidebar). Each MacGuffin uses up 1 tool point plus one point per spell level. A gnomish tinker who is bound, held, paralyzed, or otherwise helpless cannot use this ability, nor can one who is ethereal or otherwise unable to get to his tool belt and equipment.

Remarkable Discovery (Ex): Gnomish tinkers occasionally have incredible leaps of intuitive logic that open up new ideas or ways to accomplish tasks. At 3rd level, and again at 6th and 9th level, the gnomish tinker gains a bonus feat from the following list, so long as he meets any prerequisites: Armor Proficiency (medium), Armor Proficiency (heavy), Deft Hands, Diligent, Exotic Weapon Proficiency, Improved Shield Bash, Martial Weapon Proficiency, Nimble Fingers, Rapid Reload, Skill Focus, and Weapon Finesse. Gnomish tinkers who also have levels in spellcasting classes may choose an item creation feat if they meet the prerequisites.

Patent Pending (Ex): At 4th level, the gnomish tinker has won widespread approval and renown for his work



in his chosen field. His racial bonus to Craft, Knowledge or Profession (as chosen at character generation) increases to +3, and he may substitute ranks in this skill for ranks in Bluff, Diplomacy, or Intimidate when dealing with other gnomes or with individuals who possess at least 1 rank in the appropriate skill.

In Development (Ex): At 7th level, the gnomish tinker's fame and support increases. His racial bonus to Craft, Knowledge, or Profession (as applicable) increases to +4, and he may instantly gain 4 ranks in a single Craft, Knowledge, or Profession subskill in which he does not already possess ranks.

Grand Design (Ex): Upon reaching 10th level, the gnomish tinker learns to see the world in its full and glorious intricacy, beyond the mundane and simple

outlook of others. He gains a bonus to all saving throws against mind-affecting spells and spell-like effects equal to his Intelligence bonus (if any), and may substitute his Intelligence bonus (if any) for his Wisdom bonus on any Listen, Spot, or Sense Motive check.

HANDLER

Among the kender, being accused of stealing is a grave insult. The kender are light-fingered, yes, and items can occasionally find their way into their pockets, but those practiced in the art of handling are the closest the kender have to nobility. Handlers are true kender heroes, role models to younger and less-experienced kender. Curious, incredibly lucky, and well-traveled, handlers have mastered the art of avoiding trouble, and seek out new and more exciting adventures in every nook and cranny (whether they are allowed in them or not).

Most handlers are also rogues. The class expands on rogue talents, and parallels rogue development in many ways, but avoids some of the more cutthroat or vicious elements of higher rogue levels. Rangers and barbarians

GNOME TOOLBELTS

A WELL-STOCKED toolbelt is every gnomish tinker's pride and joy, and essential to the proper maintenance of inventions and gadgets. A toolbelt can hold up to 10 tool points, which are used when kitbashing or producing MacGuffins (as described in the gnomish tinker class). In addition to these uses, a gnome can spend a single tool point on a Craft, Disable Device, Open Lock, or Use Magic Device check in order to gain a +2 enhancement bonus (just as if the gnome had used a masterwork tool).

A tool belt's initial cost is 100 steel pieces and includes 10 tool points. Tool points can be replaced at a cost of 10 steel each, with access to at least a large town. Alternately, at the DM's discretion, a gnome can attempt to cannibalize parts from existing mechanical items (including mechanical traps the gnome has

already disabled) with a successful DC 20 Disable Device check. Such efforts produce 1 tool point plus 1 for every 5 points the check exceeds the DC.

Gnomish tinkers often personalize their tool belts, and thus the tool points of one tinker's belt are usually unsuitable for another's kitbash and MacGuffin efforts. If a gnome uses another gnome's tool belt for tool points, each tool point only counts as half. Thus, if 3 tool points are required for a kitbash effort, then the gnome needs to use 6 tool points from a colleague's belt.

Tool belts are always the first thing to suffer damage or ill effects on a gnome who fails a saving throw by rolling a 1. A tool belt has a hardness of 5, and 5 hit points plus 1 hp per tool point (a fully-stocked tool belt thus has 15 hit points).

may end up as handlers, but the other classes lack the special requirements of the handler.

NPC handlers are usually kender heroes in the grip of wanderlust, and can be found almost anywhere on Ansalon. In times of war, handlers inevitably accompany adventuring bands, lending their skills to their friends, and sneaking in the back door of history by war's end.

Tasslehoff Burrfoot is an excellent example of a handler.

Hit Die: d6.

REQUIREMENTS

To qualify to become a handler, a character must fulfill all the following criteria.

Race: Kender or half-kender.

Base Reflex Save: +4.

Skills: Bluff 8 ranks, Hide 8 ranks, Sleight of Hand 8 ranks.

Special: Evasion and uncanny dodge class features.

CLASS SKILLS

The handler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the handler.

Weapon and Armor Proficiency: Handlers gain no proficiency with any weapon or armor.

Light-Fingered (Ex): Handlers become increasingly adept at lifting items from others without their noticing. A handler adds his class level as a competence bonus to his Sleight of Hand check for the purposes of opposing his target's Spot check, but not for the actual check to lift the item itself. Thus, even when he fails, the target may be none the wiser.

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 mythic relatives. This ability functions exactly like a bard's bardic knowledge ability, with the handler adding his class level and Intelligence modifier to the kender tale check. Levels in handler stack with levels in another class with a similar ability (such as bard or loremaster) for the purposes of the kender tale check.

Improved Uncanny Dodge (Ex): A handler of 2nd level or higher can no longer be flanked; he can react to opponents on either side of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the handler by flanking him, unless the attacker has at least four more rogue levels than the handler has levels in classes that provide the uncanny dodge ability.

Five-Fingered Fighting (Ex): A handler of 3rd level or higher 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): At 4th level, a handler's ability to get out of the way of trouble is enhanced. He may add a competence bonus equal to his Charisma modifier (if positive) to all of his saving throws.

Hide In Plain Sight (Ex): At 5th level a handler can use the Hide skill even while 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 without anything substantial to actually hide behind.

Defensive Roll (Ex): Starting at 6th level, a handler can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, if the handler is reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. To use this ability, the handler must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the handler's evasion ability does not apply to the defensive roll.

An 8th level handler can use this ability twice a day.

Improved Five-Fingered Fighting (Ex): At 7th level, the handler's five-fingered fighting ability works even on targets that are not denied their Dexterity bonus to AC. In addition, targets that are denied their Dexterity bonus to AC are no longer permitted a Spot check to notice the handler lifting the item.

Improved Evasion (Ex): This ability, gained at 8th level, works like evasion. The handler takes no damage at all on successful saving throws against attacks that allow a Reflex save for half damage. What's more, he takes only half damage on failed saves. A helpless handler does not gain the benefit of improved evasion.

Uncle's Luck (Ex): At 10th level, the handler has attained his true calling and is elevated to the title of uncle (or aunt, if female). From this point, he may add a competence bonus equal to his Charisma modifier (if positive) to the saving throws of any kender or half-kender within 30 feet that is aware of the handler's presence. This does not stack with the handler's luck ability in the event that one or more other handlers of 4th level or higher are in range.

MINOTAUR MARAUDER

In a maritime race such as the minotaur, it seems almost inevitable that a certain segment of the population would turn to piracy. These individuals are known as minotaur

marauders and use brute force and opportunistic brutality to attack ships. Any ship is a target, regardless of whether or not it hails from minotaur or human ports. Whereas some human pirates have a flair for nimble swordplay and possess a swashbuckling nature, the minotaur marauder uses brute force and cunning, bloodthirsty tactics to efficiently crush any opposition. Although these tactics may make it sound as though a minotaur marauder could only be evil, there are some neutral marauders who resort to such brutality only if resistance is offered.

Naturally, if a minotaur marauder is ever caught by an imperial troop, he is swiftly sentenced to death or slave labor in one of the many mines of the empire's island territories. A minotaur marauder is considered to have forfeited the very honor that his people consider so important, and the rest of his clan may even be penalized for such a great dishonor, depending upon how infamous the particular marauder has become. Because of this, a small number of marauders find land-based banditry on the mainland of Ansalon to be preferable to sea-faring, discovering that most of their brutish tactics fit in well with any other type of outlaw. If word of such a marauder reaches his homeland, he's less likely to fall into disfavor as the minotaurs regard the other people of Ansalon as "lesser races" unworthy of the respect due to a minotaur.

Mariners typically make the best minotaur marauders, although fighters also occasionally become members of this prestige class, having signed-on with a ship's crew for money or adventure. It's these latter types who tend to become land-based bandits.

Hit Dice: d10

REQUIREMENTS

To qualify to become a minotaur marauder, a character must fulfill all the following criteria.

Race: Minotaur

Alignment: Any non-good

Base Attack Bonus: +4

Feats: Dodge, Improved Sunder, Skill Focus (Intimidate)

Skills: Intimidate 4 ranks, 9 Profession (Sailor) 6 ranks, Swim 8 ranks

Special: Must have served aboard a minotaur pirate ship for at least 6 months.

THE HANDLER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Light-fingered, kender tales
2nd	+1	+0	+3	+0	Improved uncanny dodge
3rd	+2	+1	+3	+1	Five-fingered fighting
4th	+3	+1	+4	+1	Handler's luck
5th	+3	+1	+4	+1	Hide in plain sight
6th	+4	+2	+5	+2	Defensive roll 1/day
7th	+5	+2	+5	+2	Improved five-fingered fighting
8th	+6	+2	+6	+2	Defensive roll 2/day
9th	+6	+3	+6	+3	Improved evasion
10th	+7	+3	+7	+3	Uncle's luck

CLASS SKILLS

The minotaur marauder's class skills (and the key ability for each skill) are Balance (Dex), Intimidate (Cha), Listen (Wis), Profession (Sailor) (Int), Sense Motive (Wis) and Spot (Wis), Swim (Str), Use Rope (Dex). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the minotaur marauder prestige class.

Weapon and Armor Proficiency: Minotaur marauders gain no additional proficiency in any weapon or armor.

Dirty Strike (Ex): The minotaur marauder can deal additional damage to an opponent by using unexpected maneuvers. The opponent makes a Reflex save (DC equal to the marauder's attack roll). Failure means the marauder deals an additional 1d4 points of damage. At 5th level, this damage increases to 2d4. If the minotaur marauder already has the dirty strike ability from another class, this damage stacks. Dirty strike can only be used on an individual per day.

Seafaring: Beginning with 1st level, minotaur marauders are most comfortable on the ocean and tend to spend a great deal of time there. As a result, the marauder gains a competence bonus equal to his class level to all Profession (sailor), Swim, and Use Rope checks. Thus, a 3rd level minotaur marauder would have a +3 bonus when making any of these checks.

Accurate Strike (Ex): Starting at 2nd level, the minotaur marauder becomes adept at making vicious and devastating attacks. As such, he gains a +2 bonus to rolls made to confirm critical hits. At 5th level, this bonus increases to +4.

Bull's Wrath (Ex): At 3rd level a minotaur marauder can use his sheer ferocious presence to disturb and unsettle his opponents. As a standard action, he can attempt to make a DC 25 Intimidate check. If successful,



all opponents within 10 feet take a –1 penalty to attacks and saves for a number of rounds equal to 3 + minotaur marauder's Charisma modifier. This ability can only be used once per encounter.

Opportunist (Ex): Starting at 4th level, once per round the minotaur marauder can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the marauder's attack of opportunity for that round. Even a minotaur marauder with the Combat Reflexes feat can't use the opportunist ability more than once per round.

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 Campaign Companion*. Where the two sources differ, the version provided here is more current.

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

THE MINOTAUR MARAUDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Dirty strike 1d4, seafaring
2nd	+2	+3	+0	+0	Accurate strike +2
3rd	+3	+3	+1	+1	Bull's wrath
4th	+4	+4	+1	+1	Opportunist
5th	+5	+4	+1	+1	Accurate strike +4, dirty strike 2

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 means of providing 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.

BULL OF THE SEA [GENERAL]

Nautical talent is strong in your blood.

Prerequisite: Minotaur.

Benefit: Swim and Use Rope are always class skills for you, regardless of your character classes. You gain a +2 bonus on all Profession (Sailor) and Balance checks, and mariner replaces fighter as your favored class.

Special: This feat may only be taken at 1st-level.

CHARMING [GENERAL]

Others find your company appealing.

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

CREATE DRACONIAN [GENERAL]

You are able to take part in the ritual of creating draconians from the eggs of dragons.

Prerequisite: Caster level 10.

Benefit: You, and at least one other spellcaster who uses a different type of magic than you do (e.g. arcane or divine) and who also possesses this feat, are able to channel your magic with a dragon no younger than very old, to create draconians. The ritual lasts 8 continuous hours and is a very delicate procedure. Should you be interrupted, all Concentration checks have their standard DCs increased by 15. Failure causes you not only to fail at conducting

the ritual, but to take 1d4 points of Constitution damage per egg that would otherwise be transformed. The eggs themselves blacken and die, killing the dragon fetus inside without creating any draconians. You can also automatically choose to create any amount of draconians less than the normal base amount per egg. If this brings the number of draconians down to less than half the normal amount, the ritual only lasts 4 hours.

For every three caster levels you possess above 10th level, you contribute a +1 creation bonus to the pool of creation points (see below) that you can use to enhance the draconians created.

Note: See Chapter Two for rules related to the creation of draconians.

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.

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.

GREATER IMPROVISE WEAPON [GENERAL]

A character with this feat learns to master the use of improvised weapons.

Prerequisite: Improvised Weapon.

Benefit: The character can now ignore the penalty for making an attack with an improvised weapon.

Normal: Without this feat, using an improvised weapon incurs a -4 penalty to attacks.

Special: A fighter may take this feat as one of his bonus fighter feats.

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 for every four character levels you have gained, but never more than once per round.

IMPROVISE WEAPON [GENERAL]

A character with this feat gains the ability to make better use of mundane items as improvised weapons.

Prerequisite: Appraise 1 rank.

Benefit: With at least a full round action to acquaint himself with the item's weight and properties, the character can reduce the penalty for making an attack with an improvised weapon to -2.

Normal: Without this feat, using an improvised weapon incurs a -4 penalty to attacks.

Special: A fighter may take this feat as one of his bonus fighter feats.

IMPROVISE MASTERWORK ITEM [GENERAL]

A character with this feat may make quick improvements on a single item by using common tools and his knowledge of his craft.

Prerequisites: Int 13+, Craft (specific skill) 4 ranks.

Benefit: With at least 10 minute's preparation and by making a successful DC 15 Craft (appropriate skill) check, the character may temporarily treat any single mundane piece of equipment as a masterwork item. This item remains enhanced for a number of hours equal to the character's Craft skill bonus. Improvised masterwork items cannot be made into magical items, and will be recognized as improvised items with a DC 15 Appraise check, thus making it difficult to sell them at higher value. Any improvised item that takes damage or is the target of a critical hit (such as improvised masterwork armor worn by the target of a critical hit) loses its temporary bonus.

Special: This feat can be taken more than once. Each time, it applies to a different Craft skill.

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 an 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.



Chapter 2: MAGIC OF KRYNN

THE mage put both hands upon the dragon orb and held it up to the light of the flaming candle. The colors swirled madly in the orb, flaring brilliantly. A powerful magical aura surrounded the mage.

Fighting his fear, Tanis tensed his body to make a last desperate attempt to stop Raistlin. But he could not move. He heard Raistlin chanting strange words. The glaring, whirling light grew so bright it pierced his head. He covered his eyes with his hands, but the light burned right through his flesh, searing his brain. The pain was intolerable. He stumbled back against the doorframe, hearing Caramon cry out in agony beside him. He heard the big man's body fall to the floor with a thud.

Then all was still, the cabin plunged into darkness. Trembling, Tanis opened his eyes. For a moment he could see nothing but the afterimage of a giant red globe imprinted on his brain. Then his eyes became accustomed to the chill dark. The candle guttered, hot wax dripping onto the wooden floor of the cabin to form a white puddle near where Caramon lay, cold and unmoving. The warrior's eyes were wide open, staring blankly into nothingness.

Raistlin was gone.

Dragons of Spring Dawning

Margaret Weis and Tracy Hickman

Little on Krynn is as awe-inspiring, misunderstood, and feared as magic. The Age of Despair has increased both the mystique surrounding this art and the terror. Use of magic has dwindled to its lowest point in history. It is not unusual for people in smaller towns and villages to go their entire lives without ever seeing a wizard. The common ignorance of magic both helps and hinders the wizard.

Divine magic is unknown during much of the Fourth Age, relegated to tales of the clerics of old. For generations, anger and bitterness over the destruction caused by the Cataclysm further pulls the mortal races away from the gods. But, as time passed, people began to long for the missing spiritual side of their lives. Many craved something to believe in, and false faiths arose. The gods of good remain waiting patiently for their lost sheep to return to the fold, while the Queen of Darkness plots and sends forth her followers in secret.

ABSENCE OF THE GODS

When the gods created Krynn, they agreed that in order for the world and its people to progress, a balance between good and evil must be maintained. If the balance should ever shift, either in one direction or the other, the world would slide into chaos. All life on the world might well come to an end.

Thus it was that at the end of the Age of Might, when the Kingpriests of Istar began to destroy all things deemed evil and even, in arrogance, attempted to control the way

people thought, the gods saw that the balance of the world was threatened. The gods sent warnings for the mortal races to change their ways, but they were not heeded.

The gods, realizing they were going to have to take drastic action, withdrew their clerics from the world. Still, the last Kingpriest, having decided that he was equal to the gods in power, paid no attention. He commanded the gods, as a master commands a servant.

This tragic decision led to the event that is known as the Cataclysm, when the gods hurled a fiery mountain down on the city of Istar, destroying the city and casting its ruins to the bottom of what would become known as the Blood Sea. The continent of Ansalon was split asunder. Countless thousands died. This marked the beginning of the Fourth Age, the Age of Despair.

Devastated by this tragedy, the people of Krynn cried to the gods to aid them, only to discover that the gods no longer answered their prayers. The true clerics from all the races had vanished. The power of divine magic had disappeared. The people were left to fend for themselves.

The gods heard the prayers of the people, but in their wisdom perceived that the people had not yet learned their lesson. The people had not come to the gods in humility, asking forgiveness for their mistakes. Like spoiled children, the people demanded that the gods help them and, when the gods did not, the people reacted like spoiled children—growing angry at the gods and turning away from them.

Shortly after the Cataclysm, mobs attacked and destroyed the temples and other places of worship. Anyone who tried to reason with the mob, or to speak out on behalf of the gods, was liable to fall victim to the mob's wrath. Thus the faithful learned to keep silent. And, as years went by and the gods stayed away, the remaining faithful began to find their faith waning.

The gods waited for mankind to come to them. For over three hundred years, the gods waited in vain.

Among the short-lived human race, knowledge of the old gods faded away. Many humans turned to false gods—to the worship of idols or ancestors. New religions sprang up among many human cultures, with the false clerics of these religions relying on tricks and illusions to convince the gullible they could perform “miracles.”

The long-lived elves remembered the gods well, for they had always been the favorites of the gods of good. Although they had supported the theocracy of Istar, the elves could not see their own mistakes. They were furious that they were being punished for what they considered to be the misdeeds of the human race. The elves blamed the humans for the gods' departure, and this plus the hardships faced by all people following the Cataclysm led to an injurious rupture between the two races.

Dwarves never wavered in their belief of Reorx, but came only to honor the memory of the god—not in his continued presence in their lives.

As to the goblin and ogre races, history would relate that the gods of Darkness broke the gods' pact outright by returning to the world in order to make preparations for the coming of Queen Takhisis. Plotting for her return to the world, Takhisis and the other gods of Darkness sent their clerics secretly back into Ansalon to start building up the forces that they would eventually unleash in the War of the Lance. The gods of Darkness were careful in their choice of clerics, keeping their numbers small and choosing only those they knew they could trust to be cunning and circumspect.

The gods of magic continued to watch over the world and grant arcane powers through the close presence of their moons. Though they did not directly act in the world during the Age of Despair, they continued to provide quiet guidance and direction to the Orders of High Sorcery.

Wizards were universally reviled during the first years following the Cataclysm, and those who dared to study or practice magic moved about in danger of their lives. As time passed, however, though people continued to distrust wizards, they were not as actively persecuted. Mage schools reopened. Young wizards traveled to the Tower at Wayreth to take their Tests. The gods of magic nurtured their favorites during this time, appearing to those they believed had the best potential in order to encourage them.

The people of Ansalon are ready now for something to believe in. While the forces of evil gather and evil clerics assume positions of power, the gods of good and balance wait for their knowledge to be revealed, ready to answer the prayers of the new faithful.

SEEKER RELIGION

The Seeker movement, while usually identified with its primary holdings in Abanasinia, was actually quite a widespread religion that gripped Ansalon during the third century after the Cataclysm. But its roots are actually far more ancient.

Founded with the belief that the old gods had departed the world, the Seekers wanted to search for the gods or find some new gods to worship—gods who would reliably answer the prayers of their faithful and not turn on them in their darkest hour. The Seeker religion, a philosophy as well as a religion, was shared by hundreds of people in Ansalon in the beginning and never truly faded from some hearts.

Before they came together in Abanasinia, the loose-knit organization of clerics that would eventually become known as the Seekers had preached their new creed in the towns of Haven, Solace, and Gateway. At that time it was not a formal religion, only groups of people searching for evidence of gods—any gods. Working independently, these people began to feel they needed a structure if they were ever to convince the people of Krynn of their beliefs. This prompted meetings with like-minded fellows.

It was from these initial meetings that the core philosophy of the Seekers arose and was codified: "The Seekers are searching for new gods and will announce

them, once they are discovered—gods worthy of respect and worship". This philosophy was unveiled in Haven with less than spectacular results.

The new Seeker religion started with a powerful enemy: the clerics of the serpent god Belzor. The brown-cloaked clerics of Belzor maintained a tight grip on the hearts of the people of Haven, and the clerics were loath to relinquish their hold. A swift propaganda campaign and a few mysterious disappearances almost spelled the doom of the new religion, which could not compete with the established faith that presented miracles every night in their temple. Another factor that impeded the Seekers was that they did not offer any alternative god for the people of Haven.

It would not be until Belzor fell that the Seeker religion took genuine hold in Abanasinia. After first being taken for fools by the magic-using clergy of Belzor, turned to the new religion that promised answers to their questions. From Haven, the Seeker religion spread like wildfire throughout Abanasinia. Gateway and Solace quickly joined the trinity of Seeker towns, and numerous little hamlets were also led by Seeker clerics.

At this time the movement lost its direction and became a political institution, more worried about consolidating power than taking care of the well-being of the people. Deciding that the villagers could not judiciously guide themselves, the Seekers appointed High Theocrats to tend to the people's needs and rule the towns. This soon led to the rise of an inquisition, along with a spy network to control the people.

At the time of the War of the Lance the Seekers were led by a Highseeker and nine Seekers who served as a council. The Councilhall of the Seekers stood in a glorious hall supported by six towers in the center of Haven, a building always protected by the Holy Guard.


The War of the Lance spelled the end of the Seekers. One of its most revered figures, Elistan, joined the worship of Paladine, while many Theocrats, such as Hederick—and councilmembers, such as Locar—proved to be unscrupulous, and worse, traitors to their people. Lastly, the return of gods who answered prayers killed the false religion that was created to find them.

OTHER FALSE FAITHS

The Age of Despair saw the rise of new religions throughout Ansalon, as people sought to replace their lost belief with new gods. Those religions usually endured one or two generations before fading into obscurity, as they could not perform the miracles of the true clerics of old.

Almost all the primitive tribes turned from the worship of the gods and began the worship of their ancestors. This trend was widespread in Abanasinia, among the plain barbarians and among the mountain barbarians of Eastwilde. The plainsmen attributed great powers to their ancestors, whose spirits were said to commune with the cleric of the tribe - usually the chieftain, or a key member of his family. While many chieftains did sincerely believe in





their ancestors, others used ancestor-worship as a way to control the tribe.

Other people turned to the worship of false deities. Before the coming of the Seekers, the most powerful of these false gods was Belzor, called the “Scaled One.” Belzor was symbolized by an enormous viper.

The religion of Belzor was founded some twenty years prior to the War of the Lance, when a charismatic leader known as Julian attracted a small cult of followers while performing “miracles” in the area around Haven and Gateway. Julian was not a true cleric but a minor illusionist, one who had never taken the Test of High Sorcery. But he used his spells and herb lore to deceive the people of Haven, gaining a place in the hearts of the peasants.

It took almost ten years for Julian to consolidate his hold on the area and promote his beliefs as the main religion of Haven. During this time he manufactured many miracles, such as cripples walking or dumb people speakin. In truth, he used sleight of hand or paid stooges to obtain his goals. Having gained his foothold, he began to expand his teaching in an attempt to bring his religion to the other cities of Abanasinia. The strategy was to send missionaries to other cities, first gaining the trust of important people and converting them to the worship of Belzor. This approach worked wonders in Gateway and the smaller villages, but the effort failed in Solace, when the people rebuffed Belzor during the funeral of a woodcutter named Gilon Majere.

Belzor endured for many years, however, and the religion even survived the death of its founder in an accident. Julian’s widow Judith, who had failed to win Solace over to the embrace of Belzor, became the High Priestess, and the cult degenerated into extortion scams. Not surprisingly, the religion came to an end when a young mage named Raistlin exposed it as a fraud, using a spell to reveal the tricks the leaders had been using in their High Temple in Haven. With people disillusioned with the religion and their High Priestess were murdered, the Belzorites could not contest the encroaching Seeker religion and eventually faded away.

Clerics of Belzor dressed in brown robes and carried vipers, which they kept calm through a mixture of ritual and herbal lore. Their rituals were conducted in a temple filled with burning poppy seeds. The aroma of these burning seeds brought on a feeling of pleasant euphoria that predisposed the people towards the miracle of the viper statue, which moved mysteriously during the rituals—aided by illusion magic. Supplicants would appear before the High Priest, who would answer their urgent questions, for a sizable donation.

DIVINE MAGIC

After more than three hundred years of spiritually empty lives, the people of Ansalon were ready for the return of the gods. Faith filled the void within their spirits, and the magic of the gods eased their pain and cured their diseases.

The blessings enhanced and enriched their lives, giving them purpose and meaning once more.

The teachings of the first good clerics, such as Goldmoon and Elistan, spread quickly, even among the cities and towns occupied by the dragonarmies. The evil gods spread the word of their return, as well, using fear and promises of power to gain converts. The gods of neutrality came to balance any the conflict caused by extremes of good and evil.

HEATHEN CLERICS

Heathen clerics are those who do not worship one of the true gods of Krynn. (This does not include the three gods of magic, who have no clerics and do not grant divine spells.) Heathen clerics may follow a false god or religion, or they might seek a greater understanding of the universe without any help from the gods. Some might even revile the notion of gods and instead worship a force or philosophy.

From the time of the Cataclysm until the full return of the gods, all clerics are heathen—with the exception of the small number of evil clerics that Takhisis lured into her service in the generations before the War of the Lance. Most heathens either belonged to a particular organization, such as the Seekers or the Church of Belzor, or they were wanderers, seeking to spread the word of their gods, or merely looking out for themselves by feigning piety or falsely claiming to perform miracles.

Some heathens were failed wizards who used magic tricks—typically minor illusion spells—to supply proof of their powers and of their ability to create miracles. Some of these charlatans scouted towns secretly and learned as much of its routines and circumstances as they could, so as to use this information as “god-granted visions,” convincing the incredulous.

Heathens were obliged to rely on quick thinking and silver tongues, instead of on the profound wisdom of someone in touch with the mind of a god. The heathen clerics faded into obscurity once the gods returned.

HOLY ORDERS OF THE STARS

The Holy Orders of the Stars are the organized religions of the true gods of Krynn. Formed with the purpose of unifying the tenets of each faith, the orders are composed by clerics of each of the eighteen gods who granted divine magic to their worshippers. The eighteen do not include the three gods of magic, who created the Orders of High Sorcery to rule over the practice of arcane magic.

There are three main holy orders: The Holy Order of Good, led by the Chosen Prophet of Paladine; The Holy Order of Neutrality, led by the Starmaster of Gilean; and the Holy Order of Evil, led by the Nightlord of Takhisis. The heads of the other orders advise these three principal leaders.

While the orders of High Sorcery work together, the Holy Orders do not always nurture constructive relationships with each other. Much like the gods

themselves, their divine patrons' philosophies colors their alliances and relationships. While clerics of the same alignment generally support the cause of the others of like alignment, the god's own goals and disciplines rule a particular cleric.

To become a cleric of the Holy Orders one must be sponsored by an existing cleric, thereby earning a *Medallion of Faith*. Any medallion can create other medallions, so long as they are of the same alignment. (A medallion of Paladine can create a medallion of Mishakal, but not a medallion of Chemosh.)

THE FAITHS OF THE GODS OF LIGHT

Even though the Evil Order was already active, the Holy Order of Good is the first to become well-established after the return of the gods. Due to the efforts of Goldmoon in Abanasinia and Eastern Ansalon, along with the work of Elistan among elves and Solamnics, the numbers of converts and clerics aligned with good are growing quickly.

Elistan is named the Chosen Prophet and assumes the leadership of Holy Order of Good. While the worship of Paladine and Mishakal is spreading and growing in popularity, the others gods are taking more time in rebuilding their base of followers and gaining enough clerics to re-establish their orders.

Kiri-Jolith eventually becomes strong in Solamnica, and many clerics embrace him, especially during the last battles

of the war. The Knights of the Sword are among the first to regain the divine magic that the Bison-Headed God grants. His brother, Habbakuk, reclaims the worship of good druids, while the people of Ergoth return to the worship of the Blue Phoenix, as their ancestors before them.

Majere takes his time in granting his gifts. Always a patient god, Majere accepts only the truly dedicated to his faith, and, as such, the numbers of his worshippers grow slowly. Quiet monasteries are established, where a life of contemplation and fitness of both mind and body are continually emphasized. Branchala's worship is more scattered, and consists of many elves and kender—along with human minstrels and storytellers.

Clerics of the Good Order are sworn to defend and preserve life, promoting the welfare of the people and upholding a code of conduct that embodies the principles of good. Healing and succor are their principal aims, and they work tirelessly for the common good.

THE FAITHS OF THE GODS OF DARKNESS

The Holy Order of Evil is the first to return to the world after the Cataclysm, but does not become widespread or well-organized for many generations, as the Queen of Darkness wants to keep her plotting secret. Only after the War does the Holy Order of Evil become formally organized once more, with each god claiming clerics of his or her own.



DIVINE MANIFESTATIONS

WHAT follows are fragments from a theological dissertation by Lady Rowena of Solanthus, Aesthetic, and disciple of Gilean, circa 6 PC. One of the noted scholars of her time, Lady Rowena's views on the gods were considered heretical by the Kingpriest, who commanded that she cease writing and burn all her work. When she refused, Lady Rowena was arrested and transported to Istar. Nothing more was ever heard of her, and it is believed that she died a martyr.

This dissertation, newly discovered in the archives of the Library of Palanthas, is now being widely circulated and discussed, since it deals with issues relevant to the times.

The gods of Krynn have always found it difficult to avoid the temptation of meddling in the lives of the mortals they created, much as parents find it difficult to avoid meddling in the lives of their children, and perhaps for similar reasons.

Having some experience of life, parents are anxious to prevent their children from making the same mistakes they made in the past. Parents are eager for their children to succeed and to lead happy lives. Good parents want to see their children succeed for their own sake. But not all parents are good parents, and some want to see their children succeed purely for selfish reasons—perhaps to bring glory to the family name, or to amass vast sums of money. Good parents understand that it is not given to them to rule every aspect of the lives of their children, nor do they want to attempt this folly. Such parents advise their children on how best to live their lives, and they establish certain rules and guidelines, all the while giving their children freedom to make decisions on their own. Misguided parents try to control every aspect of their children's lives. They may believe that they are doing this for the good of the child, but often it is just as much for the good of the parent.

Viewing the gods as parents can be too simplistic, however. The gods have all creation to take into

consideration, not just a single family and therefore they must put the good of the many before that of the single individual. . . .

Because the gods can scry far into the future, they have the ability to perceive the consequences of mankind's actions. If the gods foresee the destruction of their creation, will they not act to stop this transgression, even if it means taking away man's freedom of will? If the parent sees the child about to fall into the fire pit, will that parent not reach out his hand to pull the child to safety? . . .

It is possible, I suppose, that the gods could have created the world, set it spinning like a child's top, and then simply walked away from their creation with a shrug and yawn. Some parents, after all, likewise abandon their children to fate. This is not natural in mankind, however, and, if we mortals are modeled after our creators, then I do not believe that this is natural behavior for a god. The gods care for their creation and want to see it endure. Their care may be selfless, as with the gods of Light, or selfish, as in the case of the gods of Darkness. The goals and ambitions of the gods are certainly different, but these pursuits are not mutually exclusive. Even a cruel and selfish god such as Takhisis cares about her own creations and wants to see them flourish, if only for her own self-aggrandizement. . . .

I think it is quite possible that the gods create avatars—manifestations of themselves that walk upon Krynn, and talk with people, advising them, helping them, perhaps even hindering them in certain situations. We are told, for example, that Huma drove Takhisis from the world and banished her to the Abyss, and that her dearest desire is to escape in order to return to the world. This appears to me to prove the fact that the gods do walk the world. If Takhisis is able to manipulate events and direct them from the Abyss, why she should fight so hard to come back to this mortal plane, if not to once more walk the face of (*continued*)

Sargonnas has always been revered by the minotaurs, and he returns to strengthen his chosen people during the War of the Lance. Since he is the god of Vengeance, many people of other races who suffer during these terrible times find their way to Sargonnas.

Hidukkel slips from the Dark Queen's grasp and gathers worshippers by using the Triad of Betrayal, with the Coin of Greed as his principal tool. His worship grows incrementally, one cleric at a time, but eventually became an insidious presence. By the end of the war his clerics have spread to every civilized corner of Ansalon.

Chemosh and Zeboim also return and grant power to their worshippers, but do so in secret, staying outside the

gaze of Takhisis. Chemosh concentrates on his undead minions and death acolytes, while Zeboim proselytizes among sailors. The Dark Queen is aware of their activity but concentrates on her own plans. Morgion returns to his ancient way of recruiting priests and his followers spread, particularly in those areas of Ansalon where disease is rampant.

Priests of the Order of Evil seek to dominate others, both in body and soul. They do whatever they can to abolish free will and turn people into slaves. They are not all bloodthirsty monsters. Many are far more dangerous, pursuing their dark goals in devious, subtle ways.

Krynn and deal with mankind directly? . . .

The gods can manifest themselves as any type of being, of course, and most gods possess several different avatars, if those who claim to have interacted with gods can be believed. Some apparently have certain avatars of which they have grown fond. Reorx, for example, is often mentioned as appearing in the guise of a dwarf with a penchant for gambling and wearing flamboyant clothing. Takhisis has appeared to her followers as a monstrous five-headed dragon, a fearsome dark paladin in black armor, or a seductive woman of surpassing beauty. Paladine is said to have been encountered in the form of a doddering old fool who is yet wiser than he looks, an elven wanderer, or even a platinum dragon. . . .

The gods must walk a fine line between interfering in the affairs of man and thereby taking away man's freedom of will, while running the risk of allowing man to go haring off on his own with who knows what dire consequences? [*Editor's note:* Remember, this was written prior to the Cataclysm.] How each god deals

with mankind likely depends on the intrinsic nature of the god. The gods of Light are probably far more prone to allow man to make his own mistakes, and learn from them. They tend to advise and counsel, but do not take an aggressive role in the affairs of men. The gods of Dark are far more likely, I should imagine, to try to enslave their followers, instructing them in every aspect of their lives and holding them accountable for failure.

Of all the gods, the neutral gods tend to remain most aloof from the lives of the mortals; the exception to this being Lunitari who, we are told, takes a passionate interest in those wizards who choose to serve her, and Reorx, who, according to the dwarves, is a very social god, one who sometimes prefers the company of mortals, drinking and carousing, more so than paying attention to his duties in heaven. . . .

The lesson in all this is that one never knows when one might meet a god, and that one should live one's life . . .

(*Editor's note:* Here the fragment ends.)

THE FAITHS OF THE GODS OF BALANCE

The Holy Order of Balance rebuilds itself with patience over time. The neutral gods, stirring less passion than the gods of good and evil, have a harder time attracting believers and worshippers. Most of the neutral gods are less known to the general populace, who barely remember the ancient names of the good and evil gods. Yet for these difficulties, the neutral gods often represent the outlook of many of the common folk of Ansalon—humans, dwarves, and kender in particular.

Of the neutral gods, Reorx is the first to become universally recognized and attended by a large following that includes all the dwarves—except the Zhakar—and most gnomes, the latter creating multiple committees to explore their faith. Chislev, as nature incarnate, quickly regains her following; druids flock to her in force, and the people revere her power to heal a scarred Krynn. Shinare, the most energetic of the neutral gods, quickly makes her presence known around areas such as the Blood Sea of Istar. Shrines are soon erected to her in many major cities, after commerce starts flowing again during and after the war.

Some of the other gods nurture their followers much more slowly. Sirrion waits patiently, and appears in the dreams of alchemists and artists. Zivilyn appeals to free-thinkers and monks, but never gains wide-spread worship.

The head of the pantheon, Gilean, loses no time in re-establishing his primacy. The order of the Aesthetics were among his first convert from which a proper clergy could be harvested. With strong bases in the cities of Kalamán and in Tarsis, his worship blossoms.

Clerics of the Neutral Order attempt to maintain a balance between good and evil, and generally try to remain independent when it comes to taking sides.

ARCANE MAGIC

Wizards fell into such disrepute during the Age of Might that even three hundred years after the Cataclysm the bitterness and prejudice against them largely remain. Yet there are signs that magic is becoming more accepted by the masses. Schools of magic have opened once more, wizards travel more freely, and the most prosperous cities boast mageware shops. The Orders of High Sorcery know that this is an era of change, one in which battlelines are being drawn between good and evil, with balance standing between. The Tower of High Sorcery in Wayreth remains a sanctuary for all wizards to meet in fellowship, a haven in the midst of the growing chaos, as the growing conflict will pit wizard against wizard.

WIZARDS OF HIGH SORCERY

The Orders of High Sorcery, founded by the gods of magic in the Age of Dreams, maintains control over the practice of arcane magic on the continent of Ansalon. The Orders were nearly destroyed during the persecution of magic that took place during the Age of Might, and survival of magic is their most precious goal. They nurture magic like a patient gardener, looking for promising young students willing to forge their souls in the crucible of magic. For the Orders understand that powerful magic should not be wielded by the irresponsible, which is why the gods of magic long ago declared that anyone who wants to cast more powerful spells must first pass a dangerous Test—one in which failure means death.

The Tower of High Sorcery in the forest of Wayreth is the primary stronghold of arcane magic in the Age of Despair. The Tower in Wayreth serves many purposes, including the Testing of young mages, housing the governing Conclave of Wizards, and houses the most powerful spellbooks and artifacts in the world of Krynn.



The Tower in the city of Palanthas is a cursed place, long abandoned, though legends speak that one day the “Master of Past and Present” will come to claim in the Tower as his own.

HEDGE WIZARDS & DABLERS

While mages must risk their lives to pass the Test, spellcasters of only minor power are free to practice their arts without interference from the Conclave. So-called “hedge wizards” cast spells of small effect, sell charms and amulets, and concoct potions in cities and towns scattered over the land. Street illusionists supplement their sleight-of-hand tricks with sparks of genuine magic. The elves of Qualinesti and Silvanesti, who embrace the arts of magic in their daily lives, often combine minor arcane magic with their other endeavors. These “dabblers” may cast whatever spells they wish until they reach a level of power that draws in the attention of the Conclave, in which case they must take the Test or risk being branded a renegade.

RENEGADE WIZARDS

Powerful arcane magic practiced outside of the Orders of High Sorcery is the province of renegade wizards. Such wizards are those who decide to risk advancing in power without taking the Test or are members of the Orders who reject the rules and precepts set down by the Conclave. Renegade wizards are not necessarily evil—indeed, history has recorded good and neutral wizards who chose to pursue power outside of the Orders of High Sorcery. Most renegades are offered a chance to join the Orders. If they refuse, their fate is determined by the mage who finds them first. A black robe wizard may show little mercy to a renegade, while a white robe may only imprison him, and a mage of the red robes will choose based on the merits of the situation. Renegades operate at a terrible risk, unless they are powerful enough to defy the Conclave.

THE CREATION OF DRACONIAN

The dragonarmies commit many atrocities during the war, but none worse than the corruption of good dragon eggs in order to create draconians. The ritual is created by the black robe wizard, Dracart; the dark priest, Wyrlish; and the red dragon, Harkiel. Casting this spell requires a similar triumvirate of powerful evil beings to be replicated. Occasionally the three would utilize other spellcasters

to aid in the ritual, producing even more powerful draconians. These additional casters were sworn to utmost secrecy, and any who were even suspected of betraying the ritual’s secrets were assassinated by the dragonarmy—the caster as well his close associates. Despite this, however, there remains the possibility that the secret of draconian creation finds its way out of Sanction.

The Create Draconian feat (see Chapter One) is required to participate in the ritual. Each dragon egg provides a base number of draconians, though at certain times the three casters choose to have each egg produce fewer draconians than normal, particularly when conducting potentially dangerous experiments (such as the creation of female draconians or noble draconians).

Draconian Variety	Base Draconians Per Egg
Baaz/Frost	20
Kapak/Venom	15
Bozak/Vapor	10
Sivak/Lightning	5
Aurak/Flame	2

Creation Pool: An exceptionally powerful group of casters is able to channel much more raw magical energy into the creation process, augmenting the draconians created and making them even stronger or using the additional energies to increase the number of draconians produced by each dragon egg. Occasionally the dark trio involved in draconian creation uses the energies to

produce a single draconian from each egg—one of superior strength to the others, in hopes it might be a natural leader.

Every 3 caster levels that a single caster has above 10th level adds 1 point to the creation pool, as does each age category that the dragon has attained above very old. Also, an additional divine/arcane casting pair with the Create

Draconians feat can contribute to the ceremony, granting an additional +1 to the creation pool (their actual caster levels are irrelevant, as only the primary pair’s levels affect the creation pool). No more than two additional pairs can contribute to the creation pool.

The creation pool can be used to achieve the following effects. Unless otherwise noted, each effect requires only 1 point from the creation pool.



Additional Draconians: The most common use of the creation pool is to cause each egg to produce more draconians than the base number, depending on the variety of dragon egg being used. Each point spent from the creation pool affects a single egg.

Additional Draconians	
Baaz/Frost:	+10
Kapak/Venom:	+8
Bozak/Vapor:	+6
Sivak/Lightning:	+4
Aurak/Flame:	+2

Additional Hit Dice: For every 2 creation points spent, you grant a single draconian in an egg additional Dragon Hit Dice that affect its base attack bonus, saves, and skill points accordingly. Every 2 HD that the draconian acquires beyond its norm increases its CR by +1. The caster level for aurak, bozak, and vapor draconians increases by +1 with each additional Dragon HD gained to a maximum of 14th caster level.

Bonus Feats: For each creation point spent, you can grant a single draconian a bonus feat selected from the following list. The draconian need not possess the prerequisites to take advantage of the feat. The following feats can be found in the *Dragonlance Campaign Setting*, the *Player's Handbook*, and the *Monster Manual*: Ability Focus, Draconian Breath Weapon, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Skill Focus, Spectacular Death Throes. Every three feats increases the draconian's CR and level adjustment by +1.

Extra Use: For every 2 creation points expended in this manner, a draconian with a limited use special attack, or special quality, can use an ability of his choosing an additional one time per day. Each three additional uses increases both the draconian's CR and level adjustment by +1.

Increase Ability Score: For each creation point used, you can increase the base ability score of a single draconian by +2. No single ability score can gain more than +4 from this process. The draconian's CR and level adjustment increases by +1 for every 3 points used to increase ability scores.

NEW SPELLS

During the Age of Despair, from the Cataclysm leading up to the War of the Lance, divine magic is nearly unknown amongst the populace, as all true clerics disappeared along with the gods. For the first period in history, since the Age of Dreams, arcane magic is the dominant magic practiced by mortals. The only "known" source of divine magic during this era are contained within magical items and artifacts from previous eras.

In the following spell descriptions, the level requirements for non-arcane spellcasters capable of utilizing the spells has also been included for purposes of utilizing the spells fully in other eras, or in the creation of magical items.

BARRIER OF DEFLECTION

Evocation (Force)
Level: Clr 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You surround yourself, or any single creature touched, with an invisible barrier of force, creating a personal shield that repulses physical attacks. The barrier provides a +4 deflection bonus to AC, as well as causing 1d6 points of force damage to any creature that strikes you with a melee or touch attack, while the field surrounding you backlashes.

Material Component: A small steel mirror.

CHITINSKIN

Transmutation
Level: Clr 3, Drd 3, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

Chitinskin toughens a creature's skin by encasing it within the hardened natural shell of an insect. The effect grants a +1 enhancement bonus to a creature's existing natural armor bonus for every 2 levels of the spellcaster.

The chitinskin fits the target like a second skin, but the shell's bulk does not allow for the wearing of manufactured armor. The enhancement bonus provided by chitinskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Arcane Material Component: The desiccated shell of a cicada.

DETECT DRAGON

Divination
Level: Clr 3, Drd 3, Rgr3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You can detect any dragon, or any creature with the dragon subtype (such as draconians or wyverns), in a cone emanating out from you in whatever direction you face.



You need not necessarily know the type of dragon you are looking for, as the spell functions equally well for the detecting of true dragons as it does for dragonkin. The spell will pierce through even the deceptions of illusions and polymorph magics (but not through spells like misdirection or nondetection that are specifically designed to defeat divination spells).

The amount of information revealed through using the spell depends upon how long you search a particular area, or focus on a specific type of dragon.

1st Round: Presence or absence of a dragon in the area.

2nd Round: Number of dragons in the area, as well as the condition (see below) of the healthiest specimen.

3rd Round: The condition and location of each individual present as well as the general type (true dragon, draconian, dragon turtle, etc.) of the healthiest specimen.

4th Round: The condition, location, and general type of each individual present, as well as the age category (if applicable) of the healthiest specimen.

5th Round: The condition, location, general type, and age category (if applicable) of each individual present.

Conditions: For purposes of this spell, the categories of conditions are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round, you can turn to detect a dragon in a new area. The spell can penetrate barriers, such as earth and stone, as well as magical disguises, but if a dragon is outside of direct line of sight, then you can discern its direction but not its exact location.

This spell became rare after Huma's time, as true dragons had long since passed into the realm of "legend." However, it was wielded particularly well by the forces of the Dark Queen in the Age of Despair to track down the lairs of the metallic dragons so their eggs could be stolen.

Arcane Material Component: A scale from a true dragon.

ELEMENTAL BLADE

Evocation [Acid, Cold, Electricity, Fire or Sonic]

Level: Clr 4, Drd 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: One sword-like energy construct

Duration: 1 round/level (D)

Saving Throw: Special

Spell Resistance: Yes

You create a sword composed of raw focused energy, which you can wield to devastating effect. An elemental blade

may be created with the acid, cold, electricity, fire or sonic descriptors, which correspond with the appropriate type of energy damage. This type cannot be changed once the spell is cast. Attacks with the elemental blade are normal melee attacks, although since the blade is immaterial, your Strength modifier does not apply to the damage.

The effect the elemental blade has upon target creatures varies, depending upon the type of blade.

Fire: This elemental blade is a nimbus of crackling red and yellow flame. It is wielded like a scimitar, and deals 2d6 points of fire damage plus one point of fire damage per caster level (maximum +10). Victims must also make a Reflex save to avoid catching on fire (see Catching on Fire in the Dungeon Master's Guide). Non-magical combustible materials such as parchment, straw, dry sticks, and cloth ignite if they are struck (no save).

Cold: This elemental blade is a nimbus of pale blue-white cold. It is wielded like a rapier, and deals 2d6 points of cold damage plus one point of cold damage per caster level (maximum +10). Victims must make a Fortitude save or be staggered for a number of rounds equal to the caster's spellcasting ability modifier (Intelligence for wizards, Wisdom for clerics, mystics and druids, Charisma for sorcerers).

Electricity: This elemental blade is a nimbus of blue-violet electricity. It is wielded like a longsword and deals 2d6 points of electricity damage plus one point of electricity damage per caster level (maximum +10). Victims must make a Reflex save or fall prone and be dazzled for a number of rounds equal to the caster's spellcasting ability modifier (Intelligence for wizards, Wisdom for clerics, mystics and druids, Charisma for sorcerers).

Acid: This elemental blade is a corrosive stream of green-black acid. It is wielded like a scimitar, and deals 2d6 points of acid damage plus one point of acid damage per caster level (maximum +10). Victims must make a Fortitude save or be sickened for a number of rounds equal to the caster's spellcasting ability modifier (Intelligence for wizards, Wisdom for clerics, mystics and druids, Charisma for sorcerers).

Sonic: This elemental blade is a nimbus of pinkish-white force. It is wielded like a longsword, and deals 1d10 points of sonic damage plus one point of sonic damage per caster level (maximum +10). Victims must make a Fortitude save or be deafened for a number of rounds equal to the caster's spellcasting ability modifier (Intelligence for wizards, Wisdom for clerics, mystics and druids, Charisma for sorcerers).

If an attacked creature possesses spell resistance, the resistance is checked the first time the elemental blade strikes it. If the blade is successfully resisted, the spell is dispelled. If not, the sword has its normal, full effect on that creature for the duration of the spell.

Focus: A miniature sword with a blade made of clear quartz. It costs 25 stl to construct.

FALLING FEATHERS

Conjuration (Creation)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Pile of feathers whose area is up to one 5-ft. square/level; see text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell creates feathers that fall from the sky with surprising swiftness, creating a massive pile on the ground. Within moments, the feathers fill a 5-foot square (5-feet wide and 5-feet deep) per level of the spellcaster. The pile can be spread out or piled up, as you decide upon casting the spell, as long as the area the feathers fill up is contiguous (you cannot separate the feathers into distinct piles, the spell creates only a single pile).

The feathers are harmless, and they do not noticeably impede movement; however, they can provide a handy way to create a safe landing place for falling creatures. Each 5-foot of depth will reduce the effective distance fallen by 10-feet when calculating falling damage (see Falling Damage in the *Dungeon Master's Guide*), with a 5-foot wide square providing enough support for a Small or Medium sized creature. For Large creatures, the pile must be at least 10-feet wide and 10-feet deep for the feathers to reduce damage, with an additional 5-feet (both in width and depth) pile needed per size category above Large. Tiny and smaller creatures have the effective distance fallen reduced by 20-feet per 5-feet depth of the feathers.

Material Component: A piece of down.

FLAMEWAVE

Evocation [Fire]
Level: Drd 4, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: A 5 ft. high moving wall of flame, up to 5 ft. wide/2 levels
Duration: 1 round/level (D)
Saving Throw: Reflex half
Spell Resistance: Yes

You create a sheet of devouring flames that move away from you at a steady speed, scorching anything in their path. The flamewave moves at a speed of 30 feet each round, in the same direction indicated at the casting of the spell, which cannot be changed. A flamewave moves over barriers less than 4-feet high, but it must travel across a solid surface. The flamewave is 5 ft. high and 1 ft. thick, and 5 ft. wide for every 2 levels of the caster. It ignites flammable substances.

If the flamewave passes through a space occupied by a creature, the creature takes 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20). The

flamewave deals double damage to undead creatures.

Once the flamewave moves beyond the spell's range, it automatically winks out of existence. You may also dispel the flamewave at will.

Arcane Material Component: A rectangular block of coal or incense.

HEALING HAND

Conjuration (Healing)
Level: Clr 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Effect: Creature(s) touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

For the duration of the spell, your touch will channel positive energy, allowing you to restore a little bit of health to any living creature you touch. Each round, as a standard action, your touch will heal 1 point of damage. As a full round action, you may heal 1 point of damage to up to six creatures within reach. This spell can be used repeatedly on the same creature, or it can be spread among multiple creatures as need requires. As with cure spells, this spell deals damage to undead instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to negate the damage.

This spell is most often used during large-scale battles, where a little bit of healing must go a long way.

LIFESIGHT

Necromancy
Level: Clr 2, Mys 2
Components: V, S, DF
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped emanation
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

Calling upon the vibrant forces of life, you are able to detect the general health and well-being of creatures within the spell's range. You instantly know whether each creature within the area is dead, injured (more than half total hp remaining), wounded (between 1 hp and half total hp), diseased or poisoned (although you cannot tell what type of disease or poison is infecting the creature), near death (0 hp), dying (-1 through -10 hp), an undead, or neither alive nor dead (such as a construct). Lifesight sees through any spell or ability that allows creatures to feign life or death.

RADIANT DART

Evocation
Level: Sor/Wiz 2
Components: V, S



Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Up to 9 creatures, no two of which can be more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: Special
Spell Resistance: Yes

You create a missile of radiant energy that streaks from your fingertips to strike its target. To successfully strike the target, you must make a ranged touch attack. When the dart strikes its target, it explodes in a burst of brilliant light, dealing 1d4 points of damage and dazzling the victim for 1 round per point of damage taken. If you miss the target, the dart explodes harmlessly.

For every two caster levels beyond 3rd, you gain an additional dart—two at 5th, three at 7th, four at 9th, five at 11th, six at 13th, seven at 15th, eight at 17th, and a maximum of 9 darts at 18th level. If you shoot multiple darts, you can have them strike a single creature or several creatures. A single dart can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

ROTTING GRASP

Necromancy
Level: Clr 3, Drd 2, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Effect: One nonmagical, formerly living object (or the volume of the object within 5 ft. of the touched point), or one formerly living creature (see text).
Duration: See text
Saving Throw: None (see text)
Spell Resistance: No

Any formerly living material (deadwood, plant byproducts such as hemp or paper, animal/creature byproducts such as wool or bone, etc.) you touch instantly decays, rots away, and in many cases is destroyed. If the item is so large it cannot fit within a 5-foot radius (a wooden wall, for example), a 5-foot radius volume of the object decays and is destroyed. Magic items made of formerly living material are immune to this spell.

You may employ rotting grasp in combat with a successful melee touch attack. Rotting grasp used in this way instantly destroys 1d4 points of Armor Class (to the maximum amount of protection the armor offered) gained from non-magical and non-ferrous armors (such as leather, hide, bone, or other armors made from material that was once 'living') as it rots away.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A wood (bone, or other formerly living material) weapon that is hit is destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a creature composed of formerly living material such as an animated skeleton (or other corporeal undead), unliving wood (construct, not plant-type creatures), or the like, rotting grasp instantaneously deals 3d4 points of damage +1 per caster level (maximum +10) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

Arcane Material Component: A small hourglass filled with termite eggs.

SHARE SIGHT

Divination
Level: Sor/Wiz 5
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Effect: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You and a designated target creature, who must be touched when the spell is cast, are able to share one another's visual sense, allowing you to see through each other's eyes. The spell does not allow you and the target to share thoughts, although when both are sharing the same view, there is a sense of awareness you are not alone.

Viewing the world through someone else's gaze is confusing, requiring concentration. Either you or the target can choose to share sight by closing your eyes and focusing. The focusing individual sees through the other's eyes, seeing everything the other is seeing. Visual capabilities (such as darkvision or low-light vision) are as per the character physically present at the scene. For example, if a human is using share sight with a dwarf, whenever the human views through the dwarf's eyes, he'll see things clearly with the dwarf's natural darkvision; conversely, if the dwarf looks through the human's eyes, he's limited by the human's lack of darkvision.

Although share sight does not allow direct communication, per se, the awareness that one is sharing with the other does enable rudimentary communication. Writing something and reading it, or utilizing sign language, or other such visual means of communication can enable the passing of information from one person to another, although share sight does not necessarily convey understanding. In the previous example with the human and the dwarf, if the dwarf writes a note when he knows the human is sharing vision, he can pass a message. However, if that note is written in dwarvish, and the human does not speak dwarven, then the message is wasted, as the sharing is purely visual.

Once the spell has been cast upon the subject, the distance between you and the subject does not affect the spell as long as you both are on the same plane of existence. If either of you leave the plane, or die, the spell immediately ceases to function.

Focus: A monocle set in a platinum frame, worth at least 100 stl.

SHROUD FROM SIGHT

Enchantment (Compulsion) [Mind-Affecting]
Level: Asn 2, Brd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

With this spell, you create a silent “encouragement” for others to ignore you, rendering you effectively invisible. As long as you concentrate, you are able to magically convince others to look the other way, to be distracted by an odd sound, or any other number of possible distractions.

Whenever creatures effectively have you in their line of sight, or you pass through their field of vision, they are allowed a Will saving throw to see if they notice you. If they fail the saving throw, they will completely ignore you for rest of the duration of the spell, unless you do something to attract their attention. Creatures with 4 or more HD or with a Wisdom score of 16 or higher are allowed to make a saving throw each round you are within their field of sight.

The enchantment is visual only. Shroud from sight does not muffle sound. The spell will instantly end if you attack any creature, or if any creature attacks you. For purposes of this spell, an attack includes any spell targeting a foe, or whose area or effect includes a foe. (Exactly who is a foe depends on your perceptions.) Actions directed at unattended objects do not break the spell, nor does causing harm indirectly, much in the same way as described by the spell invisibility.

STONE TENTACLES

Conjuration (Creation) [Earth]
Level: Clr 3, Drd 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Up to 6 tentacles, no 2 of which may be more than 15 ft. apart.
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

With this spell, you conjure tentacles of solid stone. The tentacles seemingly erupt from the ground, and can be created only upon a solid surface (they cannot be made to appear floating in midair or on water). You create one tentacle at 5th level, conjuring one additional tentacle every three levels after 5th (2 tentacles at 8th, 3 at 11th, 4 at 14th, 5 at 17th, and maximum of 6 tentacles at 20th). Each tentacle cannot be farther than 15 feet away from another tentacle, with each tentacle 10 feet in length. Once conjured, the tentacles operate under your mental guidance, attacking those you command them to attack (a free action).



The stone tentacles attempt to strike and grapple opponents. The tentacles are Large (-1 attack for Large size), attacking with a bonus equal to your base melee attack bonus, with a Strength of 19 (+4 modifier). If a tentacle strikes, it deals 2d4+4 bludgeoning damage and attempts to grapple. Multiple tentacles can strike the same opponent, but a separate grapple check must be made for each tentacle.


Once the tentacles grapple an opponent, they may continue to make a grapple check each round on your turn to deal an additional 2d4+4 points of bludgeoning damage. Alternately, you can command the tentacles to hold without crushing; the tentacles will deal no damage, but gain an additional +4 bonus to grapple checks. The tentacles will continue to grapple until you command them to stop, until the spell expires, until the opponent escapes, or the tentacles are destroyed.

Each tentacle has an AC of 9, 45 hit points, a hardness of 5.

Arcane Material Component: A tiny cat-o'-nine-tails.

TOUCH OF AGONY

Necromancy
Level: Clr 2, Sor/Wiz 2
Components: V, S (DF)
Casting Time: 1 standard action
Range: Touch
Effect: Living creature touched
Duration: 1 round/level
Saving Throw: Fort negates
Spell Resistance: Yes



With a touch, you are capable of inflicting great agony upon a living creature. You must succeed at making a successful touch attack, but if the creature fails its saving throw, it falls prone and is stunned. The target creature drops whatever it was holding, can't take actions, suffers a -2 penalty to Armor Class, and loses its Dexterity bonus (if any) for the duration of the spell.

TOUCH OF WEAKNESS

Necromancy
Level: Clr 3, Sor/Wiz 3
Components: V, S (DF)
Casting Time: 1 standard action
Range: Touch
Effect: Living creature touched
Duration: 1 minute/level
Saving Throw: Fort negates
Spell Resistance: Yes

By touching a creature, you can channel the icy chill of negative energy, physically weakening it for the duration of the spell. With a successful melee touch attack, the caster applies a 1d4 penalty to the target's Strength, Dexterity, and Constitution scores. This penalty cannot reduce any of these scores below 1.

TRAITOR'S DEATH

Necromancy [Evil]
Level: Clr 5, Sor/Wiz 5
Components: V, S, F
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: One day/level or until discharged (D)
Saving Throw: Special
Spell Resistance: Yes

Many wizards and priests that travel a dark path often resort to spells to compel others to follow them, binding their allies with magic to try to stave off betrayal.

Traitor's death is similar in many ways to a lesser geas. The spell is enforced by a promise spoken by the target creature to the spellcaster, who then imbues the promise with necromantic energy. The victim is allowed a Will saving throw at this point to resist the spell. The spellcaster knows whether or not the spell takes effect, but, unless the target is informed of the spell, he is unaware of the effect.

As long as the target creature does not break that promise, the spell lingers with relative benignity, dissipating with the lapse of the duration, or with the mental command of the spellcaster. If the target creature breaks the promise, not fulfilling his side of the agreement, he must make an immediate Fortitude saving throw. Failing the saving throw, the creature is reduced to -1 hit points and is dying, losing an additional hit point each round. Only magical healing can restore the creature or arrest hit point loss.

Focus: A small poppet bound in silver chains, worth at least 250 stl.

MAGICAL ITEMS

The world of Krynn is filled with magic, even during the Age of Despair, when the power of the gods of magic worked more subtly than in the past. One reason is that items crafted in the prior Ages still existed and could be discovered in the vaults of the wealthy, in long-forgotten tombs, and in the possession of individuals who used their powers both for good and for ill.

It is important for Dungeon Masters and players alike to remember that even minor magical items can exert an impact upon a campaign. Although the terms "artifact" and "relic" are typically applied to magical items of unimaginable power from prior Ages, these terms can also be applied to many of the minor magical items that have proven to be just as pivotal in the path of destiny. (Without the Glasses of Arcanist—relatively minor magical spectacles—Tasslehoff Burrfoot would not have been able to impart to Laurana the instructions on how to use the *dragon orb* in the High Clerist's Tower.)

Magical item should not be thrown into a campaign without some thought given to their presence and impact. Each magical item should impart something to the sense of wonder and adventure. Rabbitslayer is "simply" a +4 *dagger* with a rather useful quality of reappearing when it is lost or stolen. However, giving it a name and a backstory gives it a sense of history, placing it within the context of the world and making it more important than "merely" a magical weapon capable of inflicting 1d4+4 points of damage.

The magical items herein are only a few of the important items cited from the *Dragonlance* series of novels and modules. Each has a background and a purpose that can serve as a guideline for introducing other such items into campaigns.

Some magic items and artifacts presented in this section of the book can be found in the *Dragonlance Campaign Setting*. Where the rules for the items contradict one another, use these new rules as they are the most up-to-date and take into account errata as well as attempting to more accurately evoke the flavor found in the novels and other materials. Others are included, even though they have appeared in previously published material, since they play a key role in the events described in the *Dragonlance Chronicles*.

BROOCH OF ÍMOG

These deceptively simple-looking *brooches* are crafted of gold and cast in the design of a ring of mistletoe leaves, with small "berries" of red and white gold leaf. Originally designed by Silvanesti wizards of House Mystic during the Age of Might, they were often presented to wizards who performed a great service for the elven nations. None have been crafted since the Cataclysm, although it is said the Silvanesti elves of House Mystic still possess the knowledge to create them.

The *Brooch of Imog* can activate a lesser globe of invulnerability around the wearer once per day, centered upon the *brooch*. This globe extends 10-feet around the

wearer, lasting for 10 rounds before the protection fades away. The effect requires arcane spell activation, thus a *Brooch of Imog* is useful only to an arcane spellcaster.

Aura: Moderate abjuration; *Caster Level:* 10th;
Prerequisites: Craft Wondrous Item, lesser globe of invulnerability; *Market Price:* 12,500 stl; *Weight:* —.

BRIGHTBLADE

The *Brightblade* is a beautiful bastard sword of dwarven craftsmanship. The long, silvery blade is engraved with dwarven runes of protection and honor. Despite heavy usage through its long history, the blade remains bright and untarnished by nick, scratch, or rust.

The *Brightblade* was forged more than two thousand before the Cataclysm, crafted for a Solamnic knight named Berthel Brightblade as a reward for the knight's selfless defense of a lone dwarven traveler against a horde of hobgoblins. From that time forward, it was passed down from father to son along the Brightblade family line (indeed, some claim the family took their name from the sword, instead of the sword being named for the family). Just before the Cataclysm, the sword was lost by its wielder after he was slain by ogres and the sword was stolen. Following the Cataclysm, Bayard Brightblade took it upon himself to seek out his family's lost blade and reclaim it for his family's honor.

Bayard successfully discovered and reclaimed the *Brightblade*, passing it on to his adopted son, Galen Pathwarden di Caela Brightblade. Once more, the sword was handed down from one generation to the next, until the Solamnic peasant rebellions of 336 AC. Sending a young Sturm Brightblade and his mother away from Solamnia, Angriff Brightblade remained behind to cover his family's escape. The sword was lost as the peasants overran the Brightblade family estates, until Sturm discovered it and his father's armor where they had been hidden by Angriff as a legacy for his son.

The *Brightblade* is a +2 *axiomatic bastard sword*, dealing an additional 2d6 points of damage against chaotic creatures. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

It is said the *Brightblade* can be wielded only by one who is pure of heart. However, some say—citing the example of Steel Brightblade—that a member of the Brightblade lineage may bend it to temporary evil purposes. Even then, the *Brightblade* will resist dishonorable acts of grievous enormity (such as the slaughter of innocents) and, if thus deployed, will shatter and bestow a curse upon its wielder, inflicting a -4 penalty on attack rolls, saves, ability checks, and skill checks until the individual seeks to atone for the misdeed. Only then can the *Brightblade* be reforged and its powers restored.

Aura: Strong evocation (lawful); *Caster Level:* 18th;
Weight: 5 lbs.

DIVINER OF LIFE

This device, believed to have been used by the druid, Waylorn Wyvernsbane, in the Age of Might, resembles a baton, four-feet in length, with six-inch bands of alternating gold and steel rings capping either end of a three-foot long cylinder of pure crystal. The interior of crystal cylinder is filled with a swirling, white fog. When the proper command word is spoken, the fog clears completely. If the end of the rod is then touched to a creature, a colored radiance fills the cylinder. The color of the radiance determines the status of the individual:

Color	Health
White	Full health
Red	Injured (More than half hp remaining)
Orange	Wounded (Less than half hp remaining)
Yellow	Diseased
Green	Poisoned
Blue	Near Death (0 hp)
Indigo	Dying (-1 or fewer hp)
Violet	Undead
Black	Neither alive nor dead (unliving things)

The *Diviner of Life* has an AC 8, 10 hit points, hardness 8, and a break DC of 27.

Aura: Moderate divination; *Caster Level:* 3rd;
Prerequisites: Craft Wondrous Item, lifesight; *Market Price:* 10,800 stl; *Weight:* 2 lbs.

FLUTE OF WIND DANCING

This delicate looking *flute* is one foot in length, intricately carved from driftwood with swirling patterns resembling waves and wind. Silver “ring” ferules at each end of the head joint, and at the tip of the *flute*, also bear the intricate molding pattern. These magical *flutes* are said to come from sirens beneath the sea, who bestow these instruments upon sailors who have caught their fancy, or who have done them a service.

In the hands of a skilled musician, this magical *flute* has a number of magical effects, depending upon the melody played. The user must make a Perform skill check to play the appropriate melody equaling or exceeding the DC each round of required playing before the magic takes effect. Some effects require the user to continue playing the appropriate melody in order to maintain the effect, although this does not require further Perform checks. This is as per any spell that requires Concentration (see “Duration and Concentration” in the *Player's Handbook*). Regardless of what effects the user chooses, he can use the *Flute of Wind Dancing* only a number of times per day equal to his Constitution bonus (whether or not he succeeds on his skill check to play the melody). All effects are as if cast by a 15th-level spellcaster.

- *Gust of Wind:* With a successful DC 17 Perform check



DRAGONARMOR

DRAGONARMOR is a specially crafted suit of armor, designed and worn by the forces of the Dark Queen's Dragonarmies. Each suit of dragonarmor is specifically crafted to fit a specific individual, and is presented as a token of prestige to officers.

Dragonarmor consists of a padded tunic with breastplate, padded leggings, and additional plates for the thighs and arms, along with a two-piece horned helm to protect the wearer's head and neck. Designed to maximize its wearer's movement while offering protection against the elements while on dragonback, the dragonarmor is intended only for its wearer, and any other individual who dons the special suit of armor suffers a -1 circumstance penalty on attack rolls, saving throws, and Dexterity-based skill and attribute checks while wearing the armor.

Dragonarmor is extremely light and supple scale mail, providing its wearer a +4 armor bonus, with a maximum Dexterity bonus of +4, an armor check penalty of -2, an arcane spell failure chance of 25%, and a Speed of 30 feet for Medium characters, and 20 feet for Small characters. It is considered light armor and weighs 20 lbs.

Additionally, due to the padding and design, dragonarmor provides its wearer protection against the damaging effects of cold, reducing the effects of cold dangers by one step. In cold weather (below 40° F), the character is unaffected. In conditions of severe cold (below 0° F), the character makes Fortitude saving throws once per hour, like an unprotected character in cold weather. Extreme cold (below -20° F) is treated as severe cold, and the armor is not affected by the chill metal effect (see Cold Dangers in the Dungeon Master's Guide).

Suits of dragonarmor are often enhanced to grant additional magical protection, depending upon an individual's needs and desires. The dragonarmor of the Dragon Highlords, in particular, are said to be highly magical, typically offering protection against the elemental breath weapon of their mounts and crafted from actual dragon scales. Each highlord has his or her dragonarmor individually made to specifications by the Dark Queen's vile magesmiths, and is a singular work unique to that office.

and 2 rounds of playing, the user may summon a gust of wind.

- *Wind Wall*: With a successful DC 18 Perform check and 3 rounds of playing, the user may create a wind wall. The user may hold the wind wall for as long as he continues to play the melody, for up to 15 rounds.
- *Control Winds*: With a successful DC 20 Perform check and 5 rounds of playing, the user may control winds. The user may control winds for as long as he continues to play the melody, for up to 15 minutes.
- *Whirlwind*: With a successful DC 23 Perform check and 8 rounds of playing, the user may summon a whirlwind. The whirlwind remains for up to 15 rounds, as long as the user continues to play the melody.

Aura: Moderate evocation; Caster Level: 15th.

Prerequisites: Craft Wondrous Item, creator must have 10 or more ranks in Perform, control winds, gust of wind, whirlwind, wind wall. *Market Price*: 170,100 stl; *Weight*: –.

GLASSES OF ARCANIST

These magical *glasses* are clear crystal, set into solid platinum frames, and sized to fit the more slender races, such as kender and elves. The *glasses* are thought to have been crafted originally by the half-elven sage Arcanist in the years before the Edict of Thought Control, and given to the great libraries of Ansalon for use in research.

When worn, the *glasses* enable the wearer to read any written word and perfectly translate the language into an understandable format. Even magical writings can be

read using these *glasses*, although understanding does not necessarily imply spell use, granting the wearer a +10 circumstance bonus to Use Magic Device skill checks when involving written word (such as scrolls, tomes, etc.).

The *Glasses of Arcanist* enable the wearer to translate the written words of another language viewed through the glasses into a language understandable by the wearer. The glasses do not convey the ability to speak or understand the language in any other context.

Aura: Faint divination; *Caster Level*: 5th; *Prerequisites*: Craft Wondrous Item, comprehend languages, read magic; *Market Price*: 8,300 stl.

GOLDEN CIRCLET

These magical circlets were created during the reign of Istar, and were originally designed to "encourage" others to follow the dictates of the Kingpriest and the church. The fact that only good-aligned clerics were capable of utilizing the magic of the golden circlets was the only thing that prevented their powers from being abused and their users from descending down the path of darkness. Unfortunately, as the Edict of Thought Control proved, even those who use their powers with the best of intentions can still perform acts of barbarity.

Three times per day, the wearer of the golden circlet is able to use greater command on up to eight individuals, who all must be able to hear (and understand) the single-word dictate of the circlet-wearer (DC 17 Will save to resist). Alternately, the wearer may focus upon a single

individual, bringing more fully the weight of the command magic against him (DC 25 Will save to resist).

Only an individual with the ability to cast divine magic and who is of Good alignment is able to use a golden circlet.

Aura: Moderate enchantment; *Caster Level:* 9th; *Prerequisites:* Craft Wondrous Item, greater command, creator must be a Good-aligned cleric.; *Market Price:* 38,000 stl.; *Weight:* 1 lb.

HELM OF GRIFFON'S MANE

Also known as a dwarven *helm*, this elaborate *helm* offers magical protection to any dwarf who dons it. Although the design for the *helm* may vary, all types bear a number of characteristics in common: all are of superior dwarven craftsmanship, all bear the stamp of Reorx's hammer within the helm itself, and all are adorned with a topknot of horse hair (although it was Flint Fireforge's avowed allergy to horses, and his firm conviction it was hair taken from a griffon and not a horse, that has since given all of these helms their current appellation).

When worn by a dwarf, this magical *helm* conveys a +1 luck bonus to AC, and a +1 resistance bonus on all saving throws. It also increases a dwarf's natural resistance to poisons, spells, and spell-like effects, conveying an additional +2 resistance bonus to saving throws (cumulative with the dwarf's natural bonuses as well as the +1 bonus conveyed by wearing the *helm*).

The magic within the *helm* functions only for dwarves. To all others, the *helm* simply does not fit properly and offers no additional protection beyond that normally conveyed by a *helm*.

Aura: Moderate abjuration; *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, creator must be a dwarf; *Market Price:* 5,625 stl; *Weight:* 3 lbs.

ICON OF TRUTH

This magical item is made of solid ivory that has been carved to resemble a book and encrusted with precious gemstones. The *icon* represents Gilean's Tobril, said to hold all the knowledge of the gods within its infinite pages. In the days of the Kingpriest, these magical *icons* were used to verify statements and oaths made in various courts.

Up to six times each day, the *Icon of Truth* can detect when the truth is spoken by any individual who places a hand upon the item. If the individual lies, the *icon* glows brilliantly red and inflicts 1d6 points of damage (although the *icon* will never deal enough damage to kill an individual, reducing an individual's hit points to no fewer than 1).

A divine spellcaster who holds the *icon* may also call upon two other powers possessed by the *icon*. Three times per day, the *icon* can be used to cast true seeing, lasting for up to 15 minutes, as long as the *icon* is held. Once per day, when the command word 'Tobril' is spoken, the *icon* can be used to dispel all illusion-based spells, spell-like abilities, and supernatural effects within a 30-foot radius around the *icon*, as if a greater dispel magic had been cast by a 20th-level spellcaster.

Aura: Strong divination and moderate abjuration; *Caster Level:* 11th; *Prerequisites:* Craft Wondrous Item, discern lies, greater dispel magic, true seeing; *Market Price:* 189,470 stl; *Weight:* 5 lbs.

NIGHTBRINGER

Said to have been forged in the Tower of High Sorcery in Ergoth by Black Robe wizards, *Nightbringer* is a large, heavy mace with a black oaken handle and the head of solid, blackened steel. The mace emanates evil, even when it is not being wielded.

Nightbringer is a +2 *unholy heavy mace*. When the mace strikes a victim and the command word, 'Midnight,' is spoken, the victim must make a DC 15 Will save or be blinded for 2d6 minutes, in addition to suffering the bludgeoning damage from the strike. Using the mace's blindness ability is considered a free action.

If a character of Good-alignment picks up the mace, the mace bestows one negative level. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. Additionally, the individual must make a DC 20 Will save each round the mace is held. Failure means the individual is temporarily blinded. until either a remove blindness or a remove curse spell is cast upon him.

Aura: Moderate necromancy and strong evil; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, bestow curse, blindness/deafness, unholy blight; *Market Price:* 75,312 stl; *Weight:* 8 lbs.

RABBITSLAYER

Rabbitlayer is the name given to the dagger used by Tasslehoff Burrfoot, who claimed to have discovered the dagger in the ruins of Xak Tsaroth. It came to be known as *Rabbitlayer*, after Tasslehoff was told that the knife would be useful only if there was an attack by ferocious rabbits. However, the knife proved to be far more useful.

Rabbitlayer is one of several magical daggers crafted by members of the Orders of High Sorcery during the era of the Kingpriests, when wizards were being persecuted. The magic within the blade ensured the wizard would always have a weapon at hand, no matter what happened.

Rabbitlayer is a +4 *dagger* that always returns to its wielder within 1d20 hours after being lost or stolen. If the wielder dies, the dagger is free to go another owner (though it will refuse to enter into the possession of any being who has slain the dagger's owner. In this instance, the dagger will disappear or attach itself to an innocent bystander.)The dagger takes 24 hours to bond with a new owner. The magic transports the dagger to its owner, regardless of distance, although it will not cross planar boundaries (in that instance, the dagger will return to its owner once the owner returns to the same plane). If the dagger is freely given to another person, the dagger will bond with a new wielder.

Aura: Moderate conjuration and divination; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, dimension door, locate creature, creator must be 12th level; *Market Price:* 37,302 stl; *Weight:* .



DRAGON BANE WEAPONS in KRYNN

RELATIVELY rare in Ansalon, weapons with the dragon bane special quality have been greatly prized since the Age of Dreams and the early Dragon Wars.

In addition to the normal characteristics inherent to all magical weapons with the bane special quality, weapons imbued with the dragon bane special quality display a new characteristic during the Age of Despair. With the introduction of draconians to Ansalon, it

was discovered that draconians were also particularly affected by the bane characteristics of these weapons. Weapons bearing the dragon bane special quality were found to remain unaffected by the death throes of draconians: a blade will not become stuck within the body of a baaz, when it turns to stone upon its death; nor will it melt in the acid of a kapak, or suffer damage from the explosions of a aurak or bozak.

SINGING STATUE

A hollow statuette of gold, fashioned in the image of the goddess Mishakal, these *singing statues* were once common throughout temples and shrines of the goddess across Ansalon. After the Cataclysm many of the statues disappeared, although their magic remained potent even through the Age of Despair.

If water is poured into the top of the hollow *statue*, the *statue* begins to hum a tranquil, melodious tune. Three times per day, the *statue* will sing for 4d6 minutes, during which time the statue prevents any undead from approaching within a 30-foot radius of the statue.

The *singing statue* can also be used in a manner similar to a chime of opening, causing locks, lids, doors, valves, and portals to open, as well as affecting normal bars, shackles, chains, bolts, and so on. The *singing statue* will even automatically dispel a hold portal or arcane lock cast by a spellcaster of lower than 15th level. The statue can only open one such lock at a time, and each usage drains 1 minute of active time from the statue.

Once per day, while the statue is singing, its owner can also call upon the power of Mishakal to cure 1d8 points of damage on all living creatures within 10 feet of the owner (including the owner), draining the statue of all remaining minutes of active time (as long as there is at least 1 minute of time remaining within the statue).

Aura: Moderate conjuration and strong abjuration;
Caster Level: 9th;
Prerequisites: Craft Wondrous Item, consecrate, knock,

mass cure light wounds, creator must be a Good-aligned cleric; *Market Price:* 127,725 stl; *Weight:* 2 lbs.

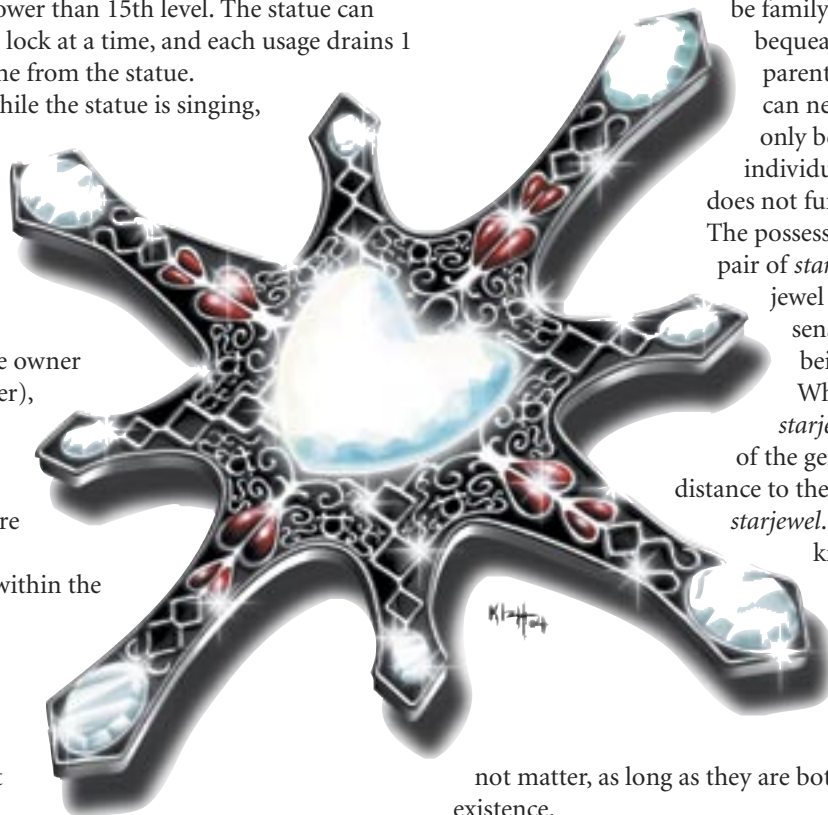
STARJEWEL

These beautiful and delicate pieces of jewelry are crafted in pairs solely by the Silvanesti elves. A *starjewel* is made of silver in the shape of an 8-pointed star, with the four larger points and four small points. Small, flawless diamonds are placed at the tip of each point, with a large, crystal-clear diamond at the heart.

The *starjewels* are precious far more for their beauty and value; there is a magic that connects a mated pair. If a *starjewel* is freely given to another, the *starjewel* will bond with that individual, causing a light to flicker to life within the heart diamond. Typically, the gift of a *starjewel* is exchanged between two individuals who are promised in marriage, although they can also be family heirlooms and may be bequeathed to a child if the parent so chooses. A *starjewel* can never be stolen. It can only be given to another individual; otherwise its magic does not function.

The possessors of a matched pair of *starjewels* can clasp the jewel in hand and use it to sense the health and well-being of one another. While clasping the *starjewel*, its owner is aware of the general direction and distance to the possessor of the mated *starjewel*. It also confers a general knowledge of another's condition: unharmed, wounded, disabled, unconscious, dying, or the like. The distance between the two *starjewels* does

not matter, as long as they are both on the same plane of existence.



Starjewels also possess another power, a subtle magic that only functions only once, when its owner dies. Upon the death of the possessor of a *starjewel*, the *starjewel* protects the body with a permanent gentle repose (as per the cleric spell, only with a permanent duration).

Aura: Moderate divination, weak necromancy; *Caster Level:* 9th; *Prerequisites:* Craft Wondrous Item, gentle repose, permanency, status; *Market Price:* 45,000 stl; *Weight:* –.

WEBNET

A *webnet* is a beautiful and deceptively delicate hair ornament made of slender chains of woven gold, decorated with pearls and sea opals. Originating among the sea elves, whose wizards crafted these beautiful magical devices, *webnets* were marketed by Silvanesti and Qualinesti traders before the Fall of Istar, eventually making their way into the human lands, where they were particularly prized both for their beauty and for their magical properties.

A *webnet* possesses two distinctly different magical properties. Both properties require spell activation to use (thus the owner must be able to cast arcane or divine magic of some form in order to utilize a *webnet* fully).

The *webnet* enables the wearer to throw the *webnet* as a weapon. As it leaves the owner's hand, and as the proper command word is spoken, the magic within the device causes it to expand. The owner must make a ranged touch attack against an opponent (who must be within 30 feet), and can only attempt to entangle an opponent within one size category of her size (thus a Medium creature can attempt to entangle a Small, Medium, or Large creature). The strands of the net are incredibly resistant to damage (hardness 10, 25 hit points) as well as being difficult to escape, requiring a DC 25 Escape Artist check to slip free (a full-round action), or a DC 30 Strength check to burst (also a full-round action). If the *webnet* is broken, it automatically reverts back to its "normal" form and cannot be used again for 24 hours.

An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If the owner of the *webnet* is holding the trailing rope (which extends up to 30 feet from the net) and succeeds with an opposing Strength check, the entangled creature can move only within the limits the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 20 Concentration check or be unable to cast the spell. This function of the *webnet* can be used up to six times per day.

The second function of the *webnet* enables the owner to weave the device in front of her in an intricate hypnotic pattern. The precious stones set within the *webnet* twinkle and sparkle in a pattern in the air in front of the wearer. This twisting, hypnotic pattern can *fascinate* up to 12 total HD of creatures, as if the owner had cast hypnotic pattern (see *Player's Handbook* for details and limitations). Fascinated creatures react as though they were two steps more friendly in attitude toward the owner (see "Influencing NPC Attitudes" in the *Player's Handbook*). This allows the owner to make a single request of the

affected creature (providing she can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward the owner, but only with respect to that particular request. This function of the *webnet* can only be used three times per day.

Aura: Moderate transmutation and enchantment; *Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, hypnotic pattern, web or entangle; *Market Price:* 72,210 stl; *Weight:* –

WYRMSBANE

Sometimes known as "Redeemer," *Wyrmsbane* was forged by the Silvanesti during the Second Dragon War and is brother to the sword, *Wyrmslayer*. The longsword is obviously of elven design, with the blade etched with fine elven script. The crosspiece bears the likeness of a falcon's beak.

Wyrmsbane has belonged to the royal family of the Silvanesti since its forging, passing into the hands of Alhana Starbreeze, who then gave it to Tanis Half-Elven near the beginning of the War of the Lance.

Wyrmsbane is a +2 dragon bane longsword. Its wielder can cast locate object three times per day as an 8th-level spellcaster. Like all dragon bane weapons, it is unaffected by the death throes of draconians (such as being caught in the stone body of a baaz).

Aura: Moderate conjuration and divination; *Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, locate object, summon monster II; *Market Price:* 48,315 stl; *Weight:* 5 lbs.

WYRMSLAYER

Forged by the Silvanesti during the Age of Dreams for use in the early Dragon Wars, the blade known as *Wyrmslayer* is kin to the blade *Wyrmsbane*. The longsword is of elven design, with elegant elven script etched into the blade. The crosspiece of the blade bears the distinctive likeness of an eagle's beak.

Like its twin, *Wyrmsbane*, *Wyrmslayer* was a weapon held by the Silvanesti royal family, until it was given to Kith-Kanan before the Kinslayer War. It left the Silvanesti when Kith-Kanan departed to found the Qualinesti, and was buried with the king upon his death. The sword remained buried, and forgotten until the Heroes of the Lance visited Kith-Kanan's tomb near Pax Thraakas - when Tanis Half-Elven, fighting for his life, is given the sword by the hand of Kith-Kanan's skeletal remains.

Tanis temporarily loses the blade when he has to leave it behind in Tarsis, but it is borne by his companions. When the Heroes of the Lance are captured by the Speaker of the Sun in Qualin-Mori, the sword is confiscated along with the *dragon orb* found in Icewall, and its fate remains a mystery.

Wyrmslayer is a +3 dragon bane longsword that grants the wielder a +3 resistance bonus against the breath weapon, spells, and spell-like abilities of all dragons. When it passes within 30-feet of a true dragon, even if the dragon is polymorphed, it begins to buzz loudly, alerting



its wearer. The noise is loud enough to be heard by—and awaken—dragons within 300 feet. The sword does not react in the presence of draconians or dragon turtles.

Aura: Moderate conjuration and divination; *Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, locate creature; *Market Price:* 137,515 stl; *Weight:* 8 lbs.

ARTIFACTS & RELICS

Created by ancient, powerful beings, artifacts and relics are highly magical objects that cannot now be duplicated by the hands of mortal men. As such, these objects are extremely valuable and very rare and should be used sparingly in any campaign.

BLUE CRYSTAL STAFF

MAJOR ARTIFACT

The *blue crystal staff* is a powerful artifact in the service of good that comes into the world only during times of great need. The wielder of the staff is guided and protected by the goddess, Mishakal, ensuring the forces of evil cannot benefit from it.

The first mention of the *blue crystal staff* appears in chronicles covering the Age of Dreams, detailing the miracles the wielder of the staff was able to perform. The staff vanished from knowledge, vanishing into myth near the end of the Age of Dreams, and it is not until near the end of the Age of Despair the staff once more appears in the world, when a plains nomad of the Que-Shu tribe named Riverwind discovers it in the broken ruins of Xak Tsaroth.

Usually, the staff appears to be a simple, plain, unadorned wooden quarterstaff. But whenever its powers are used, or it is viewed through a true seeing spell, the staff's true appearance is revealed. In its true form, the staff is six feet long, carved of pure, flawless blue crystal. It is crowned by an ornamental headpiece, resembling two crescent moons that are connected to one another at the 'back,' with the horns pointing upwards and downwards. A flawless blue sapphire, the size of a child's fist, is inset within the heart of the headpiece.

The *blue crystal staff* holds 20 charges, when it is fully charged. It regains charges at a rate of 1 charge per day, although when it is placed within the open hands of the statue of Mishakal in Xak Tsaroth it automatically regains full charges (this can only be done once per day).

The wielder of the *blue crystal staff* can use the following powers of the staff without expending any charges:

cure minor wounds

detect poison

The following powers drain 2 charges from the staff:

command

cure light wounds

remove fear

The following powers drain 4 charges from the staff:

continual flame

cure poison

The following powers drain 6 charges from the staff:

remove blindness/deafness

remove curse

remove disease

The following powers drain 8 charges from the staff:

cure critical wounds

restoration

The following powers drain 10 charges from the staff and can be used only by a Cleric of Mishakal wielding the staff:

raise dead

regeneration

The following powers drain 14 charges from the staff and can be used only by a Cleric of Mishakal:

greater restoration

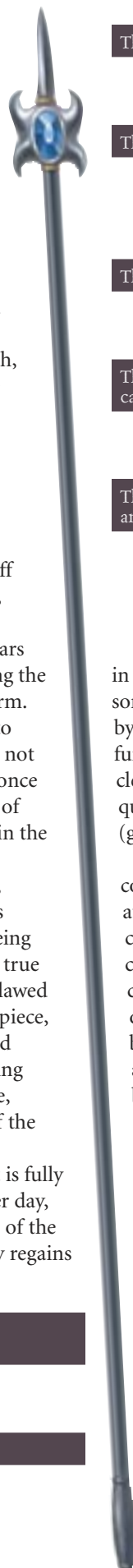
resurrection

Besides its ability to heal, the staff can also be used in combat, since the goddess Mishakal understands that sometimes evil must be confronted directly. If wielded by a character of good alignment, the *blue crystal staff* functions as a +2 quarterstaff in combat. In the hands of a cleric of Mishakal, the *blue crystal staff* becomes a +5 holy quarterstaff, dealing an additional +2d6 points of holy (good) damage against creatures of evil alignment.

By expending 2 charges (as a free action) during combat, the wielder of the *blue crystal staff* can automatically deal double damage (triple damage on a critical strike). By expending 4 charges, the wielder can choose to deal triple damage (quadruple damage on a critical strike). This ability can be used as many times during a single day as charges allow; however, it may be used only once upon an individual opponent. If this ability of the *blue crystal staff* is used, the staff cannot be used to heal for 1 hour per charge expended to deal additional damage.

Once per day, the staff may teleport without error, but it is the staff, not the wielder, that activates the power and chooses the location (at the DM's discretion), unless the wielder is a cleric of Mishakal. Also once per day, the staff may be used to automatically deflect the breath weapon of any dragon, protecting a 10-foot radius around its wielder and preventing any damage to the wielder.

If a character of a non-good alignment attempts to wield the *blue crystal staff*, she suffers 2d6 points of holy (good) damage every round, and cannot make use of the staff's powers.



CROWN OF POWER

MAJOR ARTIFACT

This relic is a powerful artifact of evil, designed to represent absolute and total control of one person over another (or many others). It is said that whoever wears the crown will rule Krynn in the name of the Dark Queen, Takhisis. The Crown of Power is rumored to have originated during the Age of Dreams, when it was worn by the ruler of the ogres. It disappeared following the Fall of the Ogres and has been hunted by tyrants and dictators ever since. Other reports say that it is the crown worn by the Kingpriest Beldinas during the last years of the Empire of Istar, but whether this is the case or not is a matter of conjecture and debate—though speculation that the Temple of Takhisis was once the grand Temple of Istar lends credence to this belief.

The crown is of solid gold, intricately carved with twisting designs, and inset with flawless rubies the color of blood. The largest ruby is set in the center of the front of the crown, with smaller stones set to either side. When worn upon the head, the rubies glitter and seem to glow from within.

If a non-evil creature puts on the crown, it will find itself slowly slipping towards evil. Each day, the creature must make a Will save (DC 25 for neutral characters, DC 20 for good creatures), or find their alignment inexorably shifting towards lawful evil. Each failed saving throw shifts the creature's alignment by one stage, first towards lawful, then towards evil (thus a CG character shifts first towards NG, then LG, then LN, finally to LE).

When worn, the *Crown of Power* grants its wearer a number of advantages, the knowledge of which is empathically communicated (as necessary). It automatically grants the wearer a +5 deflection bonus to AC and a +5 resistance bonus to all saving throws. Three times per day, the wearer can protect himself with a 10-foot radius sphere of energy that combines the effects of a *globe of invulnerability* (preventing any spell of 4th-level or lower from affecting the wearer) and a *shield* spell (providing an additional +4 shield bonus to AC and negating any magic missile attack). This protection lasts for 1 round per character level of the wearer and can be activated and dispelled as a free action.

Three times per day, the crown wearer can cast each of the following spells as a spell-like ability, as a spellcaster equal to the crown wearer's character level: *bull's strength*, *charm person*, *command*, *magic missile*, *ray of enfeeblement*, and *shout*.

The crown wearer can also cast the following spells as spell-like abilities once per day, as a spellcaster whose level is equal to the crown wearer's character level: *charm monster*, *fireball*, *lesser geas*, *repulsion*, and *suggestion*. Once per week, the wearer of the *Crown of Power* can cast *geas/quest* upon a single individual. All spell-like abilities are as if cast by a 20th-level spellcaster.

The crown is said to possess other powers as well; however, it only informs the wearer of what powers it possesses when the powers are needed.

DISKS OF MISHAKAL

MAJOR ARTIFACT

The *Disks of Mishakal* consist of 160 circular plates, 18 inches in diameter, crafted of solid platinum only 1/16th of an inch thick. The disks are surprisingly light, weighing only 15 pounds. A bolt passes through one side of the plates, near the edge, allowing them to be slipped out one disc at a time and read. Small engravings spiral inwards from the edge of each plate on both sides. Although they are known as the *Disks of Mishakal*, the disks are actually sacred to all the Gods of Light.

Created during the Age of Might, the disks contain information and mythology concerning the Pantheon of Light. The disks were commissioned by Karthay Pah, whose crowning as the ruler of Istar is said to have heralded the beginning of the Age of Might. The actual creation of the disks was done by the scholar Erial Caladonae Tempus and a triumvirate of unknown Silvanesti priests. With the rise of the Kingpriests, the Silvanesti feared the disks would be lost to them. They sent them away in secret, believing their kin in Qualinesti would be able to keep the disks safe due to the distance between Istar and the Qualinesti forest. Unfortunately, the caravan carrying the disks was attacked, and the disks were stolen and never recovered.

In 255 PC, the disks were rediscovered by the Zhakar dwarves, but were lost again soon after. The Kingpriest heard of the rediscovery of the disks and sent forth the command that they needed to be recovered and brought back to their rightful place in Istar; offering a kingly bounty for their return. Many noble knights (and unscrupulous treasure hunters) sought them out, but none returned successful. The disks would remain undiscovered for more than one hundred years, when a Qué-Shu known as Clearbrook returned from a vision quest, bearing the *Disks of Mishakal* wrapped in the skin of a bison. He brought them to the Temple of Mishakal in Xak Tsaroth, as his vision had led him.

The *Disks of Mishakal* were believed to have been lost during the Cataclysm, but, in the Age of Despair, the Heroes of the Lance discovered them hidden in the lair of the black dragon, Khisanth. The recovery of the disks is one of the early pivotal moments in the War of the Lance, for, with them, Goldmoon of the Qué-Shu is able to bring word of the Gods of Light back to the world.

If the disks are touched by a creature of evil alignment, they deal 2d6 points of damage each round; neutral creatures touching the disks receive 1d6 points of nonlethal damage. Only those pure of heart (good alignment) may safely peruse the disks.

If the heart of the individual reading the disks is open to the words contained within, the *Disks of Mishakal* lead the individual toward the Gods of Light. A good aligned character who chooses to embrace the words of the gods is granted enough experience points to give him one experience level (receiving enough experience points to put the character's experience total midway between the minimum for his new level, and the minimum for the level beyond that), although the experience level must be put



toward taking a level of cleric. The character also receives a permanent +1 inherent bonus to Wisdom as well as receiving a *medallion of faith* (see *Dragonlance Campaign Setting*, p 46).

The character must read and study the disks for one week, for at least eight hours each day, before any of the benefits to be gained. These benefits can only be gained once by any individual. Thus, a non-cleric cannot read the *Disks of Mishakal* once and become a cleric, then read them again to gain additional bonuses.

HAMMER OF KHARAS

MAJOR ARTIFACT

The *Hammer of Kharas* was named for the dwarven hero, Kharas, who wielded the hammer during the Dwarfgate Wars, although the hammer was forged more than two thousand years prior to that great battle. History prior to Kharas records it as being called the *Hammer of Honor*.

The hammer was forged in 2,072 PC by the dwarves of Thorbardin as a replica of the hammer of Reorx. The dwarves presented it to Ergoth as an offering of peace. The annual passage of the hammer among Ergoth, the Qualinesti, and Thorbardin was symbolic of the Swordsheath Scroll, the treaty signed between the three nations the year prior. From Ergoth, it passed to the Qualinesti, where the hammer was used by Kith-Kanan to forge the great arched bridges of Qualinost, connecting them to the Hall of the Sky, before it passed back to Ergoth once again for political purposes. The hammer would remain with Ergoth for centuries, until it would appear once again during the Third Dragon War, when Huma Dragonbane sought out a dwarven smith in Ergoth, bearing the blessed *Silver Arm of Ergoth* and the *Hammer of Honor*. This dwarven smith, with the divine power of the *Hammer of Kharas* and the *Silver Arm* was able to forge the first *dragonlances*, giving them to Huma.

The hammer disappeared once again, until it was given to the dwarven hero Kharas by the Kayolin dwarves during the early Shadow Years following the Cataclysm. Kharas was a brave, honorable dwarf whose deeds won him admiration from dwarves and humans alike; indeed it was the Solamnics who gave him the name, Kharas (meaning “Knight” in ancient Solamnic). When humans and hill dwarves approached Thorbardin in 39 AC, they were defeated by Derkin, the reigning High King. The humans and hill dwarves united under the banner of the black wizard, Fistantilus, and thus began the Dwarfgate War. Many died during the battles between the two forces, including the two sons of Derkin. Kharas carried their bodies back to his king, but while he was gone Fistantilus unleashed the powerful magic that devastated the region, destroying most of both armies and creating Skullcap. In his grief, Derkin sealed the gates of Thorbardin, giving into his despair. Since he no longer had any heirs, the other thanes began plotting against the stricken king, turning to Kharas to support their claims. Disgusted by the machinations, Kharas left Thorbardin, wandering Ansalon only to return just prior to Derkin’s death less than a decade later.

Appearing only long enough to speak one last time with his beloved king, Kharas proclaimed to the gathered thanes, “Too late our lord found that we must live together in this world or perish apart. It will be many years before we ourselves will learn this hard lesson, if we learn it at all. I am leaving, and the hammer with me. The world has abandoned honor. The hammer will be hidden for generations to come. Only when a good and honorable dwarf comes to unite the nations shall the Hammer of Kharas return. It will be his badge of righteousness.” He then disappeared once more, taking the hammer with him. It would remain hidden until it was discovered by the Heroes of the Lance, who needed it in order to persuade the dwarves of Thorbardin to open their gates to the refugees of Pax Tharkas.

Hammer of Kharas: +2 *disruption warhammer*; AL LG; Int 11, Wis 17, Cha 20; Speech, telepathy, 120 ft. darkvision, blindsense and hearing; Ego score 26. All spell-like abilities are cast at 17th-level spellcasting ability, where appropriate.

Lesser Powers: *detect evil*—at will, wielder is immune to fear, wielder gains a +4 bonus on all saving throws against magic.

Greater Powers: *bull’s strength* (wielder only)—1/day, *heal* (wielder only)—1/day, *prayer*—1/day, *protection from arrows*—1/day.

Special Purpose: Preserve the security of the dwarven race and to advance the cause of good on Krynn.

Dedicated Powers: Wielder gains a +8 circumstance bonus on all Charisma-related skill and ability checks with dwarves, as well as a +8 circumstance bonus on Leadership checks. Also, the *Hammer of Kharas* is one of the two components necessary to create *greater dragonlances* (both the *Hammer of Kharas* and the *Silver Arm* are required).

Personality: Although the *Hammer of Kharas* is a sentient magical artifact, it rarely communicates directly even with its wielder. Much of its personality seems to have developed during the years it was wielded by Kharas; thus it evinces a very strict code of honor, stressing loyalty, duty, and the causes of justice and righteousness. Some dwarves believe the hammer’s sentience comes from Kharas himself, maintaining that his spirit resides within the hammer.

ICONOCHRONOS

MAJOR ARTIFACT

Although the *Iconochronos* has come to mean the entire collection of the scrolls detailing the history of Krynn penned by the hand of Astinus in the Great Library of Palanthas, the “true” *Iconochronos* is a unique item.

The *Iconochronos* is a single long scroll of purest white vellum, stretched between two large golden spindles. Intricately and beautifully illuminated by the hand of Astinus, the scroll contains the complete history of Krynn—written as an unending timeline of key events, unfolding like the River of Time. No reader can ever reach the end of the scroll. Even though the writing stops at the “current” date, there is a seemingly endless amount of empty vellum remaining. It is said that one might

MOUNTED DRAGONLANCE

THE *dragonlances* described in the Campaign Setting are the most “common” *dragonlances*—those used by footmen. More rare are the lesser and greater *dragonlances* designed to be wielded while mounted on dragonback.

A mounted *dragonlance* is nearly twice as long as a “typical” *dragonlance*, with a large, shield-like guard offering increased protection to the wielder. The weight and size of a mounted *dragonlance* makes it awkward to use if it is not properly supported. If the wielder is not mounted, and using a saddle designed specifically to allow a rider to utilize the lance, the wielder suffers a -4 penalty on all attack rolls and all damage dealt is halved.

Lesser Mounted Dragonlance: In addition to the normal qualities possessed by a *lesser dragonlance*, a *lesser mounted dragonlance* grants its wielder a +2 circumstance bonus to AC, and a +2 resistance bonus on all saving throws against the breath weapon, spells, and spell-like abilities of evil dragons.

Aura: Moderate abjuration and strong conjuration; Caster Level: 12th; Prerequisites: Special; Market Price: 34,620 stl.

Greater Mounted Dragonlance: In addition to the normal qualities possessed by a *greater dragonlance*, a *greater mounted dragonlance* grants its wielder a +5 circumstance bonus to AC, and a +5 resistance bonus on all saving throws against the breath weapon, spells, and spell-like abilities of evil dragons.

If the wielder is mounted on dragonback while wielding a *greater mounted dragonlance*, it inflicts 2 points of permanent Constitution drain with every

hit, instead of the normal 1 point. Additionally, if the wielder scores a critical hit against an evil dragon while the wielder is mounted on dragonback, the lance deals a number of points of permanent Constitution drain, equal to the wielder’s character level + the dragon’s age category. For example, if a 12th-level fighter is mounted on the back of an Old silver dragon (age category 8), the wielder inflicts 20 points of permanent Constitution drain on a successful critical strike.

Aura: Strong abjuration and strong conjuration; Caster Level: 20th; Prerequisites: Special; Market Price: 214,620 stl.

UNIQUE DRAGONLANCES

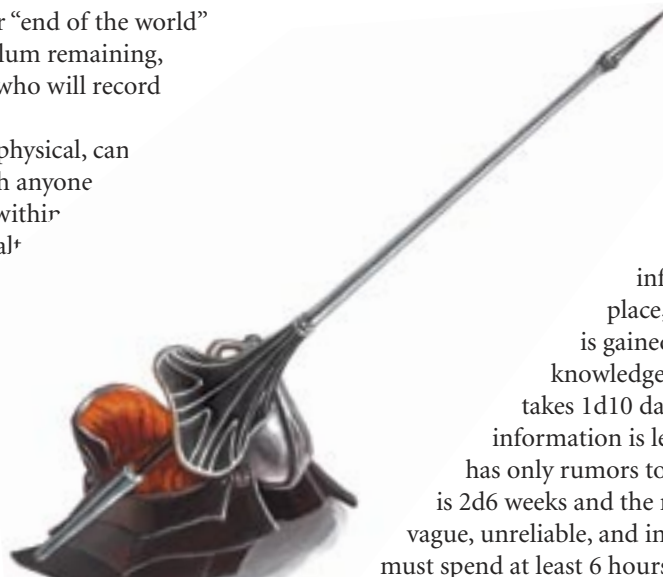
Many *dragonlances* have interesting and unique special abilities beyond those described here. The Dungeon Master can use the item creation rules in the *Dungeon Master’s Guide* (particularly the rules for adding special abilities to weapons) to further modify the existing *dragonlance* descriptions, as necessary for the needs of the campaign.

For example, if the DM wants a *dragonlance* designed by someone for a particular hatred of white dragons, he can create a *greater flaming dragonlance* by adding the flaming special quality. Since the *greater dragonlance* is essentially a +4 bane weapon, or a weapon with a +5 equivalent bonus (see pages 222 and 224 of the *DMG*), he can add the flaming special ability—equivalent to a +1 bonus—and simply calculate the difference in cost between a +5 weapon and a +6 bonus (72,000 minus 50,000, or 22,000 gp). Convert the cost increase to steel pieces to finish.

be able to determine the time for “end of the world” by calculating the amount of vellum remaining, for Astinus is said to be the one who will record Krynn’s final moments.

No known force, magical or physical, can harm the scroll. Indeed, although anyone may read the history contained within, no one except Astinus is able to alter the scroll in any way.

Anyone pursuing the *Iconochronos* to discover information about a famous person, place, or thing may attempt to use the benefits gained by casting a *legend lore* spell. The amount of time it takes to research information by this means, however, varies as to how well the individual is already



familiar with the topic. If the person is closely familiar with the subject through first-hand knowledge, it takes only 1d4x10 minutes of research. If the person’s information on the person, place, or thing being researched is gained through second-hand knowledge, then the research takes 1d10 days and the resulting information is less complete. If the person has only rumors to go by, the research time is 2d6 weeks and the resulting information is vague, unreliable, and incomplete. The individual must spend at least 6 hours each day pursuing the *Iconochronos* in order to glean any benefit, and may not spend more than 2 days away from the scroll during the

research period; otherwise he must start studying from scratch.

An individual may use the legend lore ability of the *Iconochronos* only a number of times in his life equal to his Intelligence bonus + Wisdom bonus.

KINGSWORD

MINOR ARTIFACT

The High King of the dwarven nations bears two symbols of his rulership—the *Hammer of Kharas* and a *kingsword*. The *kingsword* for each High King is forged individually and given to him upon his coronation; likewise, the individual *kingsword* is buried with the High King upon his death. A ruler who has a *kingsword*, but lacks the *Hammer of Kharas* can reign only as King Regent.

The crafting of a true *kingsword* is a long, arduous process, requiring not only considerable skill, but also the touch of Reorx. Following the Cataclysm, no new *kingswords* could be forged, and the last *kingsword* was buried with High King Duncan more than three hundred years before the War of the Lance. In 348 AC, during the beginning of the War of the Lance, the first new *kingsword* in centuries was forged by the greatest dwarven smith of the time, Isarn Hammerfell. This *kingsword*, named Stormblade, would have been presented to Hornfel of the Hylar, making him King Regent. Unfortunately, the blade mysteriously disappeared for more than two years before its recovery and investiture.

Each *kingsword* is unique in appearance, although each one bears one quality in common with all the others—the blade is of the finest steel, polished to a mirror sheen, except for a thin crimson streak that runs the length of the blade. This crimson streak pulsates rhythmically, leading to the belief that the *kingswords* “breathe.” It is this crimson streak that is said to be the mark of a true *kingsword*. A *kingsword*’s blade cannot be damaged, either through usage, rust, or through magical means.

In the hands of a non-dwarf, a *kingsword* is a +1 weapon of the appropriate type. However, in the hands of a dwarf, a *kingsword*’s true powers can be utilized. When wielded by a dwarf, a *kingsword* is a +3 magical weapon, also granting its wielder a +4 competence bonus on all Charisma-based checks when dealing with other dwarves. The wielder also gains a +4 competence bonus on his Leadership score when leading dwarves. Additionally, the wielder may attempt to enthrall any dwarves within 100 feet of himself once per day, inflicting a -4 penalty on all Will saves to resist the enthralling effect (see “enthrall” in the *Player’s Handbook* for full details on the effects and limitations of the enthrallment).

Stormblade: Stormblade is the most recent *kingsword*, forged in 348 AC for the Hylar dwarven thane, Hornfel. A longsword, the blade of the *kingsword* bears the distinctive characteristics of all *kingswords*—the mirror-bright steel blade pierced by a pulsating streak of crimson light. The crosshilt is made of the purest silver and gold, with four sapphires the color of the twilight sky set along the hilt, and a fifth sapphire the dark, deep blue of midnight set into the pommel.

Aura: Strong enchantment; *Caster Level*: 15th (creator must be divinely inspired by Reorx).

PLATE OF SOLAMNUS

LESSER ARTIFACT

These suits of full plate mail are beautifully crafted, polished to a silvery sheen and engraved with the markings of all three orders of the Knights of Solamnia. The *Plate of Solamnus* was forged when the knighthood and the Orders were first formed and no one knows how many of these suits of armor were forged. No such armor has been forged since that time, at least according to the records of the Knights of Solamnia, who have tried to keep track of every suit they have discovered.

Vinas Solamnus was said to be the first to own a suit of this armor and it is believed that they could be worn only by a Knight of the Rose. However, Huma was said to wear a suit of *Plate of Solamnus*, and he never became a full Knight of the Rose, so this is open to dispute.

When worn by a lawful good individual, the *Plate of Solamnus* acts as +5 full plate, additionally granting its wearer a +5 sacred bonus on all saving throws. Non-lawful good characters find the armor fits improperly, protecting them no better than normal full plate. Additionally, *Plate of Solamnus* bestows two negative levels on any evil creature attempting to wear the armor. The negative levels remain as long as the armor is in worn and disappear when the armor is removed. The negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells).

Aura: Strong abjuration [good]; *Caster Level*: 15th.

SILVER ARM OF ERGOTH

MAJOR ARTIFACT

The *Silver Arm of Ergoth* is said to have been created by the combined efforts of men, elves, dwarves, and the metallic dragons during the Third Dragon War, although other legends dispute this and claim the *silver arm* is an artifact left behind by the mysterious smith said to have forged the first *dragonlances* for Huma Dragonsbane. All legends agree, however, that the *silver arm* is needed for creating *dragonlances*, and that it has traveled throughout antiquity, from one bearer to another, when such need is great.

The *Silver Arm of Ergoth* resembles the arm of a human, from the shoulder-blade to hand. It can be the right arm or the left, shifting magically to adjust to the wearer. It is powerfully muscled, and crafted of solid silver. It is inflexible and no known force can mar its mirror-sheen surface (the *silver arm* resists all damage, whether normal or magical, and is unaffected by disintegration and similar destructive forces).

The true power of the *silver arm*, however, comes when it has been bonded to an individual of good alignment, who must be missing either the right or left arm and have at least a natural 17 Strength. The *silver arm* then grafts itself to the individual, replacing the missing arm and becoming a normal arm for all intents and purposes, although it does confer upon its bearer a number of special abilities.

ARMOR SPECIAL QUALITIES

DISHONORABLE

Against attacks from lawful creatures, the armor or shield's effective enhancement bonus is +2 better than its normal enhancement bonus (so a suit of +1 half-plate effectively becomes +3 half-plate when the wearer is attacked by a lawful creature). The bonus of the armor also applies to saving throws against any spell or spell-like ability with the lawful descriptor.

Aura: Moderate abjuration [chaotic]; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *protection from law*; Market Price Adjustment: +1 bonus.

HONORABLE

Against attacks from chaotic creatures, the armor or shield's effective enhancement bonus is +2 better than its normal enhancement bonus (so a suit of +1 half-plate effectively becomes +3 half-plate when the wearer is attacked by a chaotic creature). The bonus of the armor also applies to saving throws against any spell or spell-like ability with the chaotic descriptor.

Aura: Moderate abjuration [lawful]; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *protection from chaos*; Market Price Adjustment: +1 bonus.

PROFANE

Against attacks from good creatures the armor or shield's effective enhancement bonus is +2 better than its normal enhancement bonus (so a suit of +1 half-plate effectively becomes +3 half-plate when the wearer is attacked by a good creature). The bonus of the armor also applies to saving throws against any spell or spell-like ability with the good descriptor.

Aura: Moderate abjuration [evil]; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *protection from good*; Market Price Adjustment: +1 bonus.

SACRED

Against attacks from evil creatures the armor or shield's effective enhancement bonus is +2 better than its normal enhancement bonus (so a suit of +1 half-plate effectively becomes +3 half-plate when the wearer is attacked by an evil creature). The bonus of the armor also applies to saving throws against any spell or spell-like ability with the evil descriptor.

Aura: Moderate abjuration [good]; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *protection from evil*; Market Price Adjustment: +1 bonus.

The *silver arm* can be separated from its bearer only with the bearer's death. No other force can separate the bearer and the *arm*, not even such powerful magics as a wish or miracle. As long as it is attached, it acts as a ring of regeneration, allowing the bearer to heal 1 point of damage per level every hour rather than every day. This ability cannot be aided by the Heal skill. Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the bearer of the *silver arm* loses a limb, an organ, or any other body part, the *arm regenerates* it as the spell.

The bearer's natural Strength score is increased by 4 points, and he can never be reduced to lower than 2 Strength through any means (such as ability drain). Any temporary Strength drain is restored at the rate of 1 per minute, while permanent Strength drain is restored at a rate of 1 per hour, until the bearer is once more at "normal" Strength.

If the bearer has at least 5 ranks in Craft (blacksmithing), the *silver arm* grants him the feat Craft Magic Arms and Armor, enabling him to repair and reforge even magical weapons and armor. With access to pure dragonmetal, the bearer of the *silver arm* is capable of forging *lesser dragonlances*; if the bearer of the *silver arm* also wields the *Hammer of Kharas*, he is capable of crafting *greater dragonlances*.



Chapter 3: ANSALON IN THE AGE OF DESPAIR

The Council of Whitestone had met once before within the recent past, a meeting precipitated by the arrival of refugee elves in Southern Ergoth and the appearance of the dragonarmies in northern Solamnia. This Council meeting was several months in the planning, and so all members—either seated or advisory—were represented. Seated members, those who could vote, included the Knights of Solamnia, the gnomes, the hill dwarves, the dark-skinned, sea-faring people of Northern Ergoth, and a representative of the Solammic exiles living on Sancrist. Advisory members were the elves, the mountain dwarves, and the kender. These members were invited to express their opinions, but they could not vote.

The first Council meeting, however, had not gone well. Some of the old feuds and animosities between the races represented burst into flame. Arman Kharas, representative of the mountain dwarves, and Duncan Hammerrock, of the hill dwarves, had to be physically restrained at one point, or blood from that ancient feud might have flowed again. Alhana Starbreeze, representative of the Silvanesti in her father's absence, refused to speak a word during the entire session. Alhana had come only because Porthios of the Qualinesti was there. She feared an alliance between the Qualinesti and the humans and was determined to prevent it.

Alhana need not have worried. Such was the distrust between humans and elves that they spoke to each other only out of politeness. Not even Lord Gunthar's impassioned speech in which he had declared, "Our unity begins peace; our division ends hope!" made an impression.

Porthios's answer to this had been to blame the dragons' reappearance on the humans. The humans, therefore, could extricate themselves from this disaster. Shortly after Porthios made his position clear, Alhana rose haughtily and left, leaving no one with any doubts about the position of the Silvanesti.

The mountain dwarf, Arman Kharas, has declared that his people would be willing to help, but that until the Hammer of Kharas was found, the mountain dwarves could not be united. No one knew at the time that the companions would soon return the Hammer, so Gunthar was forced to discount the aid of the dwarves. The only person, in fact, who offered help was Kronin Thistleknot, chief of the kender. Since the last thing any sane country wanted was the "aid" of an army of kenders, this gesture was received with polite smiles, while the members exchanged horrified looks behind Kronin's back.

The first Council disbanded, therefore, without accomplishing much of anything.

Dragons of Winter Night

Margaret Weis and Tracy Hickman

The Age of Despair is a dark age for the people of Krynn. The Cataclysm that violently concluded the Age of Might has destroyed or altered much of the land. This cut off or eliminated most trade routes and established roads. Bandits and monsters now rule the wilderness between the civilized corners of Ansalon. Much of the land has become isolated—bringing on suspicion and distrust of strangers in most locales. It also limits the exchange of ideas and the sharing of knowledge. Crops fail, disease runs rampant, and the shadow of war hangs heavy over the land.

THE AGE OF DESPAIR

The Fourth Age of Krynn—the age following the Cataclysm—is known as the Age of Despair. The age is broken into two distinct periods: the Time of Darkness (lasting from 1 AC through 331 AC) and the Time of Dragons (lasting from 332 AC through 383 AC). The division between the two periods comes when the Queen of Darkness gathers her dragons together and names the first Dragon Highlords.

THE TIME OF DARKNESS: 1 – 331 AC

The era known as the Time of Darkness begins immediately following the Cataclysm, marked as year 1 AC (*Alt Cataclius*, or "after the Cataclysm"). During this era, it is believed the gods have removed themselves completely from the affairs of Krynn, but it is later discovered that many of the gods, particularly the Queen of Darkness, operated secretly throughout the world.

1–300 AC – THE SHADOW YEARS

The Dark Ages. Comprising the "dark age" of Ansalon, the Shadow Years see the persecution of the Knights of Solamnia and the beginnings of the Seeker Movement. The seeds for the next Dragon War are sown in secret, the Dark Queen gathering her forces once more to attempt to gain domination of the world.

The World Changes. Because of the Cataclysm, the very landscape of Ansalon is forever altered. New bodies of water form, such as the New Sea in the south and the Blood Sea of Istar, while the waters recede in other places, leaving the port city of Tarsis forever land-locked. The geological changes are accompanied by meteorological changes, altering the climate, causing droughts, floods, and other natural disasters which will continue for decades. The natural disasters in turn cause social and political unrest as people attempt to place blame for the destruction.

The Gods Watch. The pantheons of Light, Balance and Darkness agree to step away from the world following the Cataclysm. Prayers go unanswered and divine magic disappears from the world. People blame the gods for abandoning them, while the gods wait for faith to return. Some gods become impatient with the waiting, most

notably the Gods of Darkness. The gods secretly move through the world, laying groundwork for their eventual return, but their promise prevents them from acting openly until Gilean acknowledges the time is right. Takhisis secretly works on her own plans.

1 AC

Sargonnas Acts. Having imbued thirteen opals with power during the Age of Might, Sargonnas's patience is rewarded when a Que-Nara renegade known as Firebrand becomes fixated upon a crown possessing some of the opals. Banished from his tribe, Firebrand gathers other dissidents and forms a new tribe, the Que-Tara, and searches for the missing opals, driven by the dreams of power Sargonnas ignites within him.

1-140 AC

Dark Queen Finds Istar. Takhisis takes the Temple of Istar, once the central temple of the pre-Cataclysm nation, from the ruins of the city at the bottom of the Blood Sea. Because of the darkness and suffering caused by the Cataclysm, a rift is torn through the planes, creating the deadly Maelstrom that dominates the newly formed Blood Sea. Takhisis drags the temple into the Abyss, intending to use it as a tool in her eventual return to power.

39 AC

The Dwarfgate War. In the decades following the Cataclysm, drought and barbarian raids in Abanasinia cause widespread famine and despair in the region. Humans and hill dwarves demand entry into Thorbardin and access to its food stores. The mountain dwarves refuse entry, as the difficulties caused by the Cataclysm have affected them as well. Pride on both sides flares, causing misunderstanding and distrust, which flares into open warfare between the disenfranchised refugees and the Thorbardin dwarves, a situation manipulated by Fistantilus, a powerful evil wizard, who allies himself with the refugees for reasons of his own.

Fistantilus seizes a magical fortress known as Zhaman and rallies the refugees to his side. The gathered forces launch an all out assault on Thorbardin, but even with the power of Fistantilus's magic the defeat of the refugees seem certain. Fistantilus abandons his armies, his own purposes finally realized, but the moment he casts a powerful spell something goes wrong. The magical backlash destroys Fistantilus (or so it is widely believed), the armies gathered on the plains, and the mighty fortress of Zhaman is disfigured, becoming known as Skullcap.

The Hammer of Kharas. The *Hammer of Honor* is taken from Thorbardin by a dwarf named Kharas, a hero of the Dwarfgate War. A prophecy speaks of a righteous leader who will one day reclaim the Hammer and reunite the dwarven thanes. The *Hammer of Honor* becomes known as the *Hammer of Kharas*.

141 AC

The Stone is Planted. Takhisis takes the sacred Foundation Stone of the Temple of Istar to the wilderness near Neraka, where she will use it as a gate to and from the Abyss. Slowly, and with surprising care, she begins to build an army. As she must seem to abide by the strictures agreed upon by the other gods prior to the Cataclysm, her work is done with the patience of one to whom time has no meaning.

142 - 152 AC

The Dragons Awaken. For ten years, the Dark Queen wanders the lands in disguise, awakening the evil dragons and preparing them for her work. The dragons have slumbered since the Third Dragon War, fading into the realm of legend and myth. She orders her dragons to move secretly, telling them to await her orders before acting.

157 AC

Berem Finds the Stone. The Foundation Stone of the Temple of Istar is found by a hunter named Berem and his sister, Jasla. He pries a green jewel from the stone, but in his greed, he accidentally causes his sister's death. As the innocent Jasla's blood flows across the Foundation Stone, the power of the Dark Queen is unleashed, and her Temple is summoned from the Abyss in all its unholy glory. The Dark Queen "blesses" Berem by embedding the green stone into his chest, granting him immortality. Berem runs off, tormented by his sin.



210 AC

The Gate is Barred. Because the Foundation Stone of the Temple of Istar stands incomplete, Takhisis can no longer use it as a gate. The spirit of Berem's sister stands as its guardian, her innocence and goodness preventing Takhisis from physically traversing the gateway. The Dark Queen does not surrender so easily. She casts her mind outward, seeking out followers and continuing her plans. Only now she must hunt down the Green Gemstone Man, for he is the key to unlocking the barrier in the Dark Queen's path.

235–250 AC

Encroaching Humanity. Seeking to expand farmland and to build new settlements, humans begin encroaching upon the lands of the Qualinesti. With humans burning the forest to clear the land, the Qualinesti respond to protect their homeland. This sparks what will become a struggle between the Abanasinian humans and the Qualinesti elves that lasts for nearly fifteen years. After this time, the Qualinesti secure their borders and kill any human who steps foot within the forest. Likewise, any elves caught outside the forest find themselves the victims of violence.

249 AC

Tanis Half-Elven is Born. A Qualinesti princess, related to the Speaker of the Sun, is captured by a band of human brigands. She is taken by the brigands' leader, and her rape results in the birth of a bastard, half-elven child. Named Tanthalas, the infant is taken in as a ward of the Speaker of the Sun, but grows up an outcast among both elves and humans.

287 – 295 AC

Egg Theft. At the order of the Dark Queen, the chromatic dragons track down the lairs of the metallic dragons, who still slumber as they have since the Third Dragon War. The chromatic dragons steal the eggs of their good cousins, secreting them within the mountains known as the Lords of Doom.

288 AC

A Bond is Forged. Flint Fireforge, a hill dwarf craftsman, is summoned to the court of the Qualinesti Speaker of the Sun, Solostaran, after the elven king receives a beautifully crafted chalice made by the dwarf's hands. At court, Flint befriends the young Tanthalas, who find in one another a kindred spirit, as their own people consider each to be "outsiders."

296 AC

The Dragons' Oath. Once her forces have gathered all the eggs of the metallic dragons, Takhisis awakens the good dragons. She threatens to crush their eggs unless they stay out of the upcoming war. Helpless and unwilling to endanger their unborn, the good dragons take an oath, promising noninvolvement as long as Takhisis promises to return their eggs once the war has concluded.

300 – 320 AC

Agents of Evil. Minions of Takhisis search unsuccessfully for Berem, the Everman. The Dark Queen needs Berem to complete the Foundation Stone, which will enable her to walk the face of Krynn once more.

308 AC

Assassination Attempt. The Qualinesti royal family is nearly assassinated, and Tanis Half-Elven is blamed. Flint Fireforge and Tanis manage to uncover the true culprit, the Speaker of the Sun's court mage and younger brother, Miral, but in doing so a shadow is cast upon Tanis's name. A later argument between Tanis and Gilthanas, son of Solostaran and brother to Laurana, leads Tanis to leave Qualinost.

323 AC

Night of the Eye. During the Night of the Eye, when all three moons are in perfect alignment, a renegade wizard named Belize attempts to use forbidden magic to open a portal to the Lost Citadel, a dimension where the three gods of magic trained the first Wizards of High Sorcery. Belize's plot is foiled by Guerrand di Thon, an apprentice Red Robe, and Belize's own apprentice—although Belize's apprentice, Lyim, has his arm transformed into a snake. As a result of this action, the gods of magic approach the Orders and instruct them to build the Bastion, a magical fortress that will guard against further attempts to reach the Lost Citadel.

326 AC

Birth of the Twins. Twin brothers, Caramon and Raistlin Majere, are born with difficulty to a mother of frail health. Caramon is born hale and healthy, but Raistlin is born sickly and the midwife does not believe he will survive. Kitiara uth Matar, the twins' older half-sister, refuses to allow Raistlin to die, taking care of the infants as their mother begins sliding deeper and deeper into melancholy and her dreams.

329 AC

The Medusa Plague. A strange plague strikes Ansalon, primarily focused in Solamnia. The plague causes its victims to succumb to high fever and the peeling of skin, before causing the victims' arms to mutate into three-headed snakes—ending with the victims transforming into stone. The plague is found to be linked to the black moon, Nuitari, and with the help of that dark god, Guerrand di Thon neutralizes the plague. Meanwhile, the plague's source is discovered to be Lyim, who has utilized the opportunity to sneak in to the Bastion and open a portal to the Lost Citadel, regaining his lost arm. The Bastion is destroyed, as it failed to protect the Lost Citadel.

332 AC

Raistlin Goes to School. Raistlin Majere, only a child, is enrolled in a school for potential wizards after his sister discovers his aptitude for performing prestidigitation and his interest in magic. Despite misgivings, and with the encouragement of a traveling White Robe wizard named Antimodes, the head of the school accepts the young child. Once Raistlin's future is secure, Kitiara leaves Solace to search for her long missing father, and to find adventure.

Tasslehoff Burrfoot Arrives in Solace. After “finding” a bronze bracelet and wandering off with it, the kender known as Tasslehoff Burrfoot is tracked down by its creator, Flint Fireforge, and the dwarf's young friend, the half-elf Tanis. The incident spawns a true but unlikely friendship.

THE TIME OF DRAGONS: 332 – 383 AC

The Time of Dragons marks the end of the Age of Despair and the beginning of a fifty-year period of strife that culminates in the Summer of Chaos. Unlike the previous years, this era is noted for direct involvement of the Dark Queen—and also the involvement of the other gods. Moreover, for the first time in more than thirteen centuries, dragons once more fly the skies of Ansalon.

332 – 340 AC

Evil Gathers. At the bequest of the Dark Queen, the chromatic dragons gather in Neraka. They come from across Ansalon, and ally themselves with ogres, goblins, and with those evil mortals who have answered the Dark Queen's secret call.

332 AC

Ariakas and the Dark Queen. The wizard turned warrior, Ariakas, is lured to the Dark Queen, who offers to grant him power and riches beyond his dreams, as long as he serves her without question. He accepts the Dark Queen's offer, and within two years will become the leader of her dragonarmies and one of the most powerful men on Ansalon.

Lyim Ascendant. The renegade ex-mage, Lyim Rhistadt, rises to power in the city of Qindaras, where magic is outlawed. He discovers a powerful artifact known as the gauntlet of Ventyr, whose ability to absorb arcane magic becomes a powerful tool for Lyim's vengeance against the Orders of High Sorcery. Through guile and assassination, Lyim becomes ruler of the city, whose treaty with the Orders renders the renegade inviolate.

333 AC

Disciple of Takhisis. Verminaard, an illegitimate son of Solamnic blood, is granted visions from the Queen of Darkness. These visions lead him to discover Nightbringer, an ancient weapon of darkness, and awaken his own slumbering powers. Verminaard becomes one of the first true clerics of evil.

334 AC

War Against Wizards. Lyim Rhistadt gathers an army of magic-hating Qindarans and, armed with the Gauntlet of Ventyr, launches an attack against Wayreth. Although his army is halted by the combined might of the dwarves of Thorbardin and clever use of magic, Lyim manages to reach Wayreth Tower, where he plans to use the gauntlet's ability to drain magic to destroy the Tower. He is defeated at the last moments through the strange magic possessed by Bram di Thon, nephew of Guerrand di Thon.

Birth of Ariakan. Ariakas, the self-proclaimed Emperor of Ansalon, consorts with the dark and tempestuous goddess, Zeboim, who bears him a son—Ariakan.

335 AC

Fall of House Brightblade. The peasant rebellions stirring throughout Solamnia turn against Castle Brightblade. The young Sturm Brightblade is secreted away from the besieged castle by his mother, and the two eventually find sanctuary across the Newsea, in Solace.

336 AC

Theros Arrives in Sanction. Theros Ironfeld, an Ergothian blacksmith and former minotaur slave, arrives in Sanction and opens his smithy. Within a few years, he becomes famous for the quality of his weapons.

337 AC

Dragon Highlords Named. From the ranks of those who have joined her cause, the Dark Queen selects five leaders, who are dubbed the Dragon Highlords. Each highlord takes control of an individual army, named for the chromatic dragons, who agree to serve as mounts and warriors in the armies. The head of the highlords is the renegade wizard turned warrior, Lord Ariakas, whose ruthlessness and tyrannical desire to become the Emperor of Ansalon appeals to the Dark Queen. From these ranks, the Dark Queen also begins again to grant her power directly, and more evil clerics walk the land.

Neraka Corrupts its Neighbors. Evil from the Foundation Stone draws evil creatures from nearby realms. The city of Sanction, not far from Neraka, becomes the dragonarmies' base of operations, while the evil folk of Estwilde serve as reserve forces.

341 AC

The Dragonarmies' Offer. An alliance is offered to the ogre nations of Kern and Blöde, as well as to the human kingdoms of Khur and the Pirate Isles. Most accept the alliance, rather than face destruction before the might of the dragonarmies.

Alliance of the Dark Gods. The minotaurs of Mithas and Kothas are ordered by their god Sargas (Sargonnas) to answer the Dark Queen's call. The Black-robed Wizards of High Sorcery are also called to join the Dark Queen's forces. The other gods of Darkness likewise secretly emerge, adding to the Dark Queen's strength.

342 AC

Draconians Created. Priests of Takhisis and the Black Robe mages of Nuitari combine their magic with the power of the chromatic dragons in order to corrupt the captured eggs of good dragons to create the dragonmen. These draconians, as they come to be called, are assigned to different wings of the dragonarmies, while others are sent out to seek the Green Gemstone Man, who has evaded the Dark Queen's capture.

343 — 347 AC

Evil Gathers Its Forces. Armies of cutthroats, ogres, and goblins, are trained to serve in the Dark Queen's armies under the command of the Dragon Highlords. Violence is encouraged to weed out the weak, leaving only the strongest, most vicious recruits. One by one, the dragonarmies are deployed to key locations across Ansalon, where they undertake campaigns of conquest.

344 AC

The Companions Gather. Caramon and Raistlin take to performing on the street to support themselves. When Raistlin's former master at the wizard school attempts to interfere, the chance arrival of a young kender named Tasslehoff Burrfoot, and the intervention of a young outcast Solamnic, Sturm Brightblade, set into motion the meeting between the young men with Tanis Half-Elven and Flint Fireforge. The group known as the Innfellows (later the "Heroes of the Lance") is formed.

345 AC

Uncovering False Gods. Searching for rumors of the true gods, the Innfellows travel to Haven, where they find a church in which amazing miracles are performed. They discover the miracles are nothing more than the combination of illusion and the drugged fumes of burned poppy seeds. Raistlin uses his growing magic to expose the false god and the "priestess," but the priestess is found murdered. Raistlin is captured by an angry mob, who attempts to burn him at the stake. He is rescued by his companions and the timely arrival of the High Sheriff.

346 AC

The Companions' Journeys. In Solace, the Innfellows decide to undertake separate quests, searching for signs of the lost gods. The Companions are Tanis Half-Elven, half-elf of Qualinesti; the Neidar dwarf, Flint Fireforge; the irrepressible kender, Tasslehoff Burrfoot; the twins Caramon and Raistlin Majere, and their older half-sister Kitiara uth Matar; and the son of a Solamnic Knight, Sturm Brightblade. Each strikes off on a different quest, some alone and others traveling together, vowing to return to Solace five years hence.

Raistlin Takes His Test. Raistlin Majere and his twin brother, Caramon, travel to Wayreth Forest. At the Tower, Raistlin undertakes his Test of High Sorcery. During the Test, Raistlin makes contact with the evil mage,

Fistandantilus, and strikes a bargain. Raistlin successfully completes his Test and adopts the Red Robes of Neutrality.

Kitiara's Son. Kitiara and Sturm Brightblade leave Solace together, heading north. During the journey, the two disagree with one another's principles, leading Kitiara to seduce Sturm as part of a cruel game, denouncing him the next morning before she leaves him. Secretly, she bears Sturm a child, whom she names Steel, and leaves the baby in the care of a midwife, Sara Dunstan.

Kitiara Joins the Dragonarmies. After leaving Sturm, Kitiara travels to Sanction, where she meets with Ariakas. He tasks her with convincing a rebellious red dragon known as Immolatus to join the Dark Queen's dragonarmies. She manages to charm the red dragon and returns successfully to Sanction, where Ariakas promotes her to the rank of regimental commander.

Brothers in Arms. After Raistlin successfully passes his Test of High Sorcery, he and his twin brother leave the Tower of Wayreth. The twins join a mercenary company, where the twins begin mastering combat—Caramon with a sword, Raistlin with magic.

348 AC

The War of the Lance Begins. In the spring, the dragonarmies invade Nordmaar and Balifor from Sanction. The two nations fall quickly, caught by surprise and by the unrelenting ferocity of the dragonarmies. Meanwhile, King Lorac, ruler of the elven kingdom of Silvanesti, brokers a deal with the dragonarmies to escape invasion. He vows to keep the Silvanesti out of the war in return for the dragonarmies' agreement not to invade.

Draconian Engineers. On a bet, Ariakas has one of his draconians trained as an engineer in order to prove draconians can be as smart (if not smarter) than humans. After killing a human, the draconian engineer, Kang, deserts the dragonarmies and hides himself away. Accidentally overhearing a Sivak named Slith discussing a treasure, Kang reveals himself and offers to help. After beating Slith's disorganized troops into some semblance of order, Kang designs a rope bridge to help gain the treasure. A few months later, Kang returns to Slith newly promoted and assumes control of Slith and his men, forming the First Dragonarmy Bridging Company, which later became known as the First Dragonarmy Engineer Regiment.

Stormblade Forged. The *kingsword* known as *Stormblade* is forged by the dwarven smith, Isarn Hammerfell, for his thane, Hornfel of the Hylar. The blade is lost for more than two years before it is recovered.

349 AC

Silvanesti Betrayed. Despite the deal brokered by Lorac, the dragonarmies attack the forest nation of Silvanesti; forcing the elves to 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 the destruction of Istar to stop the invasion. He proves unable to control the power of the *dragon orb*, unwittingly allowing an evil green

dragon known as Cyan Bloodbane to seize control of the hapless elven king. The green dragon whispers nightmares into the Speaker's ears and, because of his hereditary connection to the realm of his people, Lorac's nightmares are projected by the *dragon orb*, twisting the Silvanesti forest into a nightmarish realm. Spirits of the dead walk the forest, along with other monstrous creatures too terrible even for the dragonarmies to face directly. The dragonarmy abandons its conquest, as the forest is now worthless and corrupt.

Arrival of the Seekers in Solace. Hederick the Theocrat builds a temple to the Seeker religion in Solace, gathering about himself an ever-increasing number of loyal followers. His temple is mysteriously destroyed within the year.

The Chieftain's Daughter. The beautiful Goldmoon, daughter of the Chieftain of the Que-Shu, is honored in a ceremony promoting her godhood, and that will recognize her suitors. One suitor, Riverwind, does not recognize her "divinity," for he was raised to honor the true gods. Riverwind is sent away from the Que-Shu to seek out proof of these "true" gods, if he ever wishes to marry the Chieftain's daughter.

350 AC

Evil Rearms Itself. The dragonarmies and the forces of evil are strengthened by the captured nations. Forced conscription swells the ranks of the foot soldiers, while the wealth of the captured nations swells the coffers of the Highlords. Takhisis and her army control all eastern Ansalon, except for the island of Saifhum. The minotaurs of Mithas and Kothas harass the retreating Silvanesti refugees.

Theros Arrives in Solace. Theros Ironfeld arrives in Solace, where he opens a new smithy. Soon, he is supplying weapons to Hedrick the Theocrat. When he discovers his weapons are supplying hobgoblins and draconians, Theros begins working with Gilthanas of the Qualinesti in arming the resistance against the Seekers and the dragonarmies.

Riverwind Finds the Blue Crystal Staff. On his quest, Riverwind finds himself in the ancient ruins of Xak Tsaroth. In the ruins, he discovers an ancient temple, in which the statue of a beautiful woman holds a staff in outstretched hands. The goddess Mishakal appears to Riverwind in a vision, offering him the staff, which will



allow for the return of good clerics. Riverwind escapes the ruined city, managing to return to his tribe weakened by fever, drugs, and injuries he sustained. His memory of his journey is troubled, clouded by the fever and nightmarish things he saw in the ruined city.

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 Dargaard Mountains, aided by goblins. The Knights of Solamnia, in recent disarray, cannot repel the attack. The Blue Dragonarmy occupies Kalaman, Hinterlund, and Nightlund, which allows the army to continue pressing the borders of the Plains of Solamnia and Gaardlund.

Betrayal finally allows the dragonarmies to enter Solamnia from the south, but the dwarves of Kayolin prove a stout bulwark against the advancing dragonarmies. By autumn, the knights respond and Solamnia becomes entrenched. The Red Dragonarmy leads an amphibious assault along the New Sea and across the Plains of Abanasinia. The nomads fall to their advance.

Hunt for the Staff. As Riverwind escapes from the ruins of Xak Tsaroth with the blue crystal staff, the black dragon Khisanth (Onyx) passes word of the staff through the dragonarmies. Recognizing the threat the staff might hold, draconians across Ansalon are ordered to disguise themselves and hunt down the staff, preferably without revealing themselves to the majority of the populace before the dragonarmies are ready to strike. The Seekers are also enlisted to aid in this search.

The Companions Gather. By autumn, much of Ansalon has fallen to the dragonarmies of the Dark Queen. However, the Companions from the Inn of the Last Home reunite in Solace. By chance or fate, they meet a nomad couple, Riverwind and Goldmoon, who possess the blue crystal staff—proof the deities of Light have returned. When the powers of the staff are revealed before the Seeker, Hederick the Theocrat, Goldmoon is endangered. Unable to sit by and watch Goldmoon and Riverwind be overwhelmed, the Companions help the two escape Solace.

Sturm is granted a vision of a white stag, which leads the Companions to Darken Wood. In the haunted forest they meet the Forestmaster, its unicorn guardian. The



Companions are told of the need to continue protecting Goldmoon and the blue crystal staff in order to help bring knowledge of the true gods back to Ansalon.

The Forestmaster aids the companions in escaping Darkenwood, but when the Companions leave the forest and approach the village of Goldmoon and Riverwind, they discover the village has been destroyed by agents of the dragonarmies searching for the staff. The Companions are captured by a group of draconians, but Tasslehoff and Flint escape, leaving them to mount a rescue.

The Wicker Dragon. Kang and his regiment of draconian engineers design a massive wicker dragon, using it to play a practical joke on the 33rd Baaz Infantry. The baaz bow down before and worship the false dragon idol, much to the amusement of Kang's Regiment. The wicker dragon is destroyed, however, when the baaz infantry capture the future Heroes of the Lance. Tasslehoff Burrfoot uses the wicker dragon to scare the baaz off and barely escapes when the wicker dragon is consumed in fire.

Return to Xak Tsaroth. The Companions manage to escape the draconians and head for the ruins of Xak Tsaroth, partially guided by Riverwind's fractured memories and by the uncanny knowledge of Raistlin Majere, who seems to have his own reasons for wishing to discover the lost city.

When the Companions find the entrance to Xak Tsaroth, they are met by the black dragon Khisanth (Onyx), who nearly kills Riverwind. However, Goldmoon discovers the Temple of Mishakal, and is able to heal Riverwind of the fatal wounds inflicted by Khisanth's acidic breath.

In the ruins beneath the surface, Raistlin uses magic to charm a group of gully dwarves, and one in particular, Bupu, becomes utterly devoted to the wizard. The gully dwarves aid the Companions in finding Khisanth's lair, where they discover the *Disks of Mishakal*. Khisanth captures Raistlin, threatening to kill him if the Companions act, but working together, the Companions are able to defeat the black dragon. Goldmoon apparently sacrifices herself as she strikes the black dragon with the *blue crystal staff* and disappears in an explosion of magical energies that brings down the black dragon and its lair. The Companions escape the crumbling city with the platinum disks, then find Goldmoon apparently unharmed in the Temple of Mishakal. Though she no longer carries the *blue crystal staff*, she wears a *medallion of faith*, becoming the first true cleric dedicated to the Gods of Light. Outside the city, the gully dwarf Bupu gives Raistlin a spellbook he had sought in Xak Tsaroth—a spellbook of Fistandantilus.

Returning to Solace, the Companions find the town has been targeted by the dragonarmies. Though they manage to elude capture for a short while, eventually they are caught and detained, thrown into a prisoner convoy headed towards Pax Thrakas. It is here the Companions meet the strange and eccentric wizard, Fizban, who temporarily joins the group—just as they are rescued

by Qualinesti rebels led by Porthios, cousin to Tanis Half-Elven and brother to Laurana. The Companions are escorted to Qualinost, where they meet with the Speaker of the Sun and discover that numerous people have been imprisoned in the fortress of Pax Thrakas. The Companions are told of the Qualinesti plan of evacuating their forest homeland. The Companions agree to rescue the prisoners of Pax Thrakas in order to give the elves the time necessary for their exodus.

The Elven Fleet. Theros Ironfeld is approached by the Qualinesti for assistance in building a fleet for the elves, to aid in the elven flight from Qualinost. Theros is captured by the dragonarmies and, as punishment, his arm is severed and lost before a rescue can be mounted. He is found imprisoned amongst the Companions when they are captured in Solace and being taken to Pax Tharkas, and is subsequently rescued by the Qualinesti rebels.

While the dragonarmies are distracted by the actions of the Companions in Pax Thrakas, the Qualinesti elves flee to join their Silvanesti cousins on the island of Southern.

The Prisoners of Pax Tharkas. The Companions utilize an ancient tunnel that leads into Pax Thrakas, where they are joined by the runaway Qualinesti princess Laurana, who has followed the group out of her love for Tanis Half-Elven. In the tunnels, they run into a giant slug, and Tanis Half-Elven is given the ancient sword of Kith-Kanan, *Wyrmslayer*.

Infiltrating the fortress, the Companions are separated, leaving Tasslehoff Burrfoot and the eccentric wizard Fizban to find a secret path leading to the throne room where the Dragon Highlord Verminaard and his red dragon, Ember, have headquartered. Tasslehoff and Fizban are noticed by Ember, who proceeds to attempt to kill them with his fiery breath. As the two try and escape, Ember's breath melts the giant chains they are climbing down, sending them plummeting to their dooms. Fizban casts a spell creating a massive pile of feathers to stop Tasslehoff's fall, but it is too late for him, and he is apparently killed. However, Tasslehoff is unable to find the eccentric wizard's body.

The rest of the Companions infiltrate the prisoner populace, where Goldmoon discovers High Seeker Elistan, to whom she is meant to pass on the *Disks of Mishakal*; Elistan is destined to become the first true cleric of Paladine since before the Cataclysm. The Companions are able to help the prisoners escape, but they are met by Verminaard and his red dragon, Ember. A battle rages between Verminaard and the Companions, and when Ember seeks to destroy the escaping prisoners (including the children), he unwittingly enrages the senile red dragon Matafleur, who had been made the children's guardian. As the Companions bring down Verminaard, who is unable to face the holy power granted to Goldmoon by the goddess Mishakal, Matafleur sacrifices herself in order to kill the younger, stronger Ember.

Meanwhile, a traitor named Eben Shatterstone, who has tagged along with the Companions, discovers someone

very important mixed amongst the prisoner populace of Pax Tharkas—Berem, the Everman. As Eben seeks to lead Berem away, a portion of the fortress collapses, killing Eben and apparently killing Berem as well.

Following the rescue of the refugees, Goldmoon and Riverwind are married in a simple, beautiful ceremony.

The Council of Freedom and Entrance to Thorbardin. Following the escape of the refugees from the destruction in Pax Tharkas, the refugees form the Council of Freedom, with leaders of respective peoples representing groups of prisoners. The Council is formed by Elistan, Locar (a High Seeker), Hederick (the Seeker of Solace), Briar of the Plainsmen, and Brookland of the elves. The Council entreats the Companions to find a safe haven for the refugees, and to find the gates of Thorbardin, where they believe they can secure sanctuary.

The Companions seek out the gate to Thorbardin, where they find themselves embroiled in dissension amongst the mountain dwarves. They are told the only way the dwarves would allow the refugees to enter the mountain fortress is if the heroes can find the lost *Hammer of Kharas*. The *kingsword* known as *Stormblade* is discovered, and with it, and the aid of the *Helm of Grallen*, the heroes are able to locate the hammer in the floating island known as Derkin's Tomb, where Kharas hid the hammer centuries prior. With both hammer and *kingsword*, Hornfel is made Thane of the Dwarves, and the gates of Thorbardin are opened, welcoming the eight hundred refugees from Pax Tharkas. Their duties accomplished, the Companions rest briefly before setting off once more, this time for the famed Tarsis, a port renowned for its "white-winged ships."

The Dragonarmies Advance. The dragonarmies march against Thorbardin, laying siege to its northern gate. A wing of the Red Dragonarmy strikes south, around the New Sea to Tarsis and the Plains of Dust, then marches towards Kharolis to cut off dwarven retreat.

The Companions in Tarsis. The Companions travel to Tarsis, using an ancient map possessed by Tasslehoff Burrfoot. Unfortunately, they discover the map is inaccurate, dating to a time before the Cataclysm—the devastation of the Cataclysm caused the bay of Tarsis to drain away, leaving the once-famed port city of Tarsis land-locked.

The Companions seek out the lost library of Khrystann, where Tasslehoff meets a contingent of Knights of Solamnia traveling incognito; as Solamnic Knights, they are not welcome on the streets of Tarsis. It is in the library that Tasslehoff discovers the secret of the *dragon orbs*, thanks to a pair of magical spectacles. Meanwhile, some of the Companions are caught and brought before the Lord of Tarsis, whose advisor works for the dragonarmies. It is here that Tanis Half-Elven, Gilthanas, and Sturm Brightblade meet the Silvanesti princess Alhana Starbreeze, who has come to Tarsis to search for mercenaries willing to brave the Silvanesti Forest to save her father, Speaker of the Stars, Lorac Caladon. Caught by the lady's beauty and

nobility, Sturm makes himself her champion, and the elven princess is equally impressed by the human knight, giving him a precious starjewel as a token of her respect.

When the dragonarmies move in to occupy Tarsis, the Companions seek to escape, but the inn they are staying at is destroyed, separating the Companions into two groups—one group heading south to the Icewall to search for the dragon orb, and the other enlisted by Alhana Starbreeze to help save her father in the twisted Silvanesti Forest.

Lorac's Nightmare. After being separated from their companions, the heroes Tanis Half-Elven, Caramon and Raistlin Majere, Tika, Goldmoon, and Riverwind are rescued by Alhana Starbreeze and her griffons. Pressed into aiding her in freeing her father, King Lorac, from the twisted realm of the Silvanesti Forest, the heroes strike off to the east.


The griffons drop the group outside the forest, leaving them to penetrate the twisted Silvanesti Forest, heading towards Silvanost, the heart of the realm. Caught in the nightmarish terrain of the forest, the heroes are given prophetic nightmares, showing each of them their possible dooms, and shaking the Companions to their core. Yet, the heroes struggle onward, eventually managing to reach the heart of Silvanost, where they discover King Lorac caught by the magic of the *dragon orb*, while Cyan Bloodbane whispers nightmarish imagery into the king's ear, taking ruthless advantage of the king's spiritual connection with his homeland to twist the forest into a dark, dangerous domain. The heroes release Lorac from the grip of the *dragon orb*, sending Cyan Bloodbane away from the forest, and setting into motion the eventual liberation of the forest from Lorac's Nightmare. Drained by what he has seen, and by the relentless magic of the *dragon orb*, Lorac passes away, asking Alhana to bury him in the forest.

By right of his magical knowledge, Raistlin Majere lays claim to the *dragon orb*, while Alhana gives the magical blade, *Wyrmsbane* (twin to *Wyrmslayer*), to Tanis, as Tanis had to leave *Wyrmslayer* behind when the Companions were separated in Tarsis. Regaining their strength, the heroes travel to Port Balifor.

The Icewall. Joined by the covert Knights of Solamnia, who are led by Derek Crownguard, the Companions, including Laurana, Tasslehoff, Elistan, Flint, Sturm, and Gilthanas, strike off to Icewall in search of the *dragon orb*. Reaching a village of Ice folk, Flint agrees to remain behind as a hostage in order for the tribe's shaman, Raggart, to serve as a guide to Icewall Castle for the others.

At first, Raggart is jealous of Elistan's abilities as a true cleric, but he overcomes his jealousy and presents Laurana with a *frostreaver*. As the heroes reach Icewall Castle, they discover what appears to be a knight on the back of a dragon, wielding a strange lance. At first, Derek is convinced the knight is a renegade, riding an evil dragon, but Sturm does not accept this belief. This is reinforced by the action of the dead knight seemingly passing Sturm the lance, despite being frozen in the solid ice.





Back at the Ice folk camp, a massive force of thanoi, working for the dragonarmy, attacks the site. Flint aids the Ice folk in the defense of their village, successfully chasing off the walrus-men.

In the castle, the group is confronted by the dark elf and renegade wizard, Feal-thas, the White Dragon Highlord. Derek Crownguard's knight companions are killed by the highlord, but Laurana is able to defeat him using the *frostreaver*. The heroes recover the *dragon orb* hidden within the castle. Fleeing the Icewall with the lance and the *dragon orb*, the Companions seek to head for Ergoth aboard a ship, but their ship is attacked by the white dragon, Sleet, whose icy breath is able to cause the ship to founder and run aground on the coastline of Southern Ergoth. The heroes are taken captive by the Silvanesti refugees, but once Laurana identifies herself as a Qualinesti princess, a Kagonesti healer named Silvara is tasked with escorting the heroes to Qualimori, the home of the outcast Qualinesti court.

Qualinesti Outcasts. When Laurana and Gilthanas are reunited with their father, Speaker of the Sun Solostaran, and elder brother Porthios, Gilthanas is welcomed as a hero, but Laurana is treated as a pariah, for she ran away from Qualinost in the dark of night in pursuit of the illegitimate Tanis Half-Elven. The Qualinesti claim the *dragon orb* in the name of the elves, along with *Wyrmslayer*, which Laurana has carried with her since she was separated from Tanis in Tarsis.

Heartsick, and realizing the elves should not control the *dragon orb*, Laurana gathers Theros Ironfeld, her brother Gilthanas, the Kagonesti healer Silvara, Tasslehoff, Flint, Sturm and the surviving Solamnic Knight, Derek Crownguard. Stealing the *dragon orb* away, Laurana leads the party away from Qualimori. Silvara tricks Derek Crownguard and Sturm Brightblade into leaving the group, taking the *dragon orb* with them as they head for a nearby Solamnic outpost. At the same time, Silvara leads the others towards the mysterious Foghaven Vale. Along the way, Gilthanas and Silvara fall in love with one another, but Laurana's distrust of the silver-haired Kagonesti only increases, as they get closer to the vale.

Once past the mystical defenses of Foghaven Vale, the group finds themselves standing before the legendary Dragon Monument, the Tomb of Huma Dragonbane. In Huma's tomb, Silvara casts a spell upon the group, placing them into an enchanted slumber, but Tasslehoff manages to escape the spell by concealing himself beneath Huma's massive shield.

Tasslehoff finds a hidden tunnel that takes him deep into the Dragon Monument, where he emerges into a chamber, to meet once more with the mysterious Fizban. Tasslehoff is shocked and overjoyed to find Fizban alive. Tasslehoff is then directed to notice murals depicting knights mounted on the backs of metallic-hued dragons, presumably dragons of light, as opposed to the chromatic dragons of darkness. Together, Fizban and Tasslehoff return to the chamber where the heroes slumber, and

where Silvara seems caught up in a terrible conundrum, standing amongst the sleeping bodies. Fizban sternly orders her to release the spell and to tell them the truth. Reluctantly, Silvara reveals her true identity as the silver dragon, D'Argent, sister to the same silver dragon beloved by Huma Dragonbane. Gilthanas is horrified, and a wedge is driven between the two young lovers. Gathering her courage, Silvara teaches Theros Ironfeld, how to create *dragonlances*, like the lance they had discovered in Icewall Castle.

352 AC

The Trial of Sturm Brightblade. Once Derek Crownguard and Sturm Brightblade reach the Solamnic outpost, Derek attempts to take complete claim for the recovery of the *dragon orb*, simultaneously leveling serious charges of dishonor against Sturm Brightblade in order to discredit him. During the trial, it is revealed that Sturm Brightblade is not, in fact, a Knight of Solamnia, nor does he have the right to wear his father's armor. However, upon the oath and trust of Gunthar uth Wistan, Sturm is cleared of the charges of dishonor and granted interim status as a Knight of the Crown, until the matter is settled.

Placed under Crownguard's command, Sturm sails with other Solamnic Knights on towards Palanthas, then to the High Clerist's Tower, where the Knights of Solamnia plan to entrench themselves and prevent the dragonarmies from laying claim to the wealthiest city on Ansalon.

The Red Wizard's Wonderful Illusions. In Port Balifor, the Companions stay in the Pig and Whistle Tavern, where they seek some way into Flotsam and enemy-controlled territory. While there, they discover amongst themselves numerous talents: Raistlin performing his prestidigitation, Tika dancing, Goldmoon singing while Riverwind plays his flute, Caramon performing acts of physical strength... and thus is born the traveling sideshow known as The Red Wizard's Wonderful Illusions. Under this guise, the heroes are able to earn money and travel safely to Flotsam. Goldmoon is also able pass on the word of the true gods to a populace desperate for hope, and true clerics of light begin appearing across Ansalon once again—in small numbers at first, but eventually in greater and greater numbers.

The Whitestone Council. Representatives from the remaining free nations gather on Sancrist at the Whitestone Glade to forge an uneasy alliance. After the Companions rediscover the legendary *dragon lance* in Icewall and recover the *dragon orb* from Icewall Castle, the two artifacts are brought to Sancrist. Unfortunately, arguments over who will control the *dragon orb* spark between the Silvanesti, the Qualinesti, and the Solamnics, until a fed-up Tasslehoff Burrfoot darts out, takes up the *dragon orb*, and shatters it against the legendary Whitestone.

As the enraged attendees turn against Tasslehoff, a brilliant silver lance pierces the air, embedding itself with violent force in the otherwise indestructible Whitestone.

The lance is a *dragonlance*, thrown by Theros Ironfeld, and the first known to have been forged since Huma's time. With these, the forces of the Whitetone Council can finally strike back against the dragonarmies.

With Laurana's testimony, Sturm is cleared of all charges of dishonor, and Gunthar asks her and her friends to travel to Palanthis in order to bring word of his innocence to the knight and the others of his garrison. Laurana agrees to do so, and along with Flint and Tasslehoff sails from Southern Ergoth to Palanthis.

Tanis and Kitiara. When Tanis and the others arrive in Flotsam, a city controlled by the dragonarmies, they try to book passage on the *Perechon*. While in town, Tanis and Caramon acquire sets of armor worn by officers in the dragonarmies. When Tanis is set upon by an elf, who mistakenly attacks him believing Tanis to be in league with the evil armies, the half-elf is saved by the commander of the Blue Dragonarmy, who is none other than Kitiara uth Matar, his former lover. Believing Tanis is now a member of the dragonarmy, Kitiara invites Tanis along with her, and the two resume their love affair.

Siege of the High Clerist's Tower. In early spring, the Blue Dragonarmy besieges the High Clerist's Tower near Palanthis. Laurana is named the Golden General, a token position meant to honor her for her part in recovering and reconstructing the *dragonlances*, and she aids in the defense of the tower. The Blue Dragonarmy seems too powerful to be defeated, until Tasslehoff discovers another *dragon orb* within the tower. With his *Glasses of Arcanist*, the kender is able to translate the language of the *orb*, and reluctantly gives that information to Laurana. Laurana uses the *dragon orb* and reveals the deadly secret of the tower—that it had been modified to serve as a death trap against attacking dragons. Regrettably, Sturm Brightblade dies in one-on-one battle against the Dragon Highlord of the Blue Dragonarmy, who reveals her true identity to Laurana when Laurana rushes to the side of the fallen Sturm. Kitiara taunts Laurana with news of Tanis, while giving her three days to bury their dead.

Into the Maelstrom. While Kitiara is away in Palanthis, Tanis returns to the inn where his companions are staying. He convinces them to board the *Perechon* immediately, telling them they must leave Flotsam quickly before Kitiara discovers their whereabouts. Aboard the *Perechon*, Tanis discovers that Maquesta's helmsman, Berem, is the one

who everyone in the dragonarmies has been searching for, the Green Gemstone Man. The Companions flee Flotsam, but unfortunately, Kitiara has had Tanis followed,

not completely trusting her half-elven lover's "conversion" to the Dark Queen. As the *Perechon* sets sail, it is pursued by blue dragons led by Kitiara.

In desperation, Berem sails the ship into the deadly Maelstrom at the heart of the Blood Sea, seeking to escape capture by the Dark Queen. As the ship is caught in the inexorable pull of the whirlpool, Raistlin uses his *dragon orb* to abandon his fellows and his brother, setting himself on his own path towards the future. Abandoned by Raistlin, with the blue dragons and Kitiara driven off by the

Maelstrom, the *Perechon* is dragged beneath the waves.

The Companions awaken to find themselves in the undersea ruins of Istar, where they have been taken by the Dargonesti sea elves that saved them. Tanis is able to convince the sea elves that even under the sea they would not be safe from the Dark Queen's evil designs of world conquest. Finally, Tanis and the others are able to convince the sea elves to take them back to the surface, to Kalaman. The sea elves escort the Companions to a small fishing village outside of Kalaman, removing much of their memories of Istar and the sea elves, although Caramon and Tika retain some memories, particularly of their newly forged bond.

Secret of the Draconians. A special force of knights, aided by the elven prince Gilthanas, the silver dragon, D'Argent, and the copper dragon, Cymbol, successfully infiltrate the city of Sanction, discovering the secret keeping the good dragons out of the war. When it is revealed that many of the captured good dragon eggs had been used to create draconians, the metallic dragons are freed from their oaths and swiftly enter the war.

In Palanthis. The *dragon orb* transports a battered and weakened Raistlin to the steps of the Great Library in Palanthis, where, due to a strange pact with Astinus, he is granted access to the spellbooks of Fistandantilus that have been stored there.

Meanwhile, after the battle at the High Clerist's Tower, Laurana convinces the Lord of Palanthis of the city's danger from the dragonarmies, despite treaties made between the city and the Dark Queen's forces, pointing out that such treaties hadn't saved the Silvanesti. Lord Gunthar places control of his armies in her hands.



THE TIMELINE & WAR OF THE LANCE CAMPAIGNS

THE timeline given here is extensive, covering many of the events found in the Dragonlance novels and short stories that take place during this era. However, if certain events conflict with things that occur in your individual campaign, you are encouraged to allow for such variations. Players and Dungeon Masters may find the actions of their Player Characters change the course of the War of the Lance, and thus changing the entire flow of events leading onward into the Chaos War and even unto the War of Souls, many decades in the future. If this happens, do not be discouraged, and don't feel the need to be constrained by forcing the players to adhere to the timeline, if the course of the campaign changes things. There are a number of ways you can take the campaign further along, and following are a few suggestions on how to do so.

The River Flows Unchecked: Given the possibility of time travel through spells such as *time reaver*, or artifacts such as the device of time journeying or the Anvil of Time, there is a possibility that time may be altered. One way of dealing with this is to assume there are others also traveling through time, purposefully attending to and preventing events from being altered. Thus, even if the Player Characters seek to assassinate

Kitiara and prevent the Blue Lady's War, for example, another group of NPCs is there to prevent such an occurrence, either by directly facing the PCs, or by waiting for the PCs to leave and fixing things in another way, thus allowing the River of Time to flow unhindered. Alternately, it is the PCs who have been tasked with patrolling time and ensuring that events happen as they will.

The River Shifts Directions: With this option, it is possible that entire events may change, thus forever altering the flow of time. The Irda may never crack open the Graygem, thus Chaos is never released, thus the Chaos War never happens, thus the gods do not leave, thus Takhisis is unable to steal the world, thus the Dragon Overlords do not find Krynn, and thus the War of Souls does not occur, and so on. This option may be a rewarding challenge for players and DMs alike to visualize, creating a Krynn where these events never occurred, and thus creating an entirely new future. Of the options presented here, this may be the most difficult, as it will require a considerable amount of effort in redesigning and re-envisioning a Krynn far different from that found in the novels and official material.

With the arrival of the metallic dragons, and the aid of the *dragonlances* forged by Theros Ironfeld and other *dragonlances* discovered in hidden caches, the forces of the Whitestone council are finally able to take the offensive. The good dragons and the *dragonlances* are able to help claim vital victories for the Whitestone Forces. Flint, Tasslehoff, and their bronze dragon mount, Fireflash, capture Kitiara's second in command, Bakariss.

Counterattack. In the summer, the armies of the Whitestone Council begin striking back at the dragonarmies. They quickly reclaim much of Solamnia. The dragonarmies counter by unleashing their reserve forces, including five flying fortresses, but their conquests are already slipping away. The siege of Kalamán by Whitestone forces marks the beginning of the end for the dragonarmies.

In a desperate ploy, the Golden General makes plans to march her Whitestone forces across the Estwilde to assault the vale of Neraka, the stronghold of Takhisis's forces. Ariakan, son of the self-proclaimed Emperor of Ansalon, Lord Ariakas, is taken prisoner by the Solamnic Knights.

As the Golden General makes plans for her march eastwards, she receives a missive from Kitiara, offering to trade a wounded Tanis for the return of Bakariss. Despite misgivings from Flint and Tasslehoff, and the suspicion of a trap, Laurana spirits Bakariss away from Kalamán, leaving her army behind, heading to the appointed meeting place

with only Flint and Tasslehoff at her side. They are met by Lord Soth, the death knight whose loyalty to Kitiara is truly undying. In the confusion, Bakariss assaults Laurana, but is struck down by Tasslehoff, and the death knight Lord Soth spirits Laurana away, taking the Golden General prisoner.

To Neraka. In Kalamán, Tasslehoff and Flint reunite with Tanis and the others, telling Tanis of Laurana's capture. The heroes head southeast, traveling through the rugged Nerakan mountains, where they meet up once again with the eccentric wizard, Fizban. Berem, terrified of encountering the Dark Queen in Neraka, attempts to escape the heroes, but is prevented by Flint. Unfortunately, Flint has a heart attack, and the others come upon Berem leaning over the prone Flint. Enraged, Tanis tries to kill Berem, believing the Everman responsible for Flint's death, but the Everman's curse prevents him from truly dying.

Within the mysterious hidden valley known as Godshome, Flint's body is magically whisked away by Fizban. It is here where Berem reveals the full truth behind his origins, and the reason he fears the Dark Queen—and why she fears him. This only proves to strengthen the belief that Tanis and the others must take Berem with them to Neraka, as they seek to rescue the captured Laurana.

In Neraka. When the Companions arrive in Neraka, Tanis has the others infiltrate the temple, while he seeks out Kitiara, offering himself in exchange for Laurana.

Kitiara accepts Tanis's offer, although she plans on betraying her word. She tells Tanis that if he strikes down Ariakas and brings her the *Crown of Power* Ariakas wears, that she will allow Laurana to go free. As Kitiara maneuvers Tanis into position, he discovers a Black Robed Raistlin amongst the ranks of the Dark Queen's forces. Raistlin tells Tanis that he will remove Ariakas's magical protections, providing him with the opportunity he needs to strike.

As Tanis is preparing to move against Ariakas, the others investigate the dark temple the Queen of Darkness has built upon the Foundation Stone. Beneath the temple, they are discovered by Gakhan, a draconian assassin loyal to Kitiara, who brings his formidable forces to bear against the Companions. Horrifyingly, before the eyes of the Companions, the events revealed in the prophetic nightmares of the Silvanesti Forest begin to occur, as one by one they seem to fall against the sheer number of the enemy. It is the appearance of Raistlin that enables the prophesized events to change, however. Raistlin lends his aid, reuniting Berem with the spirit of his sister, Jasla, as he throws himself upon the Foundation Stone and is finally able to embrace true death.

With Berem's death binding the Foundation Stone, the Dark Queen's connection with the physical realm is torn, and the temple begins to fall apart. In the confusion, Tanis is able to strike down Ariakas and gain the *Crown of Power*. The Dragon Highlords and their forces fall to fighting one another over gaining control of the crown, giving Tanis and Laurana the opportunity to escape the crumbling temple. They are met by Kitiara, who allows them to leave together, taunting Laurana with the fact that Tanis will never forget her. As they escape, Lord Soth appears and hands Kitiara the *Crown of Power*, the two leaving jointly with their own plans in mind.

The Companions are reunited outside the ruins of the temple, where Fizban reveals himself to be the god, Paladine. He congratulates the companions, wishes them a fond farewell, and disappears. In the night sky, both the constellations of Takhisis and Paladine return to their normal positions, threatening each other in eternal conflict.

The War of the Lance Ends. With the defeat of the Dark Queen, her dragonarmies scatter across Ansalon, retreating to remote corners of the continent. Dragons, both metallic and chromatic, retreat as well, although they can still be occasionally seen soaring through the skies.

353 AC

Harrying the Foe. Whitestone forces scour the land, hunting down the remnants of the dragonarmies. The dragonarmies still occupy much of central, eastern, and southern Ansalon, but they no longer are bound together under the Dark Queen. Each dragonarmy and surviving leadership has their own goals and plans, but the efforts of the Whitestone Council do much to hinder these plots and reduce their numbers.

Master of Past and Present. Raistlin Majere, Hero of the Lance, former Red Robe wizard turned to Black Robes, enters the Tower of High Sorcery in Palanthas. He is proclaimed the Master of Past and Present.

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 of the Order to be updated to reflect modern times.

The Elves Return. The Qualinesti and Silvanesti return to their respective homelands. The Silvanesti begin the arduous task of cleansing their forest of the remaining taint of Lorac's Nightmare.

THE YEARS TO COME

The following decades see a great change across Ansalon, as the continent recovers from the ravages of war. It is a time of healing, but also of confusion, for the gods have returned after more than three centuries of absence, and mortals struggle to resolve the distrust and pain caused by the Cataclysm and the Shadow Years.


Unfortunately, looming ominously on the horizon is an event that will end the chapter of the Fourth Age and mark the beginning of Krynn's Fifth Age.

GEOGRAPHY AND CLIMATE OF ANSALON

From the broken isles of the ancient human empires to the west, to the verdant savage lands of the minotaurs to the east, Ansalon is a continent recovering from the brink of apocalypse. Ansalon is not the only landmass on Krynn, but it takes center stage in the battle between the forces of good and evil on that world.

When the gods first shaped the continent of Ansalon, it was mostly one landmass with the exception of two large islands on the west and southeast, and a small chain of tiny isles to the north. Folk could travel overland from the western shores of Ergoth to the eastern shores of the empire of Istar, provided they chose their path wisely. Roads connected many of the ancient empires. At one time, a great road connected the elven lands of Silvanesti to the Lord City of Tarsis to allow for trade between those two realms. Similar thoroughfares connected Solamnia to Hylo and Ergoth.

All this changed when the gods threw down the fiery mountain that shattered the continent. The resulting shockwave caused massive changes across the face of the continent. New mountains were formed, and shorelines sank. New lands arose from the oceans, while old coastlines reformed, sometimes hundreds of miles from their original locations, leaving some port towns in newly formed highlands. Geothermal activity increased, and volcanoes became more active, forming new lands in the aftermath of their explosive eruptions. Old roads were broken or submerged beneath new waters. Travel between cities and between villages was lost in many regions.



Months after the destruction, when the quakes finally settled, the result was an entirely new land.

Ansalon now covers an area of some 1,320 miles from Sancrist to the Blood Sea Isles, and 960 miles from the northern tip of Nordmaar to the Icewall Castle of the far south. A variety of geographic types and climates cover its broken face. Traveling across Ansalon one can find barren deserts, bountiful plains, deadly bogs, towering mountain ranges, lush forests, sparkling inland seas, and exotic jungles. Each location is dotted with ruins of both ancient and not so ancient civilizations. The remains of ogre and elven cities mingle with pre-cataclysmic Ergothian castles, Istarian outposts, and early Solamnic fortresses.

Three hundred years after the Cataclysm, folk are just beginning to look beyond their borders. What they are discovering is that the old maps are wrong and new maps are hard to find. Those few merchants and travelers that have explored this new land are the only source of news from other places, and trade is minimal at best. Up until now, the changes in the landscape of Ansalon have largely discouraged many from straying too far from their homeland, lest they end up in places they would rather not be. It will be up to the people of Ansalon to forge a new destiny in this undiscovered country. Whether that destiny will be for good or for evil remains to be seen.

PRE-CATACLYSM CLIMATE

The continent of Ansalon is situated in the southern hemisphere of Krynn. Therefore, it is naturally warmer in the north, where it is closest to the equator, and cooler as one travels south. Ansalon contains a wide variety of climates that range from the southern tundra to sultry northern reaches, and every variation in between.

Prior to the Cataclysm, most of the continent was located in a temperate zone. The two exceptions to this rule were the tundra-like conditions located between Kharolis and Silvanesti, and the sweltering rain forests and jungles north of Istar. The most favorable weather in the continent was in a band that ran from Ergoth and Solamnia over Thoradin and the elven lands of Silvanesti. The grasses were nearly always green and plants thrived in the mild weather, making these locations prime farmland.

South of this band lay transitional climates that straddled the cooler temperatures of the south. This region was home to Qualinesti, Thorbardin, and the western reaches of Silvanesti. Most of these folk left the more temperate climes to establish new homes. Further to the south the summers were slightly shorter and the storms were plentiful in the spring and fall.

In the far south life was hard. The summers lasted only a matter of weeks and the winters stretched on for most of the year. Only barbarians, ogres, and thanoi (walrus men) chose to live there. It took a hard heart and savage instincts to survive the lethal winters. The warm prevailing winds carried from the east tempered the biting cold of the south and provided the much needed warmth for the grasslands further inland.

On the northern edge of the temperate band was a region of deserts that stretched from Thoradin through the Sea of Shifting Sands south of Istar. Rain here was rare and summers were long. Any rain that did make it inland came down in torrents. The skies would gather gray clouds in a matter of hours, resulting in downpours that would leave the sands wet and take hours to dry. Thunderstorms and sand storms were more likely to scour this region, rather than deliver revitalizing rains.

Farther north and east in the highlands of Istar, the soils were rich, resulting in vast savannas. The stubborn grasses along the desert's edge were transformed into fields of gold further north, dotted with the occasional tree. The summers were hot, but the rains were plentiful, as westerlies from the Northern Courrain brought rains that halted the advance of the desert. It was in this land of rich soils, hot summers, and mild winters, that the provinces of Istar flourished and grew.

Continuing north of Istar one could find verdant rain forests. The Sadrahka Jungle and province of Falhana were thick with foliage and unusual wildlife found nowhere else on the continent. The climate was humid and sweltering, and the people dark and exotic. Winters here were non-existent and the year-round balmy climes allowed rampant vegetation growth.

Of course, that was before the Cataclysm and the changes it made to the continent. In the Age of Despair much of the climate has changed, and not necessarily for the better.

CHARACTERISTICS

There are two factors that usually describe a region's climate: its latitude and regional rainfall. There are always other factors to take into consideration as well. The geography of a location will also have an impact on the climate. Large bodies of water tend to cool surrounding lands and facilitate the production of cooling rains that help moderate temperatures. Altitude is another large factor, as evidenced by the snowcapped mountains that often exist even in the hottest locales. With all the changes to the Ansalon geography, the climate has become that much more complex and unusual.

When the gods punished the world and shattered the continent, much of the climate changed. The fault Istar was located on buckled, forcing additional ridges to rise in the Khalkists and raising the lands of Nordmaar. The resulting distortion of the mantle also lifted up the lands in the south, draining the bay of Tarsis and allowing the encroachment of ice flows from the frigid south. All the raised land displaced the water and flooded low-lying waterways, completely separating the west into a series of islands and resulting in the New Sea that flooded the center of the continent. All these changes had a direct impact on the climate during the Age of Despair.

THE SOUTH

In the south, the once-green, rolling grasslands of Silvanesti and Kharolis have dried up. The Maelstrom grabbed the temperate currents that once flowed across the southern plains and pulled them north and east. As a result, the glacier of Icewall eventually crept over the coastline and the Old Coast Road that once ran along it, bringing with it chill air and fierce blizzards. The verdant savannahs have turned to dust. Summers last a mere two months, and during that time the temperatures soar during the day and drop well below freezing at night. The only form of precipitation is heavy snows in the winter months, which evaporate before spring. Many of the plants and grasses of this region have died off, leaving a cracked and rugged terrain.

To the east, the forests of Silvanesti shrank in size. The formation of the Khurman Sea created a new coastline where villages dedicated to House Mariner were now built. Although within the forest of Silvanesti the climate is largely magically controlled, the reality is that the elven homeland has turned considerably colder and more prone to storms. The warm air currents of the easterly-moving Courrain Ocean clash with the cold air of the south, moving many of the storms further north over the elven lands and the ogre lands of Blöde. These storms have been known to flood the Thon-thalas, from time to time.

Inland from the Plains of Dust toward the New Sea, the climate becomes more temperate. The summers are mild, and the winters are bitter cold and prone to snowstorms. During the summer, storms are few and during the springtime showers are mild. The coastline of the New Sea is a small picture of what the Plains of Dust were before the Fall of Istar. Many small fishing villages, ruins, and towns dot the shoreline here.

The Isle of the Schallsea enjoys long hot summers tempered by sea breezes. The same sea breezes bring heavy snowfall for two months during the winter months.

To the east over Qualinesti and Abanasinia, the weather tends to be more temperamental. Moist air from the Schallsea clashes with the cold air of the south to form terrible storms. When rain arrives it comes down hard, and during the winter months snow blankets much of the region. Spring and summer are much more agreeable, only dotted with the occasional thunderstorm. In the upper reaches of the Kharolis Mountains, snows are heavy in the winter, resulting in runoffs that bring fresh water to its lower reaches while creating fertile soils in the lands below. This gives the hill dwarves of Thorbardin some of the richest farmlands in the region, boosting their trade with both the humans of Abanasinia and Tarsis.

Further south, the temperatures drop, and the region surrounding Tarsis is always chilled. This “Lord City”, as it was formerly called, was once a port city, until the coastline moved over fifty miles to the south. Summer in Tarsis lasts for two months while the temperature is almost tropical, before it falls again and the cold winds from the southern reaches make their way unimpeded to

the stranded port city. To the east of Tarsis, in the region of Kharolis, the cold weather frequently brings harsh storms and cool summers.

THE WEST

In the west of Ansalon, the Empire of Ergoth had long been in decline. Since the Rose Rebellion, Solammnia had grown in strength and numbers while Ergoth dwindled. The killing stroke was the fall of the capital city of Daltigoth. Daltigoth was annihilated when the Wizards of High Sorcery destroyed their Tower to prevent it from being invaded. The loss of the capital was devastating to the empire, and Daltigoth fell into a downward spiral of lawlessness and warring aristocratic families who claimed to have legitimate claims to the throne. Therefore, the population levels of Ergoth were relatively low when the empire sank into the sea. Only the highlands and mountain regions survived. Those folk unable to make it to the high ground were washed away. Ergoth was fractured into a number of islands—three small ones, Nostar, Enstar, and Cristyne, and two larger islands, named Southern Ergoth and Northern Ergoth respectively. The Isle of Sancrist, home of the Whitestone Glade, expanded as a result of a new series of mountains forming to the north—delighting the gnomes who make their home there.


Over the island of Nostar, the cold air from the Serrion Sea clashes with the warm water currents from the north, resulting in heavy storms. These collisions cause heavy wet snow in the winter months and spectacular lightning storms in the summer. The days are always overcast, and it is rare that the sun ever shines directly over this region of Ansalon.

Heading northwest, the island of Enstar shares much of the same weather as Nostar, but the storms are often much less powerful. This allows for some farming and trade to take place, as the ocean waves here are nowhere near as violent as those surrounding Nostar. In the spring and summer months, temperatures are warm and humid. In the winter months, a light snow falls over the hilly plains, and playful gusts of wind roam the island.

The isle of Cristyne enjoys moderate climates further to the north. Spring rains and summer showers provide fertile soils, allowing the forests and farms there to prosper. The warm air currents surrounding the island create mild winters and humid summers. Rain is plentiful and during the winter most snow flurries turn into a cold drizzle.

Southern Ergoth itself is split into a number of geographical regions. The south and west enjoy the fertile soils and bountiful rainfall of Cristyne. This rainfall is often blocked by the Last Gaard Mountains, however, and usually does not pass beyond those stony barriers. Near the middle lays the Bay of Darkness. This allows for some rainfall, yielding green grasses and rich soils—even though these are largely wasted on the ogres living there. The northern half of the island is dry. The lack of rainfall has created a vast desert where temperatures soar during the





day and fall during the night. Desert nomads, descendants of the people who lived in the great forests that once stood near here, now roam these lands. It is only along the coast of the north that any habitable regions can be found and these are dotted with human villages.

Northern Ergoth is divided in two by the Sentinel Mountain range. The southern reaches of this land are dry and cracked from a lack of sea breezes. Remnants of the nations of Solamnia and Ergoth can both be found here, buried beneath the shifting sands. During the autumn, sand storms are prevalent, but most of the time it is simply hot and dry. West of the Sentinel Mountains, tropical breezes bring warm air and the occasional tropical storm during the spring and summer months, while milder winds prevail during the fall and winter. To the west the kender lands of Hylo enjoy a nearly year-round summer, with only a couple of months of cool weather in the winter. The kender nation is sheltered from the fiercest storms that come from the west and enjoys mild summers.

The isle of Sancrist is the westernmost land of Ansalon. The northern range of Sancrist is comprised of a plethora of mountains interspersed with rugged hills. Strong tropical winds from the west bring warm temperatures, and the forests and mountains protect the inhabitants from many of the smaller squalls that otherwise would occasionally come their way. Snowstorms will sometimes blow in from the SIRRION SEA during the winter months, but the snows never last long.

THE NORTH

The lands of the north are among the most civilized and settled in Ansalon. The human nation of Solamnia takes up a full third of the landmass. Prior to the Cataclysm, Solamnia had a limited coast in the north and south, but now it has full access to the sea on three sides. The realm of Coastlund comprises a chain of cities and large towns running along the Straits of Algoni on the west coast. This region receives bountiful rains and meek winters. As a result, it has some of the richest farmland in Ansalon. The Vingaard Mountains to the east of this region help trap warm air currents, making the winters in Coastlund gentle.

Palanthas to the north and east experiences a full range of seasons, with long summers and occasionally snowy winters. Nearly all of Solamnia lies within a band of temperate weather, with the exception of the Northern Wastes, which are more tropical. The moisture of that region is swept away by swift-moving ocean currents that prevent much rainfall from landing in the northern deserts.

The Vingaard River basin enjoys a three-month summer with ample rainfall, and a three-month winter. Springtime and autumn are planting and harvesting times respectively. The weather here often yields healthy plants and plentiful crops. This abundance of crops and cattle farming is what makes Solamnia such a wealthy nation. The port cities of the south, such as Caergoth and Edgerton, have a fair share of summer and winter storms

because of their proximity to the opening of the New Sea and the Straits of Algoni.

South and east of Solamnia, the nation of Lemish enjoys much of the same weather as Solamnia. The ample rainfall produces thick vegetation and dense forests. The lands north of Lemish receive the most rain in the entire Vingaard Valley. The plains there are rich, but are configured in jagged tufted ridges that make farming difficult. Cold air coming down from the Northern Dargaard Mountains mixes with the warm air from the valley to produce a number of thunderstorms over Throtyl and the Throtl Gap. In fact, the lands east of the Dargaard Mountains are mostly rugged dry lands that fade into marshy bogs. Estwilde and Taman Busuk occupy most of this rugged area, which is covered in dead dry grasses. In the springtime, heavy rains result in a burst of green grasses and plants, before the region quickly withers into brown again. The majority of the weather in this region consists of a humid, windless heat or violent thunderstorms. In northern Estwilde, the rains from these storms collect along the shores, leaving sporadic marshlands.

Nordmaar, situated at the farthest point north of the continent, boasts a tropical climate. Its jungles, plains, and marshes are among the most humid in all of Ansalon. Rainfall is plentiful, and the forests there shelter a number of strange plants that never shed their leaves and remain green year-round. Winter and the shade of the jungles are the only things that offer a brief respite from the unending heat.

THE EAST

The glorious Empire of Istar and its provinces once encompassed the majority of the land east of the Khalkist Mountains. Most of that land is now deep beneath the waters of the Courrain and is better known as the Blood Sea of Istar. At the heart of the sea is a massive maelstrom. This titanic whirlpool swirls in a swift, circular motion, drawing in the northern tropical air currents and displacing them far to the south. This phenomenon has brought much needed rain and moisture to a previously arid region of the continent, and moved the desert climates far to the north.

From the north, the tropical climate of Nordmaar gives way to more temperate, if humid, climes to the south. In the ogre lands of Kern, all along the western coast of the Blood Sea, green grasses prevail. Storms that have gathered in the Northern Courrain drift south over the northern peninsula of Kern, dropping torrential rains before being driven east by the Maelstrom. Although the rugged grasses cling to the rolling hills of the region, they begin to thin as the land progresses to the south and east, giving way to the dry cracked lands of Neraka and sandy desert wastes of Khur.

Above the Khalkists Mountains the climate is cold and dry. The altitude of the mountain ranges and the lack of rainfall also leave barren dry lands in the north. In the

southern reaches of the mountains, air currents from the New Sea, and the northern push of warm air from the Southern Courrain, create summer rains and winter storms that bring green grasses and fertile soils to the mountains and plains of Blöde.

The deserts of Khur are a combined result of the Maelstrom tampering with the jet streams and the cooling waters of the Khurman Sea carrying most storms south out to sea, or toward Silvanesti—carrying with them the much needed rain for the Silvanesti region.

East of the Khurman Sea are the lands of Balifor and Goodlund. These lands were once known as the Sea of Shifting Sands to Istar, or the Northern Wastes to the kender of Balifor. The Maelstrom changed all that when it brought warm moist air from the north. Eventually, hardy grasses took root and savannahs formed. The last remaining portions of the great forest of Balifor meandered to the north and formed the Kenderwood.

To the east and north of the Maelstrom lies the Blood Sea Isles. Broken into a chain of five small islands and countless archipelagos, the isles all share roughly the same climate. Tropical temperatures and fierce rains make these islands extremely hot and humid year round.

ABANASINIA

Capital: None. The Lordcity of Haven is the largest city with the most influence in trade and culture.

Population: 197,016 (civilized humans 39%, nomadic humans 35%, Neidar dwarves 9%, centaurs 8%, goblins 7%, draconians 1%, other 1%)

Government: Abanasinia is a confederation of several city-states and a few independent tribes. Each city has its own governmental structure. Most of the port cities are ruled by merchant princes. Mayors rule some of the interior towns, such as Long Ridge. In some towns the mayors are elected, but in others they are chosen through elaborate competitive tests of mind and body. Several communities in Abanasinia, including Haven, Solace, and Gateway, have formed a theocracy ruled by the Seekers, with a high theocrat governing each town.

Religions: Seeker (civilized communities) or ancestor worship (nomad tribes)

Trade: Civilized cities and towns export steel weapons and armor, grain, and ale. Nomadic people trade woven blankets, pottery, tanned hides, and handcrafted

Alignment: NG, CG, N

Abanasinia is best known for its wide plains of tall grasses, though the landscape is surprisingly diverse. The uncivilized grasslands are ruled by the nomadic plains tribes, whose borders shift in periodic warfare and the pursuit of good hunting and water supply. The eastern portion of the land holds a putrid swamp and the ruins of the ancient city Xak Tsaroth—almost completely destroyed by the Cataclysm and completely avoided by both civilized and nomadic humans. The Eastwall mountains separate the fertile plains from the swampy regions. Most of the civilized communities lie in the west.

LIFE & SOCIETY

The tribes who dwell in the plains are ruled by their own chieftains, who each pursue different agendas (see “Abanasinian Plains Tribes” in Chapter One), though largely they pursue a primitive, nomadic lifestyle that does not affect the greater world.

While the plainsmen aren’t particularly welcoming to outsiders, the other communities of the region accept those who have moved from other parts of Ansalon. The isolation of the region has made it an ideal location for those wishing to start new lives—or even form new identities. The people of most communities are generally accepting, judging people more on merit than circumstance of birth. Such tolerance seems to be waning, however, in the communities ruled by the Seekers, who are becoming more oppressive.

REGIONAL HISTORY

The life of the nomadic tribes remained largely unchanged after the devastation of the Cataclysm, save that most reverted to ancestor or totem worship as their primary religion. Civilized life changed in response to the radically altered landscape, including port towns founded along the Straights of Schallsea. Formerly isolated towns found themselves part of newly established trade routes. The citizens of Solace rebuilt their town up in the branches of their beloved vallenwood trees, creating one of the most unique human communities in all of Ansalon. Though life in some areas became more promising, the region remained dangerous. Goblins and bandits remained a continual problem for merchant caravans, and the area drew mercenaries from far and wide.

WAR OF THE LANCE

Abanasinia was largely conquered by the red dragonarmy, led by Highlord Verminaard. The Que-Shu tribe was destroyed when they traced the mysterious *blue crystal staff* (see Chapter Two) to the barbarian village. The Council of Highseekers sought to make peace with Verminaard, hoping their beloved homes would be spared. Most were conquered without a fight, though no town was left unscarred—particularly Solace, whose mighty trees were burned to the ground. Men were taken to work in the slave mines of Pax Tharkas, while women and children hostages were seized to ensure cooperation from the men. Elves hiding in the region were immediately executed, burned to ashes by dragonfire.

Though Abanasinia suffered terribly during the events of the war, it is also the region from which hope sprang back into the world. It is here that the Heroes of the Lance began their quest, playing an instrumental role in the defeat of the dragonarmies and their Dark Queen.

MAJOR SETTLEMENTS

Ankatavaka (Large Town, 2,256): The port city of Ankatavaka, located on the west coast of Abanasinia, was once part of the Empire of Ergoth until the Straits



of Algoni separated them from the Empire during the Cataclysm. The city rose to power during the reign of Gwynned VI. Religion was raised to a fevered pitch and the city of Ankatavaka was among the leading cities devoted to the teachings of religion. The city itself was in opposition to the rule of Istar and its strict views over religion. They were not sorry to see Istar fall, but the loss of the gods was devastating.

To survive, they clung to the tenets of their beliefs and restructured their society around spiritualism. The city is ruled by an oligarchy of “priests” that have worshiped a number of different deities over the generations since the ancient gods abandoned them. The latest religion to catch the eye of the priests has been the Seeker religion. Currently Deacon Ferro Shearmount (Nbl5/Master 8) is the most notable figure among the council. Recently he has been seen around town with strange emissaries from the city of Haven. These strange clerics seem to be wrapped in strange robes that hide their features.

Crossing (Large Town, 1,888): Crossing was established during the years following the Cataclysm. Located directly across the mouth of the New Sea from the city of Port O’Call, the town of Crossing started out as nothing more than a landing site near a rise that overlooked the Plains of Abanasinia. As it became clear that the location was one of the most likely spots of ships to make dock, a group of merchants from Caergoth, looking to establish their own port to the lands of the south, began building docks and the site started to attract journeymen and refugees. Requiring a way to protect themselves and their investments against pirates and attacks from warring plainsmen, the merchants formed the Scales Society, a guild in which every tradesman, no matter how big or small would contribute to the defense of the city through a tithe of their annual income. From this, the city guard, coast guard, and bureaucrats are paid. Presently a number of the Cloth Hats (Merchant Princes of the Scales Society) have made secret negotiations with the dragonarmies to allow the movement of troops and goods through their town, with no real concern about the consequences. To them war is all just business.

Haven (Large City, 14,889): The city of Haven was built on the ruins of an elven city that fell during the Cataclysm. The town was rebuilt by a number of families with the assistance of the elves, although that part of the story is often left out. The original founders made sure they established themselves as the true rulers of the town and based their elections and privileges in town based on their relation to the families of the town founders. The mayor of Haven Gerin Serrund (NG male human expert 6) can trace his lineage all the way back to his ancestor that erected the first stone building on the corner of Haven’s town square.

The town of Haven has long been shielded from outside influences and the people are fiercely conservative. They welcome outside trade, but outsiders are not welcome into meddle in their affairs. Recently a group of men known as the Seekers have begun practicing their religion. The power of the Seekers in Haven is so great they have usurped political power from the mayor and created the governing body of the Council of High Seekers.

New Ports (Large Town, 3,219): The city of New Ports was founded by a Merchant Lord in the years following the Fall of Istar. The harbor was a perfect port for trading with the elves of Qualinost, and before long a fleet of ships had made port there. The city itself is run much like a ship. There are a number of different guilds in the city that each claim to have a “captain” and a “crew.” There is no central authority and each guild maintains a section of the city where their goods and services are offered. There is no central residential district as each guild maintains a number of homes within their section of the city. Each guild barter with one another for their needs. This makes it difficult for New Ports to respond as a city to any outside threats as each guild is mostly concerned for their own welfare, but in times past the guilds have been known to join together against a common enemy. Occasionally a merchant lord with enough influence over multiple guilds will attempt to rule over New Ports as a self-styled Merchant Prince. Currently there is no central power however.

Long Ridge (Small Town, 1,876): The town of Long Ridge is located between the Abanasinia Plains and the northern most foothills of the Kharolis Mountains. The city has always had dealings with the barbarians of Abanasinia, both good and bad. They have endured a number of attacks over the years, but within the past decade the plainsmen and citizens of Long Ridge have been on good terms. In fact the current mayor of Long Ridge is a plainsmen from the Que-Teh tribe. Kelion Seerstone was always considered a bit strange among her people. She was destined to become an outcast in the tribe someday for her eccentric dreams and odd ideas. On a visit to Long Ridge during a harvest festival last year, she was

inspired to participate in the election ceremony to run for mayor and won. The townsfolk of Long Ridge are a mix of plainsmen and more civilized folk. The town is comprised of buildings constructed of wood with a low stone wall.

Solace (Hamlet, 388): In the shade and peace of the giant Vallenwood trees lies the village of Solace. It is a small out of the way place where everyone knows everyone else. The folk of Solace long ago decided to make their home in the boughs of the giant trees and wooden bridges and ladders crisscross from one tree to another. The homes are crafted to balance in the trees without actually harming them. As a small town Solace does not get many visitors, mainly folk passing through from one part of Abanasinia to another, but a rest area known as the Inn of the Last Home does a brisk trade thanks to its reputation for good ale and delicious spiced potatoes. The mayor of Solace Twombly Willowsby stepped down from his post when Hederick arrived from Haven bearing the doctrine of the Seekers and his promise to keep the village safe from harm.

ADVENTURE IDEAS

- ☞ A group of merchants traveling the foothills of the Khalkist Mountains has recently returned with tales of a strange dwarf dressed entirely in red that has been demanding payment for passage through the foothills. Some claim he is a bandit while others believe he is searching for something in particular as he searches each wagon that passes through. Who is the strange dwarf and why is he guarding passage through the mountains?
- ☞ Outside of the nearest town, the body of a Seeker priest was found dead and hanging upside down from a tree. On the ground beneath the only tracks that were found were from a pack of wolves. The last time the Seeker was spotted he was outside an abandoned temple of some ancient god. Who killed the priest and will the killings continue?
- ☞ While traveling through Abanasinia the Adventurers hear news of a local Wizards Fair being held in a nearby town. The fair was established by Rouge the Red-robe to promote the good intentions of the Wizards of High Sorcery in the region. Unfortunately, on the eve of the celebration, Rouge is kidnapped. All that can be found near the location of her disappearance is a strange clockwork pocket watch. The Adventurers may be drawn in to track down the Red Robed Wizard.
- ☞ A roving band of kender poking around an elven ruins claim to have uncovered a magical chamber deep within the ruins that allows visitors to see visions of the past and tell tall tales of visages of elven history they have witnessed. If it wasn't for the dark dwarves kicking them out of the ruins, they might have been able to finish watching the end of the Second Dragon War.
- ☞ Plainsmen from the north have recently been arrested by the High Seekers for crimes against the church. The Seekers claim the Plainsmen attempted to use poisons to kill a local farmer, but were discovered before they

could finish the job. Are the accusations true? It won't matter in the next two days as the plainsmen are set to be executed for their crimes.

BALIFOR

Capital: Port Balifor

Population: 88,473 (civilized humans 37%, nomadic humans 41%, kender 15%, draconians 2%, elves 2%, dwarves 1%, gnomes 1%, other 1%)

Government: Totalitarian (Port Balifor, Black Dragonarmy), Khanate (nomadic humans), Oligarchy (kender)

Religions: Hiddukel (Duskmen)

Trade: Spices, diamonds, glass, petrol, and ancient artifacts of Istar

Alignment: CG, N, CN, LE

Balifor is a rugged land comprised of harsh deserts, expansive savannahs, and coastlines with jagged cliffs. Most of Balifor is flat and desolate. To the north, the warmer climes and moisture brought in by the Maelstrom have resulted in lush grasslands and thick forests. The soils of the north and east are rich and bountiful. Hardworking individuals, who must keep an eye out for the occasional raiding barbarian tribe, or wandering kender, reap the benefits of large orchards and reliable crops here.

Continuing south, the rich grasslands give way to sparser savannahs and stretches of desert. The plainsmen of the Fin-Maskar claim these lands. A natural enemy of the Khur tribe who have joined forces with the armies from Neraka, the Fin-Maskar have surrendered their lands to the forces of the dragonarmies' might. Those warriors that were not pressed into service or killed outright have disappeared. Many believe they are part of a larger resistance led by a figure known only as the Silver Fox.

The southern reaches that were once lush forests now end in a mixture of stubborn grasslands and windswept fields of sand. The normally flat sands of the northern regions begin to become rocky and jagged toward the coast, where part of the continent literally fell into the sea. Paths wind through rocky ridges and shallow ravines, blown by a seemingly perpetually sand-filled wind, making travel by sea much more preferable.

LIFE & SOCIETY

The region of Balifor is largely comprised of roughneck humans, both civilized and barbaric, who live in the harsh deserts and dry savannahs of the jagged eastern peninsula of the continent. These rugged individuals tend to leave one another alone for the most part.

More often than not, the people of Balifor are industrious honest folk who are just trying to get by in life. They are comprised largely of the nomadic tribes that used to dwell in the desert wastes south of Istar before its fall, and the descendants of the refugees of Istar that were hardy enough to survive the suffering that followed.

Port Balifor is the nominal capital of the region, even though it is not officially recognized as such by the desert





nomads of the region. In fact the other port towns of Flotsam and Calihand only call it the capital because it is the largest civilized settlement in the region.

Politics mean little in this part of the world. Nobility is unheard of, and bloodlines do not impress the survivors of Istar. Under the current rule of the dragonarmies, the townspeople of Balifor have toughened their outlook, and are bearing the hardship and inconvenience with unrivaled fortitude.

In the deserts and wooded northern reaches of Balifor, it is the Khan of the Fin-Maskar that rules over the people of the Stag. Abdus-Khan Ranis (N male human ranger 6/ barbarian 6), the ruler of the Fin-Maskar, is known to be a wise leader. Although he does not condone the occupation of the dragonarmies, he has witnessed the destruction of an entire village by the teeth, claws, and corrosive acid of the hideous black dragons, and he has ordered his people not to resist. Many of the younger generation of barbarians have ignored their Khan's orders, marking themselves as outcasts from their tribe and doing what they can to resist the activities of the armies in their territory.

REGIONAL HISTORY

Just prior to the Age of Despair, Balifor was one of the most verdant regions on the face of Ansalon. Great forests stretched for miles filled with playful kender, wild elves, and beasts of all kinds. The lands granted by the King of Silvanesti to the kender hero Balif thrived with living plants and creatures. That is, until much of Balifor crumbled and sank beneath the ocean waves of the Southern Courrain.

In the wake of this devastation, only those people lucky enough to be far inland survived the destruction. Kender wandered the desert lands aimlessly. Kagonesti elves combed the broken shorelines, and the humans that escaped the wrath of the gods also roamed the coasts, feeling misery and outrage. The people banded together and survived as best they could. As the years went by, grasslands grew, and villages and towns formed. The more civilized humans took to living along the coastlines, preferring the fertile soils for farming, to the arid deserts to the east where the desert nomads had staked their claim.

Despite a number of conflicts between the desert nomads and the humans of the coasts, an uneasy alliance

grew between the two and they lived in relative peace until the coming of the Dark Queen's forces with her dragons and draconians.

WAR OF THE LANCE

Today, Balifor is a dangerous place to live. Dragons of black and green can be seen flying in lazy circles overhead, and armies of ogres, draconians, goblins, and evil humans camp in and near every inhabited dwelling. The towns of Port Balifor, Flotsam, and Calihand are teeming with dragonarmy troops. Most residents stay away from these towns as long as they can, so as not to have to interact with the occupying forces. Laws of the armies are enforced with deadly punishments, which are dealt out regularly.

Even the deserts are not safe. Nomads are regularly detained and either pressed into service or executed as examples of the Queen's justice, dealt to those who disobey her. Over the past year, since the call went out to the Laughing Lands in the east, the number of goblins and sligs in the region has been on the rise.

MAJOR SETTLEMENTS

Ak-Bodin, Ak-Lir, Ak-Matar, Ak-Rol (Hamlets, 1,000+): These villages belong to the Fin-Maskar tribe. Each is centered around one of the few springs that dot the savannahs and deserts of Balifor. The villagers are hunters and older warriors that have settled down. They trade with the nomadic hunters and civilized communities of Balifor. Brave and honorable, the people of the Fin-Maskar are tolerable of newcomers, as long as the newcomers give them the proper respect. Known to be enemies of the tribe of Khur, the Fin-Maskar are watched closely by the Black Dragonarmies for signs of revolution. Abdus-Khan Ranis (N male human ranger 6/barbarian 6) is the Khan of the Fin-Maskar.

Brightfield (Village, 576): The largest civilized farming community in Balifor. It is also the center for agricultural trade for north Balifor. It has some of the most fertile lands in the normally arid savannahs of the region. Since the arrival of the dragonarmies, many of the farms have been claimed to feed the troops, and the folk that farm them have become little more than slaves.

Calihand (Small Town, 1,204): This small port town, fortified from the sea, is a center of trade for fish mongers, farmers, Khurish roughnecks, and a surprising number of elves. A handful of Kagonesti from the east and Silvanesti from the west occasionally meet in this town to exchange goods. The people of Calihand endeavor to keep their port free of pirates and smugglers. These darker influences tend to travel further north into the ports of the Khurman Sea. Now that the town is under the control of the Black Dragonarmy, however, the elves have stayed clear; otherwise, they risk being captured, or having their ships impounded.

Calihand is ruled by a former Knight of Solamnia who has turned away from the knighthood. Garic Di Feros (LG male human fighter 3/Crown knight 5/rogue knight

2) gave up the knighthood after his teenage son died in a tavern defending the honor of his father. After he tracked down the killers, Garic left Solamnia for the east.

Flotsam (Large Town, 3,606): A city built from the wreckage of Istar, Flotsam is a hotspot for pirates of the Blood Sea. Known to be a rough town, Flotsam is largely home to those sailors and pirates foolhardy enough to sail the Blood Sea of Istar. The citizens usually run businesses that cater to the needs of the pirates and merchants that ply their trade here. The city is a mishmash of materials that washed up on shore of the Blood Bay following the destruction of the great empire.

Patience (Village, 421): Built over the ruins of an ancient Silvanesti outpost, this keep was once home to a village of kender, until the Black Dragonarmy appropriated it for their own uses. Now the small outpost has been rebuilt and overlooks the lands to the east of Balifor. It is the meeting-place for many of the goblins, bugbears, sligs, gnolls, and other creatures that are being summoned from the Laughing Lands of the east. The commander of the keep is Orgal Steelfist (NE female half-ogre fighter 8), who is said to have an incredible cruel streak and an affinity for strong goblinoid men.

Port Balifor (Large Town, 2,325): This port city is touted as the gateway of trade to the lands of the east. Traders, farmers, kender, merchants, pirates, and barbarians all congregate here to exchange goods with one another. Nestled along the shoreline of the Bay of Balifor, the port city covers every inch of the cove and extends over the calm waters of the bay with a series of docks and wharves. It is a known den for pirates and smugglers. There are rumors of a new cult called the Duskmen, said to reside in or near the port city.

IMPORTANT SITES

Cloven Hills: South of the Window of the Stars along the coast of the Khurman Sea, and north of Port Balifor, lies a region of rugged, hilly terrain. Called the Cloven Hills, this region is home to a group of Neidar Dwarves that are best known as the Stonecutter Clan. The dwarves usually keep to themselves and turn away outsiders. Dwarven traders from the Cloven Hills come to surrounding communities to trade in small metal crafts and precious jewels. Rumors are rife of the riches hidden beneath their hills. Recently, the dragonarmies have raided the area for slaves.

Window to the Stars: The ancient mystical site of the Window to the Stars is located on Balifor's southernmost border with Khur. Standing nearly a mile and a half aboveground with a diameter of about two miles, this massive plateau of sandstone has existed since before the Cataclysm and seemingly survived that event intact. Nearly vertical sandstone walls climb for over a mile to the top. The summit of the monument is a dark highly polished glass surface that resists damage from the elements.

Local legends of the desert plainsmen claim that the Window to the Stars was once a great tower dedicated to the worship of the gods, and that anyone ascending to the

top would find themselves in the Court of the Gods where they could commune directly with the deities. Throughout the centuries, few have made the climb. Some stories say that since the Fall of Istar the glass surface of the plateau no longer reflects starlight, so the surface has remained black and dark. With the arrival of the dragonarmies, however, rumors insist that most of the stars have returned.

ADVENTURE IDEAS

- ☞ Journeying across the sandy wastes and savannas of Balifor, the Adventurers discover a dying blue dragon. Cerulean, as he is called among humans, is suffering from a deadly plague that only affects dragons and is being left to die because he betrayed the Dark Queen. There is a cure for the disease but it is magical and can only be performed by a true cleric. Will the adventurers let the great beast perish or attempt to rescue the blue dragon?
- ☞ A band of Kagonesti is being held in a nearby city for crimes against the Dark Queen. One of them claims to be a shaman and claims that the secret to winning the war against the dragonarmies can be found in the dark woods of Grimdel. He claims there is an ancient power there that will strike against the evil minions if someone can awake it.
- ☞ Groups of kender have been attacking patrols of dragonarmy soldiers along the border of Kendermore and have uncovered a plot by an organization known as the Bleeding Brows to overthrow the current Dragon Highlord. Is this just a plot to draw out the kender or are the Bleeding Brows an actual organization bent on bringing down the Dragonarmy from within?
- ☞ North of Port Balifor is a dwarven settlement located in the Cloven Hills. Though the homes have been ransacked by the Dragonarmies, it is still rumored that there are treasures to be found within. Recent reports say one of the Queen's dragons has taken up residence in the nearby mines hoarding the treasure for itself. The dwarves of the Cloven Hills have sworn to retake their home but they would undoubtedly be grateful for any assistance in that endeavor.
- ☞ The infamous rebel the Silver Fox is looking for a few fresh faces to pose as merchants for a trip to Flotsam. He needs them to deliver a message to operatives in the city of Flotsam. They need to be unknown to the dragonarmies and low key. For their assistance the Silver Fox will repay them in any way he can.

BLÖDE

Capital: Blöten (Blöde), Vantal (Blödehelm)

Population: 127,100 (ogres 71%, human 20%, dwarves 4%, centaurs 2%, giant 2%, lizardfolk 1%)


Government: Feudal monarchy

Religion: None

Trade: Coal, iron, slaves, game, rice, mead, mercenaries

Alignment: LN, N, LE, CE





In the southern Khalkists rests the cradle of Ansalonian civilization, for the ogres were the first to rise from the primitive and barbaric societies, and build great citadels, and flourish in agriculture, trade, and war.

From the coast of the New Sea in the west, to the border with Khur and Silvanesti in the east and southeast, Blöde distinguishes itself by its majestic mountains and plateaus in the central region, where the ogres first established their empire; and by its expansive, fertile Blödeheim territory to the west of the Khalkist mountain range.

LIFE & SOCIETY

Blöde is considerably more civilized and cultured than its cousins to the North, even though it pales in comparison to their former glory. Its cities are overcrowded and chaotic, while the principality of Blödehelm boasts vast prairies that are home to brutal feudal lords who drive their human (and sometimes ogre) subjects into despair.

Blödehelm was a land in contention for nearly one hundred years following the Cataclysm until human warlords finally agreed to create a pact with the ogres of Blöde. A number of kings have ruled from the city of Vantal since that time, only keeping their position and lands through maintaining a strong standing army and pacts with the various towns and villages within the realm of Blödehelm.

REGIONAL HISTORY

Blöde changed considerably after the Cataclysm removed the threat of the Kingpriest from the ogres' minds. After coming down into the fertile lands, the ogres found that to the west they now had water that could water the plains and foster agriculture. Thus the plains were named Blödehelm, or "home of Blöde," in honor of the Blöde clan, and made into a principality of Blöde. It was the rich fields of Blödehelm that drew many refugees that quickly fell into slavery to the ogres.

In the following years, powerful warlords from the lands of the west and the Plains of Dust marched into the fertile lands looking to claim them for themselves. Over the decades, skirmishes were waged over Blödehelm, but it was the humans that finally proved too resilient. To end the bloodshed, a pact was made to establish a new human kingdom and still give the ogres land to farm.

WAR OF THE LANCE

The dragonarmies quickly realized they would need plenty of foodstuffs, and nothing solved that problem better than Blödehelm's rice fields. The Giant's Road, which was in control of the ogres of Blöde and Kern, would prove a remarkable supply line for the coming war.

When Blöde was invited into the hordes of Takhisis, it accepted gladly after the terms of their agreement were laid out, unlike some nations. The ogres hoped to reap the rewards by being assigned dominion over their age-old foes, the elves of Silvanesti.

MAJOR SETTLEMENTS

Blöten (Small City, 10,672): The city of Blöten is a shadow of its former glory. Everything about it is in decay. Buildings are run down, the walls are crumbling and the entire city is barren of any plant life. It rests in a dry and dusty valley in the Khalkist Mountains overlooking green fields below that are tended by slaves from every race of Ansalon. In fact, all non-ogres appear to be in chains lead by an ogre slave master. Towers of all shapes and sizes rise high about the crumbling walls. Wealthy families in ancient times built them as a sign of their status. Now most of them are dangerously close to falling down and few are actually inhabited. King Vogor Stoneshaker (CE male ogre barbarian 12) is the current ruler of Blöten, having dedicated his people to the Dark Queen's armies. He plans to use these new allies to make the humans of Blödehelm pay for taking the lands to the west.

Bludgeon (Village, 772): The fortress of Bludgeon was originally created by ogres during the early part of the Age of Dreams and crafted with skill and magic at which even dwarves marvel. During the Age of Might, the Fortress was occupied by the dwarves of Thoradin to protect trade moving from their kingdom south to the elven lands. After the Fall of the Kingpriest, the fortress once again switched ownership back into the hands of the ogres. The walls of the fortress are said to have never been breached and it was only with the assistance of elven wizards from Silvanesti that the dwarves of Thoradin were able to gain entry into the fortress. Now it is the base of operations for dragonarmy activities south of the Khalkists.

Despair (Large Town, 2,871): The walled port city of Despair started as an outpost for Solamnia prior to the Cataclysm. When the New Sea flooded the center of the continent, the fortress became cut off from its homeland. Refugees fleeing the destruction stormed the keep looking for safety. Many people died at its gates. Even more died when the gates were breached and the waters of the New Sea eventually collapsed one wall, flooding the keep and killing hundreds of people. Later the keep was claimed by ogres from Blöde who, under the direction of an ogre mage by the name of Elrauth Seerheart (LE male ogre mage noble 4), helped rebuild the fortress and eventually a dark city rose around the keep. Pirates, smugglers, slave traders and mercenaries could find any vice they cared to find in Despair. Seerheart still rules the city while claiming to owe his allegiance to the king of and resides within the original keep. He is willing to accept an audience with just about anyone for the right price.

Hatl (Large Town, 3,900): One of many ruins of the ogre's ancient, glorious past, Hatl was quite different from the other, martial-focused ogre cities. It was in Hatl that all arts—arcane and mundane—were venerated. After the ogres were overthrown by the humans, a few thousand ogres remained in Hatl and were later joined by goblins, outcast dwarves, humans, and, recently, draconians. This last bunch seems more than a group of squatters; instead they are digging deeper into the ruins to find something specific.



Langtree (Small Town, 1,891): Langtree is an independent barony located northwest of Vantal. The town of Langtree is ruled by Ivor of Langtree (LG male human noble 4/fighter 7), known to most people as the Mad Baron. His father was a knight that had the good sense to pack up and leave Solamnia during the turmoil following the Cataclysm. Within a secluded valley along the coast of Blödehalm, the family built a wooden stockade and worked the land. When refugees and exiles wandered through Ivor's mother would take them in. A great many exiles fled the mountains and choose to remain and stand against the goblins, hobgoblins, and ogres from the east. In time, the city of Langtree formed and a fortress was established within it. He is known as the Mad Baron for venerating his worship of the ancient god Kiri-Jolith. He is an excellent military strategist and has signed a contract with King Wilhelm to assist in the defense of the kingdom.


Shrentak (Small City, 3,775): The city of Shrentak predates the Cataclysm. It was a city much like Xak-Tsaroth that boasted a strong trading relationship with both dwarven kingdoms and elven kingdoms. It was a widely used stopping point for many caravans. The city was a shining example of freedom and equality. When Istar began to put pressure on them to close down, the citizens of Shrentak rebelled. Istar called on Solamnia to intercede on their behalf, but, as the army was headed south from Solamnia, the Cataclysm struck drowning the entire army beneath the waters of the New Sea. Shrentak survived the Cataclysm, but in the following years attacks from marauding plainsmen, ogres, and wandering warlords decimated the city. Although not as glorious as it once was,

the city is still a hub of trade as folk send goods down the Zakra River from the Khalkists. Currently the city is under the rule of Lord Kanneos (LG male human noble 7), a vassal of Good King Wilhelm of Vantal.

Vantal (Small City, 6,047): The city of Vantal was established on the ruins of an ancient ogre city. The streets of that city were surprisingly still in good repair and a number of buildings intact. The human city situated on top of the ruins only covers a fraction of the sprawling remains. Surrounding the current city are run down buildings and broken temples. As the city grows these are torn down and replaced with new buildings. The current ruler of Blödehalm is King Wilhelm (LN male human noble 10). In years past he was known as the Good King Wilhelm, but in recent years he has been known as Wilhelm the Despot, or Wilhelm the Traitor, but never in public. In the past year, the King has built up his army and increased taxes in all the settlements in his kingdom. More than one village has been "taught a lesson" in order to keep the order in Blödehalm.

IMPORTANT SITES

Khalkist Mountain Range: The magnificent Khalkist range is Blöde's primary geographic feature. The ogres ancestral home, the Khalkists provide them with a foolproof defense against any invasion. The ogres are capable of holding the vales and peaks endlessly, by using hit-and-run tactics against conventional armies. The ogres form the primary southern defense of Neraka and are vital to the dragonarmies' plan of attack, not that the dragonarmy would ever admit they need them.



Takar (Ruins): Within the borders of Blöde, there are no ruins as extensive or complete as Takar. Yet there are none as empty either. Even gully dwarves refuse to remain in the ruins for long. Many scholars have speculated that these ruins were once the original location where the Dark Queen first breathed life into her creations. This is where the ogres began on Ansalon. It was once a glorious city, stunning, terrible and cold. Some believe it was here that the ogre Igraine turned away from the ogre race creating the split between the Irda and the Ogres.

Now, even with the possibility of great hidden magic and ancient ogre artifacts, the ruins remain empty. Something primal and evil lives just below the surface of this ruins, something that has lived here since the beginning of time. What it is has yet to be revealed as no one has escaped the ruins to tell about it. Lucien, the highlord of the Black Wing, claims Takar as his birthplace, a fact not lost on his ogre and human allies.

World Balance: South of the city of Despair, a trail leads up into the mountains. Within the mountains is an odd structure. It appears to be a massive carving of two powerful men, possibly ancient ogres, struggling to uphold a great sphere. The outlines of lands and continents can barely be made out in different locations across the globe. What its purpose is or why the builders created such work in the middle of a mountain range no one can say, but perhaps more is to be found there.

ADVENTURE IDEAS

- ☞ A group of merchants was recently captured by ogres and taken to Blöde where they will be sold into slavery. The adventurers are hired by a wealthy noblewoman to liberate the slaves, as one of them is her son. She hired scouts to find the location of her son and they report that he has been taken to the ruins of Takar. The ogres have the slaves searching out the ruins for something.
- ☞ In a nearby city, the call has gone out for adventurers willing to hunt down gnolls. It seems a tribe of gnolls from the Dairly Plains has taken up residence in the area, and has slaughtered a number of families along the countryside. Heroes are needed to rout the creatures and chase them back to the Plains of Dust.
- ☞ Local legends tell of an Irda relic hidden somewhere in the ruins of Tsahzi along the coast of Blödehelm. These legends also claim that floating monsters with one eye guard the relic and keep it safe from intruders. What is not widely known is that the relic is said to have the power to transform a person into their deepest desire, or their darkest fear.
- ☞ The ogres of Blöde have recently been testing the eastern border of Blödehelm. Ogre hordes have been charging down from the mountains plundering everything in their path to see how far they can get before they are stopped. The city of Vantal is calling all able-bodied citizens to join the fight. They also need a group willing to cross into the ogre realm to discover who is organizing these attacks and why.

- ☞ Gnomish pilots of the 579th Squadron claim to have created the first flying machine that can take them from Mount Nevermind all the way to Silvanesti and back, but for one problem. They made it as far as the Khalkist Mountains before they lost a one of a kind flywheel instrumental to the airship. They would go look for it, but they are afraid to leave their flying machine lest it be stolen. They plead with the adventurers for their help with this one small task.

BLOOD SEA ISLES

Capital: Sea Reach (Saifhum); Lacynos/Nethosak (Mithas); Kalpethis (Kothas)

Population: 448,416 (minotaurs 67%, humans 23%, kyrie 10%)

Government: Republic (Saifhum); feudal (Kothas); monarchy (Mithas)

Religions: Sargonnas (Mithas and Kothas), various cults (Saifhum)

Trade: Fishing, kelp harvesting, salt production, shipping (Saifhum); exotic tropical fish, kelp, salt (Sea Reach); ships, bronze tools and weapons, salvage operations, mercenary sailors (Mithas and Kothas)

Alignment: N (Saifhum); LE (Mithas and Kothas)

The Blood Sea Isles lie to the north and east of the continent of Ansalon. Once part of the continent, the people of the region found themselves living on islands when the fiery mountain struck Ansalon. They are largely cut off from other realms due to an unending storm called the Maelstrom.

LIFE & SOCIETY

The Blood Sea Isles are home to mariners. They make their living by transporting various goods and cargo, and by fishing. The isle of Saifhum contains the largest population of mariners. Pirates can be found throughout this area, centered around Saifhum and the isle of Kothas.

Minotaurs rule the isles of Mithas and Kothas. They are a brutal warrior race with a strong sense of honor. Everything in minotaur society is decided through honorable combat, from mating rituals to choosing an emperor. Important or stubborn disputes between individuals are settled in the Games.

The minotaurs log the verdant forests of Elian for ship planking. They will make runs to Flotsam for general supplies, but buy nothing in large quantities, instead preferring to raid Saifhum ships.

REGIONAL HISTORY

Before the Cataclysm, the region where the Blood Sea Isles now stand was in the heart of the Empire of Istar. After the Cataclysm, former slaves and indentured criminals found themselves free and living on islands in the newly-formed Blood Sea. The terrible Maelstrom keeps the isles somewhat isolated.

The minotaur emperor, Toroth, expanded the new island empire of Mithas and Kothas, claiming stretches

of the Courrian never before explored. Even after his death in 21 AC, Toroth's vision guided the minotaurs for generations to come.

Emboldened, the minotaurs also began to resettle the coast of Ansalon, which brings them into contact with Lord Ariakas. The minotaurs joined Ariakas's ranks as "allies", although their position was more akin to that of the slave-soldiers of old.

WAR OF THE LANCE


For the most part, the Blood Sea Isles stay relatively unaffected by the war. The minotaur forces that join Ariakas do not fare as well. Some ally with the Black Wing and push through Balifor in 353 AC, attacking the Silvanesti border. They briefly seize sections of border forest, but are routed by the Silvanesti after the death of Ariakas and the collapse of the dragonarmies. Other minotaurs in service to the White Wing are much more fortunate, staying far away from the political problems back at home.

MAJOR SETTLEMENTS

Alphens (Village, 566): Located near the center of Argon's Chain, the range of mountains that runs north to south through Mithas, is the village of Alphens. This small town was constructed in the rugged high reaches of the mountains among the active volcanoes of Mithas. It is built partially into the side of a mountain face. Many of the buildings extend beneath the mountains. Legends claim that the city was actually discovered fully intact. Occasionally a brave scholar will visit Alphens to investigate the possibility that it may be connected to the ancient dwarven home Kal-Thax. The minotaurs of Alphens are miners and delve into the rocky earth for precious metals. They also seem to wage a constant war against the Kyrie that have staked a claim on many of the mountains in that region.

Crest (Village, 821): The port town of Crest is located on the east side of Saifhum, closest to the Minotaur isles. The sailors of Crest do the most trade with the bull men of the east. They are generally on friendly terms with the minotaurs and often seek to aid them. Alliances are built





between ship captains from Crest and Lacynos of Mithas. It could be recognized as something of a professional courtesy that they do not attack one another on sight. This relationship does not always sit well with the rest of Saifhum, who have had their fair share of conflicts with the minotaurs over the years. The current ruler of Crest is Karr “Whalebone” Carver (N male human fighter 4/mariner 6), a huge man that some folk claim is half-minotaur himself.

Kalpethis (Large City, 17,095): The city of Kalpethis is located at the center of the isle of Kothas. In each corner of the island, a fortress manned by minotaurs guards the island from invasion. Although the island is not as prosperous in natural resources as Mithas, it enjoys a milder climate. The isle is perfect for training minotaur armies, and ports along all the coasts give easy access to the ocean. The thousands of minotaurs that make their home in the capital city are in league with pirates and slave traders of the Blood Sea Isles. The age of the city is apparent, as much of the timber used to build it was cut down from the island in ages past. Now the island is mostly barren. New shipments of lumber for new dwellings and ship building are imported from the Misty Isles or islands to the east.

Kuda (Village, 856): The village of Kuda is located south of Shiv along the coast of Kothas. This village once belonged to the humans of Istar before the Cataclysm and minotaurs were kept as slaves here. Once the great nation fell into the sea, the minotaurs took back their freedom by slaughtering all non-minotaurs in their path. Kuda was the location of one of the largest massacres, and is considered a sacred place among the minotaur of the Blood Sea isles. Minotaurs visit this town every now and again to remind themselves never to become slaves again.

Lacynos (Large City, 20,457): Also known as Nethosak among the minotaurs, the city of Lacynos is shielded from the Blood Sea by the Horned Bay. It is the capital of Mithas and boasts the largest population of minotaurs in all of Ansalon. The streets of this city seem constantly wet and muddy from the humidity or the continuous rain clouds pulled east by the Maelstrom. The smell of wet fur and unwashed bodies is overwhelming. Slaves walk the streets in chains and gangs of pirates walk the streets along side burly minotaurs.

On every street corner is some type of tavern or gaming house, and nearly every one is always full, especially down near the docks. Lacynos also boasts a number of shops similar to human lands; blacksmiths and cobblers, candlestick makers, butchers, and other services line the streets. The emperor’s palace and other buildings of polished marble belonging to aristocracy stand out against the wooden buildings and dwellings of most minotaurs. The grand coliseum of the Great Circus towers above the entire city, dominating the horizon. This is where the minotaurs battle one another in honorable combat and choose the leaders of their nation.

Pearl (Small Town, 1,212): The city of Pearl got its nickname from the shining white limestone that permeates

this end of the island. Much of the city is actually carved into the rocks. Pearl is nearly entirely run by the Shipbuilders Guild of Saifhum. A number of dry-docks have been built near the coast where new ships can be assembled and launched into the sea. The craftsmen and laborers are paid well for their skill. Vale Quicksilver (NG male human expert 9) is the head of the Shipbuilders Guild and one of the most wealthy and powerful men in Saifhum.

Sea Reach (Large City, 18,500): The city of Sea Reach is the largest city on Saifhum. It is home to Felura Kar-Erian (N female human mariner 11), the Grand Mariner of Saifhum and a master pirate in her own right. She oversees the day to day activities of fishing, trade, and piracy, in that order. Positions for the title of Grand Master are bought by the highest bidder. Life in Sea Reach is easy and laid back. Most of the work is done during the morning and evening when the temperatures are bearable. Sea Reach boasts one of the largest shipyards in all of Ansalon and always seems to be full. Currently the city is under the watchful eye of the Red Dragonarmy that is maintaining a close watch on piracy in the Blood Sea and is coercing many of the ships to carry cargo or troops for the Dark Queen’s army.

Shiv (Small Town, 1,228): The town of Shiv, located on the west coast of Kothas, is one of the first minotaur settlements formed after the Cataclysm. Although many minotaurs eventually moved inland to the high reaches of Kalpethis, the village of Shiv is the second largest community of minotaur on the island. Within the town, a number of ancient minotaur artifacts and architecture can be found on display. Ancient stone statues of great, and sometimes forgotten, minotaur warriors can be found here. Legend claims that the minotaur hero Kaziganthi de-Orlig once slew a great stone dragon and buried the remains of the creature beneath the town. Occasional small earthquakes are attributed to the great creature stirring in its sleep.

IMPORTANT SITES

The Blood Sea Isles lie to the east of the Maelstrom, a red whirlpool in the Blood Sea. The Courrain Ocean borders the isles to the east and is considered the easternmost point of Ansalon. What lies beyond is unknown. There are four major islands in the region, and many hundreds of others, several of which are little more than barren rocks.

Eye of the Bull: The Eye of the Bull is the strait between Kothas and Mithas. Cliffs on the Mithas side channel the winds and produce particularly rough waters. Calmer-appearing waters near Kothas hide currents and the lairs of sea hags. The pass is dangerous enough that only the fool-hardy or most experienced sailors would dare try to traverse the strait.

Isle of Karthay: The largest and northernmost of the islands, Karthay is a land of barren, hot plains, and high mountains covered with rainforests. The Worldscap Mountains (the highest in all Ansalon) in the north are relatively unexplored, though rumored to contain lush,

impenetrable forests. Located in the heights of the island are rumored to be settlements of Kyrie that soar above the cloud-covered mountain tops.

Isle of Kothas: Just south of Mithas is the island of Kothas. Minotaurs and pirates rule this land. Kothas has sparse vegetation and no volcanoes. Most of the isle's population dwells in the capital city of Kalpethis and along the coast.

Isle of Mithas: Just south of Karthay is Mithas, which is the main island home of the minotaurs. Mithas is a volcanic island with four active volcanoes that overlook scrub plains.

Isle of Saifhum: Saifhum is rugged but cultivated. Small stands of trees, and a few streams can be found. The mariners who settled here have constructed waterwheels and windmills, as well as sail-driven wagons that ride wooden rails upon the cobblestone streets. The isle has many rocky hills that grow stunted vegetation, but has almost no native creatures.

Maelstrom: The Maelstrom is a gigantic whirlpool and storm in the middle of the Blood Sea. The whirlpool picks up the red clay from the ocean floor and it permeates the waters of the ocean causing them to turn red. Local legends claim that the red color is the blood of the hundreds of thousands of people that died when Istar was pulled down to the bottom of the ocean floor. Although that particular tale may be untrue, the seas are indeed haunted by a number of undead and other terrible creatures. Not to mention that at the bottom of the Maelstrom lay the ruins of the city of Istar.

Mito and the Outer Settlements: Located far to the east of the Minotaur isles are a scattering of small islands. These islands are surrounded by a perpetual fog making them extremely difficult to find. Reefs and shallows make the islands difficult to navigate even if they are discovered. In ancient times, some minotaur did reside on these islands, but they are now largely abandoned.

Winston's Tower: Karthay's most prominent ruin is a 130-foot-tall monolith that once served as a beacon for travelers crossing the sea to the northern most regions of Istar. Now a small dock stands at the base of the tower where ships can make dock on the island. Minotaurs and pirates have both heard the tales of Winston's Tower shining its light across the waters of a black night only to turn to black once the ship arrives. No one has ever been found within the structure. Some legends claim it is the ghost of a lonely light keeper who died within the tower. Some claim it is the Kyrie assisting lost ships during terrible storms.

ADVENTURE IDEAS

☞ The Grand Mariner of Saifhum is holding a contest with a large reward for the winner. The contest is to see who can sail to three ports, perform three tasks, and collect three items in the fastest amount of time. The ports are Palanthas, Kalaman, and Jachim of Nordmaar, in that order. An old sailor approaches the

adventurers about participating in the race for a share of the loot. The old pirate fails to mention he needs some extra protection while he tries to avoid meeting up with a pirate that has a price on his head.

☞ While traveling by sea the adventurers encounter a terrible storm that blows them off course and into the reefs surrounding the isle of Karthay. When they finally arrive on the shore, they are attacked and captured by a group of pirates who were hiding out on the island. The pirates are looking for something in the high reaches of the mountains that is priceless. Could it have something to do with the rumor that the highest reaches of the mountains are inhabited by the fabled kyrie?

☞ A merchant lord hires the adventurers to accompany some very important cargo to the isle of Mithas. The cargo appears to be a number of rare ceramic pots, possible ancient artifacts from Istar. Some of them have drawings of minotaurs. The adventurers will have to beware traveling into Mithas that they do not offend any of the bull-men, lest they find themselves in the arena of the Grand Circus.

☞ Minotaur pirates attack the vessel on which the adventurers have booked passage. During the attack, one of the minotaurs drops a map that displays a number of tiny isles to the east of Mithas and Kothas. One of them has a special mark indicating wealth. What's on the island and are the players prepared to face the dangers they will encounter on the way?

☞ In their travels, the adventurers come across a group of minotaur. The entire squad killed their ogre commanders and are now on the run from the dragonarmy. Can the adventurers avoid a fight with the minotaurs or will the bullmen refuse to let them go alive? Is it possible the adventurers would actually help them escape the clutches of the dragonarmies?

DRAGON ISLES

Capital: Auralastican

Dragon Population: 661 (brass 33%, copper 25%, bronze 18%, silver 12%, gold 11%, other 1%)

Population: 72,656 (human 60%, elves 11%, dwarves 8%, minotaurs 8%, kyrie 5%, kender 3%, goblins 3%, centaur 1%, other 1%)

Government: Oligarchy (Council of Five)


Religions: None

Trade: fish, fur, grains, herbs, spices, fruit, metal, tools, books

Alignment: LG, NG, CG, LN, N

The Dragon Isles are comprised of a chain of eight islands running diagonally from the southwest to the northeast. The exact location of the isles relative to the continent of Ansalon is impossible to pinpoint, as the chain magically seems to change locations at a whim. In addition to the apparent changes in latitude and longitude that make them hard to find, the islands are surrounded by a magical veil which shields them from view. Ship





captains claim they have seen the islands and turned their ships toward the islands only to watch the land masses on the horizon slip from view. At any given moment, the precise location of the islands can only be determined by a true dragon that can sense the call of Dragon Isles. Occasionally, shipwrecks have been known to founder on the rocky shores of these hidden lands, but such are rare.

Located in a tropical band of climate, the islands are always verdant with foliage and flush with wildlife. Rains are mild and plentiful with the occasional storm that passes overhead. The islands have never known war. The cities and villages have remained intact. Even the Cataclysm caused little damage to the magically protected lands of the dragons. The Dragon Isles have remained a virtually untouched paradise since they were permanently settled nearly 1,500 years ago.

LIFE & SOCIETY

Life on the Dragon Isles is pleasant and productive for its residents. With the continued protection of the dragons of Good, the threat of war has never been a problem. There is an abundance of space and natural resources that allows dragons and the humanoids of the isles to live in peace.

There are very few actual towns or cities in the isles. Most islands possess a scattering of villages comprised of 50-250 people. Most races tend to stick together but there are also a number of multi-racial communities in the isles. Some races live together here that would never consider the idea on the mainland of Ansalon. Minotaurs trade with elves, who in turn trade with dwarves and occasionally kender. Life is not always peaceful however. There are certainly occasional disputes, but handled peacefully.

The dragons do not consider the humanoids of their realm to be subservient to them. There is no master-servant relationship. The dragons truly respect the two-legged folk of their land, and seek to protect them from outside dangers—and from one another.

REGIONAL HISTORY

In 1018 PC, when Huma Dragonbane defeated Takhisis and forced the goddess and the dragons of darkness to withdraw from Krynn, the dragons of light left the continent of Ansalon and settled on a chain of tropical islands in the north. The islands afforded enough space for each of the normally quarrelsome clans to settle their own territory without encroaching on neighboring clans. The metallic dragons of Paladine had developed a profound respect for justice, honor, and order. The pursuit of knowledge, philosophy, engineering and artistic expression especially interested the gold and silver dragons. Therefore the metallic dragons chose to establish a central location to display their accumulated knowledge on the Misty Isle. They created a great library to hold the vast knowledge and history of their species. Dwellings began to spring up around the library, human-sized manors were built by those dragons for those of their clan who spent their time nearest the library, and a city began to form.

Throughout the years other races arrived. Most were brought by dragons who traveled aboard ships in magical disguises. A few found the isles through sheer luck. Handfuls of humans, minotaurs, elves, dwarves, kender, and gnomes all ended up on the island. The city erected around the library became known as Auralastican, or the City of Gold. Other races built small villages across the isles, but none as grand as the City of Gold.

During this Golden Age, the dragons of good spent their time in the discussion of philosophy, and stayed busy creating great works of art and music. They enjoyed life for a time. Breeding was not an overly huge concern. As time went by each dragon became more complacent. They slept longer, and many dragons became dormant for decades at a time. Only a handful of dragons on each isle were truly active, and these spent much of their time studying, hunting, flying, swimming, or dealing with the two-legged folk of the isles.

The events of the Cataclysm exerted little physical impact on Dragon Isles. Emotionally, the dragons and humanoids of the isles felt the loss of their gods. Some dragons seemed to understand what happened almost as if they were somehow prepared for it. However, others simply slept through the entire ordeal, unaware of the changes in the world.

WAR OF THE LANCE

Centuries after the Cataclysm, while the dragons of light lay slumbering, the dragons of darkness were strategically being moved into position. The Dark Queen awoke her dragons from their lairs on Krynn and called forth others from the Abyss. She knew her greatest opposition would be Paladine's dragons. So, she designed a plan to force the good dragons into submission. In 287 AC, the chromatic dragons arrived on the Dragon Isles cloaked in magic and illusion. They concealed themselves with invisibility and altered shapes and easily raided the nests of the dormant metallic dragons.

Red dragons, lead by the villainous red Harkiel, entered the City of Gold as wandering pilgrims and sneaked past the dormant gold dragons to the caches of eggs hidden beneath the city. Once they broke into the inner sanctum, they teleported out of the city with the eggs. The same type of scenario occurred with the other caches of eggs. The whites raided the glacial cribs of the silver dragons. The black dragons slithered through the muck of the swamps surrounding the bronze dragons' nests. The blue dragons glided invisibly over the jagged ridges of the brass dragons' clanhome and into their lairs. The most difficult raid was the one mounted against the ever-vigilant copper dragons. The green dragons manipulated their way into the hidden nests of eggs there. While it was the copper dragons that were the first among the dragons of light to notice their eggs were missing, that didn't occur until years after the incident had taken place.

More years passed before the dragons began rising from their slumber. They awoke, outraged and confused.

It wasn't apparent what had happened until 296 AC, when Takhisis roused the remaining metallic dragons and issued her threat that their eggs would be harmed if the metallic dragons chose to oppose her in the upcoming hostilities. The dragons of light had been away from Ansalon for so long that the conflict seemed unimportant to the safety of their children. So they reluctantly agreed to remain out of the war.

MAJOR SETTLEMENTS

Auralastican (7,871): Located on the Misty Isle is the largest city in the entire Dragon Isles. Auralastican, the City of Gold, is located on the southwest shore of the Misty Isle. Although its population is not as numerous as the larger cities of Ansalon, it is nevertheless considered the "metropolis" of the Dragon Isles. The city dominates the mouth of a vast fjord. Buildings of shining white marble, polished silver, flashy bronze, and glittering glass and crystal line massive streets paved with golden-hued marble. Yellow metal casts a shine on the rooftops, towers and minarets. Enormous trees of a golden hue line the streets, providing shade intermixed with gold banners that ripple in the breeze. Reminders of dragons seem to be everywhere, from grand murals of dragons in flight on public buildings to statues of great dragons of the past in plazas and squares. Docile drakes wing overhead constantly, while curious younger dragons can be seen skittering through the streets. Every now and then, a metallic dragon will fly over the city, but most of the citizens are so used to the occurrence they hardly even glance upwards. Inns, eateries, open-air taverns, and performance stages are mixed with other shops and businesses. Life here is very reminiscent of Ansalon during the height of the Age of Might.

The city itself is set on a gentle slope. The inner part of the city is known as the Dragonheights and most humanoids do not have permission to enter this precinct. The dragon quarter is marked by gargantuan stone sculptures. Created from stone, coral, and all types of metals, these monuments take up the entire ridgeline looking over the city. Some offer depictions of real objects such as trees, ships, or dragons, while others are more abstract creations, utilizing pyramids or rings in their forms. Five gold dragons known as the Council of Five, headed by the ancient gold dragon, Regia, rule the city.

IMPORTANT SITES

The Dragon Isles are comprised of eight individual islands that stretch diagonally from the southwest to northeast, over an area roughly 750 miles from east to west and 400 miles north to south.

Cloudpeaks: Towering above the Isle of Jaentarth is a range of mountains comprised of ten massive peaks. This range is well known for the lofty summits that hold the deepest snows in all the Dragon Isles. Silver dragons from all over visit here often to escape the sweltering temperatures of the tropical islands.

Highvale: At the center of the Misty Isle is a region of land that is raised high above sea level. Its location makes it some of the most temperate land in all of the Dragon Isles. Lush forests of deciduous trees and sparkling streams run from one end to the other. The Highvale is surrounded by hundreds of tall mountains. Only a handful of dangerous trails creep through the rugged terrain inland. The best way to gain entry into the Highvale is by flying.

Isle of Alarl: The Isle of Alarl is located seventy-five miles southeast of the Misty Isle. This island is a sylvan paradise that is largely treated as a park by all the dragon clans. The vistas of Alarl are breathtaking and, although it lacks the high mountains of the other islands, Alarl is varied and rugged enough to afford awe-inspiring views of the lush jungles and wildlife of the island. Dragons have been known to come here and sit for years at a time, just to relax and clear their minds. The island is inhabited by a small number of Kagonesti, kyrie, and humans, but the largest village known as Perch belongs to the kender of the Dragon Isles. Captains have been known to drop off any kender they might have found aboard their ships in Perch, before making landfall anywhere else in the isles.


Isle of Berran: Located fifty miles due east of the Isle of Tayol is the Brass clanhome of Berran. Berran is comprised mostly of rugged short peaks and low-lying jungles. Scattered throughout the stony ridges are the lairs of numerous brass dragons that are dug into the soft limestone of the island. The glittering dragons can often be seen perched on the highest summits of the island, sunning themselves. Just as often they can be glimpsed soaring overhead.

Countless small human villages line the shorelines of this island. Each community has been adopted by an adult brass dragon who visits now and again, bringing building materials or performing tasks that are too difficult for the humans. The humans bake breads, make wine, or give other gifts to the dragons to show their appreciation. The venerable brass dragon Thracktil claims the island belongs to him, and the younger dragons do not argue.

Isle of Heart: The Isle of Heart is located twenty-five miles northeast of the Isle of Winged Majesty. Most dragons rarely visit there, for it is a known location for those dragons that seek to live apart from other dragons. Populated by a small number of all-metallic dragons, the isle serves as a refuge and also as a place of exile for those dragons that have been ordered to live apart from their clanhome. Privacy is jealously guarded there, and the dragons who—willingly or not—call the Isle of Heart home are known to be rebellious in nature. Therefore it is not surprising that most of these dragons are young and wild at heart. The island is home to a number of humanoid communities that also seek to be left alone and in peace. Finally, it is the only known location of a goblin community in the entire Dragon Isles.

Isle of Jaentarth: The isle of Jaentarth is located one hundred miles due east of Berann. Jaentarth is a mysterious island that only a few humans have settled.





The island is encircled by sharp reefs, and there are only a few places where a ship can land safely. The best way to approach the island is by flying there. This isle has a number of different climates and types of geography that make it appealing to many types of dragons. Copper and brass dragons are common among the lower regions of the rugged mountains, and silver dragons enjoy the snowy summits of the Cloudpeaks. A few bronze dragons dwell in the marshlands on the west of the island. Large portions of the island are often covered in a low-lying mist generated from the cold temperatures of the Cloudpeaks, clashing with the tropical temperatures of the lowlands.

Isle of Mind: The Isle of Mind is located one hundred miles northeast of the Misty Isle. It is home to the largest concentration of copper dragons in all the islands. The copper dragons live in a rigid clan hierarchy. Older dragons are afforded more respect and prestige, and younger dragons must defer to their elders in all matters. The island itself shares nearly all the features of the other islands, such as mountains, coastal rainforests, swamps, protected bays, and deep fjords. The copper dragons prefer to spend much of their time in war games playing mock battles and perfecting their fighting skills, rather than waste their time in idle thought like the silvers and golds. The old copper dragon Thanikall has been a respected combat instructor among the dragons for centuries. The humans that live along the west coast of Mind frequently participate in the copper's exercises and have learned much about dragons and fighting in their time.

Isle of Tayol: Tayol is the southeastern most island of the Dragon Isles. It serves as home to the bronze dragon clan. The island is perfect for the water-loving dragons. Several saltwater channels cut through the island, turning much of the lowlands of this island into marshy bogs. The larger waterways are subject to tidal surges that bring in fresh saltwater and make for white-water playgrounds. Many of the larger valleys have poor drainage, creating stagnant pools of warm water that are perfect for relaxation. Further up the highlands are thick rainforests.

Bronze dragons live along the seashore and have claimed many of the interior swamps and marshes. The self-proclaimed caretaker of the island is an ancient bronze known as Brazentia. He looks after the needs of visitors to the island, and settles disputes. Tayol is also home to a number of Kagonesti, who are proficient seafarers and travel to and from neighboring islands in dugout canoes. Greentail (CG male elf ranger 12) is considered to be the chieftain of the Kagonesti of Tayol and the Isle of Winged Majesty.

Isle of Winged Majesty: The home of the silver dragon clan is located approximately one hundred miles due north of the Isle of Berann. A range of towering mountains runs from east to west along the island. The valleys are filled with tropical rainforest and thick verdant jungles. The Majesty Mountains, as they are better known, are home to most of the silver dragons of the Dragon Isles. Although not as snowy or as soaring as the Cloudpeaks of Jaentarh,

they are nevertheless beautiful and remote. The silver dragons adore their mountain home and are all too happy to boast of it.

Located in the highest peak of the island is said to be the wisest dragon of the entire Dragon Isles. The ancient silver dragon, Cornice, is highly respected for her words of wisdom, and is often invited to the Misty Isle to spend time with the gold dragons of that island, where they discuss matters of great import.

Misty Isle: The Misty Isle is the largest island of the chain and is considered the center of draconic culture in the isles. This island runs nearly two hundred miles from east to west and one hundred and fifty miles north to south. It is located approximately fifty miles northeast of the Isle of Heart. The island is just as rugged and covered in lush vegetation as the other isles. The thick jungles bear a bounty of fruit and a plethora of wildlife. At the heart of the island is the Highvale, a raised landmass encircled by mountains that is more temperate than any other isle.

The Misty Isles have been settled by communities of nearly all the races of Ansalon. Minotaurs, elves, kender, dwarves, and even the fabled kyrie make their home on this isle, among others. This island is mostly inhabited by gold and silver dragons. The silvers tend to lair in the tallest summits of the Highvale. The gold dragons can usually be found within the city of Auralastican.

ADVENTURE IDEAS

- ☞ With the dragons involved in their own problems, the goblins of the Dragon Isles have started to cause trouble again. Goblin raiders have ransacked a nearby village and the villagers are asking for assistance in defending against them. They claim that the leader of the goblins was a lizardman of sorts that they have never seen before.
- ☞ Rubies have been falling from the sky in a Agonistic village. The upper reaches of a nearby mountain may hold the reason why.
- ☞ Years ago a shipwreck on the Dragon Isles had some unexpected cargo aboard. A clutch of hydra eggs was smuggled onto the mainland and distributed across the Islands. The adventurers have been hired by a silver dragon to find the creatures and hunt them down before they begin to cause problems in the region.
- ☞ An ancient prophecy involving a silver dragon egg and a group of humanoids is said to lead to the freedom of the children of the dragon on the eve of their destruction. The dragons of the Dragon Isles have chosen the adventurers to fulfill this prophecy and have entrusted them with the last remaining egg in the Isles.
- ☞ Located on the northern coast of the Isle of Berann are five massive pyramids. The dragons claim that the structures were here before their arrival to the isles. Not much is known about them or their purpose. The dragons have examined the structures with powerful magic and have determined that the inside is honeycombed with passages but they have yet to

be able to find a way inside. In the shadows of the pyramids amid the ridges and caves there is said to be a community of the reclusive huldrefolk that make their home there. On certain nights of the year it is said they come forth and perform strange rituals around the pyramids.

ESTWILDE

Capital: None, each village and tribe is sovereign

Population: 27,070 (Humans 78%, goblinoids 7%, ogres 5%, gully dwarves 5%, dwarves 3%, centaurs 2%)

Government: Tribal (Usually), Dictatorship (now that the dragonarmies have invaded)

Religion: Regional gods, fetishes, the Calantina (a bastardized version of the worship of Gilean).

Languages: Common, Estwilde (Mountain Barbarian), goblin, ogre

Trade: Almost none, and most of it is local and limited to foodstuffs or goat derived products.

Alignment: NG (Lor-Tai), NE (Mountain Barbarians)

Estwilde occupies the broad, hilly basin between the Daargard Mountains and the northeastern Khalkists. Estwilde consists of dry grasslands, rugged foothills, pine forests, and high mountains. To the north lies the woods of Lahue and the Astivar Mountains, while to the south stretches the New Sea. Estwilde is divided in three parts: Qualmish or the North Shore encompasses the area that borders the Turbidus Ocean and Nordmaar; Quettar or the Midlands are the foothill marshes located between the Dargaard mountains and the Khalkists; Qwermish or the South Shore is the area around the New Sea which is a bit more populated and civilized than the rest of Estwilde.

LIFE & SOCIETY

The people of Estwilde are a hardy, surly lot. Fiercely independent and territorial, they are wary of outsiders, especially those hailing from Solamnia. They are united by their perceived enemies and not by a common goal or culture. Unfortunately for them, the dragonarmies have invaded their lands and many of the mountain barbarians have been forced into service.

Of all the people of Estwilde, the Lor-Tai tribesmen are the least suspicious of the folk here, but they have too many taboos to deal with outsiders comfortably. Most members of this tribe cannot even speak with outsiders, or when outsiders are present, and most pursue a nomadic, hunter-gatherer lifestyle. When the Lor-Tai find a spot they like, they set up tents and build the ritual fires. Sometimes they stay as long as month, sometimes as little as a day, but they always move on.

The Lahutians cannibals do welcome outsiders—right onto their plates. They act, essentially, as a tribe of organized goblins, though they are fully human. Might makes right for this people, and the strongest prevail here.

The mountain barbarians are the most numerous of the Estwilde people, but the least organized. Both humans and hobgoblin tribes exist in the mountains and plains

of the north, raiding the South Shore now and again for entertainment and to prove their mettle. Since the arrival of the dragonarmies, many of these tribes have been gathered together to wage war against Solamnia.

Along the South shore, hardscrabble farmers live in small enclaves, or in fair-sized towns, but they usually distrust their neighbors. Most of these villages are ruled by a mayor, supported and supervised by a council of “elected” officials. Usually those who hold the real power are in the council, while the actual mayor is a puppet. As with almost every community in Estwilde, the strong rule. These people are the ones who most feel the yoke of the dragonarmies. There are some sporadic rebellions in the towns, but Estwilde is considered dragonarmy territory.

The people of Estwilde have no true religion, revering regional gods, ancestors, or fetishes. This area was once a stronghold of Gilean’s worship, but, after the Cataclysm, the religion lapsed and only a smattering of dogma-followers remained. These priests use dice called the Calantina that are, according to them, capable of predicting the future by interpreting signs of different animals with prophetic verse.

REGIONAL HISTORY

The history of Estwilde has been a quiet one, without the upheavals and problems of the Solamnics to the west, and without the warring of its neighbors to the east. The Cataclysm only served to strengthen the independent nature of its people. Deciding that the gods had left the world to punish people for the sins of civilization, many returned to their ancient lifestyles.

The major historic event to occur in Estwilde transpired before the conquest by the dragonarmies. In the third century of the Age of Despair, a fight occurred between the Knights of Solamnia and the Nerakans in the Pass of Chaktamir. The larger force of Solamnics defeated the Nerakan army, but the costly victory left only fifteen knights alive.

WAR OF THE LANCE

The only other important historic incident is the invasion of the dragonarmies, but that has not yet seemed to affect the life of the people in any momentous fashion. The area remains under the control of the dragonarmies but mainly as a base to train soldiers, or launch troop movements.

MAJOR SETTLEMENTS

Arl’s Watch (Large Town, 4,511): Arl’s Watch is a small city located near the mouth of the New Sea leading into Sanction. It is a key location for the dragonarmies to control trade into and out of Sanction. The city boasts a number of taverns and inns along the harbor front that cater to sailors and merchants. It also has a handful of temples dedicated to the ancient gods. Most have been abandoned or converted into businesses. The city guard have been ordered to report to the dragonarmy commanders but remain loyal to the current ruler Halivar



Wavedancer (N male human fighter 5/rogue 5) and are given special quarters at Arl's Keep, a small fortress on the southern coast of the town. From the top of the keep, one can spy the distant southern shores of Blödehelm and the fortress city of Despair.

Firstwal (Small Town, 1,545): The walled city of Firstwal is the largest settlement in the Midlands of Estwilde. Created as a Solamnic outpost prior to the Cataclysm, this city was overcome by hordes of hobgoblins and ogres during the early Age of Despair. It was liberated by a warlord in the second century and has been a sovereign entity ever since. Human farmers and a good number of civilized goblins, hobgoblins and half-ogres inhabit the city. The "invasion" of the dragonarmies was more of a change of guard for the city. Rulers of Firstwal have come and gone, but little changes in the city itself. Taxes are harsh, punishments are harsher and daily life is bearable but hard. The current ruler of Firstwal is Lemal Fellway (LE female hobgoblin rogue 8), a strongly charming woman despite her obvious hobgoblin ancestry. Fellway has recently allowed the Dragonarmies to begin moving troops and goods into her city.

Haltigoth (Large City, 17,614): The regional center of the South Shore, Haltigoth is the largest city in Qwermish. Seated on the deepest bay of the region and central to some of the richest soils along the coastline, Haltigoth is situated in a prime spot to do heavy trade. Haltigoth is far from a lord city. The streets are dirty, the walls of buildings are in poor repair and many of the towers stand empty. The shape of the city may have something to do with the poor line of rulers that have taken hold of the city. Conniving barons, thieving merchant lords, pirates, hobgoblins, military commanders, and the like are more focused on their own power and good fortune than the welfare of the city and its citizens.

The current ruler of Haltigoth is Regent Robergien Fyr Kurrin (NE male human barbarian 7/rogue 3). Despite his noble sounding name Robergien has strong ties with the barbarian tribes of the mountains. The majority of the city guards (a mixture of humans and hobgoblins) have now been forced into the service of the dragonarmies that have taken up key positions around the city. For his compliance,



the Regent has been allowed to keep his position within the city and is using his influence to call forth warriors from local barbarians tribes to Haltigoth for inclusion into the dragonarmies.

Kwinter Ranch (Hamlet, 221): This ranch is the most prosperous goat and horse ranch of northern Estwilde. This is a fortified ranch, designed to repel incursions, built entirely of wood. It is currently occupied by the

dragonarmies, and its superior horses are being drafted into the conflict.

Ohme (Village, 821): Located along the North Shore of Estwilde is one of the only civilized settlements in Qualmish. Prior to the fall of Istar, the city of Ohme was much like Kalaman. Istarian merchants had set their minds on creating a number of locations across Ansalon in which they could ship their goods from. Ohme was originally located at the end of a peninsula overlooking the Northern Courrian Ocean. It was only a small city at the time and merchants traveling between Solamnia and Istar stopped there frequently. When the gods abandoned the world, the resulting changes in the continent raised land around the city. Its ports to the north rose up on dry land and the ocean waters fled ten miles to the west. The resulting land changes began to dump water in and around Ohme that was unable to drain fast enough raising swamps about the city. Now the town is inhabited by only a handful of xenophobic residents that have little contact with the outside world. Some theorize that it has something to do with the fact that the citizens of Ohme are somehow strangely connected with the swamp that surrounds them.

Two Creek (Large Town, 2,738): The Town of Two Creek is located north of the fork where Lockspring and Blue Rage Rivers meet. Two Creek is one of the oldest settlements in Qwermish. The town was once used to repel hobgoblin attacks as humans moved further north into Estwilde. As such, the focus of the town has remained on defense. During the winter months, raids on outlying farms force a number of farmers to bring their families into the protective walls of the city. There are defensive measures within and without the town that makes it a perfect spot for dragonarmy troops to take up residence in now.

Wheatly (Hamlet, 198): This is a thriving hill dwarf settlement that deals with all sort of finished metal goods. Despite this, the dragonarmies have thus far ignored the settlement. The dwarves have plans to retreat to nearby caves should they be attacked.

IMPORTANT SITES

A hard land for hard people, Estwilde is mostly foothills and rugged plains. That said, the terrain is extremely varied, and includes the fabled Darken Swamps.

Astivar Mountains: This small mountain range is ogre territory. Most of the ogres and giants in Estwilde live here, occasionally warring with the goblins of the Woods of Lahue. These mountains contain various passes that are heavily guarded by the ogres, who have allied with the dragonarmies, providing them with safe passage through the mountains.

Darkling Hall: Located in the Midlands near the base of the northern tip of the Dargaard Mountain range stands a place that was built in ages past. It is an enormous passage crafted of smooth red stone that leads into the heart of the mountains. Dwarven explorers claim that it was not crafted by mortal hands. At the end of the three

mile passage is a chamber the size of a small city with a floor comprised entirely of black highly polished stone. Within the cavern, one can feel a great sorrow descend upon them. Sages speculate that the location was once used as a portal for the gods of evil to enter the world of Krynn.

The Shadowglades: As their name suggests, these swamps are dim, murky places. Home to creatures not found elsewhere in Estwilde, the swamps are rumored to conceal, deep in their midst, the abode of a mad wizard. Rumors among the soldiers of the dragon armies claim the wizard is a renegade working for Takhisis to create a new race of foul creatures, much like the draconians. Strange noises can be heard emanating from the swamps, but the source has yet to be discovered.

Singing Mountains: There are a collection of mountains in the southern reaches of the Seven Spires within the borders of Estwilde known as the Singing Mountains. This mystical site has long been a mystery to the folk of that region. Most reports about the mountains revolve around an old tale.

Many people believe that three beautiful children of the Storm Queen were banished to the Singing Mountains for disobeying their mother. Here they have grown old and ugly without their mother's blessings. But their voices remain as pure and clear as the day of their creation and their compelling voices can be heard across the mountains. The music of the Singing Mountains is mesmerizing and more than one traveler has fallen to his death by walking right off a cliff while hypnotized by the mysterious melody. It is a beautiful and terrifying place.

The Woods of Lahue: These woods are located under the shadow of the Astivar Mountains, with wiry pine trees everywhere. The Woods of Lahue is the hunting territory of the Lahutians, a race of pink-skinned, blonde-furred cannibals, which some sages believe are the result of an unholy union of human and goblins. The woods themselves are ancient and deadly. Primal creatures dwell here and the Lahutians have either learned to live with them or mastered them in some manner. Emissaries of the Dark Queen are currently investigating the woods to see if the cannibals can be of use to them in the war against the east.

ADVENTURE IDEAS

- ⇒ In the swampland surrounding the town of Ohme, a peculiar group of gnomes have made themselves a home. This small gnomish community is comprised mainly of botanists and biologists. They have been working on a number of strange experiments over the years, many of which now lurk in the moors of Qualmish in northern Estwilde. It comes as no surprise to the locals when a report of living plants attacking nearby villages comes to the heroes along the lines of gossip and rumor.
- ⇒ The centaurs of Firstwal are not normally violent, but when the invading dragonarmies moved in, the



centaurs went on the warpath. The inclusion of blue dragons in the invasion made it all the more difficult for them. Now nearby settlements show evidence of centaur attacks, and the adventurers have been asked to come up with a plan to deal with them.

- ⇒ The ruins of Pey have become a hotspot of dragonarmy activity in Estwilde. The highlords are searching for something deep lost within the abandoned mines near the foothills of the mountains. Local historians claim that the ruins once belonged to a cabal of White Robe wizards that fell apart in the Kingpriest's war against the Wizards of High Sorcery. What is in the mines that could be so valuable to the Dragonarmies and could the adventurers find it first?
- ⇒ The ruins of Gwan on the South Shore are currently home to the Slug clan of Gully Dwarves. They travel portions of the ruins of which they have dubbed "This Place". The unique thing about the Slug clan is that a special friend regularly visits them. A newly appointed cleric of Morgion has been making friends with the clan and bestowing "presents" to their leader, Highbulp Gunk. It's believed that the clan will be paying a visit to Haltigoth in their near future.

GOODLUND

Capital: Kendermore

Population: 128,272 (kender 52%, nomadic humans 19%, sligs 10%, gnolls 6%, Kagonesti elves 5%, goblins 4%, Wendle centaurs 2%, gnomes 1%, other 1%)

Government: Oligarchy (Kendermore), Tribal (all others)

Religions: Ancestor Worship (plainsmen)

Trade: Coral, spices, wood, dried fruit, glass, diamonds, ancient artifacts of Istar

Alignment: CG, CE

Goodlund comprises three major territories south of Balifor. The stubborn grasslands of the west give way to the lush forests and verdant fields of green grass of Goodlund. The massive Kenderwood forest in the northwest corner of the region runs south, dwindling into a twenty-five mile strip of woods that runs all the way to the southern shore of the peninsula before widening again. The woods are comprised of a number of fruit-laden trees and berry bushes, making it a bountiful food source for the residents of the sprawling forests. Wildlife is plentiful, and the warm moist air of the Maelstrom guarantees short winters and mild summers.

Beyond the kender lands to the east lays the winding Wendlewrithing River. The northern branches of the waters, the Bristle and the Willow, are dotted with a series of hectic kender villages. The cool, clear waters are filled with fish and shellfish. Across the Wendlewrithing River are the Laughing Lands. Named by kender for the sounds of the cackling, nomadic, hyena-type gnolls that dwell there, the Laughing Lands are a region comprised of endless dry grass plains, broken by regions of sandy wastes and barren rock. Each summer, black smoke can be

observed wafting above the region, as grassfires rage across the region; either they are touched off by lightning, or by the destructive sligs that make their home in the Laughing Lands.

Continuing east across a bay of turbulent waters, known simply as the Maw, are the rolling grasslands of the Dairly Plains. Stretches of verdant grasses broken by spare copses of woods and scrublands filled with exotic plants blanket the region. In some regions, the plains descend into crevices and cracked earth, results of the fiery mountain that struck the continent. The storms and waters of the southern plains of this region can be violent and dangerous, complementing the many wild-sounding place names of the area.

LIFE & SOCIETY

Life in Goodlund is relatively easy-going. Each race has its own space, and conflicts are rare. The kender here are typical of true kender. They are interested in other races, are open, friendly, and willing to help outsiders. The region is populated with kender tree villages and small hamlets. In general appearance, the homes in these areas look unfinished. The motley collection of domiciles are mismatched and run together. The nearly constant summer here is perfect for a race that would rather be playing outside than harvesting food for the winter.

Further south, the Wendle Woods provide home to a handful of Centaur tribes. These Centaurs are smaller and less antagonistic than their larger brethren across the continent. The Centaur tribes are on friendly terms with the Kender to the north and the Kagonesti of the south. The Kagonesti of Balinost have spread out into the woods known as the Beast's Run. These Kagonesti live life as they always have, surviving day by day from the gifts of the land. The region of Beast's Run has been dedicated to Chislev; the Kagonesti have taken her silence as a test of her faith, and have never forgotten her teachings.

In the Laughing Lands, life is very primitive and unforgiving. Scattered villages of sligs make their homes in the plains, usually in niches they can easily defend. Tribes of nomadic gnolls largely claim the rest of the land as their own, often crossing into territories guarded by the sligs and raiding them for crude goods. Their vicious laughter can often be heard echoing eerily over the plains. In a hilly region near the tributary known as Lifesbreath, hundreds of goblins make their homes in ancient underground catacombs.

The folk of the Dairly Plains are strong-willed, honest folk. Although they look similar to the plainsmen of Balifor, in their isolation they have developed their own culture and unique outlook on life. They turned to ancestor worship as their main religion following the Cataclysm, and actually believe their ancestors ascended to godhood when the ancient gods abandoned the world. Scattered small villages dot the Dairly Plains, and the plainsmen have lived there peacefully for generations.

REGIONAL HISTORY

The Cataclysm was particularly devastating to the forests of Balifor. More than half the region was submerged. The flooding was almost instantaneous, and thousands of kender and elves were lost to the floodwaters. Those few survivors that stayed behind were left without homes and forced to find or build new ones. Many kender wandered to the north away from the flood lands. They were hurt and confused. Most blamed the gods for the loss of their loved ones. They became more aggressive and lived nomadic lives, traveling the harsh lands of what remained of Balifor. In 67 AC, a tribe of such kender settled in a region of woods that had been revitalized since the Cataclysm. They situated themselves west of the ruins of a city whose name had been lost to time. Eventually, more kender settled the area, and the small town that sprang up near the ruins was called Kendermore. For the next hundred years kender continued to settle this young forested region, which the humans dubbed the Kenderwood.

The Kagonesti that were not found and killed by gangs of humans during the early Age of Despair gathered together and remained in a thin strip of forest along the southern coast. The Wendle Centaurs joined them in this forest. Eventually, the horsemen roamed further north as the forests began to flourish anew from the fertile soils and moist, temperate winds of the north—creating a population boom for the Wendles.

Many of the catacombs that crisscrossed beneath the sandy wastes south of Istar were flooded, collapsed, and eventually were abandoned. The evil races that once dwelt in the catacombs survived by moving to the surface and into the Laughing Lands. Sligs, goblins, and gnolls made the Laughing Lands their home, displacing the nomadic humans and forcing the kender tribes to the west. The humans of the desert tribes that once roamed this region moved into the wild Dairly Plains and defended it against invading gnolls and goblins. Eventually, these conflicts largely subsided as each race found its own space on the peninsula.

WAR OF THE LANCE

The dragonarmies have chose not to remain long in the Kenderwood. They have given up trying to intimidate the fearless race and settle for merely keeping them corralled within the woods. Border communities have been destroyed, and the army keeps patrols along the northwest perimeter of the woods. Deep from within their woodland home, the wily kender, lead by Kronin Thistleknot, are plotting for a way to deal with the occupying threat.

The invasion of the dragonarmies has most inconvenienced the centaurs of the Wendle Woods. Passages have been cut through the strip of woods to allow ground forces to move back and forth between Balifor and the lands of the east. Currently, the centaurs have moved south with the Kagonesti. Rather than expend their forces chasing “ghosts” in the woods, the dragonarmies unleashed a number of black dragons into the Beast’s Run. Inexplicably, the dragons have found very little of consequence in the woods. They know the elves and centaurs live there, but so far have been unsuccessful in locating them.

The evil races of the Laughing Lands have been called into the service of the Dark Queen. Most have openly accepted; others had to be pressed into service.

The only real resistance the dragonarmy has encountered on the peninsula is from the plainsmen of the Dairly Plains. The warriors of the plains will not surrender easily and they have put up a limited resistance; because the barbarian warriors are spread so thin, they have problems ousting the Dark Queen’s forces.



MAJOR SETTLEMENTS

Balinost (Village, 817): A band of wild elves inhabits the southern end of the Wendle Woods. This tribe of Kagonesti elves generally keeps to itself and keeps outsiders away with the aid of the forest creatures and by controlling the plants in the region. The so-called Balinesti are grudgingly respectful of other elves, and are amused by the kender that occasionally wander down south, but are suspicious and distrustful of other races. Some small kender villages live on the borders of the Wendle Woods, and are respectful of the Balinesti and their ways.

Hillshar (Hamlet, 126): Near the source of the Bristle River is a kender village on the edge of the Kenderwood. It is situated at the base of a summit of rocks upon a stony hill. Climbing up the 150-foot-high stone peak, one can look down into the forest to the east and over the steppes to the west. A small spring at the top of the stone peak spills a stream of crystal-clear water into a pool below. The kender village of Hillshar surrounds the pool, with its assortment of motley houses and tree dwellings.

Kendermore (Large Town, 4,821): In most respects, Kendermore is a very human-looking city. It has taverns and inns, market places, trade shops, a library, and even a great city jail that doubles as an Inn when it's not too busy (which is most of the time). These buildings evidence a hodgepodge of architectural styles, and some buildings are even left intentionally incomplete, missing a wall here or even a door, forcing the kender to scramble into an open window to get inside. The city is a jumble of winding cobblestone streets, twisting wooden walkways, snaking dirt trails, meandering shortcuts, and roundabout paths. If a traveler is not familiar with the city, they will most likely spend hours getting to a location that is only a few hundred yards away. Currently the Grand Marshal, Kronin Thistleknott (CG male kender barbarian 12), who is working to rid the surrounding lands of the dragonarmies, leads Kendermore.

Ripzh, Sstihk, Szlash, Falsh (Villages, 1000+): This series of villages are home to the slig tribes of the Laughing Lands. Each one is heavily fortified with wooden palisades and hidden traps that ring each community. The reptile

men secure their females and offspring in these villages, while they hunt and make war against the goblins and gnolls of the region.

Trade (Hamlet, 389): The region north of the Kenderwood once consisted of many small costal villages. But pirates slowly made the region uninhabitable, and now these villages are only empty shells, wrecked and overgrown. The only town left in operation is simply

known as Trade to the kender of Goodlund, because they occasionally go there to trade with the pirates that inhabit the dilapidated town. Every now and then a pirate ship will land just outside the town, and the men will come ashore to split their spoils and make repairs to their ships. The pirates consider this one of the safest places to land, since the only way by land to this location is through a "kender-infested" forest.

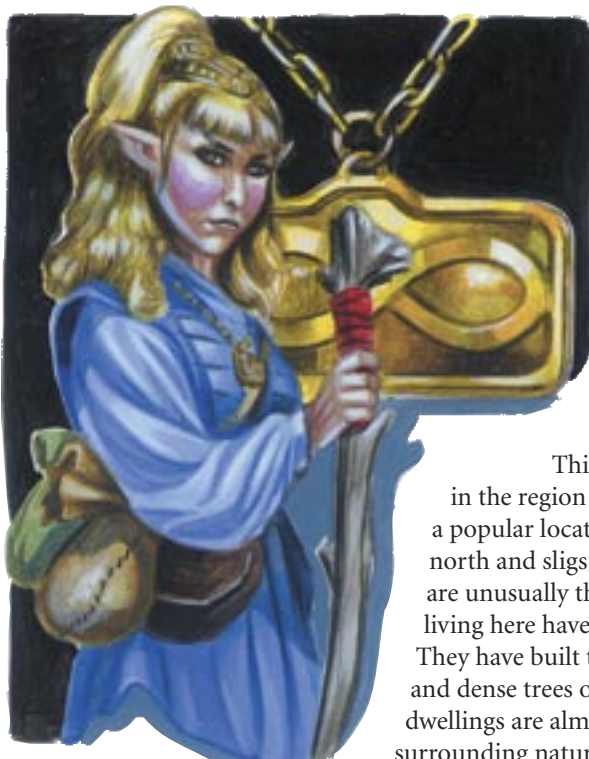
Woodsedge (Small Town, 1,377):

This kender town is the second largest in the region next to Kendermore. Woodsedge is a popular location for kender with pirates to the north and sligs to the east. The forests of this region are unusually thick and overgrown. The kender living here have created a remarkable community. They have built their homes among the thick brush and dense trees of this part of the forest. These dwellings are almost indistinguishable from the surrounding natural environment. The kender here take pride in their town and are constantly looking to make improvements here and there. Most travelers through the area don't even know the town exists, except for the fact that there is a surfeit of kender in the area. The "streets," such as they are, are more like footpaths and trails. Some well-used paths even go up and through trees.

IMPORTANT SITES

Beast's Run: The southern forest region of Goodlund contains some of the most ancient forest in all of Goodlund. The trees here are huge and towering, the foliage always thick and overgrown. Beast's Run is all that remains of the original forests of Balifor. The Kagonesti that dwell here have named the area for Chislev, the goddess of nature, better known as the Beast among the Wilder Elves. The Kagonesti here believe that Chislev saved these lands before she lapsed into silence.

Blood Watch: During the reign of Istar the nation built a number of fortifications along the southern border of the Sea of Shifting Sands to prevent incursions from desert barbarians and ogre hordes. One of the most famous was the Fortress of Yandol, which was a center for trade and religious instruction. Although the sturdy construction of this fortress survived the Cataclysm, it was eventually



abandoned by its inhabitants in the early years of the Age of Despair. The reason for their flight is apparent enough, as today the ruins are known to be haunted by the people who tragically died on the day Istar fell. They still dwell in the ruins, cursed to an agonizing existence as wraiths and ghosts. Eventually the ruins were renamed Blood Watch in honor of the place's precarious perch over the Blood Sea.

Elian Wilds: The island of the Elian Wilds is located to the east of the Dairly Plains across the Mistletraits. The Elian society has been isolated from the rest of Ansalon for thousands of years. It was here that the Scions magically transported a community of human barbarians to experiment with developing a human race that was shaped by their ideals of perfection. Numerous reefs surround the island of the Elian Wilds, and this makes an approach by boat extremely dangerous. The society of humans on the island lives in a number of small villages in a very regimented warrior society. Their special brand of fighting includes sharpening both the body and the mind. Every citizen is practiced in the martial arts and the most powerful fighter rules the island. On the northern tip of the island is a city known as Claren Elian, or the Forbidden City. It is said to be a cursed place created by the magic of the Scions where buildings of pure crystal shine.

Haunting: There are kender tales of strange happenings in this locale south of the Kenderwood. Kender will swear up and down that their aunt's second cousin's uncle has seen or heard of the witches that inhabit this area. Some kender have been known to mysteriously disappear in the region, but whether they actually disappeared or just wandered off is still debatable. According to all reliable reports, there is a covey of hags that reside in the area. The reason no one can vouch for their exact whereabouts is still a mystery, but rumors of a magical hut that walks on stilt-like legs have been circulating.

Kenderwood: The Kenderwood takes up the northern center of the Goodlund Peninsula. This stretch of land is primarily home to the first nation of kender. This region of Ansalon is composed of rolling hills, dense forests, and vast plains. The southwest corner of the Kenderwood is covered with a thick stubborn grass. This verdant plain prevents the encroachment of the Bailfor steppes into the Kenderwood. The forest itself is brimming with fruit trees and a plethora of wildlife—from the elusive Goatsucker bird to the Fire Bo-weevil. The constant year-round summer-like climate keeps the forest in bloom much longer than is normal, and the shade of the trees keeps Kenderwood cooler than the grasslands to the east.

Lifsbreath: The Lifsbreath River begins in the north of the Laughing Lands and meanders southeast toward the Dairly Plains. The mouth of the river springs from a hilly region inhabited by goblins. They retreated here once the Cataclysm struck, when many of the catacombs beneath the desert began to cave in. They live in the remnants of these caverns in the rugged hills and zealously guard their territory. They make regular war against the sligs to the west and against the plainsmen of the Dairly Plains in the

east. Comprised of a number of small clans that claim independence from one another, the goblins have largely been bullied and rallied together by the dragonarmies.

Maddening Springs: In the southern Dairly Plains, there is said to be a spring that can cure any illness. Its crystal waters are hidden in a maze of grass covered hills and outcroppings of rocks. The waters may or may not have miraculous healing powers, but it has been said that anyone partaking more than once from the spring will lose his mind.

Talin: This ruin was once an ancient elven city. The story of this elven race, known as the Talinesti, has long been lost in time. The buildings here are collapsed, rotting, and overgrown beyond recognition. A tribe of gully dwarves has taken up residence in the ruins, declaring it "This Place". They are known as the Glug clan and their ruler HighGlug Muk the First (CN male gully dwarf rogue 5) is known for his conniving and manipulative ways. He rules over his clan with an iron fist. He found the iron fist while digging through some refuse in an underground layer of the ruins.

ADVENTURE IDEAS

- ☞ The adventurers come into the possession of a map that shows the location of an ancient elven city in Goodlund. The strange thing about the map is that it appears to indicate it is underground. The entrance mark on the map is through the goblin catacombs of Lifsbreath in the Laughing Lands. Is the map merely a kender prank or does an ancient elven city actually exist beneath the home of the kender?
- ☞ The plainsmen of the Dairly Plains have been continuing to skirmish with the dragon armies of the east over their homeland. In addition to the draconians and goblins in the region, the plainsmen have lately had to contend with a new threat. It seems that it is mating season in the Dairly Plains for creatures known as tylors, a type of wingless dragon, and the number of them appearing is alarming. Before long, the Plainsmen will be forced to flee their homeland via the ocean.
- ☞ The Wendle centaurs of the Wendle Woods are in dire need of assistance against the dragonarmies. Gnolls, sligs, and goblins from the east are passing through their forest every day forcing them to remain in hiding. It won't be long before the centaur are discovered and captured or killed, that is unless the adventurers can think of some way to prevent the traffic through the Wendle Woods.
- ☞ The ruins of Blood Watch are perched on some rugged hills overlooking the Blood Sea. A mad priest of Sargonnas has been luring kender to the ruins only to slay them in sacrifice for some wrong he suffered at the hands of a kender. He has gathered an army of foul creatures to protect him and continues to prey on the kender of Goodlund.
- ☞ From the barbarian villages of the sligs in the Laughing Lands, a number of shamans dedicated to the Dark



Queen have begun to summon a number of undead, inundating the region with the walking horrors. The final ritual will summon a being of incredible power if they are not stopped soon.

HYLO (KENDERHOME)

Capital: Hylo

Population: 91,688 (kender 85%, humans 8%, gnomes 4%, other 3%)

Government: Oligarchy

Religions: Many minor cults but mostly nonexistent

Trade: Timber, wooden carvings, professional finders, ebony, flint, raw gems, spices, and medicinal herbs

Alignment: NG, CG

Hylo is a well-protected, forested area that is bordered by a vast range of mountains to the west, the Straits of Algoni to the east, empty wastelands to the north, and the inhospitable deserts of Ker-Manth to the south. It is home to thousands of kender, much to the dismay of many Ergothians that live in close proximity to the kender. The natural barriers of the mountains, desert, and waters to the west keep the region largely isolated from the outside world. The land itself is rugged terrain comprised mostly of irregular hills and dales. Here and there smooth valleys can be found. In some cases, these flatlands appear to be artificial. They are ogre made. A number of ancient ogre ruins lay scattered throughout the region.

The forests of Kenderhome are temperate and warm year round. During the winter months, snow from the Sentinel Mountains falls lightly for a few weeks, allowing most kender time to frolic in the snow and relax from their daily chores. During the summer and spring, many of the streams, creeks, and small ponds are inundated with kender swimming and playing. Above the forests, in the green highlands of the mountains, small ravines and valleys are often filled with runoff from the peaks, providing fresh water throughout the year.

LIFE & SOCIETY

The inhabitants of Hylo are a content group of people. They are protected on all sides from their enemies, and, because there is very little on Hylo that others would want, the citizens of Kenderhome have lived in relative peace and happiness for thousands of years.

Since the majority of the inhabitants are kender, many other races steer clear of this region of Northern Ergoth. The kender here are interested in other races, open, friendly, and willing to help outsiders. The region is populated with kender tree villages, ancient ruins, and small hamlets. Most of the homes in these areas look unfinished. The motley collection of domiciles are mismatched and run together in jumbled fashion. Ladders run straight from some homes up into tree dwellings and rope bridges connect others.

Politically, Kenderhome has no true center of power, but Hylo is often considered to be the capital of the region simply because it boasts the largest population. There has

never been a true ruler of Hylo, although it has had its fair share of leaders. Warlords, khans, kings, queens, and a plethora of other titles have been used for those in power in the past, but such titles—and leaders—never last long.

Elections are run each year to see who will be the next leader, but very often elections are decided by contests such as who can spit a watermelon seed the farthest, or stand on their head the longest. The games on Election Day are what make the whole system worthwhile.

REGIONAL HISTORY

Hylo was founded in 2600 PC, when a clan of kender in Balifor borrowed a floating citadel and crashed it near the foothills of the Sentinel Mountain range. The location suited them just fine and so they settled down, building their village around the remains of the crashed keep. In such an isolated region of the continent, the kender thrived. They built many small towns and villages throughout the forested region and claimed a new kender homeland. They lived here with little intrusion from the outside world for thousands of years.

The Cataclysm scared the kender of Kenderhome. They couldn't understand why the gods had punished them along with Istar. These kender became somewhat subdued and meek. Many also became fanatically religious, making daily offerings to the gods and joining any new religion they encountered. They closely guarded their borders, thinking that it may have been their interaction with the outside world that caused the gods to punish them. Within three generations, however, many kender who had not been directly affected by the tragedy had begun to return to their normal optimistic selves.

WAR OF THE LANCE

The people of Hylo are blissfully unaware of the events unfolding outside their forest homes. There are some rumors of dark tidings in the east, but most folk have chalked that up to kender tales. However, these tales are often convincing enough to have caused more than one young kender to pick up his hoopak and pay a visit on his distant cousins in Kendermore. The most newsworthy event of the times is that the goblins of the north have finally been declared steadfast allies of the kender of Hylo. This of course comes as no surprise to the kender of the village of Thisway, who have been peacefully trading with the goblins for decades. The current ruler of Hylo is Master Emperor Loraliee Spellslinger (CG female kender rogue 6/handler 3), a self proclaimed "kender wizard" who won her position by performing a number of very entertaining card tricks and sleight-of-hand at last year's election festival.

MAJOR SETTLEMENTS

Hidal (Village, 432): At one time, the community of Hidal was situated at the base of the hill range, but some very interesting caves were discovered and the community realized it was spending more time up in the caves than in

town, so they relocated. Rumor has it that the caves were once the ancient homes of the mysterious huldrefolk and that residual magic can still be felt in the tunnels.

Hylo (Small City, 8,767): Following the Cataclysm, Hylo became a port town, as the oceans flooded inland and wiped out five of the ten existing kender settlements. Now, this town has regular seafaring traffic. A large number of the vessels that stop here are of gnomish design, making Hylo one of the few ports that allows gnomish ships to dock.

Legup (Hamlet, 132): Legup is a small kender settlement situated at one end of the only pass into the Empire of Ergoth to the west of the Sentinel Mountains. The inhabitants of Legup live among the ruins of a small, ancient ogre city. The kender who live here are an unusually tenacious type. The most notable kender of this region are the Thistleknots that have been ruling Legup on and off for generations.

Lemon (Hamlet, 328): Among the lush forests of Hylo far to the north, you can find the village known as Lemon. The waters of the Cataclysm quickly filled this valley, turning it into Lemon Bay. Lemon has overcome the loss of many of its beloved lemon trees and is now developing a fair amount of logging trade with Ackalites to the north. Every year the kender of Lemon hold an annual Lemon festival where they serve lemonade, eat lemon pie and hold sour face contests.

Lookit (Small Town, 1,204): Visitors from all over Hylo agree that Lookit is one of the most beautiful places on the face of Krynn. Approaching Lookit, the first thing a visitor will notice is the great, three-tiered waterfall flowing over three plateaus. Along the banks of the Lookit River and down the Plateaus is the largest tree village in all of Ansalon. Hundreds of kender skitter among the branches from tree to tree. Kender swim in the Lookit river year round. Even in the winter when the snows of the Sentinel Mountains are falling, kender can be found daring one another to jump into the icy waters.

Ocean Town (Hamlet, 106): Situated in the foothills of the Sentinel Mountain range, this settlement was designed by kender that managed to escape the destruction of Loudwater, now known as Drowned. The surviving kender united there and built a complex and elaborate collection of docks and piers. They were designed and crafted with care, and their very appearance—riding high on dry land—is unforgettable.

Thisway (Hamlet, 371): This tiny village borders the goblin lands of Sikk'et Hul to the south. The kender of Thisway are good friends with the unusually peaceful goblins. They share strong ties with the goblin and barbarian tribes of north Sikk'et Hul.

Tower (Hamlet, 121): Tower is a small village built around an ancient tower. The kender here look out for the spirit of the tower and protect the tower against intrusion. The spirit is known to appear prior to times of danger and warn the kender of impending doom.

IMPORTANT SITES

Sentinel Mountain Range: This mountain range has always protected Hylo to the west, not that Hylo has needed much protection. The rulers of Ergoth, to the west of the mountain range, have also enjoyed the protection that the mountain range offers from a steady stream of kender wandering over for a visit.

ADVENTURE IDEAS

- ☞ The trolls of the Ogaral province to the north have been restless of late. Trolls have been crossing into the forest of Hylo and wreaking havoc. The border town of Sticks is requesting assistance from anyone that can lend a hand.
- ☞ The famous gnomish bard Rattlespear who is renowned for telling his poems through small clockwork figurines has reported that his prized Legend of Huma and Magius figurines are missing. He believes the culprit has fled to the village of Tower across the Monster Bay. Would this have anything to do with the rumor that the old Tower at the center of the town once belonged to the wizard Magius?
- ☞ In the ruins of Lost, the kender of Hylo have uncovered an ancient passageway deep beneath the earth. The only problem is that they are too afraid to enter. (Yes, that's not a mistake, too afraid to enter.) What type of evil force could be lurking beneath the ancient ogre ruins of Lost?
- ☞ A kender noble from the village of Ocean Town is looking to hire "non-kender" adventurers to spearhead an investigation into the peaks of the Sentinel Mountains. It seems the kender noble has a mine that produces a number of green diamonds and recently all communication with the kender of the mine have ended. Every other kender he has sent up as disappeared as well. Maybe the kender tales of wandering snow monsters were true.
- ☞ Although the kender of Thisway have always been on friendly terms with the goblins of Sikk'et Hul, they have never been on friendly terms with the bugbears of Sentinel Mountains. Now the bugbears are making raids on kender caravans running between Thisway and Hylo.

ICEREACH

Capital: Icewall Castle

Population: 3,400 (humans 51%, thanoi 47%, ettins 2%)


Government: Dictatorship (dragonarmies); semi-independent tribal communities (thanoi and human barbarians)

Religions: Takhisis and Zeboim among dragonarmies

Trade: Whale oil and seal blubber, white-bear pelts, fish, ivory

Alignment: LG, CN, LE, CE





From the Sirrion Sea to the Southern Courrain Ocean, the great white sea that is the Icewall Glacier, with its harsh and unforgiving environment, does its best to flush out all outsiders trying to brave the cold blizzards.

LIFE & SOCIETY

Despite its harsh conditions, Icereach teems with life. White bears, rhemoraz, thanoi, and human barbarians call the Icereach home. These last two have been battling each other for centuries, trying to control the scant resources of the glacier. With the coming of the dragonarmies, the residents of Icereach have bigger problems on their minds, for the white dragons are roaming the skies looking for their next meal.

After taking up headquarters in Icewall Castle, White Dragon Highlord Feal-thas commanded the larger whites to terrorize the whole region. Every month he sends draconians to collect tribute from the thanoi and kill any human barbarians in the area.

Although much of the White Dragonarmy consists of dragons and draconians, many minotaurs and ogres, under orders from Takhisis, also came to Icereach. Feal-thas has similarly enlisted the help of the small community of ettins, and some thanoi. As such, Takhisis has gained a foothold in the south of Ansalon, and Zeboim's faith is also on the rise.

REGIONAL HISTORY

Originally Icereach was located much farther south. It was a land of harsh winter climes and year round snows with the exception of a brief summer that lasted only a matter of weeks before the temperatures plummeted to freezing again. Icereach was home to a grand ogre kingdom that fell into decline centuries before the Cataclysm. This land of blizzards and numbing cold was also settled by ice barbarians and tribes of walrus men.

When the Cataclysm came to pass, the climate changed across Ansalon and the frigid temperatures of Icereach were pulled farther north. The Icewall glacier crept across the sea waters, bringing with it the civilizations of the south, forced to move or be trapped by the increasingly bitter cold and tempestuous weather.

As a remote and inhospitable region, Icereach sees few adventurers, and the thanoi and human barbarians are content to live their own lives separated from the rest of the continent.

WAR OF THE LANCE

Although Feal-thas's orders are to remain in place, and prevent any large-scale conflict from erupting in the area, as the dragonarmies push west Icereach will serve two important functions—escorting supply lines throughout the Plains of Dust, and supplying support troops in the offensive against Southern Ergoth. Simply as the keeper of one of the *dragon orbs*, Icereach is strategically pivotal to the war.

MAJOR SETTLEMENTS

Ice, snow, and wind permeate this area of the continent. Several crevasses hidden in the ice bed give way to underground chambers, which more often than not are filled with remains of poor thanoi or human barbarians who have failed to notice the trap until it is too late.

Hallik (Village, 721): The village of Hallik, west of the Icewall Castle, is home to the Icefolk known as the Bayguard clan. They live much like the other barbarians of the Icereach through ice fishing, hunting wild game, and harvesting peat for cookfires and warmth. The village is located at the top of a low ridge that overlooks a tributary of the Ice Mountain Bay. The Hallik are fierce warriors and have only recently discovered the new inhabitants of Icewall Castle. For now they have only suffered a handful of flybys from white dragons, but have been largely left alone beyond that.

Icewall Castle (Village, 800): One of the few structures to survive the movement of the glacier is a castle that predates the Cataclysm. It sat high upon a ridge overlooking the sea to the south. As the glacier inched its way forward year after year the Castle remained. Now the castle is surrounded by a sea of ice. Currently the castle has been occupied by the Dragonarmy troops led by the dark elf Feal-thas.

Kormesh (Village, 454): The barbarian village of Kormesh is located just a few miles west of the Plains of Dust. Inhabited by the Arktos clan, the ice barbarians of Kormesh are more likely to deal with desert Plainsmen than the other tribes of the Icereach. Their village is located in a deep valley near a system of underground caves where they can escape the harsh winter storms. Their homes are constructed from stone, ice, and mud. Surrounding their village are patches of tough scrub grass that can be harvested, dried out, and used for various uses.

Trandol (Hamlet, 359): The village of Trandol was established by gnomes nearly 50 years ago. It was established in order to allow the gnomes to research and test inventions within the colder climes of Ansalon. A trough runs for nearly a mile from the village of squat stone huts to the Ice Mountain Bay to the north. It allows for launches of ships and other smaller vessels into the waters of the bay. Over time the gnomes were joined by other humans, wizards, dark elves, and Ice Folk, all looking for some place to get away from the rest of the world. Recently the white dragon Glazier has arrived demanding tribute on behalf of the High Lord Feal-thas of Icewall Castle.

IMPORTANT SITES

Barred Door: On the southern shore of Ice Mountain Bay lies a valley much like any other in Icereach, encased in frigid ice and layered with snow. This valley may seem unremarkable except for the massive white arch rising above the valley floor. No one is sure just how far down the arch goes. It seems comprised entirely of ice, but some claim the arch is entirely made of diamonds, as nothing

can mar its surface. Barbarian shamans call the place Kri-Sekt, or the Barred Door, and say that before this land was encased in ice, the archway allowed celestial beings access to and from the heavens, but now the entire door had been barred by layers of ice and permafrost.

Ice Mountain Bay: Ice Mountain Bay remains partially in the hands of small bands of humans, and has been a thorn in the side of Feal-thas since he arrived in Icereach. As long as the bay remains relatively free from dragonarmy control, supplies and weapons will continue to flow to the ice barbarians in their struggle.

Sthem: This underground cavern complex is awash with rhemoraz. Its smooth ice tunnels sparkle and glisten like diamonds, confusing would-be explorers. Despite its reputation as a death trap, Sthem is a popular destination for human barbarian youths in their quest to prove their worth to their elders. The rhemoraz's ability to radiate heat makes this an especially hazardous pursuit, and many breathe their last, not when the giant creature gnaws on them, but when the cavern's ceiling melts and collapses from the heat.

ADVENTURE IDEAS

- ☞ Thanoi under the direction of Feal-thas have begun terrorizing a local barbarian village. It might not usually be a problem, but the warriors of the village have all been incased in ice overnight. The strange occurrence has left the remaining families running for their lives.
- ☞ While traveling near the border of Icereach, the adventurers spy a white dragon flying across the edge of the Icewall Glacier. The dragon known as Icebleak has spotted a group of Silvanesti elves and has decided to capture them for the Dark Queen, where they will be taken back to Icewall Castle for the Dragon Highlord Feal-thas. Will the adventurers lend a hand against the wyrm?
- ☞ The ice beneath the adventurers breaks and dumps them into a series of underground passages. Unable to climb back up because of the crumbling walls that eventually cave in, they are forced to traverse the passages to discover if they can find a way out. What made the tunnels and what lives in the tunnels today?
- ☞ A local collector hires the adventurers to travel to Icewall and travel to the farthest reaches to the ancient citadel of the ogre empire of the distant south. Once



they arrive they must begin looking for a great weapon known as the Golden Orb.

KAYOLIN (GARNET-THAX)

Capital: Kayolin
Population: 86,592 (dwarves 93%, humans 6%, other 1%)
Government: Monarchy (Governor Erran Flowstone)
Religions: Forgers (Reorx)
Trade: Metal, tools, weapons, gems, jewelry, coins
Alignment: LG, LN, N
The towering Garnet Mountains, running from Solanthus to the coast of the New Sea in Solamnia, are home to some of the most prosperous and wealthy dwarves on Ansalon. The dwarven city of Kayolin resides roughly in the center of the mountain range, yet tunnels run for miles underneath and


through the jagged spires of this area. Although not as towering as the mountains of Thorbardin, the Garnet Mountains form a formidable barrier against the intrusion of the evil folk of Lemish into the lands of Solamnia.

What makes these mountains so precarious to cross are its many, seemingly insurmountable ridges. Thousands of feet separate the high summits from the lowland areas, making natural passes nearly impossible. The dwarves of Kayolin have solved this problem neatly for themselves by simply building passes themselves with tunnels through the rock. The tunnels allow the dwarves to travel in nearly any direction they wish through the mountains with the ease of walking across flat plains. The passage entrances are secret, however, and their locations are withheld from any non-dwarf.

The region of Kayolin sprawls beneath the mountains. It is comprised of one major dwarven city and several minor cities. The largest city of Garnet-Thax lies at the center of the underground realm. The jewel in the crown of Kayolin, Garnet-Thax is built in multiple tiers and holds half the population of the kingdom. It is heavily fortified, and there are no direct passages leading from Garnet-Thax to the surface. The only way to reach the surface is to leave through one of the three main gates leading into the city, and all travelers—especially strangers—are monitored.

LIFE & SOCIETY

The dwarves of Kayolin are remarkably different from their warring cousins in the south. This may be because the only clans represented in Kayolin are the Hylar, Daewar, Neidar, and Aghar. The Hylar and Daewar already see eye to eye on most things, and the Aghar here have been rewarded with



their own space and treated with respect, as true citizens rather than vermin. Because the mountain dwarves of this realm did not close their gates to the outside world, but welcomed the hill dwarves of the Neidar clan during the Cataclysm, there was considerably less strife between the two. One more distinction between these dwarves and the dwarves of Thorbardin is that marriages between the clans of Hylar and Daewar are commonplace. The dwarves of Kayolin treat their people as one, not as different clans with conflicting interests. All the dwarves of Kayolin are considered citizens, and all decisions are made for the good of the entire community.

Religion still plays a big part in the culture of Kayolin. The current ruler, Governor Erran Flowstone (LN male dwarf noble 4/cleric 7), is a priest himself, and he has not forgotten the teachings of Reorx. Instead of training as a warrior while he was young, Governor Flowstone took up the vestments of his faith. Many of the Kayolin stubbornly refuse to believe they have been abandoned by Reorx, and patiently await the return of “the Forge” back into their lives. Since the Cataclysm they have kept a forge lit and burning, heralding Reorx’s anticipated return.

Refusing to hide away from the outside world, the dwarves of Kayolin saw their opportunity in trade and commerce. They eventually became the sole provider of weapons and manufactured goods in the north.

REGIONAL HISTORY

The region of Kayolin was originally granted to the dwarves of Thorbardin for their assistance in the Third Dragon War, and was initially settled by the Hylar and Daewar clans. At the time, the other clans fought for a place in this new region, but were not welcomed, and that was a source of many conflicts under the mountain. The dwarves there were typical for their clans; they were diplomatic and master traders, but they always kept to their own affairs.

The Cataclysm changed this. When the New Sea cut off the northern ranges of Thorbardin, the dwarves of Kayolin lost contact with their homeland for nearly two centuries. During this time they established themselves as the primary source of metal and manufactured goods in the north. They began minting steel coins, and trading them for foodstuffs and timber.

When contact with Thorbardin was finally re-established, the dwarves of Kayolin found that their brothers to the south had no interest in the outside world. So, they continued to strengthen their ties with the human communities of Solamnia and even joined the humans in rebuffing incursions from Lemish into their lands. Since then, the dwarves of Kayolin have become allies with the Knights of Solamnia.

WAR OF THE LANCE

The dwarves of Kayolin smell the stench of war approaching. They would be fools not to notice the new patterns in trade emerging. Solamnia is getting nervous.

More weapons are being purchased, and lately the attacks from Lemish have come few and far between. The number of tales from traveling merchants has reached Kayolin, and the news from the east sounds ominous at best. The Knights of Solamnia, too involved in their own petty squabbles to pay attention, are probably unaware of the impending danger. But for now, until more evidence present itself, the dwarves will not act rashly on kender tales and barroom gossip.

MAJOR SETTLEMENTS

Crystal (Village, 878): Located near the great food warrens, the city of Crystal is much smaller than most other cities of Kayolin. The citizens here specialize in the mushroom trade, and are responsible for the welfare of the plant life of the great food warrens. Crystal is comprised of a series of large natural caverns with businesses and homes cut into the cavern walls. In the center of each cavern are great massive columns of rare white quartz. During the day the crystals glow with white light that softly illuminates the caverns, which are filled with exotic fungi and towering mushrooms. The mushroom caverns are said to be one of the most beautiful sites under the mountains.

Facet (Small Town, 1,270): The city of Facet is connected to Garnet-Thax via the Dualgates. The city is renowned for its gem merchants, and humans are frequently observed here, trading for diamonds, emeralds, garnets, sunstones, jade, quartz, and jewelry—always with artisanship of the highest quality. The city is as ostentatious as the gems that reside here. Lower-quality stones were used for much of its foundation, but most buildings are constructed from a highly polished black marble inset with gems. A number of sun-tunnels capture the light from aboveground and fill the city with a warm radiance. The southern reaches branch down into natural caverns that are heavily guarded and lead to Kayolin’s great food warrens.

Garnet-Thax (Large City, 20,003): Garnet-Thax is the jewel in Kayolin’s crown, the main dwarven city located beneath the Garnet Mountain Range. Twelve square miles, Garnet-Thax is a city of multiple tiers consisting of literally thousands of buildings. No portion of this vast city opens directly to the surface. In order to reach the surface one must first pass through one of the outlying dwarven settlements, although there are rumored to be a number of secret passages only known to a select few of the city’s elite. The entire city is built along the edges of a massive pit. Eighteen levels of balconies descend into the pit, with each level growing smaller and smaller, until at the bottom there is only a shaft disappearing into the darkness below. Some dwarves claim to have explored as far down as two miles into the pit, without finding bottom.

Garnet Village (Village, 521): Garnet Village is situated halfway between the main road that runs from Caergoth to Thelgaard Keep. It is one of the busiest trade crossroads in Solamnia. This is where the dwarves of Garnet-Thax bring their goods to sell—such as weapons, armor, gems,

and jewels. The humans, preferring not to cart all their goods up into the mountains, have found this a convenient location to rendezvous with the dwarves. The village is surrounded with a sturdy wooden palisade, and serves as home to humans, dwarves, and a small community of gnomes. A small militia keeps the peace here, and a council of three representatives makes the laws and settles disputes. The current council of three consists of Lemi Silverbinder (LN female dwarf expert 5), who represents the interests of Garnet-Thax; Nodwyn the Gnome (NG male gnome rogue 6/master 2), who speaks for the gnomish community; and Lasia Telkar (LG female human expert 8), representative of the Merchants Guild.

Geale (Large Town, 4,199): Also beneath the mountains is the city of Geale. It is a three-tiered city, connected to Garnet-Thax via the Southgate, and comprised mainly of dwarven soldiers and warriors. A great slanting shaft is cut through the center of the city to allow the flow of the Silvershield River. Bridges cross the river on every level. Being a city filled with warriors, the city was built primarily for defense, not to be especially aesthetically pleasing. The current governor of Geale is Glonar Cavernshaker (LN male dwarf fighter 15), a Hylar dwarf of massive proportions.

Knollwood (Village, 487): At the northernmost tip of the Garnet Mountains, twenty miles from the grand city of Solanthus, lies the Neidar village of Knollwood. Well-trodden roads connect the city of the knights to the thriving trade center. The dwarves have carved their homes into the side of the hills, and small paths connect nearly every residence. Herds of sheep tended by young dwarves can often be seen grazing just beyond the copse of trees that surround the village. There is a large marble quarry nearby, where hill dwarves excavate huge slabs of marble to use for building castles and other monumental structures. Knollwood is different from most hill dwarf villages, in that half the population is human. Music and revelry is commonplace as well. The current governor of Knollwood is Hesil Cobblestone (LG male dwarf master 7), who has toiled heroically to strengthen the ties between the hill dwarves and the humans of the region.

Rubicon (Large Town, 2,281): Rubicon is the city of steel. The smell of coalsmoke lingers heavily in this city, and the heat from hundreds of busy forges can be felt as you enter the city. Rubicon manufactures some of the highest-grade steel in all of northern Ansalon. When the raw elements for this steel are excavated, the miners send the ingots to Rubicon to be forged into its final form. Sun-tunnels leading into the city are often covered in a thin layer of soot, making the city appear to be lying in shadow, even during the brightest day.

Spar (Large Town, 2,808): Spar is located in a massive natural cavern. Thousands of stalactites hang down from the curving ceiling here, and water can be heard constantly dripping down the walls. Three great waterfalls tumble down the east wall of the cavern. This city was once a great lake that was mostly drained by the dwarves; now

the water is no more than 10-20 feet deep in any location. Nearly one hundred dwarf-made islands of rock have been built here, which are connected by a series of bridges. Spar is the center for minting coins in Kayolin, and humans looking for coins minted for their realms come here to arrange for new coin.

IMPORTANT SITES

Garnet Mountains: This mountain range was once part of the Kharolis Mountains—its northernmost spur. Then the lands to the south of Kayolin sunk, and the New Sea formed. This range was cut off from the other mountains, and eventually renamed. The most notable feature of the mountains are not its soaring heights, but the immense ridges that comprise much of the range. The summits of these ridges are nearly two thousand feet above the bases, without any natural passes. The many ridges make travel through the mountains a slow and arduous business. The highest peaks are snow-covered, and a small glacier rests in the southern reaches where fields of snow can be found nearly year-round in the shadows of the peaks. The mountains are home to an abundance of deer, sheep, goats, bears, and mountain cats. The lower ridges and valleys are perfect for cultivating crops of grapes, grains, and vegetables.

ADVENTURE IDEAS

- ⇒ Even the depths of the ancient kingdom of Kayolin are not entirely free from danger. A new cavern has been discovered in the south that has yet to be explored. For now the dwarves have merely blocked it off until they can find the resources to explore it properly. Some dwarves claim that the reason it is guarded is because of a strange race of “deep” goblins that lie of the other side.
- ⇒ The Hylar noble Halam Steelshaver has been killed and the adventurers were apparently the only ones nearby when he died of a dagger to the throat. Will the local guards believe the adventurers when they say they had nothing to do with it?
- ⇒ Local funno herders have been complaining that some of their livestock have gone missing. Could it have something to do with the mysterious mushroom men that have been spotted in the area?
- ⇒ A Daewar ale merchant has hired the adventurers to fetch a shipment of special blend of hops he needs for a brew he is creating for the next Harnkeggerfest celebration. A strange old man on the edge of the Southern Darkenwoods of Lemish creates the hops. The adventurers must travel through the upper reaches of Kayolin to get there.
- ⇒ Terrifying creatures with razors for hands and dark green skin have been encountered in the deep tunnels of Kayolin and they are making their way further toward the surface. What are these strange creatures and where did they come from?





KERN

Capital: Kernen

Population: 103,206 (ogres 86%, humans 8%, half-ogres 3%, goblins 2%, centaur 1%)

Government: Monarchy (Khanate); tribal

Religions: Mostly heathen, but growing support for Takhisis and Sargonnas.

Trade: Carsh breed hunting dogs, slaves, mercenaries, gemstones, hemp, rope, flax

Alignment: LE, NE, CE

Kern is a large territory stretching from Flotsam to the pine and oak forest of Endscape, and bordering Neraka and Khur to the west. Grasslands cover most of its territory, with few forested areas in between. At one end of the Khalkist Mountains lies Kernen, the capital city of this savage and barbaric nation.

The southern part of Kern, also referred to as OGRELANDS, is unusually wild, more so than the northern areas of Kern. In the south, a vast savannah leads abruptly to the deserts of Khur. The south is generally drier and rougher, except in Aelmont, where unholy downpours are known to drench the parched lands

LIFE & SOCIETY

Considered a savage land even by other ogres, Kern has no system of taxation or any organized economy. The nation's ruler lives in the capital and can trace his lineage back to the ancient ogres. Kern is a clan-based society, and the Khan's power resides in his ability to settle disputes between tribal families, or unite the different clans in war.

Few large towns or cities exist throughout Kern. Apart from the capital, each clan has its own small settlement. The houses in these settlements are built of hewn stone with wooden roofs. Each clan's chieftain governs his local community, while still acknowledging the Khan as supreme ruler.

The ogres of Kern practice very little agriculture, but they are very adept at domesticating animals, especially dogs, of which the Carsh breed is the most common. The ogres export these trained hunting dogs to Neraka, Nordmaar, and Estwilde.

Since it is primarily a country of scavengers, Kern does not manufacture or export many goods, except for stolen merchandise the ogres cannot readily use.

With the recent alliance between Kern and the dragonarmies, faith in the Dark Lady has risen sharply in the ogre ranks. There are rumors on the streets of Kernen that Takhisis herself has visited the Palace of the Grand Khan to demand the ogres' involvement. Since the alliance was announced, the dragonarmies have moved into ogre territory, and more troops continue to arrive.

REGIONAL HISTORY

With Istar obliterated after the Cataclysm, the ogres were able to stream down from the mountains and settle the neighboring lands. In the last three centuries, the

ogres have occupied most of the territory at one time or another. As eastern Ansalon came out from under Istarian domination, small conflicts arose between Kern and these other displaced nations. Nearly all were resolved within a season, and most forgotten a year later.

When Takhisis returned to the world, she knew her favored children would be useful in the upcoming battle, and she sensed the ogres were awaiting her instructions.

WAR OF THE LANCE

Kern has pledged to supply the dragonarmies with the bulk of their heavy infantry. The Giant's Road will prove especially strategic in the movement of troops and supplies. As the war progresses, the dragonarmies' grasp on the country will solidify, until Salah-Khan, the Highlord of the Green Dragonarmy, eventually takes office as the governor of Kern and Nordmaar. Salah-Khan will inflict heavy taxes upon the ogres, who can perhaps be induced to rebel as Takhisis's power on Krynn wanes.

MAJOR SETTLEMENTS

The ruins of old evoke the magnificence of the ancient ogre race, while reflecting on its pitiful state today.

Hag's Dirk (Large Town, 2,651): The town of Hag's Dirk is located northeast of the capital of Kern. The town was once a human settlement in the Istarian province of Taol. It was a prosperous town that would have become a major city if not for the Fall of Istar. The ogres sacked the town and slaughtered all of the inhabitants in the years following the Cataclysm. Under the direction of Chieftain Gurik Kendercutter (NE male ogre barbarian 3/fighter 6) the ogres of Hag's Dirk have prospered. The ogre ruler has a number of strong connections to powerful individuals in the Minotaur Isles. Slave trading is the principle business in Hag's Dirk. Slaves sold in Hag's Dirk fetch the highest prices in the region. Many of them are shipped off the tower of Dragon's Point to be loaded on to vessels bound for Mithas and Kothas across the Blood Sea.

Kernen (Metropolis, 36,887): The capital city of Kern is nestled between two arms of the Khalkist Mountains. The city has stood for millennia. Nearly every building stands in the place it was originally built and the layout of the city has not changed since its creation. Part of this is because the original buildings were actually cut entirely from the stone of the mountains. No seams mar the surface of any building. Sturdy graceful towers can be seen twisting into the sky and great complexes sprawl across stretches of the city. The buildings are weather-beaten and natural disasters have destroyed some buildings. The black crumbling walls surrounding the city have not been repaired in thousands of years. It is a great honor to live in the city of Kern and the streets are always crowded. The smell of unwashed bodies and garbage is unbearable.

The palace of the Great Khan sits in the mountains above the city. Guugar, the Grand Khan of Kern (LE male ogre noble 8/fighter 3) resides in the palatial building. A winding road leads down into the city below. The streets



teem with ogres walking slaves in chains from one point to another. The main market of the city is located in the Plaza of Spilt Blood. It is a favorite gathering place of the ogres due to the blood sport that occurs here. Ogres that feel they have a disagreement with one another can fight in the plaza in front of the crowd until one of them admits they were wrong or dies.

OgrEbend (Large Town, 3,749): This small city on the Rugged Coast is one of the few ogre seaports. Relatively new in Kern history, OgrEbend is growing in importance, especially in light of the dragonarmies' desire to achieve supremacy of the seas. Currently the ports are bustling with traders and dragonarmy officers of the Black Dragonarmy. They are also taking advantage of the ogres' slaves to repair and fortify the city, something

the ogres usually ignore. The stone buildings of OgrEbend sit beneath a cliff on which a tall tower is perched overlooking the Blood Sea. The streets are ogre-sized and filled with refuse. A small marketplace down by the docks allows fishmongers and merchants the chance to barter for goods and services. Chieftain Charbag (NE male ogre fighter 10) is an exceptionally powerful ogre that rules over OgrEbend and has willingly joined the Dark Queen's army. He proudly wears the dragonarmy uniform given to him and keeps it conspicuously clean, for an ogre.


IMPORTANT SITES

Kern is a nation only ogres could love. Its ugly gray plains are dotted by bogs and low, rocky, brown hills. Mangy wolves and grimy sloughs are characteristic in the wilds. The Miremier Sea and Blood Sea of Istar bathe Kern's northern and eastern shores while the Khalkist Mountains slice through the land.

Antal Kizm: This unforgiving desert was once a blooming jungle, surrounding an ancient ogre metropolis. A number of strange creatures live here that are not found in other places on Ansalon. Some explorers claim that the desert is home to a group of gnomes that maintain an odd menagerie of creatures hidden somewhere in the rocky bad lands and the creatures are set free or escape from time to time. Nowadays, few venture here, for there is nothing to be gained—except death.

Canals: Located southeast of the capital of Kern in the savannas of the south is an odd collection of irrigation canals that span an area of nearly two miles. The strange thing about the canals is that they do not appear to be man made. First the canals run in straight lines for miles. Secondly, the water in the canals seems to magically appear. There is no river or stream feeding the canals and most observers speculate that the abundance of fresh water must come from an underwater spring. A number of small ogre settlements surround the canals, and it is one of few places farming has been a truly successful endeavor in the ogre lands of the east.

Dancing Woods: Located at the far end of the Kern peninsula are the thick forests of the Dancing Woods. While not the largest of forests, the Dancing Woods hold a fair amount of creatures. There have been reports of



Wendle centaurs and wilder elves dwelling within its confines. The only reason the ogres have been unable to wipe out the creatures has been their fear of the fey creatures of the woods. Sprites, pixies, dryads, and other fairy folk have been spotted flitting among the branches, and strange lights flash just beyond the edge of the woods at night. The ogres of Kern are high superstitious and many refuse to pass the forests edge. Those ogres foolish enough to try are quickly filled with arrows. Even the dragons of the Dark Queen's army steer clear of the place, finding they have better things to do than deal with unruly fey creatures.

The Delving: The region known as the Delving lies between Kern and the lands of Taman Busuk. Geographically, it is much like the rest of the region, dry and dusty with seemingly little plant life and the occasional small spring, so it offers very little in the way of natural resources. Despite that, if one knows just where to look, the area is teeming with an abundance of wildlife. Lizards, birds, insects, and rodents scurry from place to place, each one coming in a variety of colors, shapes and sizes. The ridges and foothills are riddled with holes, each one filled with some type of creature. The reason most travelers avoid The Delving is because of the dangers inherent to this region. It is said to be guarded by a massive scorpion. Legends claim the creature emerged from the ground during the Cataclysm to catch the people fleeing the destruction of Istar and has been here ever since. As many adventurers have noted, it is not simply a mindless insect, but an intelligent creature that seems to protect the creatures that reside within the Delving from harm.

Giant's Road: Built by the ancient ogres as a means of linking both ogre capitals, this highway deep in the mountains is carefully guarded by ogres and other giant kin. All who try to use it without permission dare to lose more than their steel.

ADVENTURE IDEAS

- ☞ One of the adventurers receives a note that one of their relatives is now a slave of the empire of Kern and is being imprisoned in the town of Hag's Dirk. Who sent the note and why would they want to draw the characters into the ogre territory? Perhaps it's just a ploy to capture more slaves?
- ☞ While traveling through Kern, the adventurers are set upon by a hunting party of ogres looking for run away slaves.
- ☞ Cities and buildings of the ancient empire of Istar lay beneath the savannah grasses of Kern and one such building, a temple of the ancient god Kiri-Jolith, has apparently just risen to the surface. The superstitious ogres have steered clear of the strange temple, and the dragonarmies have yet to discover it, giving the adventurers time to explore the reason why this ancient temple has returned.
- ☞ There is a legend that claims that at the southern end of the Fiend's Ridge Mountains there is a relic known

as the Chaos Stone that was hidden away from the world in the Age of Dreams. Also known as the Hand of Chaos, this relic is said to hold the key to unlocking the door to a great treasure.

- ☞ The red dragon Singe has made a lair in the region known as the Delving. Her ogre servants patrol the borders. Singe is often out of the lair on missions for the Dark Queen leaving her horde unattended except for the ogre guards and magical wards she has left in place.

KHAROLIS

Capital: None (humans), Than-khal (ogres)

Population: 103,206 (humans 73%, hill dwarves 15%, goblins 6%, hobgoblins 3%, thanoi 2%, centaur 1%)

Government: Various (humans), Dictatorship (ogres)

Languages: Common, Kharolian, Ergot, Dwarven, Goblin

Trade: Foodstuffs, tobacco, weapons, horses

Alignment: CG, LN, CN, LE, NE.

Kharolis, an eclectic region of freezing, dusty plains, harsh mountains, and expansive tundra, sits on the southwestern tip of Ansalon, at the junction of three ancient kingdoms: the Qualinesti homeland to the north; the mountain Kingdom of Thorbardin; and the remnants of the human Lord City of Tarsis to the east. A legacy of harsh treatment from the collapsed empire of Ergoth has left its mark on the people of Kharolis, but with the dwarven gates still firmly sealed, the region remains the only viable route south from Abanasinia and the broken Ergothian Isles.

LIFE & SOCIETY

When the Cataclysm shook the land, little did the people of Kharolis appreciate that the hard times ahead would bring them independence from the Ergothian yoke, but at the same time it would put them on the brink of war with the brutal races living in the south of the kingdom. As the Ergothian Empire turned inwards to heal its wounds, generations of hatred towards Ergothian influence and authority flared, and there were years of sporadic violence directed at the Ergothian remnant. Some Ergothians opted to return to their homeland in what was left of the Imperial Fleet, only to discover that their nation had been sundered in twain, while others capitulated to the demands of the populace and renounced their Ergothian ancestry.

In the last three hundred and fifty years, Kharolian farmers and settlers have retreated to the north. The changes in climate that have bestowed frozen permafrost on the southern part of the land were an undeniable factor, but the persistent attacks from the bands of ogre and thanoi raiders prodded the decision. Right now, the humans and dwarves of Kharolis have managed to draw a somewhat secure border along the ruins of Waw and Vash. These partially destroyed fortresses are now the first line of defense.

The goblin tribes led by Rashften form a poor and barbaric community of mostly rag-tag hobgoblin, bugbear,

and goblin gangs that have found hope by unifying their numbers against their human enemies. They have also established a shaky alliance with the walrus-men of Icereach, until they secure their territory to the north.

In these post-Cataclysmic times, the Wizards of High Sorcery are more trusted by the people of Kharolis than before. The aid rendered by some White Robes during the first years of the goblin onslaught has changed the hearts and minds of many farmers and peasants, some of whom owe their very lives to the wizards. The wealthy remain adamant in their distrust, and argue that wizards must surely nurture a secret agenda.

REGIONAL HISTORY

The region of Kharolis has always been a rough and rugged country. The land has changed hands many times throughout the ages. The rugged hills and green savannahs were first home to the barbaric humans of Ansalon. Tribes of nomads wandered the lands fighting for dominance and the valuable resources Kharolis had to offer. This all changed when the dwarves arrived and claimed the mountains, battling against the human tribes for dominance and control of the peaks of Kharolis. For thousands of years, the dwarves fought the tribes that tried to pass through the region.

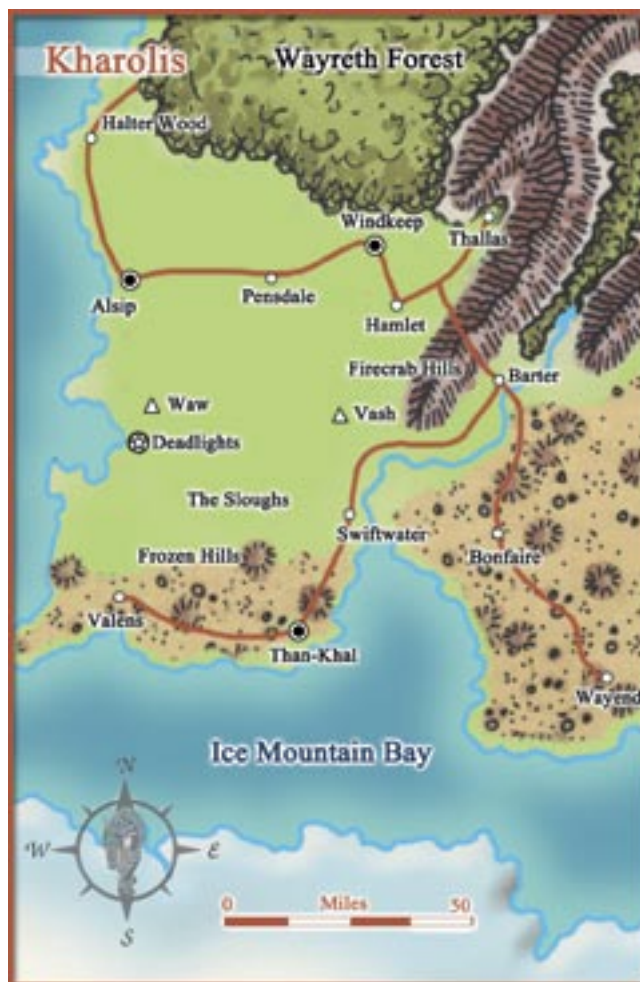
When the first Tower of High Sorcery was established in the forest of Wayreth, it was the nomad tribes of Kharolis that tried to expel the wizards from the region, and instigated the formation of the magical forest that stands there today. With the arrival of the Hylar dwarves, the boundaries of Thorbardin and Kharolis were defined ending many of the skirmishes between the nomads and the dwarves of that region. The rise of Tarsis as a Lordcity also brought with it settled humans. Self-styled barbarian kings, queens, princes, and princesses ruled over a number of villages and towns in the regions surrounding the Lordcity. Many of these settlements evolved into more civilized towns such as Xak-Tsaroth to the north.

When the Cataclysm struck, Kharolis was affected along with the rest of the south when the Maelstrom far to the east altered the southern climates, dragging cold air up from the south. Much of the grassland to the south vanished, and over the years cold winds and colder temperatures from the advancing Icewall Glacier closed many of the farms along the coast. The cities of Than-khal, Valens, and Swiftwater suffered greatly and the population of those cities was reduced to a fraction of what they were prior to the Cataclysm.

WAR OF THE LANCE

Recently, the number of eastern elves in Kharolis has been on the rise with the Silvanesti diaspora. The elves are quiet and prefer to keep to themselves, refusing to say why they are leaving their homeland. The folk of Kharolis speculate that it can only be a truly terrible event to cause such a large number of elves to flee through their lands. Stories told by local bards tell of a terrible darkness and magic that has seized control of the Silvanesti homeland. Most folk figure that the elves were tampering with magical forces they were unable to control. As long as the haughty elves keep moving and do not try to remain in Kharolis, things will be okay.


The town of Alsip is overcrowded with elven refugees waiting for passage into the west. Duke Drafford of Alsip has had the elves set up camp outside the walls of the town along the coast until their ships arrive. The refugees are a burden to the city, but they have paid the Duke well for the space with elven gold and jewels.



MAJOR SETTLEMENTS

Three hundred years of independence has dramatically reduced the number of outside settlers in Kharolis, but the Ergothian legacy is still apparent throughout the region.

Alsip (Small City, 9,006): The former capital of the principality of Kharolis under the rule of Ergoth, Alsip remains the most populous and secure town in Kharolis.



The present ruler, Duke Berlan Drafford (LN male human noble 6) does what he can to maintain the prestige of the city. The streets are cleaned periodically and a number of laws are in place making shop owners responsible for the upkeep of their establishments. Recently, the founding of a public library in the old Kiri-Jolith temple has also augmented the town's importance. Duke Drafford is contemplating an alliance with the other northern towns of Kharolis, Pensdale and Hamlet, to establish a stronger militia and standing army to fight off belligerent goblins.

Halter Wood (Hamlet, 377): The quaint port village of Halter Wood on the border of the Qualinesti woods was founded by a Qualinesti elf following the Cataclysm. Legends claim he fell in love with a human woman and built a refuge near the woods for his love and her family. Refugees from the destruction arrived in the following years and were not turned away. Eventually a small village evolved in its place. The Halter family still resides there and Liam Halter (LG male human expert 6) is the headman of the community. The protection and upkeep of the village is arranged by Liam and collections of taxes are made once a month from those who can contribute. Volunteers who want assist in the community for a warm meal and a place to rest are given modest accommodations.

Hamlet (Village, 855): The town of Hamlet was established as a crossroad between the humans of the east, the mountain folk of the north and the dwarves of the west. It is also located just west of a pass through the Bluegate Mountains (a southern arm of the Kharolis), leading to Tarsis and the Plains of Dust. The current mayor of Hamlet is Hesil Irontwister (LN female dwarf fighter 3/master 7), a hill dwarf. She has a reputation for being hard but fair and is always in everyone's business. To the citizens this overprotective nature has kept their fair town safe from smugglers, bandits and worse. Hesil herself acts as both Mayor and High Sheriff, going out to hunt down bandits and marauding goblin bands. She has to be tough to deal with the constant threat of goblins and hobgoblins to the south. The town itself is surrounded by a wooden palisade with a number of sturdy wooden buildings covered in thatch. There are a fair number of wells to underground springs in the town that make it easier to put out any fires that may occur.

Pensdale (Small Town, 1,776): The farming community of Pensdale was once an outlying province that owed its allegiance to Alsip, but, following the Cataclysm, the town declared its independence from those rulers and since then has become one of the most prosperous centers for agriculture in the south, that is until the arrival of the goblins and hobgoblins to the south. Since then, Pensdale has been struggling to hold its southern borders and protect its own holdings, doing so out of selfishness rather than out of any loyalty to the rest of the country. Once-skilled farmers have been drafted into the militia and young boys and women have been left to tend the fields. Assisted by the Orender clan of hill dwarves, the people of Pensdale have turned to the daughter of a Solamnic

Knight, Joklin MarKennin (LG female noble 3/fighter 8), to lead them in their struggle against the goblins.

Than-khal (Large Town, 4,561): The goblins and hobgoblins of Kharolis are ruled by the tyrant Rashften the Oath-Breaker (CE male ogre fighter 12), an exile from Daltigoth. He resides in the manor house of the former ruler of the fair city of Than-khal. The city is the central location for tribes of goblins and exiled ogres to pay tribute to their great leader. It may be cold in the south, but there are plenty of slaves and fighting to be had. Rashften is a charismatic leader and can easily whip his subjects up into a frenzy. He rules over Than-khal and the villages of Valens and Swiftwater. He visits them regularly to ensure that his subjects are loyally following his orders. Rashften has made an alliance with the thanoi chieftain Urgaave (LE male thanoi barbarian 9) for his assistance in making a push further north into the rich farmlands of the humans. Urgaave cares nothing for the warmer climates, but wishes to take control of the south.

Windkeep (Village, 877): Despite the open war between the north and south of the country, this small citadel remains neutral and aloof. Its ruler, the self-styled Baron Windslow of Windkeep, allows liberal trading with the rest of the nation. Although the Baron maintains a small standing army, he has steadfastly refused all agreements with the rulers of the other human towns to aid in the defense of the north.

IMPORTANT SITES

The wild and rugged kingdom of Kharolis has evolved into an even harsher and more dangerous region than it was in the past, thanks to the extreme changes in weather patterns brought about by the Cataclysm.

Deadlights: The ruins of Waw in Kharolis have an interesting phenomenon known to the people of Kharolis as the "Deadlights". The Deadlights are a celestial phenomenon of bands, curtains, and streams of colored light that appear in the sky. Fascinating to behold, but terrifying as well, the lights are said to be the spirits of evil folk who have passed on to the great beyond, and, not liking what they have found on the other side, are trying to find a way back to Krynn.

Firecrab Hills: During the first decade after the Cataclysm, a band of heroes undertook a quest to investigate the reports of a druidic cult of Morgion sequestered in the Firecrab Hills. The mayor of Hamlet had grown concerned after several abductions had occurred, shortly after the Cataclysm, and indeed the heroes found an enclave of deranged druids wearing unholy symbols of the God of Disease, concealed amidst the rocky steppes. The druids were quickly dispatched, but the Firecrab Hills have never been able to shake the reputation of the unsettling incident. Now, over three centuries later, the strange abductions have returned. Some argue that the ogres are to blame, but many still remember the bedtime stories told by their grandfathers, and chalk the abductions up to the minions of Morgion.

Frozen Hills: This land stretches from the Waw and Vash fortresses to the deep south of Kharolis. Previously a stretch of low hills and pine forests, the drop in temperature has made this land a veritable paradise to the walrus-men. For most of the year, few others venture into this hazardous tundra.

ADVENTURE IDEAS

- ☞ A local village has a magical well, or so the residents claim at any rate. The well is carved from a single piece of black granite and adorned with images of moons and stars. Legends say the well was there long before the village was ever settled. Everyone who has ever had water from the well claims the water is the most refreshing and revitalizing they have ever drank. However, two days ago the water turned brackish and the townsfolk claim they have seen black tentacles moving beneath the surface.
- ☞ The Bonecrusher clan of goblins has taken control of Keal's Pass that allows passage from Hamlet to Barter through the High Guard Mountains. Anyone passing through the mountains must pay outrageous tolls or lose their entire cargo. Local militias have been unable to rout the tribe. The goblins are known to be working for a hag that resides in the mountains above the pass.
- ☞ The town of Pensdale is always looking to hire mercenaries to help repel the attacks of the evil forces from the south. Recently, a number of thanoi have taken the ruins of Waw and are building up their numbers in the region. Pensdale wants to rout the walrus-men from the ruins and reclaim it for their own troops.
- ☞ Villagers on the border of the Wayreth Forest have encountered a number of elemental creatures. Recently, a fire elemental in the region killed a young woman. Can the heroes find the source of the elementals in the magical Wayreth Forest?
- ☞ An old dwarven sage from the city of Alsip is looking to hire a few hardy explorers to journey to the island of Nostar to uncover a cache of weapons crafted by Hylar in the years prior to the Cataclysm.

KHUR

Capital: Khuri-Khan

Population: 371,760 (humans 82%, ogre 10%, draconian 4%, goblin 3%, other 1%)

Government: Totalitarian (Green Dragonarmy), Khanate (desert tribes)

Religions: Mishakal (Daughters of Elir-Sana), Zivilyn (Seers of Delphon), Chemosh (Soul Traders)

Trade: Horses, diamonds, ancient artifacts, spices, rugs

Alignment: CG, CN, CE

Located between the Khalkist Mountains and Balifor, Khur is comprised of great dunes of shifting sands that wend across the desert reaches. Unlike in the south, there are a great number of solid outcroppings of rock. Some of these locations are actually ancient Istarian ruins that

were abandoned and disappeared beneath the sands hundreds of years ago. The number of these ruins below northern Khur is unknown, but is rumored to be in the hundreds. Occasionally, a fortress will slowly be uncovered and claimed by one of the local tribes. Most Khurish settlements can be found on or near one of these ruins.

In the north, one can also find a majority of the desert oases. Each of these sanctuaries is claimed by the tribe that controls the area. It is rare to find an oasis that is not guarded by at least one group of tribesmen. Members of the same tribe are welcomed with open arms into these havens while, depending on the region, outsiders are judged on their entertainment value, or the amount of steel they are carrying. In some regions, the price for gaining access to a desert spring can be very high. Groups of explorers traveling with non-humans can expect some form of confrontation.

Scattered across the land, subterranean springs well up in various locations, giving the tribes a number of small oases. These areas are often surrounded by rich plant life and visited often by the wildlife of the desert. The discovery of any new springs is highly fortuitous, and the local tribe quickly claims each one.

LIFE & SOCIETY

With the exception of the Khur, the Mikku, and the Weya-Lu, the various tribes of Khur are nomadic. Each tribe is comprised of smaller clans within the tribe that wander the desert from one watering hole to the next, much as their ancestors have done for thousands of years. Therefore, it is entirely possible that while traveling within northern Khur, a group could encounter a wandering tribe. This meeting will usually be preceded by a meeting with a pair of scouts who are accompanying the tribe in order to monitor the terrain. These encounters can range from indifferent (Fin-Maskar, Tondoon) to hostile (Mayakhur, Hachakee), depending on which tribe is encountered and under what circumstances.

There is a certain rogue tribe within northern Khur known as the Midnight Jackals. This tribe is largely comprised of castoffs, criminals, and misfits from other tribes. They do not respect tribal traditions, or territorial claims. The tribe only strikes at night, dressing themselves entirely in black and riding black horses. Many tribes have tried to capture the Midnight Jackals, but they are unusually elusive. This tribe is now thought to be under the supervision of the Green Dragonarmy.

In the northern mountain ranges of Khur, there is a tribe of hill dwarves known as the Shalecutters. The dwarves have been in the hills for nearly as long as the Khur have been on the plains. They trade equally with the Khur, the Weya-Lu, and the Hachakee, but make it a rule not to get involved in tribesmen's affairs.

The loss of the gods did not demand a major adjustment from the Khur. Having a unique outlook on the pantheon, the Khur assume their gods still protect them, and that it was the gods of the Kingpriest and his

people that disappeared in the Cataclysm. The gods of outsiders are usually thought of as false gods. The healers of Khur, the Daughters of Elir-sana, have noticed that their goddess has elected to make the people of Khur rely more on natural healing methods since the Drowning. If that is the wish of their goddess, then they shall abide by it. The Seers of Delphon find that visions are not as easy to see as before, and it takes much more time and patience to come up with accurate readings, but they do not doubt their gods' existence.

REGIONAL HISTORY

During the reign of Istar, the tribes of Khur were largely nomadic plainsmen, traveling from one water source to the next across vast desolate plains. The Cataclysm, known as "the Drowning" to the Khur, came as a shock to the plainsmen, whose remote location and reclusive tendencies kept them largely unaware of the happenings in the world at large.

The great floods of the Drowning conquered most of their lands, and when the waters receded, they were left with a world of dry desert sands and arid wastes. The tribesmen adapted, however, and learned to live in the inhospitable lands. Eventually, the resilient plainsmen thrived in a place where most other people would perish.

WAR OF THE LANCE

In the southern regions of Istar lay a band of desolate wastes known as the Sea of Shifting Sands. It was comprised of a mixture of spare grasslands and arid deserts. This region used to be inhabited by nomadic tribes that were fierce and warlike. They evaded the reach of Istar for as long as possible, before some of them eventually joined in alliance with the nation in its hunt against evil. This devotion to Istar split the nomadic tribes, and they warred among themselves in the plains far from the Kingpriest.

When Istar finally plunged to the bottom of the sea, and the furious waters poured into the Sea of Shifting Sands, the nomads fled to the lands of the west. These scattered nomad tribesmen were united into one tribe by the warrior Keja. Surviving under the shadow of the Khalkist Mountains, Keja ruled the nomads as their Khan and established the city of Khuri-Khan. Eventually, Keja grew old and died, and then his seven sons began to fight over the position of Khan, each one gathering followers to stake his claim as the rightful heir. Disputes turned bloody in the city, and eventually six of the sons took their tribes away from one another and into the wilds of Khur, each claiming their own piece of land. Only the oldest son, Garmac, remained behind, as his tribe, the Khur, was the largest and strongest. He and his people hardened their hearts against the other tribes and looked for ways to make them pay for their insolence.

The other six brothers' tribes settled around the Khurman Sea, and warred constantly against the Khur. Sometimes one or another took sides with the larger tribe,



but the rivalry was intense, and some threatened to kill any Khur tribesmen on sight. Over time, these tribes eventually ended up paying tribute to the Khur tribe, despite their intense loathing for them.

Always looking for more power, the Khur readily accepted an alliance with Neraka to allow the Green Dragonarmy troops to reside in Khur. The other tribes are outraged at this pact, but unwilling to face the might of the dragonarmies and their dragons separately. The troops are already seizing critical water sources, telling the folk of Khur to discover new water sources for themselves. Although the cities of Khur have been conquered, the deserts have not. Nomadic tribes of warriors still roam free. Even the tribes of Khur outside the city claim resistance fighters willing to make strikes against the armies.

Another threat has arrived along with the armies, and that is the cult known as the Soul Traders. Looking to increase his power once again, partly in order to assist the Dark Queen in her war, Chemosh has dispatched agents to seek new converts. His agents in Khur are seeking out those who wish to claim immortality. In the lands of the Khur, where power is the key to survival, the agents of Chemosh are finding many unwitting volunteers that do not know the full extent of the price they must pay for this gift.

MAJOR SETTLEMENTS

Ak-Baral (Large Town, 2,712): Ak-Baral is the largest settlement of the Hachakee tribe. It is located north of Delphon in the center of one of the most treacherous regions of the northern deserts of Khur. The town is located on a stony rise that juts above shifting sands capable of overwhelming and burying any stationary object in a matter of days. The town itself is said to exist not only above the dangerous sands, but also partly beneath the ground—under the stony rise. It is in this desolate region that the fierce warriors of the Hachakee have forged their existence and thus far have staved off any direct influence by the dragonarmies.

Ak-Khurman (Large Town, 2,878): What was once a small fishing village on a lonely peninsula has now become a thriving port city. Ak-Khurman has never before been important by any measure, but the Mikku tribe that built it has long sought for a way to prosper and take advantage of any situation. Merchants regularly trade between Port Balifor and Ak-Khurman, but the former city has always been predominant. Looking to make a profit from their invaders, the Mikku tribe have welcomed the armies and made room for them. The Mikku are finally seeing the error of their ways, however. Recently, the daughter of Khan Sharuk (N female human rogue 6) was executed by Highmaster Orek Narreff (NE male human fighter 8) for disobeying his orders. The atmosphere of this city has gradually darkened ever since.

Ak-Tubal (Small Town, 1,232): The town of Ak-Tubal is home to the Mayakhur tribe. A tribe known for its shady dealings and false promises, the Mayakhur is one of the few tribes that have always been fast allies with the Khur. The town of Ak-Tubal is small, but well-defended. It is one day's journey from the mountains of the west that rise above stretches of grassland. These grasslands are good for grazing and maintaining a large number of horses. The dragonarmies have stationed a number of green dragons in this region to protect the valuable tribute of horses collected from the various desert tribes.

Alan Ak-Khan (Village, 732): Alan Ak-Khan is the northernmost settlement of the Fin-Maskar of Balifor. It lies on the edge of the Khurman Sea, northeast of the Window to the Stars. Much like the other villages of the Fin-Maskar, this tribe pays tribute to Khur and is being watched closely for any signs of resistance. The rebel forces of Balifor seem to have some link to this tribe.

Delphon (Small City, 11,751): The city of Delphon is located due east of Khuri-khan and north of the Khurman Sea. Sandstone buildings and marble towers characterize the city, which is home to the Weya-Lu tribe, whose members have long disputed the Khur's supremacy over the other desert tribes. This made it all the more difficult for the Weya-Lu when the warriors of the Khur marched on Delphon with the Green Dragonarmies close behind. Today, Delphon is an occupied city. The Green Dragonarmy quarters in Delphon and exacts tribute from the citizens for the Khur tribe, and also for the armies of

the Dark Queen. Delphon warriors have sworn that one day they will free themselves of the invading forces. The Seers of Delphon predict that one day a stranger from a faraway land will arrive to liberate them from the evil clutches of the dragonarmies.

Khuri-Khan (Large City, 21,040): The largest city in Khur and the capital of that region, Khuri-Khan is a tribute to the glory and power of its people. With massive stone walls, palaces, temples, hundreds of square buildings all glazed and shining, the city glimmers like a jewel in the sand. In the Palace of the Setting Sun, the Green Dragon Highlord Salah-Khan resides when he is not out in the field. The dragonarmy has struck a deal with the Khur tribe to aid the desert people in their subjugation of the other tribes, in exchange for warriors, horses, and water resources in the desert.

Since the occupation of the Green Dragonarmy, the Daughters of Elir-Sana seem to have fallen into a mysterious trance. Visitors to the temple have described the women as responding to all questions with muttering, unintelligible words. No one has yet determined what this strange occurrence could mean.

Pashin (Large Town, 3,125): Pashin is a large walled town near the border of Silvanesti and the Burning Lands. It is primarily a center for trade between the nomads of Khur and the ogres of Blöde. Currently, the Green Dragonarmy has established a base here and has built up a number of forces in the region.


IMPORTANT SITES

Burning Lands: Located in the southern reaches of Khur near the border of Silvanesti is a great salt flat that encompasses over forty square miles. After the Cataclysm, this was a great lake for a time, until slowly it drained into the sands and disappeared from view. Although the Burning Lands are nearly impassable on foot, there are small springs located around the region where the saltwater reaches the surface, providing a habitat for a wide range of wildlife. Legends claim that a chunk of the fiery mountain that struck Istar landed in the center of the Burning Lands and is still on fire, lending to the oppressive heat of the region.

Cactus Forests: While traveling the northern deserts, travelers will occasionally happen across a forest. Yet these are not ordinary forests. They boast great stands of cacti known as the Vashiq Cactus, or cactus-warriors, covering miles of desert. These forests of cacti can be incredibly tricky to navigate and offer home to a number of small animals that utilize the Vashiq Cactus as camouflage and protection from larger predators. Forests of these cacti can be difficult to maneuver through at a swift pace, and anyone foolish enough to enter such areas had better be well protected against the stinging barbs of the cactus-warriors.

Khurman Sea: This great inland sea provides the Khur with water and cool breezes in the winter. A number of fishing settlements reside along the coasts, where the





inland heat and cool mornings combine to furnish an abundance of fog. The sea is the quickest way to the east from Khur without having to cross the vast desert stretches of the region.

ADVENTURE IDEAS

- ☞ A wealthy band of Khurish merchants known as the Scorpion Trade Exchange have recently found a buyer in the mountains of Northern Khur for some very interesting goods. The interested party is looking to obtain three golden sarcophagi at a very steep price. The merchant lords are looking to hire mercenaries that can guard the merchandise during shipment. What the Scorpion Trade Exchange is not aware of is that the buyer is a newly appointed cleric of Chemosh.
- ☞ In the city of Khur, the priestesses of Elir-Sana have fallen into a deep reverie from which they cannot be woken. The dragonarmies care less about the incident, but a young acolyte of the temple is secretly looking for a group of adventurers that can be trusted to find a cure. An ancient prophecy found in the temple's library tells of a White Lady that is imprisoned in the Mountains of the Khalkists and must be set free in order to free the priestesses of their trance. According to the scriptures, the White Lady is a powerful servant of Elir-Sana.
- ☞ Villages in a nearby encampment have started disappearing into the sands of the desert. Literally, something is drawing them beneath the ground. What is the creature and is it possible the captives are still alive?
- ☞ The Seers of Delphon have discovered that their powers of foresight have become much more accurate as of late and they foretell of a time when the Green Dragonarmy will be defeated by a great warrior. It just so happens the great warrior matches the description of one of the characters and now the dragonarmy patrols are on the lookout for the would-be traitor.
- ☞ News of a swarm of locusts headed toward the adventurers reaches them shortly before the swarm does. The danger of the swarm is not nearly as terrifying as the gigantic spiders led by a troop of draconians that are following them however.

LEMISH

Capital: Lemish

Population: 20,501 (humans 80%, hobgoblins 15%, draconians 5%)

Government: Dictatorship

Religions: Takhisis, local false gods

Languages: Lemish, Common, Draconian, Estwilde

Trade: Timber and wood related goods, mushrooms and herbs

Alignment: LE, NE

The region of Lemish is located between the Garnet Mountains of Solamnia and the Southern Dargaard Mountains of Estwilde. To the south is the New Sea and to

the north are the lands of Solamnia and Throt. A tributary of the Vingaard River circles the fortified city of Fearfold to mark the northern boundary, while the forests of Lemish serve to mark any additional borders.

LIFE & SOCIETY

The Solamnic saying "Savage as an Estwilder and untrustworthy as a Lemishan" succinctly explains the character of the people of this country. A reputation for unfair deals and a bullying mentality permeates all dealings with the people of Lemish.

Life is hard in Lemish. Peasants are oppressed by the thugs that run the government, and those living in the cities must deal with the different thieves' guilds and still pay their taxes on time or risk being enslaved.

This oppression makes the people suspicious of each other, and breeds widespread discontent and hate; uprisings are surprisingly common, as is the brutal fashion in which they are typically put down.

REGIONAL HISTORY

The province of Lemish was once part of the grand realm of Solamnia. Prior to the Cataclysm, the great Seven Gods Highway left Solamnia westward, skirted the southern reaches of the green forests of Qualinesti and threaded through the mountains before it headed due east into the city of Sanction. The city of Lemish was the largest city one would encounter before leaving Solamnia proper and heading into the grasslands and fields of the east.

The people of Lemish always had strong ties to Ergoth, and when that empire fell into decline, Lemish was forced to come under the protection of Solamnia in order to survive. The nobility of this region resisted the changes Vinus Solamnus imposed on the rest of Solamnia. It was one of the last places in Solamnia to adopt the ideals of freedom and justice. The feudal system had served them well for generations and the shift of power from the hands of nobility to that of the general populace was repulsive. More than once, Lemish rose in revolt against Solamnia, sparked by jealous ex-nobles, but time and again, the region's distance from its beloved homeland made protecting it an impossible task. While the rulers of Lemish may have changed hands, the people never forgave the Solamnics for robbing them of their ability to govern themselves.

Eventually the people of Lemish discovered unusual allies in the hobgoblins of the east. They supplied the goblin barbarians with weapons and steel in order to strike into Solamnia and made them pay for their occupation. In what became known as the Battle of Blackblood, the hobgoblin tribes of Estwilde descended in secret through the Dargaard Mountains and into Solamnia through Lemish and straight on to Solanthus. The knights had a hard battle, but eventually defeated the hobgoblin hordes. The treachery of Lemish was clear to see, and Solamnia made plans to invade the territory, but the war against Ergoth was in full pitch by this time and all they could

do was set up a defense to their flank. The stalemate was broken by the Cataclysm.

When the Cataclysm passed, Lemish was completely cut off from Ergoth as the New Sea flooded inland. Suffering from the inland flooding, Lemish and the surrounding lands simply tried to survive the destruction. The people of Lemish continued to blame the Solamnics for their problems and have continued to do what they could to be a thorn in that nation's side. The Solamnics tried to annex the territory various times during the Age of Despair, but failed, mainly due to the belligerent nature of the native people, and Solamnia's own internal problems.

A nation at odds with itself, Lemish was always wary of the Nerakans to the east and the Solamnics to the west. In a masterful stroke of politics, at one point in history the Lemish goaded the Nerakans into attacking Solamnia in what became known as the Nerakan Wars, a series of attacks that continued for over fifty years.

WAR OF THE LANCE

Lemish has been approached by emissaries of the Dark Queen's Army and has willingly thrown their lot in with the dragonarmies. In the current day and age, the people of Lemish evince few morals or abiding goodness and look forward to expanding their province into Solamnic territory. Although troops are only just now beginning to arrive, attacks are in the planning stages to be launched toward Garnet, Caergoth, and Solanthus from this evil country. Many of the best scouts and spies presently in Solamnia are Lemishans.

MAJOR SETTLEMENTS

Caermish and Walmish (Small Towns 1,204): The port towns of Caermish and Walmish were not established until well after the Cataclysm when folk gathered along the shores of Crusher's Bay to settle down. The each has grown to a considerable size before the ruler of Lemish took notice and began taxing the citizens. Both towns are a scattering of stone buildings surrounded by wooden shacks. The most impressive feature of these villages are the docks that were designed especially to allow a large number of ships to make landfall. The ruler of Lemish wanted to make sure it was clear that trade would be allowed in his country, opening up passage away




from Solamnia. Lumber is the biggest industry in these villages, with the slave trade following a close second, so these places are often full of woodcutters and pirates.

Chisel (Hamlet, 131): In the foothills of the Southern Dargaard Mountains, located 20 miles southeast of the city of Lemish, is the entrance to an underground complex delved by a small clan of Theiwar dwarves. The Ironbane clan has been mining under the Southern Dargaard Mountains since the Cataclysm. What drove them to that place no one will say, but they seem to be perfectly willing to ply their trade with the people of Lemish and have made quite a profit since very few of the dwarves from Garnet will consider trading with the Lemish. Recently, the dwarves have received a number of large contracts for weapons and have been looking for additional hands to do mining, so to remedy the situation they have hired a local slave trader to collect strong individuals who can handle the dangerous work underground.

Elmwood (Small Town, 1,677): The city of Elmwood is on the border of Lemish society in more ways than one. They are located just inside the perimeter of the Lemish woods and are considered part of that country. For years Elmwood has struggled to break away from Lemish, but whenever it comes up, the Dictator's special guard arrives to make people think otherwise, so they simply endure their fate. Despite the harsh lifestyle, Elmwood is one of the most profitable locations in Lemish, which is why it is too valuable for that country to simply let go. It is one of the few places in Lemish that merchants from Solamnia will go to trade. Although Solamnic knights are not welcome here, they will not be dragged off in chains as in other cities. The population of Elmwood is very diverse

even to the point of finding an elf and a hobgoblin in the same tavern, although they will most likely attempt to kill each other once enough ale has gone around. Currently Lady Herra of Lathe (LE female human noble 8) has been given Lord Tyrian's blessing to run the city where she resides in an opulent manor house in the noble section of town.

Fangoth (Large Town, 2,541): The city of Fangoth, located north of Lemish, has traditionally been ruled by hobgoblins since the Cataclysm. In payment for their assistance against Solamnia, they were awarded their own land and took the budding town of Faermish as payment,



renaming it Fangoth. The current ruler of Fangoth is Phazarz the II (LE male hobgoblin fighter 10), who ascended to his position when he successfully defeated his father in combat. Despite the fact that the city is ruled by a hobgoblin, it is not much different from the city of Lemish, with the exception that it is probably easier to get away with certain activities without being seen. The rulers of Fangoth do not seem to enjoy the same wealth or esteem as the ruler of Lemish. The dirty streets are regularly patrolled by a mixture of hobgoblins and human soldiers. Elves and troublemakers are arrested on sight.

Fearfold (Small Town, 1,034): The fortress of Fearfold looms ominously over the banks of the Heartgaard River, a tributary of the Vingaard that splits to the northeast toward the Godsfell woods and south to the Lemish Forest. Miles of grassy plains surround the keep and guards keep a vigilant watch for any intrusion. The keep is run by Jerron de Alger, a former military commander for the Solamnic Knights that defected to Lemish and swore his allegiance to Lord Tyrian. Lately, some new figures have been spotted around the keep—men in strange armor.

Lemish (Small City, 10,873): In the Age of Might, the city of Lemish was a glorious city. Its walls were white and shining. Most buildings and towers were modeled closely after the architecture of Daltigoth. Everywhere one looked they would see grand sweeping arches, fluted columns, and streets paved with flagstone and crushed marble. Other buildings were crafted more in the ancient Solamnic style, slightly less ostentatious and more well-built and militant. It is a walled, fortified city and able to withstand a prolonged siege. Three gates lead into the city. The Southern Gate leads to the Darkenwoods of Lemish, the Gate of Sunrise leads to the Southern Shore of Estwilde, and the Sunset Gate leads out onto the Seven Gods Road toward Solanthus. The gates are only open from sunrise to sunset, no exceptions. Since the Cataclysm, the city has obviously fallen into disrepair. Upkeep of the city is no longer a concern for those in power.

The people of this city exemplify the worst traits of the Lemish population. The figurehead of Lemish, Lord Tyrian (NE male doppelganger fighter 11) is a man who speaks a language the Lemishites understand, brute force. The dictator of Lemish has been in power for nearly fifty years and doesn't appear to have aged much. Many believe that he is a half-elf, but he has hidden his true heritage. Only a select few know his true nature.

By day the city appears as any other city in Ansalon, streets are filled with bustling crowds, shops are open, forges are active, and occasionally a kender can be seen darting from one place to another. Watchmen for Lord Tyrian appear to be on every corner and city guards are always wandering down main streets. All sorts of races, including a good number of hobgoblins, and visitors from other lands can be found here, but what will not be found are White-robed mages, Solamnic Knights, or full-blooded elves. Entry into the city is closely guarded. A special pass made of blue stones must be prominently displayed when

walking around town. A person not wearing one may be arrested or, worse, enslaved.

Three thieves' guilds divide the spoils of the city—the official Split Silverpieces, who work for Lord Tyrian, and the upstart Phantoms and Blue Circle. Slavery is common inside the city, and travelers should avoid annoying the locals at all costs.

Wayfold (Hamlet, 213): Located in the Southern Darkenwood, along the shore of Crushers Bay, is a small village of kender. In a location such as this, most sane races would flee, but the kender simply shrug off the ominous surroundings as interesting and go about their daily lives of fishing, playing, hunting, and exploring the Darkenwood. They have no doubt there are terrible things that dwell there, but that only makes it more interesting. Other kender who have traveled to this village find the Wayfold kender to be wild in nature. They refuse to wear shoes or fine clothes, as they find them too confining, and they occasionally paint different color patterns on their bodies for celebrations. It is also said that the women of Wayfold have a knack for speaking with the dead and can foretell the future, but most folk figure these are simple kender tales.

IMPORTANT SITES

Garnet Mountains: These mountains form the barrier between Lemish and the lands of Solamnia to the east. The mountains are considered evil by the people of Lemish, and they are customarily avoided. The Garnet mountains are home to the dwarves of Kayolin, who only trade with Lemish on rare occasion. The reputation of Lemish dealers among the dwarves is not good, and the dwarves warn that anyone dealing with a Lemish merchant is on their own.

Lemish Woods: There are two main woodlands in Lemish, the central woods and the southern. Forests are the predominant features of Lemish, and cover almost seventy-five percent of the small country. The central woods are traveled by many folk. The sound of woodcutters is often heard, and small villages of woodsmen can be encountered from time to time. Still, there are miles of unexplored forest that hold dangers untold.

The southern Darkwoods are ancient and home to many sylvan creatures, such as dryads and nymphs. It is rumored that an immortal being of great power, called Lord Wilderness, lives in the woods, testing the mettle of those who think themselves worthy of entering. It is also not unheard of for Kagonesti elves to be found in the woods. Some claim that the elves are in league with Lord Wilderness and fight to keep the secret of this entity from being discovered.

Along the border of Throthl are a stretch of woods known as the Godsfell Woods. The forests there have been inhabited by the Treeshredder tribe of hobgoblins for centuries. Despite their name, the Treeshredders are actually more inclined to protect their forest than allow any harm to come to it.

ADVENTURE IDEAS

- ☞ An undead elven warrior riding a spectral stag has been spotted in the Darkenwood. It is rumored the creature is guarding a great treasure gathered from a century worth of waylaid travelers in the woods.
- ☞ The wild kender of Wayfold have recently discovered that a murderer is in their midst. It seems a sivak draconian has killed a number of kender and escaped to the north. With him, he took a pre-Cataclysmic map of Lemish that supposedly leads to a great treasure located beneath the Crusher's Bay. The kender would gladly offer the adventurers the treasure if they can bring the sivak to justice.
- ☞ In a port city of Lemish, the adventurers are nearby when a couple of sailors uncover an elf in disguise. They call the city guard, and then begin to beat the elf, kicking and hitting her. Do the adventurers stand idly by or assist the elf?
- ☞ A kapak draconian has been put on the trail of the heroes to determine their purpose in Lemish. As soon as they do anything out of the ordinary, the draconian calls upon a squadron of draconians and a Black-robed wizard to join him in capturing the group. Wanting to keep the capture covert, he has been instructed to wait until they have left any crowded city.
- ☞ A small group of Kagonesti elves have been following the adventurers trying to determine their intentions in Lemish. When the party is traveling through the woods, a Kagonesti warrior approaches them and asks them for their assistance. The Kagonesti have discovered a Solamnic knight that wandered into Lemish territory, was attacked, and then left for dead. They have helped him as much as they were able, but would like the adventurers to assist him in making the border crossing into Solamnic territory, since the borders of Lemish are now being closely watched by dragonarmy troops.

NORDMAAR

Capital: North Keep

Population: 264,176 (nomadic humans 45%, civilized humans 37%, lizardfolk 4%, draconians 4%, ogres 3%, dwarves 2%, Kagonesti elves 2%, kender 1%, gnomes 1%, other 1%)

Government: Feudal (civilized humans), tribal (all others)

Religions: Chislev (Children of the Earth Mother), Morgion (Soilbrood)

Trade: Exotic plants and animals, liquors, dried fruits, spices, iron, marble; chariots, carts, horses (western nomads)

Alignment: NG, CG, N, LE, CE

The realm of Nordmaar is divided into three distinct regions. The northern third and along the east coast is an area thick with tropical jungles. South of the jungles, along Nordmaar's western border, lie the open expanses of the Southern Wastes. The southern third of Nordmaar is covered in a massive swamp known as the Great Moors.

The dense, tropical, northern reaches of Nordmaar are blanketed by thick jungle vegetation. The rugged, mountainous green hills along Nordmaar's northern coast descend steeply into deep valleys further west, whose lush jungles are filled with exotic wildlife seen only in relatively few places across Krynn. The lowlands here are often irregular and can be extremely difficult to navigate. Heavy rains in the northeast supply much-needed water, keeping the jungles thriving, and forming small pockets of freshwater pools throughout the tropical areas. Along the east coast, many of the border trees of the Sahket Jungle shed their leaves to conserve water, giving the jungle an eerie, menacing, deadly look.

Traveling south, great empty expanses of land become more arid, broken, and rugged along the western border, making traveling slow and potentially dangerous. In some places further west, the easterly winds that keep the northern storms at bay have eroded the topsoil of the region, causing strips of sandy desert.

Runoff from the rains of the northern forests, along with the sloping grade of the land to the south, result in miles of wetlands and swamp along the southern portion of Nordmaar. The lower third of the country is basically one massive swamp. In places, the wetland is just as rugged as the northern reaches, but the shallow valleys are filled with muck and leech-infested waters.

LIFE & SOCIETY

Nordmaar is a land of savage beauty, where dwells a proud and defiant people. Described by the Solamnics as the "last stronghold of good in the north," the jungle-laden peninsula is home to people that have been referred to as wild and untamed. Visitors to Nordmaar know different. While the people are wild at heart, they are capable of a greater good and look only to protect and improve their time-honored way of life. Restriction of their freedom is considered among the most heinous of acts. Many of the people who most embody the Nordmaar vision live in the lush jungles and verdant plains. But alongside the nomadic horsemen and fierce jungle warriors that this nation boasts, one can also find stealthy Kagonesti, crafty kender barbarians, brawny minotaur exiles, hardy dwarves of the Klar clan, and proud centaurs.

Most of these brave people make their home among the miles of unmapped and untamed wilderness of the north. The untapped resources of this relatively new nation have only recently caught the attention of the people of Ansalon. It wasn't until nearly three centuries after its creation that the people of Nordmaar met with foes organized enough to defeat them outright. The people of the south have long been the enemy of Nordmaar, while its citizens have learned to trust and respect the honor of the Solamnics.

REGIONAL HISTORY

The nation of Nordmaar began as a collection of islands north of Ansalon. Thousands of years before the



Cataclysm, humans inhabited this group of tropical islands. Estranged from the mainland, the people developed a unique culture of their own. They lived in tribes, migrating from island to island, and warring with one another for resources and territorial rights. Explorers from Ergoth who visited the islands described the dark-skinned people as akin to the barbarians of the northern plains of the Ergoth Empire.

A small amount of trade took place between the Cuichtalic (the largest Nordmaarian tribe) and Ergoth, but as Ergoth slid into decline the merchant ships stopped coming and the trade died away.

To all of Ansalon, the Cataclysm was apocalyptic. The people of Nordmaar watched a new land rise from the waves. The Nordmaar islands looked down on land that had been at the bottom of the ocean since the beginning of time. Over the next three hundred years, the rich volcanic soils, combined with frequent rains and seeds from the highlands, raised a great “new” jungle. First, it spread along the coastlines and then moved inland. Nordmaar legends tell of how the Earth Mother gave birth to this new land before falling into a great slumber, making her unresponsive to the calls of her people. The population of the exotic wildlife of the Nordmaar isles exploded, and animals never before seen on the mainland made their way south.

In the decades following “The Rising,” the Nordmaar tribes made a peace pact as they faced a new threat of barbarians from the south. Later, Solamnic explorers came to Nordmaar to investigate the potential for this new land. Janothon Wictun, an experienced explorer and a Knight of the Sword, made an initial contact with the Cuichtalic tribe. His diplomacy, show of strength, attention to local customs, and respect for the Nordmaarian culture surprised the natives. His men, encased in strange suits of metal, sided with the Cuichtalic against the rampaging hordes from the south. It was this solidarity that first endeared the people of Nordmaar to the Knights of Solamnia.

The relationship with Solamnia over the next two centuries was rocky however. Some rulers loved the Solamnics and readily adopted their ways, while others were not nearly as fond of the men from the east. In 202 AC, the Warrior Queen Kithiri the Long-limbed declared war on Solamnia and the War of the Sky was fought all the way into the upper reaches of the Astivar Mountains. The war ended amicably however and Kithiri pledged her



friendship to the Knights. Following the war, a number of Solamnic outposts and castles were established in the region. Unfortunately, they were sorely unprepared for the Red Dragonarmy moving into the region.

WAR OF THE LANCE

Nordmaar is an occupied nation. Great red dragons invaded Nordmaar from the south, wiping out Solamnic outposts and entire villages. These wyrms have opened the way for the Red Dragonarmy, who have captured North Keep, and other towns and villages, enslaving the people there. Nordmaar’s abundant resources are being diverted to Neraka and Sanction, supplying these places with nearly limitless supplies of food, horses, warriors, and slaves. The people of Nordmaar have fought back as best as possible. Thousands of warriors have taken to the jungles, and, unlike many other nations that capitulated to the invaders’ occupation, the people of Nordmaar have done their best to hunt down and kill dragons and draconians.

King Huemac Kerian died during the first wave of the invasion. His son Shredler Kerian (LN human male noble 2) has taken his place. King Shredler Kerian is a mountain of a man who carries himself with confidence and honor, but he is very young and inexperienced in the ways of leadership. For now he has capitulated to the invaders for the sake of his people. The Horselord, Khan Fezall of the Southern Wastes (CN human male barbarian 14), has

taken a different approach, calling on all available warriors to engage the occupying forces and their dragons. His city of Wulfgar may be in the clutches of the dragonarmy, but he will not surrender his lands.

Deep within the Sahket, a cult known as the Soilbrood is rumored to be studying the strange illnesses of animals and plants of the forest. The people of Nordmaar only hope that they are working against the dragonarmies, and not for them.

MAJOR SETTLEMENTS

Jachim (Small City, 5,829): Because of its location near North Keep, the fortified city of Jachim became the primary stopping-off point for Solamnic trade ships. Although Jachim is run by the Topotlic tribe, the Topotlic have always been on good terms with both the Cuichtalic and the people of Solamnia. Not to mention that the folk from the west have invested a good amount of money in Jachim, helping to establish it as one of the largest port cities on the east coast. By all accounts, Jachim appears to be a prosperous city, where the people walk around in colorful clothing on relatively clean streets made of cobbled stones. The Topotlic are protective of their city, which is probably why it was the last city to fall in the north to the Dark Queen's forces. Chieftain Chantico of the Topotlic (N male human barbarian 8) has been enslaved along with many other members of his tribe and has been forced to toil for the dragonarmies.

Jotan and Ungar (Village, 1,500+): Located on the green northern highlands are a scattering of ancient settlements. The two largest are the towns of Jotan and Ungar, home to the Netzalic tribe. The Netzalic prefer to honor the old ways and, while they are not opposed to contact with others, they prefer to remain apart from the so-called progress brought to their nation by the Solamnics. They live simple, peaceful lives. The roads that connect their towns to the great cities of Pentar and Jachim are seldom traveled and overgrown in many places. These towns have recently been raided for slaves by the Red Dragonarmy, but many families disappeared into the surrounding jungles.

Jennison (Village, 701): When the city of Valkinord on the west coast defied the dragonarmies, red dragons razed the entire town, killing thousands. The survivors made their way to the shantytown of Jennison. Once, this town was a major port city like Pentar and Jachim, and the Solamnics used it for a while, but the chieftan of the Xocnalic tribe refused to work with the Solamnics and the city fell into disrepair. Now it is a rough place to visit, largely isolated from the rest of Nordmaar by the Sahket Jungle and the Great Moors.

North Keep (Large City, 12,879): North Keep is the capital of Nordmaar and is ruled by the Cuichtalic tribe. The sprawling city consists of numerous stone buildings perched on sturdy pillars above the thick undergrowth of the jungles. Sloping panels covered in layers of lime plaster lead up to grand stone walkways. Gardens of exotic plants

and sweet-smelling fruits line the streets. Great steps lead up to the grand temples. At the heart of the city is North Keep, the largest fortress in all of Nordmaar. It is an odd mixture of architecture, partly suggesting the influence of the Solamnic tradition.

Pentar (Large Town, 3,775): Although Jachim is a significant port city in its own right, it can't compete with Pentar for sheer number of ships. The Cuichtalic of Pentar boast the largest fishing fleet in the north. Twin brothers rule the city. Tochel (NG male human mariner 5/rogue 3) and Tochi Pentar (NG male human mariner 2/master 6) took over the reins of power from their father when he was claimed by the ocean during a terrible storm at sea. One notable feature of the city is its floating marketplace, which the folk of Pentar claim rivals the markets of Palanthas. The rulers of Pentar have agreed to work with the dragonarmies in exchange for their people's continued livelihood. So far the agreement has worked.

Willik (Large Town, 4,521): The sister city of North Keep, Willik, is smaller and less imposing than the capital. Like North Keep, Willik is also home to the Cuichtalic tribe. The people of Willik are spiritual, and there are a number of temples dedicated to different aspects of nature. In the wake of the silence of the Earth Mother, a number of religions worshipping differing aspects of nature have risen to the fore. While the occupying forces of the Red Dragonarmy are in charge of Willik, it is Cheron Skerish (LE male ogre cleric 10), a shaman of Tahkisis, that has been charged with keeping the local populace in line.


Wulfgar (Large Town, 2,063): The fortified city of Wulfgar lies on the border between the western plains of Nordmaar and the jungles of the north. The Khan of the Wastes resides here, and the nomadic people of the Huizitlic tribes pay him tribute. The walled city was designed by Solamnic architects and built by the people of the wastes. At the center of the city lies the great Horseman Arena, where warriors come to challenge one another in confrontations on horseback, and criminals are given a chance to redeem themselves through combat.

During the initial wave of the invasion from the south, the city of Wulfgar fell to the dragonarmies and the city was taken. Wulfgar is now firmly in the clutches of the dragonarmies who use the arena for bloodsport. Currently the town is under the thumb of the Red Dragon Highmaster Rivven Cairn (LE female half-elf fighter 9/wizard 5). Rivven, and her red dragon mount Cear, are having a tough time tracking down and exterminating the last of the Horselord's forces on the surrounding plains.

IMPORTANT SITES

Emerald Peaks: The highest point of Nordmaar, the Emerald Peaks run east to west through the north, where the original Nordmaar isles resided prior to the Cataclysm. The rugged green peaks help keep moisture from the western ocean inland and force thunderstorms to drift south across the forests and marshes. The peaks are known for the Nordmaar ruins, of which few survive. Local





legends tell of a city that was swallowed by a great dragon. The wyrm then burrowed deep beneath the peaks, and fell into a deep slumber beneath Starseeker, the largest peak at the center of the jungle region of Nordmaar. Locals claim that the people still reside in that city, deep within the belly of the beast. Every now and again the peaks will shake as the dragon stirs in its sleep, perhaps prodded by the inhabitants of the city it has swallowed.

Great Moors: The most extensive swamp in Nordmaar, the Great Moors take up the entire southern third of the peninsula. Much of the great swamp is thick with trees and foliage, just like the jungles of the North, but it becomes steeped in steaming waters ranging from one to thirty feet in depth.

One of the greatest natural resources of the Great Moors is the abundant amount of fruits that grow there. For generations, the Xocnalic tribe has lived among the swamp, harvesting the fruits and using them for a number of purposes—from everyday meals to medicinal uses. Many fruits are dried and preserved for trade with other tribes.

Mother's Promise: The northernmost edge of the Sahket is marked by an extraordinary tree. Standing nearly two hundred and sixty feet high, weighing two thousand pounds, and measuring over fifty feet in diameter is a Giant Ceibo Tree known as Mother's Promise. The tree was discovered less than a decade after the Rising. Even then, it towered above the budding trees and shrubs around it. Legend claims that Mother's Promise once bore the seeds of every plant in Nordmaar, making it responsible for the abundance of plant and wildlife in the region. The people of Nordmaar believe the tree was a parting gift from the Earth Mother before she fell into a deep slumber.

Sahket Jungle: The Sahket Jungle is a strip of rainforest 40-50 miles wide, beginning south of North Keep and running over one hundred miles along the Last Coast, only stopping as it literally runs into the waters of the Miremeir. The jungle is so thick and grows so fast that most settlements near the borders of this rainforest become overgrown in a short amount of time. Bordered by the Last Coast on the east and the Great Moors on the west, the Sahket Jungle fills the entire southeastern corner of Nordmaar with nearly impenetrable density. Despite the jungle's nature, it is not simply the growth that makes travel difficult. It is also rife dangerous creatures and evil humanoids that hide deep within the confines of the forest.

NORDMAAR ADVENTURE IDEAS

☞ Deep in the heart of the Sahket Jungle is a rare tropical plant that only blooms once a year. This intoxicating flower is sought after by many herbalist and wizards for its many uses, both magical and mundane. The adventurers have been tasked with obtaining the flower which lies in the jungle. They are not the only one interested in this rare treasure however. An Aurak draconian has also heard about the flower and is on

his way along with his entourage to collect the rare specimen.

- ☞ The city of Wulfgar is currently occupied by the Red Dragon Army. The Horseman Arena that was once used for sport is now used to punish those unlucky prisoners of the invaders. A wealthy noble of a nearby town has hired the adventurers to sneak in and rescue his son from the arena before he is killed. If the players are not careful they will find themselves in the arena along side the young man fighting for their own lives.
- ☞ The local natives of Nordmaar tell of a great sleeping beast that lies beneath the Emerald Hills of northern Nordmaar. Since the invasion of the dragon army the hills have been "restless". Rumbling can be heard from deep beneath the earth and animals are skittish. A local shaman claims to have had a vision of the great beast being released from the mountains and unleashed upon the evil forces of the Red Dragonarmy. Just what lies beneath the Emerald Hills of Nordmaar?
- ☞ Deep in the Great Moors of Nordmaar lie one of the few ruins of this region. Many sages speculate that the ruins of Mem are actually the remains of a Dargonesti elf city that rose to the surface along with the rise of Nordmaar. The adventurers happen upon a dying sea elf who was traveling across Nordmaar. In his possession is a map etched on a silver disk. The map shows the way to Mem. What was so important that the elf would give his life for it?
- ☞ Traveling through the jungles of Nordmaar the adventurers become lost as the path before them disappears right from under them. The trees around them seem ancient and a sense of urgency permeates the jungle. It is evident that they are being followed by a large black panther with intelligent eyes. If they follow the panther from a distance she leads them to an ancient temple covered in jungle vines. The symbol on the temple is a panther with fiery eyes. What adventure waits in the dark temple of the Panther?

NORTHERN ERGOTH

Capital: Gywnned (humans), Beacon (nomadic humans), Manic (goblins)

Population: Total 215,049* (civilized humans 80%, goblins 10%, nomadic humans 8%, dwarves 1%, other 1%)

Government: Monarchy (civilized humans), Tribal (nomadic humans and goblins), Anarchy (trolls)

Religions: None

Trade: Copper, brass, steel tools, weapons, ogre artifacts, cut stone

Alignment: CG, LN, CN, LE, CE

* (Note: Hylo population is not included)

The island of Northern Ergoth is located northwest of the mainland of Ansalon. It contains five distinct realms separated by the towering Sentinel Mountains that run the length of the island from north to south. To the west of the mountains lies Ergoth proper. These lands are

covered in lush grasslands. Most of the forests of this area were cut down to rebuild homes and construct ships. The winds from the west blow over the grasslands unimpeded. The southern reaches of the island do not get nearly as much rain as the rest of the region, and consequently the south is dry and arid. Desert wastes and badlands make up the lower portions of the south. The ruins of ancient Ergothian cities can be found beneath the sands.

East of the Sentinel Mountains are thick, lush forests. These forests are some of the oldest in Ansalon. The foliage here is green year-round, and the trees are ancient. The mild temperatures on this side of the island make the forests a sylvan paradise. Further north of the forests, run off from the Sentinel Mountains makes its way down the mountains into the lands of Ogaral. Poor drainage makes for muddy fields and bogs.

To the far north, the island temperatures soar, and rain is plentiful. The forests here were cut down by the sea barbarians that live in the area. Now they acquire their timber from the kender who dwell in the forests to the east.

LIFE & SOCIETY

Life in Ergoth is much the same as it has been for almost the past three thousand years. The humans of Ergoth live in a highly structured society. The government of Ergoth proper revolves around a senate overseen by an emperor (despite the fact that the Empire of Ergoth is now less than half the size of Solamnia). Ergothians tend to believe that a person is born into their station. Farmer boys may some day become great warriors for the empire, but they will always be common laborers in the eyes of true nobility. The rich own the land, and the poor work the land for a place to dwell, and a paltry share of the livestock they tend. A number of laws have been passed to make sure that the old order is maintained. Ergothian women cannot earn profit as an adventurer or warrior, or in any other traditionally “male” field of work. Peasants cannot own land. This, in a nutshell, is Ergoth and the Ergothians are proud of the fact that they have been able to maintain the same standards in society for thousands of years.




In Sikket'Hul, the goblins live a surprisingly peaceful existence. The warfare and bloodshed common among their kind has been largely set aside for more academic pursuits. The lands of the southern portion of the island were given to them for their assistance against the Knights of Solamnia, prior to the Cataclysm. They and the gully dwarves who also live there dwell in relative amity. The goblins continue to maintain an army, and some continue to worship their dark gods, but their drive for conquest has been forgotten.

Just north of the forests of Hylo, within the swamps of Ogaral, evil things dwell. Many a kender has lost his life in the deadly bogs of this region. Rumors claim that the swamps of Ogaral are home to a number of troll clans who participate in strange rituals. What the trolls are doing, no one can say exactly, but, as far as it is known, none of the kender slaves they have taken have ever escaped to tell.

To the far north, the Ackalites of Northern Ergoth seem to embody all the worst qualities of ancient Ergothian society. Females are considered the property of their fathers until they bear a child, then they become the property of their husband. The exception is a father who has no sons; then his daughters are free to participate in all the manly activities. Punishments are severe, often lethal. The Ackalites participate in violence for the sake of violence, something they relish. Yet everything is done according to customs and codes. Much like the more civilized Ergothians, the Ackalites boast a rigid set of laws whose violators are punished with death. Being skilled sailors, the Ackalites are notorious pirates.

REGIONAL HISTORY

The largest imperial city of Ergoth to survive the Cataclysm was a walled city by the name of Tuskanvil, west of Hylo. The location was a favorite summer retreat for the emperor and the nobility of Ergoth. After the Cataclysm, the survivors made their way to the largest sites of civilization still extant. By all accounts, Daltigoth had sunk beneath the waves with the rest of Ansalon. Over the years, a number of petty despots fought over the throne of the



Empire, and Northern Ergoth fell into decline. The people split into two factions, and the warriors and malcontents struck out to the north, returning to the barbaric ways of Ackal Ergot who founded the Ergothian Empire thousands of years ago.

By 30 AC, the Ackalites had returned to rampaging and slaughtering entire villages, conquering all of Ergoth proper for themselves. Yet the Ackalites were defeated by Baridor Redic, who gathered the Ergothian forces and beat back the invasion north of the Alunatal River. Baridor Redic also ordered the construction of Castle Hillfal, to watch over the Ackalites and prevent invasion from the north ever again.

Not surprisingly, Baridor Redic became the first recognized emperor of Ergoth since the Cataclysm. Redic I established Tuskanvil as the new capital of Ergoth, and renamed it to Gwynned in honor of the great dynasty that preceded his reign. Since then, the Redic line of emperors has done their best to defend and preserve Ergoth.

WAR OF THE LANCE

The current ruler, Emperor Mercador Redic V is aware of armies amassing on the far side of the continent, and more recently of the increased activity of the ogres in Southern Ergoth. Redic V has begun to bolster his defenses in preparation of invasion, should the conflict reach Ergothian shores. Recently, all the ships he has sent to the colonies of Southern Ergoth have failed to return. He has been considering contacting the Solamnics, stationed on the west side of the island, for more information on the situation in the south.

Redic V is aware that, a number of years ago, the goblins of Sikket' Hul reported that envoys representing the forces of the east contacted them to join the armies, but the goblins refused. There was some civil unrest after goblin shamans left with the ships. The news from the north is that many of the Ackalites have taken to the sea and are heading to lands in the east.

Only the common people of Ergoth proper, and the kender of Hylo, seem completely unaware of the dark forces imminently gathering in the east.

MAJOR SETTLEMENTS

Beacon (Hamlet, 329): In 310 AC, merchant lords from Saifhum assisted in the renovation of the port city of Beacon in an effort to strengthen ties between their people and the Ackalites. This fortified city was intended as a way station for Saifhum ships who would have a port free from the tariffs and taxes imposed by Solamnics. Only a decade after the city's completion, the ships of Saifhum stopped coming. It seems that the Ackalites' rigid laws abrogating women's rights caused a number of problems with the female sailors from the far east, especially since many of these females captained their own ships. About three hundred people from various tribes live in Beacon under the leadership of Overchief Hurik Reknal (LE male human barbarian 12).

Dupre (Hamlet, 351): Located at the southern spur of the Sentinel Mountains is the village of Dupre. This settlement of over three hundred goblins is focused on mining metal ore for trade. The goblins of Dupre forge the ore into strong alloys, and trade with the Ackalites of the north and send other shipments to Manic.

Gulfport (Large Town, 4,204): North of Gwynned, along the coast, is the city of Gulfport, which is the largest merchant center in Northern Ergoth. The bulk of the imperial fleet is stationed here. The finest metalworkers and weapon smiths live in Gulfport. Metal from the Wind Dancer Mines, and that which is imported from Sancrist, are worked into fine weapons and armor. The city is governed by Leopald Serindal II (LN male human noble 7), first cousin of Redic V.

Gwynned (Large City, 16,878): The imperial capital of Ergoth is rife with gladiatorial arenas, opera houses, the Imperial University, and centers for artistic and academic pursuits. A grand palace overlooks the city, which is surrounded by outlying buildings of shining marble. The bay and defenses of the city have been improved and expanded over the years. The city is a truly cosmopolitan den of inequity. Any type of service—or pleasure—may be found here for the right price. The gladiatorial fights here are renowned for their spectacular battles. The current emperor of Ergoth, Emperor Mercador Redic V (LN male human noble 15), resides in Gwynned, along with the members of the senate.

Hillfall (Village, 576): Hillfal, located northeast of Gulfport, is one of the newest fortresses of Ergoth, and also one of the most strategically important. Hillfal guards the northern border of Ergoth proper from invasion from the Ackalites of the northern reaches. A legion of soldiers is always stationed here, and the small village in the shadow of the keep sprang up to service the warriors within. General Kerrik Hawtherin (LN male human fighter 10) is responsible for keeping the borders defended, and he takes his job very seriously.

Ker-Vakt (Village, 481): When the people of Ergoth speak of the bloodthirsty barbarians of the north, they are generally referring to the Ackals residing in Ker-Vakt. The massive fortress of Ker-Vakt was built in response to the fortress of Hillfal. Although not as large as that castle, Ker-Vakt is an imposing edifice. Located half a day's ride north on the opposite bank of the Alunatal River, the stone keep is surrounded by multiple moats and a series of clever traps. A number of small towers surround the keep, with underground passages to the main castle. Hidden archer slits, false gates, and murder holes are among a few of the defensive structures built into the keep. The area is constantly being upgraded and rebuilt by slaves and common criminals who toil under the lash. Anyone who fails their task, or is found not fit to work, is impaled and put on display as a warning to others. Yuguol Reknal (CG male human barbarian 8), brother of the Overchief, oversees the operation of the Ackal keep.

Lancton (Small City, 7,325): The fortified city of Lancton stands at the only fordable section of the Dermount River, northeast of Gwynned. Thousands of years ago, Lancton served to guard caravans crossing the river, but in 903 PC a new bridge was built that alleviated the need for a permanent garrison. Lancton still remains a trade hub of Northern Ergoth, however, given its location near the river and along the Emperor's Road. What really sets this city apart from the rest is that it is the undisputed source of the finest Ergothian art, music, and songwriting. The renowned Bard College of Ergoth is located here, headed up by the legendary Quevalin Soth himself. It is also widely believed that the headquarters of the Ergothian Thieves' Guild is located here, led by the mysterious figure known only as the Jaguar (N male human rogue 17). The current ruler of Lancton, Verian Sulier, rose to his position after the untimely demise of his predecessor, who had a bit too much to drink and fell on his own sword.

Lusid (Hamlet, 274): The village of Lusid is a small, goblin fishing and farming village. Modest crude boats can be seen scattered across the water surrounding the village and parked in coves along the shoreline. A number of kender also call Lusid their home. Recently, there has been something of a power struggle in the community after the kender, Lucky Seven (CG male kender rogue 7), put in his bid to become the mayor of Lusid; so far, the goblin ruler, Lord Sandspur (CN male goblin fighter 5), has refused to give up his post.

Manic (Small Town, 1,421): The southern costal city of Manic is the capital of Sikk'et Hul. Prior to the Cataclysm, Manic was a human city, but, in the wake of the destruction, most of the humans moved away. Given their service to the empire against the Solamnics, the goblins were given the southern reaches of the continent during the chaos following the Cataclysm. The city is run down and in poor shape, but quite habitable. Surprisingly, the city is inhabited not only by goblins, but also kender and a good number of human sea barbarians. The current ruler, Lord Sunchaser the Steadfast (N male goblin noble 5/fighter 5), won his position through a series of challenges including tests of physical strength and intellectual prowess. The city is a favored port of call for merchants who would rather deal with "civilized" goblins over the pretentious Ergothians, or light-fingered kender.

IMPORTANT SITES

Moon Steps: Along the southern border of Ackal, deep in the Sentinel Mountains, is the site of one of Ansalon's "celestial ladders." The Moon Steps is a twisting ladder with steps suspended in mid-air. Supposedly, individuals that dare to climb the Moon Steps come back with knowledge from the gods, or, if found lacking, come back cursed in some horrible manner. Prior to the Cataclysm, an academy of High Sorcery was constructed at the base of the stairs, becoming a place of magical learning and meditation. During the Shadow Years, however, the academy was ransacked by the Ackalites of the north,


and eventually abandoned, as more and more wizards went into hiding during those terrible years. Over time the location was forgotten by many, and simply became a curiosity to those kender that stumbled across it.

World's Heart: Located in the northern Sentinel Mountains, World's Heart is something familiar to all Ergothians. Situated at the center of an ancient ogre ruins, World's Heart is said to be the location where Ackal Ergot received his vision of building the glorious empire of Ergoth. The massive stone that is the World's Heart sits within an old arena. It is said to glow with a steady rhythm like that of a heart, and, if one listens closely, they can hear its steady beating. The World's Heart stands immune to erosion from the elements, and remains as pure as the day Ackal Ergot first touched it and saw his marvelous vision. For generations, pilgrims have made their way to the World's Heart to discover if they too could glimpse greatness. Unfortunately, since the arrival of the Ackals, the site has been deemed off-limits to outsiders, and nowadays it is only used for intertribal meetings.

ADVENTURE IDEAS

- ☞ The ships running the strait south of the island have been encountering difficulties from bands of sea elves. It appears as though the normally wary elves have had a number of confrontations with various ships in the past month. Could it be because the Dargonesti elves followed a member of the royal household to this location before she vanished?
- ☞ The Moon Steps of the Sentinel Mountains have been abandoned for decades, but a local scholar has given the adventurers a map to the location. It is reputed that a set of magical robes used by either the powerful wizard Magius or belonging to the renegade Galen Dracos were kept hidden away in the area surrounding the magical stairway.
- ☞ The city of Lancton is throwing a celebration. Visitors from all over Northern Ergoth will be in attendance. From the south, an envoy of goblins from the realm of Sikk'et Hul is journeying inland when they are beset by highway men, dragged into the Sentinel Mountains, and the goblin leader is kidnapped and held for ransom.
- ☞ Costal towns in Northern Ergoth have been complaining about a rise in the number of attacks by the Ackalites. Some claim that the minotaurs of the Blood Sea Isles have joined forces with the Ackalites. Others claim it is only one ship from Saifhum bearing minotaur pirates. The adventurers are called to tour the coast in search of the pirates.
- ☞ In the city of Gwynned, anything can be bought for the right price, including people. The emperor does not approve of outright slavery in his Empire and has fought to control it. But recently it has come to his attention that a new group known only as the Flesh Traders has been operating within the city. He would like the adventurers to covertly enter the underground





of Gwynned to gather as much information on this new criminal group as possible and find out what their connection might be to the thieves' guild of Lancton and their mysterious leader, the Jaguar.

PLAINS OF DUST

Capital: Tarsis

Population: 18,978 (human 82%, centaurs 13%, goblins 3%, gnolls 1%, thanoi 1%)

Government: Tribal (nomadic). Tarsis maintains a republic-style government, with a Governor as its leader.

Trade: Furs, pete, fruits, grains, meats

Alignment: CG, CN, LE

Created in the aftermath of the Cataclysm, the Plains of Dust is a vast expanse of flat wasteland covering much of southern Ansalon. So named for the fine sands that cover the region, the Plains of Dust begin at the edge of the Kharolis Mountains in the west. The plains spread east across the continent and south to Ice Wall Glacier. Once lush and verdant farmlands covered this area. In the wake of the Cataclysm, it became desolate and wasted. Although some barbarian and nomadic beings, both humans and centaurs, manage to eek out a meager existence, the Plains of Dust are mostly uninhabited. As travel is long and treacherous here no matter the season, few adventurers venture into this wasted land.

Sparse vegetation dots the plains. Lucky travelers may find some wild game, including rodents and the large, flightless birds peculiar to this region. Travelers should be wary of the large cats that hunt the plains' wildlife. The plains are also populated by stinging scorpions and venomous snakes. The plains' fruit grows out of the brush. This bush bears fruit that is said to provide the nutrition needed for an entire day. This fruit gives off a pungent odor, and rots quickly once picked.

LIFE & SOCIETY

Travelers should be prepared to encounter varying sorts of unpredictable weather when venturing into the plains. Summers here last only two months. Even in the summer time, the days are barely temperate, and the nights are extremely cold. Harsh winds sweep over the region year round. The summers are dry and dusty. Strong winds swirl the fine dusts and blast dust storms across the land. The winters are bitterly cold with heavy snowfall that hardens to early in the season. The winds continue through the winter months, feeding blizzards and whipping snow. Adventurers may be forced to seek shelter more than once before their journey ends, or risk death from exposure to the elements.

Those journeying through the Plains of Dust may be given to hallucinations or witness to mirages. Legends also tell that armies of spectral minions from long forgotten battles meet upon the plains, cursed to replay the battles that brought their deaths.

REGIONAL HISTORY

The Plains of Dust were not always barren and windswept. Prior to the Cataclysm, much of the northern half was lush and green. Thick savannah grasses allowed many herd animals to thrive and roam the country side. Plainsmen followed the herd's migration patterns and thrived off the land. Travel through the region was facilitated by great stretches of paved road that allowed merchants to travel from one city to the next. The southern reaches were much more harsh and uninviting. Despite this, a number of cities, castles, and towns lined the southern shores. Only the fiercest plainsmen chose to live off the land of the far south.

After the fiery mountain shattered the continent, the winds turned cold and bitter. The winters lasted longer and the summers reduced down to a matter of weeks. The green grasses stopped growing and the sandy plains became a tundra desert—the Plains of Dust were born.

The many settlements of the plains had to adapt to the changes and the plains became a dangerous place as neighbor warred against neighbor for the precious resources that were diminishing with each passing year.

WAR OF THE LANCE

The Plains of Dust are currently covered in a thick layer of snow and frost. In a time, when most folk have had the good sense to hide indoors and try to keep out the bitter cold, a number of travelers can be found crossing the Plains of Dust. Exiled elves from Silvanesti have been making the crossing from their homeland to the lands of the west. Griffons bearing riders from Silvanesti soar across the skies are ever watchful for dragons. Troops of the dragonarmies have begun their march as well. Much like the realm of Goodlund, the scattered number of small settlements in the Plains of Dust will make capturing it for the Dark Queen an effortless task.

MAJOR SETTLEMENTS

Hopeful (Small Town, 1,177): A small settlement located approximately 100 miles, or three days, hard journey from the western edge of the plains nearest the Kharolis Mountains. Isolated from the rumors that pervade more populated areas, the natives know only that monsters have taken to their skies. They have barred all outsiders from entering.

Qindaras (Large Town, 2,872): Located within the largest fork in the Torath River, before those waters drain into the New Sea, is the walled city of Qindaras. The city of Qindaras began as a small human settlement on a large rise overlooking the grassy plains on the border of Kharolis and Silvanesti lands. As trade increased between Silvanesti and the lands of the south, Qindaras grew. It's location along the King's Highway made it an excellent location for trade between the various people of the region. Three decades prior to the Cataclysm, the city fell under the rule of a powerful Black-robed wizard by the name of Aniiirin the Wicked. The Wizards of High Sorcery noted



his obvious use of magic to seize control of the city and his timing couldn't have been any worse. The Kingpriest of Istar used the example of Qindaras to illustrate the wickedness of arcane magic, but for Aniiirin the timing couldn't have been any better. The Conclave was too busy dealing with the Kingpriest and his war against the Orders. The Conclave, wanting to devote their attention to the war, opted to sign a treaty with Aniiirin and the city of Qindaras. The Conclave agreed not to interfere in any way with the internal workings of Qindaras provided that Aniiirin and his successors did not extend that influence beyond the walls of the city. This little known treaty has allowed renegade wizards to reside within the walls of Qindaras since then. After the Cataclysm, the Wizards were in no shape to pursue the renegade and left him to his prison city, but kept an eye on him from afar.

The city of Qindaras survived the Fall of Istar and, although the High Kings road was shaken to dust, the city remained. After the surrounding grasslands died and blizzards came, the folk of Qindaras endured. Currently the ruler of the city is the Potentate Aniiirin V (LE male human noble 6/rogue 4), a distant relative of Aniiirin the Wicked. Aniiirin V bestows the rank of Amir on six rulers who each control one district of the city and are responsible for patrolling and collecting taxes. The city is an evil place. Gnolls walk the streets and are usually used for city guard or personal body guards for many of the Amirs. Elves steer well clear of Qindaras if they know what's good for them.

Stone Rose (Hamlet, 268): This settlement was once a farming community. However, when the climate changed, the land could no longer support the farms that once

stood here. In the aftermath of the Cataclysm, humans and centaurs meet in this place to trade in peace. The area takes its name from a garden where roses have been petrified by unknown means.

Tarsis (Large Town, 4,290): Prior to the Cataclysm, Tarsis the Beautiful was a great port city by the Sirror Sea. In days of old, fabulous white-winged ships carried goods all over Ansalon. When the fiery mountain struck, the blast caused the sea to recede, leaving Tarsis landlocked, nearly 100 miles from the newly formed coast. While ships may no longer be able to sail away, their remnants litter the section of the city known as Old Waterfront. The city's population has dwindled ever since the destruction caused by the Cataclysm. However, it remains highly populated by the plains standards. The city is divided into two parts, old city and new city, both of which provide many opportunities for adventure and exploration. The Governor's Palace, Central Plaza, Hall of Justice, and Market Place all afford adventurers the opportunity for various encounters. The Library of Khrystann may provide keys to secrets lost hundreds of years ago. The city's inhabitants harbor an intense hatred for the Knights of Solamnia, due to their belief that the Knights could have saved them and somehow prevented the Cataclysm.

Wallach (Small Town, 1,894): Once a city of great renown and import, Wallach was the central location devoted to worship of the ancient god of neutrality, Zivilyn. Sixty miles outside this abandoned settlement, in the middle of the barren plains, stands a lone vallenwood tree. What a vallenwood tree is doing outside of the village of Solace, no one knows. It is rumored that the tree holds a relic of Zivilyn.



Willik (Village, 892): A centaur village east of Hopeful. The centaurs have established trade with some of the plains barbarians. Draconians have been seen there. The centaurs are generally non-threatening to travelers, and are sometimes willing to trade.

Zeriak (Small Town, 943): Just south of Tarsis is a vast frozen expanse that leads to Icewall Glacier. The Old Coast Road leads out of Tarsis and into this unforgiving land. Deep into the tundra on the border of Icewall is a settlement of ice barbarians called Zeriak. Although many of the people fled or were killed when Feal-thas and his White Dragonarmy arrived, some inhabitants remain, including their leader, Galeswept (N male human barbarian 10). In an attempt to placate the Dragon Highlord, the people of Zeriak have provided him and his troops with furs and other necessities for the frozen wasteland. However, their efforts have been for naught, as Feal-thas has given his troops leave to raid the town, plundering it of whatever spoils they may choose.

IMPORTANT SITES

King's Road: Once a miracle of Silvanesti construction, the King's Road was a glorious, elevated expanse, capable of supporting large caravans. This raised highway was molded from the very stone that makes up the road and is elevated by ornately designed pillars. Before the Cataclysm, Silvanesti elves traveled across this marvelous highway from their homeland. Legends say the road once reached all the way to Sancrist in the west. Following the broken

remnants of the King's Road out of the Plains of Dust will lead travelers into Qualinesti.

Purstal: Now desolate, legends say that this town was cursed after the Cataclysm. Adventurers may see lights of an unknown nature swirling through the ruined streets. These spectral lights will disappear at the approach of any who seek to investigate, making the city appear empty. However, undead creatures of numerous backgrounds haunt the decrepit area.

Torath River: Fed by several branches that stretch southward, this river was created by the run off from Icewall Glacier, this river empties into the Newsea. During the long, cold winter, the river becomes covered by a thick layer of ice, making it possible for travelers to use as highway. The ice is so thick that it can bear the weight of very heavy loads or caravans.

ADVENTURE IDEAS

- ☞ The player characters are traveling through a desolate area of the Plains of Dust when a sandstorm appears suddenly. A mysterious temple of the ancient gods appears out of nowhere in the storm, offering the only shelter. Inside, the characters find a dancing pillar of fire, an ancient tree, and a pool of healing water that binds them to perform some quest if they drink from it.
- ☞ Icewall Glacier has been moving rapidly north, covering parts of the southern Plains of Dust, including a small village. White dragons have been seen flying in

- the area. The heroes are hired to discover why Icewall Glacier is moving north so rapidly, and to stop it.
- ☞ A hole has opened up in the Plains of Dust, revealing a city beneath. As the player characters investigate, they discover it to be the lair of a sleeping dragon.
 - ☞ An old sage has recently returned to the town of Wallach after his annual pilgrimage to the vallenwood, sixty miles outside of the city. He has returned with a mad look on his face, saying that he has seen through the eyes of the ancient god, Zivilyn, and that Wallach faces its final doom.
 - ☞ A horde of undead travel from the haunted town of Purstal, destroying anything living in their path. The player characters discover a man, mortally wounded, who tell the player characters that he overheard the undead muttering the same words over and over – “the horn of Dron”. The player characters discover this to be an ancient artifact of Chemosh.

QUALINESTI

Capital: Qualinost

Population: 41,760 (Qualinesti elves 90%, dwarves 4%, human 3%, centaur 2%, Kagonesti elves 1%)

Government: Monarchy. The Speaker of the Suns rules the forest and is advised by the elven senate, or Thalassenithia. However, the Speaker has final decision-making authority.

Languages: Common, Qualinesti, Silvanesti, Dwarven, Ergot, Hand Talk, Ogre, Goblin

Trade: Fruits, leather, wine, liquor, weapons, wood, jewelry, clothing, crafts

Alignment: LG, CG, NG

The Qualinesti forest lies in the southwestern corner of Ansalon. The human region of Abanasinia lies to the north, with the New Sea to the east. The Kharolis Mountains and the dwarven kingdom of Thorbardin form Qualinesti’s southeastern border. Qualinost, the elven capital, is located on the eastern border of the forest, on a plateau surrounded by the White Rage River and its tributaries.

LIFE & SOCIETY

Unlike their Silvanesti cousins, the Qualinesti elves historically have mingled with the other races of Ansalon, traveling and trading freely. Their idyllic way of life was destroyed by the chaos that enveloped the surrounding regions during the Cataclysm, however. In the three hundred years since the fiery mountain struck Krynn, the elves have rebuilt much of their society and the small towns on their border, though they now avoid contact with other races as much as possible. However, a new evil—the dragonarmies—now threatens the Qualinesti.

REGIONAL HISTORY

In the years following the Kinslayer Wars, the western elves grew tired of being subject to the rigid caste system of the Silvanesti and sued for social change. The signing

of the Swordsheath Scroll created a new elven nation for the western elves in southwestern Ansalon. With hope for a better life apart from the Silvanesti, the western elves departed under the banner of their leader, Kith-Kanan.

Kith-Kanan led his people west, where he founded the nation of Qualinesti, and its capital city, Qualinost. Freed from the rigid caste system of their Silvanesti cousins, the Qualinesti threw open their borders and actively encouraged trade with the other nations of Ansalon. Small elvish farming settlements sprang up throughout the forest realm, and for a time humans lived in harmony with the elves within their borders. In partnership with the dwarven nation of Thorbardin, the Qualinesti constructed the fortress of Pax Tharkas, which was manned by both elves and dwarves until the time of the Cataclysm.

During the Age of Might, Qualinesti relations with humans were generally good. However the elves’ dislike of interracial marriages was a continual barrier to improved relations with the other races. The situation deteriorated drastically with the Cataclysm. Although Qualinesti was largely spared the destruction wrought on the rest of Krynn, the ensuing lawlessness, and the destruction of the central plains of Solamnia and Ergoth, plunged the human regions bordering Qualinesti into lawlessness. The starving survivors heard rumors that the Qualinesti possessed treasures and food stores worthy of plunder. Subsequent raids destroyed the small, outlying elven communities and earned the hatred of those elves that survived the pillaging, burning, and widespread rape. Many of the half-elves of Krynn are a result of these human raids into elven lands.

As a result of the banditry, the Qualinesti threw any remaining humans out of their country and greeted any future approach to their borders with a shower of arrows.

WAR OF THE LANCE

The Qualinesti remained virtually cut off from the outside world, except for a few elven merchants traveling abroad, until the time of the War of the Lance, when the dragonarmies of Highlord Verminaard began massing on the Qualinesti borders. Unable to defend against an army that commands flights of dragons, the Qualinesti have begun constructing a home in exile on the island of Southern Ergoth. Able-bodied elves patrol the forests while the remainder of the population begins the journey into exile.

MAJOR SETTLEMENTS

Ahlanost (Village, 685): The fair village of Ahlanost is usual among the settlements of Qualinesti due to the small dwarven population that dwells there. Much like Qualinost, the architecture of Ahlanost is a blend of dwarven craftsmanship and elven grace. The hill dwarves of the Chiselfist clan have lived in Ahlanost since the signing of the Swordsheath Scroll. A patrol of elves from Ahlanost scouting out the lands to the east came upon a battle between a group of dwarves and a horde of goblins. Most of the dwarves had perished, but for every dwarf





down there were at least ten goblins. The last remaining would surely have died if the elves had not lent their aid. For the elves assistance, the dwarves pledged their friendship. The wounded were taken back to Ahlanost where they remained. Throughout the years, the rulers of Ahlanost have been both dwarf and elf. The current governor, however, is an elf. Governor Mirianthalas Solaronsalun (LG male elf ranger 4/noble 5) has begun preparations for the flight into the west as per the orders of the Speaker, but the dwarves of the Chiselfist clan refuse to go. As hardheaded as only dwarves can be, they refuse to leave their home behind without a fight.

Laurantost (Village, 782): The village of Laurantost is located halfway between Porliost and the grasslands of Kharolis along the west coast of Qualinesti. Named in honor of the Speaker's youngest child, Laurana, this village is one of the largest grain producers in all of Qualinesti. Great fields of wheat are grown for miles around the settlement. Most of the produce grown in Laurantost is delivered to Qualinost, but some is handed out to smaller villages along route. Governor Ladine Avonathalanos (LG female elf fighter 6/noble 4) is the head of House Gardener and ruler of Laurantost. She is an ancient elf that is very amiable and open. She has seen trees grow from saplings into giants, only to fall to the earth during the Cataclysm. For the last fifty years, the Governor has been assisted by her aide, a hill dwarf by the name of Mamli Boughbreaker (LG male dwarf expert 5). Currently, the good people of Laurantost are packing their things and making preparations to travel to Porliost.

Porliost (Large Town, 3,766): The port city of Porliost, named for Porthios, the oldest son of the Speaker of the Sun, was founded just after the Cataclysm. This city is the headquarters for House Mariner in Qualinesti. Governor Araigol Swiftwater of House Mariner rules over Porliost,

elected by the people and with the blessings of the Speaker. The city itself was constructed along the edge of a wide deep bay along the Straits of Algoni. Within the tree line of the forest, numerous dwellings of crystal, marble, and quartz sparkle and shine along the coast. Beaten paths through the forest lead to additional homes, businesses, gardens, and parks.

Well maintained docks line the shore and a fleet of ships stands ready to make the journey into exile. At each end of the city, a slender watch tower of rose quartz rises high into the air overlooking the waters of the Strait and the tree tops of the Qualinesti Forest. Keen-eyed, vigilant guards of House Protector stand watch over the city. At night, the towers may serve as twin lighthouses for elven sailors on the water.

Qualinost (Metropolis, 20, 159): The capital of the elven nation is located on the eastern border of the forest, on a defensible plateau surrounded on three sides by the White Rage River and on the south by the mountains of Thorbardin. Four slender towers rise from each corner of the city, crafted from stone of brilliant white marble and gilded in silver and crystal that sparkle in the light of day. Graceful sweeping metallic arches connect one tower to the next. The arches appear so delicate as to look as if they may bend in a gentle summer breeze, but created by ancient dwarven metalsmiths to be strong enough to hold the weight of an army. The arches high above the city form the only man-made boundary of the city as the elves prefer to leave their city open to nature.

The buildings of Qualinost seek to enhance nature, not overpower it. Homes and shops were crafted from rose-colored quartz. Gardens line the sides and roofs of most buildings. Delicate towers of pink and ivory soar above ancient trees where birds glide from one branch to another. Elves can be seen walking the streets, sitting in the shade of gardens and speaking with one another in their melodic tones. Elven children can be spotted laughing and playing games.

Rising high above all of Qualinost is the golden Tower of the Sun, where the ruler of Qualinesti resides and where the Qualinesti Senate convenes. The current ruler, Solostaran, has recently received news of groups of Silvanesti elves making an exodus across the Plains of Dust. This, combined with recent activity on Qualinesti's borders and news of the return of dragons to the world, has prompted the Speaker to consider the possibility of exile for his people from Qualinesti.

Shrivost (Small Town, 998): The town of Shrivost is the northern most settlement in the realm of Qualinesti. The elves of this community are proud of their elven heritage

and display it by creating works of art. Delicate glass sculptures and exquisite ceramic pieces are crafted and traded from Shrivost for various goods. During the second week of Spring Dawning, the elven artisans set up stalls and tables to display their work, and elves from all over visit the city to see the works of art. Some elven artisans will make enough steel during that week to last them until the next year.

IMPORTANT SITES

Mereklar: The city of Mereklar, the City of White Stone, is situated south of Qualinost between the border of Qualinesti and the Kharolis Mountains. The city is surrounded by three massive stone walls thirty feet in height. The outside of the walls are engraved with symbols of all sorts and the interior walls are completely smooth. Some of the symbols and signs can easily be determined, such as the Legend of Huma and the White Stag or the story of the Graygem, while others are much more difficult to understand. The origin of the city is a mystery even to its inhabitants, who maintain that it must have been created by the gods of good for some important reason. Mereklar is ruled by a council of ten noble families that took control of the city when it was first discovered.

Nalune: The ruins of Nalune lay north of the city of Porliost. This expansive ruin has been here since before the elves settled the forest thousands of years ago. Elven scholars believe that this overgrown city of stone was constructed by the mysterious race known as the huldrefolk. Over the years, various chambers have been discovered by explorers. Just when the elves believe that they have uncovered all there is, another chamber or building is uncovered. In fact, maps created a century ago do not match maps created today. The city seems to shift and move magically. A few elven sages speculate that the source of the changes is there, but has yet to be discovered. It's almost as if there is a spirit that constructs these new places to explore. Some kender have told tales of a giant bearing a silver arm that beats the ground in frustration rearranging the buildings, but this story is dismissed as patently false.

Pax Tharkas: Located on the eastern border of Qualinesti in the Kharolis Mountains, this fortress was built by elves, humans, and dwarves as a symbol of peace and unity. Left empty after the Cataclysm, the fortress is currently occupied by a wing of the Red Dragonarmy under Highlord Verminaard, who intends to develop it as a staging ground for campaigns against Tarsis to the south and the elves to the north.

Tower of High Sorcery at Wayreth: The Tower of High Sorcery, in the magical forest of Wayreth, is attached to the Qualinesti forest, but has the ability to manifest itself and its magical forest almost anywhere.

White-Rage River: runs along the northern border of the forest. Its tributaries, the Inthal-enatha and Inthal-inen, form a natural barrier around the capital city of Qualinost, located on the eastern border of the forest.

ADVENTURE IDEAS

- ☞ The prized hippogriff of a local village has gone missing in a region of the forest known to the Qualinesti as the Serian'le, or "Ancient Place". No one in the village is able to look for her and the Wildrunners are too busy with more important matters. Will the adventurers brave the Serian'le to save the creature?
- ☞ Strange lights have been seen near the ruins of Mann on the top of Mount Thelalan. The lonely mountain that towers over the Qualinesti forest has been off limits to the elves of Qualinesti by order of the Speaker of the Sun since the Cataclysm. In the years following the Fall of Istar, many human bandits invaded the elven lands and one holdout remained on Mount Thelalan for some time before they were finally driven off. An ancient huldrefolk ruin is said to be situated at the top. Now it looks like someone or something has moved in to the ruins again.
- ☞ It appears as though the goblins of the mountains to the east have gone underground. The Wildrunners have tracked back a number of goblin attacks on elven villages along the border to a small series of tunnels. No one is sure just how far they extend into the mountains or just who is ordering the goblins to dig them.
- ☞ Something or someone is raising the dead in Qualinesti. The elves suspect that a Black-robed dark elf has gone renegade and is now exacting revenge on the people that cast him out. He is most likely hiding in the forests with the assistance of secret allies, dark magic, or both.
- ☞ An old battle wizard of great power has lost a great treasure. His daughter died nearly a decade ago at the hands of goblin bandits. Now he finally has the ability to rescue her. He is asking for a group of adventurers willing to enter his memories by invoking an obscure and powerful spell to bring her back. But can the adventurers survive the wizard's troubled past?

SANCRIST

Capital: Mount Nevermind (gnomes); Castle uth Wistan (Gunthar)

Population: 74,234 (gnomes 80%, humans 16%, gully dwarves 2%, Kagonesti elves 1%, other 1%)

Government: Republic (gnomes), aristocracy (Solamnics), tribal (Kagonesti)

Religion: Reorx (gnomes)

Trade: Precious metals (gold, silver, platinum), gems.

Alignment: NG (gnomes), LG (Solamnics)

The isle of Sancrist is the westernmost landmass of Ansalon, but floats relatively free from Ansalon's tangled politics. The island is divided into two sections: the northeastern half contains Mount Nevermind, an ancient, hollow volcano inhabited by gnomes, and surrounded by a considerable mountain range; the southern half contains wooded lands and glades, and is inhabited by Solamnics.



LIFE & SOCIETY

The gnomes live regimented lives, with each gnome belonging to a clan and a guild. An elected grand council of clan leaders and guild masters governs “the Mount,” and this council represents over two hundred clans and fifty guilds. The grand council’s decisions are final, if and when the officials are actually able to make a decision in spite of the bureaucracy that dominates gnome life. Once a decision has been reached, however, it is duly transcribed and stored in the Mount’s vaults, where a record is kept of the precedent for everything.

The guilds are self-governing, and are usually built around a professional specialization (such as the guilds of mathematicians, engineers, or philosophy). In each guild, there is a committee that reviews new inventions, or petitions from individual gnomes who belong to the guild.

The Solamnic lifestyle is typically more manorial. There are several lords that have vast lands worked by peasant share farmers, who elect local burghers and sheriffs. All officials give service to the uth Wistan family and to the Knights of Solamnia in general.

REGIONAL HISTORY

Legends say that Sancrist cracked away from the rest of Ansalon when the gnomes discovered smokepowder. But the folk of Ansalon hardly considered the Sancrist Straits a genuine barrier. It was nothing that a strong swimming stroke and a bucket of grease couldn’t conquer. This island has long floated off the western coast of Ergoth.

In 3050 PC, gnomes, following on the heels of the fleeing Graygem, came to this island and decided to stay. In the north of the isle stood a dormant volcano that the gnomes considered perfect ground for a glorious citadel. After years of excavation, the gnomes created a vastly complex city that became their home. Gnomes who have wandered the hostile world, beyond the geothermal glow of their homeland, always long to return to the steamy halls of Mount Nevermind. The gnomish name for the

mountain is suitably lengthy and unpronounceable. The shorter appellation--“Mount Nevermind”--stuck after an Ergothian General stuttered over the name, saying, “Mount . . . um . . . hmmm . . . uh . . . nevermind.”

In 2500 PC, the gnomish civilization upon Sancrist came under the rule of the Ergothian Empire. This political tie bothered the gnomes little; the Sancrist Straits kept the empire at arm’s length, as did the gnomish reputation for (accidentally) creating lethal inventions. In 1750 PC, forty years after the fall of Ergoth, the gnomes decided the Ergothians were not planning to return. Furtively, they declared their independence.

The Glade of Whitestone is perhaps the most historical site of Sancrist, as it was here that Vinas Solamnus experienced the epiphany that would lead to the formation of the Knights of Solamnia. After the Cataclysm, the Knights of Solamnia gathered at this same site to regroup.

WAR OF THE LANCE

The news of dark forces gathering far to the east of the continent has reached the shores of Sancrist. The noble Solamnic families located in Gunthar have been working together, calling on all their resources to find out as much information as possible about the situation. The turmoil on the mainland in Solamnia has thinned the ranks of the Solamnic Knights. In addition, political struggles within the knighthood are causing what few knights remain to fracture into different factions making even the most simple plan an arduous process.

As for the gnomes of Mount Nevermind, they are blissfully unaware of the gathering of darkness in the east. The occasional report from a wandering gnomish traveler is all the news they get, but until the Dark Queen herself is standing on the front door step, they will probably continue to tinker with their gadgets and inventions.

MAJOR SETTLEMENTS

Mount Nevermind is usually what comes to mind when the isle of Sancrist is mentioned, though those with a sense of history, or a belief in the sacred, may be more interested in the human side of the island.

Castle uth Wistan: Castle uth Wistan was constructed nearly a thousand years before the Cataclysm. Generations of Wistans have made their home here and, since the Cataclysm, the castle has provided a meeting place for the Grand Circle of the knights. This medium-sized castle is splendid in appearance and well maintained. A high-curtained wall that is always manned by vigilant soldiers surrounds the courtyards and the main building. Spires and turrets stretch up above the lush forests surrounding the castle. Lord Gunthar uth Wistan currently owns the great castle that bears his family name.

Ker-Relin (Village, 482): A small number of Kagonesti live in the more rugged locations of the island. They keep their distance from both the Solamnic knights and the gnomes, preferring to live in isolation, but they are usually peaceful if encountered. The barbarian village of Ker-



Relin is one village of Kagonesti. They have constructed a number of huts on the border of the forests of Gunthar and the hills of the north. They hunt for fresh game in the forests and can occasionally be seen in their dugout canoes fishing just east of the island. The elves have been on good terms with the Solamnic Knights since before the Cataclysm and respect the noble warriors for their loyalty.

Mount Nevermind (Metropolis, 59,257): Mount Nevermind is a dormant volcano that has served as the home and capital of the gnome race for centuries. Gnomes fill this long-dead volcano with technological devices of various sorts. Geothermal energy powers much of the mountain. Outside Mount Nevermind gnomes live on grass covered terraces that overlook the rugged surrounding lands. In Mount Nevermind, there is no true ruler, just a collection of guilds that run the day to day affairs of the gnomes. Each guild is responsible for some aspect of life within the volcano and is specially trained to create inventions to solve all the needs of the community.

Solamnic Settlements (2500+): The province of Gunthar to the southwest of the island is home to a number of prestigious and ancient Solamnic families. The villages and towns of Gavin, MarKenin, Garret, Khas, and Alan are each very similar in appearance. A castle or keep stands at the center of each town surrounded by homes and shops. Wagon trails through the woods link each town to one another. Sancrist, being one of the places least affected by the Cataclysm, still has solid trade routes that allow the folk of Gunthar to trade freely.

Xenos (Hamlet, 365): The gnomish community of Xenos is located along the coast of Gunthar, south of Mont Nevermind. It sits on Thalan Bay and is the designated launching point for gnomish sea going vessels. The shoreline is always full of activity, and smoke and steam can constantly be seen drifting away from the village as the gnomes work to create their latest sailing vessels or other watercraft. The Bay of Thalan is extremely deep which allows for a number of ships to sink deep to the bottom of the bay without hindering the passage of additional ships through the region. The location of Xenos, directly across the bay from the port town of Alan, tends to keep ships hugging the southern shore away from the loud bangs and fiery explosions of the gnomish inventions.


IMPORTANT SITES

Taking up most of the island, the northeastern land mass is just a big, extended mountain range with little volcanic activity. The southern part of the island, settled by the Solamnics, has most of its habitations around Castle Uth Wistan and Thalan Bay. Animals rule supreme on the rest of the wooded island.

Thalan Bay: Thalan Bay is the harbor of Sancrist Isle. It has towering mountains to one side, and is ringed by a deep forest, wherein lies Castle Uth Wistan. Thalan was once a great port that sent ships to Tarsis, Istar, Palanthas, and even Silvanost.

The Lava Flows: These artificially diverted lava flows are one of the greatest triumphs of gnome engineering.





The gnomes have managed to divert Mount Nevermind's underground lava flows to the surface, and the flows are now a source of heat for the gnomes' homes and businesses.

Whitestone Glade: Whitestone Glade is considered one of the holiest places in all Ansalon. The heart of the glade holds an immense white rock of unknown substance. This is where Vinas Solamnus encountered the Solamnic Triumvirate—the god Paladine, and his twin sons Kiri-Jolith and Habbakuk. In spite of the season, the glade is perpetually green and warm. The Kingpriest himself blessed the Whitestone and forbade anyone from touching it.

ADVENTURE IDEAS

- ⇒ Great lizards of fire and ash have been attacking gnomes working in the deep mines of the Weeping Earth Volcanoes. They are trying to put the finishing touches on their lava lamp invention, but have been halted in their progress, as they have been unable to approach the lava pools with the highest concentration of molten lead.
- ⇒ The Solamnic Knights of Gunthar are always welcoming new adventurers into their realms as they desperately seek news about the situation in the east. Any new travelers to Gunthar will most assuredly receive an invite to report to Castle Uth Wistan to dine with Lord Gunthar and share news from the mainland. The Solamnic Knights may even entreat the adventurers to perform some mission for them.
- ⇒ The gnomish shipyard of Xenos is hiring “tall people” to try out their experimental ocean going vessel called the Tallpeedo. It is about the size of a coffin in which an individual is entombed in metal and shot from an explosive device across the water to Alan on the opposite shore of the Thalan Bay.
- ⇒ A nearby village is claiming that they have witnessed strange spectral figures in the woods surrounding their village. For now the figures have done no harm other than scare the local populace. What could be causing the appearance of the spirits and could it have anything to do with the gnomish community nearby working on a new combustible, vapor-driven, wood cutting machine?
- ⇒ Thousands of years ago, a red dragon was magically trapped beneath the rugged mountains of Sancrist. Unable to heed the call of the Dark Queen, the dragon has gone completely insane. Now the gnomes of Mount Nevermind are digging dangerously close to the dragon's magical prison.

SCHALLSEA

Capital: Schallsea

Population: 17,936 (human 89%, draconian 5%, goblin 4%, ogre 1%, other 1%)

Government: Totalitarian (Blue Dragonarmies), Tribal (other humans)

Religion: Ancestor Worship and Nature Spirits

Trade: Produce, Grains, Spices, Woven Tapestries

Alignment: NG, LN, N, LE

The island of Schallsea is located in the New Sea northeast of Abanasinia and south of Solamnia. It is roughly a kidney-shaped island that runs two hundred miles from north to south and reaches eight miles across at its widest point. The island is mostly comprised of rolling hills with small bunches of trees and scrub brush. A thick forest does sit on the northern edge of the island. At the very center of the island is a crest of barren hills on which nothing will grow. The shoreline of the southern reaches high above the water in a line of jagged peaks. The northern shores gently slope into the water forcing anyone wanting to come ashore to arrive in longboats. There is only one harbor deep enough to handle the docking of any large ship and that is located on the west shore of the island.

LIFE & SOCIETY

Two distinct human populations previously inhabited the island of the Schallsea. The original settlers are the Wemitowuk. They are a simple and peaceful people who spend their lives farming the lands along the northern coasts of the Schallsea. Their villages of mud-brick huts and thatched roofs can be found in small clusters around the island surrounded by great fields of beans, tomatoes, potatoes and peppers. A small number of heard animals are tended to in each village, but the Wemitowuk only use them to gain cheese, wool and leather, as they are all strict vegetarians.

The second human population consists of the barbarians of the Que-Nal. These plainsmen that worshiped the ancient goddess Zeboim were driven from their lands in Abanasinia by the Que-Shu and Que-Teh tribes. They arrived on the Schallsea almost two centuries into the Age of Despair. Originally violent and confrontational, the survivors of the trip across the New Sea found comforting hands in the Wemitowuk who fed and clothed the refugees and the their violent stripe of fanaticism faded as they were grew accustom to their new island home and their connection to the sea grew even stronger. The Que-Nal rely heavily on animals for much of their raw materials. They dress in buckskins and leathers and craft objects of art, tools and weapons from animal bones. The largest village of the Que-Nal resides on the deep bay on the western shore.

REGIONAL HISTORY

The island of Schallsea was created when the New Sea erupted around the island during the Cataclysm. The lands surrounding the islands fell away and the waters of the surrounding oceans poured into the yawning chasms left open to them. The Wemitowuk were trapped on the island, but they didn't see it as being trapped. When the waters receded, the Wemitowuk believed they had been delivered to an earthy paradise. So they spent their time

making peace with their neighbors and living their lives in harmony with one another. It wasn't until the arrival of the Que-Nal nearly two hundred years later that the Wemitowuk realized that the world had simply changed around them.

With the arrival of the Que-Nal, life became very different. This new tribe was war-like and preferred to explore the world around them. The Que-Nal made contacts with more civilized cultures and brought trade to the Schallsea, giving the Wemitowuk the first contact with the non-human races since the Cataclysm. They lived this simple existence for generations.

WAR OF THE LANCE

The Blue Dragonarmy recently invaded the Schallsea Isle. The port village of the Que-Nal had been completely taken and the Que-Nal people rounded up. The fight is far from over however. Although the dragonarmy has gained a foothold on the island, they have a long way to go to conquer it. The Que-Nal warriors put up a good fight and made the attack costly to the Blue Wing.

MAJOR SETTLEMENTS

Port of Schallsea (Large Town, 3,548): This village was once known as Ke-Tat to the Que-Nal, but has recently simply been re-named to Schallsea Port by the Blue Dragonarmy. The Blue Wing is beginning construction of a new base of operations here and have a number of officers searching for the nearest rock quarry where they can take Que-Nal prisoners to make them start excavating stone for a new fortress. Those prisoners that are uncooperative are tied to racks and dumped into the bay to serve as examples of those who dare defy the will of the Dark Queen.

IMPORTANT SITES

Barren Hills: In the days before their enslavement, the Wemitowuk were legendary dragon hunters. They could care less for the colors of the dragons they killed and were known to hunt down silver dragons almost exclusively. The ancient Chieftain Silverclaw was buried in a great burial chamber beneath the Barren Hills of the Schallsea. Although the location of his tomb has long been forgotten, it is said that in a time of great need the Wemitowuk warrior will rise again to defend his people.

Nelakne's Glade: In the Northern Forests of the Schallsea, the Wemitowuk have dedicated a portion of the forest to the ancient goddess Chislev. Within the forest, there lives a dryad by the name of Nelakne who has befriended the people of the Wemitowuk tribe. Visitors to her glade find that it is always peaceful and soothing. They quickly forget their worries and fears. The Wemitowuk believe Nelakne to be the incarnation of Chislev and honor her with an annual ceremony in the spring.

Silver Stair: Hidden away in the deepest part of the Northern Forest is a strange and magical site. It is a sacred celestial stair that rises high into the air. Silver steps hang

in a spiral starting on the ground and rising into the sky. No one knows how high the magical stairs go, but Wemitowuk legend claims it reaches all the way into the heavens.

ADVENTURE IDEAS

- ↪ The peaceful barbarians of the Wemitowuk tribe have lived on Schallsea since its creation. The Cataclysm freed them from lives of servitude to the lords of the ancient city of the North. This peaceful existence is about to end however as the Blue Dragonarmy moves in to claim the lands of the Wemitowuk for themselves. This peaceful tribe needs heroes to protect them against the loss of their entire way of life.
- ↪ The village of Kree-ku on the Bay of Schallsea has been razed by the Blue Dragonarmies and the Que-Nal have retreated into the forested regions of the island to wage war against the invaders. Dragonarmy officers have been tying captured villages to large rocks and dropping them into the bay. Can the adventurers free the latest round of captured prisoners before they find their way to a watery death?
- ↪ As the adventurers are traveling through the northern forest of the Schallsea, they encounter a group of draconians brandishing axes and surrounding a large tree. The transparent silhouette of a woman in distress stands in front of the tree screaming for help. The dryad Nelakne is the protector of a nearby village.
- ↪ Blue dragons circle overhead of the island and the Que-Nal are prepared to launch an attack against the intruders. Will the adventurers join them in their fight?

SILVANESTI

Capital: Silvanost

Populace: 87 (Elves 97%, green dragons 1%, ogre 1%, goblin 1%)

Government: Nonstandard. The Speaker of the Stars rules the forest, although the Speaker is currently controlled by the green dragon, Cyan Bloodbane.

Languages: Common, Qualinesti, Silvanesti, Ergot, Khur, Kharolian

Trade: None.


Alignment: CE

The great forest of Silvanesti lies in the south-central part of the continent of Ansalon. To the north are the Khalkist Mountains, the dwarven kingdom of Thoradin, and the ogre lands of Blöde. The Bay of Balifor and the land of Goodlund lie to the east. The Plains of Dust, and the crumbling King's Road, form Silvanesti's western border, while the Courrain Ocean stretches away to the south.

LIFE & SOCIETY

The elves of Silvanesti have spent generations ensuring the purity of their race. They believe in pure bloodlines and harbor a great love for the natural world. These ideals help to form the Silvanesti perspective of the world.





Throughout their history they have fought to keep their idyllic existence without allowing the outside influences of the world around them from soiling their perfect lives. Tradition and ceremony are very important in the lives of the Silvanesti as they help to reinforce the structure and order of their society.

Knowing ones place in elven society is imperative. Silvanesti society is centered on the caste system. Elves are born into different Houses and are expected to perform services for the kingdom and their community based on the guidelines set down for their House. They are only taught the skills they are required to learn based on their birthright. Some Houses, like House Protector, allow elves to join from outside their birth House to allow them to serve the realm in a new capacity.

Prior to their exile, the elves thrived within the forest home. They traded very little with the lands outside their borders and cared even less about what was happening in them. That changed when the Dragonarmies attacked their northern borders and forced them to flee into the west.

REGIONAL HISTORY

Founded by Silvanos, who the elves consider the father of civilization in Ansalon, Silvanesti is a nation that has endured longer than any other. Nearly four thousand years before the Cataclysm, in the First Dragon War, the elves drove the dragons from the magical forest that would become their homeland. The nation of Silvanesti then survived the disastrous Kinslayer Wars, which split the nation in two, creating the western nation of Qualinesti.

Always suspicious of outsiders, the Silvanesti elves were perhaps the most isolationist nation on Ansalon. Little changed after the Cataclysm, except that the elves withdrew further from the rest of the races on the continent, blaming the folly of the humans for the devastation wrought by the fiery mountain.

WAR OF THE LANCE

With the coming of the dragonarmies, the elves attempted to negotiate a truce with the Dragon Highlords, whereby the Silvanesti agreed not to interfere with the conquest of Ansalon. However, the dragonarmies turned south and attacked the elven nation. The population fled to exile in Southern Ergoth, while Lorac Caladon attempted to drive the dragons away by using a *dragon orb* he took from the Tower of High Sorcery in Istar. Instead, the *orb* took control of him and summoned the green dragon Cyan Bloodbane, who has cast Lorac into a nightmare of his own making.

A few hardy bands of elves, the beginnings of the kirath, roam the forests attempting to fight the dreamwraiths of the nightmare, but with little success.

MAJOR SETTLEMENTS

Alinost (Former village, 18): The village of Alinost is located north of the capital along the banks of the Thon-Thalas. The folk of Alinost are primarily merchants. They

use shallow brightly painted boats to traverse the Thon-Thalas to trade with other villages up and down the river. As a center for trade, many elves bring their goods to Alinost to be dispersed throughout the region. The village itself, like many of the villages throughout Silvanesti, is a collection of stone homes shaped with magic. In addition Alinost maintains a number of larger buildings of wood used as warehouses. Flowers and sweet smelling plants are usually carefully tended and grown around and on top of the structures effectively blending them into the background of the village.

Lord Balinethal Peritlan (NG male elf master 12) of House Merchant has dutifully evacuated his people from Alinost leaving the village to the cruel mercy of the Nightmare. Unbeknownst to Lord Peritlan, a small number of young elves from a nearby village decided to remain behind to explore and loot the village and were caught up in the twisted magic of the *dragon orb*. Now the elves have been transformed into feral monsters that have claimed the village for themselves. Anyone entering Alinost must deal with the twisted elves and the magical creatures they have summoned to the town.

Balinost and Ravinost (Former small towns, 14 and 13): The town of Balinost, named for the famed kender general Balif, is located to the south across from Fallon Island on the opposite bank of the Thon-Thalas River. Balinost, along with Ravinost, guard the southern entrance of the Thon-Thalas into Silvanost from the Southern Courrain Ocean. Ships used to pass daily through the two towns and into the waters surrounding Silvanost. Now the towns are bereft of any elves. Both have been abandoned and stand empty by the decree of the Speaker of the Stars.

Now the towns are inhabited by a number of horrible creatures. Along the rotting swamp-like shores of each town, horrible brown octopus-type creatures dwell in the muck and sludge, their barbed tentacles grabbing any creature foolish enough to come too close. In the towns, giant spiders have crafted intricate webs that span from one leaning building to the next, maniacal laughter from undead shadow creatures echoes through the streets, and one can catch the occasional glimpse of flying bloodsucking creatures as they flit from one dark corner to another.

Kurinost (Former large town, 36): The town of Kurinost, located in the northeastern reaches of Silvanesti, was once a beautiful village of crystal. The abundance of natural crystal in the region led to crafting many of the towers and homes from the glittering stone. Like a shining jewel by day and a comforting light by night, the town of Kurinost was among the most breathtaking sites of Silvanesti. House Mason and House Woodshaper took exceptional pride in the town, and the trees and foliage surrounding the fair elven settlement have been carefully sculpted to allow the greatest view of the city. Well tended trees and flowerbeds line the paved streets, and fountains sculpted into the shaped of elven lovers send water from underground springs sparkling high into the sky. Lord



Oliethian Eowerillion (LG male elf noble 6/wizard 3) of House Advocate ruled over the city with the Speaker's blessing.

Since the evacuation of the city the taint of dark magic has taken hold of the town. The crystal of the buildings now reflects horrible visions and anyone taking too long to view them can easily become entranced. The trees themselves have grown poisonous and twisted emitting a sweet smell that draws forth unwary travelers allowing the trees to lean forward with their branches and ensnare them.

Phalinost (Former small city, 0): The port city of Phalinost is one of the few places in Silvanesti that was barely touched by the dark magic emanating from Silvanost. As such, it remains much like it did before the elves fled. Towers of white marble overlook the shoreline. Long docks accommodating a fleet of ships stretch out

of the waters of the Southern Courrain. The ruler of Phalinost, Lord Dwalinwyth Theladon (LG male elf mariner 9) of House Mariner, was charged with organizing the evacuation by sea for the elves of Silvanesti.

Silvanost (Former metropolis, 20): Once called the City of Towers, Silvanost was undeniably one of the most beautiful locations on the face of Krynn. Located on the Island of Fallon, the sparkling towers of white marble, ivory quartz, and glittering crystal gilded in gold and silver soared above the city and in some places even above the ancient oak trees of the forest. The very stone itself would absorb light from Solinari, the white moon of Krynn, and glow softly through the night. Nearly every citizen in Silvanost resided in one tower or another. Elves of the lower-caste would live with others in small residences of only four to five stories high, while those elves of the great houses would dwell in buildings of ten to twelve stories

LORAC'S NIGHTMARE

“He is living a nightmare. There is the dragon orb. Apparently he tried to take control of it. He was not strong enough, so the orb seized control of him. The orb called Cyan Bloodbane here to guard Silvanesti, and the dragon decided to destroy it by whispering nightmares into Lorac’s ear. Lorac’s belief in the nightmare was so strong, his empathy with his land so great, that the nightmare became reality. Thus, it was his dream we were living when we entered. His dream—and our own. For we too came under the dragon’s control when we stepped into Silvanesti.”

—Raistlin Majere, *Dragons of Winter Night*

In the days before the Cataclysm, the young Lorac Caladon traveled to the Lord city of Istar to take the Test of High Sorcery. The young apprentice first saw the *dragon orb* of Istar during the Test. The orb, sensing a great calamity approaching, spoke to Lorac’s mind, telling him that he must not leave the orb in Istar. or the orb would be destroyed and the world would be lost. Acting on the orb’s orders after his Test, Lorac took the orb with him when the mages abandoned the tower. Shortly after the Tower in Palanthas was cursed, Lorac brought the orb to Silvanesti, storing it in a secret chamber beneath the Tower of the Stars.

Only the long-lost elven clerics who departed prior to the Cataclysm, and Lorac’s daughter, Alhana Starbreeze, knew of the existence of the dragon orb—all others believed it had been destroyed during the Cataclysm. With the arrival of the dragonarmies on the northern border of Silvanesti, Lorac sent his people into exile, remaining behind to face the armies of the Queen of Darkness alone. He stared at the orb for long hours beneath the Tower of the Stars, bringing to mind everything that he knew about how to use the orb, and recalling the warnings of the High Mages.

With no certain idea of how the orb worked, Lorac placed his hands on the orb, enchanted by the swirling green light within, and intending to command a halt to the evil dragons’ advance. From the start, however, he

realized his mistake: he had neither the strength, nor the ability to command the magic. The *dragon orb* held him in its thrall, unable to escape.

The spirit residing in the orb, Viper, called the great dragon Cyan Bloodbane forth to guard over Silvanesti. However, the dragon decided to destroy Silvanesti instead, whispering nightmares into Lorac’s ear. Lorac’s belief in the nightmare was so strong, and his connection with the land so great, that Lorac’s nightmare became reality.

Lorac’s nightmare has twisted the beautiful Silvanesti wood into a mockery of its former self. Trees ooze blood from their trunks, their roots twisted and writing above the ground. Directions and distances have become meaningless in the dream, with only a few areas retaining their appearance and function they once had. Many of the roads have disappeared, or have been twisted and re-routed by the dream.

Worse perhaps than the transformation of the forest is the effect the nightmare has on those dwelling within it. An unlimited supply of dreamshadows and dreamwraiths have manifested themselves within Lorac’s nightmare. The dreamshadows are complex illusions of real people traveling through the land, behaving exactly as their real counterparts act in real life—after all, they are the product of their companions’ memories—or they act in some way that may strike fear, terror, or sorrow into their friends’ hearts. Dreamwraiths are the violent manifestations of Lorac’s subconscious, taking on the forms of undead elves and demonic harbingers of death from the Abyss. The wraiths always attack with savage ferocity, until they or their target is destroyed, but cannot be turned or commanded, as they are not undead. However, once a dreamshadow or dreamwraith is recognized as an illusion any attacks and damage cease to have any effect.

In one respect, however, Lorac’s nightmare did succeed: the Green Dragonarmy withdrew to the northern border of the forest to prevent any elves from striking out to the north.

high near the hub of the city. The towers gradually increase in size as one approaches the center of Silvanost. The Palace of Quinari and the Tower of the Stars are the tallest structures in Silvanost.

Unlike the stonework of Qualinesti that has the taint of dwarven hands, the architecture of Silvanost is exclusively elven. No hammers or chisels were needed to forcefully separate the stone from the earth. No mortar or nail was needed to hold separate pieces together. Every tower and residence of the elven capital was magically raised and shaped. The abundance of marble, quartz and crystal of

Fallon Island was magically coaxed from the earth and shaped into the elegant towers that now stand there.

Prior to the exile, the city of Silvanost had remained unchanged for generations. The streets were bustling with activity as elves from different Houses went about the business of their day to day lives, fulfilling their assigned tasks as dutiful citizens would. Now, however, after the tainted magic of the *dragon orb* has been released, the streets are full of flickering shadows of madness, undead, and twisted creatures magically transformed by the madness unleashed from King Lorac’s nightmare. The

trees drip blood, the walls of all the towers have turned black and lean precariously. Silvanost now sits like a black festering spot on the petal of a white rose.

Sithelnost (Former large town, 0): Located in the northern reaches of Silvanesti, near the banks of the Thon-Thalas River, is the town of Sithelnost. Named for Sithel, son of Silvanos, this elven town was home to a number of important elven families. It was said that the elves of Sithelnost were among the proudest elves in all Silvanesti. Each and every resident would be proud to list off any number of heroes that were born in their fair village and their accomplishments. In fact, a portion of the town is set apart for the Gallery of Heroes, a lane lined with massive stone statues of elven warriors.

Like most elven villages, elves of various Houses can be found here. House Gardener claims the wide fields to the north of the city. House Protector mans a small garrison of Wildrunners. House Mason is in charge of maintaining and creating the Gallery of Heroes near the center of the town. One of the more interesting sites in town used to be the Garden of Dawn, rows of flowers that bloomed even in the dead of winter. Each plant has a specific use, magical or medicinal. The current ruler of Sithelnost, Lady Eluarna Nihriome, a senior scribe of House Recorder appointed by the Speaker of the Stars, evacuated the city along with all the residents following an attack by the Green Dragonarmy from the north. While all the residents have fled, the magic of Lorac's Nightmare has permeated great sections of the Silvanesti Wood and nearly every settlement in Silvanesti. An enormous carnivorous plant now inhabits Sithelnost.

IMPORTANT SITES

Barrier Hedge: Surrounding the edge of the Silvanesti forest is a high, thickly tangled growth of thorny hedges and vines. For most travelers, this hedge is impassible. Cutting the hedge is useless, as it grows back at a phenomenal rate, and burning the hedge would take a great deal of fire to breach the wall. For those places where the Barrier Hedge has been circumvented or is open to allow passage, House Protector maintains active patrols of Wildrunners to defend against intrusion. Much of the defensible hedge along the northern border of Silvanesti was destroyed in the retreat of the Green Dragonarmy, which camps near the border. Something the invaders are discovering is that the Hedge seems to have a mind of its own now. It has been known to open holes and when something tries to pass it closes in on the creature trapping it and causing it to bleed slowly to its death.

Fallon Island: Located in the center of a fork in the Thon-Thalas River, the capital city of Silvanost is built on the northern end of the island, and the river forms a protective barrier around it. The island is approximately 16 miles across from east to west and runs 50 miles in length from north to south. The city of Silvanost is located in the northern third of the island while the Fallon Forest covers the rest of the island to the south.

Forest of Silvanesti: The homeland of the elves

of Silvanesti was once the most beautiful location on Ansalon. The sylvan Woodshapers of Silvanesti have spent centuries molding and shaping the forest into scenes of breathtaking beauty. It is said that there is not one leaf in the Silvanesti woods that has not been touched by the elves' magic. As much as the Silvanesti honor nature, they also wish to maintain order within their realm. This extends from the elves who live there to the last blade of grass.

Where the Qualinesti revere the Sun, the Silvanesti have always revered the night. And at night the true nature of the forest is revealed. Night flowers bloom, lighting bugs and fey creatures dance in the air and the trees gently sway in the breeze. This was before the dark magic descended on it.

Now known as the Bleeding Wood, the Silvanesti Forest lies in the grip of Lorac's nightmare. The trees are twisted and bent, their gnarled roots exposed, while the trunks run red with the trees' lifeblood. A few elven settlements still remain in the forest, holdouts against the terrible nightmare that holds the forest in its thrall.

Thon-Thalas River: The Thon-Thalas, or "Lord's River," meanders from the foothills of the Khalkist Mountains in the north through the center of the elven homeland, before emptying into the Courrain Ocean in the south. It is normally heavily traveled by the elves as a main road that leads directly to the capital.

Tower Shalost: Also known as "Waylorn's Tower," this monument holds within its depths the magically preserved body of Waylorn Wyversbane. It is a complicated series of locks and puzzles stacked one on top of the other above a timeless grove.

ADVENTURE IDEAS

- ☞ A distraught Silvanesti woman contacts the adventurers about saving her son who was lost in the confusion of the elves escape from Silvanesti. She believes he is hiding within an abandoned village on the border of the elven realm. She can show the adventurers a place to pass through the Barrier Hedge protecting her village. Can the adventurers overcome the Nightmare creatures of the realm?
- ☞ The adventurers come into the possession of a letter from a Silvanesti noble from the west to a local merchant lord explaining that the Irda artifacts he was supposed to have been sent were left in the port city of Phalinost on the south coast of Silvanesti.
- ☞ A family of Silvanesti elves is trapped behind enemy lines in the lands surrounding the Silvanesti forest. Unable to go back to the elven realm and unable to safely cross the Plains of Dust, the elves look to the adventurers for help getting them to Southern Ergoth.
- ☞ A human settlement on the border of Khur and Silvanesti reports that a number of griffons have been spotted flying around near the Silvanesti border. Whenever the dragonarmy investigates, the griffons can not be found.



⇒ A wizard of House Magus that fled the invasion of the dragonarmy fled his laboratory while a number of experiments were still running. Now the magic shielding his complex from detection has been dispelled and the Dark Queen's forces are on their way to investigate. Can the adventurers investigate the wizard's holdings before the dragonarmies arrive?

SOLAMNIA

Capital: None; Solamnia is a collection of independent city-states

Population: 720,120 (Humans 92%, dwarves 7%, other 1%)

Government: There is currently no central government in Solamnia. Each city and town more or less rules itself.

Religion: None (though some Knights still revere Paladine, Habbakuk, and Kiri-Jolith)

Languages: Solamnic, Common, Dwarven

Trade: Timber, cattle, horses, ships, textiles, beer

Alignment: LG, NG, CG, LN, N

Solamnia is a once-great nation that has splintered into several city-states only loosely affiliated with one another. Before the Cataclysm, Solamnia was ruled primarily by the Knights of Solamnia. In the aftermath of the destruction caused by the fiery mountain and the departure of the gods, the people of Solamnia turned on the Knights, believing them to be responsible for the Cataclysm. In the 300 years since, the Knights have played only nominal roles in the affairs of the country. The people have rebelled against the Knighthood, and nothing currently holds the people of Solamnia together.

LIFE & SOCIETY

The quality of life in Solamnia varies from region to region and city to city. In most cities, the average person does okay for himself and his family. The same cannot always be said of those who choose to live in the rural areas. The worry of bandits and monsters, coupled with sometimes difficult to acquire resources, makes life in the country hard. Many people choose to live near castles and strongholds, though nowadays many of these are deserted.

Solamnics are generally hard-working, trust-worthy people. The Knights of Solamnia ruled here for many generations, instilling their honor and ways into society. Years of hardship and lack of national pride have left many Solamnics bitter and cynical, though they are still a good people. Rumors of war have many people on edge and looking for someone, or some group, to turn to for leadership and guidance.

MAJOR GEOGRAPHICAL FEATURES

The largest and most geographically varied region of Ansalon is Solamnia. From the dark and stormy coast on the Straits of Schallsea to the sandy deserts of the Northern Wastes, Solamnia spans 500 miles of northern Ansalon. It boasts three mountain ranges (Vingaard, Dargaard, and Garnet), the longest river in Ansalon (the Vingaard), and

the most fertile river basin (the Plains of Solamnia).

Before the Cataclysm, Solamnia was a largely landlocked state that bisected the continent. The land shifts that occurred when the fiery mountain struck Krynn set seas on three sides of the nation. The northwestern region of Solamnia contains the vast and rugged Vingaard Mountains. The broad and verdant river basin around the Vingaard river produces enough grain and meat to feed the entire continent of Ansalon. South of the Plains of Solamnia stand the Garnet Mountains, a major source of iron and steel and home to the dwarven kingdom of Kayolin. Forming part of Solamnia's eastern border with Estwilde are the Dargaard Mountains, the northern half of which are generally avoided because of the evil that is said to reside there.

BRIEF HISTORY


During the Age of Dreams, Solamnia was a part of the empire of Ergoth. In the year 1801 PC, the people of Vingaard had enough of the Egothian emperors' brutal rule and rebelled against the empire. The emperor sent his highest general, Vinas Solamnus, to crush the uprising. Vinas arrived at Vingaard with a huge army, but, instead of crushing the rebellion, he met with the rebels and listened to their reasons for revolt. He found their reasons good, and he and a majority of his army joined the rebel forces in what would come to be known as the Rose Rebellion. Vinas trained the rebels, forming them into a real army, and marched on the Ergothian capital of Dalitgoth in the winter of 1791 PC. This attack on Ergoth by the rebel forces came to be known as the War of Ice Tears. After laying siege to Daltigoth, Vinas's army achieved their goal. The emperor granted the rebels' independence. Vinas was crowned king, and the new nation was given the name Solamnia.

Several years after the Rose Rebellion, Vinas formed the Knights of Solamnia, an order of knights devoted to the causes of good. Over the years, the knighthood would come to rule Solamnia in deed if not always in name. Solamnia became synonymous with honesty, integrity, and fierce determination, and the country's influence grew. Solamnia and the Knighthood were key in overthrowing the forces of Takhisis during the Third Dragon War, which caused the power and influence of Solamnia to grow even further.

During the Age of Might, Solamnia allied itself with Istar and slowly came to depend more and more on that 'good' nation. They supported Istar's Proclamation of Manifest Virtue, basically agreeing that all evil should be removed from Ansalon. Because of this close association with Istar, the Cataclysm was arguably harder on the people of Solamnia, especially those associated with the Knighthood.

After the Cataclysm, Solamnia controlled the largest and most fertile lands in Ansalon. All was not good for the country however. The common folk blamed the Cataclysm on the Knights of Solamnia. This caused much unrest and





forced many of the noble families into hiding or exile. Without a strong central government, Solamnia splintered into a loose collection of city-states and independent regions. Each still claimed allegiance to a whole Solamnia, but in reality they ruled themselves with little to no outside influence on local politics. It was not until the War of the Lance that a semblance of the old order came to rule Solamnia again.

WAR OF THE LANCE

At the beginning of the War of the Lance, Solamnia finds itself woefully under prepared to face an opponent as mighty as Takhisis's dragonarmies. The Knights of Solamnia are plagued with infighting and factionalism. Any other military forces are under the direct employ of individual cities and regions, and not capable of fighting off such large forces. In fact, once the dragonarmies turn west and invade Solamnia in the spring of 351 AC, they roll over the unorganized and unready troops sent to meet them. The dragonarmies easily take Kalaman, Hinterlund, and Nightlund, and press on into the Plains of Solamnia and Gaardlund. By the time the Knights of Solamnia are able to gather their forces and present a solid defense, the Dark Queen's forces have taken Vingaard Keep and lay siege to Solanthus.

The Knighthood makes a final stand at the High Clerist's Tower, defending Palanthas from the oncoming dragonarmies. The Knights, with the help and sacrifice of some of the Heroes of the Lance, are able to rally and give the dragonarmies their first real defeat of the war. From here, the forces of the Whitestone Alliance are able to push the dragonarmies back, taking back Vingaard, now in ruins; Solanthus; and Kalaman. From Kalaman, the Whitestone Forces take the war into Estwilde.

From the ashes of the war, Solamnia emerges as the primary human nation on Ansalon, and Palanthas becomes its capital.

MAJOR SETTLEMENTS

Caergoth (Large City, 24,628): Caergoth is the southernmost major city in Solamnia, and the capital of the Southlund region. Caergoth is a major port city and is the main entry point of goods coming into southern Solamnia. Caergoth is known across Ansalon for its shipyards, timber industry, and quality beer. The Knights of Solamnia still have a major presence in Caergoth and are generally well regarded in this area.

Hargoth (Small City, 9,192): Hargoth is a major port and trading center of the Coastlund region. The Knights of Solamnia maintain a small presence here, but have never directly ruled this city. Hargoth's current lord can trace his lineage back to the founder of the city, and nothing happens in Hargoth that he doesn't know about and approve of. Despite his heavy-handed approach to governing, Lord Hargoth is a good man and supports the Knighthood, even when it isn't popular with some of his people.

Ironrock (Village, 733): The fortress of Ironrock, located near the southern end of the Vingaard Mountains, was built during the Third Dragon War to protect the border of Solamnia. It now houses a small garrison of troops under the command of the Knights of Solamnia. The surrounding village exists mainly to support the troops and maintain the fortress. It is said that a secret lies beneath Ironrock, but no one has ever been able to discover what it might be.

Palanthas (Metropolis, 30,587): Palanthas is called the "jewel of Solamnia." It is an apt title, because not only is Palanthas a major sea port and entry point for goods coming into northwestern Solamnia, it is also home to a Tower of High Sorcery, Astinus and the Great Library, and, after the War of the Lance, is the city chosen as the headquarters for the churches of the gods of good. Palanthas escaped the destruction of the Cataclysm relatively unharmed.

Solanthus (Large City, 24,237): The city of Solanthus stands very close to the center of Solamnia. This, combined with its exports of cattle and grain, make it a major stop on most of the overland trade routes that wind their way through the country. In the years before the War of the Lance, the Guildmasters of the city led a revolt against the Knights of Solamnia and declared their city free of Knightly rule.

Vingaard Keep (Small City, 10,563): Once the capital of Solamnia, Vingaard Keep is where the Rose Rebellion began in the Age of Dreams. The capital later moved, but Vingaard Keep remained an important city. In more recent times, the citizens of Vingaard Keep rebelled against their lord and claimed independence.

IMPORTANT SITES

Dargaard Keep: Once a great fortress of the Lord of Knightlund, Dargaard Keep burned during the Cataclysm when its ruler, Lord Soth, fell from grace and was cursed by the gods. It is now a husk of what it once was, and is populated Lord Soth and his evil undead minions.

High Clerist's Tower: This imposing fortress, built at the command of Vinas Solamnus in the Age of Dreams, stands on the only land route to Palanthas. Originally, it was just meant to block any unwanted advance on Palanthas. During the Third Dragon War, however, the Knighthood had dwarves modify it to act as a death trap when used in conjunction with a *dragon orb*. This was forgotten during the relative peace of the Age of Might, but is rediscovered during the War of the Lance. The tower currently stands mostly empty, being manned by a token force of Knights. However, it is said that while men of faith defend its walls, the Tower will not fall.

ADVENTURE IDEAS

☞ During the Age of Despair, the upheaval in Solamnia led to the fall of a number of Solamnic castles. One such castle, Castle di Agrasoff, fell to a peasant revolt in the early years. Lord di Agrasoff and his family were

killed down to the last child. Now the ruins of Castle di Agrasoff are said to be haunted by the murdered noble and his family. The family fortune of the di Agrasoff's has yet to be discovered.

- ☞ Undead from the realm of Nightlund have been restless of late and villages along the border that long ago rejected the offers of protection from the Knights of Solamnia in favor of their own militia are now regretting that decision as undead creatures are now arriving in great numbers.
- ☞ Refugees from Throtl are bringing tales of hobgoblin attacks on the city of Throt from the east, but as most Solamnics say “when aren't they.” Unfortunately, this time there are a rather large number of folk fleeing east and are now easy pickings for a number of bandit groups in the area. Can the adventurers assist in protecting the roads against bandits and bringing the criminals to justice?
- ☞ A new religious movement known as the Believers of the Restoration has settled into a number of villages across Solamnia. They are calling people to renew their lives, love, and spirits by being reborn and learning to be self reliant with guidance from the church alone. The movement is backed by the political group known as the Sunrisers who are looking to make sweeping changes for the betterment of man across Solamnia by throwing off the shackles of the Solamnic Knights. The recent death of a Solamnic Knight in a local Temple of the Restoration has cast suspicion over the church.
- ☞ As the decline of Solamnic Knights in Solamnia continues, the realm's protectors are always looking for additional help in maintaining law and order. The adventurers may be hired on as mercenaries to perform various tasks in the name of the Solamnic Knights.

SOUTHERN ERGOTH

Capital: Daltigoth (ogres), Qualimori (qualinesti), Silvamori (silvanesti), Zhea Harbor (humans)

Population: 221,739 (human 36%, ogres 30%, Silvanesti elves 20%, Kagonesti elves 12%, half-ogre 1%, other 1%)

Government: Dictatorship (ogres), monarchy (elves), republic (humans)

Religion: Zeboim (Stormdancers)

Trade: Fish, fur, grains, herbs, spices, fruit

Alignment: LG, LN, LE, CE, CN

Southern Ergoth is a land with greatly varied geography. Its verdant southern reaches grow cold during the winter, only to blossom in the spring and summer. The thick forests, separated by swift flowing rivers, are full of wildlife. Sylvan glades are hidden from view, and magical animals and creatures are said to dwell among them.

To the east, across the southern arm of the Last Gaard Mountains, the trees thin and prairie lands dominate the landscape. Horses, cattle, and other herd animals wander the plains, occasionally hunted by wildcats and wolves. To the north of these lands is a great bay that lies at the center

of the island. The ogres named the bay “Morgash,” which means Bay of Darkness, for the mist that often rises from the shore in the early morning and night, blotting out the stars.

Following the shore of the Morgash to the west and around to the north, the lands become more rugged as they pass through the foothills of the Last Gaard Mountains. Winds coming down the mountains across the Bay of Darkness carry rains from the south out to the Straights of Algoni, leaving the lands of the north dry and barren. Stubborn grasses cling to the shores of the bay and east coast of the island, making for good farming land.

North of Morgash, the northern reaches of the island are dry and barren. The precious few ground springs in the region are jealously guarded by the human and ogre barbarians of the region. Patches of savannah are scattered along the north coast, where small fishing villages and pirate ships make port.

West of the Last Gaard Mountains, the temperatures are mild from warm sea breezes. Green grasses and verdant forests flourish here, making it one of the idyllic settings on the island.

LIFE & SOCIETY

Southern Ergoth is a land of harsh climes that nonetheless attracts diverse groups of people. The island is split between ogres, elves, and nomadic and civilized humans. South of the Bay of Darkness, and to the east of the Last Gaard Mountains, the ogres dominate. Many ogre tribes are settled in different territories across the island. Some have set up crude farms and collect herd animals from the plains. Others have taken over the ruins of settlements along the southern shores of the Morgash, where they take crude boats out into the water and cast makeshift nets for fishing. In the city of Daltigoth, the ogres barter with the surrounding tribes and survive on raiding the camps of their enemies and the humans of the east coast. Life is centered around finding food and fulfilling their base desires.

Along the east coast of the island are a number of human settlements. These settlements owe their allegiance to the Empire of Ergoth. They are the last surviving evidence of the Ergothian culture on the island. The walled city of Zhea Harbor, directly across the bay from Daltigoth, is the largest city in the east. It is an impressive city, built in much the same style of the old imperial city of Daltigoth, only not as large. Located at the mouth of the New Sea, with deep waters that can accommodate a fleet of large ships, Zhea Harbor has become a rather wealthy port city. This in turn supports the other human settlements in the region. A small army, obedient to the Emperor, makes certain the troublesome ogre tribes of Southern Ergoth keep their distance from the lands of the east.

North of the human lands are the badlands. The northern wastelands are populated with wild ogre tribes and barbaric clans of humans. These two factions war with one another over the precious resources of the region.



Warfare is commonplace, and only the strongest survive. The humans here are chaotic and unpredictable. Unlike the Ackalites of Northern Ergoth, these barbarians are truly primal and savage in nature.

West of the Last Gaard Mountains, the Kagonesti tribes rule the forests. For hundreds of years, they have protected the west from rampaging ogre tribes. They spend their days as they have for eons, hunting, fighting, and living from day to day off the richness of the land. To the north of the forests, is a region claimed by Solamnia. The woods known as the Southern Forests and surrounding lands come under the watchful eye of the Solamnic Knights. They maintain an outpost in this area and a handful of ships anchored near the town of Welmet. For the most part, it is a safe place to live with few worries about what is happening in the east.

REGIONAL HISTORY

Once, Ergoth was a strong, influential, and united empire on the western edge of Ansalon, rivaled in greatness only by the city of Istar. The Empire of Istar and the Ergothian Empire were long standing enemies. Human slaves who escaped ogre masters founded Ergoth. The determined humans prospered in their free land. At the empire's prime, the capital city of Daltigoth set the standard for trade rates with other major cities. However, strife among the empire's people and political leaders led to its downfall long before the Cataclysm. As with most empires, the Ergothian leaders became tyrannical, lording their power over their people. This uncompromising political view led to the Rose Rebellion, in which Vinas Solamnus and the Army of Ergoth joined rebel forces and led an attack against Daltigoth. Emperor Emann Quisling was forced to surrender and accept Solamnus's terms to grant



the eastern regions independence. The lands surrounding Daltigoth remained loyal to the emperor, but the empire's dominance dwindled.

When the Cataclysm struck, massive earthquakes broke most of Ergoth free from the continent. In the space between the newly formed islands of Ergoth, the Turbidus Ocean rushed in and formed the Straits of Algoni, consuming

all settlements and castles in that area. The remnants of the Ergothian Empire were two islands, Northern and Southern Ergoth.

The Fall of Istar brought about great tidal waves that washed through the lowlands of the empire, killing thousands. By this time, the reign of the empire had ended. War with Solamnia and Istar had proven costly, and civil unrest was commonplace. Young Gwynned VII ordered a halt to the fighting in Solamnia less than a year before the Cataclysm. Most of the armies were lost when Ergoth was separated from the rest of Ansalon. Unable to maintain the peace in Daltigoth, Gwynned VII was assassinated shortly after the Cataclysm and rival factions fought for the crown. Although in the years following the Cataclysm, the humans of Ergoth maintained control of Daltigoth, their struggles only made it that much easier for ogre clans, which had been building up strength in the Last Gaard Mountains, to invade. Those humans that were able to escape fled further east to the walled cities of Zhea and Fairkeep. These cities weathered multiple attacks by the ogres for nearly a decade, before the ogres began fighting amongst themselves. While forced to survive with the threat of the ogres, the humans began to farm the lands just outside the city walls. Eventually, small villages formed and some trade began again.

In the early Age of Despair, ships from Northern

Ergoth came to find what had become of their empire in Southern Ergoth. What they found was a city full of ogres. Some of the ships were destroyed as they pulled into the docks. As the fleet prepared to leave, some ships from Zhea Harbor made their way across the Morgash and hailed them. From that point on, the Ergothian colonies of Southern Ergoth pledged their loyalties to the emperor and the empire once again. Unfortunately, being so far away from the new capital of Gwynned, the ruling class of Southern Ergoth acted as little more than petty despots and ineffectual tyrants.

To the west of the Last Gaard Mountains, in the rich forests, the Wilder Elves survived the waters brought by the Cataclysm. They fought against both humans and ogres to keep their forests free of any outside influence. When ships from Sancrist reached the western shores nearly a decade later, the Kagonesti did not turn them away, but they watched them carefully for signs of invasion. The knights did not appear to be threatening so the elves left them to their own devices. When the knights started making explorations in the forests of the south, the wild elves made it abundantly clear they were not welcome, and the knights did not press the issue. The Solamnic Knights set up an outpost near the village of Welmet and began to run a small number of ships from Welmet to Cristyne, Sancrist, Northern Ergoth, and the Solamnic mainland.

WAR OF THE LANCE

While most folk on the west coast of the mainland are blissfully unaware of the danger that is building up in the east, the people of Southern Ergoth are painfully aware of their predicament. A merciless hill giant by the name of Stormogre rules the city of Daltigoth, dubbing himself the Dictator of Daltigoth. Stormogre is a conniving wretch, but he holds a powerful sway over the ogres of Southern Ergoth. He has recently made a pact with the White Dragon Highlord Feal-thas to bring all the ogre clans of Southern Ergoth into one mighty army. For the Highlord's end of the bargain, Feal-thas has promised to supply Stormogre with white dragons that will follow the hill giant's directives.

So far, the tyrannical hill giant has assumed the leadership of most of the clans of the south. Despite this, fierce clan rivalries are still commonplace, and Stormogre and his sons are kept preoccupied, dealing with internal affairs. The Dictator of Daltigoth is still trying to unite the ogre clans of the wastelands of the north. With the help of the white dragons, the organized forces of the ogres have been able to breach the walls of Zhea Harbor and Fairkeep, and have razed the smaller human villages of the region. The humans there have become slaves, and ogres under the command of the mysterious Stormdancers have expropriated the ships of Zhea Harbor. The Stormdancers are hardy female ogres that seem to have some connection to the ancient goddess Zeboim.

News of the ogres' attacks on the human settlements to the east have reached the Solamnic outpost to the west,

and the knights have begun making preparations for their own defense. Stories of white dragons have been largely ignored up to this point.

MAJOR SETTLEMENTS

Castle Eastwatch (Hamlet, 211) : Location of the Solamnic Knight's outpost, Eastwatch has not yet been directly threatened by the White Dragonarmies. However, they know of the evil consuming the mainland, and are well aware that their time is likely not far off. Until the war threatened, the Knights' primary duty has been to guard the human citizens of Eastwatch from the ogres. A small garrison, manned by Solamnic Knights, stands along an ancient road and marks the entrance to this area. Castle Eastwatch is the main base of the Solamnic Knights. Knight of the Sword, Kanthor Broadblade (LG male human fighter 4/Knight of the Sword 6), oversees the tower. Just over 150 warrioris man the outpost.


Daltigoth (Large City, 14,790): The once-glorious city of Daltigoth, home to the emperors of Ergoth for thousands of years, has fallen into disrepair. Early in the Age of Despair, the ogre clans dwelling along the length of the Last Gaard Mountains descended into the human lands amidst the confusion and misery following the Cataclysm. Thousands of ogres took over the city, trying to reclaim the majesty of their ancestors. Since the Grand Palace was ransacked and destroyed during the initial invasions of the city, the ogre rulers of Daltigoth have declared the Dome of Gold their new palace.

The current ruler of Daltigoth is Stormogre, a hill giant and the self proclaimed Dictator of Daltigoth. He has been charged with gathering into a cohesive fighting force the tribes of wild ogres that have spread across Southern Ergoth. So far he has made only modest progress, though he has collected enough ogres to capture the human towns of the east. Thunderbane, his oldest son, has been ordered to run the mines of Morgash. His other sons have been tasked with dealing with the humans and northern ogre tribes of the wastelands.

The city is a sad reminder of Ergoth's past glory. Entrances to sturdy stone buildings have been broken to allow for the larger bulk of the ogres. Centers dedicated to art and music are now teeming with debauchery and gambling. Slaves of nearly every race can be found in Daltigoth, gathering food or performing menial tasks for the ogres, busy squandering their time in illicit affairs. Now and again white dragons can be spotted flying over the city, causing the inhabitants walking the debris-strewn streets either to roar in satisfaction, or wail in terror.

Silvamori and Qualimori (Metropolis, 45,204): The elven settlements of Silvamori and Qualimori are a far cry from the beauty of the ancient eleven cities. Exiled from their homeland, the Silvanesti made their journey to the lands that Kith-Kanan once granted to the Kagonesti in the mountains of Ergoth. The civilized elves from the east arrived in their silk and finery with nothing but some personal effects and barely enough food to make the





journey. They sought out the Kagonesti and spoke with their elven cousins. The Kagonesti agreed to allow them to stay for a short time only. Thousands of Silvanesti settled the forests on the west side of the Thon-Tsalarian or “River of the Dead.” The wild and untamed forest of Southern Ergoth was considered overgrown and impractical for everyday life, so the elves began using their magic to shape this new land much like their old one. Underbrush was sculpted into paths, thorny nettles were pushed back, and clearings swept of debris. The Kagonesti offered their help but the Silvanesti declined, saying the Kagonesti had done enough for them already. The wizards and Woodshapers of the Silvanesti worked long and hard to pull dwellings of polished stone from the earth and construct dwellings among the trees. In a matter of months, most noble families were sleeping within the finely crafted dwellings of Silvamori. Regent Belthanos (LG male elf noble 15) is the current leader of the Silvanesti, in the absence of King Lorac and his daughter Alhana.

At this time, the settlement of Qualimori is only in the planning stages. Envoys from Qualinesti have made contact with Chief Cher-kal (NG male elf barbarian 15), the chief of the Kagonesti, to ask the wild elves for permission to move onto their land. Surprisingly, the Silvanesti are not against the idea, though they have made it clear more than once that they do not want the western elves anywhere near them. Some Kagonesti have begun building crude wooden structures in anticipation of the arrival of the Qualinesti.

Varvil and Dalevil (Villages, 421): The farming communities of Varvil and Dalevil are the primary sources of food for Zhea Harbor and Fairkep. The lords of the castles in Varvil and Dalevil have been replaced by ogre slavemasters. To the humble people of these farming villages, there is very little difference between their situations now and prior to the invasion. They are worked to the bone and barely reap enough from their own labor to keep alive.

Welmet (Hamlet, 321): The village of Welmet is the largest Solamnic settlement on the west coast of Southern Ergoth. There is a deep outlet that allows for up to three galleys to make port at any one time near the shores. It is primarily used by the Solamnic Knights for voyages to Sancrist, Cristyne, and the mainland. The village is well tended and, surprisingly, a number of wealthy knights have been known to retire near Ranagaard and the resting place of Huma. The largest estate in Welmet is that of the manor of Glendower. Sir Owen of House Glendower is the local point of contact with Lord Gunthar in Sancrist.

Zhea Harbor (Small City, 5,787): The port town of Zhea Harbor is located northeast across the Bay of Darkness from Daltigoth. This walled city was the location that many of the humans fled to for safety when it became clear that Daltigoth was lost to the ogres in the aftermath of the Cataclysm. The size of the town swelled as more and more refugees arrived. Disease killed many of the inhabitants before the healers were able to get the sickness

under control. Unable to determine the fate of the rest of the empire, a regent was chosen to act on behalf of the emperor. Regent Belin Dasoto was a former cleric of Mishas (Mishakal) who survived the Cataclysm. It was largely due to his knowledge of disease that anyone at all survived from the widespread illness. Plus, Regent Dasoto was known to be connected to the former imperial bloodline. Dasoto took the reigns of Zhea, and led the people through the darkest years of the Cataclysm.

Unfortunately, he can be said to have been the last righteous ruler of Southern Ergoth. His sons, influenced by petty nobles who survived the fall of Daltigoth, were little more than tyrants, or puppet rulers. When ties were reestablished with Northern Ergoth, Regent Dasoto I almost went so far as to deny the claims that Northern Ergoth was still extant. In fact, when the Emperor of Ergoth sent a legion of soldiers to “protect” the humans of Southern Ergoth against the threat of the ogres, they also had a corollary mission—to keep an eye on the Regent and make sure that the interests of Northern Ergoth were upheld.

The organized ogre tribes of Daltigoth led by Hammerfall (NE male hill giant Bar10), son of Stormogre, have taken possession of all the lands east of the Morgash. Zhea Harbor is an occupied town and its ships have been taken over by the ogres for their own purposes.

IMPORTANT SITES

The Blade: Standing on the tallest ridge overlooking the channel leading into the Morgash is a tall tower of metal and iron. This tower, known as The Blade, was erected during the reign of Gwynned III and served as an outpost for the imperial guard. The central tower rises over six hundred feet in the air, and has the appearance of a sword pointed on high. Most of the central tower has rusted, but the outbuildings are still serviceable. Situated between Zhea Harbor and Fairkep, the guard station is within easy reach of both towns.

Now the spire of the blade is coated in a thin layer of frost, and a perpetual cloud of cold mist surrounds the outpost. Two white dragons known as Blizzard and Bluster, and a handful of draconians occupy the tower. They keep a close eye on the mouth of the harbor and attempt to ambush any unauthorized ships trying to pass through the waterway. A number of ships have already ended up at the bottom of the Morgash, including pirate ships and imperial troops from Northern Ergoth investigating the lack of shipments from Zhea Harbor.

Foghaven Vale: This magical place is hidden within the Mountains of Ergoth. Lost to mortals, this place was sealed shut by the Cataclysm, locking its secrets inside. The tomb of the legendary hero, Huma, as well as a shrine to his memory, is hidden within. Here too is located Dragon Mountain, which holds the secrets of the lost good dragons.

Harkun/Thunder Bay: Previously inhabited by the Kagonesti elves, their cousins have claimed it as their

home in exile. Harkun Bay, also called Thunder Bay, and the Thon-Tsalarian River are natural borders between the unfriendly nations. The Qualinesti have taken over the eastern side, calling it Qualimori. The Silvanesti occupy the western side, naming it Silvamori. The two nations are separated by only 20 miles.

Last Gaard Mountains: The Last Gaard Mountains have served as home to the ogre clans of Ergoth for thousands of years. The mountains are riddled with caves and crudely hewn tunnels. Some claim that an ancient Irda underground city rests beneath the mountains.

Morgash Bay: Morgash Bay is vast and deep, and offers rich fishing. The bay is visited now and again by dragon turtles that are drawn to its calm waters to lay their eggs. Every spring, nobles from Zhea Harbor set out to hunt the beasts for sport. The lucky ones make it back with their lives. Many explorers have sought the location of a dragon turtle's precious eggs. Some say that a series of caverns near the west end of the bay leads somewhere beneath the Last Gaard Mountains, but no one has ever returned from exploring the caves.

Thon-Tsalarian River: Meaning "The River of the Dead", in the common tongue, the Kagonesti elves use this river to carry out their funeral rituals. They believe their dead should be returned to the sea from where they were born. Placing their lost brethren in funeral boats, dressing the corpses with the clothing and weaponry that will be needed in the next life, the bodies are released to be carried out to sea by the river's swift currents. Their Qualinesti and Silvanesti cousins, who consider it a desecration of the river's life, see this practice as barbaric. In the light of Solinari, the river glitters silver. A long forgotten legend explains that the silver glow comes from the silver dragon, Heart, whose silver tears filled the river at the loss of her true love, Huma.

ADVENTURE IDEAS

- ☞ In the ruins of Shrengal, in the southern reaches of Southern Ergoth, there is an ogre shaman that has refused to join with the ogres of Daltigoth in the Dark Queen's war. Although this treachery against the Dark Queen must be avenged, Stormogre of Daltigoth has too many other important things to attend to. The hill giant's troops that were sent to deal with the infidel have not returned. The elves of the Kagonesti claim that the ogre is more than she appears to be.
- ☞ Deep within the heart of Daltigoth are the ruins of the Great Library of Daltigoth. Although the ogres destroyed most of the library, and valuable books burned in great bonfires, a secret underground level was not discovered. The adventurers have been hired to sneak into the capital city of Southern Ergoth to uncover the condition of the underground library.
- ☞ Many animists believe that the intrusion of the dragons on their land has angered the spirits of the forest. Now those spirits are attacking the human village of Southern Forest, west of the Last Gaard Mountains, in

the dead of night. Human folk of that realm have been found dead lying in their beds with no trace of how the death occurred. It was as if they died in their sleep unaware they were even in danger.

- ☞ In the Northern Wastes is a ruin known as the Ghostly Citadel. The citadel is a magical place that is difficult to find because it seems to shift location from time to time. Within the ruins are the residents that once lived there, now undead. When one passes through the gates of the ruins, they find that the citadel appears to be restored to its former glory, whole and intact. Each day, the ghostly citizens re-live the final day of the Cataclysm when a piece of the fiery mountain that struck Istar also struck the citadel, killing everyone within its walls. Anyone caught in the Ghostly Citadel when the sun sets dies along with its inhabitants, and becomes part of the endless cycle. That is unless someone can find a way to bring peace to these poor trapped souls.
- ☞ Ogre miners beneath the Last Gaard Mountains have discovered a strange pool of silver liquid metal in the bottom of a newly discovered series of catacombs. The news of this discovery has come to the attention of a Hylar noble that desperately wants a sample of the metal and is willing to pay a king's ransom to get it.

TAMAN BUSUK

Capital: Neraka

Population: 231,152 (human 60%, goblin 16%, draconian 10%, ogre 7%, gnoll 4%, dwarf 2%, other 1%)

Government: Dictatorship (Dragonarmies), tribal (goblins, gnolls)

Religions: Takhisis (Dark Pilgrims), various heathen and shamanic cults

Trade: Slaves, obsidian, lime, mercenaries, smuggled goods, llamas, wool

Alignment: LE, NE, CE, CN

The Taman Busuk is a cold, rugged, and sterile land of mountains and valleys with the occasional stretch of withered grassland. Its most striking feature is the Plain of Neraka, where the Dark Queen has placed her twisted temple. A city of evil has grown up around it like a festering boil on the face of Krynn. The city of Sanction in the west contains the bulk of the region's urban population, with the remainder inhabited by tribal nomads and humanoid settlements.

In the north, the Taman Busuk is characteristically rocky and stripped with basalt ridges covered in dry brush or pine. Grassy plains are common, though the soil is poor. In the south, the mountains are volcanic and send gouts of flame and smoke high into the air, blocking out the sun. The Plains of Neraka seem flat and featureless from the air, but are in reality lined with cracks and fissures that spray up steam and smoke from beneath the surface. The region borders the dwarven lands of Zhakar to the south, the deserts of Khur, and the regions of Estwilde and Nordmaar to the far north.

LIFE AND SOCIETY

The human, goblin, and gnoll tribes of the Taman Busuk are used to oppression and are unambitious, content to live out their lives under the yoke of evil. Settlements of these folk dot the region, with only a small town (Jelek) and the city of Neraka itself as major population centers. The five Dragonarmies are nominally based in this region, although their campaigns keep them far from here. Despite this, the area is a dangerous place, rife with wickedness and evil.

REGIONAL HISTORY

Even before the Cataclysm, the Taman Busuk was an elevated wilderness of sheer cliffs, volcanoes, and breathtaking vistas at the roof of the world. Istar spread in the direction of the Khalkists, while the ogres, goblins, and worse that lived among them at the time were slowly driven back. Gateway cities such as the original Neraka (which lies many hundreds of miles from the city that now bears the name) and Sanction served to open the Solamnic Plain to the east. Guardposts and watchtowers dotted the region, looking over the mighty roads and highways of Istar. When the fiery mountain struck the Holy City, the shockwave was felt immediately.

The Khalkists were cut off from their chief sources of income, and travel through the region became steadily worse. Humanoids such as goblins, bugbears, and gnolls swiftly retook tribal territories. Many of the human

settlements, buried or lost by the quakes and lava flows, abandoned their civilized ways and eventually became the mountain nomads of the Age of Despair. Indeed, it was from such a community of nomads that Berem Everman and his sister Jasla hailed.

WAR OF THE LANCE

The Taman Busuk is, by 351 AC, the center of all evil in Ansalon. Although this seems like a bold statement, it is far from an exaggeration. All manner of mercenaries, bandits, rogues, villains, and cutthroats answered the call of the highlords and came to Neraka to join the growing dragonarmies. The mountain nomads were recruited early on, their numbers filling out the rank and file of the five Wings and serving as the earliest human troops. Ogres, independent of Kern or Blöde, also signed up alongside the humans they had warred against in the past. Gnolls, hill giants, bugbears, even renegade Zhakar dwarves, and pirates from the Blood Sea swelled the population.

Among the throng, however, the blazing torch of good is still held aloft. Resistance groups are also attracted to the Taman Busuk, drawn by the threat of evil and the need for revenge against invaders and despoilers. And, above all, as the seat of power for Ariakas and his armies, the Taman Busuk, and Neraka in particular, presents the final, ultimate destination for the liberation of Ansalon to succeed.



MAJOR SETTLEMENTS

Jelek (Large Town, 2,760): While not anywhere near as large as Neraka or Sanction, Jelek is nonetheless an important town in the Taman Busuk. It is both trading post and outpost, serving the five dragonarmies as they move through the region. The town is garrisoned by kapak draconians led by a sivak captain, and governed somewhat independently by a pair of enterprising former mercenary officers who acquired a substantial fortune in Khur and relocated to the cold, muddy settlement at just the right time. Emperor Ariakas encourages heavy taxation of any merchant caravan that passes through in need of supplies, making Jelek one of the most dreaded though essential stops on the east-west passage through the Khalkists.

Neraka (Small City, 10,976): The city of Neraka is a sprawling maze of dirty streets, hovels, and dens of evil clustered around the dark and twisted remnants of the Temple of Istar. Founded in 141 AC from the first camps gathering about the growing temple, the city lies above tunnels and dungeons that form a labyrinthine path towards the center. Every inhabitant of Neraka is either working to fulfill the wicked dreams of the Queen of Darkness, or is active against them. Here, the resistance fighters, known collectively as the Hidden Light, have infiltrated the city's businesses and residential quarters; each freedom fighter holds his or her breath as dragonarmy troops rotate in and out of the city's expansive military camps. A permanent garrison of soldiers, officers and support units for all five wings of the Dragon Empire provides the city's most immediate threat to anybody brave or foolish enough to attempt to sneak in. However, these forces pale in comparison to the beating black heart at the city centre, the location of Takhisis's entry point into the Material Plane and center of her worship.

Sanction (Large City, 15,158): This city, which dates from before the Cataclysm, has become the primary port for the Taman Busuk region and Neraka in particular. Surrounded by volcanoes and occupied by the Dragon Empire during the years leading up to the War of the Lance, Sanction is a truly dangerous and well-guarded city. It is essentially the political center of Takhisis's empire, serving as the seat of Ariakas's military planning operations, the headquarters of training new dragonarmy officers, and, of course, the site of the corruption of the good dragon eggs deep beneath the city. Sanction is also home to a large colony of shadowpeople, who live just below the surface and may play a significant part in the war in the months to come.

IMPORTANT SITES

Although it is a somewhat desolate and weak region, the Taman Busuk is nonetheless the center of Takhisis's power on Ansalon and home to a number of other odd and mystical sites.

Ancient Road: One of the lost wonders of the pre-Cataclysm Taman Busuk is a mighty road network that threads through the valleys of the region, protecting those



who ride or walk upon it. Fragments of the road remain, still as enchanted as ever. These sections are anywhere from twenty feet in length to as much as a mile or more. Where the magic remains, it combines the effect of a globe of invulnerability and wall of force, shaped like a tube that follows the length of the road. Attacks, both physical and magical, tend to fail when directed at those on the road. Travelers are still at risk from those who strike through the ends of the broken sections of the road, of course. Near the Vale of Neraka, for about four or five miles, a mostly complete section of the road network has been driven underground by the Cataclysm and leads through dark and mysterious passages deep into the earth. What lies at the end of these subterranean roads is open to debate.

Godshome: A bowl-shaped depression in a mountaintop in the central Khalkists, Godshome is a mystic site of clearly celestial origin. At its center is a polished circle of black rock surrounded by boulders, and an aura of power and mystery surrounds it. Here, the map of the heavens is laid out within the bowl, although two of the constellations are missing for most of the War of the Lance—the Valiant Warrior and the Queen of Darkness. If the River of Time flows true, it is here that a steadfast friend will take his last breath among his companions.

Tower of Gargath: This was the site of the famous castle of Gargath, who legend describes as a powerful wizard, a mad nobleman, or both. It was the temporary home of the Greygem and reputed birthplace of the dwarf, gnome, and kender races. The tower itself, which may still

be surrounded by a small settlement of mixed races, moves from place to place within the Khalkist Mountains as a side effect of the Chaos of the Greygem. The tower is well hidden and rarely visited, if it still exists, and the potential for adventure is great if it can only be found.

ADVENTURE IDEAS

- ⇒ Somewhere in the peaks of the Khalkists, a secluded valley is the home of the phaethons, a race descended from elves and gifted with wings of flame. They respect only law and discipline, living a simple life in the heights of the rugged mountains. Reports of their existence have reached the heroes, and the possibility of their assistance in the war against the dragonarmies is very appealing. What will it take to reach this hidden settlement? What will the phaethons think of the outside world intruding upon their solitude? And how can the heroes convince them to lend their aid?
- ⇒ The ancient road of Istar leads occasionally underground, into the deep caverns beneath the wilds of the Taman Busuk. A single warrior, the sole survivor of a resistance group that stumbled upon such a road, finds his way back to civilization. He seeks brave heroes to accompany him back to the subterranean environment that claimed his companions, not just to retrieve their bodies but to recover a very important item that may open a path directly into the dark heart of the Empire, the city of Neraka itself...
- ⇒ The Red Dragon Highlord, Verminaard, claims that he was born in a province named Nidus, in the eastern Taman Busuk. There, a castle built by the last line of Huma Dragonbane stands ready to be claimed again by the forces of good. Are these stories true? If so, what role will Nidus and the East Border provinces play in the war? Are tales of blessed druids, cruel warlords and tragedy merely the ravings of a brutal warpriest, or the genesis of a cursed, wounded soul?
- ⇒ Watchtowers and other fortresses abound in the rocky mountain passes and narrow valleys of the Taman Busuk. Some are empty, some are haunted, and some are still being used to guard the entrance into the central valleys of the Khalkists. Whether it is the northern outpost of Telvan, manned by bandits and mercenaries in the service of the Blue Highlord, or the fortified battlements of the Lychgate, lair of a mighty undead wizard and his leonine servants, there is opportunity for adventure throughout the so-called evil melting pot of Krynn.

THORBARDIN

Capital: Thorbardin

Population: 112,381 (Neidar 22%, Hylar 18%, Theiwar 16%, Daewar 13%, Daergar 12%, Klar 7%, gully dwarves 6%, other 3%)

Government: Monarchy (Council of Thanes: Glade Hornfel of the Hylar, Gniess Truesilver of the Daewar, Tufa Bloodeye of the Klar, Raelgar Ironface of the Theiwar, Rance Coalmount of the Daergar, Highbulb Bulph of the Aghar)

Religion: Reorx (Forgers), Takhisis (Dark Emissaries), Morgion (Rustlords)

Trade: Metal, tools, weapons, armor, gems, jewelry, coins

Alignment: LG, LN, CN, NE, CE

The region of Thorbardin sprawls beneath the massive Cloudseeker Mountains of the Kharolis Mountain Range. Three towering peaks spread over a range of fifty miles. Each of the summits stands more than twelve thousand feet above sea level. To the north is another peak known as Sky's End that rises another three thousand feet above those peaks. The snowy mountains and rugged terrain are home to thousands of dwarves. Surrounding the peaks are regions of grassy, terraced rock, dotted with hill dwarf homes and shops.

Beneath the rock and earth lies a very different world from the one above. Dark tunnels and passages riddle the inside of the mountains, connecting natural caverns, twisting mines, and carved chambers filled with industrious mountain dwarves following the veins of rich ore that snake through the roots of the mountains. The heart of the dwarven folk lies in their greatest creation—the metropolis of Thorbardin. Eight great cities are connected via expertly carved tunnels to the center of this underground kingdom, surrounding a massive freshwater lake discovered by the famous Daewar explorer Urkhan.

With unparalleled craftsmanship, Thorbardin was constructed in a complex architectural style, with innovative technology and a diligence only seen in the dwarven people. Railways, pulley systems, aqueducts, and other marvels make each of the ancient cities more modern than most human settlements. Its cities have never been breached by outside forces. Surrounded by miles of stone, Thorbardin is more secure than any fortress.

LIFE & SOCIETY

Although they are all normally thought of as “mountain dwarves,” primarily there are two types of dwarves that dwell in the undermountain, and many sub-divisions of the two main types. Among the “Light-loving” dwarves are the Hylar, Daewar, and Klar clans. The “Dark-seekers” are comprised of the Theiwar and Daergar. There is also the Aghar, the lowly gully dwarves that overlap both main types, yet belong wholly to neither, as they are outcasts within their own home. Each clan has their own unique skills that they contribute to life in Thordbardin. Unfortunately, the clans also bring vastly differing opinions on how life should be lived within the undercity, and the dwarves often fight bitterly to win their arguments.

Tensions have been boiling between the clans since the Dwarfgate War. For the past three centuries, life has been problematic. Bereft of their gods, divine magic and healing have vanished just when the skirmishes between clans have turned truly deadly. While each tribe tries to maintain law and order among their own people, gangs of malcontents in every clan still seek to strike at one another to settle old scores with bloodshed. This type of behavior has been prevalent for decades. At the root of the problem is the lack of a true leader. Since the death of King Derkin in

the aftermath of the Dwarfgate War, Thorbardin has been a kingdom without a true king. It is ruled by a Council of Thanes, with each clan sharing an equal amount of authority. Decisions come slow and can take months of debate before an action is concluded.

The main point of contention of late concerns food. Thorbardin is running short, and more than one food riot has broken out. The warrens that supply more than half of the sustenance for all of the dwarven kingdom are still operating, and the herds of shaggy cave oxen are dependable, but the food stores have been depleted for decades and no one trades with the outside world. There have been talks of reconciling with the Neidar on the surface, but so far this idea has been met with little enthusiasm and much scorn.

The hill dwarves of the Neidar clan do not have a thane. Each settlement has an elder that sometimes adopts that title, but there is no one representative for all the clans that live outside of the dwarven kingdom.

Of all the dwarven clans, it has only been the devout Daewar that have kept the worship of Reorx alive throughout the centuries. The forgers of the Daewar clan still maintain the same level of dedication and reverence for their god as the day he disappeared from their midst.

REGIONAL HISTORY

Forged over twenty-seven centuries ago, the Kingdom of Thorbardin was constructed to be a haven where all dwarves could live together in peace away from the outside world. Although this was not always the case, it was true during the height of Istar's power, when Thorbardin existed in a state of blissful peace. All the clans were so busy fulfilling the needs of their trading partners in the outside world that they did not have time to dwell upon their petty differences. Kept busy, the industrious folk coexisted with one another without major incident—even after the Cataclysm.

When the dust settled, however, the old hatreds, suspicions, and mistrust were revived. The damage to the outside world meant little to the solidly built cities of Thorbardin, but the people of the realm suffered greatly. A decision had to be made to close the gates of Thorbardin, until such a time that the underground realm could be assured it would not be swamped by thousands of panicked Neidar. That controversial decision led to the horrifying Dwarfgate War. Since that time, the surviving Neidar have made a home for themselves among the reaches of the Khalkist Mountains, while the mountain dwarves have suffered for their isolation.

WAR OF THE LANCE

The dwarves of Thorbardin have recently learned that an army has taken up residence in the ruins of Pax Tharkas. More disconcerting, however, is the persistent reports of dragons—although many of the practical-minded dwarves dismiss these tales as mere tavern gossip. The reports of the army are disconcerting, but the dwarves are confident their gates will hold, and there is no need to worry about an army or dragons.

Only the dark dwarves of Thorbardin are truly aware of the return of their Dark Queen and the activity of the other dark gods in the world, and they are keeping this secret from their light-loving cousins. Numerous plots are in the works for overthrowing the Hylar and Daewar. With the return of Tamex the False Metal (Takhisis), the other gods have begun to follow suit, and worshippers of Morgax the Rustlord (Morgion) and Hiltax the Flaw (Hiddukel) can also be found among the Theiwar and Daergar clans.

MAJOR SETTLEMENTS

Agharbardin (Small City, 7,054): This happy community of gully dwarves dwell in the rubble and scree left over from the construction of the other cities of Thorbardin. Garbage and refuse is dumped daily on the Aghar “city,” and the gulley dwarves simply sift through the rubbish for bits of treasure and anything edible they can get their hands on. The entire city of Agharbardin is a network of twisting tunnels, passageways formed from broken jagged rocks, and sewer pipes that lead from the city of Daerforge. The entire surface of the settlement is comprised of loose rocks and scree that slopes into the Urkhan Sea.

Daerbardin (Small City, 10,823): Daerbardin boasts the majority of residents for the Daergar clan. The city is comprised of three levels. The top level is dedicated to the palace of the Daergar Thane, and the buildings that service his troops and supporters. The wealthiest noble families and their militias also live near the palace, always vying for the favor of the current Thane. The central feature of the upper level is the Arena of Honor where every new thane wins his post in a battle against anyone who challenges his right to rule.


The secondary level is home to the middle class of Daergar, those that cannot afford to hire individual fighters to protect them. Each neighborhood is comprised of gangs of warriors that patrol the homes and occasionally strike out at families in neighboring districts, inciting vicious gang wars.

The lowest levels of the city are the slums and black markets. Because the Daergar are dark-seekers, no sun tunnels were ever constructed for Daerbardin, and the entire city is engulfed in darkness.

Daerforge (Large Town, 3,511): Located two miles from Daerbardin, the city of Daerforge is the primary work zone of the Daergar. The sounds of hammers ringing and carts rattling can be heard as the Daergar pound out high grade steel and process iron ore. A thick black smoke permeates the entire city, making it difficult to breathe. Daergar workmen in iron masks with thick black quartz lenses tend to the forges that burn too brightly for their sensitive eyes. The high prelate, Vog Blackbeard (NE male dwarf rogue 3/expert 8), is a greedy, manipulative taskmaster, who keeps the finest metals for himself and profits greatly from it. By sharing his wealth with his thane, he has remained in charge of Daerforge through the past four Daergar thanes.

Hillhome (Village, 521): The village of Hillhome is a typical example of the Neidar villages that dot the lower regions of the Khalkist Mountains. The hill dwarves of this





village are primarily dairy farmers, sheep and goat herders, and brewers. A mixture of buildings constructed of stone and wood are situated near the base of the mountains amidst a region of rocky foothills. The dwarves here live a peaceful life, only having to contend with goblin raiders in the late spring, but there is nothing they can't handle. The largest clan in the village is the Forgefire clan. They are famous for their hill dwarf descendant Regar Forgefire, who fought and perished during the Dwarfgate War.

Hybardin (Large City, 20,054): Hybardin is the most fantastic expression of dwarven architecture under the mountain. Cleaved from the living rock of a massive stalactite, the city of Hybardin is twenty-eight levels from the half-mile at the top of the stalactite, all the way to the base diameter of the transport shafts at the bottom. Each level is kept filled with light during the day, thanks to expertly positioned sheets of quartz that reflect the light of the sun tunnels of Thorbardin into the massive structure. Water flows freely on every level and down the sides of the structure. Gardens and thriving plants are seen everywhere, and the sweet smell of jasmine and mint permeates the normally earthy underground caverns. Skillfully designed buildings line the well-tended streets. The highest level of the city contains the noble quarters and the Palace of the King, which currently stands empty. On descending levels are the businesses and residential homes of the Hylar.

Klarbardin (Small City, 8,230): The city of the Klar is much different than that of the other clans. The homes here, while constructed of sturdy stone, are laid out in disorganized fashion. Despite help from the Hylar, city plans were debated and rejected. Eventually, Klar bosses took portions of the city and just began to build. Outside of Klarbardin, the dwarves are industrious and hardworking. Under the watchful eye of the Hylar they are exemplary laborers. But within their city the Klar are belligerent and chaotic. Daily life largely centers on combat training and bartering for food. The walls of the city are decorated with quicksilver, and fonts of the poisonous metal are set in the open so that any dwarf can scoop some up with small cups and play with it.

New Daebardin (Large City, 15,356): The first city of Thorbardin, and still the grandest, New Daebardin lines the Urkhan Sea and has the most extensive waterfront of any city. From across the underground lake, the lights of the Daewar city twinkle like stars in the night. It is a city built within a great cavern and boasts the largest number of sun tunnels in all of Thorbardin.

Being the wealthiest dwarves in all Thorbardin, the flashy Daewar spare no expense to make their city a shining beacon. Beautiful temples to the ancient gods line the streets. Public parks offer places to enjoy recitals and stories, and balconies surround the entire city, affording a spectacular view of the pride of the Daewar. Of course with so much finery, the Daewar have always kept a standing army, but these warriors are sworn never to surrender. These Daewar warriors have not left their city since the Dwarfgate War.

Theibardin (Large City, 13,887): The largest city of the Theiwar clan also lines the Urkhan Sea, but it crouches behind the safety of solid rock. From the waters of the underground lake, the only evidence of the Theiwar city is the small opening in the rock face that leads from the docks of the city. If one looks closer, one might make out small windows, or arrow slits above the entrance. Walled away from the rest of the dwarves, the Theiwar live lives much like the other dwarves. They frequent taverns, work in shops, visit marketplaces, and go about their daily lives in the pitch-black darkness of their city. Yet it is evident there is little joy in this place. Everyone is careful to keep to himself. Suspicions run high, and tempers flare among the Theiwar.

The upper levels of the city are dedicated to nobility, laboratories, and libraries. Theiwar nobles and wizards dressed in black can be glimpsed traveling from one place to another. Theiwar spellcasters are commonplace here, and the architecture of the top tier was evidently influenced by magic in its ornamentation. The middle level is a tangled mass of shops, residences, forges, and factories used in processing gems. As busy as this level is, it is always surprisingly quiet; Theiwar dwarves mind their own business if they know what is good for them. The lower levels are comprised of dungeons, torture chambers, and twisting natural caverns that are inhabited by renegade wizards and strange magical creations gone awry.

Theiwarin (Small City, 5,112): At one point, the Theiwar clan almost split in two. A faction loyal to a noble dwarf who opposed the Theiwar thane launched an attack that failed miserably. So his followers moved east of the dark dwarf city and established the second smaller city of Theiwarin. The dwarves built a new settlement within a network of cramped tunnels.

Dissenters and homeless Theiwar forced out of Theibardin have made their way here as well. The city itself is slum-like and run down, with the exception of the palace, which was built to outshine the palace of Theibardin. The Warlord Drop Altec rules over Theiwarin and demands to be addressed as thane.

IMPORTANT SITES

Cloudseeker: The Cloudseeker Mountains comprise three massive summits and broad bases that rise more than twelve thousand feet above sea level. The summits of the Thorbardin region range for fifty miles east to west, and one hundred miles north to south. The northern border of the lands ends at the

North Gate of Thorbardin, and towering above the gate is an even higher summit called Sky's End that stands over fifteen thousand feet high.

Urkhan Sea: Connecting nearly all the major cities of Thorbardin is the massive underground lake known as the Urkhan Sea. Ferry lines run from Hybardin, dangling over the center of the lake, out to the various cities—an impressive engineering feat that resembles the interconnected spokes of a spinning wheel. Theiwar dwarves run most of the ferries. The Theiwar are one of the few clans that don't seem to mind the water and

some have even been known to take up swimming. The ferrymen themselves are a rude and surly lot, and will sometimes demand tips or payment even though the service is supposed to be free.

ADVENTURE IDEAS

- ☞ A number of Aghar have been kidnapped by a group of insane Klar cultists that believe for every gully dwarf they feed into the darkness of a great shaft, which they call the Well of Souls, they will be granted an extra decade of life. In their attempt to become immortal, they are willing to feed as many gully dwarves as possible into the maw of their new god. The other dwarves could care little for the loss of a few gully dwarves; do the adventurers feel the same?
- ☞ Theiwar assassins have kidnapped a Hylar noble's daughter and are holding her for ransom in a series of ancient abandoned mines. Normally the Hylar would handle this themselves, but they fear that in the current situation it may spark a civil war that would be unadvisable at this time. So they asked the adventurers if they would be rescue the princess as a neutral party.
- ☞ In the sparkling city of New Daebardin the flashy Daewar clan is in the midst of a religious war. Three different factions are fighting for religious control of the city. One way to resolve the crisis would be to remind the dwarves of their past by recovering the Shield of Forge Firespittle. This icon of Daewar unity was used exclusively by the general of the Golden Hammers during the early days of the Age of Might. Legends claim that the shield was last seen in the possession of a group of Daergar that had sided with the dark wizard Fistandantilus.
- ☞ A group of wyverns has taken up roost in the Valley of the Thanes high above Thorbardin. The Hylar responsible for the upkeep of the valley has been abducted by the wyverns and is possibly dead, but with the Tombwarden, the wyverns also took the only key known to be able to open the tombs of the Thanes. The Tombwarden's assistant is looking for a discreet group of adventurers willing to fetch the key and the Tombwarden so the assistant does not have to go back to Thorbardin without the Tombwarden and the very valuable key.
- ☞ A local hill dwarf village is having problems with a pair of owlbears that have appeared recently in the region. Two of the town guards have already died and they are looking for more experienced warriors.

THROTL

Capital: Throtl

Population: 76,167 (hobgoblins 51%, humans 39%, goblins 9%, others 1%)

Government: Anarchy (hobgoblins), Feudalism (humans)

Religion: Takhisis (Servants of Mwang)

Trade: None (hobgoblins), medicine, mushrooms, herbs, spices, fruits (humans)

Alignment: NG, LN, N, NE, CE

Throtl is a land of vast grassy plains inundated with rain throughout the year. This results in poorly drained lands, with patches of heath and peat bogs. Close to the capital, farmlands are maintained where irrigation canals have been dug and the extra rain is channeled away from crops, allowing for some of the richest farming in the Vingaard River basin.

The capital is situated along the northern edge of the region, cradled between two arms of the Northern Dargaard Mountains and the forest that some call the Stormshire to the south. Directly northwest are the dark lands of Nightlund. It is often said, the baying of the undead in that area can be heard across the moors. To the east, Throtl is bordered by the lands of Solamnia, to the south by the lands of Lemish. To the west, the bogs and marshes thicken as they cross into Estwilde, a land filled with nomadic goblin races.

The area between the Dargaard Mountains known as the Throtl Gap has long been a buffer from the evil races of the east.

LIFE & SOCIETY


The humans of Throtl are an industrious and cautious folk, but they are honest and good at heart. They have made do with little and have often fallen victim to the evil races of the east, but they keep their positive outlook and are determined not to give up the land their families have worked for generations. The natives are a mixture of Solamnic and ancient Istarian, giving them a noble bearing except for their calloused hands and dirty clothes. Many of their customs have been handed down for generations, and in some ways are old-fashioned. Women are not expected to be fighters, they are meant to nurture a family. Boys grow up to be farmers or warriors, while women are steered toward cooking, cleaning, and academic pursuits.

Life in Throtl is not easy. It never has been. But at least the people are surviving, and trade is picking up. The disorganized goblin and hobgoblin attacks on the eastern border that are usually turned away by the Riders on the Moor have been increasing in the past year. It has been rumored that Lord Borlin Galuvere has recently contacted Solamnia about possibly negotiating a treaty that would make Throtl a province of that great nation, a move which has made many people hopeful for a brighter future.

Lord Borlin Galuvere (LN human male noble 9) is the latest in a long line of sensible Throtl rulers. For centuries, Throtl has been a feudal nation where noble lords have lived off the backs of the people below them. However, Lord Galuvere is not blind to the abuse of power that has been prevalent over the centuries. In the past, when the rulers of Throtl have shown any inclination to make changes to the societal structure, they have often met untimely demises. Therefore, this ruler has tried to keep his arrangements with Solamnia a secret until such time as they can be finalized.

The hobgoblin tribes east of Throtl have finally gathered together under one vicious ruler. Crod Blackmaw (LE hobgoblin male barbarian 12) has established his supremacy over the other tribes by killing each and every





one of their chieftains. The Bonetounges, Fellrunners, Steelfangs, Gutrazors, and countless other smaller tribes now pledge their allegiances to Chief Blackmaw. The new leader is something of an enigma. Crod Blackmaw came from the east with a harem of hobgoblin females that are rumored to possess mystical powers. Some say that the hobgoblin females worship Mwang, the goddess of tyranny. Along with the hobgoblins, Chieftain Blackmaw has summoned hordes of goblins riding their worgs from the Dargaard Mountains—promising them power and riches from the wealthy lands of the west.

REGIONAL HISTORY

During the early years of the Cataclysm, bandits and warlords ran rampant across the face of Ansalon, recruiting young men and women into their fold to increase the might of their armies and their ability to raid larger and more lucrative targets. One of the most powerful warlords of that time was Khara Warbringer. After years of raiding settlements of the north, he settled down in the vale of a storm-laden valley. Khara Warbringer felt the weather matched his temperament perfectly, and he called the village he had founded Throtl, because of the way the local, violent storms would throttle the village from time to time. It took a strong people to live in this region of Ansalon, but because of its relative obscurity Throtl was long safe from the chaos outside.

The people of Throtl continued to make raids outside of their home for a number of years, collecting slaves to work their farms south of the Stormshire. After a nearly a century, Duke Instan Westmier, a minor lord of a neighboring realm that had recently been raided by Throt, gathered his own troops, summoned an army of mercenaries and invaded the town. Duke Westmier routed the evil leaders of Throtl, and established himself as the new ruler. His nobles were given small keeps for which the people could work and earn their own livelihood, and his lands to the south became part of this new nation. Over time, Throtl expanded as the lord's men ranged deeper into the moors, finally laying claim to the entire Gap. In the second century, Throtl was officially recognized as its own nation by Solamnia, and has been sovereign ever since.

Recently, the Riders on the Moor have reported a rise in dubious activity along the eastern border. Rumors coming from the east speak of a great gathering of evil. It appears that the goblin kin north and east of Throtl have been gathering for some great offensive.

WAR OF THE LANCE

The city of Throtl is under siege. The hobgoblin tribes have breached Instan's Wall in the west, and the moors have become overrun with goblins. Unprepared for such an assault, the Riders on the Moor have done all they can to buy time for the common folk of Throtl to make their escape into Solamnia. The perimeter of the Stormshire is said to be infested with goblin riders, and hobgoblin forces are slowly surrounding the town of Throtl. Before long, the defenders of the city walls will be overwhelmed.

MAJOR SETTLEMENTS

East Keep (Hamlet, 231): The small citadel of East Keep is situated on a rise above Instan's wall. From the top of the tower, the Riders on the Moor can see miles across the plains. This is the central command for the warriors that defend the eastern border. Since the invasion, the humans were overrun and the tower has been in the grip of the hobgoblins. It's been said that many of the captured prisoners of the hobgoblins have been brought to the East Keep as slaves. The hobgoblins seem to be expanding on the defenses of the keep and have ordered the slaves to begin tearing down Instan's Wall.

Throtl (Large Town, 3,832): Throtl has never been a grand city by any means. First built by bandits and warlords, and later refurbished by more expert craftsmen, Throtl is a motley collection of 40 to 50 stone and wood buildings connected by dirt roads. The town guard is small and the walls surrounding the city are strong enough to keep out small bands of hobgoblins, but never intended to repel a full-scale invasion. Outside the walls, the stone ruins of previous raids are still conspicuous. The current ruler, Lord Borlin Galuvere, has marshaled his forces and called in the other nobles of the region to protect the city, but few have heeded the call, preferring to protect their own estates from harm.

IMPORTANT SITES

Instan's Wall: On the eastern border of Throtl there exists an ancient low-lying wall that was built to show where Throtl ends and the wild lands of the west begin. The Riders on the Moor regularly patrol this wall for signs of trespass. Recently, the wall has been breached in a number of locations, as hobgoblin war bands have increasingly penetrated Throtl.

Stormshire Forest: The Stormshire is thickly overgrown with vegetation. No paths run through it, and no one willingly enters the forest. A few brave souls have been known to penetrate the woods just far enough to hunt rabbit and deer, but those few that have dared try to cross the entire forest have come back with tales of unnatural horrors, or never come back at all. The forest is obviously an ancient one, and the trees grow thick and tall here. Scattered throughout the forest are the eerie remains of trees that were struck by lightning from the numerous storms that inhabit this region of Throt.

Throtl Gap: The land between the Northern and Southern Dargaard Mountains forms the largest pass from Solamnia to the lands of the east. The pass is inundated with rains and has very poor drainage. Stony outcroppings and jagged drop-offs make the route difficult to navigate and the surrounding land difficult to farm. The moors and bogs of this region extend for nearly thirty miles east to west.

ADVENTURE IDEAS

☞ During the occupation of Throtl, many of the peasants are being rounded up and taken to East Keep. Can the adventurers free the hostages from the keep before they are put to the knife or worse?

- ☞ A pre-cataclysmic map comes into the possession of the adventurers that displays the region of Throtl and a mark near the center of the map indicates treasure. Further investigation into the map reveals that a dwarf indicating a hidden stronghold in Solamnic lands penned it. The mark possibly indicates a hidden way station for dwarven merchants making their way between Solamnia and Istar.
- ☞ Lying beneath the marshes and bogs of Throtl, there lives a creature of great evil. The thunder of thousands of goblinoid feet above it has woken the beast and before long it will rise to destroy anything in its path.
- ☞ A perpetual storm seems to have sprung up over the Northern tip of the Southern Dargaard Mountains, dumping copious amounts of rain over the bogs of Throtl, Qwermish, and Lemish. The center of the storm seems to float above a black keep overlooking the plains of Throtl. What is it about the keep that could be causing the storm?
- ☞ A merchant in rare animals has received a large order for worg pelts. The order is for ten pelts and it must be delivered within the next month. He is looking to hire a group interested in making some extra money. The most likely location to gather the pelts would be in the land of Throtl.

ZHAKAR

Capital: Zhakar

Population: 32,936 (dwarves 95%, ogres 4%, other 1%)

Government: Monarchy (King of Zhakar, Zhak Pillarstone)

Religion: Shinare (The Silver Masters), Cult of the Worm

Trade: Steel, weapons, armor, metal, coinage, mushrooms, dwarf spirits

Alignment: CN, LE, NE

The region of Zhakar was once a land of majestic mountain ranges, sloping hills, and terraced ridges. Now it is one of jagged cliffs and sheer gorges dropping for thousands of feet. Most folk have forgotten its existence. The only sign of dwarven life is Zhakar Keep, which looms above the gorge of the Stonecrusher River. Stonecrusher River flows from the highlands of the east down to the New Sea in the west, going over hundreds of towering waterfalls in the process.

The mountains to the east are difficult to travel across and have proven to be an effective barrier against incursions from Khur. To the south, the mountains are equally tricky without maps or experience. To the east of Zhakar, there is an open valley with scattered grasses and brush. The Zhakar clear this area regularly to keep an eye out for any approaching enemies.

To the north there are a number of passes that are open and manageable, though closely guarded by Zhakar warriors. Anyone trying to approach Zhakar Keep though these passes will be met with heavy resistance from dwarven fighters who will shoot poison-tipped crossbows first and ask questions later.

LIFE & SOCIETY

The Zhakar hate all other races, but love their own wealth. Within their society, Zhakar dwarves act terribly introverted. Each dwarf goes about in his own individual fashion, dealing with others as little as possible and tending mainly to his own needs and desires. Shows of public affection, or any affection, are deemed inappropriate. The mold disease that causes the Zhakars' hair to fall out, their eyes to turn entirely white, and their skin to flake and peel in great patches, causes many dwarves to walk around covered in black cloth from head to toe. Zhakar are especially conscious of their appearance and will gladly kill anyone that remarks upon it.

They also delight in torture and suffering. Their prisons are often filled with enemies of the king, Zhak Pillarstone, who are being slowly put to death. Prisoners are denied clothing and at times are paraded around the city as a punishment before their demise. The only life worth anything to a Zhakar dwarf is his own. They still retain their drive and skills as craftsmen. The plague could not take that away from them. The Zhakar use their skills to create armor and weapons they can sell on the surface world. The quality is not quite as fine as the goods created in Thorbardin or Kayolin, but the price is generally much cheaper.


The Zhakar have largely given up on Reorx, or any of the gods. They believe they have been abandoned along with the rest of the world. Some Zhakar, however, have been known to leave offerings of finely crafted pieces in the ancient temple of Shinare. These items have been disappearing. No one yet has taken this as any clear sign of anything, other than the fact that someone has been stealing the offerings. The truth, however, is more surprising. Because of the strange disappearances, a sizeable number of dwarves have started venerating the Silver Master once again.

In the world of the Zhakar, it is easy to go insane, and every year a number of Zhakar descend into madness. These Zhakar are either tossed into prison, or exiled from the city. Many of the mad Zhakar have collected in the bowels of the mountains, living off various molds and fungi in a delusional existence. A strange cult had once captivated the exiles, and the latest rumor among the Zhakar has been the rediscovery of this strange religion. The mad dwarves of the deep claim they have discovered a giant worm sleeping beneath the Khalkists, and have announced plans to raise it from its slumber. This Cult of the Worm, as these Zhakar are known, worship the creature and plot the destruction of non-believing Zhakar and eventually the world.

REGIONAL HISTORY

Prior to the Cataclysm, Zhakar was known as Thoradin. It was the ancient homeland of the Hylar dwarves (then known as the Calnar). The region was abandoned, forgotten, and then rediscovered thousands of years later. The Hylar dwarves established a number of cities underground that rivaled even Thorbardin, and for a time became a center of trade in Ansalon.





Then Istar was crushed into the sea, and the continent buckled and crumbled. Thousands of dwarves lost their lives as their underground cities collapsed. Of all the underground settlements, it was only the city of the evil Theiwar that was spared total annihilation. Their city lay furthest down in the solid bedrock of the mountains, which prevented its destruction.

The surviving dwarves spent decades tunneling back through the destruction of the upper levels. Their progress was hampered by a horrible plague that took root in their communities. Within a number of years, all the dwarves had been infected with this degenerative disease. These Theiwar renamed themselves the Zhakar, meaning the “cursed ones.” Their disposition turned outright evil, as they blamed the outside world for their condition and turned on one another. When they surfaced years later, the world had changed.

They set about protecting themselves by rebuilding the ruins of Thoradin, renaming it Zhakar Keep and erecting a wall around it. Then they sent out dwarves to scout the outlying areas. Eventually they repaired their foundries and smithies, and started producing steel weapons and other items of metal for trading with the city of Sanction and the Ogres of Blode. When Neraka began gathering its forces, the Zhakar were called upon to supply much of the weaponry and armor needed for the armies of the Dark Queen.

WAR OF THE LANCE

The dwarves of Zhakar are working at a frenzied rate to create shipments of arms and armament that they believe they can sell at a profit to the armies currently camped in Sanction. Caravans of these dark dwarves have made their way to the local marketplaces and the tents of high ranking officers. Some of these dwarves have permanently left Zhakar and moved north to help in other ways. Zhakar assassins are known to be deadly with their poisons. Others hold key positions among the evil leaders of the Tahkisis’s army. They are only waiting for the day when they can join in the destruction and enslavement of their brothers to the west, who long ago abandoned them.

MAJOR SETTLEMENTS

Fangrock (Village, 278): This small village of ogres lies on the border between Bloten and Zhakar. The village is mostly comprised of a series of caves and crude structures of stone and wood. The Zhakar and ogres meet here to cautiously trade with one another. The ogres bring lumber, grain, and herd animals in exchange for metal and manufactured objects.

Zhakar City (Metropolis, 28,989): Hundreds of feet below Zhakar Keep lies the actual city. A massive, domed chamber that is illuminated by twin tunnels emitting a reddish glow is filled with buildings of stone. The central chamber serves as a city commons. Two massive lifts are in constant operation, lifting dwarves and metal up to the keep above. A grand promenade runs the length of the chamber. Great columns line the sides of the walkway. Where the path terminates in the south of the city, two

massive statues of a male and female dwarf stand side by side, and in between them is situated great white thrones of marble. The thrones are for Zhak Pillarstone (NE male dwarf fighter 11) and his favorite concubine. Notwithstanding this public display of flamboyance, the folk of Zhakar are private, treacherous people, preferring to keep to themselves.

Zhakar Keep (Village, 532): Zhakar Keep was once a magnificent dwarven fortress with underground chambers and passages leading to the dwarven cities built beneath it. When the mountains moved during the Cataclysm, entire sections of earth crumbled away, leaving many of the lower caverns exposed.

The fortress had fallen into ruin in many places. When the Zhakar finally emerged from their entombed city, they made preparations to restore the tower. They erected a wall around the sprawling ruins, with towers to keep watch for invaders. Now, Zhakar Keep appears to be a huge stone blockhouse with a single entrance on the north face built from massive rusty gates. Within the Keep are dark dwarf warriors who have been charged with keeping out intruders and patrolling the lands around the Keep to eliminate trespassers. Zhakar Keep is also where the main foundry and production facility of the Zhakar dwarves can be found. Two metal shafts with great lifts descend deep into the earth to Zhakar City.

IMPORTANT SITES

Ghost Range: The dwarves of Zhakar believe that the summit ridges surrounding Zhakar Keep are haunted, and avoid them at all costs. Tales are told of a horde of dwarves that struck out days prior to the Cataclysm to see what was going on in the surrounding lands, when the spectacular fire rained down on them from the sky, killing every last one. The massacre left spectral minions roaming the trails of the summits. Now, these undead ambush any living thing that passes through their region, as they intend to make others pay for the injustice of their deaths.

Mount Horn: Located north of Zhakar, Mount Horn is one of the many volcanoes that are situated throughout the Khalkist Mountains. Before the Cataclysm, this particular one was called Mount Thorin, and the dwarves of that realm had built a number of chambers around the summit to harness the energy and heat of the volcano. When the Cataclysm struck, deep wells of magma burst forth, destroying many of the chambers and burying others. Rumor has it that some of the dwarven tunnels are still intact, and that dwarven riches concealed within the vanished tunnels await anyone brave enough to sneak into Zhakar territory to try and fetch them.

Sanction Tunnel: Within the past decade, the Zhakar have begun to trade more and more with Sanction. Looking for a way to deliver their goods more efficiently, the enterprising dwarves decided to build a tunnel between their realm and the port city. This project was kept secret from the humans, and the dark dwarves guard its details jealously. The entrance is located just outside of the city beneath expertly crafted boulders that are engineered to swing open to allow the dwarves safe passage.

Stonecrusher River: Zhakar Keep sits above the mouth of the Stonecrusher River. It flows from the dark dwarves' lands all the way to the New Sea. The course of the river runs for over sixty miles, and is sprinkled with many waterfalls that fall over sheer cliffs from thousands of feet high. The river serves as a primary food source for the dwarves of Zhakar, with schools of salmon and fang fish found in particularly great quantities.

ADVENTURE IDEAS

- ☞ Traveling near the border of Zhakar, the adventurers encounter a strange traveling circus. The words M'Fistos Carnival are painted in bright colors along the side. The group seems to be more of a freakshow than a carnival with a kender contortionist, bearded elf, and dwarf that can eat nails. M'Fisto himself, a very persuasive human with bright red hair, leads the circus. They are on their way to Sanction but have had some problems with a group of dark dwarves that have been hounding them for the past three nights. They would like to know if the adventurers can help in any way.
- ☞ Crossing too close to the border of Zhakar, the adventurers have caught the attention of a Zahkar

border patrol. The guards have enslaved and trained a pair of massive brown bears that they unleash on the group hoping the bears will slaughter them, or perhaps only wound them enough for the Zhakar to capture.

- ☞ A Zhakar information dealer offers the adventurers a chance to gain entry into the underground kingdom of the diseased dwarves by offering, for a hefty price, a secret way into the city. Of course, the dwarf does not actually reveal any of the traps and guardians of this entrance.
- ☞ The adventurers were caught unaware in the Khalkist Mountains and were captured by Zhakar dwarves. The dwarves take them to the city of the Zhakar intending to interrogate them and then use them as slave labor.
- ☞ Within the city of the Zhakar, the adventurers sneak into a lower level of caverns where most Zhakar don't even dare to tread. They have found the entrance into the caverns of the Cult of the Worm. The fanatical and deranged Zhakar live deep beneath Zhakar City, making plans for the day the great Worm will rise from its slumber and bring chaos to the surface world of Ansalon.



Chapter 4: CITIES, STRONGHOLDS, & RUINS

TANIS, standing on top of the hill overlooking the legendary seaport city of Tarsis the Beautiful, began to swear softly. Wispy clouds of steam floated from his lips with the hot words. Drawing the hood of his heavy cloak over his head, he stared down into the city in bitter disappointment.

Caramon nudged his twin. “Raist,” he said. “What’s the matter? I don’t understand.”

Raistlin coughed. “Your brains are in your sword-arm, my brother,” the mage whispered caustically. “Look upon Tarsis, legendary seaport city. What do you see?”

“Well...” Caramon squinted. “It’s one of the biggest cities I’ve seen. And there are ships—just like we heard—”

“The white winged ships of Tarsis the Beautiful,” Raistlin quoted bitterly. “You look upon the ships, my brother. Do you notice anything peculiar about them?”

“They’re not in very good shape. The sails are ragged and—” Caramon blinked. Then he gasped. “There’s no water!”

“Most observant.”

“But the kender’s map—”

“Dated before the Cataclysm,” Tanis interrupted. “Damn it, I should have known! I should have considered this possibility! Tarsis the Beautiful—legendary seaport, now landlocked!”

Dragons of Winter Night

Margaret Weis and Tracy Hickman

From the frozen reaches of Icewall to the shifting sands of the Plains of Dust to the fire-belching volcanoes known as the Lords of Doom, the continent of Ansalon is a world of contrast and variety. An adventurer can marvel at the magnificence of the lord city of Palanthas, or climb the many steps to the tree-perching Inn of the Last Home, or bask in the feeling of holiness that permeates the Glade of Whitestone. The wonders of Ansalon await all who have the courage to walk round the next bend in the road.

While the continent of Ansalon is relatively small compared to the other land masses on Krynn, many commoners live their entire lives within thirty miles of where they are born. Those with wealth and power, or just the will to see other lands, can find many ways to travel the continent, whether on foot, by sea, and on the back of a dragon.

The continent of Ansalon has an ancient history, and is scarred by the conflicts and catastrophes of the past. Travelers acquire a sense of the land’s history in their explorations, and also see the glory of ages that have long since past. Most people pursue their day-to-day lives in peace, though a few act in the name of good, evil, or themselves to impose their will on others.

CITIES, TOWNS, & VILLAGES

FLOTSAM

Large Town: Nonstandard; AL NE; 3000 stl limit; Assets 540,900 stl; Population 3,606; Mixed (humans 70%, draconians 8%, goblins 6%, hobgoblins 6%, ogres 4%, sligs 4%, elves 1%, minotaurs 1%)

Authority Figures: Highlord Lucien of Takar, CE male half-ogre fighter 14/dragon highlord 2 (Dragon Highlord of the Black Wing, usually absent); Highmaster Jinag Reth, CE male human fighter 9/legendary tactician 1 (Highmaster of Balifor until early 351 AC); Lord Swindle Chudley, N male human noble 4 (Former Lord of Flotsam, in exile).

Important Characters: Captain Maccaby “the Scar”, NE male human mariner 6 (captain of the Bloodhawk); Maquesta Kar-Thon, N female half-elf mariner 7 (captain of the Perechon); Captain Rensil, NG male human mariner 6 (captain of the Pink Lady); Silver Fox, LG male human ranger 7 (rebel leader); Erewan the Shaggy, CG male human fighter 3/rogue 1 (rebel lieutenant).

Black Dragonarmy Contingent: Elements of the 1st Black Dragonarmy, led by Brigade Commander Lew Grimaxe (CE male human fighter 8). Baaz draconians: fighter 3 (4), fighter 2 (8), fighter 1 (23). Kapak draconians: fighter 2/rogue 2 (2), fighter 2/rogue 1 (5), fighter 1/rogue 1 (10), fighter 1 (32). Humans: warrior 3 (1), warrior 2 (3), warrior 1 (110).

Local Resistance: Under the nominal command of the Silver Fox, but actually under the day-to-day control of his lieutenant, Erewan, this slim rebellion consists of twelve local bandits-turned-freedom-fighters, and a small number of Kagonesti elves seeking vengeance for the atrocities brought against their kind by the advancing Dragonarmies. Humans: fighter 2/rogue 1 (3), fighter 2 (4), fighter 1 (3), warrior 1 (2); Kagonesti: ranger 2 (4), ranger 1 (4).

Government: Military Dictatorship

Religion: None (general populace), Takhisis (dragonarmies)

Trade: Seafood, black market goods, spices from Khur

Alignment: N, LE, NE, CE

Flotsam is ramshackle by any definition of the word. Located on the southwestern edge of the Blood Sea of Istar, the port nestles in a horseshoe-shaped bay overlooked by a wooded hillside, much of which has now been cleared for lumber and cultivation. Jutting from a collection of bluffs at the water’s edge, Flotsam’s tumbledown architecture has often been described as looking like the buildings emerged from the sea and crawled onto the shoreline. From among



FLOTSAM

the hodgepodge of stalls, inns, and lean-to's on the dockside, countless wharves and jetties extend like thin lifelines into the deep waters of Blood Bay.


LIFE & SOCIETY

Flotsam is under the control of the dragonarmies, with fully one-third of its current population consisting of dragonarmy troops and mercenaries. These forces find themselves regularly harried by the local rebel resistance under the leadership of the elusive Silver Fox, who uses Flotsam as a base of operations for their small guerilla actions. The general populace, well used to hard living, seems to be thriving under the dragonarmy's yoke, and the usual contingent of rabble and villainy that comprises Flotsam's peace-time population co-exists happily with even the most disreputable of the Blue and White Dragonarmy Wings that have descended upon the town in recent weeks.

During the day, Flotsam is a hotbed of brawls, confidence tricks, and thievery. At night, the darkened

streets make traveling alone a risky proposition at best. Because it doesn't take long for the sun to dip behind the high cove that surrounds the city, a hazy, miasmic gloom descends on the streets by mid-afternoon, while nightfall comes earlier here than in most eastern ports. At such times, the inns and drinking dens come to life, loudly advertising that Flotsam natives are able to drink most people under the table. With its run-down sewer system and little or no public works program, it is far healthier to drink the ale than the water in Flotsam. Elves, never welcomed on Flotsam's dirty streets, are now actively hunted by the dragonarmies, leading to the organization of several *ad hoc* groups looking to make a few quick steel out of the lucrative bounties offered for their capture or death. Many dozens of elves, fleeing the nightmare-gripped lands of Silvanesti to the south, have fallen victim to these mercenaries.

Before its occupation, Flotsam traded goods and contraband in equal measure. Its reputation as a slacker-governed port-o'-call attracted many of the sort who



prefer to avoid the larger, more reputable ports along the Blood Sea coast, and the high-value (usually illegal) goods that are traded inject large amounts of currency into the local economy by way of bribes, deals, and the “taxation” of local crime syndicates. With an apparent accord between the minotaurs and the dragonarmies in place, the occasional minotaur vessel also makes runs to Flotsam for supplies, raising the hackles of local crimelords nervous about a potential invasion from the east. In practice, though, the minotaurs rarely trouble themselves with the local affairs of these inconsequential humans—unless it is to blow one of their ships out of the water, or board it and seize its cargo. All of these factors combine to make pirate and mercenary traffic the peacetime life’s-blood of the port, which has come to rely on every imaginable means of lawlessness to survive.

MAJOR FEATURES

There is a saying that is never more true than it is in Flotsam: “When the pot boils, the scum floats to the top.” Constructed over the course of many years following the Cataclysm, Flotsam grew out of the tidal backwash that followed the annihilation of Istar, creating a great swell of debris that carried countless tons of raw materials to many fledgling villages springing up on the new eastern coast of Ansalon. As a result, Flotsam had the appearance of being old since its very founding. Now, centuries later, the rotten buildings sport the rickety wood and iron scar-tissue of countless renovations and repairs, and the entire city appears perpetually on the verge of collapse back into the ocean from whence it came.

Flotsam is a chaotic jumble of haphazard buildings and defensive structures, built as-and-when the need has arisen. Little or no town planning is evident to visitors as they approach from the hillside. A shallow, dilapidated wall, little more than ten feet high, meanders around the city perimeter for almost two miles, with infrequently-manned guard towers every thirty feet or so. The wall offers a degree of protection from marauding raiders, animals, and other dangers, but its general disrepair, and the languorous and inattentive nature of its guards makes it less-than-perfect. Three permanently manned gates with thirty-foot towers successfully bar the entrances to Flotsam from the three roads that converge at the city. In practice, these are collection points for the generous bribes that are normally expected for “privileges” such as being able to carry weapons larger than daggers on the city streets.

IMPORTANT SITES

1. **Marketplace.** A conventional square plaza replete with covered wagons and hastily-erected stalls, Flotsam’s market is picturesque, compared to the murky gambling dens, taverns, and houses of ill repute that fill most of the town. An assortment of local fishermen and farmers, as well as visiting merchants from nearby Khur, shout out their wares to anyone who looks like he’s got more than two pieces of copper to rub together. Most goods here cost

twice what they would elsewhere, and contraband items such as weapons come in all varieties. The Flotsam market represents a veritable pot of gold for rogues, pickpockets, and other scoundrels on the lookout for easy marks.

2. **The Breakwater.** This long, low wall extends far out into the bay where it ends in a working lighthouse (presided over by the exceptionally long-lived human Ars Basalt, Com3). The breakwater constricts the entrance to Flotsam harbor into a narrow, defensible channel that makes blockading the port a simple task for the dragonarmies.

3. **The Wharves.** As a gateway onto the treacherous Blood Sea of Istar, Flotsam’s deep-water harbor is a natural port of call for those looking for passage to either the Blood Sea Isle, or pursuing a destination on Ansalon that would otherwise take weeks to reach overland. Only a few ships are willing to risk the seas to the east, however, because of the combined threats of the Maelstrom, marauding pirates, and minotaur patrols. With the recent sealing of the wharves by order of the Highlord, the streets leading to the dockfront are filled with desperate merchants vying for space; the harbor itself is routinely patrolled by dragonarmy forces arresting anyone not carrying the proper papers or orders. Docking vessels are searched from bow to stern for contraband—which can take days of valuable time. They are forbidden to depart without filing a complete manifest and route plan with the highlord’s office. Aside from the local fishing fleet and a few mercenary vessels on official business, these sanctions have brought commercial traffic at the docks to a virtual standstill. Of all the residents, it is those who make their living on or from the water who most strongly wish to see the backs of the occupiers. Still, many captains, among them a strong pirate contingent accustomed to flouting the rules, relish the challenge of smuggling contraband out of Flotsam under the very noses of the highlords, and are more than willing to take any risks for the right price.

4. **The Rock.** This high bluff jutting out from the cliffs, overlooking the town is home to the most exclusive residences in Flotsam. A single, well-tended road snakes up from the city to the few buildings located there, protected by a permanently-manned gatehouse. The governor’s mansion, the town treasury (an exceptionally well-guarded brick building in which the town’s meager legitimate tax revenue is stored), the Saltbreeze Inn (a clean and relatively well-to-do establishment), and a small selection of other high-rent houses occupy this small patch of ground.

5. **The Jetties.** An atypically hospitable place, The Jetties is the first inn that any visitor from the Southwest Gate—the main route into Flotsam from the larger Port Balifor—will encounter. Its distance from the noise and smell of the wharves, coupled with favorable word of mouth, makes The Jetties a thriving establishment. In appearance, the inn is like a microcosm of the entire town, giving the impression of being constructed out of several smaller houses tossed together onto a pile of rotting timber, and nailed ruthlessly in place. The owners, Greet Linca (Com1)

and his wife Bayla (Com1), insist their guests keep their noses out of each other's affairs, and always seem prepared to deal with troublemakers. The Jetties does its best not to attract the attention of Flotsam's overseers, for the good reason that its cellar is the secret base of operations for the Silver Fox and his rebel contingent.

7. **The Sewers.** The filthy and hastily-constructed sewer system beneath the city streets has become a haven of thieves' dens, smugglers' hideouts, and hidden contraband stashes. Those with no business being in the sewers will quickly fall victim to the many clever traps that protect these nooks and hideaways. A variety of monstrous creatures also make their home in the sewers, among them ochre jellies, giant beetles and rats, and even a brood of alligators. Several waste pipes beneath the wharves have been modified to allow egress from the sewer system, making it entirely possible for a determined mariner to move between his boat and the streets of Flotsam without ever passing through an official checkpoint or clearing-house.

HAVEN

Large City: Nonstandard; AL LN; 40,000 stl limit; Assets 29,778,000 stl; Population 14,889; Mixed (humans 83%, kender 8%, draconians 3%, elves 2%, dwarves 2%, goblins 2%, hobgoblins 1%)

Authority Figures: Elistan, LG male human heathen cleric 7 (Highseeker of Haven, currently missing); Orin Woodwind, LG fighter 8 (Holy Guard Captain).

Important Characters: Seeker Locar, LN male human master 3/heathen cleric 3 (Acting Highseeker in the absence of Elistan)

Highseekers Council—The governing body in Haven, the Highseekers Council are religious zealots who claim to seek religious truths. They label as heretics anyone who does not follow their beliefs, creating an atmosphere of secrecy and paranoia among the local population. They have lately fallen under influence of the Dragon Highlord Verminaard and are increasingly surrounded by strangely-cloaked clerics. Seekers: heathen cleric 5 (2), heathen cleric 4 (4), heathen cleric 3 (8), heathen cleric 2 (15), heathen cleric 1 (15), master 3 (2), master 2 (6), master 1 (12).

Holy Guard—Dressed in red and white tunics over chain shirts, these city guards are under the direct orders of the Council of Highseekers. They are typically armed with longsword and heavy shields. Holy Guards: fighter 6 (1), fighter 5 (2), fighter 4 (6), fighter 3 (10), fighter 2 (18), fighter 1 (30).

Government: Theocracy

Religion: Seekers

Trade: Grain, wine, steel weapons and armor

Alignment: LG, LN, NG, N, LE, NE

The largest city in Abanasinia, Haven is a farming community centrally located between Solace and Gateway. Haven has been dubbed the Lordcity of Abanasinia by its inhabitants, who naively believe their city rivals the great

Lordcity, Palanthas. Still, Haven is an important hub of activity in Abanasinia. Its fertile farmlands yield many crops that help sustain the local people. In the past, even the Qualinesti elves purchased their grapes from Haven vineyards, making a wine that became famous throughout Ansalon. Because of its central location, Haven has long attracted false religions seeking to gain influence and power. The Seeker Theocracy has currently developed Haven as a stronghold, working to gain both religious and political dominance in the lands of Abanasinia.

LIFE & SOCIETY

Haven is the center of the theocracy known as the Seekers, so named for their boast of seeking the divine truths. Embittered by the loss of their gods and fearful of rumors that war is coming, the High Seekers of Haven have attempted to unite the people of Solace and Gateway under their leadership. The High Seekers enacted decrees of martial law when refugees from the north began to flood the town. Although some people dislike and distrust the Seekers and their police force, known as the Seeker Guards, many flock to their banner, desperate to believe they are not alone in their world. Despite whatever good intentions the Seekers may have had at the beginning, their intolerant attitude has bred mistrust among their most dedicated followers, as well as citizens, neighbors, and families. The Seekers treat all outsiders with suspicion, and no longer welcome travelers to their city. They have begun to bar refugees from entering the city gates, unless they can supply information about the blue crystal staff.

Verminaard has told the Council of Highseekers that the blue crystal staff, an ancient religious relic of great evil, has been stolen from his safekeeping, which angers his goddess. He has sent draconian and goblins to search for the staff and spy on the Seekers. Verminaard has told the Seekers that if they find the blue crystal staff, he and his goddess will look on them favorably. The Seeker Guards have begun to arrest those bearing staffs of any kind for further investigation.

MAJOR FEATURES

Although Haven is geographically large, its population has been rather small in the past, numbering at most about five thousand people. However, with the recent droves of refugees flooding the city in search of safety, the population has swollen to over fifteen thousand. With such a massive explosion, thieves and other people of dubious professions walk the streets. Seeker Guards are stationed throughout the city, and view everyone with suspicion.

The city is surrounded by a low marble wall that was originally constructed to keep out wildlife. A guardhouse at the city gates, which were, until recently, left open during the day, welcoming people from across the land. The gates are now closed to bar the entry of more refugees. Six tall, marble towers stand at even intervals along the wall. The town houses a grain mill, street markets, and blacksmith.



NECOLAI'S SANCTUM

NECOLAI is a wealthy retired mercenary who owns several properties where traders may meet in private to barter. Unofficially, Necolai runs an exclusive club in a private former fishmonger's warehouse in the harbor district. The club is private only in the sense that one must "know someone" to find the place and obtain entry (so long as one has the cover fee). A den of iniquity, this illegal business is indulged by the dragonarmy, since it offers a place for its officers to

blow off steam. Necolai is a giant of a man (Ftr4/Rog2, CN), who is always on the premises, making sure that his guests of all type enjoy their guilty pleasures - mainly drinking and gambling. Known only to Necolai, several spies for the highlord also frequent the club, hanging around waiting to hear talk of sedition. Although he doesn't love the dragonarmies, Necolai does what he must to ensure his income and lavish lifestyle.

IMPORTANT SITES

1. **The Council Hall of the High Seeker:** This structure is a large hall supported by six towers, representing the six towers that surround the city. From the Council Hall, the Council of High Seekers spread the word of their new gods of truth. Currently, refugees flock to this temple, begging the Seekers to demonstrate the powers of their gods and protect them from the evils in the north. Here, the Seeker leaders meet to discuss plans for dealing with the city's new trials and tribulations, and levy decrees they hope will keep their streets safe. Anyone with news of the blue crystal staff is brought to this location for questioning.

2. **The White Rage River:** This river provides the people of Haven with water. Fed by several smaller waterways, the river floods at least once per year, leaving the surrounding lands fertile and able to produce abundant crops. Solace Stream, fed by Crystalmir Lake, empties into the White Rage, as does Darkwater River and Elfstream. The White Rage also flows past the borders of Qualinesti, but the elves destroyed all bridges into their lands long ago when they chose to isolate themselves from the troubles of the lesser races.

3. **New Haven Road:** This once-well-traveled road connects Haven, Solace, and Gateway. In earlier times, merchants, farmers, and traders thronged this route. Now the road is sparsely frequented, and its few travelers go quickly, wary of anyone they encounter.

4. **Darken Wood:** Mysterious and foreboding, this magical place borders Qualinesti and separates Haven from Solace. Legends say that anyone who enters this place will not leave. The New Haven Road winds around the outskirts of this haunted forest.

KALAMAN

Small City: Conventional; AL LE (NG); 15,000 stl limit; Assets 1,335 stl; Population 9,267; Mixed (humans 83%, dwarves 9%, half-elves 5%, half-ogres 3%)

Authority Figures: Calof Miat, N male human noble 2 (governor, third son of previous governor); Aletsi Farland, NG male human fighter 5 (sheriff)

Important Characters: Kitiara Uth Matar, LE female human fighter 10/dragon rider 3/dragon highlord 2

(Dragon Highlord of the Blue Wing); Bakaris, LE male human barbarian 2/fighter 8 (Highmaster, Kitiara's lieutenant); Necolai, CN male human fighter 4/rogue 2 (former mercenary, now power broker).

Militia: Human warrior 2 (28), warrior 1 (41)

Blue Dragonarmy contingent: Human fighter 3 (6), fighter 2 (53), fighter 1 (118).

Government: Republic

Religions: None

Trade: Kalamanish firefish, ships, navigators

Alignment: NG, LN

Responding to the growing anger of the people against the Solamnic Knights, Kalaman was one of the first cities to drive them out. The knights' manors and keeps in the countryside were burned, their lands distributed among the serfs, and any properties they maintained within the city walls were taken over by the governor, who has himself renounced his knightly heritage.

LIFE & SOCIETY

Founded by Istar, but ultimately ruled by Solamnia, Kalaman is a city of craftsmen and tradesmen.

The guilds are the heartbeat of Kalaman, with the governor appointed by the guilds. The city supports its own militia, made up of a mixture of both locals and hired mercenaries, who are granted homes within the city. These militia-men wear red velvet coats and polished black boots and carry jeweled longswords. They are arguably the best ordered and best trained militia in Ansalon.

Life for commoners in Kalaman is surprisingly good. There are some slums in the northern district, but, in general, the poor have a better chance here than in most cities of Ansalon.

MAJOR FEATURES

Kalaman is a walled city. As a typical feudal city, it has a central castle, one of the most beautiful in all of Ansalon. Along the north side of Kalaman winds the Vingaard River, which leads into Thoradin Bay. Its deep-water port is its greatest asset, for merchants can quickly access the seas and also travel into the heart of Solamnia by sailing up the

river. Merchants from the sea and distant lands come to Kalamam to sell their wares.

Kalamam is surrounded on all other sides by farms, light forested areas, and some low hills.

IMPORTANT SITES

1. **Open Air Bazaar:** This is a well-ordered bazaar, controlled by the government, which opens in early morning and is quickly jammed with vendors of all sorts. By noon, before the afternoon heat starts to bake the city, the vendors have already begun to pack up their wares and depart for the day.

2. **Fish Market:** The other popular merchant center is the Fish Market, where one of Kalamam's unique local specialties can be found. The firefish dwells almost exclusively in the warm waters of the Bay of Thoradin and is regarded as a delicacy in many other parts of Solamnia and Ergoth.

3. **Main Gate:** As a city of feudal traditions, Kalamam traditionally keeps its gates open at all times, except during wartime or if there are reports of banditry in the countryside. Every morning throngs of people can be seen entering this gateway to sell their wares, trade their foodstuffs, or buy needed utilities or weapons. Everyone who rides a horse or donkey receives preferential treatment, as was true centuries ago.

4. **Secret Way:** The Cataclysm fractured and collapsed parts of the great wall surrounding Kalamam. These were only partially rebuilt, leaving several secret entrances known only to some rich merchants and members of the city's underground.

MOUNT NEVERMIND

Metropolis: Nonstandard; AL N; 100,000 stl limit; Assets 296,285,000 stl; Population 59,257; Standard (gnomes 100%)

Authority Figures: Honorable High Councilor Asbash, N male gnome master 15 (Leader of the Hydrodynamics guild and closest thing to a Council Chief); Gnash, N female gnome master 5/rogue 5 (Assistant to the council, leader of the Committee for Knowing What the Other Committees are Doing)

Important Characters: Gnosh, N male gnome master 4 (researcher in charge of Dragon Orbs); Standback, LN male gnome master 7 (researcher of burglar traps and alarms); Lookout, CN male gnome master 5/fighter 2 (member of the weapons guild, specializing in high explosives)

Gnome Army—Mount Nevermind does not have a standing army, nor does it have special trained forces. In case of an attack, all living gnomes would rush to defend Mount Nevermind with their inventions, probably decimating their ranks and that of the enemy. As such, all the population can be assumed to belong to a very eclectic and disorganized, but dangerous, militia. The Military Guild is supposed to oversee the defense of the mount, but in actual practice they meet regularly mainly to test new

weapons provided by the weapons guild and to parade their soldiers during the annual celebrations.

Government: Democracy; Mount Nevermind is governed by an elected Grand Council of clan leaders and guild masters. Over 200 clans and 50 guilds are represented in the council, and each of the representatives serves a lifetime appointment.

Religion: Reorx

Trade: Gold, silver, platinum, jewels, granite, and all things mechanical and technological

Alignment: LN, N

This ancient, hollow, extinct volcano is the oldest dwelling place of the gnomes in Ansalon. The tallest mountain on the island of Sancrist, it stands over three thousand feet above sea level, and is the center of gnome culture. It is a monument of gnome engineering and ingenuity.

LIFE & SOCIETY

Mount Nevermind is the ancestral home of the gnomes. It was founded when a group of gnomes stopped chasing the Graygem, pausing to rest on the isle of Sancrist. At this time, the gnomes discovered the dormant volcano, and decided to expand and reshape it according to the gnomish imagination. They hollowed it out and divided it into many levels and, in a great feat of engineering, they created a lake at the top of the mountain, transporting and dumping the water from sources many miles away.


The gnomes remained in their Sancrist sanctuary for centuries, untouched by events such as the Dragon Wars or the rise of Ergoth. Only two events brought the gnomes out from their seclusion.

The first of these was the arrival of the Knights of Solamnia to Sancrist. Needless to say, the first encounter between gnomes and knights did not go very well, due to the gnomes' inherently suspicious nature. Because the ships bearing the Solamnics continued to arrive, the gnomes decided to hide their caves, but, being gnomes, they soon concluded that it would be better to hide the whole mountain.

After several months of work, and numerous committee meetings, the gnomes finished work on the miraculous device that would make their mountain disappear. At the last moment, certain objections were raised, as some gnomes felt that the humans be alerted by the disappearance of the tallest mountain of the island. While the debate raged, the engineers decided to put their plans into motion.

Forevermore, that day would be known as the Day of Rotten Eggs. The explosion caused the whole island to be covered in a cloud of thick yellow smoke that reeked of rotten eggs. The Solamnics fled to the beaches, where they encountered an stream of gnomes staggering from the stinking cloud. The Solamnics took pity and the gnomes and aided them. This event concluded in an alliance between the gnomes and the Solamnics, and they became important trading partners.





The second event to literally shake the gnomes from their exile was the Cataclysm. When the fiery mountain fell upon Krynn, its effects were felt as far away as Sancrist. The subsequent upheavals resulted in an enlargement of the northern part of the isle, where the gnomes lived. While there was some deaths due to collapsing of several tunnels, the gnomes were benefitted by Cataclysm. New lava flows were discovered, resulting in some gnomes leaving the mountain to establish themselves on the northern half of the island.

To this day, the gnomes of Mount Nevermind continue to live their lives as they always have, researching and building, rarely leaving their mountain. Their alliance with the Solamnics remains intact.

MAJOR FEATURES

Mount Nevermind is truly a breathtaking sight. The interior of the hollow volcano is a city that never sleeps. The gnomes work day and night and one can hear whistles and clanking and the explosions of new inventions being tested at all hours. The mountain is divided into thirty-five levels, not counting the Undercity and the dumps and mines. The entire mountain is terraced, and the gnomes grow their food here, along with some edible fungi cultivated in the deeper levels.

Surrounding Mt. Nevermind are the other mountains of Sancrist, making the volcano almost unassailable. Its only doors lead to the Whitestone Glade.

To enter Mount Nevermind one must pass through the Outer Hall, a long tunnel that the gnomes originally carved to reach the central core of the volcano, and which is now iblocked at both ends by massive bronze doors.

Beyond the Outer Hall lies the Inner Hall. This is a miracle of gnome architecture and engineering. Once they reached the central core, the gnomes completely excavated the plugged core, leaving only enough rock to support the dome. The result is the Inner Hall - 3,150 feet high and 2,400 feet in diameter at its top.

The central vent of the volcano was closed a long time ago, creating a dome and a valley, which houses the Crater Lake. From that crater, a water way descends to provide fresh water to all levels, including the Undercity. The main stair climbs from Level 1 to Level 35, linking the entire mountain. A second set of steps leads up to Level 20.

Mount Nevermind is divided into thirty-five levels, each separated by quake resistant beams and thick stone. Each level is accessible through the use of “gnomefingers,” stairs, ladders, or primitive lifts. Mechanized cart tracks operate on all levels. The lower levels are larger than the upper levels. The higher a gnome lives, the greater his status.

IMPORTANT SITES

1. **Gnomefinger Control Room.** (Level 1): Located at ground level, immediately after exiting the Outer Hall, the control room supervises the gnomefingers. This level is usually flooded by water and sponges when the system

fails and gnomes are flung into the walls or accidentally dropped into unfortunate places.

2. **Weapons Development** (Level 13): Most of Level 13 is dedicated to the development of new weapons. As such, this level is well reinforced, more so than the rest of the mountain. Tests of dangerous weapons and new explosives take place here.

3. **Skimbosh** (Level 15): Most of Level 15 is dedicated to pure research, instead of testing inventions. Here is the examination room where magical items or other, unfamiliar and interesting objects are taken to be dismantled and studied.

4. **Garbage Dump:** The garbage dump, located deep down in the Lower City, far from the dwellings, is a dangerous place, being home to all sorts of malfunctioning equipment, strangely glowing concoctions, and devices with a sad tendency to explode. Rumors tell of mutated giant rats and green-tentacled beasts. Most young gnomes are dared by their peers to spend the night here, and it is a mark of distinction to stay a week. Currently the Subcommittee of Pests is about to test a new invention to get rid of the rats.

5. **Geothermal Station:** This station, located on the deepest level, except for the mines, controls the flow of the magma that provides the power for many of the unique features of Mount Nevermind. This area is heavily guarded and restricted to all but the heads of the Geothermal Guild and personnel.

NERAKA

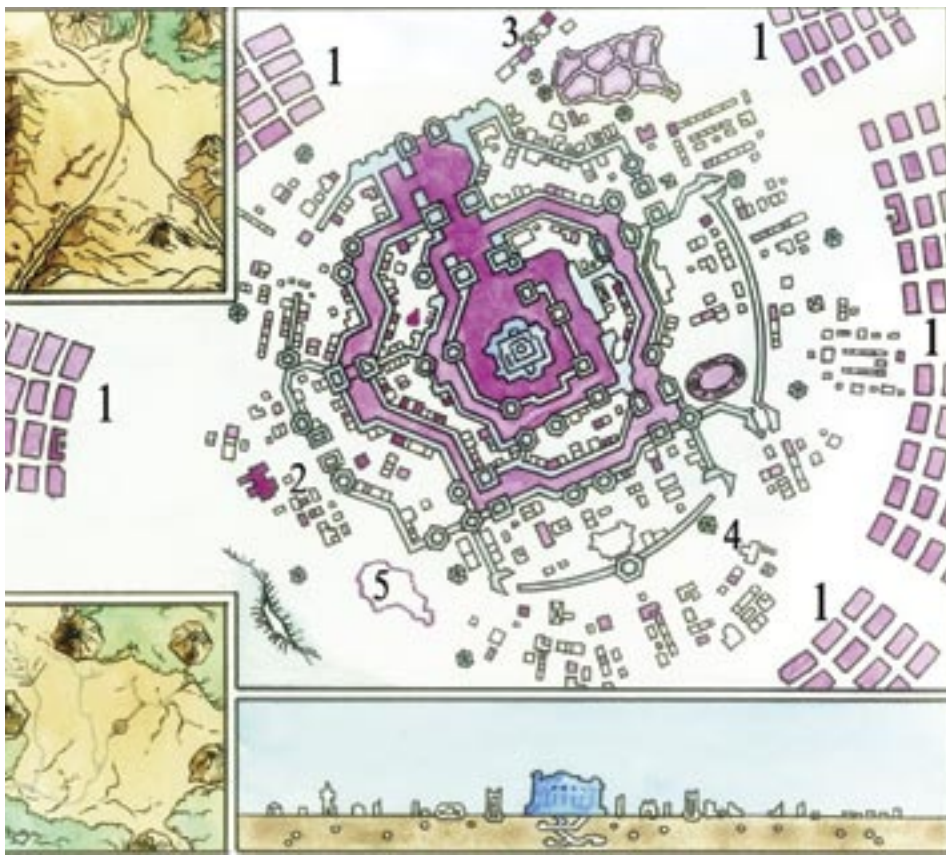
Small City: Magical; AL LE; 15,000 stl limit; Assets 8,235,000 stl; Population 10,976; Mixed (human 66%, draconian 19%, goblin 9%, dwarf 2%, ogre 2%, minotaur 1%, hill giant 1%)

Authority Figures: Joras Gelt, LE male human fighter 14 (Captain of the Nerakan Guard); The Inquisitor, LE male human cleric of Takhisis 12/inquisitor 5 (dark abbot of Takhisis in Neraka)

Important Characters: Maelstrom, CG male human barbarian 9 (Hidden Light contact); Lute the Pawnbroker, N male human master 13 (Hidden Light leader); Talent Orren, LG male human fighter 12 (Hidden Light high commander)

Nerakan Guard—the permanently-stationed military unit charged with maintaining order and defending the area outside the Dark Temple. Joras Gelt is their captain (see above): warrior 10, warrior 9, warrior 8, warrior 7 (3), warrior 6 (6), warrior 5 (12), warrior 4 (33), warrior 3 (58), warrior 2 (110), warrior 1 (255).

Hidden Light—an underground resistance movement dedicated to challenging the rising power of the Queen of Darkness. It is led by Talent Orren and Lute the Pawnbroker (see above): expert 5, expert 4 (2), expert 3 (4), expert 2 (8), expert 1 (16), fighter 5, fighter 4, fighter 3, fighter 2 (2), fighter 1 (4), rogue 6, rogue 5 (2), rogue 4 (4), rogue 3 (8), rogue 2 (12), rogue 1 (15), warrior 5, warrior 4 (6), warrior 3 (10), warrior 2 (20), warrior 1 (30).



NERAKA

Red Watch—the Red Dragon Highlord’s elite honor guard unit, comprised exclusively of sivak draconians: fighter 7 (captain), fighter 6 (2), fighter 5 (4), fighter 4 (6), fighter 3 (8), fighter 2 (18), fighter 1 (38).

Blue Watch—the Blue Dragon Highlord’s elite honor guard, comprised exclusively of sivak draconians: fighter 6 (captain), fighter 5 (3), fighter 4 (5), fighter 3 (12), fighter 2 (18), fighter 1 (38).

Green Regiment—the Green Dragon Highlord’s elite honor guard unit, comprised exclusively of kapaks: fighter 3/rogue 4 (captain), fighter 3/rogue 3 (2), fighter 2/rogue 3 (4), fighter 2/rogue 2 (8), fighter 1/rogue 2 (12), fighter 1/rogue 1 (24), rogue 1 (36).

Black Guard—the Black Dragon Highlord’s elite honor guard unit, comprised exclusively of bozaks: sorcerer 6 (captain), sorcerer 5 (2), sorcerer 4 (4), sorcerer 4 (6), sorcerer 2 (8), sorcerer 1 (18), fighter 5, fighter 4 (4), fighter 3 (6), fighter 2 (8), fighter 1 (18).

White Legion—the White Dragon Highlord’s elite honor guard unit, comprised exclusively of kapaks: fighter 3/rogue 3 (captain), fighter 2/rogue 3 (2), fighter 2/rogue 2 (5), fighter 1/rogue 2 (10), fighter 1/rogue 1 (21), rogue 1 (38).

Government: Military Dictatorship

Religion: Takhisis

Trade: Slaves, mercenaries, weapons


Alignment: N, LE, NE, CE

If Sanction is the political head of the Dragon Empire, Neraka is its dark heart. Worship of Takhisis is the city’s primary export, as dark pilgrims are dispatched from the Temple out to the four corners of Ansalon to spread their Queen’s rule of tyranny.

LIFE & SOCIETY

Long before the Cataclysm, Neraka, located many hundreds of miles north of the city that now bears its name, was a gateway city from the lands of Istar to the Solamnic plains in the west. This original Neraka was destroyed when the fiery mountain struck Istar, and became lost to history. Its name, however, was recorded on pre-Cataclysm maps, and so when settlers moved into the plains of the Taman Busuk in the second century of the Age of Despair, they found the twisted root of the Temple of Istar in a sheltered valley and believed they had found the lost city.

Reports went out that the city of Neraka had been rediscovered and the Dark Queen saw no reason to correct this mistaken impression. She herself had transplanted the cornerstone of the Kingpriest’s ruined temple there in 141 AC. Over the next hundred years, the Temple grew into its present form, becoming home to the minions of the Queen of Darkness. The Temple is a distorted and twisted building that serves to energize the faith of those who embraced darkness.



Neraka is the crucible in which the steel of the Dark Queen's armies is tempered, and continues to be the premiere location for communion with the evil goddess. At any time, Ariakas or one of his fellow highlords might be found in Neraka, attending to business of a religious or spiritual nature, and receiving divine direction from Takhisis herself in the Council Chamber of the Temple.

Recently, as the conquest of Ansalon has taken most of the armed forces out of Neraka, a resistance movement has blossomed among the occupied city's embittered population. This movement, called the Hidden Light, has sworn to oppose and eventually topple the monolithic power of the dragonarmies. The rebels do not yet have sufficient numbers to make a definitive strike. In the interim, Hidden Light operatives move about Neraka, making connections and securing secret routes.

MAJOR FEATURES

Centered on the dark and twisted remains of the Temple of Istar, the city of Neraka is a sprawling maze of dirty streets, hovels, and dens of evil. Below the city, tunnels form a labyrinthine path that leads to the heart of the city.

The Temple lies at the very center of the city, and is enclosed in high stone walls pierced at points by mighty iron gates. The walls are forty feet high, with a ten-foot-wide walkway running along the top. A guardhouse is located every three hundred feet. Within the walls is the Inner City, paved with stone and equipped with an extensive system of sewer drains. The main street is known as the Queen's Way, and spirals around the Temple from the Main Gate, making two complete loops before ending at the Temple Square. The Inner City is divided into five districts, corresponding to the five dragonarmies, each of which has a minor gate through which to enter the Inner City and the Temple itself. Sixty-foot stone towers flank each gate, and guards are posted at all hours of the day to prevent entry by people without official business.

The Outer City lies entirely outside of the city's walls, and, like the Inner City, is divided into districts. The streets here are dirty and they run with mud when it storms, which is frequently. Wooden sidewalks are in varying states of disrepair. Most buildings are made of wood, their windows often broken and covered in makeshift planking to keep out foul weather. All Neraka's taverns, merchant establishments, and inns are located in the Outer City, and serve visiting army units, clerics, and mercenary companies arriving to sign up with the evil forces.

There is a third area of Neraka that escapes the notice of most citizens and visitors—the Undercity. The Inner City's sewer system extends out and connects with numerous tunnels, smuggler's routes, catacombs, and caverns. Although the Undercity offers the city's resistance movement a means of traveling secretly to and from the Inner City—and even into the Temple dungeons—it is also home to a great many horrors. Giant frogs, snakes, and spiders are the least of a resistance fighter's worries. The Undercity teems with undead who crave living flesh.

Activity in the City of Neraka is fairly constant, with dark pilgrims and soldiers going about their business. Caravans of supplies arrive in the city from the port at Sanction and from various regions in Eastern Ansalon. Although the city is capable of hosting thousands of troops, the encampments are usually occupied by token numbers. Ariakas has need of his armies in the field, although when the time comes for Takhisis to return to Krynn through the portal in the Temple, Neraka's population will swell to an unimaginable size.

IMPORTANT SITES

1. **Dragonarmy Camps:** Each of the five dragonarmies has a permanent encampment site at the edge of the city. Each camp has a residence for the highlord, supply buildings, meeting halls, and other structures. When one of the dragonarmies returns to Neraka for supplies or reinforcements, the camp swells in size to become a sprawling settlement of its own, requiring extensive resources. When the army is not present, the camp is staffed by a token force of no more than one hundred draconians, humans, or goblins that rotate duties in the city as guards.

2. **Hair of the Troll Tavern:** Like all the taverns and drinking houses in the Outer City, the Hair of the Troll is a run-down, noisy, and dangerous bar with a rowdy clientele. Located in the Green District, it is noteworthy as the favorite hangout and watering-hole for the Hidden Light's burly freedom fighter, Maelstrom. Maelstrom isn't widely known as a contact for the resistance movement, but he is famous for being tough and capable of drinking any human, ogre, or draconian under the table. Heroes who find their way to the Hair of the Troll and make Maelstrom's acquaintance will gain a valuable ally.

3. **Inn of the Broken Shield:** Located in the White District, this boarding-house and tavern is very popular with local human mercenaries. Owned by Talent Orren, leader of Hidden Light, the inn is the central location of that resistance movement. There are always half a dozen or so laborers here enjoying a drink in addition to many other patrons. These stolid laborers are Hidden Light members and Orren's personal guard. Orren maintains a fairly tight grip on operations, and holds meetings in the sub-basement of the inn, which connects to the Undercity tunnel network. The sub-basement is large enough to hold over a hundred people, more than enough for the Hidden Light to gather in full force.

4. **Lute's Loot:** Lute the Pawnbroker is a brave—if somewhat seedy—individual who runs a pawn shop in the Red District of the Outer City. In reality, this store is a front for the Hidden Light resistance movement, and Lute is one of the movement's leaders. In the basement of Lute's store is a hidden entrance to the catacombs of the Undercity, leading down to a route that connects to the Hidden Light's meeting room under the Inn of the Broken Shield and the Temple dungeons.

5. **The Pens:** When the Nerakan Guard rounds up a prisoner, it hands him over to the Penkeeper, who holds him in the stockade until the prisoner's superiors (if a soldier), or family (if a private citizen), bails him out. The Pen is surrounded by a thirty-foot wooden fence and patrolled by soldiers from the Green Army camp on a rotating basis.

TEMPLE OF TAKHISIS

This edifice has a tortured, organic quality that unsettles all who see it. A mockery of the original Temple of Light in Istar, the Temple of Takhisis resembles a twisted black hand reaching to the sky, wrapped in spiny thorns and shielded from the rest of the city by additional construction and forbidding guardhouses. The Temple stands on the shadowy border between the physical plane and the Abyss, connected by a tenuous ethereal veil locked in place by the spirit of Jasla trapped in the Foundation Stone. As such, Conjunction and Divination spells cast within the Temple have a twenty per cent chance of failure, due to the distortions of distance and space reflected in the Temple's corridors and chambers. In addition, the entire Temple is considered to be under the effects of a permanent desecrate spell (caster level 20).

1. **Temple Main Gate.** The main entrance to the Temple of Takhisis is always open. Its huge steel doors are carved in symbols of the Dark Queen's glory. A group of eight dark pilgrims (seven LE human Clr3 and one LE human Clr8) stand ready to escort visitors into the Temple. Those who progress through the gatehouse without the assistance of the dark pilgrims face five magical traps beginning 60 ft. into the hallway, and spaced evenly every 10 ft. in the following order: White, Green, Red, Blue, Black. Each trap may be disarmed for four rounds with a command word known only to the dark pilgrim (Clr8), who attends the gate, or any ranking dragonarmy officer.

☞ *Dragon Trap:* CR 5; magic device; proximity trigger; automatic reset; spell effect (glyph of warding [blast], 10th-level cleric, 5d8 cold (White), acid (Green or Black), fire (Red) or electricity (Blue), DC 15 Reflex save half damage); Search DC 28; Disable Device DC 28.

2. **Army Gates.** Each of these smaller gates is located in the wall of the Temple facing one of the five dragonarmy camps. The gates have a dozen elite draconians drawn from the Temple's garrisons (Red Watch, Blue Watch, and so on), and a single dragon trap identical to the traps at the temple main gate, as appropriate for the specific army's type. Thus, the Red Army has a gate protected by Red Watch sivaks and a dragon trap that deals fire damage. All officers connected to the army the gate represents know the command words to deactivate the trap.

3. **Garrison Regiments.** Within the Temple itself, located in areas that correspond with the five dragonarmy districts, five units of elite draconians are garrisoned. They are the honor guard for visiting highlords who are attending the Council Chamber and, when not so assigned, they guard the Temple entrances with due vigilance. These

units are known as the Red Watch (sivaks), Blue Watch (sivaks), Green Regiment (kapaks), Black Guard (bozaks) and White Legion (kapaks). Each unit has seventy-seven members of varying levels, as described in the main Neraka stat block.

4. **Dark Abbey.** This huge, circular chamber is lined with rows of benches that look down upon a central altar honoring the Queen of Darkness. The altar features a 16-foot-tall statue of Takhisis in her five headed dragon aspect, and is the focal point of an unhallow spell regularly maintained by the Inquisitor (caster level 12). Services and unholy rituals are conducted here three times a day, following the city wide allegiance oath required of all citizens of Neraka. The chamber seats as many as four hundred people, and during services as many as two hundred and forty dark pilgrims (LE human Clr3) are present. At all other times, eight dark pilgrims (LE human Clr3) see to the Abbey's upkeep and maintenance.

5. **Dragon Highlord Apartments.** Each of these well-appointed staterooms is located in the lower Temple tower level, overlooking each highlord's encampments. They are divided into luxury offices, bedrooms, and sitting rooms. Individual highlords have decorated their rooms to suit their own tastes: Feal-That's rooms are austere and chill; Salah-Khan's are hazy, smoke-filled rooms with incense pots and burners; Lucien's are crude and carpeted with hides and skins; and Kitiara's are well-organized and practical. Ariakas' apartments are the finest of all, showing off his many trophies, furs, silks, and fine wines. Each apartment is guarded at all times by six members of the highlord's elite unit, who occupy guard rooms just outside of the apartment entrances in the tower.

6. **Chamber of Gorzaug.** High above the Temple proper, in a room in the upper reaches of the tower, is the lair of Gorzaug (LE female erinyes cleric of Takhisis 6). This creature was the only one of Takhisis' fiendish servants to accompany her to the material plane, hundreds of years ago before the Temple arose around the Foundation Stone. She has patiently waited for her unholy mistress's return. Gorzaug's existence is known only to the Inquisitor and the dragon highlords, who make every effort not to interrupt her brooding.

7. **Council Chamber.** This room, located at the very heart of the Queen of Darkness's temple, is the central meeting place of the dragon highlords. It is also the only place on Krynn where the Dark Queen can partially manifest herself, and is the place where she intends to enter Krynn once the gate to the Abyss can be opened. The chamber is arched and vaulted, one hundred feet at its highest point, and hung with banners emblazoned with the colors and insignias of the five dragonarmies.

Six platforms jut out from the walls, spaced equidistantly from each other around the chamber. Four are thirty feet above the floor and reserved for the White, Black, Green, and Blue Highlords, with metal thrones decorated with dragon motifs placed so as to provide the highlords with a clear view of the room. A fifth platform is





PALANTHAS

reserved for the Dragon Emperor, Ariakas, and is forty feet up from the floor. The throne on this platform is elaborate and menacing. The sixth and final platform, fifty feet above the floor and empty save for a large opening covered in a draped cloth, belongs to the Dark Queen. Each of the highlords can reach his or her platform by a broad sweeping staircase or through an access door that leads into the upper Temple level.

8. Foundation Stone. Located deep within the bowels of the Temple, in the dungeon level near the torture chambers and court of the Inquisitor, is the room where the Foundation Stone is located. A dozen, thick stone columns support a sixty foot ceiling; each column is studded with hundreds of fist-sized gemstones. Any light brought into the room is reflected and magnified by the thousands of gems, filling the room with shimmering, multihued light. At the very center of the room is the Foundation Stone, a twisted and misshapen pillar with a gaping black hole in the side where a gemstone has been removed. Any attempt by a character to pry out or remove a gemstone from one of the pillars in the room triggers an immediate trap the soul effect on the character with no save or spell resistance possible. Souls trapped in the gemstones will remain so until the Temple is destroyed.

PALANTHAS

Metropolis: Conventional; AL LG; 100,000 stl limit; Assets 1,335 stl; Population 30,587; Isolated (humans 97%, gully dwarves 1%, kender 1%, other 1%)

Authority Figures: Lord Amothus Palanthas, LG male human noble 7 (Lord of Palanthas); Imogena Fale, LN female master 11 (Speaker of the House, City Senate); Meister Curlos Chalced, N male master 3/rogue 6 (guild representative to the Senate).

Important Figures: Astinus Lorekeeper, N male human, (Master of the Great Library); Bertrem the Aesthetic, LN male human master 5 (Astinus' assistant); "Lucky" Leppomanto, NE male human rogue 10 (Head of the Thieves Guild)

Government: Parliamentary monarchy. Palanthas is governed by a City Senate, advised by a Lord Knight, and overseen by Lord Amothus.

Religion: None (general populace).

Trade: Ships, books, ale, textiles. Palanthas is perhaps the most thriving seaport city in all of Ansalon, and as such trades in almost every commodity. The city's primary exports are listed here only.

Alignment: LG, NG, LN, N

Palanthas is called the “Jewel of Solamnia,” both to honor its success and its beauty. It is one of the few cities to survive unscathed the ravages of the Cataclysm. Indeed, after the downfall of Istar, it became the greatest metropolis in all of Ansalon. Located at the edge of the Bay of Branchala, protected by the Vingaard Mountains, Palanthas has never seen war. And it is determined to stay that way.

LIFE & SOCIETY

Called the Cityhome by its residents, Palanthas is a city of commerce. Its wealth is renowned throughout the continent, and many joke that Palanthians would simply hurl steel coins at an invading army rather than take up arms. Trade rules Palanthas literally, as the day-to-day rule of the city is done by the City Senate, each member drawn from the powerful merchant families who dwell on Noble’s Hill.

The city is divided between the stately Old City—home of the oldest and most stately buildings and ancient market, and the less organized, more chaotic New City—a residential area with trade and craft businesses, inns and taverns, and schools and universities. Those aristocrats who live in Old City often look down upon the middle-class of New City. Still, the trade environment of Palanthas makes it a friendly place. Kender frequent both the urban sprawl of New City and the ancient monuments of Old. Kender are always quick to point out that the city boasts one of the finest jails in all Solamnia.

MAJOR FEATURES

Palanthas is arranged like a great wheel, with its major streets circling ever wider out from the Central Plaza; an arrangement that causes many to think of the city in terms of rings rather than quarters or districts. Eight avenues radiate from the Central Plaza, extending outward like spokes in the wheel either into the bay or up into the Vingaard Mountains. Old City’s ancient architecture was undamaged by the Cataclysm, as were its monuments to its heroes and statesmen. It also is home to several famous structures: the Lord’s Palace, the Great Library, and the cursed Tower of High Sorcery.

While Old City has a uniformity and sense of order to its design, New City is much more haphazard, with buildings constructed by need rather than a grand plan. Here can be found some of the liveliest alehouses and inns in all of Solamnia, along with the famed University of Palanthas. Areas of terrible poverty can also be found in New City. Such areas are generally ignored by the nobles and wealthy merchants, who like to pretend that they don’t exist.

IMPORTANT SITES

1. **The Great Library.** Though other cities have libraries, none can ever hope to compare with the ancient library of Palanthas. Here works Astinus, immortal lore-keeper of Krynn and the Order of Aesthetics—monks and scholars

who tirelessly record the history of the world and condense their master’s work. A wing of the library is open to the public, though many of its halls are for the Aesthetics only.

2. **The Lord’s Palace.** Considered by many to be the finest structure in all of Solamnia, the Lord’s Palace personifies the city in its opulence and beauty. In addition to housing Lord Amothus (see Chapter Six: Personalities), it is also the meeting site for the city’s Senate. More important to many noble residents, however, the palace is where the most extravagant balls and parties are held throughout the year. Its banquet hall is legendary, along with its cooks, who run one of the largest kitchens in the region.

3. **The Tower of High Sorcery.** If there is one black spot to mar the perfection of Palanthas’s beauty, it is the Tower of High Sorcery. Once the most beautiful, majestic, and perhaps most important of all the Towers—for it was here that the dragon orbs were crafted—the Tower is now an empty shell. Cursed shortly before the Cataclysm by a Black-robed wizard who refused to abandon the Tower to the inquisition of the Kingpriest of Istar, it is now a place of evil. It is surrounded by a copse of trees called the Shoikan Grove, whose aura of fear has driven away all residents of several city blocks, making its vicinity the only deserted area in the otherwise bustling city. The Tower will remain empty, haunted by terrible undead, until the prophesied “Master of Past and Present” returns with power. (For more information on the Tower of High Sorcery in Palanthas, consult *Towers of High Sorcery*.)

PORT BALIFOR


Small City: Nonstandard; AL LE; 3,000 stl limit; Assets 64,876 stl; Population 4,325; Mixed (human 88%, draconian 6%, ogre 5%, hill dwarf 2%, elf 1%, kender 1%)

Authority Figures: Hullek Skullsmasher, NE male half-ogre fighter 12 (Black Dragonarmy Lieutenant, sub-commander to the Dragon Highlord Lucien); Orwell Harwich, N male human master 10/mariner 3 (Merchant Lord of Port Balifor, currently missing);

Important Characters: Cercen, LE male kapak rogue 7/assassin 7 (Assassin tasked with infiltrating the rebel forces); Kronn-alin Thistleknot, CG male kender ranger 3/rogue 3 (Kender connection to rebel forces), Tyrian Half-elven LG male human ranger 7; William Sweetwater, NG male human master 2 (Proprietor of the Pig and Whistle Tavern); Serinda Elderwood LG female elf (Silvanesti) mariner 5/fighter 3/wizard 2 (Leader of the Rebel forces in Port Balifor); Rykian Harberdasher NG male human master 10 (Owner of Ryke’s Fine Clothiers); Aelanga Saron, NE female half-elf rogue 5/cleric of Hiddukel 4 (Leader of the Duskmen); Swashy Gren, CN male human mariner 8/rogue 4 (Owner of Narl’s Watch); Feryn Venomtongue, NE male dark dwarf fighter 8 (Owner of the Waverage Tavern)

Black Dragonarmy Guards—Humans: warrior 10, warrior 8, warrior 7, warrior 6 (3), warrior 5 (4), warrior 4 (6), warrior 3 (10), warrior 2 (31), warrior 1 (157)





Government: Military Dictatorship
Religion: None (general populace), Takhisis (dragonarmies)
Trade: Black market goods, fish, weapons, armor
Alignment: CG, N, LE, NE, CE

The town of Port Balifor is built in a sheltered cove on the west coast of Goodlund, bordering the east coast of the Bay of Balifor. It is comprised of a mixture of wooden and stone buildings all crammed together in a small space. As the town grew in size, the residents chose to build their stores over tidal flats. Fully half the town is situated over the water. A number of shops and buildings hug the shorelines. The raised docks and platforms, supported by pilings, extend far into the bay to reach the deeper waters. Shadowed alleyways and narrow, crowded streets, slick with salt water lead from the docks to the city proper.

LIFE & SOCIETY

From the waterfront, a gallows can be seen at the end of the largest dock. A number of human and kender bodies swing in the breeze. A sign next to them reads, *Such is the fate of any who oppose the Black Dragonarmy*. A number of ships that have been impounded are tied up at the docks. Draconians can be seen sitting and walking the decks. Other ships flying the banner of the Black Dragonarmy sail into port, bringing troops and supplies from the Khurish city of Ak-Khurman and other ports of call.

The leading merchant Orwell Harwich and a council of merchant guilds ruled Port Balifor before the arrival of the dragonarmy. A known den for pirates and smugglers, the council has always turned a blind eye to more illicit activities, which often served to fatten the purse of Master Harwich. Since the arrival of the dragonarmies, the council meetings have been suspended, and Master Harwich has gone missing.

MAJOR FEATURES

A large slum is located between the docks and other more reputable businesses and residential areas of the town. The north end of town has stone buildings that house a number of the dragonarmy officers. The warehouses of that district have been converted into barracks. The south end of Port Balifor is home to the few remaining legitimate businesses and residences.

IMPORTANT SITES

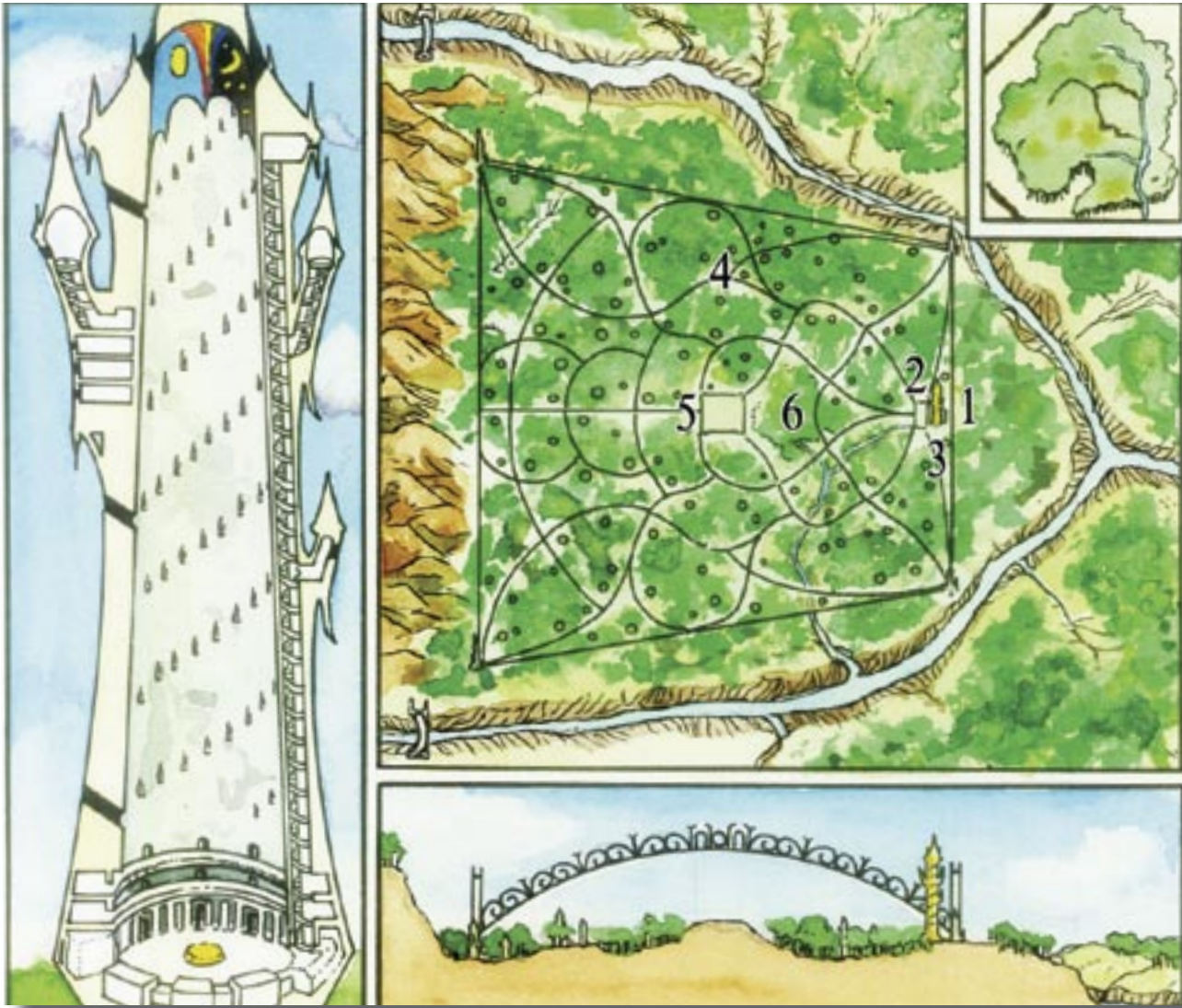
1. **The Pig and Whistle:** Among the good people of Port Balifor, the Pig and Whistle is considered one of the finest inns in the entire east of Ansalon. The establishment itself is not posh, nor a particularly fine example of modern architecture, but the ale is cold and the atmosphere pleasant. William Sweetwater, a retired sailor who made his fortune at sea and spent it all on the Pig and Whistle, runs the establishment. The occupying forces of Port Balifor take a different view. They believe the prices of

the Pig and Whistle are too high, and the ale is too warm and watered down, and they are right. William triples his prices for dragonarmy officers, and charges half the price for locals and anyone else he deems worthy to sit in his common room. William is often looking for entertainers to buoy the mood in his tavern and give the locals some diversion to escape the drudgery of their everyday lives.

2. **Ryke's Fine Clothiers:** Located in the southern end of town, among a number of other shops, is Ryke's Fine Clothiers. Seemingly out-of-place in a rough town such as Port Balifor, Rykian Harberdasher is one of the most prominent members of the community. Leader of the Wool Merchants Guild of Port Balifor, he is also one of the wealthiest. His shop not only carries fine clothes, but clothing for all types of work, and a wide array of fine, light armor. Since the occupation, Ryke has been put to work gathering clothing materials for the dragonarmy. He is responsible for designing uniforms for the officers and tailoring armor to fit the strange dragonmen that have invaded the town. He overhears much from his dragonarmy customers, but wisely keeps his mouth shut unless he is sure he can trust who is speaking. Ryke has an affinity for magic-users, as his younger brother is Antimodes of Port Balifor, an archmage of considerable power and prestige among the Wizards of High Sorcery.

3. **Narl's Watch:** Narl's Watch is located near the long docks on the north side of town. Run by an old sailor by the name of Swashy Gren (CN male human Mar8/Rog4), Narl's Watch began as a referral service for sailors looking for ships, but evolved into a registry for mercenaries and other groups. Narl's Watch also sells weapons, armor, and maps. Swashy Gren's connections to traders and merchants make him a highly valuable source of knowledge about the sea trade in the south. The dragonarmies have found it useful to keep such a man happy, and give Swashy Gren special treatment in exchange for special services. A pirate at heart, Gren will do what's best for himself first, before worrying about the welfare of others.

4. **Waverage Tavern:** Beneath the upper docks in the center of town are a number of rundown and squalid buildings, including the Waverage, a local watering-hole that the natives of Port Balifor avoid. The tavern is run by a gang known as the Bottom Feeders, which masterminds illegal trading operations in Port Balifor. The owner is a dark dwarf by the name of Feryn Venomtounge (NE male Daergar dwarf fighter 8). Feryn has been running the "underdocks" for nearly a decade and has yet to be taken down. He considers it his home and is quick to remove anyone who tries to usurp his power. Now that the dragonarmies have arrived, Feryn's business has picked up in a number of ways. The Waverage not only has its normal clientele of cutthroats and criminals, but it is now host to many dragonarmy officers and draconians. Feryn has made a number of new contacts among the draconians, but is finding it difficult to cut any deals with the higher-ranking officers. He has the feeling they're going to try to muscle in on his territory.



QUALINOST

5. **Aelanga's Oils.** Aelanga's Oils is located along the shoreline in the southern reaches of Port Balifor. Despite being a "shore shop," it is well maintained. The shop is owned and operated by Aelanga Saron (NE female half-elf Rog5/Clr 4). Aelanga is a stunningly beautiful woman, and her reputation for charity in the community is well-known. She deals primarily with a trader near Icewall who barter whale oil for processed goods. She also deals in spices and exotic plants. Lamp oils, candle wax, and some of the finest perfumes can be purchased here. In the best or worst of times Aelanga makes a good living.

Unbeknownst to most of Port Balifor, Aelanga is one of the first clerics to return to the worship of Hiddukul. She has started looking for others she might be able to seduce into serving her new lord. She already has a handful of dedicated followers who call themselves the Duskmen, because their true natures are hidden during the day. She has also persuaded a number of dragonarmy officers to smuggle illicit goods, promising them a portion of the profits.

QUALINOST

Large City: Conventional; AL LG, CG, NG; 40,000 stl limit; Assets 38,426,000 stl; Population 20,159; Isolated (elven 99%, half-elf 1%)

Authority Figures: Solostaran Kanan, LG male elf noble 11 (Speaker of the Suns); Porthios Kanan, LG male elf Noble 3/Ftr 4 (Heir to the Speaker).

Important Figures: Senator Rashes, LN male elf noble 4 (Member of the Thalass-Enthia); Lauralanthasa Kanan, NG female elf noble 6 (Daughter of the Speaker).

Wildrunners—Elven soldiers in defense of the city, armed with longbows, longswords, and leather armor: fighter 7 (1), fighter 6 (3), fighter 5 (4), fighter 4 (10), fighter 3 (25), fighter 2 (45), fighter 1 (66), fighter 2/wizard 2 (6), fighter 1/wizard 2 (9), fighter 1/wizard 1 (17), warrior 5 (2), warrior 4 (5), warrior 3 (10), warrior 2 (20), warrior 1 (210).

Government: Monarchy

Religion: None; the elves still believe in the gods, but they no longer worship them

Trade: Fruits, wine, weapons, wood, jewelry, clothing, crafts

Alignment: LG, NG, CG

Located in the immense forest of Qualinesti on the western shores of Ansalon, the city of Qualinost has been the capital of the western elven nation for nearly three millennia. Located to the north of the fortress of Pax Tharkas, the elven capital is the midway point between the plains of Abanasinia and the dwarven lands to the south.

LIFE & SOCIETY

The city of Qualinost was founded in the years after the Kinslayer War by one of the two twin princes of the Silvanesti House Royal, Kith-Kanan. While riding westward through the forest in advance of the main group of Silvanesti refugees, Kith-Kanan and his lieutenants chased a stag to the very edge of the ravine that marks the northern border of the city. Overcome by the beauty, he determined to make his city there. The name Qualinost was given to the city by one of the Speaker's generals, and means "In Memory of Quinara," the wife of Silvanos, in Old Elven.

Unlike their Silvanesti cousins who closed their borders soon after the Kinslayer War, the Qualinesti actively encouraged trade with the other nations of Krynn. This prosperity continued throughout the Age of Might until the Cataclysm struck.

Although Qualinost was spared the destruction that befell the rest of Krynn, the elves closed the borders of their land and cut off relations with other nations in an effort to protect themselves from the bandits and raiders. The Qualinesti have spent the past three hundred fifty years in isolation, and many of the elves born during this time tend to be insular and xenophobic.

With the advent of the War of the Lance, the dragonarmies of Takhisis have Qualinesti surrounded on three sides. Unable to defend against an army with flights of dragons, the Qualinesti have begun constructing a home in exile on the island of Southern Ergoth. Able-bodied elves patrol the forests, while the remainder of the population begins the journey by ship to Southern Ergoth. Some of the residents of Qualinost have already begun to depart. Any items of value that cannot be taken with them are being destroyed, rather than leaving them for the dragonarmies that they fear will overrun the beautiful city.

MAJOR FEATURES

Qualinost is bordered on the east and the west by two rivers, that run along the bottom of a steep ravine nearly one hundred feet wide. The river to the east is the Inthal-enatha, or River of Tears, and the western river is the Inthal-inen, or River of Hope. The two rivers join together just north of the city at a point known as the Confluence, becoming the White Rage River. To the south of the city,

the ground rises steeply into the foothills of the mountains of the dwarven fortress of Thorbardin. Two narrow rope bridges, one on each side of the city, span the ravine and can be easily cut to fall five hundred feet into the raging waters below.

Within the confines of this defensible plateau, the city itself is a near-perfect square, with each side running parallel to one of the points of the compass. At each of the square's corners is a tower with a small keep, constructed of white marble and decorated with silver. Graceful arches suspended hundreds of feet off the ground connect the four towers and form the "walls" of the city. The four tower keeps are named for companions of Kith-Kanan: Arcuballis, Sithel, Mackeli, and the Suzine Towers.

Beyond the arches, domelike and conical buildings of rose-quartz, supported by aspen beams inlaid with silver and gold, line the wide, blue-tiled avenues of the city. Aspen trees dominate the city, but groves of apple, peach, and pear trees are not uncommon. On a hilltop in the center of the city, surrounded by aspen groves, is the Hall of the Sky.

Directly north of the Hall, near the northern arch of the city, is the Tower of the Sun, a burnished gold tower that soars six hundred feet into the sky, and is the twin of the Tower of the Stars in Silvanost. Many of the major temples and government buildings are located in this same vicinity, including the Speaker's Palace.

The western area of the city is where most of the city's merchants are concentrated, around an area that holds a large amphitheater that doubles as the Grand Market during the day. The common folk live at the southern end of the city.

IMPORTANT LOCATIONS

1. **Tower of the Sun:** The Tower soars six hundred feet into the air and looks out over the entire forest of Qualinesti. The tower's exterior is of burnished gold, giving the illusion of whirling movement when it is struck by the light of the sun. The entry hall and anterooms are located at the outer edge of the Tower. An arched doorway with gilded doors leads into the main chamber. Inside the tower, walls of white marble rise upward, unsupported by any columns or beams. One half of the dome at the top of the tower is decorated with a mosaic portraying the blue sky and the sun, while stars and the red and white moons are depicted on the other; the two halves are separated by a rainbow. In the center of the tower is a rostrum, illuminated by the light from the windows and cunningly crafted mirrors.

2. **Speaker's Palace:** Directly to the west of the Tower of the Sun is the Speaker's Palace. The palace is built from white and gray marble, and has three wings. Two large, solid steel doors, fully as tall as two elves, lead into the center wing. In the middle of the center wing, the hall widens to reveal the arched Great Hall. The Great Hall is constructed of stone, supported by tree-shaped columns with gilded leaves of silver and gold.

3. **Thalas-Enthia Chambers:** The elven senate's chambers lie directly to the east of the Tower of the Sun in a squat round tower, larger in diameter than the Tower, but lacking its height. The floor of the chamber is covered with a mosaic map of the lands surrounding Qualinesti, identical to that in the Hall of the Sky. Mosaics of crests of the great clans of Qualinesti ring the chamber.

4. **Grand Market:** The grand market is actually a large amphitheater carved into a grassy hillside in the middle of the western border of the city. During the day, the market is home to merchants' carts and stalls selling goods of every sort. At night, the seats are filled with elves attending poetry readings, plays, and other performances. On the floor of the amphitheater is a mosaic depicting the arrival of Kith-Kanan in Qualinesti.

5. **Hall of the Sky:** Located on the highest hill in the center of the city, and surrounded by aspen groves, the "hall" is a large open square from which the far corners of Qualinost can be easily seen. On the floor is a detailed mosaic of the lands surrounding Qualinesti, from Solace and Que-Shu in the north, to the fortress of Pax Tharkas in the south.

6. **The Grove:** Just to the north of the Hall of the Sky, on the side of the same hill, lies the only untouched forest left within the city, known as the Grove. A bubbling brook runs through the Grove, whose bowers are so thick that the sounds of the city fail to penetrate it.

SANCTION


Large City: Nonstandard; AL NE; 40,000 stl limit; Assets 30,316,000 stl; Population 15,158; Mixed (humans 60%, draconians 16%, goblins 8%, hobgoblins 5%, ogres 4%, minotaurs 3%, trolls 2%, hill giants 1%, shadowpeople 1%)

Authority Figures: Highlord Ariakas, LE male human wizard 5/fighter 2/knight of the Thorn 10/legendary tactician 3/dragon highlord 3 (Dragon Emperor of Ansalon, commander-in-chief of the Dark Queen's forces); Lord Governor Baren of Sanction, LN male human noble 5/fighter 6 (reluctant figurehead)

Important Characters: Wyrllish Parkane, LE male human cleric of Takhisis 10 (high priest overseeing draconian production); Harrawell Dracart, LE male human wizard 4/wizard of High Sorcery 6 (Black Robe overseeing draconian production); Harkiel the Bender, CE female old red dragon (dragon assigned by Takhisis to oversee draconian production); Revered Ancient One (shadowpeople leader); Calanthalas, CE female Silvanesti elf rogue 6 (Red Dragonarmy spy)

Red Watch Sivaks—Ariakas's personal bodyguard and the elite forces guarding Sanction, all Red Watch members are sivak draconians fanatically loyal to Ariakas: fighter 7, fighter 6 (2), fighter 5 (3), fighter 3 (12), fighter 2 (20), fighter 1 (24).





Red Dragonarmy Reserve Company—this force is largely made up of human mercenaries and goblins, led by a veteran dragonarmy officer and former mercenary captain, Otis Kline (CE male human fighter 9/legendary tactician 2): barbarian 4 (2), barbarian 3 (6), barbarian 2 (10), barbarian 1 (16), fighter 10, fighter 9, fighter 8, fighter 7 (2), fighter 6 (2), fighter 5 (5), fighter 4 (8), fighter 3 (14), fighter 2 (18), fighter 1 (26), warrior 9, warrior 8 (3), warrior 7 (6), warrior 6 (12), warrior 5 (24), warrior 4 (58), warrior 3 (114), warrior 2 (378), warrior 1 (3,166).

Sanction Guard—also composed of mercenary soldiers in the pay of the Red Dragonarmy, this force is permanently stationed in the city as well as sharing tents in the southern camp. The marshal of the guard is an ambitious former pirate, Spiro Scrimshaw (CE male human fighter 3/rogue 6): warrior 8, warrior 7 (3), warrior 6 (6), warrior 5 (14), warrior 4 (30), warrior 3 (76), warrior 2 (156), warrior 1 (1,025)

Government: Military Dictatorship

Religion: None (general populace), Takhisis (dragonarmies)

Trade: Slaves, mercenaries, weapons, fish

Alignment: N, LE, NE, CE

A city of pirates and ne'er-do-wells, the so-called City of Doom was invaded by the dragonarmies soon after their assembly in the Khalkist Mountains. It now serves as their administrative capital and chief port. It is surrounded by three great volcanoes, known as the Lords of Doom, and rivers of lava flow through the city down to the harbor, spewing clouds of sulfuric mist that blanket the area in a noxious haze. The surrounding area is stark and ash-laden, with towering mountains and ridges thick with lichen and miserable pine trees covered in soot.

LIFE & SOCIETY

Prior to the Cataclysm, Sanction was a relatively unimportant fortified town at the eastern end of the trade road from Solanthus and Thelgaard. Located near Thoradin on the edge of the Solamnic Plains, Sanction enjoyed all the benefits of its protected location, combined with mining resources and a successful export business of granite and tar. All of this changed with the Cataclysm and the creation of the New Sea.

Many years of flooding and sudden volcanic activity uprooted Sanction's populace, which were slowly replaced by pirates, seafaring rogues, and refugees from other coastal areas. During the Age of Despair, and shortly before the Dark Queen's agents hid the eggs of the good dragons beneath the city, Sanction constructed temples to false gods and worked hard to recover its footing. These false gods lacked miracles, however, and soon their worship was cast aside. Not long after this, the dragonarmies blockaded the city's harbor, swept in from the mountains, and took the city by force. Sanction became the new center of Ariakas's invasion plans and the birthplace of the draconians.

Sanction is a city under the tight grip of the dragonarmies. The locals dwell in numerous slums and are in constant danger of being beaten by the soldiers, thrown into slavery, or incinerated by the streams of lava. Red Dragonarmy mercenaries occupy some of the choicer sections of town, or live in encampments to the north, east, and south. Lord Governor Barenn is a terrified figurehead, for the real ruler of this city is Takhisis. Her wishes are carried out by Highlord Ariakas, who allows the city to languish in its hellish squalor as he goes about his business.

MAJOR FEATURES

The Lords of Doom are three active volcanoes (Mt. Ashkir, Mt. Thunderhorn, and Mt. Grishnor), and are the source of the city's sulfuric atmosphere. In between these and other mountains, the blasted valleys are lined with ridges of granite and basalt, riddled with caves and fissures. Scattered around the surrounding region are isolated settlements of bandits, sell-swords, and goblins eking out an existence.

IMPORTANT SITES

1. **Docks:** Sanction's waterfront is possibly the filthiest and most infamous port in all of Ansalon. Any number of vile, disreputable characters can be found here, and the taverns and streets are prone to sudden violent conflict as fights break out. Dragonarmy press gangs wander through the dockyards looking for more recruits, while the ever-present steam and humidity of the harbor slowly rots away the warehouses and inns.

2. **Central Slum:** This area of the city is caught between the two main rivers of lava flowing into the harbor, and lies adjacent to the dockyards. The buildings are packed together and teem with thieves and drunkards. Most of the buildings are in terrible state, or look as though they are only temporary, built over the ruins of older residences. At night, the inns empty locals and occupying forces alike into the narrow twisting alleys and catwalks that take the place of actual streets, where they either make their way home to their ramshackle homes, or drift back to one of the Highlord's encampments.

3. **Northern Slum:** Unlike the central slums of the city, this area of dismal poverty and decrepitude is not as thick with brothels and taverns, and thus the dragonarmy mercenaries rarely come here. Its residents are often young or homeless children, who scrape together just barely enough food and water to live on. Many people die from malnutrition or starvation, and the occasional virulent plague or sickness sweeps the area, forcing the Lord Governor to block off the slum's entrances with armed guards.

DRAGONARMY CAMPS

4. **Eastern Army Camp:** This camp holds Ariakas's reserve heavy infantry forces—ogres, hill giants, trolls, and minotaurs. The minotaurs generally keep to themselves, preferring their own company, but the rest of the soldiers

occupy tents, with up to half a dozen dwelling in each. Sanction's ogres are frequent visitors to the city proper, and brawl with human mercenaries or loudly extoll the virtues of their race. Separated from all the other areas of the city by the lava river, the eastern camp's primary role is to guard and block the eastern pass from any threats.

5. **Northern Army Camp:** This is the most disciplined and orderly camp of the city, because all of its residents are draconians. The baaz, kapaks, bozaks, and sivaks of the northern camp guard and defend the Temple of Luerkhis, and the so-called Fireplaza, which overlooks the lower slopes of the city. Ariakas frequently inspects the draconian troops, often in the company of visiting highlords and priests. Promising sivak soldiers are selected to join the Dragon Emperor's elite bodyguard, the Red Watch.

6. **Southern Army Camp:** The goblin, hobgoblin, and human camp is filthy and noisy, with gambling and fighting common among the bored Red Dragonarmy reserve troops. These soldiers have yet to see action in the war and are spoiling for battle. Discipline is difficult to maintain, especially given that the commanders only infrequently visit for inspection. Each soldier shares a tent with up to a dozen others, and the heat and smoke from the nearby Mount Ashkir contributes to the overall discomfort.

7. **Temple of Duerghast:** This forbidding, fortress-like structure was once the temple to a false god of violence and bloodshed. Statues to this false god, who looks like a hideous cross between an octopus and a spider, are still found within the Temple. The occupying forces now use the Temple as a barracks, although it features an arena, and several levels of dungeons and cells for the containment of prisoners.

8. **Temple of Huerzyd:** Although it appears to be the Temple of another false god, this shrine was once actually dedicated to the pantheon of Good in the time before the Cataclysm. Statues of the gods of Light line a forgotten altar room within, but the remainder of the dingy white building appears to have been abandoned to scavengers. This appearance is deceptive, for beneath the Temple's neglected chambers lies the Shadowhall, the hidden home of the reclusive shadowpeople (see *Dragonlance Campaign Setting*). The shadowpeople do what they can to aid resistance and rebellion in the city. A tunnel network protected by secret doors and pit traps connects the Shadowhall with many other buildings in Sanction, including the other Temples and the overnor's mansion.

9. **Temple of Luerkhis:** Constructed after the Cataclysm, purportedly as the Temple of a volcano god, this dark shrine was in fact inspired by the Dark Queen herself. She planted the seeds of its creation within the minds of men in Sanction, to develop a suitable location for the corruption of the good dragon eggs. The Temple was claimed by Ariakas as his personal living quarters and is now the political and martial center of the Dragonarmy Empire. Hideous altars and foul chambers lie beneath its upper structure, which is carved into the visage of a leering

dragon. It lies on the slopes of the central volcano just above the broad plateau of the Fireplaza and the northern army camp. The Temple has a number of significant rooms within it, especially in its lower levels.

A. Audience Chamber. This is a vast, pillared room, with no decoration or frills. Once they pass through the thick iron doors of the temple, visitors are met by a hellish red glow from braziers and the sight of a huge granite throne at the far end of the chamber. Here, Ariakas (See "Personalities", Chapter Six) passes judgment on prisoners and those he suspects of treason. He attended by a dozen ogre soldiers and his elite Red Watch sivaks.

B. Ariakas's Apartments. The Dragon Highlord likes to surround himself with decadence and luxury, and this three-room suite of apartments is no exception. Here, Ariakas entertains the women who are granted the dubious honor of his favors. He keeps the key to his treasure chamber hidden here, as well.

C. Hall of Learning. Located below ground, this large chamber is the center of priestly education of the clerics of Takhisis on Ansalon. Dark pilgrims and acolytes learn of the Queen of Darkness's plan to conquer the world. They pay homage to her name and study tomes of cruel worship, all under the watchful eye of the goddess.

D. Dens of Corruption. This series of rooms is dedicated to the creation of draconians and are also residences for Wyrllish and Dracart. An altar of darkest evil is located here, upon which the eggs themselves undergo the ritual of corruption. Magical wards block the entry of any metallic dragons; these wards can be dispelled with a blessing cast by a good-aligned cleric of at least 4th level or a dispel magic against caster level 10. The entry chamber is occupied by an adult copper dragon named Cymbal who has been told by Highlord Ariakas that the future of the good dragons depends on his keeping any unwanted visitors out. Reluctantly, Cymbal honors his pledge, afraid that the good dragon eggs will be destroyed. He has no idea what is truly being done to the eggs, as he is not very bright and is blinded by his fear. The truth would probably drive him insane.

SILVANOST

Deserted City: Nonstandard; AL LG (LE); 15,000 stl limit; Assets 15,000 stl; Population 20; Isolated (elven 100%)

Authority Figures: Lorac Caladon, LG male elf noble 6/abjurer 6/wizard of High Sorcery 6 (Speaker of the Stars); Cyan Bloodbane, LE male ancient green dragon.

Important Figures: Tarak, CG male elf fighter 9 (Warrior of House Protector); the Banshee, CE female ghost fallen cleric of Branchala (haunter of the Tower of Stars).


Government: None; The Speaker of the Stars rules the city, although he is currently controlled by the green dragon, Cyan Bloodbane.

Religion: None

Trade: None

Alignment: CE





Silvanost is a city held fast in the grip of a nightmare. In his vain attempt to prevent the invasion of his kingdom, Speaker Lorac Caladon used a *dragon orb* to halt the dragonarmy's advance. He succeeded, but the resulting nightmare brought on by the *dragon orb's* thrall over him has twisted the once-beautiful city into a evil distortion of its former glory.

LIFE & SOCIETY

Founded in the early years of the Age of Dreams by the elf Silvanos, the city of Silvanost has remained the jeweled capital of the Silvanesti Empire for over four thousand years and is of the few cities of Krynn untouched by the ravages of the Cataclysm. Here the Silvanesti elves have remained cloistered in their buildings of pearl-colored quartz and marble, located on Fallan Island in the midst of the Thon-Thalas River.

With the coming of the dragonarmies and their overwhelming numbers, the Silvanesti Empire was evacuated by the order of Lorac, the Speaker of the Stars. With the *dragon orb* in hand, Lorac commanded the orb to stop the advance of the dragonarmies. Unfortunately, Lorac was possessed by the orb and, thanks to the evil suggestions of the great green dragon Cyan Bloodbane, his ensuing nightmare twisted the beauty of the elven land into a horrible vision straight from the depths of Lorac's subconscious.

Those elves still in Silvanost are trapped in Lorac's dream. They have either succumbed to the dream, or are trying to fight their way out.

MAJOR FEATURES

A stone wall of what was once pearlescent quartz surrounds the city, ringing the nightmare metropolis. The stone of both the wall and the city's buildings appears to have been drained of life, acquiring the ashen-gray color of a decaying corpse. The ornate gates of the city remain as they have always, except for the fact they are closed; no Silvanesti elf can recall a time when the gates to the city have been shut.

Beyond the unlocked and unguarded gates of the city, the jet-black silhouette of the Tower of the Stars menacingly claws its way nearly six hundred feet into the sickly green sky. The straight avenues of the elvenhome have become hideously twisted, and now wind aimlessly through the precincts of the city without any clear destination. Houses that once mimicked the grandeur of the Tower of the Stars seem to lean over the streets at precarious angles, giving the streets a cramped and narrow feel. Heavy green fog slowly drifts through the city's streets and alleys, with the smell of burning flesh constant in the air.

Silvanost's streets pulse with a steady rhythm, the pavement rising and falling as if the city itself was gasping for breath. The facades of the buildings near the Tower of the Stars take on the appearance of elven faces twisted in pain, the doorways gape like mouths in silent screams.

A cacophony of sound can be heard throughout the city, from the soft music and laughter of elven children, to sobs and the sounds of screams of terror. None of it is real.

Dreamshadows and dreamwraiths roam the streets, taking the forms of people that Lorac knew and loved in life, or the personalities of any adventurers foolish enough to venture inside. There are few sane elves left in the city, aside from Lorac himself and a small band that comprises the Prisoners of Silvanost. The other elves have been driven insane by the nightmare and are just as likely to be dancing in the streets like the dreamwraiths, performing public "executions," or attacking those unfortunate enough to be swept up in the nightmare—one from which they cannot wake.

Distance has no meaning in the nightmare that is Silvanost. Streets are constantly moving, and the single point of reference—the Tower of the Stars—is generally lost in the fog. If it appears, looming out of obscurity, it is never where it seems it should be.

IMPORTANT SITES

1. **Tower of the Stars:** Once a gleaming pillar of white marble, the Tower of the Stars has been cursed by the nightmare. The now black marble tower bulges and curves at impossible angles, that make it appear as if will topple into a ruined heap at any moment. The interior of the Tower has likewise been transformed. Instead of the opulent antechamber, the entrance is a maze with walls of stone. A banshee dwells in the maze. Once a kind-hearted follower of the god Astarin, she is an unwilling prisoner after her hatred for Lorac trapped her spirit within. In the center of the maze a set of double doors leads to the throne room.

The throne room has been transformed from a vaulting place of beauty into the source of the land's corruption. The twisted walls pulse to the same strange rhythm of the streets outside. The Speaker's throne sits in the middle of the hall, illuminated by an unseen source of ghastly green light. Green mist oozes across the floor from the base of the throne, while the far corners of the room are completely hidden in shadow.

Here sits Lorac, unhappy king of the Silvanesti, his hand on the dragon orb that was his undoing, his face twisted in terror at what he sees happening to his land, but is unable to prevent. Always lurking near Lorac is Cyan Bloodbane, the green dragon who is the guardian of Silvanost and Lorac's tormentor.

2. **Gardens of Astarin:** Adjacent to the Tower of the Stars in the center of the city are the Gardens of Astarin. The garden at the center of the city has been twisted as well, the bowers formed by the graceful molding of the boughs of the trees transformed into twisted mockeries of what they once were. Like all the trees in Silvanost, the trees in the garden are wet with their own blood, that oozes from horrible wounds in their trunks.



SOLACE

SOLACE

Hamlet: Nonstandard; AL NG; 100 stl limit; Assets 1,900 stl; Population 388; Isolated (humans 91%, dwarves 3%, half-elves 3%, goblins 2%, other 1%)

Authority Figures: Seeker Hederick, LN male human heathen cleric 3/master 3 (High theocrat of Solace); Toede, LE male hobgoblin fighter 4 (Fewmaster of Solace and Haven).

Important Figures: Otik Sandath, LG human master 5 (owner of the Inn of the Last Home); Tika Waylan, NG female human rogue 3/fighter 3 (barmaid of the Inn of the Last Home); Theros Ironfeld, NG male human master 11 (Solace blacksmith).


Government: Theocracy
Religion: Seekers
Trade: Wood, ale, crafts
Alignment: LG, NG, CG, N

Located on a major crossroads in the heart of Abanasinia is the town of Solace—perhaps the most unique town on the continent of Ansalon. With only a few exceptions, all the businesses and dwelling places of Solace are built among the branches of mighty vallenwood trees.

LIFE & SOCIETY

The people of Solace took to the branches of the vallenwood trees during the chaotic times immediately following the Cataclysm, reasoning that a house or business sitting high up in the branches of a tree could be far more easily defended than one on the ground. This proved true for hundreds of years—until the return of dragons during the War of the Lance.

Before the war, Solace is a small town at a crossroad of lesser trade routes in the Abanasinia region. Its people are hale, hearty, trustworthy folk who are generally open and polite to strangers. In the shaded branches of the giant vallenwood trees, Solacians live their lives in relative peace.



That peace is broken when the War of the Lance comes to Solace. The town is attacked by dragons and the troops of Lord Verminaard. Many of the beautiful vallenwood trees are destroyed by fire. Lives are lost and innumerable homes and businesses go up in flames.

The inhabitants of Solace who survive, and who are not carried off in chains, flee to nearby caves for shelter or live in lean-tos or hovels at the bases of the still smoldering trees. The Town Square is burned and blackened and prisoners are chained and exhibited here to serve as a warning to others. The smithy is deserted.

The Inn of the Last Home survives, though its kitchen is destroyed in the fire. Dragons carefully lower what remains of the building to the ground and business continues—mainly to service occupying enemy troops.

The Trough is also destroyed in the fire, but a draconian engineering company with a taste for dwarf spirits volunteers to rebuild the tavern. Business at the Trough is now booming.

MAJOR FEATURES

The vallenwood trees grow nowhere else on Krynn except here in the valley surrounding Crystalmir Lake. The vallenwood trees grow to two to three hundred feet in height. Leaves are at least a foot across with reticulate venation, five unequal lobes, hand-shaped, with white and yellow flowers that drop off in spring. The leaves grow in clusters of twenty or thirty and are yellow green in the spring and mature into blue-green during the height of the summer. Fall colors are gold, scarlet, orange, and a combination of all three. The leaves have a transparent quality that causes them to glow in the sun and permits light to shine through them into the tree-top houses.

The branches of the tree are enormous, tough, broad, and strong, able to easily support a great deal of weight. The bark is resistant to most types of fire (not dragon fire, however). Cutting even a twig requires an exceptionally sharp axe and an immense amount of force.

Houses and businesses are connected by a series of suspended rope walkways and swinging bridges. These can be reached only from a few staircases that lead up into the trees; stairs that can quickly be destroyed should the town come under attack.

Solace is ostensibly under the control of the Seekers, led by the High Theocrat, Hederick. Behind the scenes it is ruled by Fewmaster Toede, who searches for the blue crystal staff.

IMPORTANT SITES

1. **The Inn of the Last Home.** The largest building in Solace, the Inn is about forty feet off the ground and can be reached by a staircase that winds around the trunk of the vallenwood in which it is built. Readily visible from the main road, the Inn has two stories—common room and kitchen on the ground floor and sleeping rooms above. It is a lovely building, with gabled roofs and stained glass windows. Stables are located beneath the Inn for the convenience of the guests. The Inn is run by Otik Sandath.

Tika Waylan is one of the barmaids.

2. **Town Square.** A large cleared area located between the intersections of several roads than a true town square, this patch of land serves as a meeting place for the inhabitants. Here itinerant merchants set up market-stalls or park their wagons, traveling troupes of players give performances, and children and adults play at sports like goblin ball and kender keep-away. Celebrations such as Spring Dawning are also held here.

3. **Theros Ironfeld's Smithy.** Located just off the Town Square, the smithy is one of the few buildings on ground level. The great bellows roar as the forge fire burns hot and the sound of hammering and clanging can be heard throughout Solace. The shop is constructed of stone to keep it from catching fire. Theros Ironfeld can be found at work here in the days just prior to the invasion of Solace by the dragonarmies.

4. **The Trough.** The Trough is a disreputable watering hole that caters to those who have nefarious business to conduct, those who would rather not to show their faces in public, or those addicted to the potent drink known as dwarf spirits. The Trough is built on the ground. (Since no one who's been drinking dwarf spirits should be climbing trees!) Its signboard features a pig wallowing in swill. The tavern itself is a "V" shaped, gray building wedged between the boles of two large vallenwoods. Visitors can reach the Trough without going through Solace proper. It is said of the Trough that "the barmaids are deaf, the tavern keeper mute, and all of them are blind," to better insure the security of its patrons.

TARSIS

Large Town: Conventional; AL NG; 3,000 stl limit; Assets 643,500 stl; Population 4,290; Isolated (humans 92%, dwarves 3%, hobgoblins 2%, elves 1%, kender 1%, draconians 1%).

Authority Figures: Harkol Waythorn, LN male human warrior 7 (Governor of Tarsis); Gildentongue, LE aurak inquisitor 4 (draconian emissary of the Blue Wing); Porkall Frenbuster, N male human master 5 (mercantile union shop-steward).

Tarsian Guard: Tasked with keeping order on the streets of Tarsis, the town guard is as likely to stir up a mob against a passing knight as they are to keep the peace; the guard is under the rabble-rousing leadership of Captain Borll Fenstaff (CN male human fighter 4): warrior 4 (2), warrior 3 (8), warrior 2 (15), warrior 1 (25), commoner 1 (15 special constables).

Blue Wing Contingent: Advance scouts and emissaries of the dragonarmy, promising peace to Governor Waythorn. Hobgoblins: fighter 3 (4), fighter 2 (9), warrior 1 (12); sivak draconians: fighter 3 (4), fighter 1 (2); baaz draconians: fighter 1 (12).

Government: Republic

Religion: None

Trade: Meats, furs, grains

Alignment: NG, CG, LN, N, LE

Tarsis languishes in the southern corner of the Kharolis mountains like a washed-up carcass, forty miles inland from the coast of Ice Mountain Bay. Situated within the arid and frozen Plains of Dust, this determined bastion of civilization struggles against the entropy that has overcome it in the centuries since the Cataclysm—not without some small measure of success. Still trading on a legacy of wealth and power that never seems to quite fade away, Tarsis stands at a nexus of three old trade routes: south from Abanasinia and Thorbardin, west into Kharolis, and east across the Plains of Dust into Khur and beyond.

LIFE & SOCIETY

This port, once known as Tarsis “the Beautiful,” was a renowned Lordcity of Ansalon. Its location at the southern tip of the Khalkist range, on the shores of the mighty Turbidus Ocean, secured its future as a commercial and cultural rival to the great cities of Palanthas and Daltigoth, while its legendary fleet of white-winged ships, sweeping like eagles over the glittering bay, brought goods and attractions from all corners of Ansalon. Her universities, schools, and libraries drew the great and the good from every cultural center, lending Tarsis an academic gravity to which all of Krynn aspired. Truly, Tarsis in those days was the jewel of southern Ansalon.

Only Istar itself was more dramatically changed by the Cataclysm. The once glorious port of Tarsis was literally left high-and-dry by the dramatic geographic and climatic changes that swept Krynn in the wake of the mountain’s fall. The sea receded forty miles overnight, leaving Tarsis’s fishing boats and much of its white-winged clipper fleet strewn on the dry seabed like discarded toys. The tectonic upheavals that effectively raised the altitude of the southern half of Ansalon caused the warm currents of the Blood Sea to retreat eastward, dramatically lowering average temperatures and killing the crops in the fertile lands that covered much of southern Kharolis. Tarsis was reduced from a bustling trade center to a cold, isolated outpost. Over the coming months and years, as the tundra continued to transform into what is now known as the Plains of Dust, Tarsis managed to endure as the last refuge of civilization on the frigid plains.

Life in the former port city was changed forever. The people turned upon the Solamnic Knights in their desperate search for someone to blame for the catastrophe, ostracizing or lynching every knight in the city and sparking a hatred that still burns to this day. Mages, non-humans, and knights in particular are neither welcome nor wanted in modern Tarsis. Much of the population saw their livelihoods disappear with the vanishing tide, forcing them to abandon their derelict boats and emigrate north toward Thorbardin and Abanasinia.

As the people of Tarsis (and Ansalon as a whole) abandoned the scholarly tradition in favor of the hard reality of day-to-day survival, the learning centers crumbled into disuse, and the knowledge they contain now

gathers dust on forgotten shelves. Only a few tenacious academics still struggle to keep the odd school or library from collapsing on the valuable material within.

The town is presided over by a Lord Council with a reputation for nobility and fair-mindedness. Its small, lively bazaar speaks of ancient days when the great Tarsian market was the talk of Ansalon. Today, the market attracts enough passing trade for the meager population to make a decent living. Few in the north know of Tarsis’s fate. Only a few nomads carry tales of the dry, landlocked port to an uncaring world.

Life in Tarsis walks a delicate balance between success and disaster that few people want to upset. Several influential groups currently share power:


The Council of Lords: This ruling and judicial body consists of six members elected annually from worthy families of the Upper City (in practice, so few families are deemed “worthy” that only one or two members of the council change annually). Despite its democratic failings, the Council has a sincere concern for the well-being of the city and its inhabitants—or, at least, the wealthier half, with the Lower City benefiting only through a slow economic trickle-down. The Council enjoys a reputation for making sound social and economic policy. Despite this, the Lower City views the Council as a distant and detached body whose influence extends only as far as the arm of the Tarsian Guard. Today, the Council is led by Governor Harkol Waythorn—a frail old man of wealth and indolence, who is almost entirely under the sway of the recently-arrived aurak draconian advisor called Gildentongue.

The Tarsian Guard: The law-enforcing and military arm of the Council, the Tarsian Guard numbers fewer than eighty men when its ranks are complete, and even then relies on the appointment of special constables when needed. The Guard is small but influential, answering only to the Council and carrying out its policy however it sees fit. When it comes to protecting the city from undesirables, the Guard is prone to inciting mob rule on the streets. Despite that, the Guard takes its role seriously, and is proud to have successfully defended Tarsis from the bandits of the north, and the vicious thanoi and barbarians of the south.

Dragonarmy Emissaries: Surprisingly, the dragonarmies of Takhisis have already secured a foothold in Tarsis. Citizens are shocked to see hobgoblins and draconians openly walking the streets. The Tarsian Guard protects them under orders from the Council. These orders come directly from Governor Waythorn at the bidding of the draconian ambassador Gildentongue, with whom he has signed a pact of neutrality to spare Tarsis from the coming war. Dragonarmy troops throng the streets and drinking dens, making little trouble as yet, but only time will tell if the Governor’s decision will save or doom the city.

Mercantile Union: The bazaar is the lifeblood of Tarsis—and its merchants know their power. Under the charismatic Porkall Frenbuster, they have organized into a guild that wields influence over all the Council





decisions that impact on commerce in Tarsis. Frenbuster boasts to anyone that will listen that he is one of the few people who can get a private audience with Governor Waythorn “without so much as a knock.” The merchants guild strongly opposes the dragonarmy presence in Tarsis and has engaged in secret talks with the Tarsian Guard to discuss what can be done to rectify the situation, thus far without any solution.

False Prophets: Tarsis is fertile ground for the followers of the many false religions that have sprung up since the Cataclysm. Apostles of these faithless beliefs proselytize from street corners or roam from stall to stall in the bazaar evangelizing to the poor, extolling the many benefits of their cause. While they hold little real power in the town, they can be a dangerous lightning rod for the woes of the population during precarious times. Feeding off of the prejudices of the people, and promising that righteous vengeance will be dealt to the Solamnic Knights, is a staple plank in the platforms of most of these false religions.

MAJOR FEATURES

Tarsis retains many features of its storied past. A twenty-foot high stone and mortar wall encircles all of the old city and most of the new, running from the edge of the sea wall in the northwest all the way around to the far corner of the harbor wall in the south. The wall is punctuated with imposing guard towers—manned intermittently with a single guard—at irregular intervals along its length. Midway along each of the north, east, and southern expanses of the wall, tall iron-clad gates grant entry into Tarsis from what remains of the three old trade routes. These are flanked with much larger guard towers, which, unlike the smaller ones, are manned at all times by contingents of twelve guards. These old defenses were exceptionally sturdy when they were built, and still stand proudly between Tarsis and the lifeless plains beyond. The city’s real weakness lies in what was once the waterfront, but which is now just a gently sloping expanse of land rising toward the skeletal remains of the wharves. A less-than-imposing section of five-foot sea wall, with several large gaps that cut between the lower city and the bazaar, is the only barrier on this side of the city. Following the Cataclysm and the gradual exodus of Tarsis’s population, most of the residential neighborhoods on the outskirts of the city have been abandoned to decay, making this area a veritable ghost-town.

Farther in lies the more civilized sections of Tarsis, the so-called “upper city”. The well-paved streets, stately avenues, and cultivated lawns of the upper city were left virtually unscathed by the Cataclysm, and are diligently maintained by the well-to-do inhabitants. Though possessing a fraction of their former wealth, the folk of Upper Tarsis maintain their centuries-old habits and superior attitudes with aplomb, looking down (literally) on the Lower City.

Farther south, the toppled hulks of the ancient clippers and the overturned hulls of Tarsis’s once-grand fishing

fleet create the “Lower City” of inns, shops, and houses (called the “New City” by its denizens). This is the poorer half of Tarsis, often ruled by the violent or desperate, where much of the crime—and most of the interesting nightlife—is to be found. More pragmatic about the draconian intruders than their snobbish counterparts in old Tarsis, the Lower City is likely to be swept along with the tides of change sweeping Krynn, unlike their richer cousins in the Upper City - who are likely to be simply swept away.

IMPORTANT SITES

1. **Library of Khrystann.** One of the few surviving libraries in Tarsis, the Library of Khrystann is hidden inconspicuously below a block of abandoned buildings in the Upper City. Walking into this vast, dust-covered institution is like taking steps back in time. Admittance is gained only through a secret entrance in an alleyway alongside the building, which is opened by pressing firmly on a nearby stone flagstone. A narrow, winding stair leads to the huge entry room. The walls of the library are lined with thousands of ancient tomes, and rows of neat tables and chairs speak of quiet, distant days when scholars and students would sift through these piles of books, searching for elusive data and references. The priceless knowledge contained in the library has been preserved and remains intact to this day, an invaluable source of information on ancient Ansalon, its geography, cultures, magic, secrets, and myths. Those researching long-forgotten days would do well to search out the location of the secret Library of Khrystann - though they are sure to catch the attention of the draconian contingent should they start asking questions concerning its whereabouts. The library is currently being run by a perky, chatty young woman named Lillith Hallmark . Lillith claims to be a volunteer who just happens to have a love for books, but she is, secretly, a member of the Order of Aesthetics, sent by Astinus to guard the library.

2. **The Hall of Justice.** Seat of the Lord Council’s power, this ugly brick building occupies a gloomy plot of land near the marketplace. In its dank, smelly courtrooms and halls, the Lords of Tarsis dispense justice and issue proclamations guiding the future of the city. The only one of the many buildings in the old governmental district that remains functional, the Hall of Justice is avoided by most citizens, not only because of the smell, but also in deference to its many bored guards, who will occasionally haul an innocent passer-by into court simply to break up the day’s monotony.

3. **Governor’s Palace.** This well-kept building occupies a prestigious spot next to the Central Plaza. It is an ornate, four-story mansion, with golden spires and expansive gardens reminiscent of Istarian architecture of old. Conventional protocol, insisted upon by the Governor, who wishes to honor as many of Tarsis’s time-honored traditions as possible, requires that a “petition for audience” be requested before visitors are granted an

meeting with Waythorn in his own home. At least two other noble families occupy the palace at any given time.

4. **Central Plaza.** Age has not been kind to this landmark. Once a great mosaic celebrating the traditions and history of the city decorated the plaza. It is now cracked and faded, ravaged by snow and by dust blown in from the old waterfront.

STRONGHOLDS & BASTIONS

CASTLE UTH WISTAN

On the southern end of Sancrist Isle is the forest of Gunthar. In the middle of this forest, near the Whitestone Glade, is Castle Uth Wistan, the ancestral home of Gunthar Uth Wistan, Lord of the Rose, has been a landmark for the Knights of Solamnia for almost two centuries. During the War of the Lance, Castle Uth Wistan is the main headquarters for the Knights, though the Great Circle of the Knighthood has been headquartered near here for many, many years.

Castle Uth Wistan stands on the western shore of Sancrist's only major river. This gives the castle access to both fresh water and a route to Thalan Bay to the north and the SIRRION SEA beyond. The forest surrounding the castle is a deciduous forest, with organized groves of apple and cherry trees integrated with the rest of the various types of trees. The forest also has tuber-type vegetables, some of which grow wild, others which are cultivated in planned areas. Wild game is also very plentiful around the Castle, and the Uth Wistan family engages several experienced woodsmen to keep away poachers.

The castle was originally a small keep in the middle of the Gunthar Forest, but has evolved over the years into a massive fortress. The area known today as the Inner Ward was once the original keep. The Outer Ward was added after the Cataclysm to house refugees from Solamnia, and later for knights who made their home in the castle after the Great Circle moved to the Whitestone Glade. The massive curtain wall and moat were finished about fifty years before the beginning of the War of the Lance.

Castle Uth Wistan is well-armed and well-defended. There are normally 150 soldiers stationed here, though during war time that number can increase dramatically. Fifteen knights also call Castle Uth Wistan their home at any given time. The parts for four catapults and four ballista, which can be constructed and erected on top of the towers, are kept in storage during times of peace. The moat around the curtain wall, the wall, the river, and the forest make a direct assault on the keep very daunting. Castle Uth Wistan has never fallen to an enemy, though it has never been besieged by an army of significant force.

1. **Curtain Wall.** The curtain wall is forty feet tall and surrounds the castle and its immediate grounds, reaching almost to the river. The wall is twenty feet wide at the base,

and slopes at a steep grade to the middle of the wall, and then goes straight up. Crenellations line the top of the wall.

2. **Outer Wall Towers.** These towers are forty-eight feet tall with rounded outer walls of the same thickness as the curtain wall. Each tower has five floors, most serving as barracks for the soldiers stationed here. The top of each tower has a place where siege weapons can be placed during times of war. The bottom floor of each tower has some type of support area, such as, but not limited to, kitchens, smithies, a chapel, or bakeries.

3. **Main Gate.** This barbican is the main gate through the curtain wall into the courtyard. It has two portcullises as well as the drawbridge that spans the moat. The drawbridge is thirty feet long. The machinery to raise and lower the drawbridge is located on the third floor. The second floor is a guardroom with murder holes looking out on the main passage on ground level.

4. **Moat.** The moat is twenty feet wide and fifteen feet deep. It is fed by the nearby river.

5. **Main Courtyard.** This is the area where the soldiers and knights hold their training drills. The main stables for the general soldiery are here in the courtyard, as is the knights' mess hall.

KEEP

The keep is located on a rise that places the ground floor fifteen feet above the courtyard. The outer walls and the wall that separates the two wards stand thirty feet tall and are sixteen feet thick. All other walls are six feet thick. The outer walls all have crenellations that run their entire length. The keep's towers are thirty-six feet tall, with high spires that can be spotted from miles away, forest growth permitting. The tower walls are the same thickness as the keep's outer walls. Each tower has three floors.

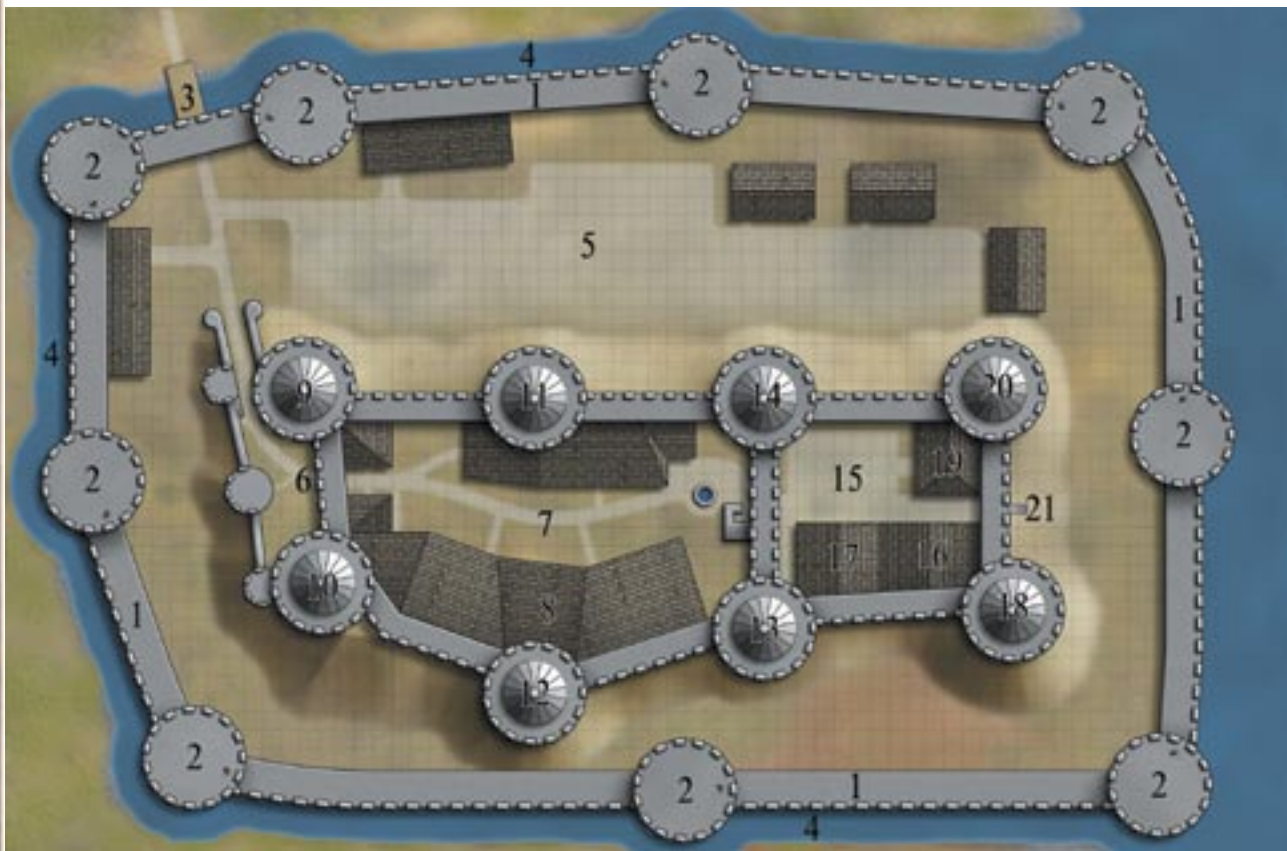
The keep is divided into two areas—the Outer Ward and the Inner Ward. The Outer Ward is where most knights and dignitaries stay when they are at the castle. The Inner Ward is where Lord Gunthar and his family live. This is also where high-level dignitaries and Knights of the Rose stay when visiting the castle.

6. **West Barbican.** This is the main entrance into the keep. A ramp leads up from the courtyard into an open area that can be seen from the northwest and southwest towers. The gatehouse has a set of oaken doors eighteen feet tall and four feet thick, with a portcullis eight feet beyond. The passage is covered by murder holes from the floor above. Guardrooms are on either side of the gate passage.

7. **Outer Ward Courtyard.** This outside area is used as a staging grounds for the knights who live in the keep. The stables, well, and kitchen for the keep are all in the Outer Ward Courtyard, as is the entrance to the Outer Ward cellar.

8. **Great Hall.** This large hall is used by the Knights as a general mess and recreation area. Many of them spend much of their off-duty time here, playing khas or games of chance. This area is also used by Lord Gunthar to hold





CASTLE UTH WISTAN

great feasts, when there will be more guests than can fit comfortably in his private hall.

9. Northwest Tower. Barracks for the Knights of the Crown who live and work at the castle.

10. Southwest Tower. The top two floors of this tower are barracks for the Knights of the Crown, as is half of the bottom floor. The other half of the bottom floor is an auxiliary kitchen and bakehouse. This kitchen is primarily used by those who cook for guards and knights who keep watch at the West Barbican. The oven on the bottom floor, when in use, makes all of the floors and rooms of this tower uncomfortably warm.

11. Kitchen Tower. The top floor of this tower is divided into small rooms for minor dignitaries of the Knights of the Sword. The other two floors make up the castle's main kitchen. Most of the food prepared in the castle is prepared here.

12. Prison Tower. This tower houses any prisoners that might be held at the castle. The more important or dangerous prisoners are locked in the top of the tower.

13. Bakehouse Tower. Like the Kitchen Tower, the top floor of this tower is divided into small rooms for Knights of the Sword and minor dignitaries. The other two floors make up the castle's bakery. Anything baked in the castle is made here. Like the Southwest Tower, the oven on the bottom floor makes all of the floors of this tower unusually warm when it's in use.

14. Inner Ward Courtyard. This outside area is reserved for the private use of Lord Gunthar, his family, and any Knights of the Rose or high-ranking dignitaries who may be visiting. There is a small stable here as well.

15. Stronghouse Tower. This is where Lord Gunthar's and the Knighthood's treasures are located. Lord Gunthar's is on the second floor. The Knighthood's treasury is located on the third floor. The bottom floor is a guardroom that is manned at all times. There is never less than a Knight and guardsman on duty in this room.

16. Lord Gunthar's Hall. This is where Lord Gunthar, his family, and his guests take their meals.

17. Lord Gunthar's Chamber. This is where Lord Gunthar holds court. He listens to any petitioners here. This is also where he holds unofficial council meetings and it is his war room during any conflicts.

18. Lord Gunthar's Tower. This tower is where Lord Gunthar and his family live. His children and their nanny all live in rooms on the bottom floor. He and his wife have their personal chambers on the second floor. Lord Gunthar's personal library takes up the entire third floor.

19. Chapel. This is a chapel to the three gods of the Knighthood, Paladine, Habbakuk, and Kiri-Jolith. This chapel has been kept up throughout the Age of Despair, despite the absence of the gods.

20. Chapel Tower. The bottom floor of this tower is divided into two halves. One half is used as storage for the

chapel. The other half is the personal chambers of the head priest of the castle. This chamber has been empty since the Cataclysm. The second and third floors are divided up into rooms for Knights of the Rose, visiting dignitaries, and personal guests of Lord Gunthar.

21. East Gate. This is a single, small entrance in the eastern side of the castle. It is really more of a door than a gate. It is a single wooden door about six and one-half feet tall, four feet wide, and three feet thick. It is barred from the inside and a portcullis covers the door on the outside. Though this door is NEVER opened, there is always a single Knight posted here as a guard. Outside, a small set of stairs lead down to the Main Courtyard.

DARKEN WOOD

Darken Wood is an ancient forest that covers nearly all the land between Haven and Solace, from the White-Rage Cut north to Haven Road. The woods are bordered by mountains, except for the open maw of the south, and comprised mostly of aspens and oaks. The moment one steps into the forest, one is aware of an awe-inspiring power that may be for good or for evil, it is difficult to tell. There is anger and despair, and there is hope. Most living creatures avoid the area or, if they must enter, do so with caution. Darken Wood has a reputation in the surrounding lands for being haunted.

No light source, even a magical one, can cast light in Darken Wood farther than forty feet. Beyond this range, all illumination fails. At night, the illumination radius is only twenty feet. Neither Elvensight nor other kindred abilities, such as Darkvision, work inside the wood, so people entering the forest must rely on normal vision. Spot checks carry a -5 penalty, even inside the radius of illumination.

The forest is blanketed by strange Confusion effects. While in the forest, all attempts at tracking, including retracing the path by which one has arrived, suffer a -5 penalty due to the mysteriously shifting trees. Attempts to tell exact time usually fail. This is a mind-affecting enchantment effect.

Darken Wood is defended by a host of Spectral Minions, who ceaselessly patrol the forest in search of intruders. The minions, all that remain of King Peris's force of soldiers, cannot speak in standard common, so magic is needed to communicate with them. The minions try to scare those with good hearts away from the wood, usually by appearing menacing or surrounding the intruders, leaving only one avenue of escape. For those with evil in their hearts, the minions are more dangerous and will do everything in their power to kill them. Those who harm any animal or plant inside the forest, or try to build fires near the trees, also risk this fate.

Centuars also patrol the woods, searching for those who manage to elude the Spectral Minions. All intruders are interrogated and, if they have evil intent, they are killed. Those with good hearts may be brought into the presence of the Forestmaster but, more often than not, they are escorted outside the forest.

1. Starlight Canyon. At the north of the wood, near the Twin Peaks that guard the Haven road lies the Starlight Canyon, home to the largest population of pegasi in Krynn. Most of these magnificent, winged horses make their lairs in the network of caves that dot the canyon, though some live in ground camps or elsewhere. The canyon takes its name from the soft haze of starlight that blankets it. As a result, this part of the wood has better illumination than the rest, and light sources cast light up to eighty feet.

2. Dryad Forests. The east of Darken Wood is comprised of the Dryad Forests and oak tress reign instead of aspens. The dryads are non-confrontational, and leave their safeguarding to the centaurs or the Spectral Minions, but they are not above charming a handsome male to help them protect their groves, or to serve as their slave labor.

3. Centaur Reaches. The Centaur Reaches, with a sizeable population of about five hundred centaurs, lies to the west. These centaurs do not dwell in permanent structures and are always on the move.

4. Unicorn's Grove. The central part of the wood is named the Unicorn's Grove and is considered the Forestmaster's domain. Very few creatures enter the Grove, and few stay very long. An atmosphere of awe permeates the Grove, which contains a clearing and a ledge, aptly named the Forestmaster's Ledge, on which the unicorn prefers to lounge. People brought to the Forestmaster are brought here, and it is here that their fate will be decided.

REGIONAL HISTORY


Long ago Darken Wood was known as Shadow Wood, and served as a refuge for Sylvan creatures. There was nothing sinister about the wood, whose name referred to the deep shadows that spread beneath the canopy of trees. Notable inhabitants of the wood were the Forestmaster, a regal female unicorn, and the White Stag that supposedly led Huma to the Forestmaster. All the legends can't be trusted, for while some insist that Huma lay the *dragonlance* at the hooves of the Forestmaster, there is no proof he was ever as far south as Shadow Wood.

Shadow Wood remained in peace until one day clerics of Takhisis, commanding a vast army of undead, tried to the wood to an ancient ritual called The Curse of the Carrion Land. Their plan was to transform the woods into a stronghold of evil.

Recognizing her peril, the Forestmaster struck an alliance with Peris, a king from a nearby land, to protect the wood from the evil forces. The king and his men stood guard faintfully until, bored with his task, Peris made a pact with the White Stag to hunt down the Forestmaster.

Once the soldiers left their posts, the dark clerics were able to enter the wood and perform the curse. The ritual deepened the natural shadows to permanent darkness, and created undead from those unfortunates killed inside the wood. This included King Peris and his men, for the dark clerics hunted them down and killed them. But the clerics of Takhisis could not foresee that their spell would made





King Peris and his men rise again as Spectral Minions, forever doomed to protect the woods. The White Stag paid a price, too, and Spectral Minions must forever hunt him.

No human has entered the forest in living memory, and residents of Solace and Haven go the long way around to avoid it.

FLYING CITADELS

Highlord Ariakas's crowning achievement—the flying citadels of the dragonarmy—first appeared in the War of the Lance during the assault on Kalaman. Wrenched from the earth after months of planning and preparation, by the combined efforts of a Black Robe wizard and a cleric of Takhisis, the flying citadels are capable of being directed by a single Wind Captain to any battleground. They serve as mobile command bases and also have the ability to transport as many as three thousand draconian or human troops. Their strategic advantages made them one of the greatest obstacles to a Whitestone victory.

CASTLE ULGURMERE

Sample flying citadel (small town): Magical; AL LE; 100 stl limit; Assets stl; Population 1,965; Mixed (human 66%, draconian 44%)

Authority Figures: Flight General Marcus Cadrio, LE male human fighter 7/legendary tactician 7 (Black Dragonarmy Highmaster); Lieutenant Kerses Zander, LE male human fighter 8 (marshal of the 4th Black Flight).

Important Characters: Lieutenant Emil Vassen, LE male half-elf wizard 2/fighter 6 (Wind Captain of Castle Ulgurmere); Lieutenant Razchaud, LE male bozak sorcerer 4/fighter 2 (brigade commander of the 3rd Black Dragonarmy); Lieutenant Astrid Poligrama, LE female human fighter 6/rogue 2 (brigade commander of the 4th Black Dragonarmy)

3rd Black Dragonarmy—this force consists of the following units: 12th Draconians (240 baaz warrior 1), 13th Draconians (150 baaz warrior 1), 14th Draconians (90 bozak sorcerer 1).

4th Black Dragonarmy—this force consists of the following units: 11th Draconians (240 baaz warrior 1), 31st Infantry (150 human warrior 3), 32nd Infantry (240 human warrior 1).

5th Black Dragonarmy—this force consists of the following units: 2nd Draconian Archers (150 baaz warrior 2), 33rd Infantry (240 human warrior 3), 34th Infantry (150 human warrior 1).

2nd Black Dragonwing—this wing includes four black dragons, as follows: Oil, CE mature adult male black dragon (mount of Flt. Gen. Cadrio); Eclipse, CE adult black dragon (mount of Lt. Zander); Murk, CE adult male black dragon (mount of Lt. Razchaud); Vitriola, CE adult female black dragon (mount of Lt. Poligrama).

Castle Ulgurmere is a mid-sized castle with an outer curtain wall, a central keep, and a large courtyard with a gatehouse. The castle rests upon a massive chunk of rock.

Enormous cracks run up the sides of the castle walls, which are held together in some places by a number of wooden buttresses. Banners of the Black Dragonarmy hang from the flagpoles and turrets, emblazoned with the dragonarmy's winged skull insignia, and they flap impressively in the stiff breeze created when the flying citadel is on the move.

This flying citadel is the home base of the 4th Black Flight, composed of the 3rd, 4th, and 5th Black Dragonarmy Brigades and the 2nd Black Dragonwing. The citadel's commander, Flight General Marcus Cadrio, currently enjoys the status of Highmaster of the Black Dragonarmy. General Cadrio serves directly under Highlord Lucien of Takar.

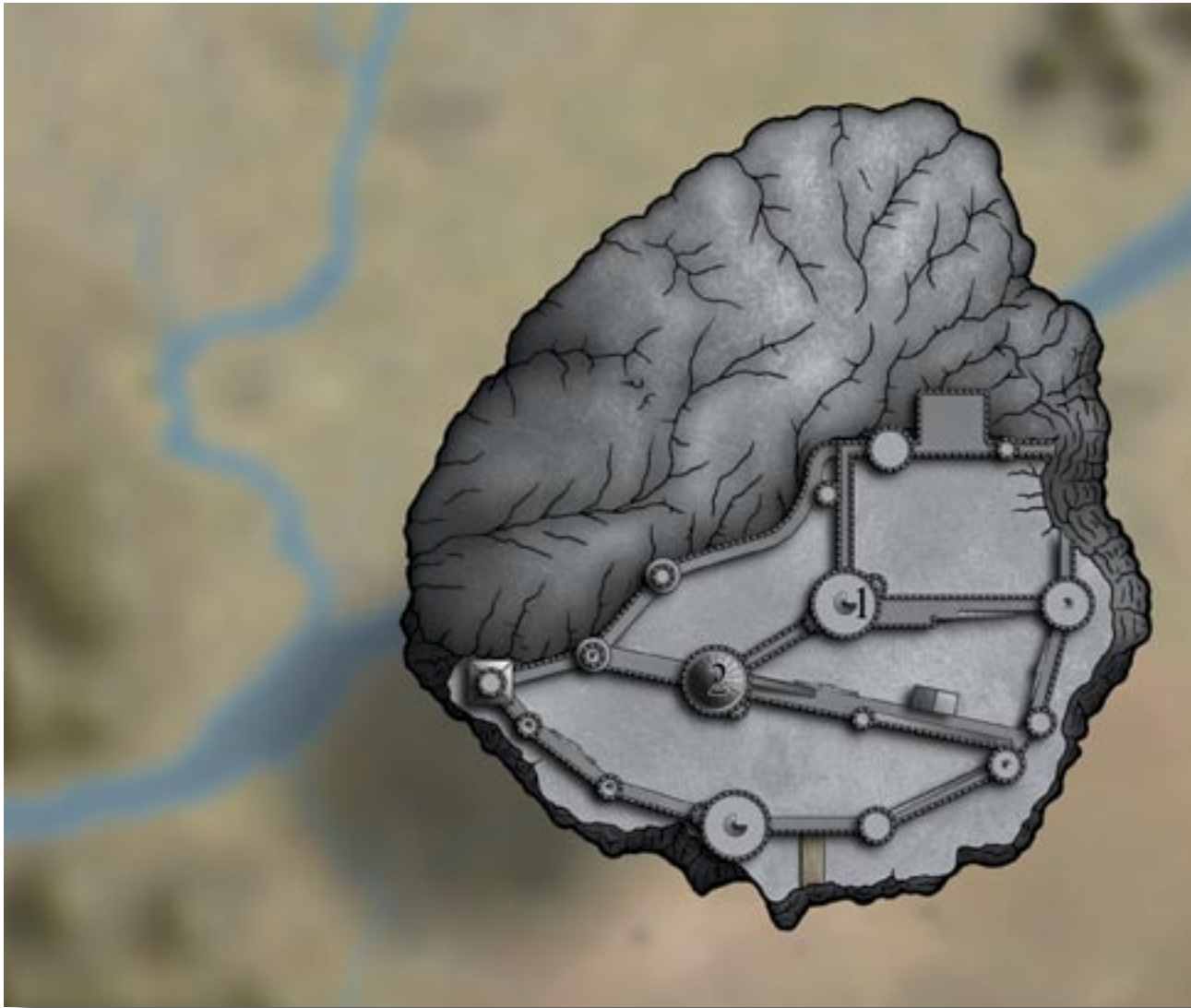
MAIN KEEP

The three-level stone keep serves not only as Highmaster Cadrio's administrative and strategic command center, but as a residence for him and his lieutenants. The third level of the keep, which is connected by a stone buttress to a single tall tower, is missing most of one wall, and has been converted into makeshift hangars for the four black dragons. The tower is little more than a spiral central stair leading to a reinforced room at the top, which is where the Wind Captain's Chair is located (see below).

1. *Highmaster's Quarters.* These rooms are adequately stocked with wines, collected books about warfare, and Flight General Cadrio's maps and plans. The Highmaster is rarely here, however, as he is more directly involved with the operations of the army than many other high-ranking officers.

2. *Wind Captain's Chair.* In the tower room is the means of guiding the citadel. The mechanism consists of a platform upon which two short pillars are attached, each capped with a black sphere on which the Wind Captain, Lt. Emil Vassen (LE male half-elf Wiz2/Ftr6), rest his hands. Two depressions of a similar black material are carved into the platform surface, indicating the place for the Wind Captain to stand. When the flying citadel is in motion, the Wind Captain can be found in this chamber standing atop the platform, looking up at the hemispherical ceiling upon which a stylized representational map of the nearest, surrounding five miles of countryside is projected. This map, and the Wind Captain's own navigational skills, helps prevent any collisions with mountains, flocks of birds, or other flying objects. Surrounding the Wind Captain's Chair on all sides is a spherical wall of force (caster level 12th), which protects Lt. Vassen and the Chair from external threats. The wall is dispelled if Lt. Vassen steps down from the Chair, or is knocked unconscious.

3. *Wings of Stone.* In the lowest level of the keep's dungeon is a large, open 80 X 80 foot room, occupied by four stone buttresses that converge on a central stone platform. Resting on this platform is a four-foot tall, squat pillar with a black sphere a foot in diameter at its top. Runes and sigils are carved directly into the pillar. This construct is essential for extracting the castle from the



FLYING CITADEL

earth, for stabilizing the flying citadel while it is in flight, and for channeling the mighty forces required to keep it aloft. Anyone in this chamber when the flying citadel is active risks being assaulted by the powerful waves of arcane energy that radiate out from it. Every three rounds, a pulse of pure magical energy strikes every character within thirty feet of the pillar (which includes anyone standing on the buttresses, or on the platform itself). This pulse deals 3d10 points of force damage (DC 21 Fort save for half), and paralyzes living creatures or constructs for 1d10 rounds (DC 21 Fort save negates).

COURTYARD AND GARRISONS


Castle Ulgurmere's courtyard is entirely enclosed by a twenty foot curtain wall (5 feet thick stone, DC 30 Climb, AC 3, hardness 8, 450 hp per 10-foot section). The walls are crenellated on one side to provide a low lookout for guards. A thirty-foot tower stands at two corners of the curtain wall, with the main keep overlapping the other two corners. The courtyard is one hundred and thirty wide

at its widest point, and extends one hundred and ten feet from the main keep to the gatehouse. This is more than enough room for the flying citadel's brigades to gather and stage their departure from the citadel. Dozens of wooden ramps reinforced with iron are stacked along one wall for use in disembarking. Eight garrison barracks line another wall; each houses up to two hundred and fifty individuals. Draconians and humans are housed separately, as is the castle support staff (80 human Exp2, 230 human Exp1). Occasionally, when a unit of ogres or hill giants is attached to the 4th Black Flight, one barracks is emptied and handed over to the more massive troops.

REGIONAL HISTORY

Castle Ulgurmere once stood on a promontory overlooking a swampy estuary in Lemish, on the coast of New Sea. Built in 168 AC by a Lemishite lord, the castle was overrun twenty years later by a bandit captain and his followers, and remained in the bandit captain's family throughout the remainder of the Age of Despair, until the





early spring of 349 AC. The location and state of the castle and its keep were ideal for the construction of the Black Dragonarmy's first flying citadel. Ariakas tasked a Black Robe wizard by the name of Osgut, and a dark cleric of Takhisis named Hogarth, with preparing the castle.

Flight General Marcus Cadrio, who had already proven his merits during the occupation of Balifor and Goodlund, was given the command of the 4th Black Flight, in the expectation that when the flying citadel was ready, he would deploy it to assist the Solamnic offensive planned for 351. This never happened—Highlord Lucien of the Black Dragonarmy ordered Cadrio to suspend his activities at Castle Ulgurmere and join him in Balifor, to aid in handling troubles with freedom-fighting kender and human troops. The attack on Vingaard was carried out without Cadrio's Black Flight, and when the flying citadel finally went into action in late 351, it was sent to the southern Khalkists and Goodlund Peninsula, where it provides ongoing support as the war continues.

ICEWALL CASTLE

Icewall Castle rests atop Icewall Glacier's cliff, overlooking the Plains of Dust to the north and commanding a impressive view in every direction for miles. In pre-Cataclysm times, the castle served as a keep and lighthouse, standing on this rocky outcrop above the sea. When the weather patterns changed and the sea froze, the castle became stranded amidst the ice. Since that time, some of its rock walls have fallen and wooden structures rotted away; only remnants of the original buildings remain.

When Takhisis sought to plunge the world into

darkness and despair, her army's generals knew they would require a strong presence in the southern part of the continent. More important for the Dark Queen, however, was securing one of the surviving *dragon orbs* that had been hidden in Icewall Castle many centuries ago. The Dragon Highlord Feal-Thas was commanded to conquer Icereach and its castle.

The forces occupying Icewall Castle at this time are not numerous; they consist of only a few hundred draconians, minotaur, and thanoi, many of whom are on constant patrol to find and eradicate the native human barbarians of Icereach. Feal-Thas's mount Sleet, a great White Dragon, has made her lair in the cavern complex beneath the castle, making a direct assault on the keep difficult.

MAJOR FEATURES

Ice encases the stronghold, and travelers who want to visit the castle must first climb a sheer cliff of blinding whiteness from the flat of the glacier. Taking upwards of twelve hours, the climb is arduous and perilous. The ascent is icy and jagged, and in some places near impossible, due to the extreme angles. One can find many caves and gaps in the ice mountain's face, but most lead only to death.

1. **Treasure Cave.** One such cave promises a fantastic discovery, however. The chill blue walls of this narrow ice cave open into a large chamber with smooth bluish walls. One of the walls is obscured by an object of a different color from the translucent ice in which it is encased. Frozen within the ice is a gold dragon and its rider—a Knight of Solamnia. The splintered haft of a mounted dragonlance still rests in the frozen knight's grasp.

THE CREATION OF A FLYING CITADEL

THE existence of flying citadels is not specific to the War of the Lance. Ariakas was the first to make the most efficient use of the magic involved and apply it strategically to a theater of war. Previously, the spells and rituals required to elevate a building or structure into the air and maintain flight were used by the forces of Good or Neutrality. The dwarves of Thorbardin engineered the creation of Derkin's Tomb, for example, and Huma's Tomb in the Vale of the Dragon once featured a floating temple, now lost to time. Early efforts in the Age of Might to tear castles from the earth and fly them into battle were rarely successful. Until Ariakas assembled the collected works of mages from the Orders of High Sorcery, and the scattered notes of dwarven clerics of Reorx from fallen Thoradin, the methodology was prone to failure.

Citadel construction requires at least six months of uninterrupted work by laborers directed by a wizard and a cleric. In addition, the site must initially be surveyed and prepared by engineers or architects to

ascertain the castle's suitability as a flying citadel. Once the castle is ready and the Wind Captain's Chair, the Wings of Stone chamber, and other components are installed, the final ritual is performed. This requires the casting of the necessary spells by both the wizard and the cleric, acting together in the Wings of Stone chamber. The Wind Captain then activates the Wind Captain's Chair, and the castle is directed to detach itself from the surrounding area and float upwards, before soaring towards its destination.

Creation requires a successful DC 20 Knowledge (arcana) check from each creator (wizard and cleric), and DC 15 Knowledge (architecture and engineering) check from the individual surveying the site. CL 13th; Craft Wondrous Item, *major creation, move earth, overland flight, reverse gravity, wall of force*, caster must be at least 13th level (wizard) and ; Price n/a; Cost 40,000 stl + castle/site cost (tower 50,000 stl, keep 150,000 stl, castle 500,000 stl, huge castle 1,000,000 stl) + 3,200 XP (divided equally between creators).

UPPER REACH

The original Upper Reach of the castle has survived to this day. It is made up of the courtyard and remaining stone buildings, connected by a hewn-stone stairway, slippery with snow and thick ice. The ruined watchtower manned with thanoi sentries, the store room, and the human, minotaur, and ettin barracks, are among the original, extant buildings.

1. **Courtyard** This area is roughly two hundred feet long and one hundred and twenty feet wide, and covered with snow; the ornate statue in the middle of the courtyard spews crystal clear water from its two mouths. The fountain's magical properties explain its resistance to the chill weather. Once per day, a person drinking from the fountain is healed of injuries adding up to a cure serious wounds cast by a good cleric of 5th-level. The water from the fountain, unimpeded by the cold, flows southward and disappears down a drain.

2. **Animal Pens.** Two structures in the west side of the castle hold winter wolves used by the minotaurs as guard dogs, and ice bears domesticated by the thanoi to serve as extra wards against intruders.

3. **Feal-That's Chambers.** To the east of the courtyard, next to the ruined watchtower, are the Highlord's quarters, including a bedroom draped with furs and a large round bed. A lively fire is always burning in the massive stone hearth, allowing Feal-That relative comfort in this remote place. In his study, the dark elf keeps his most prized possessions, including his secret journal.

LOWER REACH

The Lower Reach is a network of ice- and stone-carved tunnels that snake beneath the courtyard. Although some date to the original castle's catacombs, most were carved afresh from stone and ice by more recent denizens. There are several different entrances to this area, including the spiral staircase inside the guard tower, or one can slide down the water shaft of the courtyard's fountain.

1. **Icicle Room.** This central chamber of the Lower Reaches complex connects to every other hall. The roof of the cavern drops low over a stream; twelve icicles dangle from the roof. These icicles are formed from the same magical water of the fountain freezes when mixed with ice from the glacier, and they display unique characteristics: if an icicle is broken off (Str check, DC 15), it will serve as an improvised thrown weapon, granting a +4 bonus to attacks and +2 bonus to damage (1d6/x2). The icicle will radiate moderate transmutation magic, if detected.

2. **Rhemoraz Room.** One of the few stone-based halls in the Lower Reaches, it serves as the cage for an old Rhemoraz, and a prison. The room has two entrances: the shaft of running water from the courtyard, and an oak door that is barred from the outside with reinforced iron bands.

3. **Egg Room.** In this natural cavern Sleet's eggs nestle against the back ice wall. The eggs are approximately six months prior to hatching.

4. **Sleet's Pantry.** Before reaching Sleet's private chambers, visitors must pass through this meat locker where Sleet stores his frozen victims.

5. **Sleet's Lair.** This area consists of an antechamber where Sleet slumbers and a back hall that glistens with golden light. It is in the back hall that the big dragon spends most of her time, admiring her hoard of gold coins, gems, ancient statuettes, and strange glowing devices. One of the last surviving *dragon orbs* is kept here under the dragon's watchful eye. The back wall of this room is made up of running water that cascades out of a crack in the ceiling. Should Sleet be confronted in here, and the fight doesn't go her way, she will fly through the waterfall and then freeze it with her magical breath to avoid pursuit.

GREAT LIBRARY OF PALANTHAS

One of the oldest buildings on Ansalon, the Great Library houses the entire history of the world within its marble walls--or least, so it seems to those who enter it.

An imposing structure of white marble, that stands three stories tall, the library is located in the Old City section of the Lordcity.

The Great Library houses the Order of Aesthetics, those monks who dedicate their lives to the preserving, keeping, and recording of the history and knowledge of Krynn. The mysterious Master of the Library, Astinus, has his quarters here, as well as his private study.


Talking is not permitted in the Great Library, nor are kender allowed within its walls. Those who think that the quiet and studious monks are push-overs when it comes to a fight will find themselves sadly mistaken if they try to remove a book or document from the premises without permission or attempt to barge in on the Master.

1. **The Front Entrance.** The front entrance--double doors that stand the top of a flight of marble stairs, sheltered beneath a columned portico--is not open to the public. Visitors who mistakenly come to that door will be met by an Aesthetic and politely directed to the entrance—a much smaller door, located in the public section of the library that is in an east wing off the main building. Only those who have a special invitation from the Master are permitted to enter through this door.

2. **Private Wing.** Those fortunate enough to enter the private section of the Great Library find a vast, open chamber furnished with row of tall desks, stools, chairs, and bookshelves. The desks and chairs are occupied by the monks, who spend their time writing, copying, compiling, reading, researching. They work by daylight, that streams in through the windows on the north and south, and by candlelight at night. The walls are lined with shelves that are filled with books and scrolls. The shelves reach from ceiling to floor and appear to go on forever. Silence reigns, except for the occasional whispered turning of a page or the scratching of a quill pen.

3. **The Public Wing.** The public wing is little different from the private, except that the tables and chairs are for the use of those who come to study in the library. In this,





patrons are assisted by the monks, who will find whatever volume or scroll is required. Other monks are here to answer questions, to read books to those who are illiterate, and to translate (if the language is known). The monks are also present to keep watch on the patrons, to make certain that a volume is not “mistakenly” removed, since no books may be taken from the library without permission from the Master. Material may be copied, however. Paper, pens, and ink are provided at a nominal fee or one of the younger Aesthetics can be hired to copy the material.

4. **Master’s Wing.** In the west wing can be found the living area of the monks, with their small and austere cells, the kitchen and dining area. Here, too, are the private chambers and the study of the Chronicler of Krynn, the formidable and mysterious Astinus of Palanthas. All rooms in this wing of the library are sparsely furnished, for the monks value wisdom, not material objects. The floors are carpeted with rugs, to dampen sound.

5. **Astinus’s Study.** The study of Astinus is a small room adjacent to the library. Lined with book shelves, the room is furnished with a large desk and a comfortable chair. Here the Master (See “Personalities”, Chapter Six) works undisturbed, his hand on the *Globe of Present Time Passing*. No one is permitted to enter this study except Bertrem (See “Personalities”, Chapter Six), Head of the Order of Aesthetics, and then only in a dire emergency. Since Bertrem and the other Aesthetics go in awe of their Master, this rule is most strictly obeyed.

6. **Astinus’s Private Quarters.** Astinus has his private chambers in the same part of the building as the monks have their cells. Those visitors the Master deigns to see are brought to his private quarters. These are as sparsely furnished as the rest of the library; the main features being a desk, chairs for himself and visitors, rugs on the floor, book shelves filled with books, and a remarkable water-generated timepiece.

HIGH CLERIST’S TOWER

The High Clerist’s Tower was built by order of Vinas Solamnus in the year 1772 PC during the Age of Dreams. The fortress was originally called Dragondeath because of the ingenious dragon traps, but that name has been lost to all but the most knowledgeable scholars. Legend states that the tower was built according to the prophecies of Solamnic clerics for an unexplained purpose, 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 several battles, though it has never been conquered by an enemy. There is another legend saying that as long as men of faith guard its walls, the Tower of the High Clerist will never fall.

The High Clerist is the head of the Order of the Sword of the Solamnic Knights and, until the Cataclysm, the High Clerist’s Tower was the headquarters for that order. After the Cataclysm, the leadership of the Knighthood retreated to the isle of Sancrist. The last High Clerist, Yarus, died during the Cataclysm, and the position has been vacant

since then. Many of knights went into hiding or exile. The Tower of the High Clerist has been standing empty during this time, its secrets forgotten.

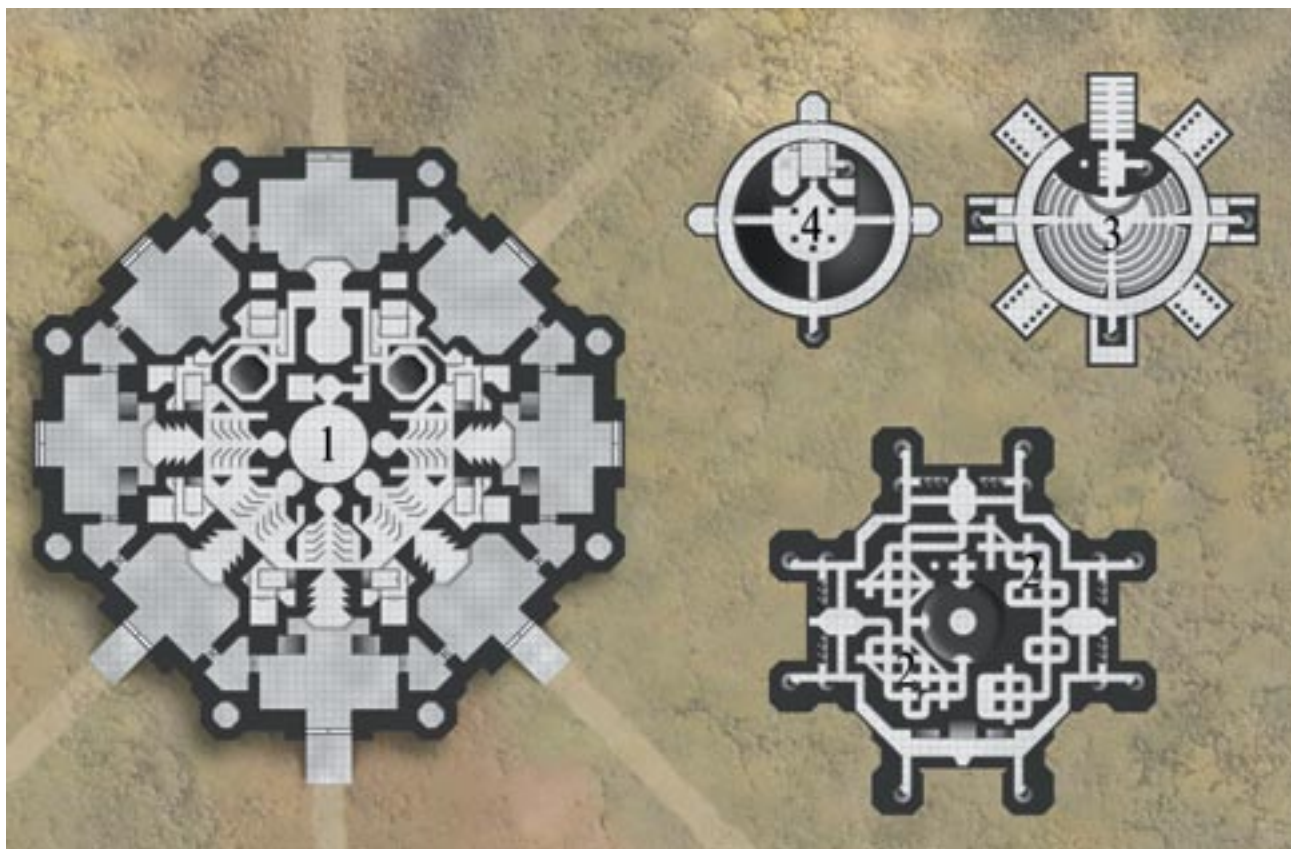
In the spring of 352 AC, as the dragonarmies march west across Ansalon, the Knights of Solamnia finally decide to take action. Lord Gunthar Uth Wistan, acting Grand Master of the Knighthood, orders a force of knights and soldiers to reoccupy the Tower and prepare to face the advancing armies of the Dark Queen. The Solamnic forces are just moving in, and are using only a fraction of the space available in the gigantic fortress. They are currently too preoccupied with preparing for the battles they know are coming to thoroughly and properly explore the Tower.

1. **Dragontraps.** The dragontraps are the secret kept by the High Clerist’s Tower. Five great iron portcullises open into five large hallways, just big enough to contain a dragon. Each hall is formed of ornate stone in a herring bone formation. The side walls in each hall enclose several dark passages leading away from the main hall. At the far end of each hall, two iron grills come out of the wall to form a portcullis with a 3-foot diameter hole in the center. Beyond each portcullis is an octagonal room with a double golden door opposite the portcullis. In the center room of the Tower, is a dust-filled room with a raised dais in the center. On the dais is the key to the dragontraps, a *dragon orb*.

When the *dragon orb* is activated, any dragon in its range is drawn to it, entering the Tower through one of the five great portcullises. As the dragon comes closer to the dragon orb, the hall narrows. The herring bone pattern of the halls make it easy for the dragon to enter, but not so easy to get out. Once this far, the dragon cannot resist the call of the orb. The great portcullis drops, cutting off any escape route. When the dragon reaches the iron grills, the grills slam shut around the dragon’s neck, holding his head and containing its breath weapon. Once the dragon is trapped, knights can then attack the dragon from the side walls, killing it.

2. **The Eternal Halls.** The Eternal Halls guard the entrance to the treasury of the Tower. There are no locked doors guarding the way, only magic. The Eternal Halls are a big maze of 10-foot floor sections connected by teleports. Every ten feet that a person walks in the Halls, he will be teleported to another 10-foot section. In addition to the standard teleports, there are some teleports that, if entered through in a certain direction, will shrink a person to one-half his normal size. This is cumulative. If a person walks through two of these shrinking teleports, he will be one-quarter his normal size. If a person walks through these teleports in the opposite direction, he will grow to twice his current size, but will not grow larger than his original size. People who are reduced in size are restored to their normal size once they leave the treasury and Halls.

There is also an invisible stalker (see *Monster Manual*) that has been trapped in the Halls for centuries. If it comes into contact with anyone, the invisible stalker will begin to stalk them until it is destroyed.



HIGH CLERIST'S TOWER

3. **High Council Hall.** This is a great circular chamber illuminated with light streaming in from crystal windows along the walls. In the north section of the Hall is the Great Pillar of Yarus. At its base is a raised dais with a huge throne. All around the room are ornate benches designed to seat Knights gathered for Council. Sitting in the throne is the ghost of a Solamnic Lord. Ghostly Knights stand or sit on the benches, yelling at each other and hurling challenges around the room. The Knights are debating the fate of a fellow Knight, currently waiting in one of the outer rooms of this level. The Knights have been debating for 350 years. Exactly half of the Knights vote for the Knight on trial and the other half vote against him. As neither side can win, the Knights must keep debating until a Knight in good standing comes and casts the deciding vote. If the tie is ever broken, the ghostly Knights will grant a boon to the Knight who breaks the tie.

4. **The Khas Room.** This is a huge platform atop the Pillar of Yarus. A marble railing runs around the platform between three great spans that join the platform to the walls of the Tower. Beyond the railing is a sheer drop to the High Council Hall below. Four pillars rise up from the platform to the domed ceiling. A fifth pillar has fallen over. In the center of this area, an ornate Khas board is set up, with two high-backed chairs on opposite sides. One chair stands upright, and the other has been knocked over by the fallen pillar. Closer examination of the fallen pillar reveals the skeleton of a man crushed beneath it. One of his skeletal arms reach toward the other chair, while his

slightless eyes stare at it. In the chair is a skeleton dressed in gleaming armor slumps forward in the chair, its jaw fused to the hand on which it rests. The crushed skeleton is the remains of the last High Clerist, Yarus, and the seated skeleton is Kurnos, evil cleric of Takhisis.

INN OF THE LAST HOME

The Inn of the Last Home is the largest building in the tree-city of Solace and undoubtedly the most famous. Its ale is legendary (even among dwarves) and so is its food, most notably Otik's spiced potatoes.

The inn is one of the few buildings in Solace that is visible from a distance, for most other businesses and dwellings tend to remain hidden among the leaves of the famed vallenwood trees. By day, people can be seen climbing the staircase that spirals around the tree's massive trunk. By night, firelight shines brightly through the stained glass windows, warming the hearts of travelers and promising them a hot meal, friendly company, and a bed for the night.

The Inn can be reached either the staircase, which rises some forty feet off the ground, or by one of the rope bridge walks that lead from various parts of Solace. The platform base is supported by countless timbers that are attached to the trunk and the limbs below.

1. **Common Room.** The first floor contains the common room and the kitchen. The common room can seat at least sixty people. The room is irregular in shape, flowing around the tree trunk, with wooden tables

and chairs scattered throughout, leaving barely enough room for the busy barmaid, Tika Wayland, (See “Personalities”, Chapter Six) to squeeze past. An enormous stone fireplace at one end of the room is of dwarven design and is meant to look like part of the tree trunk. The vallenwood bar is really part of the tree and is lovingly cared for by Otik Sandeth (See “Personalities”, Chapter Six), the owner and proprietor. Otik stands behind the bar, greeting guests and polishing ale mugs. Woe betide any adventurer who tries to cut his initials into the bar!

2. **The Kitchen.** The kitchen can be reached through the swinging doors from the common room. The kitchen has its own cooking fire. Several kettles, of varying sizes, are suspended above the fire. The place of honor is given to the skillet in which the spiced potatoes are prepared. A covered hole in the kitchen floor permits supplies to be raised and garbage lowered.

3. **Sleeping Rooms.** The inn’s sleeping rooms are located in the tree’s upper branches, and can be reached by another staircase located behind the main building, through a separate entrance. The upper levels offer a variety of options for sleeping. A traveler’s sleeping arrangements depend on how much money the traveler wants to spend. The cheapest beds are straw pallets spread in front of the fire in the central room. This room also includes numerous cots, large enough for one, lined up in rows. The cots have straw mattresses and are more expensive than the pallets. The most expensive are the private rooms, which include a double bed with a feather mattress, a small table and chair, a chamber pot, and a door with a lock. In all cases, blankets and linens are extra.

4. **Ground Level.** On the ground level are a stable, the privies, a storage shed, and wine/ale cellar. The stable is provided for the use of the guest, who may house horses, mules, or donkeys for a fee that covers food and water. Currying, grooming, exercising, and rubdowns are extra.

The privies are located on ground level next to the stable. The long climb up and down the stairs to reach the outhouses keeps most drinkers relatively sober.

Otik jealously guards the keys to the storage shed and wine cellar. He will give them only to a trusted employee and then only if supplies are needed in the kitchen, the



INN OF THE LAST HOME

ale barrels need to be replenished, or the wine kegs tapped.

PAX THARKAS

Located in the Tharkadan Mountains, this ancient fortress was once a shining symbol of unity among the races. Under the direction of Kith-Kanan, elves, dwarves, and humans worked together as friends and allies to build the fortress of Pax Tharkas. The fortress was left in ruins after the Cataclysm, and now the Dark Queen’s forces have claimed it for their own. As the dragonarmies prepare to move south, laying waste to northern towns and cities, they capture humans and transport them to Pax Tharkas, there to slave in the Tharkadan mines, digging

the iron ore necessary to the dragonarmies. Dragon Highlord Verminaard, cleric of the Dark Queen, has his headquarters in Pax Tharkas.

Lord Verminaard has devised an effective means for keeping the slaves in line. In order to ensure against revolt, the slaves and their families are split up. The men are forced to work the mines. The women are held prisoner within the stronghold, sewing uniforms for the Red Dragonarmy troops. The children are held in a playroom, under the ever-watchful guard of the senile dragon, Flamestrike. Verminaard believes, and rightly so, that the prisoners will not cause any disturbance, for fear they will risk losing their loved ones to his (or the dragon’s) ire. In return for the slaves’ “loyalty,” Verminaard offers them the blessings of his goddess.

Once the dragonarmy is fully equipped, they will march out of Pax Tharkas on Qualinesti. As decreed by the Queen of Darkness, the Qualinesti elves will be erased from the face of Krynn by Verminaard’s hand.

IMPORTANT SITES

Two large towers flank the east and west sides of Pax Tharkas. They are joined by an immense wall, known as, the Great Wall. Inside the West Tower are a kitchen and mess hall utilized by the Red Dragonarmy troops, also a storage room and an armory. The upper levels of the tower serve as living quarters for many more draconian troops. The East Tower serves many purposes. Verminaard’s chambers are located in this tower. It is also used to house

the children and the female prisoners. A guardroom is outside the women's cell block. Ember has his lair in the East Tower. Flamestrike, too, is kept in this tower, guarding the children. The tower's cellar is home to an uncertain number of gully dwarves, who are a tolerable nuisance.

1. **Lord Verminaard's Chambers.** Located on the ground level, the Throne Room of Lord Verminaard is a large hall that once served as the Hall of Thaners during dwarven occupation. Large silver mirrors adorn the walls on all sides. These serve as an intimidation tactic for those meeting with the imposing Red Dragon Highlord (See "Personalities", Chapter Six). Escaping the man's fearsome presence is impossible, his likeness is everywhere. Just off this room are Verminaard's private quarters. A waiting room connects the throne room to Verminaard's sleeping chambers and his office. The waiting room is sumptuously decorated. Two great tapestries depicting red dragons destroying their enemies adorn the walls. An ornately decorated dining room is maintained for the Highlord, and those he deems worthy of a private audience

2. **Ember's Lair.** Within his lair, Ember plots and schemes how to carry out his secret assignments that come directly the Queen of Darkness. The dragon also meets with Verminaard and a large network of personal spies. Although Ember's Lair spans the levels of the East Tower, and has been expanded into the deep cellars of the fortress, it is small by dragon standards and barely allows him room to turn around. Forty feet wide and seventy feet high, it has a hole cut into the ceiling to allow the dragon to fly in and out. The multi-level room taken over by Ember was once used as an assembly room, where former elven and dwarven leaders addressed their people on formal occasions. A ledge extends from one of the upper levels. Verminaard uses it as a mounting block. The secret tunnel that holds the chain mechanism leads into Ember's lair. Adventurers who enter through this tunnel may secret themselves in the opening, high atop the lair.

3. **Chamber of the Nursemaid (Flamestrike's Lair).** Flamestrike is an ancient, red dragon who was driven mad when she watched her children die at the hands of the Solamnic Knights and their accursed *dragonlances* in a long forgotten war. Verminaard has ordered her to lair in the Chamber of the Nursemaid. The room is large in diameter, over one hundred feet wide, but it is only one story high and makes for very cramped quarters for the ancient beast. Once Flamestrike entered the chamber, Verminaard ordered a tunnel built between the lair and the children's quarters. The tunnel was intentionally devised to be too small for the dragon to pass through, presumably to prevent the senile dragon from straying off. The children's quarters can be reached only by the tunnel, making it necessary for all visitors to pass Flamestrike's lair.

4. **Chamber of the Chain.** A marvel of dwarven ingenuity, the Chamber of the Chain houses the controls of the impenetrable defense mechanism of Pax Tharkas. An enormous steel chain, each link over six feet long and nearly the same measurement in diameter, is wound


around a great wooden cogwheel positioned high atop the chamber. Each spoke of the cogwheel is the girth of a massive tree trunk. The chain runs up over the cogwheel, which is anchored into the wall. The chain moves across the length of the ceiling and disappears down a long tunnel. Smaller chains branch off the main chain, traveling down the tunnel into their own corresponding tunnels. The main chain finally descends down a deep pit. At the end of each of the subsequent chains is tied a giant boulder. When the mechanism is released, the boulders will drop out of the walls, blocking the gates of Pax Tharkas against any force on Krynn.

5. **Art Gallery.** Moving down the tunnel that leads to the Chamber of the Chain, skilled adventurers will find hidden doorways. Among them is a door that leads to a long-forgotten art gallery. This gallery is illuminated by long, thin, rectangular windows offering only minimal light. The paintings here predate the Cataclysm. The paintings are filthy and it appears that no one has entered this room since that terrible night. The details in the scenes depicted in the large paintings and tapestries that line the walls are difficult to make out. Adventurers able to find this room and take the time to investigate the artwork will discover effigies of the lost good dragons. Both silver and gold dragons, ridden by Knights of Solamnia armed with *dragonlances*, are depicted flying into battle against evil dragons. These mementos of Krynn's history attest to the truth of the "children's stories" that will come to haunt the inhabitants of Krynn, as well as the key to driving the darkness back. Anyone obtaining such information will immediately forget it upon exiting the chamber, only to remember it when both the adventurer and the world is ready to accept it.

6. **Sla Mori.** Translated into Common as "The Secret Way," the Sla Mori is a secret entrance into Pax Tharkas. The location of the Sla Mori is described in ancient Qualinesti lore. An enchanted gem is needed to unlock the unseen passageway that is hidden within the solid rock base of the fortress. The gem slips into a hidden notch. The proper magical incantation, along with the proper gestures, split the rock and afford entrance. Although the floor is covered with dust and grime, the careful observer will note tracks of some kind. Some appear to be either human or elven in nature, though how they could have survived the years since the area was abandoned is unknown. There are fresh tracks by rats, mice, and other vermin. Long, slithering tracks meander the length of the dark hallways. These belong to a giant venomous slug that travels the corridors feeding on the unsuspecting. It will attack any adventurers who happen upon it. The Sla Mori is rife with secret doors and traps.

7. **Kith-Kanan's Burial Chamber.** Partially destroyed by the Cataclysm, Kith Kanan's burial chamber is located in the depths of the Sla Mori. Fourteen columns—two rows of seven—mark the entrance to the burial chamber. Several of the columns, as well as one of the walls, have collapsed. Debris is scattered along the floor. Kith-Kanan's





skeletal remains sit upon a magnificently decorated marble throne. The skeleton holds the magically endowed elven sword, *Wyrm Slayer*. Beyond the throne stand two large bronze doors marked by the Royal Crest of Kith-Kanan, which reads, “Sothi Nuinqua Tsalarioth” or “Faithful Beyond Death.” Behind these bronze doors are the tombs of the Royal Guard, bound to honorably serve their king even in death. Disturbing this room in any way will awaken an undead elven army .

REGIONAL HISTORY

At the close of the Kinslayer Wars, the Qualinesti elven nation was born. Leader of this new nation was the great Kith-Kanan. He and his followers abandoned their ancient homeland, Silvanesti, to start a new life. When the Swordsheath Scroll—the peace treaty of the Kinslayer Wars—was signed, Quevalin X, Emperor of Ergoth, bequeathed the Qualinesti lands and the fortress site as a gift to Kith-Kanan and his people.

Working together in a spirit of peace and friendship, humans, elves, and dwarves built a massive fortress complex. This stronghold, whose name means “peace among friends,” was constructed in the Tharkadan Mountains to secure the only pass between Qualinesti and Thorbardin, and to forge a trade route between the two nations. Pax Tharkas was a monument to the alliance between the elven and dwarven nations, and stands as the crowning achievement of Kith-Kanan, whose crypt lies within a secret complex of tunnels beneath the fortress, known as the Sla Mori.

Pax Tharkas was built during the Age of Dreams. Both elves and dwarves alike maintained the structure for over one thousand five hundred years, until the Cataclysm. In the years following the Cataclysm, the elves came to believe that other, lesser races deserved blame for the disappearance of the ancient gods. The elven nations abandoned the outside world, choosing to remain isolated in the safety of their homes. The dwarves continued to stand guard over the fortress, even after the Cataclysm, until the Dwarfgate Wars, when they, too, chose to lock themselves away from the cares of the outside world.

Ruins & Dungeons

CITY OF LOST NAMES

City of Lost Names is the ruins of a once-great city swallowed up by the smoldering sands of the Northern Wastes. Few have been to this place since it was destroyed in the Second Age of Krynn. The desert that envelops the ruins takes care of even the most hardy wanderers. And many have tried to reach the lost city.

Legends tell of an ancient city surrounded by dense forest and of the twelve minarets that protected the great city, their spiraling staircases rising up a thousand steps; of incredible plazas and ziggurats that proclaimed the city’s splendor; of wide avenues and beautiful gardens. A floating island hundreds of feet in the air looked over the city,

much like a doting parent, boasting to the entire world and even the gods themselves of the incredible magic of the city’s warlocks.

It is said the city was run by the beautiful and arrogant ogres of old. Other legends say it was built by a lost tribe of elves. Still others speak of powerful dwarven sorcerers. The true nature of the City of Lost Names, as it has come to be called, may never be known.

What is believed is that at some point during the Age of Dreams the city came under a terrible curse, one that would eventually eradicate all its inhabitants and leave much of Northern Solamnia a wasteland. The water in the springs and fountains of the city became contaminated with the salt water of the Serrion sea. Then the herds of sheep, fowl, cattle, and even the flocks of ‘wari’ began to die of a rotting disease.

Soon after these disasters, a huge red dragon appeared, demanding an ultimatum of the citizens: abandon their city, leave behind their possessions, or witness the destruction of their home. Trusting in the magical might of their warlocks, they refused. What happened next was unparalleled in Krynn’s long history. The dragon returned, accompanied by ten other great reds, and breathed their fiery breath onto the forest. Despite the warlocks’ summoning efforts, no rain came; the wind blew strong, fanning huge flames onto the city’s gardens. The very earth seemed to fuel the hungry fires.

The dragons then climbed upwards, flying over the floating island that was the center of the religious, secular, and arcane power of the city. Casting spells of their own, the great reds grabbed the island from the skies and threw it down on the city below. As the citizens tried to fight the fires, the great symbol of their city-state landed on top of them, crushing those who had managed to survive the flames.

What few mortals know is that the fate that befell the City of Lost Names was cast down on them by the moon gods. The city had been created by the Greygem’s influence. By teaching sorcery to a few select individuals of different races, the Greygem fashioned a way to oppose the gods in the future. As their powers grew and the Greygem’s persuasion waned, the citizens of the city focused their knowledge and learning into researching new magics. Drawing on the powers of the ancient ogres, the Greygem, and draconic magic, they were able to open a gateway to the River of Time and construct a fantastic machine, which they dubbed the *Anvil of Time*. Although the moon gods originally appreciated this invention, and used it for their own affairs, it soon became clear that the world was not ready for such powerful magic.

The moon gods then decided to sever the tie between the Prime Material Plane and the River of Time, but, by then, the highmages of the city had become arrogant in regard to their arcane power and refused to acknowledge the will of the gods. The warlocks’ arrogance sealed their fate. The moon gods sought the help of other gods— notably Takhisis, Chemosh, and Zivilyn—and powerful

wyrms proficient in high-level spellcasting helped bring about the end of the sorcerors. All their magical knowledge died with them.

TEMPLE OF TIME

Like everything else in the ruined city, the temple rests half-buried in the blistering sands. Located in the heart of the city, the temple is a massive circular structure that is surrounded by columns three feet wide, some of them cracked and still marked with the scorching of the ancient fires. Atop the columns is a balustrade that was once used to support a vaulted quartz ceiling, some slabs of which can still be found beneath the sand.

1. **Main Hall.** This was where the warlocks reportedly conducted their chronometric rituals, delving into the River of Time. The room featured three alcoves with a large obsidian disk in the center, now lost to the desert.

CLOUD REMAINS

The floating island served as the once magnificent city's seat of power. When it crashed down on the city, it was virtually obliterated, with the exception of its core engine that was located deep inside the floating island. The core engine's resting place lies one hundred feet inside a ziggurat on the northeastern part of the ruins. The ziggurat is only partially destroyed.

1. **Engine Room.** Most of the furnishings in this fifty-foot-by-fifty-foot room disintegrated with the impact of the floating island upon the lost city. The room itself appears to have survived, but is upended. The only object remaining is a strange looking device made up of two golden rods that intertwine in the middle. The rods are still connected to the wall (what is now the floor). They still register faint Transmutation magic.

BURYING MOUND

The citizens of the city interred their loved ones in niches carved into a perfectly round shaft called a burying mound, that was roughly sixty feet wide. Each floor of the shaft represented the station of the person, with the lowest station reserved for the most accomplished highmages. It is not known how deep the shaft penetrates. Since the shaft was always kept sealed, the burying mound has suffered very little damage over the years. It's quite possible any treasures buried there still exist. Of course, one would have to get past the mound's arcane guardians.

DARGAARD KEEP

The dwelling of Lord Soth, Knight of the Black Rose (see "Personalities," Chapter Six), is one of the most feared places on Ansalon. Yet, prior to the Cataclysm, it was one of the most beautiful and majestic. The construction of the keep took over five years of continuous work by masons, stonecutters, and smiths, who worked diligently to build the labyrinthine corridors that comprise the keep. Once Dargaard Keep was a wondrous structure, with red walls rising up to form the shape of a rose.

The citadel of the rose was ruled by Lord Soth, a high-standing Knight of the Rose, and was the place where his most infamous crimes were committed—the last being allowing his wife and infant son to perish in a fire that swept the keep during the Cataclysm. Soth was cursed with undeath, along with his servants and retainers. Dargaard Keep is now a burned-out shell of its former glory, a haunted place avoided by all but the most foolish or the most daring.

Though damaged and burned in the conflagration, the structure of Dargaard Keep remains intact. Its defensibility and reputation attracted the attention of Kitiara, Highlord of the Blue Dragonarmy—just as Kitiara attracted the attention of Lord Soth. Standing on the edge of a thousand-foot high cliff, the keep has become Kitiara's temporary fortress. She enjoys the fact that she is brave enough to dwell in a place that most men fear to even approach.

In addition to the death knight, Soth, the Keep is haunted by thirteen skeletal warriors (LE human skeletal warrior Ftr4/Crown Knight 3, see *Dragonlance Campaign Setting*) who serve him in death just as they did in life. Thirteen groaning spirits (CE female ghost Silvanesti elf noble 6) also inhabit Dargaard Keep, wandering the halls by day and gathering in the throne room each night to sing the song of Lord Soth's life. Other undead are rumored to roam throughout the keep as well, posing mortal danger to all intruders, but obedient to the rule of the Knight of the Black Rose.

1. **Grand Hall.** The once-majestic hall is now a drafty, desolate place decorated with burnt tapestries that hang in tatters over blackened walls. What little can be discerned from the tapestries depict dragonriders of both good and evil in conflict—memorializing the Third Dragon War. A massive throne stands in the southern end of the room. The throne was carved by dwarven stonemasons from black-veined marble and is studded with blood-red gems.

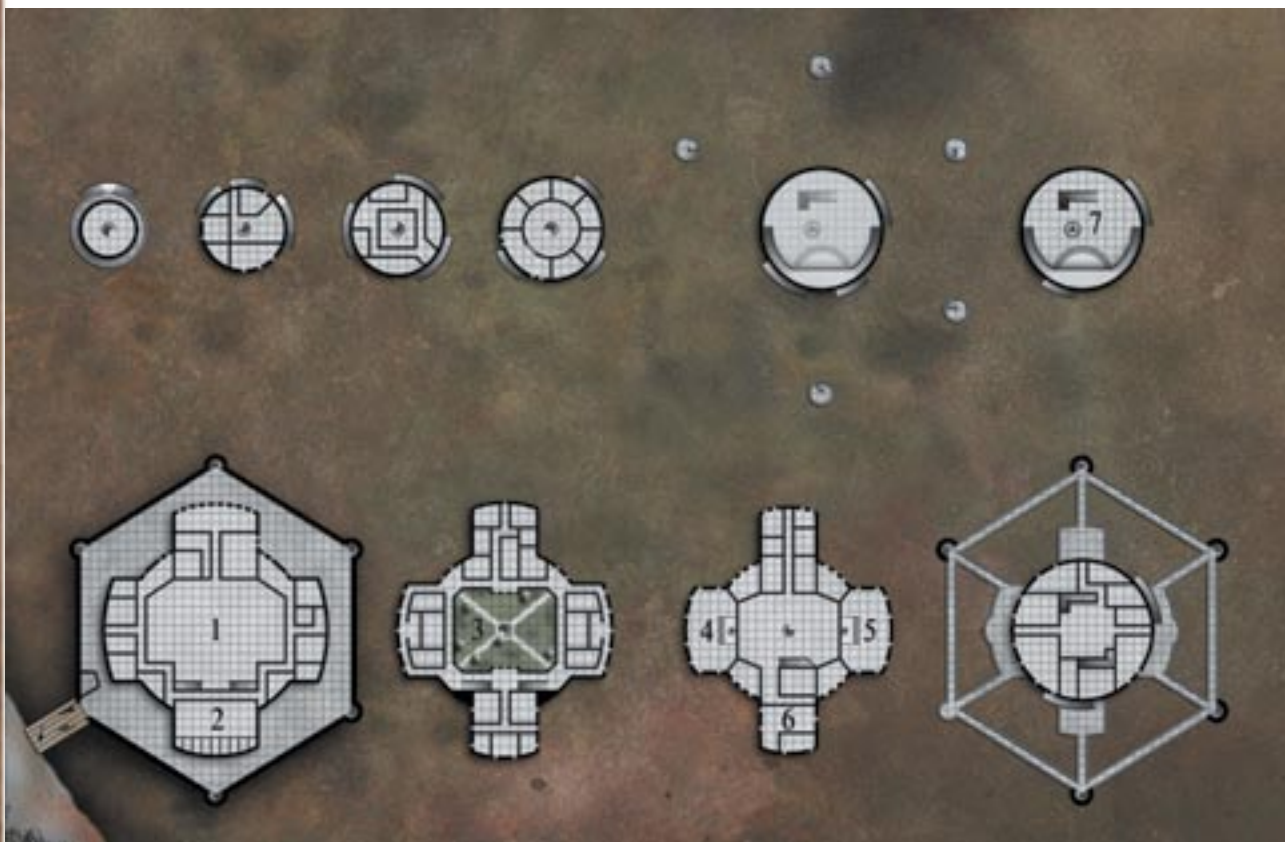
If Lord Soth chooses to receive living visitors, this is where he will see them—rather than his throne room, the site of his mortal demise. Skeletal warrior guardians are often stationed here, and ghosts and spectral minions sometimes wander about, reliving the terrible night of the Cataclysm.

2. **Stables.** The horses who once dwelt in the stables were altered during the curse that befell the entire keep, changing into nightmares (See *Monster Manual*). These are the mounts of Lord Soth and his skeletal warriors. An oppressive, noxious odor hangs over the stables.

3. **Garden.** The indoor garden has a wild variety of plants, completely out of place and grown out of control. In addition to weeds, choking vines, and dead flowers, it is overrun with bushes continually blooming with black roses that manage to survive with neither water nor sunlight.

4. **Temple of Mishakal.** This once-beautiful chapel lies in ruins, the stained glass windows smashed and the statue of the goddess broken into pieces. Bones and ashes





DARGAARD KEEP

are scattered among the blackened pews. Some of the groaning spirits try to avoid the temple, yet others seemed compelled to hover about it, wailing in anguish. A blessing of healing will fall on those who manage to restore the statue from the broken pieces.

5. Temple of Paladine. The eastmost chapel is dedicated to Paladine, patron god of good and the deity most revered by the Knights of Solamnia. Though the floor is ash-covered and cracked, the huge statue of the platinum dragon remains fully intact. Legends speak of a powerful sword of Good hidden somewhere in Paladine's temple, a blade that Lord Soth cannot touch, but which could prove valuable to a hero brave enough to confront the death knight.

6. Library. The library smells of mildew and rot. It is filled with books that over three hundred years old. Most of the topics are specific to Solamnic Knights, including biographies of famous warriors, treatises on war and military tactics, and tales of chivalry and courtly romance. Wizards of any alignment might be interested in Soth's secret stash of spellbooks locked in a hidden compartment somewhere in the library, seized from prisoners when he worked as an inquisitor for the church of Istar.

7. Throne Room. Lord Soth's throne, made of black-veined marble and studded with blood red gems, is the central feature of this room. A huge chandelier that once hung from the ceiling crashed to the floor, starting the fire that swept through the room and burned everything

to a blackened ruin. A dark, charred splotch can be seen upon the stone floor—a splotch Soth has tried for years to obliterate. This is where his wife and infant son perished. Lord Soth spends much of his time in this room, sitting on this throne, brooding and contemplating the evidence of his crime that is always before his eyes. Here the banshees congregate at midnight, singing the song of Lord Soth's fate, making him remember and relive the tragedy of his life and reminding him that he looks forward to an eternity of undeath.

DERKIN'S TOMB

Derkin's Tomb is located approximately four hundred feet above the center of Lawgiver's Lake in the Valley of Thanes. Magically suspended and hidden from view, the tomb is actually more like a small fortress or grand castle. It was built during the Age of Might for the first high king of Thorbardin, Derkin Lawgiver, and his descendants. After the Dwarfgate War, the body of Duncan Lawgiver was carried here by the dwarven hero Kharas. Then Kharas met his own fate here, but not before he hid away his famous hammer within the tomb.

Shortly after the death of Derkin and Kharas, an unexpected visitor arrived. A gold dragon by the name of Evenstar used his magic to wrench Derkin's Tomb from the earth and suspend it high above the Valley of the Thanes. Cloaked by magical energies, the dragon has lived in the tomb for centuries, charged with protecting

the *Hammer of Kharas*. The dragon will not kill anyone who comes looking for the hammer, but will use his magic to throw adventurers off track. When he is encountered, Evenstar will usually take on the guise of an elderly Kharas, preserved by the magic of the tomb. He will never reveal that he is a dragon, unless forced by necessity.

The only known way to reach the tower is through a teleporting arch created by Evenstar, which is located near the grave of Grallen Lawgiver in the gardens surrounding the valley's lake. Currently the arch is broken into nine pieces that are scattered about the lakeshore, but if these pieces are reconstructed in the proper sequence, magic will be unleashed that may permit access to the floating tomb. Anyone standing beneath the arch and saying "I mourn for Kharas," will then be admitted to the tomb.

The tomb is comprised of many rooms. Each room is more wonderful and exquisite than the other. Magic is used to light each of the hallways and rooms. Every wall is covered with murals of heroic dwarves, or fantastic landscapes, or forests full of glitter fairies. Most of this decoration has been done by Evenstar, who loves light, art, and beauty, and who has designed much of the tomb according to his own preferences.

1. **The Reception Room.** The reception room is located in the small tower in the lowest southeastern corner of the tomb. It is by far the simplest room in the entire complex. The reception room is clean and bare of any art or sculptures. An arch identical to the one down in the gardens stands here, illuminated by a soft light. The only exit from this room appears to be a trap door in the ceiling, which has a ladder set into it. The door is not locked and leads to a great, silent hallway illuminated by bright sunlight, regardless whether it is day or night.

2. **Hall of Enemies.** The inner fortress contains a number of rooms dedicated to the lives of the kings of Thorbardin. There are memorials to each king, complete with collections of their personal artifacts and bookshelves filled with stories and histories of their reigns. There are dwarf-sized chairs and tables available. In each room there is a side table on which can be found a pair of magical glasses that will allow visitors to make sense of even the most difficult dwarven script. The Hall of Enemies recounts the tales of legendary foes faced by the high kings, and how they dealt with all of them. Murals and tapestries display battle scenes of the ancient days, and recount such tales as Derkin Lawgivers's final battle against the ogre Bonecrusher, which took place atop Mount Skull.

3. **Fountain of Time.** In the center of one chamber is a white marble fountain covered in light blue moss. Water trickles down the sides and forms a clear pool at its base. Expertly carved stone seats (sized for dwarves) allow people to relax as they listen to the soothing sounds of the trickling water. People often lose all track of time in here. This room is one of Evenstar's favorites and he visits it often. As he rests, he takes the form of Kharas, so as to better fit the expertly-crafted furnishings.

4. **Ruby Chamber of the Hammer.** A twenty-foot-wide shaft pierces the center of the tomb, extending down through all the floors. The shaft is closed off at the top of the castle. The only access to the shaft is through a small chamber filled with red light at the top of the tomb, or from the bottom of the structure. A narrow balcony off the Ruby Chamber overlooks the shaft, affording a spectacular view of the lake in the valley below. The *Hammer of Kharas* has been strung up to the top of the shaft and dangles from above. The Hammer swings back and forth, striking a gong on either side of the shaft once per hour. Although the shaft seems to run the length of the entire structure, an invisible wall of force prevents anything from actually falling the entire distance to the lake below.

5. **Chamber of Final Peace.** This chamber lies behind two massive stone slabs engraved with the names and titles of the kings that are buried within its walls. It is the final resting place of the kings of Thorbardin. The stone gates glide open at the touch of a latch near the base of the doors. Inside, the room has lofty vaulted ceilings, with fluted columns connecting great arches. A soft white light fills the chamber. Stone biers are arranged in organized rows. Each stone coffin bears the likeness of the dwarven king that is buried there. The greatest of these is the first king, Derkin Lawgiver. The last bier in the last row holds the body of Duncan Lawgiver.

Surrounding the biers are statues of servants and loved ones. A massive anvil made of solid gold stands among them. Chests holding resplendent garments, jewelry, and other riches are tucked into alcoves.

Legend claims that anyone disturbing the rest of the kings, or taking their wealth, will be cursed and suffer a horrible death.


FOGHAVEN VALE

Foghaven Vale earns its name from the thick banks of fog created by the conjunction of two lakes—one a pool of cool standing water, the other a natural hot spring. Trees line the base of the southern cliffs, and a grassy plain fills most of the lowland.

In the Age of Might, Foghaven Vale was the destination of pilgrims coming to view the final resting place of Huma Dragonbane. Many mistakenly believe that the Silver Dragon Monument marks Huma's burial site, whereas, in fact, his tomb is the rectangular building in the center of the Vale. Such pilgrimages ceased after the Cataclysm.

There are several legends surrounding the Vale, with each claiming varying degrees of truth. One such legend is that of the *medallion of faith* given to Huma is supposedly hidden on one of the trees in the Vale. That medallion was never found among the artifacts of Huma. According to the legend, Kaz the minotaur took Huma's *medallion of faith* and left it hanging on a tree limb. Some believe that the medallion will not only grant divine powers to its wearer, but also the wisdom of Huma. No one has ever found the medallion.





Foghaven Vale is said to be a place of great magical power. According to the lore of the White Robes, only the light of Solinari during High Sanction can pierce the dense fog of Foghaven Vale.

THE RUINED KEEP

This ancient keep was built as a hostel for pilgrims visiting the Vale. Originally, this keep consisted of a stable, several private quarters, and a protective wall with three guard towers and two smaller gatehouses. The wall has gaping holes in it now, and the stables and quarters are ruins, but the towers still stand. The keep is located at the edge of a steep slope leading into the Vale. The hill hides a large cavern known as the Dragon's Lair.

1. **Stairs of Foghaven.** Carved into the mountain pass through the valley, these stairs lead directly to the Ruined Keep. The stairs are found inside the west and east entrances to the Vale.

2. **Dragon's Lair.** Home of the silver dragon, D'Argent, (see "Personalities", Chapter Six) this lair can be accessed through a secret spiral stairwell in the northernmost tower.

BRIDGE OF PASSAGE

Down the slope from the keep is a graceful marble arch that crosses a channel connecting the hot and cool lakes of Foghaven Plain. The solitary, slippery span arches over the steaming waters. Crossing can be perilous, for there is no railing. Statues stand on either side of the bridge. The mists over the bridge part when Solinari is in High Sanction.

HUMA'S TOMB

Huma's Tomb is located in the midst of a circle of pillars known as the Guardians—each nine feet tall and enchanted, taking the likeness of those who come with no evil in their hearts, but who appear as fearsome enemies to others. The tomb is small, rectangular in shape, twenty by forty feet, resting on an octagonal base of three broad stairs. There is simplicity in its size and shape. Its obsidian walls are columned and ornately carved.

Bronze double-doors lead to the single room within. Stone benches line the walls, while on a dais in the center stands an empty bier with Huma's sword and shield at its foot. At the far end of the tomb is a small altar, carved with the symbols of the Knights of Solamnia. In the front of the altar, covered with an iron plate, is a dark well—the "windpipe" entrance to Dragon Mountain.

DRAGON MOUNTAIN

Carved into the northern ridge of Foghaven Vale is a seven-hundred-foot tall monument done in the shape of a silver dragon - the guardian of the Tomb of Huma. Dragon Mountain serves as a temple to Paladine, and is the only place where true *dragonlances* can be forged. When *dragonlances* are being forged, smoke rises from the forge up through the monument, escaping through the "nostrils" of the dragon's head, giving the impression of a "fire-

breathing dragon" (artistic license, since silver dragons breathe frost).

1. **Lower Gallery.** The "windpipe" from Huma's Tomb deposits visitors at the bottom of a horseshoe-shaped staircase leading to the Lower Gallery. The wall of the staircase is painted with a beautiful mural depicting scenes from the Dragon Wars. At the end of this mural is a cutaway map of Dragon Mountain. Various images from the Third Dragon War are highlighted. The scenes vary, and include images of Huma and Kaz standing back-to-back in battle and Huma holding aloft the first *dragonlance* after it has been forged, with majestic light gleaming off its surface. Perhaps the most frightening image is that of Huma facing the Queen of Darkness.

2. **Upper Gallery.** Two Statues of Warning, with bodies of lions and heads of silver dragons, stand guard in this room. If approached, they announce, "The only Evil here is that you bring," and, "One of pure heart can do the tasks of many." The main Upper Gallery contains racks with dozens of finely crafted *dragonlances*, including Huma's *dragonlance*. A second "windpipe" leads to the Heart Level.

3. **Temple Level.** Pilgrims worshipped on the Temple Level in the days before the Cataclysm, when thousands of pilgrims visited Foghaven Vale every year. Priests of Paladine would tend the temple and give aid to needy travelers. This level includes rooms for priests, as well as a worship center.

4. **Heart Level.** The heart level is where the *dragonlances* are forged. A pool of *dragonsilver* can be found on this level, as well as a pool of water in which to cool the lances.

5. **Hidden Vale.** This natural grove is located between the wings of the Silver Dragon Monument and is accessible from the Temple Level through a short tunnel.

GODSHOME

No one finds Godshome by accident. Located in the very heart of the Khalkist mountains, amidst misted vales that confound all sense of direction, Godshome is a seat of divine power on Ansalon. Entry is granted through a narrow hole in a sheer cliff hidden deep in the undergrowth, a hole no more than waist-high on a man of ordinary height and a tight squeeze for all but the smaller races of Krynn. A thin passage leads through the granite onto the northeastern edge of a massive rock bowl, overlooked by the sheer cliffs of the surrounding peaks. A similar crack in the southeastern wall of the basin grants egress.

The floor of the depression is a bleak, formless surface devoid of detail. Near the center, a ring of massive, shapeless boulders stand shoulder to shoulder, looming over the center of the site where the true magic of Godshome is found. Within the circle, the floor of black stone is polished to a glassy sheen, so as to resemble a lake of still water. Those gazing into the reflective surface may not believe their eyes. No matter what the date or time of day, they will see, gleaming from the black depths, the true celestial face of Ansalon. This includes all

the constellations of Krynn (except, of course, those of Paladine and Takhisis), and all three of the Gods of Magic, including Nuitari, whose black visage is normally hidden to all but mages of the black robes.

Godshome is a place of power and promise, a solitary note of hope in the bleak symphony that is the Age of Despair. It was here, centuries ago, that the great Solamnic Knight Huma brought the newly-forged *dragonlance* to be endowed with the power necessary to defeat Takhisis, and so it may be here, in future ages, that other heroes will find the courage and guidance they need to deliver the world from darkness.

THE GLITTERPALACE

Explorers favored by the Gods may find even more than they bargained for at the heart of Godshome—an entrance to the fabled Glitterpalace of Paladine. This place has long been considered by many to be little more than a legend, the faint hope of those who cling to desperate dreams. Such dreams of long ago, when the Gods watched over the people of Krynn, have become the staple religion of the needy in the 4th Age, and stories persist, telling of those who found Godshome and entered this proving ground coming forth healed of some deadly ailment, or carrying with them the knowledge of the True Gods.

The Glitterpalace is far from myth or rumor, at least for those who have not turned their backs on the Gods. If deemed worthy, those venturing into Godshome may notice a white marble building akin to a tomb near their point of entry, fronted by a massive golden door. This is the entrance to the Glitterpalace. Within lies a spectacle that will reduce even the dourest dwarven architect to tears: a massive cathedral of translucent crystal, a pair of doors of purest platinum, and, beyond all this, the throne of Paladine.

The Glitterpalace is a place of challenge and trial, where the favored are tested and the worthy rewarded. Those who enter the Glitterpalace will usually have a defining purpose, or an unanswered question that represents a decisive point in their lives or in the lives of those around them. If they succeed in their tests, such visitors will be granted a reward appropriate to the task at hand—perhaps a vision of a possible future or a lost heirloom returned. The rewards are as unique as the people who seek them.

1. **Nexus Chamber.** This huge circular room is constructed entirely of milky white marble, and it glows with an eerie light that comes from everywhere and nowhere. Circular steps in the center of the room ascend to a huge dais, atop which sits a gargantuan marble throne, more than one hundred feet. Small depressions chiseled into the base of the throne hint at what is required of the candidates.

2. **Test of Wisdom.** The door to the first test appears magically, as soon as the dais is mounted, and when that door is entered, candidates are transported to their first test—that of the mind. Here, they can expect to be confronted with logic-defying puzzles; inverted gravity,

brain-bending architectural mazes; and other affronts to their senses. It will be their ability to disbelieve the evidence of their own eyes, and to reason their way toward a solution, that will determine their success in this Test of Wisdom. As in all the Tests, a small gemstone will appear as a reward if they succeed to the end. But make no mistake, though this is a test of reason and intellect, the dangers to life and limb are many (even though the penalty for being ‘killed’ is simply a return trip to the Nexus Chamber).

3. **Test of Valor.** As its name suggests, the Test of Valor assesses strength of body, arms, and warrior spirit. Candidates should expect a series of dangerous encounters bringing them to the very limits of their skills, talents, and bravery, and at the end, a solitary question of deceptive simplicity. The answer to this question will reveal much about the character in question—and he will face the greatest battle of all, if he fails to satisfy.

4. **Test of the Heart.** This harrowing Test stresses the mettle of the bravest soul. In it, candidates come face-to-face with their greatest failures, which will be given voice and form. Comrades-in-arms who have been lost or killed, forgotten family members who died alone, those whose needs were ignored or disdained—all will appear in dreamwraith form to declare the complicity of the candidate in their suffering. Resisting the power of these words will not be owed to skill-at-arms, but to strength of character, and those who fail are doomed to suffer the guilt of their transgressions ten-fold, experiencing a hopelessness that repeats itself, until, at last, their own comrades appear to rally them with words of faith and optimism. The road to success in this Test is long and exhausting, the many exits easy and enticing... for thus is the measure of a hero's journey.


ĪSTAR

The ancient Lordcity of Istar was not completely destroyed during the Cataclysm. It sank into the Blood Sea where it was preserved in amazingly good condition. Some parts even retain an air dome that allows air-breathers to live indefinitely inside the dome. As such, the habitable parts of the city form a massive conglomerate of ruins and coral mounds. The city rests in a basin surrounded on all sides by great mountains that have only two passes. These mountains protect the structures from the Maelstrom.

The area within the mountains is slightly less than one mile in diameter, so the basin encompasses only the most built-up portions of the city. Despite this, the buildings have been adapted to sea elf life and the splendor of old Istar shines in the marble structures.

The central feature of the city is the Maelstrom, which lies at its heart. An open one-way portal to the Abyss located in the pit of the Lordcity—once the site of the ancient temple of Istar—creates the Maelstrom. This giant whirlpool makes sailing on the Blood Sea very dangerous, and nearly all ships that draw too close to the Maelstrom are caught in it, and end up floating in pieces on the





seas above the ancient city. The sea elves patrol this spot looking for survivors of wrecks to rescue and relocate to safe parts of the ruins.

The mountains surrounding Istar had a series of natural caves that were later artificially expanded; some of the caves are flooded, some are not.

MAJOR FEATURES

While there are many ruins in the city, two locations are of primary importance: Zebulah's Refuge, and the Pit of Istar.

1. **Zebulah's Refuge:** The abode of the red-robed wizard of the same name (NG, male human Wiz 9), who is the consort of Apoletta, Lady of the Dargonesti (NG, female dargonesti elf, ftr 6/wiz 9). The wizard Zebulah long ago decided to dwell here and aid the sea elves in their struggle. His refuge is one of the places where those rescued from the Maelstrom are housed, but Zebulah himself does not know a way to the surface. Zebulah's refuge is relatively close to the pit, near the city center.

2. **The Pit of Istar.** The lair of the King of the Deep stands on the site of the old Temple of Istar. To enter the pit, one must travel through two caves full of plants that strangle any intruder not belonging to the King of the Deep's army.

The King of the Deep is a uniquely powerful creature created when ten fallen clerics of Istar were hurled to the Abyss, where the Dark Queen corrupted and reshaped them. The King of the Deep appears as a shadow-like being with the body of a fish, and is covered with a silky tangle of hair. He has the head of a squid and two monstrous pincers. The King of the Deep cannot be easily destroyed, because his life is inextricably linked to a set of ten Death Statues that must be destroyed first.

IMPORTANT SITES

1. **The Magic Fountain:** Inside Zebulah's refuge is a magical fountain that grants the ability of Water Breathing so long as its user does not come into contact with air for more than twenty minutes.

2. **Chamber of the Lance.** Also inside Zebulah's refuge is a special chamber. It houses a complement of 24 footman's dragonlances.

3. **The Old Tower.** This tower once stood near the edge of the old city in one of the main causeways that led to the Temple. Inside the tower is a large round table, carved of pink marble, on which stands a tiny model of the city. The temple is missing from the miniature replica, and a spot of black covers where it should be located. On the side of the table is etched in common: "Welcome, O noble visitor, to our beautiful city. Welcome to the city beloved of the gods. Welcome, honored guests, to Istar."

4. **Sea Hag's Lair.** Located in the pit of Istar, this structure houses three hags, one of each kind: Annis, Green, and Sea. The three hags present one of the greatest hazards for people in the ruins, as their ravenous appetites makes them scour the ruins for food. Their many traps, both magical and mundane, protect the lair.

XAK TSAROTH

Swallowed by a great chasm in the Eastwall Mountains, the ruined city of Xak Tsaroth rests precariously in the steep caverns carved out by the Cataclysm. Once a bastion of peace, this place is now corrupted and dominated by evil things. Here, at the order of Lord Verminaard, draconians aid the venomous black dragon, Khisanth, in guarding a great secret for the Dark Queen. Within this accursed place lies the key to restoring the faith of the ancient gods of good.

MAJOR FEATURES

The city of Xak Tsaroth was not only hurled into the depths of the mountains, but it was also nearly consumed by the creation of Newsea. The waters of the Turbidous Ocean surged over its shores when the Cataclysm struck. As the land cracked asunder, the waters rushed in to fill the void, creating Newsea. Most believed that Xak Tsaroth had been entirely submerged and destroyed. Although the sea did claim many parts of the city and continue to erode what's left, it left ruins that are still habitable, forming an unstable maze of broken streets, with rivers, whirlpools, and waterfalls scattered among various levels of the doomed city's giant cavern.

When the waters of Newsea rushed over the land, they engulfed the region, creating the Cursed Lands that surround the city. In this hazardous region, nature has been twisted into a mockery of itself. Verdant forests have been corrupted by the formation of a foul swamp. The indigenous animals were forced to flee. An oppressive stench of mildew, stagnant water, and decay pervades the swamp, which is covered by murky haze. All that remains of the once-lush forests are the gnarled trees known as Iron Claw. These trees bear no fruit. Their limbs are sharp, claw-like appendages; their roots stand exposed. Deathmurk seeps through the soil, creating lethal bogs that swallow the unwary. Foul creatures hide within the marsh, eagerly awaiting the misstep of any daring visitor. The land is riddled with deep, soggy ravines.

IMPORTANT SITES


1. **Temple of Baaz.** Located within the Cursed Lands on the outskirts of Xak Tsaroth is a vast draconian encampment ruled by an extremely large, black dragon. Draconians can be seen paying homage to the great creature. Upon closer inspection, adventurers will find that this dragon is actually a mechanical fabrication constructed of thatch. Bozak magic-users, dressed in red robes and acting as priests, control the facsimile dragon. Sivak draconians patrol the swamps surrounding the temple. They are well-armed and carry various weapons, including poison darts.

2. **The Obelisk.** The inhabitants of Xak Tsaroth once erected a grand obelisk to welcome all that entered. The obelisk survived the Cataclysm, only to be knocked down by the draconians, who use it as a bridge over the huge half-sunken cavern. The obelisk is covered in ancient



XAK TSAROTH





runes. One skilled in such lore will be able to make out these words: “The great city of Xak Tsaroth, whose beauty surrounds you, speaks to the good of its people and their generous deeds. The gods reward us in the grace of our home.”

3. **Temple of Mishakal.** Atop the mountain and beyond the obelisk is a cobblestone courtyard. To the north of the courtyard stands a small, domed temple, another structure left surprisingly untouched by the Cataclysm. Two large, golden doors mark the entrance of this Temple of Mishakal. The floor is made from beautiful mosaic tile. Inside stands a statue of Mishakal, the goddess of healing. Her face is sad, yet hopeful. Her arms are posed to mark where the *blue crystal staff* rested before she gave it to Riverwind. She wears an amulet. The statue will glow with radiant, blue light when approached by the bearer of the *blue crystal staff*. Several pieces of discarded armor and weapons lie on the floor. Two more sets of golden doors at the north and south ends of the main chamber lead to adjacent worship rooms. The walls are decorated with decaying paintings and frescoes. A deep sense of peacefulness fills those who enter here. At the rear of the temple is another statue of Mishakal, standing with her eyes closed and arms crossed over her chest. This statue marks the entrance to the Paths of the Dead.

4. **Paths of the Dead.** The Paths of the Dead are so named for their use in the ancient funeral rites of the city. Funeral marchers walked their dead down this staircase to their tombs deep within the Hall of Ancestors. Proceeding through the rear set of doors in the Temple of the Mishakal, heading east, one reaches the entrance to a steep, spiral staircase. Broken, rotted, covered with fungus and other dank plant life, the Paths of the Dead lead to the second level of the cavern and the sacred burial chambers of the nobility who once resided here. The entrance to the stairway is very dark, but becomes lighter as it descends.

5. **Hall of Ancestors.** The resting place of the city’s lost inhabitants, the Hall of Ancestors houses the ancient tombs and sarcophagi of long dead priests and kings. The tombs are in a state of disorder, having been looted by intruders. The eastern floor has fallen away, leaving a large hole from which rises a thick white mist. The stone floor is buckled. The air here is cold and damp. The walls drip with condensation. Broken streets branch out from this area, leading to various parts of the city.

6. **The Lift.** Invented by the fabled gully dwarf engineer, Glunggu Bulp, the Lift carries draconians, goblins, and gully dwarves up and down the broken levels of the city. When the city collapsed, some structures remained virtually unscathed. Among them were many businesses in different parts of the city. When the gully dwarves claimed the city, they set about looting its many treasures. Among these treasures were two large lard-rendering pots. Glunggu came up with the idea of attaching an enormous length of chain to each pot and wrapping the chain around a simple cogwheel device. One pot, weighted with gully dwarves, travels down, allowing the other pot to travel up. The cogwheel, manned by several gully dwarves, controls

its descent. For his great invention, Glunggu will be forever known as a hero among the Bulp clan, cementing their dominance over the Sluds and the Glups. (Although the other two clans maintain that Glunggu was part gnome.)

7. **High Bulp’s Throne Room.** Nesting in what was the poorest section of the city even during its prime, the gully dwarves make their home—the High Bulp’s living quarters at its center. Reached by a variety of secret passages (including the abandoned sewer system), the High Bulp’s Throne Room is the pride of the Bulp clan, who have decorated it with finery stolen from all parts of the city.

8. **Khisanth’s Lair.** Once the site of the city’s Royal Palace, Khisanth’s lair still reveals some of its former glory. The remnants of the great marble columns that once supported the tall stone roof of the palace proper can still be seen. Cracked by the force of its fall, the roof sags to one side. A flagstone-paved courtyard is surrounded by other teetering structures. Hidden in the swirling mists created by the turbulent waterways, Khisanth’s Lair can be reached by several means. Winged draconians on the ground level fly down through the well that is in the courtyard above. The Lift carries troops and slaves. Niches in the walls and the broken sewer system hide the great treasure of gold, magical items (including an ancient spellbook of Fistandantilus’s), and “pretty rocks” amassed by Khisanth and coveted by the High Bulp. Most precious of all the hidden treasure are the *Disks of Mishakal*. All these are well-guarded by the irascible black dragon, Khisanth, who receives her orders direct from Queen Takhisis.

REGIONAL HISTORY

Once a testament to the magnificence of the ancient gods and their love for their creation, Xak Tsaroth long stood as a bastion of peace, worship, and trade. Prior to the Cataclysm, Xak Tsaroth was the largest inland trade city of Abanasinia. Here, various races met to exchange their wares, all for the further glory of the people, their land, and their gods. Even the great city of Istar, famed for its abundant wealth, depended on the goods that changed hands in the city’s eclectic street markets. In appreciation for their many blessings, the people of Xak Tsaroth erected great temples to worship the ancient gods.

As the city’s wealth and fame grew, so, too, did the ambitions of its dependents. Warped by gluttony, the people of Xak Tsaroth abandoned the generosity that had made them so beloved of the ancient gods and became consumed with worldly indulgences. So it was that, when the gods punished the inhabitants of Krynn for their vanity and arrogance, Xak Tsaroth did not escape the gods’ wrath. When the fiery mountain struck, it shook the great city, perched high atop the Eastwall Mountains, from its very foundations. The mountains cleaved, and the once-opulent temples, markets, and halls crumbled into a vast cavern, over one thousand feet deep. Remnants of the lost way of life in Xak Tsaroth now cling to the cavern walls. Many people died in this great destruction, including several apprentices of the great wizard, Fistandantilus.

Chapter 5: THE WAR OF THE LANCE

THE eastern sky was brightening, foretelling the sun's approach, when the knights were roused from their fitful slumber by the blaring of horns. Hastily they rose, grabbed their weapons, and stood to the walls, peering out across the dark land.

The campfires of the dragonarmies burned low, allowed to go out as daylight neared. They could hear the sounds of life returning to the horrible body. The knights gripped their weapons, waiting. Then they turned to each other, bewildered.

The dragonarmies were retreating! Although only dimly seen in the faint half-light, it was obvious that the black tide was slowly withdrawing. Sturm watched, puzzled. The armies moved back, just over the horizon. But they were still out there, Sturm knew. He sensed them.

Some younger knights began to cheer.

"Keep quiet!" Sturm commanded harshly. Their shouts grated on his raw nerves. Laurana came to stand beside him and glanced at him in astonishment. His face was gray and haggard in the flickering torchlight. His gloved fists, resting atop the battlements, clenched and unclenched nervously. His eyes narrowed as he leaned forward, staring eastward.

Laurana, sensing the rising fear within him, felt her own body grow chill. She remembered what she had told Tas.

"Is it what we feared?" she asked, her hand on his arm.

"Pray we are wrong!" he spoke softly, in a broken voice.

Minutes passed. Nothing happened. Flint came to join them, clambering up on a huge slab of broken stone to see over the edge of the wall. Tas woke, yawning.

"When's breakfast?" the kender inquired cheerfully, but no one paid any attention to him.

Still they watched and waited. Now all the knights, each of them feeling the same rising fear, lined the walls, staring eastward without any clear idea why.

"What is it?" Tas whispered. Climbing up to stand beside Flint, he saw the small red sliver of sun burning on the horizon, its orange fire turning the night sky purple, dimming the stars.

"What are we looking at?" Tas whispered, nudging Flint.

"Nothing," Flint grumbled.

"Then why are we looking—" The kender caught his breath with a sharp gulp. "Sturm—" he quavered.

"What is it?" the knight demanded, turning in alarm.

Tas kept staring. The rest followed his gaze, but their eyes were no match for the kender's.

"Dragons..." Tasslehoff replied. "Blue dragons."

Dragons of Winter Night

Margaret Weis and Tracy Hickman

The War of the Lance is the catalyst for great change on the continent of Ansalon. It signals the return of the true gods—both good and evil—to the world, as well as the dragons who serve them. The war unites the people of Ansalon against the Queen of Darkness—uniting nations to fight against the common enemy.

For the first several years of the war, the dragonarmies definitely have the upper hand. They are better organized, better supplied, and they have dragons whose fiery breath can destroy cities. Eventually, with the return of the gods of good, the free peoples of Ansalon are able to make a stand against the forces of Takhisis. A group of ordinary people turned heroes make victory possible. They bring the good dragons and *dragonlances* back into the world. With these new weapons, the tide of the war turns. The people of Ansalon defeat the Queen of Darkness and her armies.

War brings about death and destruction, but it can also bring about change for the better. Out of the ashes of the War of the Lance, Ansalon emerges from the dark age in which it had languished for more than three hundred years.

WAR IN THE AGE OF DESPAIR

Famine, plague and disaster characterizes the Fourth Age of Krynn—known in later years as the Age of Despair—and with those troubles comes war. Ansalon is no stranger to battles and military campaigns, as conflicts across the world had been rife since the earliest remembered histories of the elves and ogres. However, there has never been a war like the War of the Lance.

The seeds of the War of the Lance were planted in Ansalon's fertile soil as far back as the last days of the Age of Dreams, when Huma Dragonbane, armed with his legendary *dragonlance*, heroically ended the threat of the Queen of Darkness. Huma extracted a promise from the evil goddess that she would retreat to the Abyss, her return to the mortal realm forever barred. Accompanying Takhisis were the chromatic dragons, and in order to maintain the Balance, the metallic dragons of good departed to slumber on their faraway islands. A thousand years passed with no sign of dragons in the world and they passed into myth and legend. Warlords and generals had to conduct their affairs with only the mundane tools of war.

All the while the Queen of Darkness passed her time restlessly in the Abyss. She watched as Beldinas the Lightbringer spread his Doctrine of Manifest Virtue throughout Ansalon and she was loud in demanding that the balance be restored. She joined with the gods of good in the casting of the fiery mountain on Krynn. The Kingpriest's hubris would give her the opportunity she needed to plot her eventual return to the world.

THE CATAclysm

The smiting of the Kingpriest brought about monumental changes across the continent of Ansalon, raising mountain ranges where none had stood before, sinking land masses beneath oceans, creating new seas. To the west, Ergoth split into two islands separated from the mainland. The seaport of Tarsis became landlocked, and Xak Tsaroth sank into the swamps along the New Sea. The Blood Sea Isles were

WAR WITHOUT CLERICS

ONE of the most keenly-felt losses for any mercenary commander or warlord struggling to form an armed force in the Age of Despair is clerical magic. During the Age of Might, many mundane skills that contributed to military planning, resource management, and supply and communications were almost completely dominated by priests and clerics. An organized unit could quickly recover from exhaustion or fatigue with the assistance of a cleric, and there was little need for a supply line when the army's cleric auxiliary was capable of calling forth water and food for the troops. In time, this convenience became an accepted part of military life, so it was a crushing blow when clerical magic vanished with the Cataclysm.

Military science suffered a reverse and did not reestablish its footing until the War of the Lance. It is Ariakas and his strategic genius that accounts for the first military advances in hundreds of years. Even the Solamnics had lost the art of resource management, and this in large part accounts for why the small company became more common in the Age of Despair. In lean times, the smaller mercenary unit learned to rely on itself—its rangers, cooks, and artisans.

The other effect of losing clerics occurred in the area of field medicine and the treatment of wounds. Plague and disease were an unpleasant fact of life for soldiers, while many sellswords suffered from hideous scars or missing limbs because only the most basic healing was possible. Clerics skilled in healing had vanished in the last days of the Age of Might. Druids, too, had disappeared, bequeathing to future generations only a fraction of their herbalist skills and lore. Herbal remedies had to be rediscovered through trial and error, along with the occasional lucky find of a book or treatise.

formed, separating the minotaur nation from all those who would seek to enslave the horned race.

Darkness and ruin followed this apocalypse. Conflict upon conflict sprang up in the aftermath of the Cataclysm. The Dwarfgate War of 39 AC is one notable instance, in which the Black-robed Wizard Fistantilus, backed by an army of humans and hill dwarves, demanded entrance into Thorbardin and the food stores inside the dwarven mountain kingdom. The wizard invoked powerful magicks that destroyed both armies and the fortress of Zhaman, now known as Skullcap. The consequences of his actions were far-reaching, causing deep rifts between dwarven clans and further tainting the reputation of wizards among a fear-stricken populace.

All over Ansalon, throngs of refugees and homeless people surged into towns and cities, fleeing the danger in the wilderness. Bandits preyed on any who dared to

Players can reflect this grim set of circumstances in a pre-War of the Lance, post-Cataclysm Age of Despair game by restricting access to sources of healing such as potions, scrolls, and other magical items, making such items particularly significant when found in a lost cache or buried vault. Because non-mundane healing is so rare, players should consider allowing the Heal, Craft (alchemy), or Profession (herbalism) to produce stronger effects, but treat each wound as a separate application. For the purposes of this variant, a wound is a single injury dealt by a single source, such as a successful claw attack, damage dealt by a spell, and so on.

A character that uses Heal for first aid on a wound makes a check against a DC of 20 + the total damage dealt by the wound. This must be done within ten minutes of the character receiving the wound, and may be performed only on the character's worst injury. Success means that the damage is converted into non-lethal damage, and can be recovered at a much faster rate. Failure means the wound must be healed normally. As many as six characters with the Heal skill can combine their efforts, using the aid another action to increase one of the character's chances.

A character that uses Craft (alchemy) or Profession (herbalism) under these rules can duplicate the standard effects of the Heal skill as described in the *Player's Handbook*, but only for the purposes of first aid and the treating of disease and poison. Characters with the Craft (alchemy) skill need access to their supplies or tools; those with Profession (herbalism) need to use either prepared herbs or locate a suitable supply with a Survival check before using the skill.

travel beyond the safety of city walls. Some of these outlaw bands were hired on by desperate city officials to rid the countryside of other, worse bandits, wild animals and dangerous monsters. The life of a sellsword in this climate of fear and isolation was prosperous, but short.

The traditions of knighthood foundered. The knights were driven from their by the common people, who placed all of the blame for the upheaval of the world and the loss of the gods on the knights and their supporters. Huma was nothing but a bard's song. The knighthood had failed to meet the promise of Huma's glory. In time, the Solamnics, spurned by most of the populace, withdrew to Sancrist, holding onto a handful of fortresses and castles. Their code of honor became secondary to survival; too many knights, having lost their ancestral lands, joined the mercenaries on the mainland.

THE DARK QUEEN'S PLAN

The Queen of Darkness, who always seizes upon opportunity, exploited the Cataclysm to her advantage. In the earliest days following the end of the Reign of Istar, her gaze turned to the ruins of the Temple of Istar, the center of the Kingpriest's reign. Stealing it away into the darkest reaches of the Abyss, she intended to use this temple as the headquarters for her eventual return to power.

Takhisis extended her divine senses throughout Krynn to assess the state of the world and monitor the desperation of mortals. Her Oath conveniently veiled her actions from the other gods, who paid little attention to her observations and inquiries, believing them merely the desperate acts of an imprisoned goddess. In truth, the Queen of Darkness learned much that would aid her plan to re-enter and dominate the world, avenging herself on those who had banished her a thousand years before.

As the locus of the Kingpriest's prideful ambition and the target of the gods' wrath, the Temple of Istar held the potential to breach the Gate of Souls and create a portal into the mortal realm. Once placed in a suitable location, the portal would serve as a staging area for the Dark Queen's army. Takhisis knew that the mountainous wilds of the Taman Busuk, specifically the vale of that territory that would later become known as Neraka, were far from the population centers of post-Cataclysm Ansalon. The closest settlements were dens of ruthless warlords, bandit kings, and enclaves of the race she had blessed in the earliest days of Krynn—the ogres. The ogres especially would make ideal recruits for her army. Through them and other races loyal to her cause, she would renew her might. Promises of power and plunder are excellent motivators.

Crucial to her plan, however, was the elimination of the possibility of another Huma—that blessed champion of Paladine on his silver dragon—without sacrificing her own strength, or that of her servants. To this end, she first needed to work in secret to awaken her sleeping dragons.

EVIL DRAGONS AWAKEN

After her defeat in the Age of Dreams, Takhisis swore that she and her children, the chromatic dragons, would leave the world of mortals. The dragons knew this as the Oath of Finality. Thus the chromatic dragons slumbered for over a thousand years in hidden places throughout Ansalon—from the red dragon lairs in the Khalkist Mountains, to the glacial hibernation caves of the white dragons in Icereach. Even the Cataclysm did not stir the chromatic dragons, though the land buckled and shifted in the wake of the fiery mountain's fall.

In 141 AC, Takhisis planted the sacred Foundation Stone—the core of the Temple of Istar—in the wilderness near Neraka. Between 142 and 152 AC, the Dark Queen wandered the land in disguise. Breaking her oath to Huma, she whispered, touched, soothed, and coaxed her children out of their deep hibernation. Some of the dragons did not immediately answer the call. One such creature was Immolatus, a red dragon once among the most favored of Takhisis. Immolatus slumbered until much later, waking

only when Dragon Emperor Ariakas, foremost among Takhisis' dragon highlords, sends Kitiara uth Matar to enlist the dragon into the Dark Queen's service. Others, such as the dragons of far Taladas, denied the call of their Queen and were punished by her for their cowardice. Once her children had begun to stir, Takhisis returned to Neraka and passed back through the portal and into the Abyss.

Soon afterward, a human man named Berem and his sister, Jasla, discovered the Foundation Stone in Neraka. Seeing the jewel-encrusted stone, Berem was overcome by greed and tried to steal one of the gems. Horrified, Jasla tried to stop him. Berem shoved her away and she fell to her death. As punishment, the green gemstone was embedded in Berem's chest and he was cursed to wander the continent until he could at last seek forgiveness.

The Foundation Stone drew Jasla's spirit into its bejeweled column, where her spirit occupied the void left by Berem's theft of the gem. Takhisis found to her fury that she could no longer utilize the Foundation Stone as a portal, for it was now incomplete and sealed by Jasla's innocent spirit. Takhisis was obliged to impress her will upon her minions, sending them out into the world to seek the Green Gemstone Man so that she might once again fully enter the world of Krynn.

The Foundation Stone grew as though it were a seed planted in a poisoned garden, rising up like a twisted claw—very unlike the magnificent Temple it had once been. It served as a beacon for Takhisis's unholy call to arms and became the nexus of her power on Krynn, the place from which she would summon forth an army greater than any other yet seen in history. Her frustration at being blocked from re-entering Krynn was eased by the knowledge that her plans were slowly coming to fruition. Her dragons were awake and would remain hidden until such time as the dragonarmies became powerful enough to conquer Ansalon. Only one obstacle could stand in the way of the chromatic dragons—their ancient enemies, the metallic dragons.

THE OATH OF GOOD DRAGONS AND DRACONIANS

As the metallic dragons slept, Takhisis launched an insidious plot. The crafty red dragon Harkiel the Bender and other dragons of evil stole the eggs of the metallic dragons from their caches in the Dragon Isles, and transported them to a secret location beneath the volcanic mountain range known as the Lords of Doom.

Takhisis appeared as a bodiless spirit before the good dragons, waking them from their long hibernation, to tell them that she would crush the eggs unless the metallic dragons agreed to stay out of the upcoming war, promising to return the dragons' eggs once the war had concluded. The metallic dragons, counseled by their gold and silver leaders, reluctantly assured the Dark Queen that they would not intervene in the war. Even Paladine, who understood that his children had been forced into this agreement, sadly recognized the power of their Oath.

True to her treacherous nature, Takhisis had no intention of keeping her promises. Her plan was to use





the dragon eggs to further her own dark ends. The Black Robe wizard Dracart, the dark priest Wyrllish, and the red dragon Harkiel developed a ritual that transformed the unborn dragons inside eggs into draconians: humanoid dragon-men that shared some of the darker characteristics of their “parents”. By doing this, Takhisis ensured that she would have plenty of extra troops for the invasion of Krynn and, in the process, she destroyed the next generation of metallic dragons, even as kept the metallic dragons, unsuspecting, out of the war.

GATHERING OF EVIL

The period from 332 AC to 340 AC saw the birth of the dragonarmies. Guided by their Dark Queen, the evil dragons form an unholy alliance with a handful of ruthless individuals, who had been drawn together by Takhisis with promises of wealth and dominion. Chief among these was a human, Duulket Ariakas, a bloodthirsty warlord and former Black Robe wizard, whose brilliant strategic mind and personal strength greatly appealed to Takhisis. She charged Ariakas with the selection and training of her new army, accomplished under the guise of a mercenary lord consolidating his own power. In truth, Ariakas was to be her Dragon Emperor, and the first of the dragon highlords.

The chromatic dragons were the cornerstone of Ariakas’ efforts. Their sheer power meant that no ordinary force could stand up to them. This, along with their hereditary thirst for revenge against Huma’s heirs, meant that the chromatic dragons would be a formidable foe.

In 342 AC, the draconians were revealed to the dragonarmy commanders, providing them with new and powerful troops that had been bred to die in ways that would also destroy any nearby enemy. Meanwhile, Ariakas and his highlords assembled mercenaries and recruits from the Khalkists and neighboring Estwilde to further augment the army of the Dark Queen. Violence often broke out among these disparate troops, but the dragon highlords encouraged this behavior. The attrition of the weak left only the strongest, most vicious recruits yearning for more violence. Takhisis watched and she was pleased.

OPENING MOVES

With the Taman Busuk and Estwilde already under the control of the dragonarmies by 337 AC, and the city of Sanction established as a port, Ariakas looked east. Using the same agents and emissaries that were so successful in the assimilation of Estwilde, Ariakas dispatched messengers to contacts in the nations of Kern, Khur, and

the Blood Sea Isles, telling these people about the growing might of dragonarmy forces. These contacts began to act upon their rulers, laying the groundwork for conspiracy and later occupation and alliance. Human, ogre, and minotaur troops began to swell the camps in Neraka, and soon Ariakas was ready for his first campaign.

In the early summer of 348 AC, elements of the Red and Green Wings swept out of the Taman Busuk and into Nordmaar. Ariakas had chosen this nation for the initial challenge, based on reports of its relatively weak military; and yet he desired a reliable test in the field. Under the leadership of Highlord Phair Caron and her subordinates, the Red Wing sent its dragons flying over the forward positions of the Nordmen and disrupted their defensive line. With only two major confrontations in North Keep—the capital and the port city of Valkinord—Nordmaar fell quickly. In less than two weeks, Valkinord's king surrendered and the city was razed.

Ariakas had also dispatched the Blue Wing, under Highlord Kartilann of Khur and her blue dragon mount, Skie, to establish a base in New Sea for the eventual amphibious assault upon Abanasinia. What was in theory a simple occupying mission to Schallsea became a near disaster when the tribal inhabitants of the island fought back using elementals. Kartilann was killed, and the highlord's lieutenant, Highmaster Kitiara Uth Matar, lost her mount Zephyr. The young blue, daughter of Skie, died while defending her sire from a storm of elemental attacks. Though much weakened, Highmaster Kitiara swiftly brought the situation under control and the island was taken. Kitiara was later promoted to Highlord, partnering with Skie and bringing the Blue Wing under her skilled leadership.

In the cold, early months of 349 AC, Ariakas sent the Green Wing to Khur to shore up previously promised alliances and secure a number of key outposts. Unfortunately, the highlord had failed to understand the nuances of Khurish tribal politics, and fierce resistance erupted. Salah, a champion of the Khur tribe who had joined with Ariakas, took over command and crushed the rebellion. With Khur now incorporated into his territories, and Goodlund and Balifor subsumed with little effort by the Black and White Wings, Ariakas looked, in the spring of 349 AC, to the prize of the south—Silvanesti.

ANSALON AT WAR

Ariakas had agreed in 348 AC not to attack the elves of Silvanesti, after their king, Lorac Caladon, offered a truce of non-intervention. The Dragon Emperor hoped that by giving the elves this illusion of protection, he could buy the time necessary to marshal his forces in Khur and Balifor for a full-scale invasion of the elven realm. In 349 AC, a patrol did a test strike at the northern holdings of Silvanesti, leading to one of the bloodiest exchanges the dragonarmy had yet experienced. The Silvanesti campaign lasted a year and ended in the dragonarmy's attack upon the capital city of Silvanost. Lorac used the *dragon orb* to defend the city, but, unfortunately for Lorac, the *orb* took control of him instead, and the Nightmare was

released upon the forest kingdom. Following the death of numerous dragonarmy officers, including Red Dragon Highlord Phair Caron, who was driven mad by the power of the orb, the Red, Blue, and Green Wings retreated.

The dragonarmy needed to regroup and consolidate its losses. Ariakas spent the greater part of 350 AC reassigning troops, establishing new supply lines, and putting down minor uprisings in conquered territories. The Red Wing was given to Verminaard of Nidus, Takhisis' premier dark cleric and champion, and he was assigned a new mission and strategic goals. The Blue Wing began preparations for an assault on the west, which included the recruitment of thousands more humanoid troops, including hobgoblins, goblins, kobolds, and ogres. The White, Black, and Green Wings were assigned specialized troops such as engineers, sappers, and supply officers in order to maintain and bolster the holdings and conquests of the past three years. The White Dragonarmy, especially, was in dire need of relocation to a more suitable environment for its dragons, and the first reconnaissance operations to Icereach where initiated in the year of rearmament. There were also minor conflicts and engagements throughout the year, notably in the Blood Sea region, where the ships of fleeing Silvanesti were harried by minotaur vessels.

In the spring of 351 AC, the Blue and Red Wings mobilized their flights and struck into the west. The Blue Wing entered the borders of Solamnic territory through the Dargaard Mountains, taking Kalamán, Hinterlund and Nightlund. Kalamán was a significant victory, as it lay at the mouth of the Vingaard River and commanded trade and naval movements in the north. The Solamnics, their ranks decimated by the turmoil of the past years and wrapped up in political strife, were unprepared for the initial spearhead of the Blue Wing, and they were unable to muster a leadership to repel the dragonarmy. The Red Wing moved into Throt and Lemish, the latter having cast its lot with the dragonarmy and betrayed the Solamnics for its own gain. The Throtl Gap was a major passage onto the Plains of Solamnia, and the Dark Queen's army surged toward Solanthus. That city and the fortress of Thelgaard fell to the fires of the red dragons, pushing what few Solamnic defenses remained all the way back to Caergoth.

In the summer of 351 AC, the Red Wing split along the southern coast of Solamnia, and a branch of the army, led by Highlord Verminaard and a considerable force of draconians crossed the New Sea to occupy Xak Tsaroth and Pax Tharkas. The noose around Abanasinia tightened as Verminaard, hearing rumors, sought out good clerics and holy artifacts in the region. He dispatched squadrons of baaz and bozaks to infiltrate the smaller towns and villages that had thus far managed to stay out of the escalating war. At this time, the fateful series of battles between Verminaard's forces and the Heroes of the Lance began, which ended with the conquest of Qualinesti, the mass evacuation of elves and men from the plains and valleys of the region, and the death of Verminaard at Pax Tharkas. Although the Red Wing had accomplished much, the dragonarmy had suffered a considerable loss with the death of its highlord.



DRAGONARMY POLITICS AFTER THE WAR

THE five dragonarmies regrouped in the years following the defeat at Neraka, but, instead of focusing on strategic actions toward invasion, they concentrated on holding onto the territories they had seized during the War. The alliances, leadership, and political alignment of the five dragonarmy regions, as of 357 AC, are as follows:

Red Dragonarmy (CE, northeastern Ansalon, allied with Black Army): Lacking Ariakas, Verminaard, or any other charismatic leader, the Red Dragonarmy endures considerable internal power struggles. The red dragons are contemptuous of the humanoid officers, often abandoning them completely in order to pursue their own opportunistic goals. Karalas (LE male human Clr4/Ftr6/dragon highlord 1), a vindictive and bloodthirsty convert of Sargonnas, claims the title of Red Dragon Highlord in 357 AC. His base of operations is in Kern, but how long he can manage to keep the respect of the disparate tribes of ogres of that region is anyone's guess.

Blue Dragonarmy (LE, central Ansalon, allied with Green Army): Holding Sanction and some lands to the west along the New Sea, the Blue Army is in very good shape by 357 AC. Kitiara Uth Matar remains in control of the dragonarmy, and her blue dragons are all very loyal. She has sufficient resources to mount another offensive against the Solamnic Plain, but waits for her moment. The Blue Lady has signed a non-aggression pact with the current Green Dragon Highlord, hoping the Green Army will watch for trouble in the east while she focuses on the west.

Green Dragonarmy (LE, eastern Ansalon, allied with Blue Army): Salah-Khan expended vast resources trying to bring Khur and northern Silvanesti under his control, but without success. In the early months of 356 AC, he was finally overwhelmed while opposing the freedom fighters of Morgan di Kyre, a Solamnic Knight who dwelled among the Weya-Lu tribe of desert nomads. Salah-Khan's body is never discovered, but a

replacement is found. Hullek Skullsmasher (LE male half-ogre Bbn9/dragon highlord 1) despised Salah-Khan for posting him in ogre lands north of Khur, thereby keeping Hullek out of his way. Hullek has forged a pact of mutual defense with the Blue Army under Kitiara, and he now defends the eastern edge of the Khalkists for the Blue Lady, as she forges plans for future campaigns.

Black Dragonarmy (CE, southeastern Ansalon, allied with Red Army & minotaurs): Highlord Lucien's skill at command won him the admiration of the minotaurs of Mithas and Kothas, who had been poorly used by the White Army and patently ignored or abandoned by the Red Army. Lucien's luck ran out in 355 AC, however, when a sharp division formed among his inner circle of highmasters—with factions split between General Marcus Cadrio (LE male human Ftr7/legendary tactician 7) and General Golias running military operations in Goodlund. Golias arranged for Lucien's assassination, but was killed soon after by Cadrio's agents. General Cadrio has not declared himself highlord, out of regard for Lucien, but as of 357 AC he is perhaps the most capable commander in the Black Wing. General Cadrio is the only dragonarmy commander apart from Kitiara Uth Matar with flying citadels at his command, making him a genuine threat.

White Dragonarmy (CE, southern Ansalon, no alliances): The White Army is in a state of crisis by 357 AC, with all of its forces stationed permanently along the Icewall Glacier kept busy fighting off routine attacks by silver dragons flying in from Kharolis. Rumors of Lord Toede's return from the dead plague the current Highlord, Barbarossa (NE male human Bbn6/legendary tactician 2), who struggles to find anything for his troops to do in the vast wasteland of Icereach other than scrap with the Ice Folk and govern squabbling tribes of thanoi.

By the end of the year, the Dark Queen's forces occupied much of Ansalon—from Nordmaar to Kalaman, from Goodlund to Abanasinia. It was a year of significant gain for the dragonarmies. Though the Solamnics were entrenched at the High Clerist's Tower and in Caergoth, and the islands west of Solamnia remained free of occupation forces, the Whitestone Council that met in Sancrist saw an almost insurmountable task stretching ahead. That is, until Theros Ironfeld split the Whitestone of Vinas Solamnus with a *dragonlance*, and hope flared again.

TURN OF THE TIDE

The Dark Queen saw her plans beginning to unravel just as the time was swiftly drawing near for her planned return. Her search for the Green Gemstone Man intensified, and Ariakas found the need to divide his forces again and again. Kitiara Uth Matar had secretly brokered an alliance with Lord Soth, the Knight of the Black Rose at Dargaard Keep, and was plotting her own rise to power. The other highlords anticipated the coming of their Queen, and stepped up efforts to support their own candidacies for pre-eminence. Word that the Whitestone forces had consolidated, and that the clerics of Good had emerged once more, drove the dark forces into a frenzy of plotting and counter-plotting.

In the winter months between 351 AC and 352 AC, the dragonarmies had reached a critical stage. The cold and unfavorable season effected a sharp decline in recruits and supplies, and the losses of Verminaard and Feal-Thas of Icewall, along with the stubborn defense of Thorbardin by the dwarves, lowered troop morale. Ariakas demanded that Palanthis be conquered at any cost, and thus, in the spring of 352 AC, Kitiara Uth Matar and her army struck at the High Clerists' Tower, where they were faced only a token force of knights left without support by the lord city of Palanthis.

Although the knights were greatly outnumbered, the power of the *dragonlances*, along Laurana and Tasslehoff Burrfoot's discovery of a *dragon orb* in the lower reaches of the Tower, gave the Whitestone forces a miraculous victory. The orb's power drew the blue dragons, revealing the Tower as an elaborate dragon trap. The Blue Wing, thrown into disarray by the loss of their primary assault contingent and the chaotic effect of the orb on the draconian troops, retreated. The sacrifice of the young knight, Sturm Brightblade, inspired the Whitestone forces to find fresh resolve and purpose under the leadership of the Golden General, Laurana.

The discovery of the stolen dragon eggs in Sanction was the next major victory for the Whitestone army. Gilthanas and the silver dragon, Dargent, revealed the true origins of the draconians to the good dragons. Enraged at being deceived and freed of their oath, the good dragons joined the war, allying their number with the knights and the armies of the west. Now on a more equitable footing with the enemy, Laurana led the armies in a counterattack against the conquered lands controlled by the Blue Wing, retaking Kalaman, and then turning southeast to march directly towards Neraka across Estwilde. Kitiara's lieutenant, General Bakariz, was instrumental in halting this advance by orchestrating the kidnapping of the Golden General, but the Heroes of the Lance continued toward the capital of evil. The Whitestone armies waited.

Ariakas summoned all the dragon highlords and their armies back to Neraka at the end of spring in 352 AC. There they were expected to bear witness to Takhisis' triumphant return through the portal from the Abyss. All things were in place for this momentous event, despite the losses and setbacks earlier in the season. As the five dragonarmies converged, Ariakas received word that Lord Toede, the acting White Dragon Highlord, former fewmaster of the Red Wing, and highmaster of the Black Wing, was dead. He had been slain in a disastrous hunting expedition in Balifor while his hobgoblin forces were busy staging a bungled attack on Hylo. This almost comical failure on Toede's part was in many ways the first sign of the undoing of the Dark Queen's grand scheme. Soon after, Tanis Half-Elven slew Ariakas, Berem Everman's redemption blocked the Dark Queen's passage through the portal, and the Whitestone troops besieged Neraka shortly before the Temple exploded, the blast taking many of the evil enemy with it.

A PEACE OF COMPROMISE

At the close of the War of the Lance, the dragonarmy found itself in an untenable position. It had lost almost all of its central command structure, which collapsed upon itself in a brief period of infighting following the destruction of the Temple. The Whitestone forces harried the dragonarmy for a number of months, driving them back to territories they had managed to hold throughout the course of the war. Still, the Solamnics, elves, dwarves, and their allies could not maintain a prolonged rout, and they returned to their free lands near the end of summer in 352 AC. Winter would bring renewed hardship, and rebuilding was more important than extended fighting.


True to the nature of evil, the five branches of the Dragon Empire fell to internecine bickering and competition with one another for chunks of territory. When winter lifted in 353 AC, the five armies had all laid claim to distinct regions of Ansalon, though some of these places were not wholly suited to the dragons obliged to honor local alliances. The Red Dragonarmy held southern Nordmaar and the northern half of Kern after seizing them from Salah-Khan's Green Dragonarmy in the retreat from Neraka. The Green Dragonarmy was then left with Khur and lands north of Silvanesti. The Blue Dragonarmy, still under the leadership of Highlord Kitiara Uth Matar, remained in charge of Sanction, Lemish, and surrounding lands along the northern coast of New Sea. Highlord Lucien's Black Dragonarmy had pulled back to Goodlund, where it controlled all shipping and travel around the peninsula. The much-neglected White Dragonarmy, having failed to retain control of interests in Southern Ergoth, became firmly entrenched in Iceeach.

Although the War had been bloody and many lives had been lost, the success of the Whitestone allies in thwarting the return of the Queen of Darkness, while ending the threat in Neraka, gave a sense of hope to the free peoples. There were still problems—refugees and political dissidents were a common sight, and the dragonarmy-controlled regions were dangerous places—but a temporary peace had been established. With the loss of many dragonarmy officers, including at least two highlords, younger aides and officers swiftly rose into new leadership positions, and assassination became commonplace. Nevertheless, for all of their political ambition, none of these new commanders had the support or stature that their auspicious predecessors once boasted.

THE DRAGONARMIES

The armies of the Dragon Empire are a multi-headed instrument of war and tyranny that dwarfs all other military organizations in Krynn's history. Bringing together humans, ogres, goblins, giants, minotaurs, and kobolds under one nefarious banner, the dragonarmies constitute an overwhelming threat to the good races of Ansalon. More terrifying than all the other components of this army are the fearsome draconians, which are introduced to the world for the purpose of conquest, and the chromatic dragons, who provide crucial air support.





The seeds of this dragonarmy lie in the remote past, with the defeat of the Dark Queen at the hands of Huma Dragonbane and the oath he extracted from her never to return to the mortal plane. Ever since the departure of the evil dragons, and the ignominy of her own failure, Takhisis has been planning for her return to power. After the Cataclysm gave Takhisis her means for revenge—in the form of the Foundation Stone—her plot began to coil. One of her key recruits and most willing servants was the cruel and ruthless warlord, Ariakas.

Ariakas faces a formidable task when he is commanded by his Dark Queen to form her army. He realizes that she wants her dragons to serve as her secret weapon, and thus he needs to accommodate their needs and desires. He knows about the draconians—created by the malevolent experiments of Wyrllish and Dracart upon the good dragon eggs stolen from the Dragon Isles in 287 AC. They will be the perfect shock troopers for Takhisis' army. But Ariakas understands that bringing together such a vast body of evil creatures from disparate races means that it will be necessary to reign in some of their worst tendencies. Ogres and giants tend to destroy wantonly, for example, while humans and goblins need to satisfy their greedy and base natures.

STRUCTURE OF THE DRAGONARMIES

A decade before the War of the Lance began, Ariakas hits upon a plan that will make the conquest of Krynn and the separation of unruly hordes successful. He organizes his armies along the color lines of the dragons at his disposal, assigning an army, legions of draconians, supply units, and ranks of officers, to each of the five distinct chromatic dragon clans. In so doing, Ariakas not only inspires community and brotherhood within each dragonarmy, but breeds competition and ambition. Takhisis is well pleased.

Each dragonarmy is formed into large expeditionary forces known as wings. In most instances, when one refers to the Red Dragonarmy or the Green Dragonarmy, the term is synonymous with the Red Wing and the Green Wing. Each wing encompasses from two to as many as five flights, which in turn may be broken down into two or three brigades of three or more companies. Based on the needs of each wing, the number of troops and their auxiliaries may differ, although the orders of battle detailed below are typical of all the five dragonarmies.

DRACONIAN ARMY

This flight focuses primarily on draconian troops. Because there are no humans, ogres, or goblins in a draconian army, costs are proportionately lower and the brigade commanders can extract the best possible performance from dragons on the field. However, most draconians are also prone to infighting and their ranks tend to unravel if the battle goes badly for them or if the dragons fighting alongside are defeated or flee. In addition, draconian casualties can often be more widely destructive than human or ogre casualties, due to their death throes. At this time, draconian senior officers are rare; most draconian armies are led by humans.

Army Type: Infantry.

Commander: Flight general (human Ftr10)

Army Composition: Three brigades and one dragonwing.

1st Brigade: One brigade commander (human Ftr6), one company of 240 baaz infantry, two companies of 150 baaz infantry.

2nd Brigade: One brigade commander (human Ftr8), two companies of 150 kapak infantry, one company of 90 kapak archers.

3rd Brigade: One brigade commander (human Ftr6), one company of 240 baaz infantry, one company of 150 baaz infantry, one company of 150 baaz archers.

Baaz infantry: CR 2; Medium dragon; HD 2d12+5; hp 18; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +2; Atk +2 melee (1d4, claw) or +2 melee (1d8/x3, spear); Full Atk +2 melee (1d4, 2 claws) and -3 melee (1d3, bite) or +2 melee (1d8/x3, spear) and -3 melee (1d3, bite); SA death throes; SQ darkvision 60 ft., draconian traits, low-light vision, spell resistance 8; AL CE; SV Fort +4; Ref +3; Will +2; Str 11, Dex 11, Con 13, Int 8, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Disguise +5, Intimidate +5, Listen +4, Spot +4. Run, Toughness.

Death Throes (Su): When a baaz dies, the creature turns to stone instantly. If an opponent deals the killing blow with a slashing or piercing weapon, that opponent must make a DC 12 Reflex saving throw. If the opponent fails, his weapon is stuck in the petrified draconian and cannot be removed. The baaz crumbles to dust in 1d4 minutes after death (releasing any trapped weapon). The save DC is Constitution based.

Draconian Traits: Immune to *sleep* and paralysis effects, immune to diseases, glide, inspired by dragons, low metabolism.

Possessions: Masterwork chain shirt, spear, robes.

Baaz archers: Baaz War1; CR 3; Medium dragon; HD 2d12 plus 1d8+3; hp 21; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee (1d4, claw) or +3 melee (1d6/19-20, short sword) or +4 ranged (1d6/x3, masterwork short bow); Full Atk +3 melee (1d4, 2 claws) and -2 melee (1d3, bite); or +3 melee (1d6/19-20, short sword) and -2 melee (1d3, bite); or +4 ranged (1d6/x3, masterwork short bow); SA death throes; SQ darkvision 60 ft., draconian traits, low-light vision, spell resistance 9; AL CE; SV Fort +6; Ref +3; Will +2; Str 11, Dex 11, Con 13, Int 8, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Disguise +5, Intimidate +6, Listen +4, Spot +4. Point Blank Shot, Precise Shot, Run.

Death Throes (Su): When a baaz dies, the draconian turns to stone instantly. If an opponent deals the killing blow with a slashing or piercing weapon, that opponent must make a DC 12 Reflex saving throw. If he fails, his weapon is stuck in the petrified draconian and cannot be removed. The baaz crumbles to dust in 1d4 minutes after death (releasing any trapped weapon). The save DC is Constitution based.

Draconian Traits: Immune to *sleep* and paralysis effects, immune to diseases, glide, inspired by dragons, low metabolism.

Possessions: Masterwork leather armor, masterwork short bow, 20 arrows, short sword.

Kapak infantry: CR 4; Medium dragon; HD 2d12+5; hp 18; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +2; Atk +2 melee (1d6/19-20 plus poison, short sword) or +2 melee (1d4 plus poison, bite); Full Atk +2 melee (1d6/19-20 plus poison, short sword) and -3 melee (1d3 plus poison, bite); SA death throes, poison, sneak attack +1d6; SQ darkvision 60 ft., draconian traits, low-light vision, spell resistance 11; AL LE; SV Fort +4; Ref +4; Will +2; Str 11, Dex 13, Con 13, Int 8, Wis 8, Cha 11.

Skills and Feats: Hide +6, Listen +4, Move Silently +14, Search +4, Spot +4. Run, Toughness.

Death Throes (Su): When a kapak dies, his body instantly dissolves into a 5-ft radius pool of acid. All creatures within this area suffer 1d6 points of acid damage each round that they remain in the pool. The acid evaporates in 1d6 rounds. All armor, weapons, and items carried by the kapak suffer damage from the acid as well.

Draconian Traits: Immune to *sleep* and paralysis effects, immune to diseases, glide, inspired by dragons, low metabolism.

Possessions: Masterwork leather armor, short sword.

Kapak archers: Kapak War2; CR 5; Medium dragon; HD 2d12 plus 2d8+4; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +4; Atk +4 melee (1d6/19-20 plus poison, short sword) or +6 ranged (1d6/x3, masterwork short bow); Full Atk +4 melee (1d6/19-20 plus poison, short sword) and -1 melee (1d3 plus poison, bite); or ++6 ranged (1d6/x3, masterwork short bow); SA death throes, poison, sneak attack +1d6; SQ darkvision 60 ft., draconian traits, low-light vision, spell resistance 13; AL LE; SV Fort +7; Ref +4; Will +2; Str 11, Dex 13, Con 13, Int 8, Wis 8, Cha 11.

Skills and Feats: Hide +6, Listen +4, Move Silently +14, Search +4, Spot +5. Point Blank Shot, Precise Shot, Run.

Death Throes (Su): When a kapak dies, his body instantly dissolves into a 5-ft radius pool of acid. All creatures within this area suffer 1d6 points of acid damage each round they remain in the pool. The acid evaporates in 1d6 rounds. All armor, weapons, and items carried by the kapak suffer damage from the acid as well.

Draconian Traits: Immune to *sleep* and paralysis effects, immune to diseases, glide, inspired by dragons, low metabolism.

Possessions: Masterwork leather armor, short sword, masterwork short bow, 20 arrows.

MERCENARY INFANTRY

This is a more standard dragonarmy flight, composed of human mercenaries and draconian troops. The command structure is strengthened to reinforce the organization, and the flight benefits from its spread of shock troops and seasoned human soldiers. The draconians are inspired by the dragons connected to the flight, but this can occasionally cause trouble for the human troops when, at close range, the dragonfear becomes too much for them. Because of the mixed racial units, each officer is assigned a sub-commander (usually a baaz or kapak NCO).

Army Type: Infantry.

Commander: Flight general (human Ftr10)

Army Composition: Three brigades and one dragonwing.

1st Brigade: One brigade commander (human Ftr5), one brigade sub-commander (baaz Ftr2), one company of 240 baaz infantry, one company of 150 human heavy infantry, one company of 150 human light infantry.

2nd Brigade: One brigade commander (human Ftr5), one brigade sub-commander (kapak Ftr2), one company of 150 kapak infantry, one company of 150 human heavy infantry, one company of 240 human light infantry.

3rd Brigade: One brigade commander (human Ftr5), one brigade sub-commander (baaz Ftr2), one company of 150 baaz archers, one company of 240 human heavy infantry, one company of 150 human light infantry.

Human light infantry: Human War1; CR 1/2; Medium humanoid (human); HD 1d8+3; hp 7; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +1; Atk/Full Atk +3 melee (1d8/x3, masterwork spear) or +1 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LE; SV Fort +2; Ref +0; Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3*, Intimidate +4, Jump +3*. Toughness, Weapon Focus (spear).

* includes -1 armor check penalty.

Possessions: Masterwork chain shirt, masterwork spear, light crossbow, 20 bolts.

Human heavy infantry: Human Ftr1; CR 1; Medium humanoid (human); HD 1d10+3; hp 8; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk +4 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LE; SV Fort +2; Ref +0; Will +0; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -1*, Intimidate +4, Jump -1*. Power Attack, Toughness, Weapon Focus (longsword).

* includes -6 armor check penalty.

Possessions: Breastplate, heavy steel shield, masterwork longsword, light crossbow, 20 bolts.

MERCENARY CAVALRY

The strengths of a mounted army are considerable, especially in regions where plains and grasslands are prevalent or where travel across distances is required. Armies of this type are often held in reserve or included in a supporting army for a major engagement, because the training, upkeep, and costs are greater than that of ordinary infantry. Too, the role of the cavalryman in the dragonarmy is not popular, since the effect of dragonfear on horses has the tendency to create widespread havoc. For this reason, a mercenary cavalry brigade is often assigned to areas lacking dragon airpower, or when support dragons are being used in advance of the troops to spread terror and give the cavalry a routed foe.

Army Type: Cavalry.

Commander: Flight general (human Ftr10)

Army Composition: Three brigades and one dragonwing (optional).



1st Brigade: One brigade commander (human Ftr5), one brigade sub-commander (baaz Ftr2), one company of 240 baaz infantry, one company of 120 human heavy cavalry, one company of 150 human light cavalry.

2nd Brigade: One brigade commander (human Ftr5), one brigade sub-commander (baaz Ftr2), one company of 150 kapak infantry, one company of 160 human heavy cavalry, one company of 240 human light infantry.

3rd Brigade: One brigade commander (human Ftr5), one brigade sub-commander (baaz Ftr2), one company of 150 human archers, one company of 160 human heavy cavalry, one company of 240 human light infantry.

Human light cavalry: Human War1; CR 1/2; Medium humanoid (human); HD 1d8+3; hp 7; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8/19-20, masterwork longsword) or +1 melee (1d8/x3, lance) or +1 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LE; SV Fort +2; Ref +0; Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +4. Mounted Combat, Toughness.

Possessions: Masterwork chain shirt, light steel shield, masterwork longsword, lance, light crossbow, 20 bolts, light warhorse.

Human heavy cavalry: Human Ftr1; CR 1; Medium humanoid (human); HD 1d10+3; hp 8; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8/19-20, masterwork longsword) or +2 melee (1d8/x3, lance) or +2 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LE; SV Fort +2; Ref +0; Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +4. Mounted Combat, Toughness, Weapon Focus (lance).

Possessions: Masterwork breastplate, heavy steel shield, masterwork longsword, lance, light crossbow, 20 bolts, heavy warhorse.

Along with human and draconian forces, each dragonarmy makes extensive use of humanoid warbands and tribal units. Goblins, with hobgoblin and bugbear commanders, were heavily recruited in the early years of the conquest of Ansalon. Ogres were brought under the command of the Highlords, along with hill giants and trolls. Minotaurs, kobolds, and even thanoi filled out the ranks of specific dragonarmy rosters. Typical monstrous armies are as follows:

OGRE INFANTRY

The ogres have long held a natural advantage on any battlefield, in large part due to their size and strength, but also to the time-honored cunning of their chieftains. Ogre units that originate in Kern are surprisingly skilled at swift raids and strategic strikes, having learned these tactics from the Khurish nomads. Other ogre tribes from Blöde or Daltigoth rely more on sheer force and numbers, with slave units supporting the primary ogre infantry. Human infantry listed below are slave conscripts, kept in thrall by threats and by the knowledge that their families are being held captive back in the ogre strongholds.

Army Type: Infantry.

Commander: Chieftain (ogre Ftr5)

Army Composition: One brigade and one giant regiment (30 hill giants).

1st Brigade: One brigade commander (ogre Ftr3), two sub-commanders (ogre Ftr2), three companies of 120 ogre infantry, one company of 120 human heavy infantry, two companies of 120 human light infantry.

1st Giants: One commander (ogre Ftr3), one company of 30 hill giants.

Ogre infantry: Ogre War1; CR 3; Large giant; HD 5d8+13; hp 36; Init -1; Spd 40 ft.; AC 17, touch 8, flat-footed 17; Base Atk +4; Grp +13; Atk +8 melee (2d8+7/x3, greataxe); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +8; Ref +0; Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +3, Spot +3. Toughness, Weapon Focus (greataxe)

Possessions: Chain shirt, greataxe.

KOBOLD INFANTRY

Kobolds are not front-line fighters. As a race, they are cowardly and sadistic, best deployed in skirmishes and ambushes. When pressed into service, a kobold infantry army is directed to make use of slingers and then engage in quick skirmishes before pulling back. They are resistant to human command; thus every kobold brigade and army is led by the wiliest, craftiest, and most ruthless of kobold warriors, who in turn are better able and willing to follow the overall direction of a highmaster or highlord.

Army Type: Infantry.

Commander: War leader (kobold Ftr7)

Army Composition: Three brigades.

1st Brigade: One lieutenant (kobold Ftr5), two companies of 150 kobold infantry, one company of 100 kobold slingers.

2nd Brigade: One lieutenant (kobold Ftr5), two companies of 150 kobold infantry, one company of 100 kobold slingers.

3rd Brigade: One lieutenant (kobold Ftr5), one company of 150 kobold infantry, two companies of 50 kobold dire weasel cavalry.

Kobold infantry: Kobold War1; CR 1/4; Small humanoid (reptilian); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk/Full Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3, sling); SA —; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +2; Ref +1; Will +1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2. Alertness.

Possessions: Leather armor, spear, sling, 20 sling bullets.

Kobold slingers: Kobold War2; CR 1/2; Small humanoid (reptilian); HD 2d8; hp 9; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp +5; Atk/Full Atk +2 melee (1d4-1/19-20, short sword) or +4 ranged (1d3, sling); SA —; SQ darkvision 60 ft., light

sensitivity; AL LE; SV Fort +3; Ref +1; Will +1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +5*, Listen +2, Move Silently +1*, Profession (miner) +2, Search +2, Spot +3. Alertness.

* includes -1 armor check penalty.

Possessions: Studded leather armor, short sword, sling, 20 sling bullets.

Kobold dire weasel cavalry: Kobold War2; CR 1/2; Small humanoid (reptilian); HD 2d8; hp 9; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp +5; Atk/Full Atk +2 melee (1d6-1, morningstar); SA —; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +3; Ref +1; Will +1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +1, Hide +4*, Profession (miner) +2, Ride +2, Search +2, Spot +1. Mounted Combat.

* includes -2 armor check penalty.

Possessions: Chain shirt, morningstar, dire weasel.

Dire weasel: HD 3d8; hp 13; Atk +2; AC 16; SA attach, blood drain; SQ low-light vision, scent. See page 65 in the *Monster Manual*.

GOBLIN INFANTRY

A goblin army is composed of hobgoblins and goblins, with the occasional squad of bugbears or even trolls. The hobgoblin/goblin mix is most common and typically the goblin units are either mounted on worg wolves, or paired in archer teams with short bows. Hobgoblins are more militaristic and warlike than their lesser cousins, making them excellent commanders as well as able to execute direct orders from dragonarmy officers, when required. After the spring of 351 AC, most goblin units used by the collected dragonarmies come from Throt and the western slopes of the Khalkists, and from the Throtl Regulars.

Army Type: Infantry.

Commander: Chief (hobgoblin Ftr6)

Army Composition: Three brigades.

1st Brigade: One sub-chief (hobgoblin Ftr4), one company of 150 hobgoblin heavy infantry, two companies of 150 goblin light infantry.

2nd Brigade: One sub-chief (hobgoblin Ftr4), one company of 150 hobgoblin heavy infantry, one company of 100 goblin worg cavalry, one company of 100 goblin archers.

3rd Brigade: One sub-chief (hobgoblin Ftr4), one company of 150 hobgoblin heavy infantry, one company of 100 goblin worg cavalry, one company of 100 goblin archers.

Hobgoblin heavy infantry: Hobgoblin Ftr1; CR 1; Medium humanoid (goblinoid); HD 1d10+2; hp 7; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk/Full Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +4; Ref +1; Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide -2*, Listen +2, Move Silently -2*, Spot +2. Alertness, Power Attack.

* includes -5 armor check penalty.

Possessions: Breastplate, light steel shield, masterwork longsword, light crossbow, 20 bolts.

Goblin light infantry: Goblin War1; CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +2; Atk/Full Atk +2 melee (1d4/18-20, scimitar) or +3 ranged (1d4, javelin); SA —; SQ darkvision 60 ft.; AL NE; SV Fort +3; Ref +1; Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2. Alertness.

Possessions: Leather armor, light wooden shield, scimitar, javelin.

Goblin worg cavalry: Goblin Ftr1; CR 1; Small humanoid (goblinoid); HD 1d10+1; hp 6; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +2; Grp +2; Atk/Full Atk +2 melee (1d4/18-20, scimitar); SA —; SQ darkvision 60 ft.; AL NE; SV Fort +3; Ref +1; Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2. Alertness, Mounted Combat.

Possessions: Leather armor, scimitar, worg mount.

Worg: HD 4d10+8; hp 30; Atk +7; AC 14; SA trip; SQ darkvision 60 ft.; low-light vision, scent. See page 256 in the *Monster Manual*.

Goblin archers: Goblin Ftr1; CR 1; Small humanoid (goblinoid); HD 1d10+1; hp 6; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +2; Grp +2; Atk/Full Atk +2 melee (1d4/18-20, scimitar) or +4 ranged (1d4, shortbow); SA —; SQ darkvision 60 ft.; AL NE; SV Fort +3; Ref +1; Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2. Alertness, Point Blank Shot.

Possessions: Leather armor, scimitar, masterwork shortbow, 20 arrows.

MINOTAUR MARINE

A minotaur assault army is typically organized into an immense strike force of infantry and marine units, which operate from coastal regions in ships or along rivers. In colder climates, such as Harkun Bay near Icewall, minotaur marines use icerigger boats (use longboat stats). Minotaur marine armies are led by minor chieftains from one of the minotaur houses that support the Dragon Empire, and the troops hold to a rigid code of battle honor.

Army Type: Marine.

Commander: Chieftain (minotaur Ftr6)

Army Composition: Five brigades with optional fleet (10 warships, or 20 longships)

1st Brigade: One war chief (minotaur Ftr4), two companies of 120 minotaur marines.

2nd Brigade: One war chief (minotaur Ftr4), two companies of 120 minotaur infantry.

3rd Brigade: One war chief (minotaur Ftr4), two companies of 120 minotaur infantry.

4th Brigade: One war chief (minotaur Ftr4), two companies of 120 minotaur infantry.

5th Brigade: One war chief (minotaur Ftr4), one company of 120 minotaur marines, one company of 120 minotaur infantry.

Minotaur marine: Minotaur Ftr1; CR 1; Medium humanoid (minotaur); HD 1d10+3; hp 8; Init -1; Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +3; Atk +3 melee (1d6+2/18-20, cutlass) or +0 ranged (1d10, heavy crossbow); Full Atk +3 melee (1d6+2/18-20, cutlass) and -2 melee (1d6+1, gore); or +0 ranged (1d10, heavy crossbow); SA gore; SQ —; AL LE; SV Fort +2; Ref -1; Will +0; Str 14, Dex 9, Con 10, Int 9, Wis 10, Cha 9.

Skills and Feats: Intimidate +1, Profession (sailor) +4, Swim +1, Use Rope +1. Toughness.

Possessions: Chain shirt, cutlass, buckler, heavy crossbow, 20 bolts.

Minotaur infantry: Minotaur War1; CR 1/2; Medium humanoid (minotaur); HD 1d8+3; hp 7; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/x3, battleaxe) or +0 ranged (1d10, heavy crossbow); Full Atk +3 melee (1d8+2/x3, battleaxe) and -2 melee (1d6+1, gore); or +0 ranged (1d10, heavy crossbow); SA gore; SQ —; AL LE; SV Fort +2; Ref -1; Will +0; Str 14, Dex 9, Con 10, Int 9, Wis 10, Cha 9.

Skills and Feats: Intimidate +1, Profession (sailor) +4, Swim +1, Use Rope +1. Toughness.

Possessions: Chain shirt, battleaxe, heavy crossbow, 20 bolts.

DRAGON HIGHLORDS, HIGHMASTERS AND OFFICERS

Dragonarmy officers are, as a rule, ambitious, driven individuals who have achieved their positions through any possible means, from military prowess to knowing which lieutenant or brigade commander to bribe or blackmail. This atmosphere of rivalry and competition and backstabbing is vital to Ariakas's strategy, for he chooses only those individuals who have the temerity and persistence that will win the war for the Queen of Darkness.

Highlord is the highest-ranking office in the dragonarmies. There is one highlord for each army, responsible for overseeing military operations, command, and delivering Takhisis' will to her troops. Ariakas himself is chief among all the highlords, and was awarded that responsibility and honor by the Dark Queen. His position is not secure, however, for if he were to falter, his place will be swiftly assumed by another. This is the fate of any highlord who fails to meet the expectations of Her Dark Majesty.

Each highlord claims a number of highmasters who answer directly to him or her, and who serve as lieutenants, field commanders, administrators, and personal assistants. Highmasters exert great influence and personal power in their own right; some are former generals or mercenary captains. Their loyalty is not always assured, thus it is a practice among the highlords to keep their highmasters close by—where they can observe their diligence—or far away, so that trusting them is not an issue.

Beneath the highmasters the chain of command is murky. Those who occupy the lower rungs of the army are universally known as dragonarmy officers. Among those who bear this title are brigade commanders, the flying citadels' wind captains, regional governors, or even petty bureaucrats. Much of the honor of being addressed as an officer in the dragonarmies relies on who the individual has managed to impress, and how long he can survive the cut-throat nature of the dragonarmy climate.

Of special note are the fewmasters, who operate on a provincial level. They are typically placed in charge of a single company of soldiers or other body of troops, and answer directly to a highlord. Fewmasters possess very little influence outside of their immediate posts, but they have the benefit of the highlord's indulgence. They are assigned to locations of strategic value, though they lack the power to achieve any long-term results. In essence, they do a lot of the dirty work that a highmaster is far too busy or overqualified to do, and they take the brunt of the highlord's ire when things go wrong. Lord Toede is a notable bearer of this title in 351 AC, before the death of Verminaard.

Typical dragonarmy officer: Human Ftr6; CR 6; Medium humanoid (human); HD 6d10+12; hp 45; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +6; Grp +9; Atk +11 melee (1d8+5/19-20, masterwork longsword) or +7 ranged (1d10/19-20, heavy crossbow); Full Atk +11/+6 melee (1d8+5/19-20, masterwork longsword) or +7 ranged (1d10/19-20, heavy crossbow); SA —; SQ —; AL LE; SV Fort +5; Ref +2; Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Climb +6*, Intimidate +7, Jump +3*, Knowledge (local) +3, Ride +7. Cleave, Dodge, Improved Initiative, Leadership, Mounted Combat, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

* includes -3 armor check penalty.

Possessions: Masterwork breastplate, heavy steel shield, masterwork longsword, heavy crossbow, 20 bolts.

BLACK DRAGONARMY

The Black Dragonarmy's role in Emperor Ariakas's master plan is one of support and asset management. Black dragons are chaotic creatures and, unlike red dragons, their instincts do not revolve around direct combat. Similarly, the Black Wing is not as configured toward large-scale military operations as the Blue or Red Wings, and is most successful when serving as the occupation force in conquered regions or assisting other wings in securing an area after invasion.

By 351 AC, the Black Wing has established governance over a number of regions in the eastern lands of Ansalon, notably Blöde, Zhakar, and Balifor. Highlord Lucien succeeds where his predecessor Maldeev failed, and achieves the strongest pact yet with the ogres and dark dwarves of these regions. In addition, his conquests in the Goodlund Peninsula alongside the White Wing show that the Black Dragonarmy is capable of strategic victories without the aid of the Red or Blue. Consequently, Ariakas

has agreed to furnish Lucien and his troops with additional support for maintaining these regions, including the assignment of a flying citadel that is now commanded by one of Lucien's most trusted highmasters, General Marcus Cadrio.

HIGHLORD

Lucien of Takar is the dragon highlord of the Black Dragonarmy in the autumn of 351 AC. His leadership is remarkable for its reliance on tacit contractual agreements between the highlord and his highmasters and other officers. Any sign of weakness or failure is swiftly dealt with, success is greatly rewarded. Lucien understands the mercenary mindset—in humans, ogres, and his black dragons—and is adept in his dealings with allies and subordinates. Because of his decision to elevate his former mercenary companions to high-ranking positions, Lucien is one of the best protected, most secure highlords in the dragonarmies. The highmasters: Marcus Cadrio, Finion Pel, and Zanark Kreiss, have an excellent working relationship with one another, but that will last only as long as Lucien remains in charge of the Black Wing.

DRAGONS

The Black Wing makes use of twenty black dragons in its key deployments: two old, four mature adult, six adult, and eight young adult dragons. The old and mature dragons are almost always stationed in fixed staging areas near swamps and ruins where they await summons; they hate being around humanoid races for very long. The younger dragons, bribed with promises of coins, trinkets, and food, move with the Black Wing and are used in direct support of other troops, often in coastal areas or waterways. The Black Highlord has proved capable of dominating the blacks, although a notable few—such as Khisanth (or Onyx to humans)—have been given special assignments in order to keep them from turning on the highlord. Lucien's predecessor suffered such a fate, and so he is ever mindful of the treacherous nature of the black wyrms.

TROOPS

Ogres, hill giants, and human mercenaries make up the bulk of the non-draconian Black Wing troops. Lucien favors baaz and bozak draconians over the other types, and his bozak elite, along with ogre mages, go a long way toward making up for a distinct shortage of Black Robe wizards in his army. The irony of this is not lost on Lucien, but he has no real love for wizards or clerics.

Black Wing infantry are usually equipped with spears, scimitars, and studded leather or chain shirts. Most hail from the Blode and Taman Busuk regions and are experienced in fighting in rugged foothills, badlands, and scrub forest. Wilderness scouts are armed as heavily as any other unit, a holdover from the time when Lucien's mercenary companies served double-duty as scouts and support troops for the ogres. The cavalry units in the Black Wing are known as the Dark Riders, at least half of which are mountain nomads eager to serve under the Black Highlord.

Below is the representative composition of the Black Wing in 351 AC.

BLACK WING (BALIFOR)

Army Commander: Lucien of Takar, Black Dragon Highlord

Army Composition: Three flights, plus elite draconian unit.

Black Guards—Commander Azak (LE bozak Sor6), 150 bozak Sor3

1st Black Flight—Flight Marshal Elgar (CE human Ftr7/legendary tactician 1), 1st Black Dragonarmy (draconian army), 6th Black Dragonarmy (mercenary infantry), 7th Black Dragonarmy (mercenary infantry), 8th Black Dragonarmy (ogre infantry), 1st Black Dragonwing (2 young adult, 2 adult)

2nd Black Flight—Flight Marshal Sulav (CE human Ftr7/legendary tactician 1), 9th Black Dragonarmy (draconian army), 10th Black Dragonarmy (ogre infantry), 11th Black Dragonarmy (ogre infantry), 3rd Black Dragonwing (2 young adult, 2 adult)

3rd Black Flight—Flight Marshal Golias (CE human Ftr7/legendary tactician 3), 12th Black Dragonarmy (mercenary infantry), 13th Black Dragonarmy [Dark Riders] (mercenary cavalry), 14th Black Dragonarmy (ogre infantry), 4th Black Dragonwing (2 adult, 2 mature adult)

STRATEGIES AND TACTICS

Because coordinating a long-term campaign is next to impossible with the black dragons used by the army, the Black Wing relies on focused strikes on pivotal supply and administrative centers. Port Balifor, for example, is one of the first targets of the push into the Goodlund Peninsula because of its importance as a port town. With one or two black dragons accompanying a brigade of draconians or infantry, Lucien is able to isolate population centers, taking over one city or town at a time with little resistance.

MOTIVATIONS AND GOALS

By 351 AC, Lucien's goal is clear: maintain control of conquered territories in the lower Khalkists, Blöde, and Goodlund, while acting as a buffer for further operations in and out of Neraka toward the southeast. The Black Wing has no major offensives planned, having succeeded at those deemed important early in the war. The dragonarmy has strong alliances with the Red and White armies, as well as a working relationship with its nearest ally, the Green Wing under Salah-Khan. It would not be out of character for Lucien to send a flight of Black Dragonarmy troops to a region occupied—or being invaded—by one of these armies. Nordmaar, for example, taken by the Red and Green Wings in 348 AC, now hosts a number of Black Dragonarmy outposts which assist Verminaard as his Red Wing makes the push into Abanasinia.



BLUE DRAGONARMY

Ariakas entrusts the Blue Wing to Kitiara Uth Matar, not merely because of the singleminded determination for victory which the highlord shares with her blue wyrms, but because the Blue Wing has demonstrated ruthless efficiency in every one of its engagements. The Blue Wing is far and away the most lethal dragonarmy and worthy of its exalted status—second only to the Red Wing, commanded by Verminaard. Kitiara's troops are at their best when dealing with the occupied areas in the north and west, where the shining hope of the good nations is at its brightest. It is said that when Kitiara fights she brings the dark storm with her.

By the autumn of 351 AC, the Blue Wing has captured Vingaard and Kalaman and brought Throtl and Lemish under its control. Hordes of hobgoblins and kobolds, and the undead legions of Lord Soth, await the push into Solamnia, which seems imminent. Kitiara is not ready yet, however. First, she bides her time, sending her spies and agents into the lands still held by the free peoples, the better to swiftly overthrow the lords of these lands when her blue dragons sweep into battle.

HIGHLORD

Kitiara uth Matar, also known as the Blue Lady, is the dragon highlord of the Blue Dragonarmy in the autumn of 351 AC. Ambitious and clever, she is a resourceful commander who

understands and exploits the different motives and personalities of her officers, soldiers, and even dragons. Kitiara leads the Blue Wing to military victories and is responsible for bringing some especially resistant regions under the shadow of the Dragon Empire. She has no problem with delegating crucial tasks to her highmasters, such as Bakaris, whom she trusts to lead a flight into strategic battles even when she herself is hundreds of miles away. Second only to Ariakas, Kitiara is feared and respected, and a dangerous opponent in mass warfare.

DRAGONS

The Blue Lady has the most trustworthy, efficient, and loyal dragons of any dragonarmy. Eight blues accompany her on campaigns with the Blue Wing: two very old, two old, two mature adult, and two adult blues. Kitiara chooses older, experienced dragons for her most important missions,

leaving the younger dragons behind to serve the Dark Queen in various ways. The blues follow her orders precisely, and all of them consider Kitiara and her mount Skie to be as one—a single commander in two bodies. This trust, and the exacting nature of the blue dragons' lightning strikes, makes them the most deadly dragons in any strike engagement.

TROOPS

Human and draconian soldiers dominate the the Blue Dragonarmy brigades. Also represented are kobolds drawn from the Taman Busuk route to Vingaard, and former Green Wing ogres from Kern that Ariakas transferred to the Blue Wing during the year of regrouping. The Blue Wing is the only force to make use of undead, specifically the so-called Reaper Army, also known as Lord Soth's Legion. This unit is being held in reserve, however, until orders are given for the major offensive in Solamnia, and not even Ariakas is aware that Kitiara has Soth's assistance.

Blue Wing infantry are equipped with polearms, short swords, and chain shirts. Scouts typically wear lighter armor, and mounted patrols ride light warhorses or, in the case of the kobolds, dire weasels. Kitiara's lack of goblin troops is due to her loathing of the creatures, although she has the 1st, 2nd and 3rd Throtl Regulars ready for service if she needs them.

Below is an example of a Blue Wing composition, representative of the Blue Dragonarmy in 351 AC:

BLUE WING (VINGAARD)

Army Commander: Kitiara Uth Matar, Blue Dragon Highlord.

Army Composition:
Two flights.

1st Blue Flight—Flight Marshal Kotsam (LE baaz Ftr9), 4th Blue Dragonarmy (draconian army), 5th Blue Dragonarmy (mercenary infantry), 6th Blue Dragonarmy (kobold infantry), 1st Ogres (150 ogres), 2nd Blue Dragonwing (2 mature adult, 1 old)

2nd Blue Flight—Flight Marshal Volger (CE human Ftr7/legendary tactician 2), 8th Blue Dragonarmy (draconian army), 9th Blue Dragonarmy [Reaper] (Lord Soth [death knight],

91st cavalry [8 skeleton warriors], 92nd chariots [8 spectres]), 3rd Blue Dragonwing (2 adult, 1 mature adult)



STRATEGIES AND TACTICS

Kitiara is a brilliant military commander. She knows the power of her dragons and carefully maps out her strategies in advance. The Blue Wing never undergoes an offensive or launches a strike against a target without at least a week of planning and preparations. Her troops are highly disciplined and follow her dictates to the letter, though Kitiara and her highmasters effect revisions on the spot, when necessary. Kitiara is also blessed with dragonwings comprised of the most socially adept of all the chromatic dragons, and this enhances the ability of her officers to communicate with their dragon mounts. At times, however, she has relied on the blue dragons more than their riders, knowing that a rider is more likely to balk in the face of deadly combat, while the dragon will carry out orders to the bitter end. Her success has colored her opinion of other dragonarmies, who are not as well organized as her own.

MOTIVATIONS AND GOALS

The Blue Wing has been tasked with the conquest of Solamnia and the acquisition of key targets, including Palanthas and western cities. This campaign of relentless intimidation will take Kitiara right into the heart of her ancestral homelands. Ariakas has yet to learn of her brokered deal with Lord Soth, the death knight, which is just one of dozens of similar deals and promises she has made on her own with influential agents of evil in the west. Her officers are picked for their arrogance and aggressiveness, and her troops rewarded for successful campaigns. Kitiara finds the thought of taking Solamnia from those who drove away their knightly protectors highly amusing.

GREEN DRAGONARMY

The armies of the Green Wing complement the offensive power of the Red and Blue armies and the support function of the Black and White forces. Green Highlord Salah-Khan inherits a sizeable military body that is first tasked with assisting the Red Wing in taking over Nordmaar, Kern, and Khur; regions inhospitable to the green serpents. The invasion of Khur is temporarily halted, until Salah-Khan is elevated to highlord, by which point the Red Wing has moved on and the Green Wing has to succeed on its own merits. Thus, while initially an auxiliary force, the Green Dragonarmy proves to Ariakas it has the strength and resources to act independently. The Green Wing proves its worth during the Silvanesti campaign.

By 351 AC, the Green Wing holds territories in Kern, Khur, and the northern reaches of Silvanesti. The Nightmare that has beset the elven realm makes occupation of the forests extremely daunting, so Salah-Khan has been forced to suspend any further actions in that area. In addition, the resistance in Khur has brought the Green Wing's efforts there to a virtual standstill. It is only a matter of time before the highlord's patience will reach its end.

HIGHLORD

Salah-Khan of Khur is the dragon highlord of the Green Dragonarmy by late 351 AC, having been recruited early in the Khur campaign to unite the Khur nomads, drawing them into the Dragon Empire, in support of the push into Silvanesti. Salah operates directly out of mobile headquarters in the south of Khur, preferring to be as close as possible to the fierce, often fleeting action. He is always ready to lead the Green Wing from the saddle.

Harried by freedom fighters within Khur, the highlord never stays in one place for longer than a week. He doesn't much trust his highmasters, knowing from experience that those who get close to power quickly begin to lust after it themselves. Thus, the highmasters in the Green Wing spend most of their time managing local disputes and acting as wardens for the highlord's conquests. The Green Dragonarmy officers desperately seek Salah's favor while ceaselessly plotting among themselves for internal alliances. This creates a potentially dangerous situation for any officer who is perceived to have stepped out of line, and these missteps in turn feed Salah-Khan's paranoia.

DRAGONS

Thirty green dragons accompany the Green Wing on its major campaigns. Of this group, two are very old, four are old, eight are mature adult, and sixteen are adult. Because of their arrogant and devious natures, which make them capable of scheming and conspiring even against their highlord masters, the Green Dragonarmy spends a great deal of effort in keeping them apart from one another when they are not needed. The greens typically find a forested or overgrown area and create temporary lairs, preferably where they are close to lesser creatures they can torment. Almost all the greens under Salah-Khan accord him a degree of respect that is rare, especially considering that most dragons scorn two-legged mortals. Despite their hatred of organized military drives, the green dragons relish combat with human enemies. The highlord makes sure that they are rewarded for their successes.

TROOPS

Ogres, nomads, and goblins form the majority of the Green Wing soldiery. Salah-Khan's mastery over Kern and Khur has enabled him to field large numbers of ogre infantry and mercenary cavalry, which he pairs with hobgoblin auxiliaries from Throthl. Because these forces spend most of their time traveling between outposts, they must be well-equipped for long periods of survival under dry, arid conditions.

Green Wing infantry and cavalry use scimitars, lances, and studded leather armor. Few, if any, of the cavalry units are heavy cavalry, due to the conditions of the region; such cavalry are almost always desert nomads loyal to the Khur tribe, and they ride light warhorses. The Green Wing troops are experienced in fighting in heavily forested environments, which is where the goblins prove most useful. A typical Green Wing goblin army is equipped with shortspears and javelins, and sufficient supplies to last at least a week away from a major camp or settlement.



Below is an example of a Green Wing composition, representative of the Green Dragonarmy in 351 AC:

GREEN WING (KERN)

Army Commander: Salah-Khan, Green Dragon Highlord
Army Composition: Three flights, plus elite draconian unit.

Green Legion—Commander Chazzad (LE kapak Ftr3/Rog3), 150 kapak Ftr1/Rog1

1st Green Flight—Flight Marshal Anduren (LE human Ftr7/legendary tactician 1), 4th Green Dragonarmy (draconian army), 5th Green Dragonarmy (mercenary infantry), 6th Green Dragonarmy (goblin infantry), 1st Green Dragonwing (2 adult, 2 mature adult)

2nd Green Flight—Flight Marshal Guilerth (LE human Ftr7/duelist 2), 7th Green Dragonarmy (draconian army), 8th Green Dragonarmy [Green Scourge] (ogre infantry), 9th Green Dragonarmy [Ravagers of Kern] (ogre infantry), 2nd Green Dragonwing (4 adult)

3rd Green Flight—Flight Marshal Cailceas (LE human Ftr7/Wiz2), 10th Green Dragonarmy (draconian army), 11th Green Dragonarmy (goblin infantry), 12th Green Dragonarmy (goblin infantry), 13th Dragonarmy [Emerald Riders] (mercenary cavalry), 3rd Green Dragonwing (4 adult)

STRATEGIES AND TACTICS

The Green Wing excels at protracted guerilla campaigns, harrying defenses and wearing down resistance while wooing grassroots recruits, setting up agents and spies, and infiltrating local governments. The green dragon is poisonous, and its influence over a target region is usually toxic. A mix of terrorist methods and psychological intimidation tactics has given the Green Wing a well-deserved infamy. A Green Dragonarmy company is usually launched into play as a loose skirmish group, eschewing formation tactics for ambush and hit-and-run maneuvers against stationary encampments and support units. If confronted by another army, Green Wing troops typically follow pre-planned withdrawals into areas that conceal a green dragon, which immediately begins a magical harassment of the enemy. The retreating Green Army units then regroup and strike from all sides, taking advantage of the spreading dragonfear to pick off fleeing soldiers or scouts, then driving the remaining enemy into the dragon's clutches.

MOTIVATIONS AND GOALS

The Green Wing's primary focus in the autumn of 351 AC is keeping a lid on resistance in Khur. Salah-Khan's hope is that, eventually, freedom fighters among the nomad tribes will be sufficiently demoralized so that he can regroup and redirect his armies to move into the southern coast of the New Sea. He might possibly try for a transfer of control from the Black Wing of all lands west of Silvanesti. Certainly, the ogre troops in the Green Dragonarmy, who hail from Kern, are pushing for dominance over their cousins in Blöde. At the present time, the Green Highlord maintains that he has no interest in encroaching

on Lucien's acknowledged fiefdom. Instead, the Green Wing remains within its present borders, coordinating the Silvanesti occupation and giving Ariakas' forces in Sanction a direct route to the elven capital for the takeover, once Lorac's feverish dreams end.

RED DRAGONARMY

The Red Wing is the Dragon Empire's strongest military arm, bringing fiery ruin and wholesale death to opposing armies, reducing whole cities to ash in less than an hour. It is the pride and joy of Emperor Ariakas, who only reluctantly surrenders command of this wing to Highlord Verminaard. Verminaard takes charge of the army during 350 AC, and brings much of the New Sea region to heel in only one year. Fresh from a series of campaigns in Nordmaar and against Silvanesti, and bolstered by Verminaard's religious fervor, the troops of the Red Wing are incredibly aggressive and driven. Few can stand in the path of the Red Wing's fires and endure.

HIGHLORD

Verminaard is the dragon highlord of the Red Dragonarmy in 351 AC and is responsible for the campaign into the south of Ansalon across the New Sea. His immediate predecessor, Phair Caron, died amidst the disastrous early campaign against Silvanesti. By that point Ariakas had already been given specific instructions to hand the Red Wing over to Verminaard for the purpose of rooting out any inkling of good clerics and finding the Everman.

Verminaard's leadership transformed the Red Wing from a physical engine of destruction into a nightmarish instrument of oppression that spread propaganda and fear before its advance. The highlord cleverly wins the support of local authority figures with promises and veiled threats. He has only a few highmasters—such as Commander Kansaldi Fire-Eyes—keeping them in reserve, or busy managing the already conquered regions in the northeast.

DRAGONS

The Red Wing typically has eight red dragons: two old, two mature adult, two adult, and two young adult dragons. While there are older, more powerful reds in the service of the Dark Queen, the Red Highlord prefers reds that are younger, with their ferocity and aggressive spirits at a peak. The reds savor combat, and enjoy inciting fear and spreading fires ahead of the advancing army. The old dragons—the largest and strongest of the wing's serpents—are usually sent in first, as their size and potent fear auras are often enough to settle some engagements without a fight.

TROOPS

Soldiers of the Red Wing enjoy the benefits of being among the highest-paid mercenaries in the Dragon Empire, as well as claiming the full support of Emperor Ariakas and Verminaard. Most companies have access to masterwork quality weapons, and armor, and even the lowest-ranking Red Dragonarmy officer has a magic item or two—yet another gift from the Dark Queen.

The Red Wing employs almost all types of soldiers, depending on the campaign in which it is involved. For Abanasinia in 351 AC, the majority of draconians are baaz and bozak, with some kapaks in place as scouts. Human mercenaries are in a minority, as Verminaard doesn't trust them at this time. Goblins receive assignments of considerable importance and are encouraged by Verminaard's promise that soon they will have the chance to strike at the hated elves of Qualinesti. All infantry units are armed with longswords and shortswords as a rule, and the best armor available (usually chain shirts and breastplates).

Below is a sample Red Wing composition, representative of the Red Dragonarmy in 351 AC:

RED WING (ABANASINIA)

Army Commander: Verminaard, Red Dragon Highlord.

Army Composition: Two flights and ogre auxiliary.

1st Red Flight—Flight Marshal Tethys (LE bozak Sor6), 9th Red Dragonarmy (draconian army), 10th Red Dragonarmy (draconian army), 11th Red Dragonarmy (goblin infantry), 12th Red Dragonarmy (goblin infantry), 1st Red Dragonwing (2 mature adult, 1 old)

2nd Red Flight—Flight Marshal Hajj (LE bozak Ftr 3/Sor3), 13th Red Dragonarmy (draconian army), 14th Red Dragonarmy (draconian army), 15th Red Dragonarmy (goblin infantry), 2nd Red Dragonwing (2 adult, 1 old)

1st Ogre Auxiliary—Chieftain Emir Spineripper (CE ogre Ftr5), 3rd Ogres [Crimson Ogres] (ogre infantry), 4th Ogres [Spineripper's Brutes] (ogre infantry), 1st Giants (30 hill giants)

STRATEGIES AND TACTICS

Verminaard is a skilled tactician, but he also understands the chaotic nature of the red wyrms. The red dragons—and the draconians, ogres, and humans serving alongside them—favor direct and large-scale conflict over lesser engagements and skirmishes. The Red Wing can be counted on to move inexorably toward its intended target, while the main body of the army follows the scorched earth of the dragon advance squadron. It is not until these soldiers confront the enemy that Verminaard's greatest talents are revealed. He can call down the wrath of his goddess on the most stubborn targets—especially enemy wizards or potential clerics—demoralizing the foe while he maneuvers his own forces into position. He directs red dragons to destroy barriers and fortifications and pick off archer and slinger units. Then, he himself charges into battle on the back of his own red dragon, Ember, a blazing inspiration to all that rally to his cause.

MOTIVATIONS AND GOALS

The Red Wing is fixated on one goal by the end of 351 AC, and that is to retrieve the *blue crystal staff* and remove any other obstacles to the Queen of Darkness' return. This includes finding the Everman and potential good or neutral clerics. In an effort to better accomplish these tasks, Verminaard leads the army into Abanasinia, where there are rumors of small, influential religious

groups and hostile plains tribes. Any and all religious groups are contacted, evaluated, and then either brought under Verminaard's supervision or summarily wiped out. With so much attention being paid to Abanasinia, however, the Red Wing has thinned its occupying forces in the northeast. Thus, Verminaard fosters good relations with the other highlords, counting on their assistance in safeguarding the conquered lands, while he continues to carry out the bidding of the Queen of Darkness.

WHITE DRAGONARMY

The White Wing is the smallest and least significant of the five armies, and its role is almost completely supportive. Prior to 351 AC, the largest campaign in which the White Wing is involved to any great extent is the taking of the Goodlund peninsula in 349 AC, shortly before the assault on Silvanesti. White Dragonarmy troops are arrayed in limited numbers against Silvanost, alongside the Red and Green armies, for whom they serve mostly as a scouting and intelligence gathering force. Feal-Thas, the White Highlord, provides essential information on the elven defenses and key strategic locations. With the assistance of Feal-Thas and the White Wing, the other armies are able to force the evacuation of Silvanesti.

In 351 AC, the White Dragonarmy moves into the region of Icereach and is now finalizing pacts and alliances with the ogres of Daltigoth. Almost all of Feal-Thas' troops are collected near Icewall Castle. The White Wing is still in the regrouping stage and is planning its next offensive.

HIGHLORD

Feal-Thas is the dragon highlord of the White Dragonarmy in 351 AC. His assignment is a direct result of his vital contribution to the war in Silvanesti. It is true that Ariakas rewards the dark elf with the least important and most remote of the dragonarmies, but Feal-Thas embraces his mission. With his affinity for cold weather, Feal-Thas is a natural for the command of the White Wing and, even though his white dragons are not as powerful or intelligent as other dragons, they still offer an overwhelming advantage on the battlefield.

Feal-Thas has no highmasters at the beginning of autumn in 351 AC, though not for lack of trying. Three of them in as many years are killed or lost during the campaign for Goodlund. Once Feal-Thas asserts control over the Wing, he realizes that there is little love for elves among the mercenaries, even for elven exiles. For this reason, Feal-Thas has come to rely on thanoi chieftains and minotaur officers to handle his occupation forces, until reinforcements arrive from Neraka or his alliance with Stormogre in Daltigoth provides him an ogre army.

When he is killed, Feal-Thas' position is left vacant until a suitable replacement can be found. In 352 AC, Lord Toede—fresh from service as a Black Wing highmaster in Flotsam—is viewed as the logical replacement.

Note: Dungeon Masters running an alternate War of the Lance campaign should feel free to replace Toede with any other major NPC or character whom the heroes have encountered in the past.



DRAGONS

Fifteen white dragons serve in the White Wing of the Dragonarmies, and initially they are based in the peaks of the Khalkists overlooking Blöde. But later, after the push into Silvanesti, the white dragons are relocated to bases in Icereach and Daltigoth. Three mature adult dragons, five adult dragons, and seven young adult white dragons accompany the flights, with the bulk of these acting as scouts. Because the whites are the least astute and least trustworthy of the five dragon clans, Feal-Thas continually promises them riches and plunger to urge them on. In the end, it is the influence of older dragons, such as Feal-Thas' mount Sleet, that keeps them in line.

TROOPS

White Wing troops are equipped for extremely cold conditions, for temperatures plunging below zero with impaired visibility due to blowing snow. All soldiers are given woolen cloaks, fur hide coats, and thick furred boots, as well as enough supplies to stay alive in the icy wastelands of Icereach for up to five days.

Feal-Thas makes as much use of thanoi units as possible, given that they are eager soldiers and respond well to the desires of the Queen of Darkness. Battleaxes, handaxes, and greataxes are the most common weapons in the White Wing, substituting for swords and spears. Minotaurs assigned to the White Wing hail mainly from Mithas in the Blood Sea Isles, and they have found that they can adapt swiftly to the frigid environment. White Dragonarmy scouts conduct patrols and survey flights on dragonback or they ride polar bears; no other kind of cavalry sees any use in the cold climate.

WHITE WING (ICEWALL)

Army Commander: Feal-Thas, White Dragon Highlord.

Army Composition: Two flights.

1st White Flight—Flight Marshal Ronox De-Jaska (LE minotaur Ftr7/legendary tactician 1), 1st White Dragonarmy (minotaur marine), 2nd White Dragonarmy (minotaurs marine), 3rd White Dragonarmy (draconian army), 4th White Dragonarmy (mercenary infantry), 1st White Dragonwing (3 young adult, 1 adult, 1 mature adult)

2nd White Flight—Flight Marshal Barbarossa (LE human Bbn6/legendary tactician 2), 5th White Dragonarmy (thanoi army—150 thanoi raiders, 40 polar bears), 6th White Dragonarmy (thanoi army—150 thanoi raiders, 40 polar bears), 7th White Dragonarmy (thanoi army—150 thanoi raiders, 40 polar bears), 2nd White Dragonwing (3 young adult, 1 adult, 1 mature adult)

Thanoi raiders: Thanoi War1; CR 2; Medium monstrous humanoid (cold); HD 3d8 plus 1d8+11; hp 28; Init +1; Spd 20 ft., swim 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +7; Atk/Full Atk +8 melee (1d10+3, greatclub) or +4 ranged (1d6+3/x3, shortspear); SA —; SQ cold subtype, great breath; AL NE; SV Fort +4; Ref +4; Will +1; Str 16, Dex 12, Con 15, Int 6, Wis 7, Cha 9.

Skills and Feats: Balance +3, Climb +7, Ride +2, Swim +11. Toughness, Weapon Focus (greatclub).

Possessions: Greatclub, shortspear.

Polar bear: HD 8d8+32; hp 68; Atk +13 (1d8+8, claw); AC 15; SA improved grab; SQ low-light vision, scent. See page 269 in the *Monster Manual*.

STRATEGIES AND TACTICS

The White Dragonarmy's tactics are deliberately simple, for the white dragons are not capable of executing multiple orders or complex movement without constant direction. Units of minotaurs and thanoi rush opposing forces, while other companies hold back until the initial charge has made an impact. White dragons, with their blasts of killer frost, are sent in to eliminate any enemy cavalry or specialized units; the older dragons attack first, making use of dragonfear to disperse the enemy. When Feal-Thas uses draconians, he prefers kapaks. Since White Wing battles are often the result of a scouting party forced to launch an impromptu offensive, kapaks are best suited to this kind of free-wheeling engagement. A common ploy of the White Wing is for white dragons carrying a unit of kapaks to fly out over the water and drop the draconians directly onto enemy ships, softening opponents up before the minotaurs reach them.

MOTIVATIONS AND GOALS

Feal-Thas is fully aware of his army's relatively minor role in the War of the Lance, yet he has not complaints. In secret, he is formulating plans to contribute to the larger scope of the Dragon Empire's operations—once he has dealt with the Ice Folk nomads of Icereach, and brought the ogres of Daltigoth firmly under his banner. The White Highlord entertains the possibility of spearheading his own invasion of Northern Ergoth—thus far untouched by dragonarmy forces. He is certain that an ogre assault on Silvamori, coupled with two flights of White Wing forces, should take care of the Silvanesti altogether. To be involved in such a mission—his Wing Wing vital to this triumph—would bring him no small measure of personal satisfaction.

THE FORCES OF WHITESTONE

The War of the Lance begins in 348 AC when the Dragonarmies of Takhisis, Queen of Darkness, invades and conquers Nordmaar. For the next four years, Takhisis's forces, under the command of the Dragon Emperor Ariakas and the Dragon Highlords, rampage across Ansalon, meeting scant resistance. By the autumn of 351 AC, nearly all of mainland Ansalon has fallen under the domination of the Dragonarmies. Things look bleak for the forces of good.

The winter of 352 AC augured the salvation of the good-aligned people of Ansalon. Representatives from most of the free peoples gathered at the Whitestone Glade on the isle of Sancrist, where they managed to forge an uneasy alliance. Many other important events happened that winter as well. Theros Ironfeld appeared at the Council of Whitestone with the long-lost, fabled

dragonlance, and revealed the secret of how to forge these much needed weapons. Gilthanas and the silver dragon, D'argent, lead a special force to the city of Sanction, where they discover that the forces of darkness are corrupting good dragon eggs to create their draconian shock troops. Gilthanas's force rescue what good dragon eggs they can, and return them to the good dragons, who, finding out that they have been betrayed, return to the world. This is a turning-point, for now the free peoples can challenge the dragons of evil in the skies over Ansalon.

Early that spring, the Blue Dragonarmy attacks the High Clerist's Tower and is driven back. This is the first major victory for the Whitestone forces. This battle helps to solidify the Knights of Solamnia into a cohesive force, as the knighthood had been racked with political infighting. With the momentum from this victory boosting morale, the Whitestone forces push on to take back most of Solamnia during the spring, emerging victorious from nearly every engagement due to the aid of the good dragons and the power of the *dragonlances*. The siege and subsequent retaking of Kalaman is the beginning of the end. Shortly after the battle of Kalaman, the Whitestone Forces march on Neraka, the capitol of the Dragon Empire, and engage the dragonarmies. Thanks to a small band of heroes known as the Heroes of the Lance, the Temple of Takhisis is destroyed and the leadership of the dragonarmies is thrown into chaos. Good redeems its own. Evil turns on itself. The War of the Lance is over, and the Whitestone Forces are triumphant.

ORGANIZATION OF THE WHITESTONE FORCES

Prior to the Council of Whitestone in 352 AC, the forces of good are not organized on a large scale. The Knights of Solamnia are the most structured group of all of the free allies, though even they are divided internally by squabbling and politics. However, once the alliance of free peoples is forged at the Council, their forces come together, and the capable leaders of the Whitestone Forces organize the disparate troops into the army that will ultimately prove victorious.

The Whitestone Forces are divided into various armies. Each army is divided into two to six brigades. Each brigade is then divided into companies, which are made up of anywhere from sixty to two hundred and forty men. Companies are divided into squads of ten to fifteen men each.



The biggest problem for the Whitestone Forces, especially once they began marching across Solamnia and into enemy territory, is supplies. There had been no major wars since the Cataclysm, and the art of campaign and war supply had been lost. Prior to the Cataclysm, armies relied on clerics and wizards to service troops in the field. Each squad of soldiers usually had its own cleric to provide food and supplies, which were magicked from long distance by the wizards. Since wizards are few and far between these days, and there are very few true clerics in the world, the Whitestone Forces have to start with basics: learning how to provide for and protect their supply lines. It is not until near the end of the war that the Whitestone Forces finally develop smooth supply operations, which immeasurably aid their success.

LEADERSHIP

After the battle of the High Clerist's Tower in 352 AC, the Forces of Whitestone have two primary commanders: Lord Gunthar Uth Wistan, Grand Master of the Knights of Solamnia, and Laurana, the Golden General and daughter of the Qualinesti Speaker of the Sun.

LORD GUNTHAR UTH WISTAN, LORD GENERAL OF THE WHITESTONE FORCES


Lord Gunthar is appointed by the Whitestone Council to lead the Whitestone Forces against the Dragonarmies. Gunthar is an accomplished commander and has successfully led smaller armies in the past. He is the Grand Master of the Knights of Solamnia, and has the knights' utmost obedience and respect. He also has the respect of the other Whitestone allies.

Lord Gunthar is a patient man and commands the Whitestone Forces in a patient, careful manner. He does not rush into battle situations, yet is quick to seize any opportunity. Lord Gunthar shrewdly appraises talent and leadership. This is why he names Laurana as his main general.

LAURANA, THE GOLDEN GENERAL OF THE WHITESTONE FORCES

Laurana is the daughter of the Qualinesti Speaker of the Sun. Though she is young by elven standards, she has proven herself beyond her years as a capable warrior and commander. Laurana often

doubts herself and longs to set aside her responsibility, but she understands her duty to the people of Ansalon. After the battle of the High Clerist's Tower, she reluctantly accepts Lord Gunthar's appointment as general of the



Whitestone Forces, though by this time she has already been dubbed the Golden General by the proud soldiers who have fought under her.

OFFICERS

Most of the Whitestone Forces have a similar leadership structure in their different armies. There are, however, some variations in organization, mostly owing to the disparate nature of the races.

Each Whitestone army has an army commander. In the Solamnic armies, the army commander is called Warrior Lord and is selected from among the brigade commanders, and is usually, but not always, a Knight of the Rose. In the elven armies, there are two army commanders. The Speaker of the Sun is the ultimate commander, but he leaves most of the daily decision making to the Lord House Warrior. The chief of the dwarven armies is the High King of the kingdom that forms the majority of the army. In the case of the Whitestone Forces, this is the High King of Kayolin. The kender commander is Kronin Thistleknott, renowned as the only kender able to convince enough other kender to follow him into battle.

Under the army commanders fall the brigade commanders. The Solamnic armies are divided into three brigades, one from each order of the knighthood. Solamnic brigade commanders, called Lord Knights, always come from the Order they are leading. The Elven armies are also divided into three brigades, one for House Warrior, one for House Rider, and one for House Archer, with their brigade commanders always hailing from the House that comprises the brigade. The dwarven armies are divided into five brigades, though there are brigade commanders only for four. The Aghar, or gully dwarves, have no real organization, therefore no real leaders.

Under the brigade commanders are the company commanders. The only companies that do not have company commanders are the gully dwarf companies. The kender companies, on the other hand, have three times as many company commanders, because it takes more commanders to keep kender in line.

Under company commanders are the sergeants. A typical sergeant commands a squad of ten to fifteen soldiers. However, kender sergeants only command a squad of three to five kender, which means there are a lot more kender sergeants than there are sergeants in the armies of other races. Just as with brigade commanders, gully dwarves do not have sergeants.

SOLAMNIC FORCES

The Solamnic forces are the backbone of the Whitestone armies. While not the largest in number, they are the best trained in the arts of warfare. The majority of senior officers in the Whitestone forces come from the ranks of Solamnics. Among the forces of good, the Solamnics also have the most effective cavalry.

At the beginning of the war, the Solamnics are divided and not yet prepared for any major conflict. After the Council of Whitestone and the Battle of the High Clerist's Tower, the mood shifts. With their leadership solidified

under Lord Gunthar, the Solamnics transform themselves into a capable, inspired army that stands bravely against the evil dragonarmies. With the addition of metallic dragons in the spring of 352 A.C., the Solamnic forces are able to lead the Whitestone armies in a resounding counter-offensive against the armies of the Dragon Highlords.

COMMANDER

The commander of the Solamnic forces is the Grand Master of the Knights of Solamnia—Lord Gunthar Uth Wistan. He is also the appointed commander of the Whitestone Forces. Lord Gunthar has only recently been named Grand Master of the Knighthood, though he has been the *de facto* leader for sometime. He commands the knights and all their forces from the Whitestone Glade and his family castle on the isle of Sancrist. He can and will move to join his forces if need be, though much of the time he assigns capable subordinates to direct specific battles.

At the beginning of the War of the Lance, Lord Gunthar's rule over the Knights is challenged by Lord Derek Crownguard. This serves to divide the Knights into two factions and hampers Gunthar's ability to command the Knights effectively. Most of the older Knights of the Sword and Rose support Derek, and only the Knights of the Crown and a few loyal friends stand by Gunthar. Gunthar, however, is a patient, tolerant man. He suspects that Derek is going mad and, when Derek attacks the Blue Dragonarmy at the Tower of the High Clerist and perishes, Gunthar is able to unite the Knighthood under his leadership and is named Grand Master.

TROOPS

At the beginning of the War of the Lance, there are only sixty-three true Knights of Solamnia. The knighthood actively recruits squires and employs mercenaries, but the number of true knights is small. Most Solamnic units are led by knights, but are made up of these other recruits.

The Solamnic cavalry is usually equipped with lance, longsword, or horseman's mace, and full- or half-plate armor. The typical Solamnic cavalry horse is a heavy warhorse, though this may vary depending on the individual unit. Solamnic horsemen prefer fighting on flat, open ground, such as the plains of Solamnia, to best take advantage of cavalry skills and strengths.

When the metallic dragons join the war, nearly a third of the Solamnic cavalry give up their horses and become airborne cavalry—dragon riders—for the duration of the war.

SOLAMNIC INFANTRY

The infantry of the Knights of the Solamnia also has very few actual knights among its ranks. All of the officers up to the company commanders are knights, and a few of the sergeants are knights, but most of the Solamnic Infantry is made up of human soldiers—professionals and volunteers. The command positions not held by knights are always given to professional soldiers whose loyalty to the knights

can be relied upon. Many of the volunteers are farmers from the rural areas and shopkeepers from the cities. Despite the fact that few of these volunteers have little or no formal military training before joining the army, the volunteers realize that they fight for their families and their freedom, and therefore are completely dedicated to the Solamnic cause.

Army Type: Infantry.

Commander: Warrior Lord (human Ftr4/Nob2/knight of Solamnia (Rose) 7)

Army Composition: Three brigades.

1st Brigade: One Lord Knight (human Ftr4/Nob2/knight of Solamnia (Rose) 7), one company of 60 human heavy infantry, two companies of 180 human light infantry, one company of 60 human archers.

2nd Brigade: One Lord Knight (human Ftr6/Nob2/knight of Solamnia (Sword) 4), one company of 60 human heavy infantry, two companies of 240 human light infantry, one company of 100 human archers.

3rd Brigade: One Lord Knight (human Ftr6/Nob2/knight of Solamnia (Crown) 3), one company of 60 human heavy infantry, three companies of 240 human light infantry, one company of 100 human archers.

Solamnic human light infantry: Human War1; CR 1/2; Medium humanoid (human); HD 1d8+3; hp 7; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +1; Atk/Full Atk +3 melee (1d8/x3, masterwork spear) or +1 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LG; SV Fort +2; Ref +0; Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3*, Intimidate +4, Jump +3*. Toughness, Weapon Focus (spear)

* includes -1 armor check penalty.

Possessions: Masterwork chain shirt, masterwork spear, light crossbow, 20 bolts.

Solamnic human heavy infantry: Human Ftr3; CR 3; Medium humanoid (human); HD 3d10+3; hp 17; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +4; Atk/Full Atk +5 melee (1d8+1/19-20, masterwork longsword) or +3 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LG; SV Fort +3; Ref +1; Will +1; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1*, Intimidate +6, Jump +1*. Cleave, Honor-Bound, Power Attack, Toughness, Weapon Focus (longsword).

* includes -6 armor check penalty.

Possessions: Breastplate, heavy steel shield, masterwork longsword, light crossbow, 20 bolts.

Solamnic human archers: Human Ftr1; CR 1; Medium humanoid (human); HD 1d10; hp 5; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +1; Atk/Full Atk +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/x3, masterwork longbow); SA —; SQ —; AL LG; SV Fort +2; Ref +1; Will +0; Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3*, Craft (bowyer) +4, Spot +4, Listen +2. Alertness, Point Blank Shot, Weapon Focus (longbow)

* includes -1 armor check penalty.

Possessions: Masterwork chain shirt, short sword, masterwork longbow, 20 arrows.

SOLAMNIC CAVALRY

The largest percentage of knights is assigned to the cavalry. The remainder of the Solamnic Cavalry is made up of professional soldiers. The Lord Warrior and Lord Knights who lead the infantry are also the cavalry commanders. In fact, most Lord Knights are cavalry riders themselves. There are no untrained volunteers in the cavalry. Though fewer in number than the infantry, the cavalry is the fighting heart of the Solamnic army.

Army Type: Cavalry.

Commander: Warrior Lord (human Ftr4/Nob2/knight of Solamnia (Rose) 7)

Army Composition: Three brigades.

1st Brigade: One Lord Knight (human Ftr4/Nob2/knight of Solamnia (Rose) 7), one company of 60 human heavy cavalry, one company of 160 human light cavalry, one company of 60 human mounted archers.

2nd Brigade: One Lord Knight (human Ftr6/Nob2/knight of Solamnia (Sword) 4), one company of 60 human heavy cavalry, one company of 160 human light cavalry, one company of 100 human mounted archers.

3rd Brigade: One Lord Knight (human Ftr6/Nob2/knight of Solamnia (Crown) 3), one company of 60 human heavy cavalry, one company of 160 human light cavalry, one company of 180 human light cavalry, one company of 100 human mounted archers.

Solamnic human light cavalry: Human War1; CR 1/2; Medium humanoid (human); HD 1d8+3; hp 7; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8/19-20, masterwork longsword) or +1 melee (1d8/x3, lance); SA —; SQ —; AL LG; SV Fort +2; Ref +0; Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +4. Mounted Combat, Toughness.

Possessions: Masterwork chain shirt, light steel shield, masterwork longsword, lance, light warhorse.

Solamnic human heavy cavalry: Human Ftr3; CR 3; Medium humanoid (human); HD 3d10+3; hp 17; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +3; Atk/Full Atk +4 melee (1d8/19-20, masterwork longsword) or +4 melee (1d8/x3, lance); SA —; SQ —; AL LG; SV Fort +3; Ref +1; Will +1; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +6. Honor-Bound, Mounted Combat, Ride-By Attack, Toughness, Weapon Focus (lance).

Possessions: Masterwork breastplate, heavy steel shield, masterwork longsword, lance, heavy warhorse.

Solamnic human mounted archers: Human Ftr2; CR 2; Medium humanoid (human); HD 2d10; hp 9; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +2; Atk/Full Atk +2 melee (1d6/19-20, short sword) or +5 ranged (1d8/x3, masterwork longbow); SA —; SQ —; AL LG; SV Fort +3; Ref +1; Will +0; Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Craft (bowyer) +5, Ride +5. Mounted Archery, Mounted Combat, Point Blank Shot, Weapon Focus (shortbow)

* includes -1 armor check penalty.

Possessions: Masterwork chain shirt, short sword, masterwork longbow, 20 arrows.

DRAGONS

The Solamnic forces make the most versatile use of the metallic dragons after the great beasts finally decide to join the conflict. Other good armies may have a couple of dragons that have been assigned to them, but the majority of the metallics attach themselves to the knights.

Every color is represented. Most of the metallics are of mature adult age or younger, though a very old silver dragon, two old bronze dragons, and an ancient brass dragon have committed themselves to the Whitestone cause. Each dragon has its own personal reasons for taking part in the war, but all the dragons seek to punish Takhisis and her minions for stealing their eggs.

STRATEGIES AND TACTICS

The Solamnics' primary strategy is to use the strength of their cavalry to break and then rout their enemies. They tend to launch their footmen head-on against the enemy, while sending the cavalry to attack the enemy's flanks. The Solamnic methods with the dragons are very similar, though the dragons usually have their own innate grasp of airborne tactics. They usually listen to the Solamnic plans and then make their own suggestions to commanders as to what will work best in the air.

MOTIVATIONS AND GOALS

Before the winter of 352 A.C., the forces of Solamnia have little motivation and few long-term goals. After the Battle of the High Clerist's Tower, this changes. The goal of the Solamnics becomes leading the armies of Whitestone against the dragonarmies and driving them out of Solamnia. Once done, this goal evolves into defeating the dragonarmies and ending their threat.

ELVEN FORCES

At the Council of Whitestone, Solostaran, the Qualinesti Speaker of the Sun, commits his people to the unified goals set forth by the Council, but he does not send any of his troops to join with the Whitestone forces in Solamnia until after the Battle of the High Clerist's Tower. A number of Silvanesti choose to go with the Qualinesti, though the Silvanesti leaders are not pleased with this decision. The Whitestone generals, especially Laurana, quickly take advantage of the unique skills of the elves and integrate them into their battle plans to great effect.

COMMANDER

Laurana is the Golden General of the Whitestone Forces and a princess of the Qualinesti, but she is not directly in command of the elven forces. The Lord of House Warrior, Amrilas Sirtirinan, is the commander of the elven portion of the Whitestone forces. He is a very capable warrior, but

has a difficult time working with the other races that make up the Whitestone forces. Appointed to this position by Porthios, oldest son of the Speaker of the Sun, Amrilas has yet to learn true acceptance of those who are not Qualinesti. Even so, he leads the elven forces ably and contributes much to the planning of the war.

TROOPS

The Qualinesti elves are the only elves to take an active part in the alliance that comes out of the Council of Whitestone. There are a few Silvanesti troops amidst the elven army, though most of the Silvanesti have turned their sights to reclaiming their homeland from Lorac's Nightmare. The Speaker of the Sun, as the ruler of the Qualinesti, is ultimately in command of the elven forces, though the Lord House Warrior is the everyday commander of the entire elven army. The elven command structure is rigid and centralized, and the elves are very disciplined in battle.

Elves do not always fight the same way that humans do. They are superb woodsmen and tend to use the woods to their advantage when that is possible. They are not cowards, but they do not always take the field in the same direct, assertive fashion as the Knights of Solamnia.

Army Type: Cavalry and Infantry.

Commander: Lord House Warrior, Amrilas Sirtirinan (Qualinesti Ftr10)

Army Composition: Three brigades.

House Rider: One brigade commander (Qualinesti Ftr9), three companies of 120 elven light cavalry, one company of 180 elven light cavalry, one company of 60 elven light cavalry griffon riders.

House Archer: One brigade commander (Qualinesti Rng 9), two companies of 120 elven archers, two companies of 240 elven archers.

House Warrior: One brigade commander (Qualinesti Ftr 9), two companies of 120 elven infantry, two companies of 240 elven infantry.

Elven light cavalry: Qualinesti elf Ftr1; CR 1; Medium humanoid (elf); HD 1d10; hp 4; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8/x3, masterwork lance) or +1 melee (1d8/19-20, longsword) or +2 ranged (1d8/19-20, shortbow); SA —; SQ elvinsight, Qualinesti traits; AL CG; SV Fort +1; Ref +1; Will +0; Str 11, Dex 13, Con 9, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +1, Handle Animal +4, Listen +4, Ride +5, Search +2, Sense Motive +1, Spot +4. Alertness, Mounted Combat.

Qualinesti Traits: +1 racial bonus on Listen, Search and Spot checks; +1 racial bonus on Diplomacy and Sense Motive checks; immunity to magic *sleep* effects; +2 racial bonus on saving throws against enchantment spells and effects.

Possessions: Masterwork chain shirt, light steel shield, masterwork lance, longsword, shortbow, 20 arrows, light warhorse or griffon.

Elven infantry: Qualinesti elf War1; CR 1/2; Medium humanoid (elf); HD 1d8; hp 3; Init +0; Spd 30 ft.; AC 14,

touch 10, flat-footed 14; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8/x3, masterwork spear) or +1 ranged (1d6/x3, shortbow); SA —; SQ elvensight, Qualinesti traits; AL CG; SV Fort +1; Ref +1; Will +0; Str 11, Dex 13, Con 9, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +1, Listen +4, Search +2, Sense Motive +1, Spot +6, Survival +2. Alertness.

* includes –1 armor check penalty.

Qualinesti Traits: +1 racial bonus on Listen, Search and Spot checks; +1 racial bonus on Diplomacy and Sense Motive checks; immunity to magic *sleep* effects; +2 racial bonus on saving throws against enchantment spells and effects.

Possessions: Masterwork chain shirt, masterwork spear, shortbow, 20 arrows.

Elven archers: Qualinesti elf Ftr1; CR 1; Medium humanoid (elf); HD 1d10+3; hp 5; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +1; Atk/Full Atk +1 melee (1d6/19-20, short sword) or +5 ranged (1d8/x3, masterwork longbow); SA —; SQ elvensight, Qualinesti traits; AL CG; SV Fort +1; Ref +2; Will +0; Str 11, Dex 15, Con 9, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +1, Listen +4, Search +2, Sense Motive +1, Spot +6, Survival +2. Alertness, Weapon Focus (longbow)

* includes –1 armor check penalty.

Qualinesti Traits: +1 racial bonus on Listen, Search and Spot checks; +1 racial bonus on Diplomacy and Sense Motive checks; immunity to magic *sleep* effects; +2 racial bonus on saving throws against enchantment spells and effects.

Possessions: Masterwork chain shirt, short sword, masterwork longbow, 20 arrows.

GRIFFONS

While a few important elves have dragon mounts, once the metallic dragons enter the war the majority of the elven airborne forces elect to ride griffons. Elves and griffons have ties that hark back thousands of years, and the noble griffons have a proud tradition of carrying their elven comrades into battle. Elves mounted on griffons are no match for opponents on dragonback, however. Griffon riders are usually used for scouting missions, skirmishing, and as messengers.

STRATEGIES AND TACTICS

Elves rarely take the battlefield in the traditional manner of most human cultures. They tend to use subterfuge and guerilla tactics, when they can. Elven infantry can certainly be effective if they are forced to confront their enemy in the open, but they are often more useful in wooded or brush-filled areas where they practice their hit-and-run tactics. Elven infantry as a whole are the best archers on any battlefield. They try to claim and hold the higher ground, so as to make their long-range attacks more decisive. The elven light cavalry are best suited to open field maneuvers. Though they are an excellent addition

to any force, they are generally outclassed as fighters by heavier cavalry, so tend to work best as scouts and skirmishers.

MOTIVATIONS AND GOALS

Before the Council of Whitestone is convened and the Whitestone Forces formed, the bulk of the elven army sees combat against Lord Verminaard and the Red Dragonarmy, while retreating from Qualinesti. At this time, the goal of the elven army is to simply protect the rearguard of their people fleeing from Lord Verminaard. After the Council and the Battle of the High Clerist's Tower, the elves fight for different reasons—to end the threat of Takhisis and the dragonarmies, with the ulterior motive of being able to reclaim their homeland once the war is over.

DWARVEN FORCES

The dwarves are not present at the Council of Whitestone. Lord Gunthar does not have time to send messengers to the different dwarven kingdoms before the Council convenes. Because of this, there is no official dwarven presence in the Whitestone forces until well after the Battle of the High Clerist's Tower. However, the dwarven nation of Kayolin maintains a strong relationship with Solamnia and had already been assisting in the defense of its southern border, serving as a strong bulwark against forces trying to enter Solamnia from the south.

The dwarven forces from Thorbardin never see any combat in the north. They have their hands full protecting their own kingdom and the human refugees they agree to harbor.

COMMANDER

The commander of the dwarven armies of Thorbardin is Glade Hornfel, King of Thorbardin and Thane of the Hylar dwarves. Hornfel is respected by most of the clans of Thorbardin because he wields the *Hammer of Kharas*. But he has not been Thane long, so he is still consolidating his power base. Therefore, not all of the clans necessarily follow him willingly. It is well-known among all dwarves, however, that Hornfel is an accomplished warrior and soldier. Because of this, most dwarves will endeavor to carry out his commands in battle.

TROOPS

Before the Cataclysm, dwarven armies were tremendously large and potent forces with a complex command structure that allowed for the best use of the peculiar talents of each Thanedom. Since the Cataclysm, the dwarven nations have suffered from tremendous political strife, resulting in the withdrawal from the armed service of both the Daewar and Neidar. Also, the loss of true clerics just prior to the Cataclysm meant that the Thanedom of the Dead, which comprised the true clerics, no longer exists. While this weakens the dwarves' fighting abilities, they are still a formidable force.



There is one brigade that causes unending embarrassment to most dwarves and that is the Aghar, or gully dwarf, “fighting unit.” The Aghar are impossible when it comes to following orders and are cowards in battle. More often than not, they act more as a mob than any kind of fighting force. The dwarves would happily leave the Aghar behind, but the gully dwarves insist on being part of the army, mostly because they are afraid that they will miss out on any looting and scavenging.

The army outlined below is the full force available in Thorbardin:

Army Type: Infantry.

Commander: Glade Hornfel, King of Thorbardin (dwarf noble 11/dwarven defender 4)

Army Composition: Five Brigades.

Hylar: One brigade commander (dwarf Ftr10), two companies of 120 dwarven infantry, one company of 60 dwarven crossbowmen.

Theiwar: One brigade commander (dwarf Ftr6), two companies of 240 dwarven infantry.

Daegar: One brigade commander (dwarf Ftr10), two companies of 120 dwarven infantry.

Klar: One brigade commander (dwarf Ftr8), three companies of 240 dwarven infantry.

Aghar: No brigade commander, two companies of 240 gully dwarf infantry.

Hylar dwarven infantry: Dwarf Ftr3; CR 3; Medium humanoid (dwarf); HD 3d10+6; hp 21; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +3; Atk/Full Atk +5 melee (1d8/x3, masterwork battleaxe); SA —; SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort +6; Ref +1; Will +1; Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Diplomacy +2, Intimidate +2. Endurance, Great Fortitude, Toughness, Weapon Focus (battleaxe).

Dwarf Traits: Stonecunning; stability; weapon familiarity; +2 racial bonus on saving throws against poison, spells and spell-like effects; +1 racial bonus on attack rolls against goblinoids; +4 dodge bonus to AC against creatures of the giant type; +2 racial bonus on Craft and Appraise checks related to stone or metal

Possessions: Masterwork breastplate, heavy steel shield, masterwork battleaxe.

Hylar dwarven crossbowmen: Dwarf Ftr2; CR 2; Medium humanoid (dwarf); HD 2d10+5; hp 15; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +2; Atk/Full Atk +2 melee (1d6/x3, handaxe) or +4 ranged (1d10/19-20, masterwork heavy crossbow); SA —; SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort +4; Ref +0; Will +0; Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +1, Craft (bowyer) +5, Spot +2. Point Blank Shot, Toughness, Weapon Focus (heavy crossbow).

Dwarf Traits: Stonecunning; stability; weapon familiarity; +2 racial bonus on saving throws against poison, spells and spell-like effects; +1 racial bonus on attack rolls against goblinoids; +4 dodge bonus to AC against creatures of the giant type; +2 racial bonus on Craft and Appraise checks related to stone or metal

Possessions: Masterwork studded leather, handaxe, masterwork heavy crossbow, 20 bolts.

Theiwar dwarven infantry: Dark dwarf Ftr1; CR 1; Medium humanoid (dwarf); HD 1d10+1; hp 6; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk/Full Atk +3 melee (1d6/x4, masterwork heavy pick) or +1 ranged (1d8/19-20, light crossbow); SA —; SQ darkvision 60 ft., dark dwarf traits, light sensitivity; AL LE; SV Fort +4; Ref +0; Will +0; Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +3*, Listen +4, Move Silently +1*. Stealthy, Weapon Focus (heavy pick).

* Includes -3 armor check penalty.

Dark Dwarf Traits: Stonecunning; stability; weapon familiarity; +2 racial bonus on saving throws against poison, spells and spell-like effects; +1 racial bonus on attack rolls against goblinoids; +4 dodge bonus to AC against creatures of the giant type; +2 racial bonus on Craft and Appraise checks related to stone or metal; +2 racial bonus on Hide, Listen and Move Silently checks

Light Sensitivity (Ex): -2 circumstance penalty to attack rolls, saving throws and checks when in bright sunlight or in the radius of a daylight spell.

Possessions: Masterwork scale mail, buckler, masterwork heavy pick, light crossbow, 20 bolts.

Daegar dwarven infantry: Dark dwarf Ftr2; CR 2; Medium humanoid (dwarf); HD 2d10+2; hp 13; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +2; Grp +2; Atk/Full Atk +4 melee (1d8/x3, masterwork warhammer) or +2 ranged (1d8/19-20, light crossbow); SA —; SQ darkvision 60 ft., dark dwarf traits, light sensitivity; AL LE; SV Fort +6; Ref +0; Will +0; Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +3*, Listen +4, Move Silently +2*. Great Fortitude, Weapon Focus (warhammer).

* Includes -1 armor check penalty.

Dark Dwarf Traits: Stonecunning; stability; weapon familiarity; +2 racial bonus on saving throws against poison, spells and spell-like effects; +1 racial bonus on attack rolls against goblinoids; +4 dodge bonus to AC against creatures of the giant type; +2 racial bonus on Craft and Appraise checks related to stone or metal; +2 racial bonus on Hide, Listen and Move Silently checks

Light Sensitivity (Ex): -2 circumstance penalty to attack rolls, saving throws and checks when in bright sunlight or in the radius of a daylight spell.

Possessions: Masterwork chain shirt, light steel shield, masterwork warhammer, light crossbow, 20 bolts.

Klar dwarven infantry: Dwarf Bbn1; CR 1; Medium humanoid (dwarf); HD 1d12+4; hp 10; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d10/x2, masterwork greatclub); SA rage 1/day; SQ darkvision 60 ft., dwarf traits; AL NG; SV Fort +3; Ref +0; Will +0; Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Jump +4. Toughness.

Dwarf Traits: Stonecunning; stability; weapon familiarity; +2 racial bonus on saving throws against poison, spells and spell-like effects; +1 racial bonus on

attack rolls against goblinoids; +4 dodge bonus to AC against creatures of the giant type; +2 racial bonus on Craft and Appraise checks related to stone or metal

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 6 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows: Str 15, Con 17, hp 12, Fort +5, Will +2, AC 11, Atk +4 melee (1d10+2/x2, masterwork greatclub).

Possessions: Studded leather, masterwork greatclub.

Aghar dwarven infantry: Gully dwarf War1; CR 1/2; Small humanoid (dwarf); HD 1d8; hp 4; Init +1; Spd 20 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk +2 melee (1d6/x2, club); SA —; SQ darkvision 60 ft., gully dwarf traits; AL N; SV Fort +3; Ref +1; Will +0; Str 11, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +4, Hide +7, Move Silently +3, Survival +2. Cornered Rat.

Gully Dwarf Traits: Cowardly (-4 penalty on saving throws against fear and level checks against Intimidation attempts), hardy (+2 racial bonus on saving throws against poison and disease), pitiable (+4 racial bonus on Diplomacy checks used to convince an enemy not to harm them), survival instinct (+2 racial bonus on Hide, Move Silently and Survival checks).

Possessions: Leather armor, light wooden shield, club.

STRATEGIES AND TACTICS

Dwarven strategy is simple and effective: dig in and let the enemy come to you. Dwarves are masters at fortification. An army of dwarves, given the time to prepare, is nearly immovable. When they take the offensive, a moving dwarven shield wall is a force that can daunt even the most grizzled veteran.

MOTIVATIONS AND GOALS

The dwarves of Kayolin are protecting the southern border of Solamnia. They are staunch supporters of the cause of the Whitestone forces, but are keeping their involvement limited to protecting the border and helping any refugees coming their way from the battles to the north.

The dwarves of Thorbardin have not involved themselves in the greater aspects of the war. Their only goal is to keep their mountain kingdom safe from the dragonarmies.

OTHER FORCES

Some of these companies are paid mercenaries, while others are militias or volunteer units—or mixtures of these groups. Some are only nominally allied with the forces of Whitestone, though they oppose the dragonarmies. Still other soldiers have joined the Whitestone campaign as professionals employed by their respective cities or towns as guards and for law enforcement.

The mercenary forces outlined here are samples of the mercenary companies employed by the Whitestone Alliance. Mercenary forces employed by cities or other groups may vary in composition.

COMMANDER

The forces that are expressly part of the Whitestone armies follow the leadership of the Whitestone generals and officers. These companies have their own unit commanders who have sworn to follow the orders passed down from Lord Gunthar and Laurana. Those companies that do not take orders directly from the Whitestone generals have their own leaders.

TROOPS

MERCENARY INFANTRY

These are the infantry from human lands outside of Solamnia that have joined the cause of the Whitestone Forces. They are largely mercenaries who have come from all over Ansalon. These mercenaries do not belong to one cohesive group until they are organized into infantry units by Lord Gunthar. Being from different cultures and not being used to working together, they are not as disciplined as the Solamnic infantry, but they are still highly effective on the battlefield.

Army Type: Infantry.

Commander: Warlord (human Ftr10)

Army Composition: Three brigades.

1st Brigade: One brigade commander (human Ftr8), two companies of 120 human heavy infantry, three companies of 120 human archers.

2nd Brigade: One brigade commander (human Ftr8), two companies of 120 human infantry, two companies of 240 human infantry, one company of 120 human archers.

3rd Brigade: One brigade commander (human Ftr8), three companies of 120 human infantry, two companies of 120 human archers.

Human light infantry: Human War1; CR 1/2; Medium humanoid (human); HD 1d8+3; hp 7; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8/x3, masterwork spear) or +1 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LN; SV Fort +2; Ref +0; Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3*, Intimidate +4, Jump +3*. Toughness, Weapon Focus (spear)

* includes -1 armor check penalty.

Possessions: Masterwork chain shirt, masterwork spear, light crossbow, 20 bolts.

Human heavy infantry: Human Ftr1; CR 1; Medium humanoid (human); HD 1d10+3; hp 8; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk +4 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LN; SV Fort +2; Ref +0; Will +0; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1*, Intimidate +4, Jump -1*. Power Attack, Toughness, Weapon Focus (longsword).

* includes -6 armor check penalty.

Possessions: Breastplate, heavy steel shield, masterwork longsword, light crossbow, 20 bolts.

Human archers: Human War1; CR 1/2; Medium humanoid (human); HD 1d8; hp 5; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +1; Atk/Full

MASS COMBAT AND YOUR CAMPAIGN

A NUMBER of options and third-party products are available for using d20 System rules to conduct mass battles, and the information provided here and in the Whitestone and dragonarmy sections should give a player enough information to create statistics for troop units, commanders, etc. One should not forget that the player character heroes are the focus of the story. Even with abstract combat, a player should try to interject scenes throughout a battle scenario, wherein the heroes play a significant role, encounter worthy opponents, gain a chance to use their spells, skills, and abilities, and do not become too overshadowed by the battle raging around them.

It's sometimes a good idea to decide whether the heroes should have an impact on the outcome of the battle, or whether the battle ought to have a predefined end (such as the Battle of the High Clerist's Tower, or the Battle of the Ice Reaches). In the latter case, it's even more important that characters have specific goals they can meet, and that importance should be ascribed

to those goals. This way, even though the battle itself might be won or lost, according to the skill of some general or NPC hero, the spotlight is always on the player characters and their own specific challenges.

Also, remember that a lot of the fun in running mass combats for some players is being able to command troops, make battleground decisions, and develop warfare strategy. If your choice in mass combat rules allows for dividing up one side between a number of sub-commanders or leaders, try this for at least one major battle during your War of the Lance campaign. It makes for a change of pace from exploring ruined towers or fighting with draconians in swamps. Even if you know the outcome of the battle, make sure that the knowledge will not completely derail any unusual options the Dungeon Master may want to present to the players. At the same time you may be surprised just how much fun it is when you have absolutely no idea who will win!

Atk +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/x3, masterwork longbow); SA —; SQ —; AL LG; SV Fort +2; Ref +1; Will +0; Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3*, Craft (bowyer) +4, Spot +2. Point Blank Shot, Weapon Focus (longbow)

* includes -1 armor check penalty.

Possessions: Masterwork chain shirt, short sword, masterwork longbow, 20 arrows.

MERCENARY CAVALRY

The mercenary cavalry is quite effective on the battlefield, but is very expensive to maintain. Considering the costs—and the fact that the Whitestone commanders have little choice but to pay—they make these troops earn every last steel piece. The mercenary cavalry are used in all major engagements and see a good deal of action at the front. Like the mercenary infantry, these troops come from all over Ansalon, but they are paid well enough to be as disciplined as the knight cavalry.

Army Type: Cavalry.

Commander: Warlord (human Ftr10)

Army Composition: Two brigades.

1st Brigade: One brigade commander (human Ftr8), one company of 60 human heavy cavalry, two companies of 120 human light cavalry, one company of 120 human infantry, and one company of 120 human archers.

2nd Brigade: One brigade commander (human Ftr8), one company of 120 human light cavalry, one company of 240 human light cavalry, one company of 240 human infantry, two companies of 120 human archers.

Human light cavalry: Human War1; CR 1/2; Medium humanoid (human); HD 1d8+3; hp 7; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8/19-20, masterwork longsword) or +1 melee (1d8/x3, lance) or +1 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LN; SV Fort +2; Ref +0; Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +4. Mounted Combat, Toughness.

Possessions: Masterwork chain shirt, light steel shield, masterwork longsword, lance, light crossbow, 20 bolts, light warhorse.

Human heavy cavalry: Human Ftr1; CR 1; Medium humanoid (human); HD 1d10+3; hp 8; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8/19-20, masterwork longsword) or +2 melee (1d8/x3, lance) or +2 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LN; SV Fort +2; Ref +0; Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +4. Mounted Combat, Toughness, Weapon Focus (lance).

Possessions: Masterwork breastplate, heavy steel shield, masterwork longsword, lance, light crossbow, 20 bolts, heavy warhorse.

KENDER ARMIES

There are kender throughout the Whitestone Forces. They seem to adapt freely into different armies, though they are kicked out again and again. Most kender never see battle. However, there is a kender army in the kender nation

of Hylo on Northern Ergoth. Here Kronin Thistleknott has managed to talk, coerce, and bribe all of the kender into joining his army and fighting the dragonarmies. The kender commander divides his force into six different brigades. Each company in a brigade is sub-divided into sub-companies of forty kender. Each sub-company has one sergeant for every three to five kender. The kender army has more commanders than other armies because extra commanders are needed to keep the riotous kender in regular formation.

One of the most useful abilities the kender army has is its ability to taunt the entire enemy army.

Army Type: Infantry.

Commander: Kronin Thistleknott (kender Bbn12)

Army Composition: Six Brigades.

1st Brigade: One brigade commander (kender Rog6), one company of 120 kender infantry, one company of 120 kender archers.

2nd Brigade: One brigade commander (kender Ftr5), one company of 120 kender infantry, one company of 120 kender archers.

3rd Brigade: One brigade commander (kender Ftr2/Rog3), one company of 120 kender infantry, one company of 120 kender archers.

4th Brigade: One brigade commander (kender Ftr4), one company of 240 kender infantry, one company of 120 kender archers.

5th Brigade: One brigade commander (kender Rog4), one company of 240 kender infantry, one company of 120 kender archers.

6th Brigade: One brigade commander (kender Ftr4), one company of 240 kender infantry, one company of 120 kender archers.

Kender infantry: Kender War1; CR 1/2; Small humanoid (kender); HD 1d8; hp 4; Init +1; Spd 20 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk +2 melee (1d6-1/x3, masterwork chapak) or +3 ranged (1d3-1/x2, masterwork chapak); SA taunt; SQ kender traits; AL NG; SV Fort +3; Ref +2; Will +0; Str 9, Dex 13, Con 11, Int 10, Wis 8, Cha 10.

Skills and Feats: Bluff +2 (+6 taunt), Hide +5, Jump +4, Open Locks +2, Sleight of Hand +3, Spot +1. Dodge.

Kender Traits: +1 racial bonus on all saving throws; immunity to fear; +2 racial bonus on Open Locks, Sleight of Hand, and Spot checks; +4 racial bonus on Bluff checks used to taunt someone.

Possessions: Studded leather armor, masterwork chapak (combination battleaxe and sling), 20 sling bullets.

Kender archers: Kender War1; CR 1/2; Small humanoid (kender); HD 1d8; hp 4; Init +1; Spd 20 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk +2 melee (1d6-1/x4, masterwork sithak) or +4 ranged (1d4/x3, masterwork sithak); SA taunt; SQ kender traits; AL NG; SV Fort +3; Ref +2; Will +0; Str 9, Dex 13, Con 11, Int 10, Wis 8, Cha 10.

Skills and Feats: Bluff +2 (+6 taunt), Hide +5, Open Locks +2, Sleight of Hand +3, Spot +3. Point Blank Shot.

Kender Traits: Small; +1 racial bonus on all saving throws; immunity to fear; +2 racial bonus on Open Locks,

Sleight of Hand, and Spot checks; +4 racial bonus on Bluff checks used to taunt someone.

Possessions: Studded leather armor, masterwork sithak (combination scythe and shortbow), 20 arrows.

STRATEGIES AND TACTICS

Given the various origins of the armies and the different types of people that command them, the strategies and tactics that each force uses vary greatly. The forces that fall under direct command of the Whitestone generals and officers tend to use the strategies of their Solamnic leaders. The other forces have differing goals and use different strategies to achieve them.

MOTIVATIONS AND GOALS

The number one motivation and goal of the mercenary companies is simple: money. The more money a mercenary can make, the more loyal he tends to be. This is not always true for all of the mercenary companies, but the mercenary companies that do not fight primarily for money are the exception, not the rule. (Mercenaries have been known to fight over a grudge or simply because they enjoy the risk-taking, for example.) The rest of the Whitestone forces have sundry goals and motivations, depending on their precise nature and circumstances, but unlike mercenaries, it is generally true of other forces that they are fighting to defeat the evil threat of the dragonarmies.

REBEL ORGANIZATIONS


As a conquering army, the dragonarmies are plagued by many attempts to disrupt and thwart their rule of suborned lands. Though many individuals, acting alone—sometimes in subtle, imaginative ways—try to make life hard for the dragonarmies, community resistance proves more fruitful, though obviously harder to organize and conceal. However, certain organized rebel groups are causing real trouble for the dragonarmies inside newly conquered lands. Whether their overwhelming motivation is a desire to fight evil, or the impulse is more patriotic (freeing the homeland), many rebel groups have emerged and the movement is spreading. Such organizations are not allied to the Whitestone cause in any formal fashion, though the goals are similar.

FLOTSAM

It is no surprise that the ramshackle port town of Flotsam is host to a vigorous resistance movement against the dragonarmies. The Dragon Highlords expected as much when they decided to seize the town, due to Flotsam's customarily lawless nature. Though the small group has caused little real damage as of yet, the Flotsam rebels are doing a good job of harassing the occupiers.

The Flotsam rebel organization is made up of twelve local bandits-turned-revolutionaries and a small circle of Kagonesti elves. The leader of the group is a human ranger known as Silver Fox. The day-to-day operation of the group falls to Silver Fox's lieutenant, Erewan. All the members of the loose-knit group do not oppose the





dragonarmies for the same reasons, but they coordinate their efforts. The humans are simply trying to cause enough turmoil so that the Dragon Highlords will find Flotsam too much trouble to bother with. The elves want revenge for the grave atrocities the dragonarmies have committed against the Kagonesti.

The Flotsam rebels do what little they can against the superior forces of the dragonarmies. Much of their raids occurs outside of the walls of the city, where they destroy supply wagons and ambush small groups of dragonarmy soldiers on patrol. Inside the city proper, they do what they can to disrupt dragonarmy business at the docks, and they make it dangerous for dragonarmy troops to walk the streets alone or in small groups at night. Silver Fox would like to be able to do more to threaten the dragonarmies, but right now he is content with his small victories.

NERAKA

Even in the heart of Takhisis's empire there is a resistance movement. The group is called Hidden Light and they are dedicated to trying to stem the rising power of the Dark Queen at its source. The core of Hidden Light's operations are in Neraka, but they also have adherents in the close-by town of Jelek.

Around the time of the Battle of the High Clerist's Tower, the Hidden Light has grown to one hundred and forty-nine members. Hidden Light is led by a man named Talent Orren, who is assisted by the huge barbarian known as Maelstrom, and Lute the Pawnbroker. Each and every member has sworn an oath to oppose the Dark Queen and the dragonarmies.

Orren, Lute, and Maelstrom have been working to expand the Hidden Light network in Neraka. They are constantly on the lookout for potential recruits and safe houses. They act very cautiously, because they know the penalty for capture is torture and death. Because of the risks, Orren will use only bachelors like himself and Maelstrom for the most dangerous missions. The safety and well-being of his followers is always uppermost in his mind. That is not to say there aren't those with family, but will receive less dangerous assignments.

There are many places scattered throughout Neraka where a person can be sure to find members of the Hidden Light, but only if he knows exactly who and what he is looking for. Orren owns the Inn of the Broken Shield in the White District, which serves as the headquarters of the movement. Lute owns a shop in the Red district that has secret entrances into the underground passages that snake beneath the city. Maelstrom can be found at his favorite bar in the Green District, a place called the Lair of the Troll. The inn itself is not a Hidden Light front, but Maelstrom is often there, keeping his eyes and ears open for those that might help the cause.

Orren's ambition is to topple the dragonarmies and force the dark forces out of Neraka. The Hidden Light does not yet have enough members to accomplish these goals. But Orren is optimistic and determined, and the Hidden Light continues to expand its influence and make new connections throughout Neraka.

MAJOR CONFLICTS OF THE WAR OF THE LANCE

Although the War of the Lance lasted only five years (348 AC to 352 AC), its many battles ranged from full-length military campaigns led by the dragon highlords and Whitestone generals, to smaller conflicts and skirmishes between conquered territories and free kingdoms. It would be impossible to compile an exhaustive summary of the numerous clashes between good and evil that occurred during the War.

Each summary includes background, principal events, details of the conclusion of the battle, and an order of battle for the primary armed forces. These orders of battle use the information found in this book that details the Whitestone Forces and those of the dragonarmies.

THE SILVANESTI CAMPAIGN, 349 AC

BACKGROUND TO THE CONFLICT

Until the War of the Lance, the Silvanesti kingdom was the longest, continuous government of a civilized nation in Krynn's history, having been founded four thousand years before the Cataclysm by Silvanos, the first Speaker of the Stars. No army had ever been able to bring about the conquest of Silvanesti, which survived two previous dragon wars, and even the Cataclysm, intact.

Lorac Caladon received emissaries from Ariakas in 348 AC and signed a détente with the Dragon Emperor. The dragonarmies pledged to leave Silvanesti alone, and the elves agreed to do nothing to interfere with the occupation of their neighboring lands. However, the Speaker of the Stars made secret plans in case of treachery. A *dragon orb*, taken from the Tower of High Sorcery in Istar before the Cataclysm, was one of Lorac's most prized possessions. Lorac's fears were realized when, under the guise of a routine patrol, Red Wing dragonflights struck across Silvanesti's border in the summer of 349 AC, attacking the northernmost elven settlements.

ORDERS OF BATTLE FOR THE SILVANESTI CAMPAIGN

RED WING

Army Commander: Highlord Phair Caron (CE female human Rog4/Ftr6/dragon highlord 2), riding Blood Gem (male old red dragon)

Army Composition: Five flights, including five dragon wings (ten red dragons).

3rd Red Flight— Flight Marshal Chomax (CE male human Ftr9), 16th Red Dragonarmy (draconian army), 17th Red Dragonarmy (draconian army), 22nd Red Dragonarmy (mercenary infantry), 23rd Red Dragonarmy (mercenary infantry), 1st Red Dragonwing (1 mature adult, 1 young adult)

4th Red Flight— Flight Marshal Gierhaard (CE male human Ftr5/Bbn4), 18th Red Dragonarmy (draconian army), 19th Red Dragonarmy (draconian army), 24th Red

ADVENTURING IN THE SILVANESTI CAMPAIGN

A NUMBER of excellent opportunities for adventure exist during the year of the invasion of Silvanesti, especially for an elf-centric campaign. Begin the campaign shortly before the invasion, with the player characters as scouts, warriors of House Protector, or minor nobles in Silvanesti. Perhaps the heroes meet or know about Dalamar from House Servitor, who at this stage is struggling with the knowledge that his use of dark magic can lead to his exile. The characters may even be relatives of or former associates of Feal-That, the murderous Silvanesti, who betrays the Speaker and his court to Ariakas.

As the Red, Blue and Green forces start their assault, the campaign takes a decidedly grim, perilous tone. An artifact lost in the Silvanesti forest may offer some protection from the onslaught, but it falls into the

hands of one of Phair Caron's agents. The Speaker may ask the heroes to send pleas for help to various enclaves of elven archers and wizards throughout Silvanesti. Alternately, the heroes are not elves, but nomads, or merchants and mercenaries from Khur, Balifor, or even Blode, caught up in the dark days of fire and destruction in the Silvanesti region.

The fact that Silvanesti falls to the dragonarmies, and the elves are sent into exile should not deter a Dungeon Master from running a campaign involving the invasion as a backdrop. Indeed, having the heroes depart for Southern Ergoth, there to meet eventually with the Heroes of the Lance, or (as is often the case with alternate campaigns) replace them, will cast an entirely unique and different light upon the War, now seen from the perspective of refugees and survivors.

Dragonarmy (mercenary infantry), 25th Red Dragonarmy (mercenary infantry), 2nd Red Dragonwing (1 mature adult, 1 young adult)

5th Red Flight—Flight Marshal Solon (CE male human Ftr7/Rog2), 20th Red Dragonarmy (draconian army), 32nd Red Dragonarmy (mercenary cavalry), 26th Red Dragonarmy (mercenary infantry), 27th Red Dragonarmy (mercenary infantry), 3rd Red Dragonwing (1 old, 1 adult)

6th Red Flight—Flight Marshal Weimir (CE female human Ftr8/legendary tactician 1), 21st Red Dragonarmy (draconian army), 33rd Red Dragonarmy (mercenary cavalry), 28th Red Dragonarmy (mercenary infantry), 29th Red Dragonarmy (mercenary infantry), 4th Red Dragonwing (1 old, 1 adult)

7th Red Flight—Flight Marshal Awkright (CE female human Ftr 8/legendary tactician 1), 16th Red Dragonarmy (draconian army), 34th Red Dragonarmy (mercenary cavalry), 30th Red Dragonarmy (mercenary infantry), 31st Red Dragonarmy (mercenary infantry), 5th Red Dragonwing (2 young adult)

BLUE WING

Army Commander: Highmaster Topus (LE male human Ftr7/legendary tactician 2), riding Kindledoom (female mature adult blue dragon)

Army Composition: Three flights, including three dragon wings (six blue dragons).

1st Blue Flight—Flight Marshal Elowyn (LE female half-elf Rgr2/Ftr7), 1st Blue Dragonarmy (draconian army), 2nd Blue Dragonarmy (draconian army), 11th Blue Dragonarmy (mercenary infantry), 1st Blue Dragonwing (1 mature adult, 1 adult)

2nd Blue Flight—Flight Marshal Aronath (LE male human Wiz2/Ftr7), 3rd Blue Dragonarmy (draconian army), 7th Blue Dragonarmy (draconian army), 12th Blue Dragonarmy (mercenary infantry), 4th Blue Dragonwing

(1 mature adult, 1 adult)

3rd Blue Flight—Flight Marshal Brogan (NE male human Bbn9), 13th Blue Dragonarmy (mercenary infantry), 14th Blue Dragonarmy (mercenary infantry), 15th Blue Dragonarmy (mercenary infantry), 5th Blue Dragonwing (2 adult)

GREEN WING

Army Commander: Highlord Salah-Khan (LE male human ranger 5/assassin 10/dragon highlord 2), riding Chokingdeath (female old green dragon)

Army Composition: Two flights, including two dragon wings (four green dragons) and Khur cavalry regiment.

1st Green Flight—Flight Marshal Anduren (LE male human Ftr7/legendary tactician 1), 4th Green Dragonarmy (draconian army), 5th Green Dragonarmy (mercenary infantry), 6th Green Dragonarmy (goblin infantry), 1st Green Dragonwing (1 adult, 1 mature adult)

2nd Green Flight—Flight Marshal Guilerth (LE male human Ftr7/duelist 2), 7th Green Dragonarmy (draconian army), 8th Green Dragonarmy [Green Scourge] (ogre infantry), 9th Green Dragonarmy [Ravagers of Kern] (ogre infantry), 2nd Green Dragonwing (2 adult)

1st Khur Cavalry Regiment—Sub-commander Azim Monsoon (NE male human Bbn5/Rgr2/legendary tactician 1), 3rd Khan Riders (mercenary cavalry), 4th Khan Riders (mercenary cavalry), 2nd Dervishes (mercenary infantry).

NORTHERN SILVANESTI ARMY

Army Commander: Lord House Protector Althanos Terinani (LG male Silvanesti Ftr8/legendary tactician 5)

Army Composition: Four divisions, including two griffon wings (42 griffons)

Sithelnost Division—Protector Lord Konnal (LN male Silvanesti Ftr8), 1st Sithelnost Leaf (light infantry), 3rd Sithelnost Leaf (light infantry), 4th Sithelnost Leaf (archers), 6th Sithelnost Leaf (archers)

Silvanost Division—Protector Lord Dereleanas (LG male Silvanesti Nbl2/Ftr8), 3rd Silvanost Leaf (light infantry), 5th Silvanost Leaf (light infantry), 2nd Silvanost Leaf (archers), 4th Silvanost Leaf (archers), 6th Silvanost Leaf (archers), Silvanost Griffon Wing (34 griffons)

Tarithnesti Division—Commander Parnitha (NG female Silvanesti Rgr9), Tarithnesti Soldiers (light infantry), Tarithnesti Archers

Kurmost Division—Commander Haslaran (LG male Silvanesti Ftr6/Wiz2), Kurmost Marines (light infantry), Kurmost Arcana (wizards), Kurmost Archers, Kurmost Griffon Wings (8 griffons)

WILDRUNNERS OF HOUSE PROTECTOR

Army Commander: Protector General Cadimus Tederai (NG male Silvanesti Rgr12)

Army Composition: Two divisions, including one griffon wing (20 griffons)

1st Wildrunners—Commander Tarakanthis (NG male Silvanesti Ftr9), 1st Cavalry (light cavalry), 1st Spear (pike and spear), 1st Sword (light infantry), 1st Bow (archers), 1st Arcana (wizards), 1st Griffon (20 griffons)

2nd Wildrunners—Commander Sorfina (LN female Silvanesti Ftr8/horizon walker2), 2nd Spear (pike and spear), 2nd Sword (light infantry), 2nd Bow (archers), 2nd Arcana (wizards)

SUMMARY OF PRINCIPAL EVENTS

Initial Assault: Heavy losses on both sides characterized the Silvanesti campaign, and for the dragonarmies it proved to be the most challenging phase of the war thus far. Highlord Phair Caron called for Highlord Salah-Khan's assistance in moving deep into the defensive lines of the elves, trusting this to the Green Wing's mastery of forested climates, while the red dragons set the ancient woodlands afire to drive the elves back to the capital. The Blue Wing's st, 2nd and 3rd flights joined in the assault to the west, but Highlord Phair Caron was determined to keep the bulk of the critical fighting to herself and her army. Highmaster Topus found his army subordinated to the Green Wing, and was rebuked by Highlord Phair Caron. The Blue Wing suspended most of its forward activities prior to midsummer in 349 AC, and struck farther west, taking Sithelnost before withdrawing completely and returning to the Khalkists.

The Northern Front: Two months after the initial attack on the northern borders of the forest, the dragonarmies and elves clashed near the elven towns of Larune and Alinesti, on either side of the Thon-Thalas river. The elven defenses were considerable, and they used the terrain to maximum advantage, keeping the dark forces busy in the dense forested environment for the remainder of the summer. This came at great cost, however, for the elven strategy of feigned retreat, followed by a rapid encirclement of the enemy, slowly decimated the elven ranks. Then, near the start of

autumn in 349 AC, the supply lines to the elven armies in the north abruptly failed.

Elven Defenses Broken: A victory seemed assured. Ariakas provided Phair Caron with critical information about the elven defenses, which he acquired from Silvanesti exile Feal-Thas. The elven forces lost communications and support from Silvanost. Despite ongoing losses at the hands of the elven Wildrunners, the dragonarmy troops forced the elves into withdrawal. The gates of Silvanost were only a week's march away, and Highlord Phair Caron's conclusive victories spurred her onward to the elven capital. It was then that Lorac activated the *dragon orb*.

The Battle for Silvanost: The Speaker of the Stars ordered the evacuation of Silvanesti, sending his subjects on ships to Southern Ergoth. This is what created the break in the flow of supplies to the elven armies. A calculated risk on the part of the Speaker, he waited until the end of the summer, when the dragonarmy was closing on Silvanost, before ordering the orb to destroy the dragons. The orb, however, seized control of Lorac and gripped his mind, driving him mad. The unexpected result of this was the projection of Lorac's fevered nightmares out across the forests of Silvanesti. Waves of preternatural horrors swept over the Red Wing, sending the troops into mind-altering states of fear and paranoia, and, ultimately, insanity. Highlord Phair Caron, at the head of the invasion forces, went insane and tore out her eyes. Her personal guard, their minds clouded with phantasms, fell upon her with swords. The dragonarmies retreated, abandoning the Silvanesti forest to a green dragon and the nightmares of Lorac.

CONCLUSION

The Silvanesti Campaign was a pyrrhic victory for the dragonarmies. Although the elven kingdom had been brought low and its people scattered in ships on their way to exile in Southern Ergoth, little was gained in the way of annexed territory or substantial resources. The Nightmare rendered the forested region useless for occupation forces, and Salah-Khan was forced to keep his Green Wing regiments in the border forests—far from the capital.

Cyan Bloodbane, a particularly cunning green wurm, who, by all accounts had once aided the renegade wizard Galan Dracos in the Third Dragonwar against Huma, served as the only warden capable of withstanding the Nightmare's effects. Indeed, it was later said that Cyan Bloodbane was responsible for keeping the elven king in his tortured state, further propagating the twisted horrors that came from Lorac's mind. Whatever the case, with Highlord Phair Caron dead and the Red Wing reduced to as little as half its initial strength, the Dragon Emperor knew that most of the following year would be needed to regroup and recover from such heavy losses. Ninety percent of the 3rd and 6th Red Flights, along with twenty-five percent of the Green Wing forces, were almost completely wiped out. The lesson of this campaign was clear: more work needed to be done before the highlords and their dragons could achieve the ambitions of the Queen of Darkness.

ADVENTURING DURING THE BATTLE OF THE ICE REACHES

THE events of this conflict occur during the novel *Dragons of Winter Night* – which also covers the travels of the Heroes of the Lance to Icewall Glacier from Tarsis. Despite this, there is no reason why players cannot use the event to start off a new campaign, interjecting some famous faces to an existing campaign, or even replacing the Heroes of the Lance altogether. Characters who come from an Ice Folk background,

or who hail from Tarsis, or any of the other southern Ansalonian cities near the Plains of Dust, would make excellent characters to be caught up in the assault upon the Ice Folk camp. They could assist Harald Haakan in defending the ice boats from the minotaurs and thanoi, scout the desolate frigid landscape for thanoi scouts, or perhaps arrive shortly after the battle's end to liberate the older camp from the White Wing troops.

BATTLE OF THE ICE REACHES, 351 AC

BACKGROUND TO THE CONFLICT

The Ice Folk of Icewall Glacier took no part in the events of the War prior to the arrival of Highlord Feal-Thas to Icewall Glacier. A semi-nomadic people who lived on the glacier, the Ice Folk maintained a longstanding feud with the thanoi. Feal-Thas brought the thanoi under his control and imported minotaur troops to the glacier from far Mithas. Together, the walrus-men, bull-men, and a white dragon, reported to be flying over the icy wastes, constituted a considerable threat to the Ice Folk's way of life. It was perhaps fortunate for Harald Haakan, the chieftain of the Ice Folk, that a band of outsiders, hearing rumors of a *dragon orb*, arrive in time to counsel him against the imminent highlord attack.

ORDERS OF BATTLE FOR THE BATTLE OF ICEREACH

ICE FOLK NOMADS

Army Commander: Harald Haakan, Ice Folk chieftain (LG male human Ftr14)

Army Composition: One company of warriors, plus one unit of housecarls.

Ice Folk Warriors—Bbn4 (20), Bbn3 (40), Bbn2 (40)

Housecarls—Ftr4/Bbn8 (12)

Additional Support—Flint Fireforge (NG male hill dwarf Ftr6/master 2).



WHITE WING

Army Commander: Highlord Feal-Thas (CE male Silvanesti Ftr3/Wiz5/winternorn 4/dragon highlord 1), riding Sleet (male old white dragon).

Army Composition: One flight, no additional dragon wing.

1st White Flight—Flight Marshal Ronox De-Jaska (LE minotaur Ftr7/legendary tactician 1), 1st White Dragonarmy (minotaur marine), 5th White Dragonarmy (thanoi army—150 thanoi raiders, 40 polar bears), 6th White Dragonarmy (thanoi army—150 thanoi raiders, 40 polar bears), 7th White

Dragonarmy (thanoi army—150 thanoi raiders, 40 polar bears).

SUMMARY OF PRINCIPAL EVENTS

Ice Folk Defenses: The Ice Folk prepared for the approach of the highlord forces on the eve of the attack by digging snow pits. Each pit was twenty feet deep, floored with sharp chunks of ice, and covered in skins and snow. After the preparations were made, Laurana, Sturm Brightblade, and other companions departed for Icewall Castle in hopes of locating the *dragon orb* and doing their part in thwarting Highlord Feal-Thas. Flint Fireforge remained behind to assist in the defenses. Harald Haakan had his own personal bodyguard—the housecarls—as well as a hundred willing and able warriors ready to defend the Ice Folk camp. Women and children were sent out onto the ice-covered harbor in iceboats, while the warriors formed a defensive line against the harbor wall.

Initial Assault: The White army's attack plan was basic, consisting of a primary assault of thanoi and minotaurs

ADVENTURING DURING THE BATTLE OF THE HIGH CLERIST'S TOWER

THIS battle is the defining moment in the War of the Lance, when the tide finally turns in favor of the forces of Good, and the forces of Evil first realize that the resistance has teeth. It also supplies a tragic and heart-wrenching moment, with the death of Sturm Brightblade, and the discovery that Kitiara Uth Matar, once an ally of the Heroes of the Lance, is now the enemy.

You can easily use this battle as a backdrop for any party of heroes who are in the north at this time, especially one comprised of characters born in or near Solamnia. Knights, newly-established clerics, and even wizards and rogues can help defend the Tower, explore

the Tower's rumored depths, or race toward Palanthis to plead the case for reinforcements.

Additionally, one version of this battle involves the discovery of a long-lost artifact—the Horn of Virkhus' Dawn—which, when sounded, will call forth from the River of Time the spirits of the ancient Solamnic army that once served under Virkhus, the Knight-Defender of the Tower. Such an artifact can dramatically change the story, though perhaps its discovery comes too late to affect this battle. If the latter is the case, the Golden General might send the artifact south, along with the heroes, to Solanthis, to liberate that city from its Red Wing invaders.

against the camp's western perimeter, using polar bears to pull sleds. This assault was made up of almost all the attack troops. Meanwhile, a flank attack was organized to the south of the camp, as eight thanoi, armed with pots of burning oil, were pulled through the soft snow by polar bears. The thanoi had plans to burn the iceboats in the harbor and thus prevent any escape out to Ice Mountain Bay. The main attack struck the Ice Folk line, but not before almost a quarter of the highlord forces were killed by the hidden snow pits. This seemed like a considerable setback, but the minotaurs and thanoi pressed on, burning the camp and reaching the harbor wall. Using their sleds as ramps, the enemy charged into the waiting Ice Folk defenders.

Highlord Attacks: Flint Fireforge led a handful of warriors to intercept the thanoi flank, engaged the attackers and prevented them from setting the iceboats afire. While this occurred, the main assault was being repulsed for at least several minutes by the Ice Folk defenders. Soon, however, the sight of the white dragon, Sleet, and her rider, Highlord Feal-This, were spotted approaching from Icewall Castle. The highlord did not join the fray. Instead he made use of his mount and his spells to help smash the harbor wall. The enemy surged in, and fear gripped many of the Ice Folk warriors, as the Highlord flew off back to Icewall (and his eventual doom).

CONCLUSION

The White Dragonarmy forces overwhelmed and routed the Ice Folk defenders, with at least half of the barbarian warriors ending up dead or captured. All is not lost, however, as the calm air that prevented the Ice Folk from escaping by iceboat lifted, and a steady gust from the southwest gave the survivors all the wind their sails needed, sending the ice boats speeding across to safety. Harald Haakan, eight surviving housecarls, half the warriors, and all the women and children escaped with Flint Fireforge

to Ice Mountain Bay, and from there they progressed to another camp along the coast. Here, they regrouped and were heartened by the successful return of the other heroes from Icewall Castle. The Ice Folk are especially overjoyed at hearing the news of Feal-This's death at the hands of Laurana, armed with the *frostreaver*. The death of the highlord dealt the White Wing a major blow and, as winter set in, the remaining thanoi and minotaur troops are forced to seek shelter at Icewall Castle, where they were cut off from supply routes. Thus, although evil won the battle, the rewards were few.

BATTLE FOR THE HIGH CLERIST'S TOWER, 351 AC

BACKGROUND TO THE CONFLICT

The High Clerist's Tower was an anachronism in the Age of Despair, a peculiarly built structure that seemed to defy logic and reason. It had been built in the Age of Dreams as part of a systematic plan to eliminate the threat of a dragon assault, but its history was completely unknown to the knights who occupy the Tower in 351 AC, and to the Blue Wing that drove across the Solamnic Plains toward the Tower, hoping to breach the defenses and break through to Palanthis.

Ariakas assigned Dragon Highlord Kitiara Uth Matar the task of securing a land-based access to Palanthis, the jewel of the North. Palanthis boasted a port and had been left untouched by the Cataclysm. All that stood in the way of the Blue Lady's army was a small legion of knights holding firm in the Tower of the High Clerist. With the loss of Thelgaard and Solanthis in the south, the knighthood was desperate for assistance from Palanthis, but the Lordcity refused to aid the Solamnics. Instead, Lord Gunthar Uth Wistan sent to the Tower a small band of heroes, bearing the legendary *dragonlances*, in hope that the magical weapons could be used to repel the imminent invasion.

ORDERS OF BATTLE FOR THE BATTLE FOR THE HIGH CLERIST'S TOWER

BLUE WING

Army Commander: Highlord Kitiara Uth Matar (NE female human Ftr10/dragon rider 3/dragon highlord 2), riding Skie (male mature adult blue dragon)

Army Composition: Two flights, including 1 dragonwing (3 blue dragons)

5th Blue Flight—Flight Marshal Kotsam (LE baaz Ftr9), 4th Blue Dragonarmy (draconian army), 5th Blue Dragonarmy (mercenary infantry), 6th Blue Dragonarmy (kobold infantry), 1st Ogres (150 ogres), 2nd Blue Dragonwing (2 mature adult [Electrus, Thunderkill], 1 old [Blueflash])

6th Blue Flight—Flight Marshal Volger (CE human Ftr7/legendary tactician 2), 8th Blue Dragonarmy (draconian army), 9th Blue Dragonarmy [Reaper] (Lord Soth [death knight], 91st cavalry [8 skeleton warriors], 92nd chariots [8 spectres])

KNIGHTS OF SOLAMNIA

Army Commander: Lord Aurik Archuran, Knight of the Rose (LG male human Ftr4/knight of Solamnia (Rose) 9) [absent]

Army Composition: Three brigades and one auxiliary.

Rose Brigade—Lord Derek Crownguard (LN male human noble 4/fighter 4/legendary tactician 2), 1st Rose Elite Cavalry (Sir Errol Gerant, 20 heavy cavalry), 4th Rose Cavalry (Sir Gavin Tancred, 60 light cavalry), 3rd Rose Infantry (Sir Stuart Pentheus, 60 heavy infantry)

Sword Brigade—Lord Alfred MarKenin (LG male human Ftr4/knight of Solamnia (Sword) 6), 3rd Sword Elite Cavalry (Lord Alfred MarKenin, 15 heavy cavalry), 2nd Sword Cavalry (Sir Mather Caradoc, 40 light cavalry), 12th Sword Infantry (Sir Pax Garrett, 60 heavy infantry), 9th Sword Archers (Sir Alan Fowler, 100 archers)

Crown Brigade—Sir Sturm Brightblade (LG male human Ftr9/Crown1), 4th Crown Elite Cavalry (Lord Michael Jeofrey, 15 heavy cavalry), 4th Crown Cavalry (Sir Oram Provost, 40 light cavalry), 2nd Crown Infantry (Sir Sturm Brightblade, 60 heavy infantry), 7th Crown Archers (Sir Xenos Lachian, 100 archers)

Auxiliary—Recruited peasants (220 light infantry)



SUMMARY OF PRINCIPAL EVENTS

Battle of Firstblood: The Blue Wing ground troops marched with confidence across the Solamnic Plain to arrive at the Virkhus Hills near Westgate Pass, the only way through the Vingaards to Palanthis from the east. Here they made plans to lay siege to the Tower, although this act was intended merely as a precursor to an extended assault from a more substantial army. Laurana of Qualinesti, Flint Fireforge, and Sturm Brightblade were present at the Tower, Sturm having been officially knighted by Lord Gunthar and named a Knight of the Crown. Sturm was given command of the Crown Knights at the Tower, only to discover that Lord Derek Crownguard, the ranking knight of the Rose at the Tower, vehemently opposed his command. Lord Crownguard, having decided that the best strategy for dealing with the enemy was to charge it with the full bulk of his troops, gathered together the elite cavalry of the Rose, the Sword, and the Crown brigades, and left the Tower. Realizing that leaving the shelter of the walls to meet a much stronger enemy in the open would lead to certain defeat, Sturm refused to send his troops off to die. The Tower was left guarded by only a fraction of the original force.

Lord Derek's forces were formidable, despite their fewer numbers. In most circumstances, the Solamnics' direct cavalry charge, so ferocious and intimidating, would break any enemy's front lines. The direct charge had worked in almost every engagement Lord Derek had even studied. Unfortunately for the knights, Kitiara's tactical genius proved superior. She sent in the 5th Blue Flight's draconian and kobold troops, who were instructed to break and run, then regroup and surround the advancing columns from the flanks. She was relying on the dictates of the Measure, as well as the desperate courage of the knights, to lure them into her trap, and Lord Derek rewarded her by charging without hesitation. Despite the benefits of the mounted units and the bravery of the knights, the Blue Lady's army not only drew the Solamnic assault into its midst with the ruse, it wiped them out.

Bakaris Delivers a Message: The knights who remained at the Tower of the High Clerist were desperate for news, for the persistent fog and inclement weather made it impossible to tell what had occurred. Highmaster Bakaris, acting on Kitiara's orders, returned the headless body of Lord Alfred MarKenin and the dying Lord Derek Crownguard to the Tower and relayed the demands of the

ADVENTURING IN THE VINGAARD CAMPAIGN

THE counter-offensive that Laurana masterminds against the forces of evil in the east offers many opportunities for glory and high-stakes action. Accompanying the army from Westgate Pass, joining the troops midway as they free small towns and villages in the Plains, or participating in the liberation of Vingaard Fortress – all will provide players with ways and means to engage the Dark Queen’s minions, and clash with Bakaris, Toede, and Kadagh. As the penultimate military conflict leading up to the final battle at Neraka, the Vingaard Campaign provides intriguing questions for players: Were all the forces truly

defeated at the Narrows or in Throtl? What of survivors, mercenary companies, and other agents? Did the Blue and Red Highlords have plans for the region, once they had won the war? If so, what treasures, secrets and lost artifacts might exist or are in play during this time?

The Vingaard campaign is also the first time the mighty metallic dragons are seen “filling the skies,” leading the charge. This suggests a good storyline for players who want to form lasting bonds with good dragons after the War, and an even better storyline for Dungeon Masters who want to make full use of aerial battle rules found in the *Dragonlance Campaign Setting*.

Blue Lady. The knights had two days to surrender. For his trouble, Laurana of Qualinesti, who refused to submit to the evil highlords, shot Bakaris in the arm with an arrow fired from a wall. The highmaster departed with both wounded pride and swordarm.

Earlier, Tasslehoff Burrfoot discovered a chamber in the lower levels of the Tower located at the end of three long hallways lined with alcoves. There stood a pedestal and a *dragon orb*. This was the dragontrap, which was the true purpose of the High Clerist’s Tower. Bakaris took Laurana’s refusals back to the Blue Lady, and the next dragon assault loomed. Laurana knew that inevitably she would have to risk using the orb.

Battle of the Clerist Wall: Kitiara Uth Matar ordered her troops to regroup, to ensure that her cavalry units and other forces prone to dragonfear would be withdrawn. For her assault upon the Tower, she intended to use only three dragons, leaving the rest at Vingaard. She was extremely confident, as the majority of the Solamnic army had been wiped out two days earlier, and now only a token force manned the walls. Laurana and Sturm, in charge of this token force, allocated their troops along the walls and posted a number of knights, armed with *dragonlances*, in the dragontrap alcoves. When the blue dragons attacked, followed by the surge of draconians from the 4th Blue Dragonarmy company, Laurana activated the *dragon orb*.

The *dragon orb*’s siren song lured two of Kitiara’s three blues to the Tower and into the narrow tunnels leading to the Chamber of the Orb. Trapped there, the blue dragons were helpless against the *dragonlances* of the knights. In addition, the call of the orb played havoc with the stability of the draconian troops assaulting the walls of the Tower, driving them almost mad with confusion and scattering them wildly. The Blue Lady, seeing her forces so swiftly rendered impotent, nevertheless went to meet Sturm Brightblade in solo combat atop the wall. Brightblade gave his troops enough time to deal with the trapped dragons, but he paid for this brave strategy with his life. Kitiara killed her former friend and ally and, with his blood on

her hands, she departed the Tower of the High Clerist, ordering her army into retreat.

CONCLUSION

The Blue Wing was routed, but its highlord was not defeated. She learned that elements of the Green and White Wings, as well as the Red Wing in the south and the reserve army from Sanction, were within days of converging at the eastern edge of the Plains of Solamnia. The battle at the Tower infuriated her, and she was angry to find that Sturm’s death affected her personally. Laurana was deeply grieved and outraged at the loss of her dear friend and by the parting words of the Blue Lady. Laurana resolved to persevere. In the wake of the success of the Whitestone Forces at the Tower of the High Clerist, the road ahead to Vingaard was clear.

THE VINGAARD CAMPAIGN, 352 AC

BACKGROUND TO THE CONFLICT

The Vingaard River and Kalamman was taken in the spring of 351 AC by Blue Highlord Kitiara Uth Matar, as part of the general strike across Estwilde into the easternmost Solamnic plains. Kalamman was a vital target, a seaport and the city that stands at the mouth of the Vingaard River, controlling all naval movement up the river and into Solamnia from the Courrain Ocean. The city holds out under prolonged siege, while the Blue Wing uses Vingaard Fortress as its base of operations in the region.

Laurana, newly appointed as head of the Whitestone Army, had at her disposal the army of Palanthas, the remainder of the Solamnic forces that survived the Battle of the High Clerist’s Tower, a griffon cavalry force from Southern Ergoth, and the notable assistance of the good dragons who had returned from the Dragon Isles. Almost two hundred of the metallic dragons joined her in the fight against the dragonarmies. In the spring of 352 AC, she mobilized her collected forces and launched her army across the plains towards the Vingaard River.

ORDERS OF BATTLE FOR THE VINGAARD CAMPAIGN

WHITESTONE ARMY

Army Commander: Laurana of Qualinesti, Golden General (LG female Qualinesti elf noble 6/fighter 3/legendary tactician 1), riding Quallathon (male mature adult gold dragon)

Army Composition: Three regiments and five dragonwings (72 dragons total).

Elven Windriders—1 company of griffon cavalry (60 griffons total)

Palanthas Army—5 companies of light infantry, 1 company of heavy cavalry, 3 companies of light cavalry

Solamnic Army—3 companies of heavy infantry infantry, 7 companies of light infantry, 3 companies of heavy cavalry, 4 companies of light cavalry

Gold Dragonwing—4 gold dragons (1 mature adult, 1 adult, 2 young adult)

Silver Dragonwing—7 silver dragons (1 very old, 3 mature adult, 1 adult, 2 young adult)

Bronze Dragonwing—15 bronze dragons (2 old, 3 mature adult, 5 adult, 5 young adult)

Copper Dragonwing—20 copper dragons (5 mature adult, 11 adult, 4 young adult)

Brass Dragonwing—26 brass dragons (1 ancient, 10 mature adult, 15 adult, 10 young adult)

RED AND BLUE WINGS (WESTERN KHALKIST OCCUPATIONAL WING)

Army Commander: Highmaster Bakaris (CE male human barbarian 2/fighter 8), riding Azurfane (female mature adult blue dragon)

Army Composition: Four flights, one reserve army from Sanction, and 5 dragonwings (79 dragons total)

5th Red Flight—Flight Marshal Engelheim (LE human Ftr 7/Rog3), 22nd Red Dragonarmy (draconian army), 23rd Red Dragonarmy (draconian army), 24th Red Dragonarmy (goblin infantry), 6th Red Dragonwing (8 young adult, 3 adult, 1 mature adult)

6th Red Flight—Flight Marshal Frewer (LE human Ftr6/Rog2/legendary tactician 1), 25th Red Dragonarmy (draconian army), 26th Red Dragonarmy (draconian army), 27th Red Dragonarmy (goblin infantry), 6th Red Dragonwing (8 young adult, 3 adult, 1 mature adult, 1 old)

8th Blue Flight—Flight Marshal Azzit-Khas (LE bozak Ftr 3/Sor3), 21st Blue Dragonarmy (draconian army), 22nd Blue Dragonarmy (draconian army), 23rd Blue Dragonarmy (mercenary infantry), 5th Blue Dragonwing (12 young adult, 6 adult, 2 mature adult)

9th Blue Flight—Flight Marshal Chaghra (LE sivak Ftr 6), 24th Blue Dragonarmy (draconian army), 25th Blue Dragonarmy (ogre infantry), 26th Blue Dragonarmy (kobold infantry), 6th Blue Dragonwing (12 young adult, 7 adult, 3 mature adult)

Sanction Reserve—Commander Otis Kline (CE male human Ftr9/legendary tactician 2), 1st Reserves (mercenary infantry), 2nd Reserves (goblin infantry), 3rd

Reserves (ogre infantry), 8th Red Dragonwing (6 young adult, 3 adult, 2 mature adult, 1 old)

GREEN WING

Army Commander: Highmaster Kadagh (NE male ogre Ftr4/legendary tactician 3), riding Chlorus (male adult green dragon)

Army Composition: One flight, including one dragonwing (12 dragons total)

4th Green Flight—9th Throtl (goblin infantry), 11th Green Dragonarmy (ogre infantry), 7th Green Dragonarmy (draconian army), 4th Green Dragonwing (4 mature adult, 4 adult, 4 young adult)

WHITE WING

Army Commander: Highlord Toede (LE male hobgoblin fighter 6) riding Hopsloth (male old amphi dragon) [absent]

Army Composition: One flight, including one dragonwing (9 dragons total)

1st North White Legion—Elite draconian unit, composed of sivak draconians. Ftr5 (6), Ftr4 (7), Ftr3 (15), Ftr2 (25), Ftr1 (25).

3rd White Flight—Flight Marshal Odenkeer (LE human Ftr6/legendary tactician 2), 9th White Dragonarmy (draconian army), 10th White Dragonarmy (goblin infantry), 11th White Dragonarmy (mercenary infantry), 4th White Dragonwing (3 young adult, 3 adult, 3 mature adult)

SUMMARY OF PRINCIPAL EVENTS

Battle of Vingaard Fortress: The first assault on the dragonarmies took place within a week of the conclusion of the Battle at the High Clerist's Tower. Laurana ordered the aerial elements of her army to head to Vingaard Fortress, eighty miles across the Solamnic Plain, while the ground forces followed behind. Within four hours, the griffon cavalry wing and the combined flights of metallic dragons reached the fortress and assailed it initially from the air. Dragons from the Blue Wing, based at Vingaard, rose to confront the Whitestone attack, but, despite heavy support from the dragonarmy mercenaries occupying Vingaard Fortress, the dragonarmy defenses were shattered. Most of the mercenaries were routed, abandoning their posts and fleeing in all directions. Draconians in the dark army suffered major losses during the withdrawal, as human troops either fled to the south toward Lemis or surrendered; some even joined the Whitestone armies. Prisoners and captives held in Vingaard Fortress by the enemy were the first to call Laurana by the name by which she would later become known to history, the Golden General—so-called because her golden hair caught the light of dawn above the liberated fortress.

Land troops arrived at Vingaard Fortress after three days and regrouped. Confronted by a wide river that was notoriously difficult to ford, the Golden General employed the assistance of the good dragons to airlift the troops across the waters. This took three days, and the baggage

train had to be abandoned. The Whitestone Army resolved to forage for existence on the land, a calculated risk, but time was an urgent factor. While the crossing went largely unhindered by dragonarmy troops, a flight of six green dragons from the Green Wing, posted in Throtl, was intercepted by griffonriders several miles south of the crossing point. Although the windriders and their mounts held the day and managed to slay the greens, over a quarter of the griffon cavalry unit was wiped out. This was Laurana's first significant loss as a commander.

Battle of Throtl: Laurana turned south, taking the offensive to the Green Wing in Throtl. This force was under the command of one of Salah-Khan's ogre captains, Kadagh, who, along with Lord Toede, was being considered for the White Highlord position, and who was en route to take command of the White Wing farther up the river. The Green Wing consisted of a sizeable number of ogres, kapak draconians, and two dozen greens of various sizes. With the Golden General's brother, Gilthanas, leading the charge on the silver dragon, Dargent, the Whitestone army surprised the Green Wing while its dragons were yet on the ground. Most of the green dragons were slain in the first hour of battle, while the rest were caught up in bloodthirsty conflict between the ogres and goblins of the 4th Green Flight and the Solamnic spearhead. As night fell, the stragglers and few survivors of the Green Wing retreated into the Dargaard Heights. Their leader, Kadagh, was captured and sent back to Laurana as a prisoner of war. Lord Toede, a model of valor, was among the first to flee, escaping on his amphi dragon, Hopsloth, and eluding pursuit.

Battle of the Narrows: With reports of the White Wing coming in from dragons sent south to survey the upper reaches of the Vingaard River, the Golden General's next move, two days later, was to regroup her dragons and ground troops and confront the White army head-on. This action proved to be extremely successful, due to a combined aerial and land-based assault along the banks of the Vingaard in a stretch known as the Narrows. The White Wing's forces were larger than the Green Wing's in Throtl, and were sent north by Ariakas. Made up largely of hobgoblins, sivaks, and baaz, the White Wing was supposed to have been taken over by Lord Toede, as acting White Highlord, but, after the Battle of Throtl, the cowardly hobgoblin and his amphi dragon vanished and had yet to reappear. The Whitestone forces suffered many losses, chiefly cavalry and infantry, before Laurana sent in the regiment of the Order of the Crown and its heavy cavalry to win the day. Two dozen metallic dragons perished in the battle, although they fought well, and all the white dragons accompanying the enemy were also eliminated.

Battle at Margaard Ford: Laurana's most dramatic move came four days later, once the Whitestone army had turned north again and began to march along the eastern banks of the Vingaard. Reports of the approach of the Red Wing and of the large reserve army from Sanction had reached her. As the weather in the Dargaard Mountains grew characteristically thick and grey, shielding the

approaching armies from detection, Laurana decided to send her army north, crossing the Vingaard once more and making a stand at a location of her choosing before the dragonarmies could seize the advantage. The likeliest spot was Margaard Ford, within a day's march from Kalamán. Margaard Ford was swollen with winter melt and impassible. Laurana's solution was to send the silver dragons to the Narrows, where they created an enormous ice dam with their frost breath, holding back the Vingaard river long enough to allow the army to cross over.

Emperor Ariakas had given control of the approaching army to Highmaster Bakaris of the Blue Wing, and Bakaris was confident from draconian scout reports that the Golden General had committed a mistake. He scorned the cautious tactics of the other commanders Laurana had faced, sending his collected armies, together with the red and blue dragons and all his reserve units, in a full-scale attack on the Whitestone forces on the other side of the river. Laurana had anticipated this tactic and led her brass, bronze, and gold dragons to the Narrows. The silver and copper dragons stayed behind to hamper the evil dragons, losing more than half of their number. Just as Bakaris's armies appeared to have won the day, and were charging across the muddy expanse of the ford, the Vingaard River roared around the bend in the hills and washed his troops away. Laurana's surviving dragons melted the ice dam with their fiery breath and then flew back to the other side of the river. The bronzes, brasses, and golds, including the bronze dragon, Khirsah, with Flint and Tasselhoff on board, drove off the remaining evil dragons, and Bakaris himself was captured.

CONCLUSION

The Vingaard Campaign was a resounding success. By its end, the majority of evil forces in the northwest had been scattered or destroyed, villages and towns freed, and vast areas of Solamnia liberated. Kalamán, captured by the dragonarmies the previous year, heralded its savior's arrival with great fanfare. Gilthanas, brother of Laurana, would later become the city's governor, thanks to his heroic role in its defense. Laurana's place among the greatest generals of Krynn was assured, and the bards sang praises of her cunning use of dragons throughout the campaign.

Sadly, there was a sorrowful end to the otherwise successful military operation. Laurana was captured and became a prisoner of the dragonarmies—owing to Bakaris's duplicity. Tasselhoff's fabled knife put an end to Bakaris. And the final stage of the War of the Lance began with Laurana's rescue that involved a perilous journey into the heart of darkness at Neraka.



Chapter 6: PERSONALITIES

“**L**ORD Toede?” Ariakas repeated in anger. The troops in the hall muttered among themselves. Never before had a Highlord disobeyed a command to attend the Grand Council.

A human dragonarmy officer climbed the stairs leading to the empty platform. Standing on the top step (protocol forbade him proceeding higher), he stammered a moment in terror, facing those black eyes and, worse, the shadowy alcove above Ariakas’s throne. Then, taking a breath, he began his report.

“I—I regret to inform His Lordship and Her D-Dark Majesty”—a nervous glance at the shadowy alcove that was, apparently, still vacant—“that Dragon Highlord To—uh, Toede has met an unfortunate and untimely demise.”

Standing on the top step of the platform where Kitiara sat enthroned, Tanis heard a snort of derision from behind Kit’s dragonhelm. An amused titter ran through the crowd below him while dragonarmy officers exchanged knowing glances.

Lord Ariakas was not amused, however. “Who dared to slay a Dragon Highlord?” he demanded furiously, and at the sound of his voice—and the portent of his words—the crowd fell silent.

“It was in K-Kenderhome, lord,” the officer replied, his voice echoing in the vast marble chamber. The officer paused. Even from this distance, Tanis could see the man’s fist clenching and unclenching nervously. He obviously had further bad news to impart and was reluctant to continue.

Ariakas glowered at the officer. Clearing his throat, the man lifted his voice again.

“I regret to report, lord, that Kenderhome has been l—” For a moment the man’s voice gave out completely. Only by a valiant effort did he manage to continue. “—lost.”

“Lost!” repeated Ariakas in a voice that might have been a thunderbolt.

Certainly it seemed to strike the officer with terror. Blenching, he stammered incoherently for a moment, then—apparently determining to end it quickly—gasped out, “Highlord Toede was foully murdered by a kender named Kronin Thistleknott, and his troops were driven from—”

There was a deeper murmur from the crowd now, growlings of anger and defiance, threats of the total destruction of Kenderhome. They would wipe that miserable race from the face of Krynn—

With his gloved hand, Ariakas made an irritated, sweeping gesture. Silence fell instantly over the assemblage. And then the silence was broken.

Kitiara laughed.

Dragons of Spring Dawning

Margaret Weis and Tracy Hickman

Krynn is a world filled with exotic and dangerous places to explore. Krynn is a world of fantastic monsters, from gold dragons and griffons, to foul goblins and deadly

draconians. What makes the world of Krynn truly special is its people; the ordinary, everyday, humdrum people who rise up to do extraordinary things. Krynn’s heroes are not, for the most part, kings or queens, dukes or earls. They are barbarians and barmaids, tinkers and blacksmiths, inept thieves and down-on-their-luck knights. They don’t start out planning to save the world. They just want a quiet drink with their friends. Their motives are not always noble or good or unselfish. They make mistakes. They fumble their spells. They miss their targets. They fall in love with the wrong people. They are human, in the broadest sense of the word. Each individual has an important role to play—a theme that plays an important role throughout the saga. Victims or villains, heroes and fools, characters are the heart of the Dragonlance saga.

ALFRED MARKENIN, HIGH JUSTICE

Male human fighter 4/knight of Solamnia (Sword)
6: CR 10; Medium humanoid (human); HD 4d10+8 plus 6d10+12; hp 79; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 20; Base Atk +10; Grp +12; Atk +15 melee (2d6+5/17-20, +2 greatsword) or +12 ranged (1d8+3/x3, +1 composite longbow); Full Atk +15/+10 melee (2d6+5/17-20, +2 greatsword) or +12/+7 melee (1d4+2/19-20, dagger) or +12/+7 ranged (1d8+3/x3, +1 composite longbow); SA smite evil 2/day, strength of honor 1/day; SQ aura of good, heroic initiative +1, knightly courage; AL LG; SV Fort +11; Ref +4; Will +5; Str 15, Dex 12, Con 15, Int 10, Wis 14, Cha 13.

Skills and Feats: Diplomacy +11, Knowledge (nobility) +4, Knowledge (religion) +8, Ride +11. Diehard, Endurance, Honor-bound†, Improved Critical (greatsword), Leadership, Mounted Combat, Point Blank Shot, Power Attack, Weapon Focus (greatsword).

† Feat from the *Dragonlance Campaign Setting*.

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): Twice a day, the knight may attempt to smite evil with one normal melee attack. He adds +1 to his attack roll and +6 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 4 rounds.

Possessions: +1 full plate, +2 greatsword, dagger, +1 composite longbow [+2 Str], quiver with 20 arrows, ring of protection +1, heavy warhorse with masterwork studded leather barding.



Alfred MarKenin is a member of one of the great Solamnic houses and a Knight of Solamnia. A member of the Order of the Sword, he is the High Justice of the Knighthood—a position on which he has a very tenuous hold. Alfred is a skilled warrior, though he dislikes war and is appalled by the loss of life. Those who encounter Alfred find that he is sincere in his support of the knighthood, but he feels insecure in his own abilities. Thus he relies heavily on the Measure to tell him what to do and will follow the Measure religiously, without question, even though on occasion it seems to stand in opposition to common sense.

In normal times, a Knight of the Rose holds the position of High Justice. However, in the days before the War of the Lance, no knights of that high rank are available to fill the position. In emergencies, the Measure allows an Order to elect a knight from another Order to fill its highest position.

Alfred is a staunch supporter of the Rose Knight, Derek Crownguard. As Derek's friend, Alfred stands with Derek in opposition to Sturm Brightblade during the young knight's trials and, as High Justice, Alfred tries to deny Sturm the right of Knight's Answer to Derek's charges. The decision of the High Justice is overturned by Lord Gunthar uth Wistan, and Sturm is allowed to have his say. At the end of the Knights Trial, Alfred is named second in command of the Solamnic forces.

After the Solamnic forces have settled in the High Clerist's Tower, where they grimly await the Blue Dragonarmy, Alfred realizes that he has been a fool to support Derek. Alfred realizes to his horror that the man is going insane and that his lust for power is tearing apart not only the forces at the Tower, but the entire Knighthood. Alfred sees that Derek's actions have been contributing to the low morale of the knights and footmen, and that this problem could ultimately lead to their demise. When Laurana brings news of Sturm's vindication, Alfred hopes that this will heal the rift growing in the forces at the Tower, but it only succeeds in further alienating Derek's forces from those who support Sturm. Alfred knows that something needs to be done, but he lacks the courage to go against the Measure and openly oppose Derek.

It is only when Derek, in his madness, orders Alfred to bring his men to leave the safety of the walls of the High Clerist's Tower and launch a surprise attack against the Dragonarmy that Alfred finally stands up to his friend. Alfred tries to convince the Rose Knight that such an action is folly. When Alfred realizes that Derek cannot be swayed, he follows Derek into combat because of his duty to the Measure. The attack fails and the entire force is wiped out. Commander Bakariss, a Dragonarmy lieutenant, brings Alfred's headless body, along with the mortally-wounded Derek Crownguard, to the knights at the High Clerist's Tower.

After the Battle of the High Clerist's Tower, Lord Alfred MarKenin is entombed with Derek and Sturm in the Chamber of Paladine beneath the Tower.

ALHANA STARBREEZE, PRINCESS OF SILVANESTI

Female Silvanesti elf noble 4/fighter 3: CR 7; Medium humanoid (elf); HD 4d8+8 plus 3d10+6; hp 53; Init +1; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +6; Grp +6; Atk +9 melee (1d8+2/19-20, +2 *longsword*) or +8 ranged (1d6/x3, masterwork short bow); Full Atk +9/+4 melee (1d8+2/19-20, +2 *longsword*) or +8/+3 ranged (1d6/x3, masterwork short bow); SA—; SQ coordinate +1, elvensight, favor +2, inspire confidence 2/day, Silvanesti traits; AL LG; SV Fort +6; Ref +6; Will +5; Str 10, Dex 13, Con 14, Int 16, Wis 11, Cha 16.

Skills and Feats: Appraise +7, Bluff +8, Climb +6, Diplomacy +15, Gather Information +7, Handle Animal +11, Intimidate +9, Jump +6, Knowledge (arcana) +4, Knowledge (nobility) +7, Listen +6, Ride +11, Search +7, Sense Motive +6, Spellcraft +4, Spot +4; Combat Expertise, Leadership, Point Blank Shot, Skill Focus (Diplomacy), Weapon Focus (longsword).

Bonus Class Skill: This noble has Handle Animal as a bonus class skill.

Coordinate (Ex): The noble has a knack for getting people to work together. When she can aid others and give directions, the bonus she provides with an aid another check is increased to +3. This ability can't be used in combat.

Favor (Ex): Twice 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): The noble can grant 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.

Silvanesti Traits: Immunity to *sleep* spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

Possessions: +2 *elven chain*, +1 *light steel shield*, +2 *longsword*, masterwork short bow, quiver with 20 arrows.

An extraordinarily beautiful elven maiden, Alhana Starbreeze is a princess, the daughter of Lorac, king of the Silvanesti elves. Alhana's beauty is noteworthy. Unlike many of the elves, who have fair hair, Alhana has hair that is black as midnight. Her eyes are deep purple and her skin porcelain white. She is always mindful of her rank and the responsibility for the safety of her people that rests on her shoulders—thus she may appear to be cold, aloof and imperious when first encountered. Those who come to win her trust discover that her air of aloofness masks a warm and loving heart and a deep, abiding fear that she will fail.

Alhana's people are everything to her. She will sacrifice anything to save them. She is suspicious and wary of people of other races, including her cousins, the Qualinesti elves. She particularly distrusts humans, whom she blames for her people's misery. Humans, even Solamnic Knights, will have to go a long way to gain her confidence, although

true knights will have a better chance than most. She will not readily reveal herself or the nature of her mission to strangers. Although she is a princess, Alhana is a princess in exile. Her clothes are plain and simple, yet she wears them with such an air of elegance that she might be clad in silk and velvet. She has sold all her valuables to raise money for her people, with the exception of a magical token known as a *starjewel*.

When the armies of the Dragon Highlords launched an attack against Silvanesti, King Lorac sent his people into exile in Southern Ergoth under the leadership of his daughter, Alhana. Lorac remained behind, much to the dismay of his daughter. Lorac believes that he can halt the dragonarmies, for long ago he stole a *dragon orb* from the Tower of High Sorcery in Istar, and intends to use the orb's magic to the elves. Unfortunately, Lorac is ensnared by the orb and becomes the unwitting tool of his enemies.

Alhana knows nothing about the *dragon orb* or that her father has one in his possession. She knows little about what is happening in Silvanesti, except that it has fallen to the dragonarmies. When she receives this terrible news, she swallows her pride and goes to Tarsis seeking aid from the humans. Alhana is in Tarsis on this mission when the city is attacked by the dragonarmies.

ALIONA, LEADER OF THE YOUNGBLOODS

Male Qualinesti elf noble 1/ranger 5: CR 6; Medium humanoid (elf); HD 6d8; hp 31; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +7; Atk/Full Atk +8 melee (1d8+3/19-20, +1 *longsword*) or +9 melee (1d4+4/19-20, +2 *dagger*); Full Atk +6 melee (1d8+3/19-20, +1 *longsword*) and +7 melee (1d4+4/19-20, +2 *dagger*); SA combat style (two-weapon), favored enemy elves +4, favored enemy giants +2; SQ elvensight, Qualinesti traits, wild empathy; AL CG; SV Fort +4; Ref +6; Will +3; Str 15, Dex 14, Con 10, Int 15, Wis 10, Cha 15.

Skills and Feats: Gather Information +9, Intimidate +6, Knowledge (nature) +12, Listen +10, Move Silently +5, Ride +10, Search +12, Sense Motive +9, Spot +10, Survival +5 (+7 above ground, +7 following tracks, +9 following tracks above ground). Combat Reflexes, Endurance, Investigator, Leadership, Track, Two-Weapon Fighting.

Bonus Class Skill: This noble has Search as a bonus class skill.

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

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 humanoid (elf) type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. He gains a +2 bonus on the above skill checks and weapon damage rolls against creatures of the giant type.

Qualinesti Traits: Immunity to *sleep* spells & effects, +2 racial bonus on saves vs. enchantment spells and effects,

+2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Diplomacy and Sense Motive checks.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+7 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Possessions: +1 *studded leather*, +1 *longsword*, +2 *dagger*, herbal supplies

At the tender elven age of eighty-one, Aliona Damere has already become a persistent thorn in the side of the Qualinesti nobility. This hotheaded, dark-haired youth seeks change in the elven kingdom but, unlike his kin, he lacks typical elven patience. Much to the Speaker of the Sun's chagrin, Aliona is pushing for radical change and he wants it to happen now, not five hundred years from now.

Like other Qualinesti, Aliona learned the tales of Prince Gilthanas and his exploits, and the impressionable youth soon developed a case of hero worship. A conversation with his mentor led Aliona to decide that he should do something to leave his mark on the world.

Newly inspired by his hero, Aliona spent the next few years honing his skills as a warrior. Though a minor noble, he has no patience for court etiquette and intrigue and soon leaves his family and friends to concentrate on archery and swordsmanship, which he learns from a Qualinesti ranger.

Aliona completes his Kentommen rite of passage when he hears a rumor concerning problems in Silvanesti. Though barely an adult in his people's eyes, he joins a band of Qualinesti rangers known as Leafblades, who are sent to verify the rumor. Over the next few months, Aliona lives the harsh life of a ranger, and finds it to his liking. Unfortunately, the expedition yields very little information. The Leafblades had not yet entered Silvanesti when a troupe of their elven cousins, driven mad by some malady, ruthlessly ambush the rangers. Aliona's quick thinking saves himself and two of his fellows, and the trio slowly made their way back to Qualinesti.

When another patrol returns with news of an approaching enemy army, the Speaker of the Sun summons an elven council and outlines his contingency plan for an elven retreat to Southern Ergoth. At his father's request, Aliona is placed in charge of a small defense force that will oversee the construction of Qualimori. He selects many friends, who collectively becomes known as the Youngbloods for their idealism and youth.

The Qualinesti contingent is sent to Southern Ergoth where they meet their Kagonesti and Silvanesti cousins. Aliona respects the Kagonesti's woodlore and believes the wild elves can become skilled rangers with a bit of guidance and education. The Qualinesti and Silvanesti are both happy to reestablish ties with one another, though Aliona still carries a grudge from the loss of the Leafblades. He gradually comes to believe that the Silvanesti are hiding something, and he convinces the Youngbloods of this.



Aliona still holds Gilthanas in the highest regard, and believes his hero would make a much better Speaker than either Solostaran or Porthios. The Qualinesti distance themselves from their Silvanesti cousins as old feuds resurface, and Aliona takes advantage of the situation by adding to his force of Youngbloods. He has recently learned of the Kagonesti's treatment at Silvanesti hands, and has decided that the Silvanesti should be taught a lesson. More and more Qualinesti are starting to listen to the young elf but, with the Speaker still running Qualimori, the Youngblood leader may have few obstacles to overcome in avenging his fallen cousins.

Those who encounter Aliona meet a hot-headed elven youth, outspoken, brash, and self-confident. Elves, particularly older elves, will likely be shocked and disapproving of such behavior and reluctant to listen to his charges. Younger elves, as impatient as Aliona for change, will be more receptive. Humans find the outgoing Aliona much more "human" than most elves and will likely get along with him.

APOLETTA, DARGONESTI GUARDIAN

Female Dargonesti elf fighter 4/wizard 6: CR 10; Medium humanoid (elf); HD 4d10+4 plus 6d4+6; hp 47; Init +3; Spd 30 ft, swim 30 ft; AC 19, touch 15, flat-footed 16; Base Atk +7; Grp + 8; Atk +11 melee (1d8+3, *trident of warning*); Full Atk +11/+6 melee or +12 ranged (1d8+3, *trident of warning*); or +8 ranged touch (entangle, *webnet*); or +9/+4 melee or +11/+6 ranged (1d4+2, +1 *returning daggers*); SA alternate form, spells, spell-like abilities; SQ Dargonesti traits, elvensight; AL NG; SV Fort +7, Ref +6, Will +7; Str 13, Dex 16, Con 12, Int 15, Wis 13, Cha 15.

Skills & Feats: Concentration +9, Diplomacy +6, Knowledge (arcana) +7, Knowledge (nature) +7, Knowledge (history) +7, Listen +9, Search +7, Spellcraft +7, Spot +8, Swim +9. Alertness, Brew Potion, Dodge, Exotic Weapon Proficiency (Net), Leadership, Mobility, Natural Spell, Scribe Scroll, Weapon Focus (trident).

Alternate Form (Su): This Dargonesti can assume the form and physical qualities of a porpoise 3/day, and remain in porpoise form indefinitely. She does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the Dargonesti's character level. The Dargonesti may only use this ability while in an environment suitable for porpoises (such as the sea).

Dargonesti Traits (Ex): Elvensight; breathe water; +2 racial bonus on checks to notice peculiarities about water; -2 circumstance penalty on attack rolls, saves, and checks when more than 24 hours out of water; immunity to magic *sleep* spells and effects; +2 racial bonus on Listen, Search and Spot checks.

Spell-Like Abilities: 1/day – *blur*, *dancing lights*, *darkness*, and *obscuring mist*. These spells are cast as if by a 10th level wizard (DC 12 to resist).

Wizard Spells Prepared (4/4/4/2; save DC 12 + spell level): 0—*detect magic*, *flare*, *ghost sound*, *message*;

1st—*color spray*, *comprehend languages*, *expeditious retreat*, *magic missile*; 2nd—*darkness*, *detect thoughts*, *shatter*, *summon monster II*; 3rd—*lightning bolt*, *water breathing*.

Spellbook: 0—All; 1st—*color spray*, *comprehend languages*, *detect secret doors*, *disguise self*, *expeditious retreat*, *hold portal*, *mage armor*, *magic missile*; 2nd—*blur*, *bull's strength*, *darkness*, *detect thoughts*, *obscure object*, *scare*, *shatter*, *summon monster II*; 3rd—*lightning bolt*, *nondetection*, *rage*, *suggestion*, *summon monster III*, *water breathing*.

Possessions: *bracers of armor +4*, *trident of warning*, +1 *returning daggers (2)*, *ring of protection +2*, *webnet*.

Apoletta is the leader of the Dargonesti inhabiting the Ruins of Istar beneath the surface of the Blood Sea. Kin to the Speaker of the Moon of the Dargonesti, she can trace her heritage back to both the Qualinesti Speaker of the Sun and the Silvanesti Speaker of the Stars.

In appearance, Apoletta is unusual for a sea elf and considered one of the great beauties of her people. Her skin is as pale as a pearl, and, like her long hair, has only the faintest greenish tint. Born before the Cataclysm, she was sent by the Speaker of the Moon to explore the newly formed Blood Sea. She and her followers discovered the Ruins of Istar surprisingly intact, though the city that was once the Jewel of Ansalon is now underwater. While most of Ansalon think the destruction of Istar to be a curse, the Dargonesti believe that the ruins are a gift from the gods.

When a human wizard named Zebulah appears more than 300 years after the Cataclysm, Apoletta and her followers are prepared to defend their new home fiercely, for they believe him to be the harbinger of a invading force. The Red-robed wizard explains he is there simply to explore the Ruins of Istar in search of any lost artifacts from the Tower of High Sorcery that once stood in the city.

Reluctantly at first, and then, more out of a growing curiosity about the surface world, Apoletta and her followers agree to allow the human to stay, as long as he keeps to himself and does not bring others down below.

Except for the occasional sailor rescued from the Maelstrom, Zebulah is the first human many of the Dargonesti had ever met, and the only one they spent any time with. It is perhaps inevitable that Apoletta and Zebulah should fall in love and are married, for the two spend much time alone together exploring the ruined city.

Apoletta and her people rescue sailors and bring them to their undersea city to recover from drowning. She will make no secret of the fact, however, that she wants them to return to the surface as soon as possible. She does not encourage such visitors to linger.

ARAN TALLBOW, KNIGHT OF THE CROWN

Male human fighter 4/knight of Solamnia (Crown) 5: CR 9; Medium humanoid (human); HD 4d10+4 plus 5d10+5; hp 58; Init +6; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +9; Grp +11; Atk +11 melee (1d8+2/19-20, masterwork longsword) or +17 ranged (1d8+6/x3, +2 *composite longbow*); Full Atk +11/+6 melee (1d8+2/19-20, masterwork

longsword) or +17/+12 ranged (1d8+6/x3, +2 *composite longbow*) or +15/+15/+10 ranged (1d8+6/x3, +2 *composite longbow*); SA strength of honor 2/day; SQ heroic initiative +2, knightly courage; AL LG; SV Fort +9; Ref +6; Will +2; Str 15, Dex 18, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Craft (bowmaking) +11, Diplomacy +14, Handle Animal +8, Knowledge (nobility) +11, Ride +16, Search +8; Diehard, Honor-Bound†, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

† Feat from the *Dragonlance Campaign Setting*.

Heroic Initiative (Ex): The knight gains a +2 bonus on initiative checks.

Honorable Will (Su): The knight has a +3 morale bonus on saving throws against *compulsion* spells and effects.

Knightly Courage (Su): The knight has a +3 morale bonus on saving throws against fear effects.

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

Possessions: +1 *chain shirt*, +1 *buckler*, masterwork longsword, +2 *composite longbow* [+2 Str], quiver with 10 arrows, 5 adamantite arrows, 5 silvered arrows, dagger, light warhorse with masterwork leather barding.

Aran Tallbow was born on the isle of Sancrist and comes from a long line of Knights of the Crown. He is a pleasant and easy-going, with a ready laugh and pervasive good humor, well-liked by his fellow Knights. He is tall and lean with red hair and the distinctive, flowing mustaches of the Knights of Solamnia. In addition to being a devoted Knight, he has also pursued the art of archery and is considered perhaps the best Bowman in all of Solamnia. Aran, like most of the Knights of the Crown, is a staunch supporter of Lord Gunthar uth Wistan, acting Grand Master of the Knights of Solamnia. Those who meet Aran find that he breaks the stereotype of the stern and disciplined knight, though for all that he is an excellent soldier and a good comrade to have on one's side in any battle.

When the Knight's Council proposes to send Derek Crownguard on a quest to seek out the ancient library in Tarsis, Gunthar insists that Aran accompany the Knight of the Rose in order to balance the Rose Knight's dour demeanor. A Knight of the Sword, Brian Donner, also goes with them, giving their small group a representative from each of the three Orders. They journey south, eventually reaching their destination of the land-locked, former seaport of Tarsis the Beautiful. In Tarsis, they find the ancient library they are looking for under the ruins of an old building that was shattered during the Cataclysm. It is in Tarsis that Aran and his companions meet Tanis Half-Elven, Sturm Brightblade, and the rest of the group one day to be known as the Heroes of the Lance. With the help of the kender Tasslehoof Burrfoot, and his *glasses of true seeing*, the Knights discover that a *dragon orb* can be found

in the Icewall. The Knights become separated from some of the Heroes during the attack of the Red Dragonarmy on Tarsis. Once Aran and his companions escape Tarsis and the Dragonarmy, they continue south to the Icewall. Their journey is a dangerous one, in which they are forced to face the White Dragon Highlord, Feal-thas, as well as other deadly denizens of the Icewall. Their journey is later recounted in the Ice Folk tale Song of the Ice Reaver, including the death of Aran Tallbow:

*“And Aran is the first to break the circle
Hot wind at the throat of Feal-thas
Brought down and unraveled
In the reel of the hunt perfected.”*

After Aran's death, and the death of the knight Brian Donner, Laurana slays Feal-Thas and recovers the *dragon orb*.

Aran's death in combat while on a Knight's Quest secures him a place in the annals of the Knighthood as a hero of his age.

ARIAKAS, THE DRAGON EMPEROR

Male human wizard 5/fighter 2/knight of the Thorn 10/legendary tactician 3/dragon highlord 3: CR 23; Medium humanoid (human); HD 5d4+10 plus 2d10+4 plus 10d6+20 plus 3d8+6 plus 3d10+6; hp 170; Init +2; Spd 20 ft.; AC 27, touch 17, flat-footed 25; Base Atk +16; Grp +21; Atk +25 melee (2d6+10/17-20 plus 1d6 fire and 2d6 unholy [evil], +3 *flaming burst unholy greatsword*) or +18 ranged (4d6 fire, *scorching ray*); Full Atk +25/+20/+15 melee (2d6+10/17-20 plus 1d6 fire and 2d6 unholy [evil], +3 *flaming burst unholy greatsword*) or +18 ranged (4d6 fire, *scorching ray*); SA aura of terror, demoralize, spells, weapon touch; SQ armored spellcasting –20%, cosmic understanding, Dark Queen's blessing, Dark Queen's courage, direct troops, diviner, inspire courage (+2, 2/day), leadership +2, motivate troops +3, read omens, read portents; AL LE; SV Fort +15; Ref +10; Will +18; Str 20, Dex 15, Con 14, Int 17, Wis 16, Cha 19.

Skills and Feats: Bluff +11, Concentration +20, Diplomacy +10, Gather Information +16, Intimidate +30, Knowledge (arcana) +21, Knowledge (history) +9, Knowledge (local) +11, Knowledge (religion) +11, Ride +22, Sense Motive +20, Spellcraft +20; Cleave, Discipline††, Empower Spell, Improved Critical (greatsword), Improved Resist Dragonfear†, Leadership, Mounted Combat, Persuasive, Power Attack, Resist Dragonfear†, Scribe Scroll, Still Spell, Tremendous Charge†, Weapon Focus (greatsword)

† Feat from the *Dragonlance Campaign Setting*. †† New feat from this book.

Armored Spellcasting (Su): The knight is better able to cast spells while wearing armor. He ignores up to 20% of the standard arcane spell failure.

Aura of Terror (Su): Creatures within 10 feet of the knight must make successful Will saves (DC 24) or become

shaken. A creature that successfully saves is immune to the knight's aura of terror for 24 hours.

Cosmic Understanding (Sp): Once per day the knight may add a +15 insight bonus on any one ability check, skill check, attack roll, saving throw, or to AC against a single attack. The knight adds *commune* to his spellbook as a 5th-level spell.

Diviner (Ex): The knight gains bonus divination spells and a +2 bonus to Spellcraft checks to learn new divination spells, much like a specialist in the school of divination. The knight's caster level is considered to be one level higher for the purposes of casting divination spells.

Dark Queen's Blessing (Su): The dragon highlord applies his 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 he 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 a number of rounds equal to the highlord's class level plus Charisma bonus (if any).

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 4 rounds.

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 knight continues to speak and for 5 rounds afterward.

Leadership (Ex): The legendary tactician has a +2 bonus to his leadership score.

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 23 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.

Read Omens and Portents (Su): The knight adds *augury* to his spellbook as a 2nd-level spell, and *divination* to his spellbook as a 4th-level spell.

Weapon Touch (Su): The knight can deliver touch spells through any melee weapon with a successful melee attack. The weapon deals its normal damage as well as delivering the effects of the spell on the target.

Wizard Spells Prepared (5/6/6/6/5/5/4/3/2; save DC 13 + spell level): 0—*daze, flare, mending, ray of frost, read magic**; 1st—*burning hands, expeditious retreat, magic*

*missile, protection from good, ray of enfeeblement, true strike**; 2nd—*acid arrow, arcane lock, detect thoughts*, knock, scorching ray, shatter*; 3rd—*arcane sight*, barrier of deflection†, dispel magic, fireball, fly, haste*; 4th—*dimension door, fireball (stilled), lesser globe of invulnerability, scorching ray (empowered), scrying**; 5th—*commune*, dominate person, feeblemind, telekinesis, wall of force*; 6th—*antimagic field, circle of death, globe of invulnerability, true seeing**; 7th—*delayed blast fireball, finger of death, greater scrying**; 8th—*moment of prescience*, prismatic wall*.

Spellbook: Ariakas' far-reaching resources have given him access to all 0-level to 3rd-level wizard spells from the *Player's Handbook* and *Dragonlance Campaign Setting*, as well as the following: 4th—*black tentacles, detect scrying*, dimension door, divination*, fear, fire shield, lesser globe of invulnerability, polymorph, scrying*, stonewall, wall of fire*; 5th—*commune*, contact other plane*, dismissal, dominate person, feeblemind, lesser planar binding, mind fog, overland flight, sending, telekinesis, wall of force, waves of fatigue*; 6th—*antimagic field, chain lightning, circle of death, contingency, disintegrate, globe of invulnerability, greater dispel magic, guards and wards, planar binding, transformation, true seeing**; 7th—*delayed blast fireball, finger of death, grasping hand, greater scrying*, greater teleport, mass hold person, spell turning*; 8th—*incendiary cloud, moment of prescience*, prismatic wall*.

* Divination spell. Ariakas casts these spells at caster level 16. † New spell from this book.

Possessions: +4 *dragonarmor of invulnerability* (DR 5/magic), +3 *flaming burst unholy greatsword, ring of evasion, ring of protection +5, cloak of resistance +4, wand of summon monster III* (50 charges), *wand of summon monster IV* (50 charges), *metamagic rod of maximize* (6th level or lower). Ariakas is capable of acquiring more mundane items, and even some low-level magical ones, from his many wizard followers.

Note: Although Ariakas possesses levels in the Knight of the Thorn prestige class, he is not considered to be one. Rather, this class represents the Dragon Emperor's direct benefits of enjoying Takhisis as his patron in magic rather than Nuitari, and him being a forerunner of the Gray Robes.

Chosen by Queen Takhisis for his ruthless determination and ambition, Lord Ariakas is the brilliant military commander of the Dragonarmies at the start of the War of the Lance. He is physically powerful, tall and imposing, with long black hair and chilling black eyes.

Not much is known about Ariakas's early life, for he rarely mentions it. He is not ashamed of his past; rather, the past holds no interest for him. He is concerned only with present conquest.

Ariakas is the son of a powerful dark cleric of Takhisis. At the age of two, the child Ariakas was witness to his mother's murder at the hands of his father. Ariakas never forgot what he saw and, when he was older, avenged himself on his father by slaying him—an act that drew the favorable attention of Queen Takhisis. There is also

the possibility that Takhisis learned of Ariakas from her daughter, Zeboim, tempestuous goddess of the sea, who falls in love with the human and bears him a son, Ariakan, around 340 AC.

Impressed with Ariakas, Queen Takhisis grants him powerful magicks that come directly from herself in return for his pledge of loyalty to her. Thus Ariakas is able to cast magical spells while wearing armor and bearing arms. Because his magic comes from Takhisis, some of those within the lord's inner circle believe him to be a dark cleric, while others hold him to be a renegade Black-robbed wizard. (*Astinus's note*: the Dark Queen would later expand upon this model when Ariakas's son, Lord Ariakan, creates the Knights of Takhisis in 370 AC, gifting her Thorn Knights with magical powers that come directly from her, bypassing the gods of magic.)

Ariakas is a military genius, credited with creating the feared flying citadels that cause so much havoc during the war. He is also responsible for dividing the Dragonarmies into five color wings, each under the leadership of a Dragon Highlord who reports directly to him. He develops the plans for the invasion of Sanction, Nordmaar, and other early conquests that place much of Ansalon under his heel.

Those who encounter Ariakas will probably wish they hadn't. He is ruthless, cold, calculating, and will stop at nothing to gain his single-minded ambition, which is to rule Ansalon in the name of his Queen. He admires courage, has no patience for weakness, cowardice, or stupidity. He does not believe in second chances. Those who fail him do so only once.

ARMAN KHARAS

Male Hylar dwarf noble 7: CR 7; Medium humanoid (dwarf); HD 7d8+24; hp 69; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +5; Grp +8; Atk/Full Atk +9 melee (1d8+4/x2, +1 *heavy mace*); SA—; SQ coordinate, darkvision 60 ft., dwarf traits, favor +3, inspire confidence 2/day; AL LG; SV Fort +5; Ref +5; Will +5; Str 16, Dex 10, Con 17, Int 11, Wis 6, Cha 9.

Skills and Feats: Craft (blacksmithing) +5, Diplomacy +11, Gather Information +4, Intimidate +9, Knowledge (nobility) +10; Iron Will, Skill Focus (Diplomacy), Toughness

Bonus Class Skill: This noble has Craft as a bonus class skill.

Coordinate (Ex): The noble has a knack for getting people to work together. When he can aid others and give directions, the bonus he provides with an aid another check is increased to +3. This ability can't be used in combat.

Dwarf Traits: +4 bonus on ability checks to resist being bull rushed or tripped; +2 bonus on saving throws against poison, spells, and spell-like effects; +1 bonus on attack rolls against goblinoids; +4 bonus to AC against giants; +2 bonus on Search checks to notice unusual stonework; +2 bonus on Appraise or Craft checks related to stone or metal.

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

Inspire Confidence (Ex): Twice a day, the noble can grant three 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.

Possessions: +2 *chain shirt*, +1 *heavy mace*, masterwork light steel shield, miner's kit

The dwarves of Thorbardin have not yet realized it, but they have a true hero in their midst. Arman Kharas, the reincarnation of the legendary dwarven hero Kharas, will unite the disparate thanes under one ruler and lead the dwarven nation into a new era of prosperity—or so Arman believes. His name means “second” or “lesser” Kharas in dwarven, which only reaffirms his belief that he is Kharas reborn. Currently, Arman is the only dwarf in Thorbardin who has faith in his grand destiny, but he is convinced that all will be revealed in time.

Arman is the son of Glade Hornfel, thane of the Hylar dwarves. With his coarse, waist-length, black beard and braided hair, Arman looks more like a traditional Hylar noble than the Kharas of old. He is fiercely loyal to his people and their needs. Arman seeks to do the seemingly impossible, hoping to unite all dwarves, including the hill dwarves that were exiled from Thorbardin centuries ago. This goal has cost Arman many would-be allies, and even his Hylar relatives tend to steer clear of the peculiar dwarf.


Arman's most vocal opponents are the thanes of the Theiwar and Daegar clans. Not only do these two consider the zealous dwarf to be insane (one of few things they agree on), but the deep dwarves have long held grudges against the Hylar clan as a whole. While they have a certain respect for Thane Hornfel, the two thanes are contemptible of his eldest son.

As a youth, Arman would often wander the caverns of Thorbardin with his half-brother, Pick. The pair often fought imaginary ogres and trolls, with the elder Arman coming to his brother's “rescue” in the nick of time. Arman is greatly troubled by Pick's recent disappearance, and he desperately searches for clues to his brother's whereabouts. Many dwarves are secretly relieved that Arman's attention has finally been diverted from his supposed destiny.

Arman is tall for his people and built like an ox. His eyes shine with a fervor that is enhanced when he engages in combat. He gives no quarter and expects none, but he is overprotective of his kin and occasionally withdraws from his battles to help beleaguered dwarves with their own. This method of combat has gained him few friends among Thorbardin's warriors and sentries, as some dwarves secretly view this as a sign of cowardice. Arman carries a large mace into battle that he claims is a secondary weapon, which he is using only until he finds “his” legendary Hammer of Kharas.

Arman is honest and truthful about everything. He considers lies and intrigues to be beneath his station.





He is curt, yet polite, with humans and other folk, and is growing increasingly curious about the situation beyond Thorbardin. Like other dwarves, he has heard talk of armies massing in the world above, and Arman longs to prove his worthiness as the reincarnated hero of dwarvenkind.

The eccentric Arman trusts in Hornfel's abilities as the Hylar thane, and genuinely believes that his father would make an excellent King of Thorbardin. However, Arman's own skewed beliefs run to the core of his being, and he is convinced that he will become the first dwarf in centuries to unite the dwarven clans. He hopes that his father will understand.

ASTINUS OF PALANTHAS, HISTORIAN OF KRYNN

A mysterious figure, Astinus is the Lorekeeper, the master of the Great Library of Palanthas and the head of the Order of Aesthetics—the monks who reside and work in the library. Known as the Deathless One, Astinus has been recording the history of Krynn for countless generations. He is said to have been the first person to walk upon Krynn and purportedly will be the last to leave it. Few know what he looks like, for few ever see him. Astinus does not like to be disturbed at his work.

Those who are fortunate enough to be ushered into his presence rarely remember his appearance. They have an impression of an aging human dressed in long, gray robes; graying hair; a deep voice; resolute manner; and dark, intense eyes that seem to see every secret of the soul. Astinus works day and night in an office that is small and not meant to encourage visitors. His privacy is protected by the Aesthetics, particularly his chief assistant, Bertrem.

Astinus is constantly at work recording the history of every of living person upon Krynn in his neat, precise handwriting. He dislikes interruption and rarely allows visitors. Only some sort of extraordinary event would cause him to break this rule. Even then, he would continue at his work, perhaps pausing only long enough to remonstrate anyone who steps between him and the light.

Despite the fact that he does not appear to be paying attention, Astinus does listen to those few who come before him. He is the personification of neutrality (some believe he is the avatar of the god, Gilean). He will refuse to give advice, counsel or aid to anyone, no matter how desperate or needy. If he deigns to respond at all, his replies are often cryptic and mysterious, leaving people to figure out his meaning for themselves. He is very wise, but does not usually choose to share his wisdom.

Astinus never leaves the library of Palanthas. He is never seen outside his study. He is afraid of nothing and nobody. He cannot be bribed or threatened, coerced or intimidated, charmed, or ensorcelled. He is aware of every single book in the Great Library. No book leaves without his knowledge and permission and that is almost never given.

BAKARIS, BLUE DRAGONARMY HIGHMASTER

Male human barbarian 2/fighter 8: CR 10; Medium humanoid (human); HD 2d12+4 plus 8d10+16; hp 75; Init +1; Spd 40 ft.; AC 18, touch 13, flat-footed 17; Base Atk +10; Grp +13; Atk +17 melee (2d6+6/19-20, +2 *greatsword of life stealing*) or +13 melee (1d4+3/19-20 plus poison, dagger); Full Atk +17/+12 melee (2d6+6/19-20, +2 *greatsword of life stealing*) or +13/+8 melee (1d4+3/19-20 plus poison, dagger); SA rage 1/day; SQ fast movement, uncanny dodge; AL CE; SV Fort +11; Ref +3; Will +4; Str 16, Dex 12, Con 15, Int 10, Wis 14, Cha 13.

Skills and Feats: Climb +13*, Intimidate +10, Jump +6*, Listen +7, Ride +10, Survival +7, Swim +7*. Athletic, Blind-Fight, Diehard, Endurance, Greater Weapon Focus (*greatsword*), Improved Sunder, Mounted Combat, Power Attack, Resist Dragonfear†, Weapon Focus (*greatsword*).

* Includes -1 armor check penalty (-2 to Swim checks)

† Feat from the *Dragonlance Campaign Setting*.

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 7 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows: Str 20, Con 19, hp 95, Fort +13, Will +6, AC 16, Atk +19 melee (2d6+9/19-20, +2 *greatsword of life stealing*) or +15 melee (1d4+3/19-20 plus poison, dagger).

Possessions: +1 *dragonarmor*, +2 *greatsword of life stealing*, daggers (2), 3 vials of greenblood oil poison (DC 13, 1 pt Con initial, 1d2 pts Con secondary), *ring of protection* +2, *potion of cure moderate wounds* (2)

Blond, handsome, and driven, Bakar is a man dedicated to winning conquests both on the fields of battle and in the beds of women. Although he works under the pretense of serving the Dark Queen's armies, he's loyal to only one woman: the dark-haired, dark-hearted, Dragon Highlord Kitiara. He will do anything to remain in her favor, even though he is fully aware that Kitiara would turn on him instantly if to do so would further her own cause. The two lovers harbor a mutual distrust of each other, a fact that makes their shared passions that much more exciting.

Bakar was raised in Estwilde, where he caused no end of trouble. A slave to his desires, he killed the son of a nobleman in a duel over a woman he prized. After this event, he was forced to flee his homeland at peril of his life.

Bakar learned nothing from this early adventure. Control over his fiery emotions is a skill that eludes him. He began working as a mercenary at a young age, and quickly gained a reputation for ruthless cruelty. He, like many others of his nature, was easily swayed by the Dark Queen's promises to grant her servants power, wealth, and pleasure beyond measure. To this end, he quickly realized that his Queen's glory was his own glory, and he joined the dragonarmies, hungry to reap the spoils of her greatness.

A lieutenant in the Blue Dragonarmy, Bakar is second in command to Kitiara. He met Kitiara in the early years

of his service to the dragonarmies. He became infatuated with her smoldering beauty and quickly realized that they could aid each other in their mutual quest for power and wealth. Although Kitiara does not trust him, she recognizes his usefulness. The same can be said about Bakaris's feelings toward the Dark Lady. The two are bound by their mutual need for each other.

Brutal, determined, and blinded by an all-consuming lust for pleasure, Bakaris is rash and impetuous. He is quick to succumb to jealousy and he acts on his rage with little care for the consequences. Although he knows that the men Kitiara invites to her bed are nothing more than entertainment for her, he is envious of the time they take from his own trysts with the Highlord. He finds the idea that he is just another of her many man-toys more upsetting than he cares to admit. Bakaris has always been a man who takes what he wants, the costs be damned. He is fast to take advantage of circumstances which will further his own gains. His egocentric nature will likely cause his undoing.

Bakaris is fond of employing wyverns to carry out his bidding. Chaotic in nature, these creatures are fast and vicious and untrustworthy. Although the species is not favored for intelligence, wyverns are fast, skilled killers. The wyvern represents all that Bakaris favors in an ally.

Bakaris is tall, strong, and attractive. Well-toned muscles grace his sturdy frame, giving him a striking physique. He is agile, cunning, and seems bred to battle. Haughty and arrogant, he believes most beings on Krynn are beneath him. Bakaris is convinced that his rise to power is a direct result of the Dark Queen's favor. He is belligerent to his adversaries, feigning aloofness in the face of danger. In truth, he is a vengeful coward, given to nightmares of death at the hands of his enemies, and sometimes, at the hands of the Blue Lady herself.

BAS-OHN KORAF ("KOF"), FIRST MATE OF THE PERECHON.

Male minotaur mariner 2/fighter 4/minotaur marauder 5; CR 11; Medium humanoid (minotaur); HD 2d8+4 plus 9d10+18; hp 77; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +10; Grp +14; Atk +15 melee (1d10+7/x2, +1 *greatclub*) or +15 melee (1d4+5/19-20, +1 *dagger*) or +14 melee (1d6+4/x2, gore); Full Atk +15 melee (1d10+7/x2, +1 *greatclub*) and +9 melee (1d6+4/x2, gore); or +15 melee (1d4+5/19-20, +1 *dagger*) and +9 melee (1d6+4/x2, gore); SA accurate strike +4, bull's wrath, dirty strike +3d4, opportunist; SQ minotaur traits, sailor lore, seafaring, seamanship +1; AL N; SV Fort +13; Ref +6; Will +0; Str 19, Dex 13, Con 14, Int 8, Wis 6, Cha 6.

Skills and Feats: Balance +10, Climb +5 (+7 with rope), Intimidate +8, Profession (sailor) +14, Swim +17, Use Rope +12; Bull of the Sea†, Cleave, Dodge, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Skill Focus (Intimidate).

† New feat from this book.

Accurate Strike (Ex): A minotaur marauder is adept at making vicious and devastating attacks. As such, he gains a +4 bonus to rolls made to confirm critical hits.

Bull's Wrath (Ex): A minotaur marauder can use sheer ferocity to disturb and unsettle his opponents. As a standard action, he may attempt to make a DC 25 Intimidate check. If successful, all opponents within 10 feet take a -1 penalty to attacks and saves for one round. This ability can only be used once per encounter.

Dirty Strike (Ex): The mariner can deal additional damage to an opponent by using unexpected maneuvers. The opponent makes a Reflex save (DC equal to the mariner's attack roll). Failure means the mariner deals an additional 3d4 points of damage. Dirty strike can only be used on an individual once per day.

Minotaur Traits: Gore (1d6+4 damage or 2d6+6 when charging); +2 racial bonus on Intimidate, Swim and Use Rope checks; +2 natural armor bonus to AC.

Opportunist (Ex): Once per round, the minotaur marauder can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the minotaur marauder's attack of opportunity for that round. Even a minotaur marauder with the Combat Reflexes feat can't use the opportunist ability more than once per round.

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+) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. The DM determines the difficulty. This check will not necessarily reveal true information, as much of the time the mariner has heard the information from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 with this check.

Seafaring (Ex): A minotaur marauder receives a +5 bonus on all Profession (sailor), Swim and Use Rope checks.


Seamanship (Ex): The mariner receives a +1 bonus on all Balance, Climb and Profession (sailor) checks.

Possessions: *bracers of armor* +3, +1 *dagger* (2), +1 *greatclub*, *ring of protection* +1, first mate's whistle

Bas-Ohn Koraf was born on the island of Mithas in the year 330 AC. Koraf is a tall, muscular minotaur in his mid-twenties whose face is bestial and ugly, even by minotaur standards. He has brown fur, a ridge of short hairs on the back of his neck, 18-inch-long curved horns, and wears rings through his nose and right ear.

Koraf was apprenticed for twelve years to Efroth, a master ship-builder in the capital city of Nethosak (Lacynos). Efroth ran a shipbuilding school in the Horned Bay shipyards. The final test prior to graduation was for each of Efroth's students to design and build a ship and sail it alone with the master builder.

Another of Efroth's students named Diro sabotaged Koraf's ship the night before the test. When morning



dawned, the eager apprentices lined the docks next to their ships. One by one, Efroth sailed out with each apprentice, judging the performance of the ship and its captain.

When Koraf's turn came, he eagerly set out to sea with Efroth. About a mile-and-a-half out to sea, the ship began to leak. Suddenly a great cracking sound erupted from the underneath, and the ship split in two. Koraf managed to grab a piece of the wreckage and make his way to shore but Efroth was not so lucky. Hit by a piece of rigging when the ship split in two, he lost consciousness and drowned.

Later that night at a tavern, Koraf overheard Diro bragging about the sabotage to his companions. Before Diro's friends could silence him, Koraf flew into a rage, strangling Diro with his bare hands.

By minotaur law, disputes of honor are to be settled within the Games. No minotaur may kill another outside of the Circus. By literally taking matters into his own hands, Koraf acted outside of minotaur law. Koraf was arrested and thrown into jail, there to await his execution.

Koraf was sentenced to fight in the Circus until he was killed. He spent four years in the Circus under his master, Lord Attat.

Koraf saw escape as his only alternative. While in prison, he met the Ergothian pirate, the human woman, Maquesta Kar-Thon. Maquesta was also awaiting the sentence of death for pirating in Mithas waters. After talking to Koraf and sensing that she could trust the embittered minotaur, Maquesta showed him a dirk that she had managed to conceal from her captors when she was brought in. Using the weapon to overpower the guard, Koraf and Maquesta fought their way to her vessel, which lay impounded in the Nethosak harbor, and escaped.

Since that time, Koraf has lived as an outcast from his own kind. He currently serves on the *Perechon* as Maquesta Kar-Thon's first mate.

Koraf is more refined and gentle than most minotaurs, except when his temper is roused. Then he quickly reverts to the bestial savagery of his kind.

While Maquesta originally seemed ugly to the minotaur, he has now been among humans long enough to appreciate her beauty. In turn, he realizes how hideous he appears to her. After all their adventures together, Koraf feels a warm spot in his heart for Maquesta. He hesitates to call this love, as he imagines that the attractive Maquesta deems him ugly and bestial. He is unsure how to act on his feelings.

Koraf is a skilled mariner and a loyal first mate. He would give his life for his crew, and especially for Maquesta.

BEREM EVERMAN, THE GREEN GEMSTONE MAN

Male human barbarian 3/ranger 2: CR 8; Medium humanoid (human); HD 3d12+12 plus 2d8+8; hp 80; Init +1; Spd 40 ft.; AC 13, touch 11, flat-footed 12; Base Atk +5; Grp +6; Atk/Full Atk +6 melee (1d6+1/19-20, shortsword) or +6 melee (1d3+1 nonlethal, unarmed strike); SA

combat style (two-weapon), favored enemy animals +2, rage 1/day; SQ fast movement, green gemstone traits, trap sense +1, uncanny dodge, wild empathy; AL N; SV Fort +10; Ref +5; Will +3; Str 13, Dex 12, Con 19, Int 14, Wis 14, Cha 13.

Skills and Feats: Climb +7, Handle Animal +7, Jump +7, Knowledge (nature) +10, Listen +10, Profession (sailor) +5, Ride +9, Search +8, Spot +7, Survival +8 (+10/+12 following tracks/aboveground), Swim +7. Alertness, Run, Track, Two-Weapon Fighting.

Favored Enemy (Ex): The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of the animal type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Green Gemstone Traits (Su): Immunity to ability drain, death effects, disease, energy drain, necromancy effects, paralysis or poison; resistance to acid 10, cold 10, electricity 10, fire 10, sonic 10; does not age; regeneration 5 (no weakness; all damage dealt to Berem is converted to nonlethal damage).

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+5 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 9 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows: Str 17, Con 23, hp 90, Fort +12, Will +5, AC 11, Atk +8 melee (1d6+3/19-20, shortsword) or +8 melee (1d3+3 nonlethal, unarmed strike).

Possessions: Leather armor, short sword, *green gemstone*, water skin.

Also known as the Green Gemstone Man, Berem is a strange and mysterious personage, one who bears a great and terrible secret. Berem is a human male. Depending on when and where he is encountered, his appearance may vary.

At the start of the War of the Lance, Berem has just been released from being a prisoner of the dwarves in Thorbardin for over fifty years. If encountered after he has been released from prison, Berem appears to be a middle-aged human male, with a long gray beard that flows over his chest. Closer inspection reveals certain odd traits about him. His eyes are young looking, almost childlike in their expression of wistful seeking. His hands are smooth and youthful in appearance, a contrast to his weathered face. He has the ageless quality of an elf, though he is obviously not elven. His clothes are ragged and tattered and barely recognizable for what they were—the brown leather tunic and green cape of a hunter. Encountered at a point after his release from prison, Berem is clean-shaven, wearing the clothes of whatever trade in which he is working.

Berem is, to all appearances, a mute. He will not speak, not matter what the provocation. He is a hunted man and is terrified of being discovered by the dragonarmies. He will flee at the least sign of danger. He keeps to himself and is shy of company, though he may linger on the fringes of a group, watching and listening, as though he craves companionship, yet is too fearful or shy to join in. Perhaps because he is a mute or perhaps because of the far-away look in his eyes, people who work with him tend to treat him like a child. He is a good worker and skilled at whatever he undertakes.

Berem has two secrets. First, he is immortal. He cannot be killed by any means, try though he might. Second, he has a glowing green gemstone embedded in his breast. Should any person discover either of his secrets, he will do his best to get away.

Berem Everman is the sole person on Krynn feared by Takhisis. She has been searching for him for centuries. She lost track of him when he was thrown into the dwarven dungeons, but she has now discovered that he's been sighted and she has all her spies searching for him. They have a description of him and may often be encountered sking people if they have seen a middle-aged man with a green gemstone in his chest and a timeless, youthful air about him. Those who have encountered Berem and are willing to tell Takhisis's minions where they've seen him will be well-rewarded.

Berem's history is tied into the Temple of Darkness at Neraka. Those who are searching for him, although they would be reluctant to reveal it, may know his tale. Berem and his twin sister Jasla were out hunting one day in the land of Neraka when they came across a gem-encrusted stone. Dazzled by the beauty of the gems and overcome by greed, Berem determined to pry loose one of the gems. His sister, Jasla, sensed that the stone and the gems were evil and tries to prevent him. In the struggle, he shoved her away from him. She fell, striking her head on the stone, and died. The green gemstone that Berem pried loose fused to his flesh, a constant reminder of his terrible crime.

The gem-encrusted stone is, in truth, part of the Foundation Stone of the accursed Temple of Istar, brought to Neraka by Queen Takhisis, who was using it as a gate from the Abyss to the world. When Jasla died on the stone, her good spirit remained, filling the void left by the removal of the green gemstone, and serving to block Takhisis's path to the world. Takhisis fears that if Berem ever rejoins his sister, the gate will slam shut and the Dark Queen will be forever barred from entering the world. The only way Takhisis can open the gate is to find Berem and slay him. Some believe that the only reason she started the War of the Lance at the time she did is in order to track down Berem Everman.

As for Berem, he constantly relives the death of his beloved sister, seeing her die again and again before his eyes. He both longs and dreads to find her, not knowing if she will forgive him or turn away from him forever.

BERN VALLENSHIELD, RANGER OF SOLACE

Male human ranger 3/fighter 1: CR 4; Medium humanoid (human); HD 3d8+3 plus 1d10+1; hp 28 Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d8+3/19-20, +1 *longsword*) or +9 ranged (1d6/x3, masterwork shortbow); SA combat style (archery), favored enemy animals +2; SQ wild empathy; AL NG; SV Fort +6; Ref +6; Will +3; Str 14, Dex 16, Con 13, Int 12, Wis 14, Cha 11.

Skills and Feats: Climb +6, Craft (bowmaking) +7, Handle Animal +8, Knowledge (nature) +7, Listen +10, Move Silently +9, Ride +5, Search +7, Spot +10, Survival +8 (+10 above ground). Alertness, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (shortbow).

Favored Enemy (Ex): The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of the animal type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+5 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Possessions: +1 *leather armor*, +1 *longsword*, masterwork shortbow, 20 arrows, dagger.

The elder of two sons of Hobarth Vallenshield, a farmer in Solace, Bern has spent most of his adult life hunting deer, accompanying merchant wagons through the wilderness in the Kharolis Mountains, and fending off wild animals around the settlements of Abanasinia. Although he considers Solace his home, he spends a great deal of time away from it.

Bern is protective of his younger brother, Kegan, and his many cousins, friends, and fellow townsfolk. He takes care to bring home a haunch of venison or wild pork late in the fall months, mindful of the harshness of winter in Abanasinia. He knows the woodlands around Crystalmir Lake like the back of his hand. In the years leading up to the War of the Lance, Bern sees increasing signs of danger and threats in the wilderness, and constantly hones both his ranger skills and his skill with bow and blade in the event that Solace, and the surrounding countryside, is ever attacked by hostile forces.

Bern is a tall, brawny man with reddish-brown hair and beard. He dresses simply, in hunting leathers and a cloak. At his waist, he carries the enchanted blade, Fireborn, which has saved his life on many occasions. He is brave, honest, and protective of the innocent and helpless—all traits which have endeared him to many in the region he continues to defend.

Though sometimes distrustful of strangers, Bern is fiercely loyal and will aid friends—either old or new—to the best of his ability.

BERTREM, THE AESTHETIC

Male human master 5: CR 5; Medium humanoid (human); HD 5d6; hp 15; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +2; Atk/Full Atk +2 melee (1d3 nonlethal, unarmed strike); SA—; SQ knacks, primary focus (sage); AL LN; SV Fort +1; Ref +2; Will +8; Str 9, Dex 13, Con 11, Int 16, Wis 16, Cha 10.

Skills and Feats: Bluff +4, Decipher Script +8, Diplomacy +8, Forgery +8, Gather Information +10, Knowledge (arcana) +10, Knowledge (architecture and engineering) +10, Knowledge (geography) +12, Knowledge (history) +12, Knowledge (nature) +10, Knowledge (religion) +10, Search +5, Sense Motive +4. Dodge, Education, Investigator, Iron Will, Skill Focus (Decipher Script).

Knack—Linguist (Ex): Whenever the master encounters a new language that he does not know, he can make an Intelligence check to determine if she can understand it. The check is made with a +2 bonus. For a written language, the bonus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 15 if the language is related to a language the master already knows; DC 20 if the language is unrelated to any other languages the master knows; and DC 25 if the language is ancient or unique. The master can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

A single check covers roughly one minute of a spoken language or one page of a written language.

Knack—Lore (Ex): With this knack, the master has acquired a talent for picking up assorted facts, historical trivia, and random legends, just as a bard does with bardic knowledge. The master sage may make a lore check (1d20+8), which otherwise functions exactly like a bardic knowledge check.

Primary Focus (Ex): This master'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.

Possessions: Aesthetic robes, scrollcases, writing instruments, bookmarks.



Bertrem is a human male in his fifties, short, pudgy, with the shaved head of his order. He wears the gray robes of an Aesthetic. Bertrem is the personal assistant to the Master of the Great Library, Astinus. Bertrem respects, admires, and fears his master, and will do anything to protect Astinus's privacy. A fidgety, fussy scholar, Bertrem cares only for his precious books and serving his master.

Bertrem gives every appearance of being timid, yet he has a tiny flame of courage within that will flare to a raging blaze if anyone dares try to harm one of the books. Those who seek to talk to Astinus must first get around Bertrem.

BOR ES-DRAGO, A.K.A. "MAD BORIS"

Male minotaur mariner 4/fighter 5: CR 9; Medium humanoid (minotaur); HD 4d8+12 plus 5d10+15; hp 68; Init +2; Spd 20 ft.; AC 22, touch 14, flat-footed 20; Base Atk +8; Grp +12; Atk +15 melee (1d8+8/x3, +2 *battleaxe*) or +12 melee (1d6+4, gore) or +13 melee (1d6+4/x3, masterwork handaxe); Full Atk +15/+10 melee (1d8+8/x3, +2 *battleaxe*) and +7 melee (1d6+4, gore); or +13/+7 melee (1d8+8/x3, +2 *battleaxe*) and +11 melee (1d6+2, masterwork handaxe); or +11/+6 ranged (1d6+4, masterwork handaxe); SA dirty strike +1d4; SQ minotaur traits, sailor lore, seamanship +1; AL CE; SV Fort +13; Ref +7; Will +2; Str 18, Dex 14, Con 16, Int 13, Wis 11, Cha 15.

Skills and Feats: Balance +7*, Climb +10* (+12* with ropes), Intimidate +14, Profession (sailor) +11, Spot +7, Survival +7, Swim +14, Use Rope +11. Cleave, Great Fortitude, Improved Bull Rush, Leadership, Power Attack, Quick Draw, Two Weapon Fighting, Weapon Focus (*battleaxe*), Weapon Specialization (*battleaxe*).

*includes -3 armor check penalty.

Dirty Strike (Ex): The mariner can deal additional damage to an opponent by using unexpected maneuvers. The opponent makes a Reflex save (DC equal to the mariner's attack roll). Failure means the mariner deals an additional 1d4 points of damage. Dirty strike can only be used on an individual once per day.

Minotaur Traits: Gore (1d6+4 damage or 2d6+6 when charging); +2 racial bonus on Intimidate, Swim and Use Rope checks; +2 natural armor bonus to AC

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+5) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. The DM determines the difficulty. This check will not necessarily reveal true information, as much of the time the mariner has heard the information from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 with this check.

Seamanship (Ex): The mariner receives a +1 bonus on all Balance, Climb and Profession (sailor) checks.

Possessions: +2 *scale mail*, +2 *battleaxe*, *ring of fire resistance*, *ring of protection* +2, masterwork handaxes (x3)

Pirates out of Saifhumb gave “Mad Boris” his name when they discovered his violent and unpredictable nature. Unlike many minotaurs, Bor Es-Drago has no interest in honor or glory, just plunder and battle. His forceful personality and great tactical skill as a sailor and sea captain quickly earned him a cadre of followers, all of them as ruthless as he.

As a penniless youth on Mithas, Bor came to realize that displays of strength and success in the gladiator combat could lift him from his life of drudgery and manual labor. He learned how to fight, eschewing some of the more popular gladiator weapons for the simplicity of the axe. Bor won a number of challenges in the regional arenas, but never made it to the Grand Circus of the capital. On his way there, human pirates of the Blood Sea attacked his ship. Bor overcame the pirates with the help of some of the other gladiators. Rather than continue on to Kothas, the gladiators decided to take the pirate’s ship. There was much more steel to be made as a pirate, Bor reasoned, than yet another fighter in the arena.

“Mad Boris” and his crew departed the Blood Sea, sailing around the coast of Nordmaar and northern Ansalon to seize the riches of the ships near Palanthas, Kalaman, and Ergoth. When the Dragon Emperor Ariakas heard of the merciless minotaur captain, he struck a deal with him. Bor would be given a charter in the name of the Dark Queen, with the freedom to attack and plunder enemy ships, on condition that he bring any notable individuals (such as knights or clerics of good) to Sanction as prisoners. Now, “Mad Boris”, his minotaur crew, and their swift twin-masted brigantine the Black Skull have earned a deserved reputation as one of the most dangerous pirates in the Northern Courrain Ocean.

BUPU

Female gully dwarf heathen cleric 1: CR 1/2; Small humanoid (gully dwarf); HD 1d8; hp 10; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp -2; Atk/Full Atk +3 melee (1d4+2/x2, small club); SA—; SQ gully dwarf traits; AL NG; SV Fort +4; Ref +3; Will +2; Str 15, Dex 16, Con 15, Int 8, Wis 10, Cha 9.

Skills and Feats: Heal +6, Hide +9, Move Silently +5, Survival +4. Self-Sufficient.

Gully Dwarf Traits: +2 racial bonus to Hide, Move Silently and Survival checks; +2 racial bonus on saving throws against disease and poison; +4 racial bonus on Diplomacy checks when convincing others not to harm them; -4 penalty on level checks to resist Intimidation and on saving throws against fear effects.

Note: As a heathen cleric, Bupu has no spellcasting or supernatural abilities. If she learns of the true gods and experiences an epiphany, she will gain the usual class features of a cleric of her level.

Possessions: Small club, lizard on a rope, grubby human clothing, assorted trinkets.

A female gully dwarf of indeterminate years, Bupu may look, on first acquaintance, like a bundle of clothes with feet. She has black, suspicious eyes and a wizened face with a cunning expression (for a gully dwarf). She wears cast-off clothing from humans, held in place by a rope belt. Her hair is scraggly and done up in a bun on top of her head. She wears a dead lizard on a rope around her neck. She believes it will heal any illness and refers to it as “lizard cure”. She will offer it to anyone who is ill or wounded.

Bupu carries a large pouch over her shoulder. The pouch is so big that it extends to the floor and she often trips over it. Inside the pouch are various objects which she believes have magical properties, including dead rats and snakes. She will often use one of these in her “spell-casting”.

Bupu lives in Xak Tsaroth. A member of the Bulp clan, she is highly revered as a shaman and a wise woman. Bupu adores the Highbulp, their clan leader, thinking him the best and wisest person in the world. She is quite protective of him and will obey any command he gives her. She is deeply suspicious of strangers and will not be inclined to help them unless they give her good reason to do so. She is fascinated by magic and might be bribed by the offer of any magical item (or some object that she believes to be magical). Bupu will be deeply hurt by anyone who laughs at her or makes fun of her. She responds well to kindness.

Bupu knows every nook and cranny in Xak Tsaroth and the location of all its vaultable treasures. She is terrified of the dragon, Onyx, who has taken up residence there, and would do nothing to provoke the dragon. She fears and loathes the “bosses” (draconians) who have enslaved the gully dwarves and might be willing to help strike at them, so long as she could do so without endangering herself or her people.

CARAMON AND RAISTLIN MAJERE (AFTER XAK TSAROTH, 351 AC), WARRIOR AND WIZARD

Male human fighter 6: CR 6; Medium humanoid (human); HD 6d10+18; hp 51; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +6; Grp +10; Atk +12 melee (1d8+6/19-20, masterwork longsword) or +10 melee (1d4+4/19-20, dagger) or +10 melee (1d3+4/x2, unarmed strike); Full Atk +12/+7 melee (1d8+6/19-20, masterwork

longsword) or +10/+5 melee (1d4+4/19-20, dagger) or +10/+5 melee (1d3+4/x2, unarmed strike); SA—; SQ —; AL LG; SV Fort +7; Ref +1; Will +1; Str 19, Dex 11, Con 17, Int 12, Wis 11, Cha 15.

Skills and Feats: Intimidate +10, Ride +8, Search +5, Spot +3, Survival +3. Cleave, Great Cleave, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: +1 chainmail, light steel shield, masterwork longsword, dagger, backpack, waterskin, whetstone.

Male human wizard 5/
wizard of High Sorcery 1: CR 6; Medium humanoid (human); HD 5d4–5; hp 15; Init +3; Spd 30 ft.; AC 16, touch 16, flat-footed 13; Base Atk +2; Grp +1; Atk/Full Atk +3 melee (1d6+2/x2, *Staff of Magius*) or +4 melee (1d4+2/19-20, *dagger of Magius*); SA spells; SQ moon magic (Lunitari), spells, tower resources; AL N; SV Fort +0, Ref +4, Will +7; Str 9, Dex 16, Con 9, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +5, Decipher Script +5, Heal +4, Knowledge (arcana) +12, Knowledge (history) +10, Profession (herbalist) +8, Search +7, Sleight of Hand +7, Spellcraft +16, Use Magic Device +2 (+6 with scrolls); Brew Potion, Combat Casting, Magical Aptitude, Scribe Scroll, Spellcasting Prodigy, Spell Focus (enchantment)

Wizard Spells Prepared (4/4/4/3; save DC 13 + spell level, 14 + spell level w/enchantment spells): 0—*detect magic, ghost sound, prestidigitation, read magic*; 1st—*charm person, comprehend languages, identify, sleep*; 2nd—*darkness, detect thoughts, mirror image, web*; 3rd—*deep slumber, haste, slow*.

Spellbook: 0—all; 1st—*burning hands, charm person, comprehend languages, floating disk, identify, magic missile, sleep*; 2nd—*arcane lock, darkness, detect thoughts, invisibility, knock, mirror image, see invisibility, web*; 3rd—*arcane sight, deep slumber, haste, hold person, slow*.

Possessions: *Staff of Magius, dagger of Magius*, red robes, herbalist's supplies, scrolls, ink, writing supplies, spellbook of Fistandantilus.

Despite the fact that the warrior Caramon and the mage Raistlin are twins, the two men could not be more different. Caramon is open and honest, fun loving and jovial, handsome and powerfully built. By contrast, his brother, Raistlin is slight in build, with a weak constitution.

Known by the nickname, the “Sly One,” Raistlin is withdrawn and secretive and always appears to be plotting something.

Caramon is a slow-thinker, requiring a great deal of time to consider a situation from all angles before he decides how to act. Raistlin possesses a lightning-fast intelligence and a quick and caustic wit. Caramon

is generally content to let Raistlin take the lead in making decisions. Caramon places little value on his own self-worth, mainly because his twin and others are always telling him he is “slow and stupid.” In truth, he is quite intelligent. He just lacks self-confidence.

The twins have a love/hate relationship. Feeling only emptiness inside him, Caramon compensates by being overly protective of his weaker twin, vicariously trying to live his life through his brother. Raistlin chafes beneath his twin's smothering affection, even as he exploits and uses Caramon. When it comes to battle, however, the two make an effective team—Caramon using steel and Raistlin sorcery to fight their foes.

The twins are half-brothers to Kitiara uth Matar, who—at the age of eight—was responsible for caring for the

newborns due to the frailty of their mother. Kitiara saw to it that both boys learned skills that would help them survive as adults. She trained the strong Caramon to be a warrior and, finding that Raistlin was too weak to fight with conventional weapons, Kitiara saw to it that he had a weapon more suited to him—magic. The two are not particularly close to their half-sister, who ran away from home at an early age.

Raistlin exhibited early in his life a powerful affinity for magic, so much so that he was one of the youngest mages ever invited to the Tower of High Sorcery in Wayreth to take the Test. Required of all mages who want to advance in their magic, the Test is designed to weed out those who do not take magic seriously and who therefore might pose a danger to themselves, the community, and their fellow mages. The Test is a life-changing experience for all who take it and pass. Failure can end in death.

Opposing his brother's decision to risk his life by taking the Test, Caramon accompanied Raistlin on his journey to Wayreth and stubbornly insisted on remaining in the Tower while his brother took the Test. The details of what happened to Raistlin and Caramon during the Test are not



known, for the brothers refuse to speak of it. Although not noted for keeping secrets, Caramon will not discuss the Test under any circumstances, and always looks pale and troubled whenever it is mentioned.

All that is known is that Raistlin emerged from the Test with his health shattered—he coughs up blood and is forced to drink a special potion to ease his suffering. He oftentimes grows so weak during the casting of his spells that he comes close to passing out. His skin now has a golden sheen to it and the pupils of his eyes now have an hourglass shape. In order to teach the proud youth humility, he is cursed to see the passage of time in every living thing, be it plant, animal, or one of his fellow beings. He finds beauty in nothing, (with the possible exception of the long-lived elves), but sees all living things aging and dying. His hair went from auburn to white.

To compensate for his physical torment, Raistlin was given a powerful artifact—the *staff of Magius*, his most treasured possession. The Conclave determined that he would wear the Red Robes of neutrality, because of his self-serving nature and his ambition, and the fact that he has always been a favorite of the goddess, Lunitari.

In contrast to his twin, Caramon is the picture of health. He is burly and immensely strong from having done hard, physical labor in his youth. He is fond of his dinner and of strong spirits. With his wavy hair and handsome good looks, he is a favorite among women, who are attracted both by his strength and his sensitive nature. Caramon remains loyal to his twin, however, even though Raistlin often does not appear to deserve such loyalty. Their friends find it difficult to accept and understand the twin's relationship and hope that, one day, Caramon will emerge from his brother's shadow.

CYAN BLOODBANE

Male ancient green dragon: CR 21; Gargantuan dragon (air); HD 32d12+224; hp 442; Init +0; Spd 40 ft., fly 200 ft. (clumsy), swim 40 ft.; AC 37, touch 6, flat-footed 37; Base Atk +32; Grp +56; Atk +40 melee (4d6+12, bite); Full Atk +40 melee (4d6+12, bite), +35 melee (2d8+6, 2 claws), +35 melee (2d6+6, 2 wings), +35 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon, crush, frightful presence, spell-like abilities, spells; SQ damage reduction 15/magic, darkvision 120 ft., immunity to acid, *sleep*, and paralysis, low-light vision, spell resistance 27, water breathing; AL LE; SV Fort +25; Ref +18; Will +23; Str 35, Dex 10, Con 25, Int 24, Wis 21, Cha 20.

Skills and Feats: Appraise +7, Bluff +25, Climb +12, Concentration +37, Diplomacy +44, Escape Artist +35, Hide +30, Intimidate +39, Jump +12, Knowledge (arcana) +42, Listen +42, Spellcraft +28, Spot +7, Swim +12. Alertness, Deceitful, Empower Spell, Hover, Improved Counterspell, Magical Aptitude, Negotiator, Persuasive, Snatch, Spell Penetration, Wingover.

Breath Weapon (Su): 60 ft. cone, damage 20d6 acid, Reflex DC 33 half.

Crush (Ex): Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+18 points of bludgeoning damage, and must succeed on a DC 33 Reflex save or be pinned; grapple bonus +56.

Frightful Presence (Ex): 300 ft. radius, HD 31 or less, Will DC 33 negates.

Snatch (Ex): Against Medium or smaller creatures, bite for 4d6+12/round, or claw for 2d8+6/round.

Spell-Like Abilities: 3/day—*dominate person, suggestion*; 1/day—*plant growth*. Caster level 13th; save DC 15 + spell level.

Spells: As a 13th-level sorcerer.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 2d6+18 points of bludgeoning damage, Reflex DC 33 half.

Sorcerer Spells Known (6/8/7/7/7/7/4; save DC 15 + spell level): 0—*arcane mark, dancing lights, detect magic, ghost sound, mage hand, open/close, prestidigitation, read magic, resistance*; 1st—*alarm, expeditious retreat, magic missile, shield, true strike*; 2nd—*cat's grace, darkness, detect thoughts, magic mouth, web*; 3rd—*clairaudience/clairvoyance, dispel magic, haste, tongues*; 4th—*bestow curse, contagion, greater invisibility, hallucinatory terrain*; 5th—*cone of cold, feeblemind, hold monster*; 6th—*eyebite, true seeing*.

An ancient and immense green dragon, Cyan Bloodbane is manipulative, cunning, and devious. He has a high opinion of himself and does not see himself as serving Queen Takhisis, but believes that they are working together in a partnership to further the cause of darkness. What Takhisis thinks on this score is not known.

If Cyan Bloodbane has a weakness, it is his pathological hatred of elves. At the start of the War of the Lance, the dragon was ready and waiting to bring harm to his foes and was quick to seize the opportunity when the elven king, Lorac, decided to try to use one of the fabled *dragon orbs* in an attempt to protect the Silvanesti homeland.

Lorac believed that he could summon a dragon, who would be under his control and do as he commanded. Cyan Bloodbane was the dragon who answered the summons and ended up controlling Lorac, instead of the other way around. Cyan could have razed Silvanesti, but the dragon is far more subtle in his torment, for he has long studied the elves and knows how to cause them the greatest pain. He winds himself around Lorac's throne and whispers nightmarish dreams into Lorac's mind. The ensorcelled king unwittingly turns these dreams to reality.

The Silvanesti forest is twisted and tormented. All who enter Silvanesti fall prey to the dream. Their worst fears are exploited and they come to believe that only agony and sorrow and death await them. Even if Lorac's dream ends, the forest will remain in its tortured state, a grief to any elf who sees it.

Cyan would not hesitate to attack any who might attempt to interfere in his plot to destroy Silvanesti, including those from his own side, as many soldiers of the dragonarmies can testify to their sorrow.

DEREK CROWNGUARD, GLORY DESCENDING

Male human noble 4/fighter 4/legendary tactician 2: CR 10; Medium humanoid (human); HD 4d8+12 plus 4d10+12 plus 2d8+6; hp 70; Init +1; Spd 20 ft.; AC 24, touch 12, flat-footed 23; Base Atk +9; Grp +12; Atk +13 melee (1d8+4/17-20, +1 *keen longsword*); Full Atk +13/+4 melee (1d8+4/17-20, +1 *keen longsword*) or +12 melee (1d4+3/19-20, dagger); SA —; SQ coordinate +1, favor +2, inspire confidence, inspire courage (+2, 2/day), leadership +1; AL LN; SV Fort +12; Ref +7; Will +7; Str 17, Dex 13, Con 16, Int 12, Wis 11, Cha 16.

Skills and Feats: Diplomacy +18, Gather Information +10, Handle Animal +8, Intimidate +19, Knowledge (nobility) +11, Ride +13, Search +8. Honor-bound†, Leadership, Mounted Combat, Ride-By Attack, Spirited Charge, Stubborn††.

† Feat from the *Dragonlance Campaign Setting*. †† New feat from this book.

Bonus Class Skill: This noble has Search as a bonus class skill.

Coordinate (Ex): The noble has a knack for getting people to work together. When he can aid others and give directions, the bonus he provides with an aid another check is increased to +3. This ability can't 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 grant 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 knight continues to speak and for 5 rounds afterward.

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

Possessions: +2 *full plate*, +1 *heavy steel shield*, +1 *keen longsword*, dagger, *cloak of resistance +1*.

Derek Crownguard is the ruling lord of the Order of the Rose. He is a dour, quiet man who adheres rigidly to the Measure of the Solamnic Knights. His mind is quick and he expects his orders to be followed. Derek is very forthright in his opinions and steadfast in his belief of the Knighthood and the ultimate triumph of good over evil. Derek believes that by taking an active role in the war, he can improve both the position of the forces of good and his own position in the knighthood. It is his ambition to

become the Grand Master of the Knighthood, a post he has long coveted.

To further his ambition, Derek volunteers for the mission to recover a *dragon orb*, an assignment that will greatly increase his standing if he succeeds. He sets out with two fellow knights and eventually meets the Heroes of the Lance in Tarsis. With their help, Derek's group recovers a *dragon orb* from the Icewall, though the White Dragon Highlord Feal-thas kills Derek's two companions. His mission accomplished, Derek heads north to Sancrist Isle. Derek's successful return to Sancrist with the *dragon orb* brings him great prestige, and he is named High Commander of the forces that are soon to leave for Palanthas and the High Clerist's Tower.

Since meeting with the Heroes, Derek and Sturm Brightblade have come to dislike each other, and Derek uses his position as a Knight of the Rose to constantly harass Sturm. Derek accuses Sturm of cowardice before a Knights Trial, though this backfires on him when his rival for Grand Master, Gunthar uth Wistan, uses the trial to make Sturm a knight and names

Sturm commander of the Crown forces under Derek.

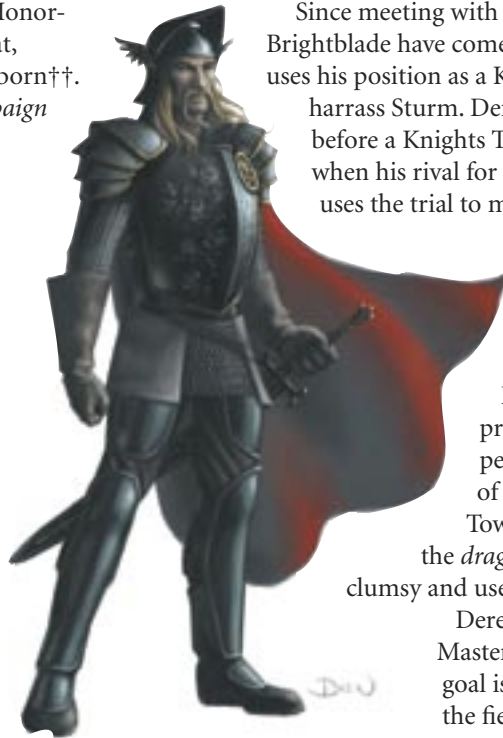
Once Derek's army reaches the High Clerist's Tower, those in command start to fear that Derek is going insane from the pressures of war. He insults the people of Palanthas, the only source of supplies for the knights at the Tower. He disparages Laurana and the *dragonlances*, saying that the lances are clumsy and useless.

Derek still believes he can be Grand Master, and the way to accomplish his goal is to defeat the dragonarmy on the field of battle. He orders the other commanders to leave the relative safety of the Tower and bring their men and join him in the attack. Sturm refuses, but Lord Alfred MarKenin feels that he cannot disobey because of duty to the Measure. The knights that Derek leads against the dragonarmy are slaughtered. A dragonarmy officer brings back Lord Alfred's headless body and the critically wounded Derek back to the Tower. In his final death throes, Derek believes he has won and will be Grand Master. He dies with a ghastly grin of insane glee frozen on his face.

Lord Derek Crownguard is entombed with Alfred and Sturm in the Chamber of Paladine beneath the High Clerist's Tower.

EARWIG LOCKPICKER, KENDER ADVENTURER

Male kender rogue 3: CR 3; Small humanoid (kender); HD 3d6+3; hp 15; Init +3; Spd 20 ft.; AC 16, touch 14, flat-footed 13; Base Atk +2; Grp -1; Atk/Full Atk +4 melee



(1d4+1/x2, hoopak) or +6 ranged (1d3+1/x2, hoopak); SA sneak attack +2d6; SQ evasion, kender traits, trap sense +1, trapfinding; AL NG; SV Fort +2; Ref +6; Will +1; Str 12, Dex 16, Con 13, Int 13, Wis 11, Cha 13.

Skills and Feats: Bluff +7, Climb +7, Hide +13, Listen +6, Move Silently +3 (+8 with boots), Open Lock +11, Search +7, Sleight of Hand +13, Spot +8, Tumble +9. Agile, Improved Taunt.

Kender Traits: +1 racial bonus on all saving throws; +2 racial bonus on Open Lock, Spot and Sleight of Hand checks; -4 racial penalty on Concentration checks; +4 racial bonus on Bluff checks when used to taunt; immunity to fear.

Possessions: Leather armor, masterwork hoopak, 20 sling stones, *boots of elvenkind*, pouches, scrollcases, maps

Earwig Lockpicker is a diminutive individual with the stature of a twelve-year-old human boy. His face has numerous smile lines, especially around the eyes and the corners of his mouth, from years of grinning from ear to ear. His eyes are bright green and sparkle with curiosity, innocence, and a bit of mischief. Two slightly pointed ears poke out of his long sandy brown hair, that is tied in a long tassel which hangs down past the middle of his back. His hair has a number of dark green ribbons braided into it. Despite his short stature, his fingers are long and nimble and always seem to be touching or searching out new things, as if they have a mind of their own. When he speaks, his voice is high-pitched and almost piercing.

Earwig is clad in a bright green tunic and faded orange-striped hose. Around his waist is a sturdy black belt with an odd assortment of pouches and small bags of various colors. Each bag is stuffed full of items, both exotic and ordinary. He wears soft brown boots that make no sound as he walks, and he moves with an almost unnatural grace. Strapped on his back is a hoopak made of ash with small engravings on the side. Each one is a reminder of some encounter from Earwig's journeys.

Earwig's personality is typical of most kender. He is habitually very polite and always straightens his clothes and attempts to shake hands when meeting someone new. He finds that he has to pick up after people because they tend to be careless with their possessions. Any time he is discovered with something that belongs to someone else, he returns it with the most sincere apology and occasionally a small lecture on how to best hold on to their possessions. He wants only to help—even when it's obvious that his help is not wanted.

Currently in the midst of his wanderlust, Earwig is a well-traveled kender and could be encountered just about anywhere across Ansalon. Hailing from Kenderhome, he has currently traveled north to Palanthas and along the eastern seaboard. He is always happy to tell people about his adventures, even if no one asks about them.

EBEN SHATTERSTONE, HUMAN MERCENARY

Male human noble 1/fighter 4; CR 5; Medium humanoid (human); HD 1d8 plus 4d10; hp 32; Init +7; Spd 20 ft.; AC

20, touch 14, flat-footed 17; Base Atk +4; Grp +5; Atk/Full Atk +8 melee (1d6+2/18-20, +1 rapier); SA —; SQ favor +1; AL CN; SV Fort +4; Ref +3; Will +3; Str 12, Dex 16, Con 10, Int 15, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Diplomacy +17, Disguise +7 (+9 acting), Gather Information +9, Intimidate +7, Knowledge (nobility) +6, Ride +7, Sense Motive +6. Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Persuasive, Weapon Finesse.

Bonus Class Skill: This noble has Disguise as a bonus class skill.

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

Possessions: Masterwork breastplate, masterwork buckler, +1 rapier, ring of protection +1

Born to a wealthy, merchant family from Gateway, Eben Shatterstone was bred to appreciate the finer things of life. When his family's fortune collapsed, Eben became embittered by the loss of his status. Desperate to regain what his family had lost, he was left with little choice but to turn to mercenary work, selling his sword to whatever side offered the highest price. Eben left Gateway wearing fine clothes that were the last remnants of his former wealth. He was willing to do whatever it took to improve his circumstances.


Traveling north, he came across the dragonarmies. Before long, Eben realized that this powerful army was exactly what he'd been looking for and he decided to learn all that he could about their cause. Eben soon came to admire the powerful leadership of the Dragon Highlord, Verminaard.

Eben sees in these forces the chance to gain back all he has lost and more. Although he isn't an evil man and still feels compassion for those who will fall to the army's might, he believes that it is better to be on the winning team than to be beaten. He has to look out for himself. The choice to join the dragon army is a simple one for Eben.

Intelligent, charismatic, skilled in the ways of swordsmanship and politics, Eben joins the ranks of the Highlord's army and wins Verminaard's favor. He has the chance to become acquainted with Verminaard's mount, the great red dragon, Ember—known as Pyros among his kind. The dragon realizes that Eben, with his airs and graces, can be a useful spy. After Eben successfully completes a series of test assignments designed to gauge his loyalty, the dragon puts the man to work as his own, personal spy.

Pyros informs Eben of a great secret, known only to Pyros himself and a select group of his personal draconian minions. Even Lord Verminaard does not know this most coveted intelligence. Her Dark Majesty is in search of a single, human man, who is the key to the Dark Queen's victory. Unlike ordinary human men, the man known among dragonkind as the Green Gemstone Man has lived on Krynn for hundreds of years. Finding this man will





guarantee Eben reward beyond measure. Eben vows that he will do anything to win the Dark Queen's favor and comes to believe that it is she who is guiding him.

A bold braggart, Eben is fast to form alliances. He appears to be the typical man's man, given to lauding his conquests, both worldly and feminine. Although his fortune is gone, Eben has not dealt with his loss, and often boasts about his family's status. He's wont to relive his family's glory days, bragging of how they resided in one of the largest homes in Gateway. Charismatic, charming, handsome, and manipulative, Eben is skilled at worming his way into favorable situations with those he meets. He is on the lookout for the Green Gemstone man, but will be quick to realize the potential of any opportunity to ingratiate himself with either Pyros or Verminaard. He will betray anyone to them for the right price.

ELISTAN OF HAVEN (AFTER PAX THARKAS, 351 AC)

Male human cleric 7 of Paladine: CR 7; Medium humanoid (human); HD 7d8+10; hp 40; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +5; Grp +6; Atk/Full Atk +7 melee (1d8+1/x2, masterwork heavy mace); SA spells, turn undead 10/day; SQ spells, spontaneous casting; AL LG; SV Fort +6, Ref +3, Will +8; Str 13, Dex 12, Con 12, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +9, Craft (carpentry) +6, Diplomacy +12, Heal +10, Knowledge (religion) +10, Listen +5, Profession (scribe) +8, Sense Motive +7, Spellcraft +7, Spot +5. Alertness, Extra Turning, Leadership, Negotiator.

Spontaneous Casting (Su): This cleric can channel stored spell energy into healing spells that he did not prepare ahead of time. He cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower.

Turn Undead (Su): This cleric can turn undead as a 7th-level cleric 10 times per day. His turning check is 1d20+5, and he does 2d6+10 turning damage.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; save DC 13 + spell level): 0—*create water, cure minor wounds (x2), guidance (x2), purify food & drink*; 1st—*bles, cure light wounds, detect evil, remove fear (x2), sanctuary**; 2nd—*aid*, calm emotions, consecrate, remove paralysis, zone of truth*; 3rd—*dispel magic, magic circle against evil*, prayer, searing light*; 4th—*restoration, holy smite†*.

*Domain spell. Domains: Good (+1 caster level w/good spells), Protection (protective ward 1/day)

Possessions: Masterwork chain shirt, masterwork heavy mace, Seeker robes

A thin and gaunt man in his forties, Elistan is a man of scholarly appearance, who looks older than his years, for his brown hair is already starting to turn gray due to recent illness. Charismatic and devout, he now has a newfound spark of hope in his brown eyes.

Born in Haven, Elistan was a scholarly young man with a philosophical bent. Searching for something in which

to believe, he became a priest for the Seekers, a group of charlatans who were bilking the people out of their money in return for a dubious faith. Elistan is unique among them in that he is serious in his pursuit of knowledge of the true gods and earnest in his desire to help people, and he becomes one of the Highseekers. Shortly after this, he sees the corruption in the Seeker movement and his faith in their new gods begins to waver.

Elistan contracts a wasting disease that the false Seeker gods cannot cure. When a dark cleric of Takhisis named Verminaard comes to the Highseekers and promises them true power and divine blessings if they will join him, Elistan sees the evil beneath the cleric's glib words and refuses to follow him. The other Highseekers eagerly embrace Verminaard's cause, only to be betrayed by him and imprisoned in Pax Tharkas. Elistan is among those arrested and he is tortured in an effort to force him to worship the gods of Darkness. Although he recognizes that these are the true gods, he cannot embrace the ways of evil.

As his health continues to fail, Elistan works tirelessly in the prison to help his fellow prisoners. It is in the dungeons of Pax Tharkas that he meets Goldmoon, who brings to Elistan knowledge of Paladine and the gods of Light. Freed from imprisonment of both body and of spirit, Elistan is healed of his disease. He has found the faith for which he was looking and is now a cleric of Paladine, charged with the task of bringing news of the return of the gods to the world.

EMBER ("PYROS"), RED DRAGON

Male old red dragon: CR 20; Gargantuan dragon (fire); HD 28d12+196; hp 378; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 33, touch 6, flat-footed 33; Base Atk +28; Grp +52; Atk +36 melee (4d6+12, bite); Full Atk +36 melee (4d6+12, bite), +31 melee (2d8+6, 2 claws), +31 melee (2d6+6, 2 wings), +31 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon, crush, frightful presence, spell-like abilities, spells; SQ damage reduction 10/magic, darkvision 120 ft., immunity to fire, *sleep*, and paralysis, low-light vision, spell resistance 24, vulnerability to cold; AL CE; SV Fort +23; Ref +16; Will +21; Str 35, Dex 10, Con 25, Int 20, Wis 21, Cha 20.

Skills and Feats: Appraise +20, Bluff +20, Climb +12, Concentration +22, Diplomacy +24, Escape Artist +15, Intimidate +38, Jump +12, Knowledge (arcana) +25, Listen +36, Sense Motive +27, Spellcraft +22, Spot +36, Swim +12. Alternate Form, Cleave, Flyby Attack, Hover, Improved Initiative, Power Attack, Snatch, Silent Spell, Still Spell, Wingover.

Breath Weapon (Su): 60 ft. cone, damage 16d10 fire, Reflex DC 31 half.

Crush (Ex): Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+18 points of bludgeoning damage, and must succeed on a DC 31 Reflex save or be pinned; grapple bonus +56.

Frightful Presence (Ex): 240 ft. radius, HD 27 or less, Will DC 29 negates.

Snatch (Ex): Against Medium or smaller creatures, bite for 4d6+12/round, or claw for 2d8+6/round.

Spell-Like Abilities: 8/day—*locate object*; 3/day—*suggestion*. Caster level 11th; save DC 15 + spell level.

Spells: As 11th-level sorcerer.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 2d6+18 points of bludgeoning damage, Reflex DC 31 half.

Sorcerer Spells (6/7/7/7/7/5; base DC = 15 + spell level), chosen from the following list: 0—*arcane mark, daze, detect magic, ghost sound, light, open/close, prestidigitation, read magic, resistance*; 1st—*burning hands, magic missile, protection from good, shocking grasp, sleep*; 2nd—*detect thoughts, flaming sphere, mirror image, pyrotechnics, web*; 3rd—*fireball, haste, magic circle against good, slow*; 4th—*detect scrying, lesser globe of invulnerability, wall of fire*; 5th—*feblemind, passwall*

A huge red dragon, a favored servant of Takhisis, Ember is paired with another of the Queen's favorites, the dark cleric, Verminaard, Dragon Highlord of the Red Wing of the Dragonarmies. The two take up residence in the fortress stronghold of Pax Tharkas, sending their armies out from that city to seize and hold most of the land of Abanasinia.

Although Ember is ostensibly loyal to Verminaard, the red dragon serves as Takhisis's spy, secretly reporting his master's faults and failures to the Dark Queen. Ember has the ability to polymorph himself into human form, most often taking the shape of a human male clad in red robes. He is fierce and hot-tempered and deems himself superior to both his master and to other red dragons. The wyrm has a secret mission, given to him by the Dark Queen, and that is to find the Green Gemstone Man, Berem. Not even Lord Verminaard is aware of the dragon's assignment.

FEAL-THAS OF ICEWALL, WHITE DRAGON HIGHLORD

Male Silvanesti elf wizard 5/fighter 3/winternorn 4/dragon highlord 1: CR 13; Medium humanoid (human); HD 5d4 plus 3d10 plus 4d4 plus 1d10; hp 50; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +8; Grp +12; Atk +14 melee (1d8+5/17-20, +1 keen longsword); Full Atk +14/+9 melee (1d8+5/17-20, +1 keen longsword); SA demoralize, ice magic; SQ cold resistance 10, elvensight, motivate troops, Silvanesti traits, wyrd 1/day; AL CE; SV Fort +7; Ref +6; Will +11; Str 18, Dex 17, Con 10, Int 16, Wis 11, Cha 8.

Skills and Feats: Concentration +4, Intimidate +8, Knowledge (arcana) +12, Listen +2, Ride +8, Search +5,

Sense Motive +10, Spellcraft +16, Spot +2, Survival +10. Combat Casting, Leadership, Mounted Combat, Resist Dragonfear†, Scribe Scroll, Silent Spell, Still Spell, Spell Focus (divination), Weapon Focus (longsword).

† Feat from the *Dragonlance Campaign Setting*.

Cold Resistance (Su): The winternorn has cold resistance 10.

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).

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 a number of rounds equal to the highlord's class level plus Charisma bonus (if any).

Ice Magic (Ex): The winternorn may change the energy type of any spell 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 13 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.

Silvanesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

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. Once 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.

Wizard Spells Prepared (4/5/5/4/2/1; save DC 13 + spell level, 14 + spell level w/divination): 0—*acid splash,*





ray of frost, resistance, touch of fatigue; 1st—burning hands, charm person, expeditious retreat, summon monster I; 2nd—blur, flaming sphere, protection from arrows, scorching ray (x2); 3rd—fireball, scorching ray (stilled), sleet storm, summon monster II (stilled); 4th—lightning bolt (stilled), wall of ice; 5th—cone of cold.

Spellbook: 0—all; 1st—burning hands, charm person, chill touch, comprehend languages, detect secret doors, detect undead, disguise self, expeditious retreat, identify, shocking grasp, summon monster I, true strike; 2nd—blur, detect thoughts, flaming sphere, locate object, protection from arrows, resist energy, scorching ray, see invisibility, shatter, summon monster II, whispering wind; 3rd—arcane sight, clairaudience/clairvoyance, dispel magic, fireball, lightning bolt, protection from energy, sleet storm, summon monster III, wind wall; 4th—arcane eye, detect scrying, fire shield, ice storm, scrying, summon monster IV, wall of ice; 5th—cone of cold, summon monster V, telepathic bond, teleport.

Possessions: +1 dragonarmor of fire resistance, +1 buckler, +1 keen longsword, brooch of shielding, boots of the winterlands.

A Silvanesti dark elf who makes no secret of his hatred for his own race, Feal-Thas has been exiled from his land for a heinous crime that he maintains he did not commit.

Feal-Thas is a powerful wizard, a renegade, who disdains the Orders of High Sorcery. Becoming aware of Ariakas's plan to conquer Silvanesti, Feal-Thas offers his services to the Dragon Emperor. Due to his vast knowledge of Silvanesti and its secrets, he is credited with being instrumental in the downfall of the elves and the destruction of his elven homeland.

Although Ariakas personally despises Feal-Thas, as the Dragon Emperor despises all elves, Ariakas is grudgingly admiring of the dark elf's power and finds a way to use him by making Feal-Thas the Dragon Highlord of the White Wing, the weakest and least important of the five wings. Feal-Thas is sent to the south of Ansalon, to Icewall Castle, where he earns the trust of the white dragon, Sleet, and the walrus-like thanoi. Feal-Thas also forges an alliance with the ogres and giants of Daltigoth, strengthening the grip of the Dragonarmies on the south.

FEWMASTER TŌEDE (IN 351 AC)

Male hobgoblin fighter 4: CR 4; Medium humanoid (goblinoid); HD 4d10+12; hp 32; Init +4; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +4; Grp +7; Atk/Full Atk +7 melee (1d6+3/19-20, masterwork short sword) or +7 melee (1d4+3/19-20, dagger); SQ darkvision 60 ft.; AL LE; SV Fort +7, Ref +1, Will +1; Str 16, Dex 10, Con 16, Int 10, Wis 11, Cha 6.

Skills and Feats: Bluff +2, Intimidate +11, Jump +5, Move Silently +4, Ride +2. Improved Initiative, Mounted Combat, Persuasive, Skill Focus (Intimidate), Trample.

Possessions: Masterwork studded leather armor, light steel shield, masterwork short sword, dagger.

Editor's Note: When Toede was made a Dragon Highlord, he felt the need to publish his own biography for the edification of future generations. He dictated the story of his life to a slave, who, it is said, started laughing so hard that he was taken out and soundly whipped. Be it noted, then, that this is the Fewmaster's own version of his life—the condensed version. The complete thirty-seven volumes can be found in a wooden crate in the basement of the Library of Palanthis.

Toede was born the love child of Queen Takhisis, after Her Dark Majesty fell head over heels in love with Toede's father, a hobgoblin of enormous good looks and manly prowess, traits that he would pass onto his son.

Takhisis adored her new baby boy and named him Toede after her favorite uncle, Toede Highgod. Takhisis wanted very much to raise her precious Toede herself, but she was persuaded by her advisors that being busy with the conquering the world, she wouldn't be able to give her infant the full-time care and love she felt he deserved. Weeping copiously, Takhisis handed over the baby to his father. Takhisis vowed that she would ever watch over her dear little Toede and grant him every blessing.

The youthful Toede was his father's favorite son. A genius, Toede came very close to being able to read and, could, on occasion, write his own name, though he would sometimes confuse the letters "o" and "e". He would always say, humbly, that this shows that even the sons of goddesses possess frailities.

Noted for his weapons skills, Toede achieves expert status in spear, long sword and short sword, mace, morning star, longbow, short bow, dagger, rapier, poignard, staff, knife, bludgeon and truncheon, not to mention the martial arts. Toede was also highly proficient in magic, so much so that he was pressed by the great Par-Salian to join the Orders. He was told that he could even forgo taking the Test, for such was his skill that he could teach the wizards a thing or two. Toede declined, with thanks. He was a warrior, not a wizard.

Toede fought in a great many battles—so many that he forgot their names or where they were fought or when they took place. Suffice it to say that his heroics brought him to the attention of Dragon Highlord Ariakas, who begged Toede to come to Neraka to be the Highlord's chief advisor.

Ariakas was so impressed with Toede that he pleaded with Toede to accept the vaunted Crown of Power. A humble hobgoblin, Toede was forced to refuse this request, stating that he had no political ambitions, but wanted simply to serve his mother, the Queen, in whatever humble capacity he could. Ariakas, though crushed, understood and honored Toede for his decision.

During his time in Neraka, Toede met a spirited young human woman named Kitiara. The two began a passionate love affair, which Toede, sadly, was forced to break off. He could not be a lover and warrior, he told her. The military had need of his services and he could not disappoint them.

Kitiara nearly died of a broken heart, but she recovered and buried her grief over losing Toede by throwing herself into her work. She would later always claim that her rise to Dragon Highlord was due solely to the fact that Toede had rejected her.

At this point in his career, Toede departed Neraka, bound for Pax Tharkas, a keep currently being run by a human named Verminaard. This Verminaard had been made a Dragon Highlord—over Toede's objections. Ariakas would later confide to Toede that he didn't have any choice in the matter, that he'd had to pick Verminaard because the man owed him money. Ariakas sent Toede along to keep an eye on things.

Toede arrived in Pax Tharkas to find it in a state of chaos. Poor Verminaard admitted to Toede that he was in over his head and he hoped that Toede had come to help him. Toede magnanimously agreed to do so, for the good of the cause. The humble hob was determined to remain in the background, however, and so Verminaard kept up the façade that he was the ruler of Pax Tharkas, when it was actually Toede who made all the important decisions.

In the end, however, Verminaard began to think he could run things on his own. Toede was growing increasingly frustrated with Verminaard's failure to conquer Abanasinia and so Toede left Pax Tharkas to accept the title of Fewmaster, a title which placed him directly over Lord Ariakas in the chain of command. (Not many people knew this.)

Fewmaster Toede was told to take over the highly strategic town of Solace, which he did, defeating and utterly destroying five Solamnic armies that stood in his way, as well as any number of silver and golden dragons. In addition, it was Fewmaster Toede who was responsible for driving the elves out of Qualinesti, defeating a massive elven army that numbered sixty thousand strong along with any number of silver and gold dragons. As a reward, Toede was made a Dragon Highlord, taking over command from the late Verminaard, whose dying words were: "I should have listened to Toede!"

Lord Toede continued to distinguish himself in the service of his mother, Queen Takhisis. Near the end of the War of the Lance, all the armies of the sides of the both Darkness and Light laid down their weapons and watched in awe as Lord Toede fought in single combat against the god, Paladine. Wielding a magical lance forged in the heart of Mt. Nevermind, Toede wounded the god severely and was on the verge of forcing Paladine back into the Ethereal Plane when, as cruel fate would have it, Toede's current lover, an elf maid named Laurana, distracted him with her piteous pleas not to get himself killed, so that he missed his throw, thus allowing the god, Paladine, to flee to safety.

Subsequently, Paladine and other so-called heroes—really a rag-tag group of barflies who got lucky—would bring about the fall of Neraka and the defeat of the Dark Queen.

"I blame myself," Toede would later say.

FIREFLASH (KHIRSAH), "TASSLEHOFF'S DRAGON"

Male young adult bronze dragon: CR 12; Large dragon (water); HD 18d12+72; hp 189; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 26, touch 9, flat-footed 26; Base Atk +18; Grp +28; Atk +23 melee (2d6+6, bite); Full Atk +23 melee (2d6+6, bite), +21 melee (1d8+3, 2 claws), +21 melee (1d6+3, 2 wings), +31 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, frightful presence, spell-like abilities, spells; SQ alternate form 3/day; damage reduction 5/magic, darkvision 120 ft., immunity to electricity, *sleep*, and paralysis, low-light vision, spell resistance 20, water breathing; AL LG; SV Fort +15; Ref +11; Will +15; Str 23, Dex 10, Con 19, Int 18, Wis 19, Cha 18.

Skills and Feats: Appraise +4, Balance +2, Bluff +4, Climb +6, Concentration +25, Diplomacy +27, Escape Artist +23, Intimidate +4, Jump +6, Knowledge (arcana) +25, Listen +27, Search +4, Sense Motive +25, Spot +27, Swim +21. Ability Focus (breath weapon), Agile, Alertness, Flyby Attack, Hover, Multiattack, Power Attack.

Alternate Form (Su): Can assume any humanoid form of Medium size or smaller as a standard action three times a day. This ability functions as a polymorph spell cast on itself by a 5th-level sorcerer, except that the dragon does not regain hit points for changing form and can only assume the form of a humanoid. The dragon can remain in its humanoid form until it chooses to assume a new one or return to its natural form.

Breath Weapon (Su): 80 ft. line, damage 10d6 electricity, Reflex DC 25 half; or 40 ft. cone, repulsion 1d6+5 rounds, Will DC 25 negates.

Frightful Presence (Ex): 150 ft. radius, HD 17 or less, Will DC 23 negates.

Spell-Like Abilities: At will—*speaking with animals*; 3/day—*suggestion*. Caster level 5th; save DC 14 + spell level.

Spells: As 5th-level sorcerer.

Sorcerer Spells (6/7/5; base DC = 14 + spell level), chosen from the following list: 0—*detect magic, ghost sound, mending, prestidigitation, read magic, resistance*; 1st—*burning hands, divine favor, shield, true strike*; 2nd—*calm emotions, fog cloud*.

Khirsah the bronze, or 'Fireflash' as he prefers to be known, is young as the years are counted amongst dragons, and fierce of heart. He has a youthful exuberance and longs to ride the winds of Krynn seeking revenge for the appalling deception played on his kind by the Dark Queen Takhisis.

Fireflash is not nearly as aloof as some dragons (or as some elder dragons think he should be). He holds the longer-lived races of the world—dwarves and elves in particular—in especially high esteem. Fireflash sees no value in remaining distant and cold when so much can be gained by meaningful discourse, the sharing of knowledge, and the forging of new friendships.

Fireflash respects and believes in the good in all creatures. If encountered, he prefers to subdue his

dragonfear and talk on equal terms with strangers, building a mutual respect with potential friends and listening attentively to what they have to say. The impetuous young bronze relishes the opportunity to show off his grace and agility in the air, eagerly taking a new rider for a spin (literally) if they have the proper equipment and training. Nothing excites him more than the controlled chaos of dragon-on-dragon combat.

FLINT FIREFORGE (AFTER XAK TSAROTH, 351 AC)

Male Neidar dwarf fighter 4/master 2: CR 6; Medium humanoid (dwarf); HD 4d10+16 plus 2d6+8; hp 50; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +8; Atk/Full Atk +10 melee (1d6+4/x3, +1 *handaxe*) or +8 melee (1d4+3/19-20, dagger); SA—; SQ darkvision 60 ft., dwarf traits, knack, primary focus (craftsman); AL NG; SV Fort +9; Ref +2; Will +7; Str 16, Dex 10, Con 18, Int 10, Wis 12, Cha 13.

Skills and Feats: Appraise +9 (+11 blacksmith), Craft (blacksmithing) +14, Intimidate +5, Knowledge (local) +4, Spot +3. Power Attack, Skill Focus (Craft: blacksmithing), Stubborn†, Weapon Focus (handaxe)
† New feat from this book.

Dwarf Traits: +4 bonus on ability checks to resist being bull rushed or tripped; +4 bonus on saving throws against poison, spells, and spell-like effects; +1 bonus on attack rolls against goblinoids; +4 bonus to AC against giants; +2 bonus on Search checks to notice unusual stonework; +2 bonus on Appraise or Craft checks related to stone or metal.

Knack—Applied Craftsmanship (Ex): The master craftsman has learned to apply his understanding of his craft to others. With this knack, he may substitute ranks in a Craft skill for ranks in another Craft in which he has no ranks on a two for one basis for the purposes of making Craft checks. For example, a master craftsman with 10 ranks in Craft (blacksmith) may attempt a Craft (leatherworking) check as if he had 5 ranks in that skill. Ability bonuses and other modifiers are applied as usual.

Primary Focus (Ex): This master's primary focus is craftsman. As such he gains a +2 competence bonus to all Craft skill checks and may choose knacks from the professional group.

Possessions: Masterwork studded leather armor, light wooden shield, *helm of griffon's mane*, +1 *hand axe*, dagger.

The gruff and grumbling dwarf was born a Neidar in the wilds of the Kharolis Mountains. His father fought in the Dwarfgate wars that forever split apart the mountain and the hill dwarves. Flint grew up on stories of that

terrible conflict, wherein the mountain dwarves shut the doors on their stronghold of Thorbardin, leaving the hill dwarves to fend for themselves against their enemies. Flint grew up in poverty with a thriving hatred for his mountain dwarf cousins. He leaves home as an adult to make his fortune.

He moves to Solace, because it is on the major trade routes in Abanasinia and because of the excellence of Otik's ale. Flint's fine metalsmith work is much in demand. He is particularly skilled in making jewelry and he is one of the few dwarves ever to be invited to visit the elven kingdom of Qualinesti. It is here he meets and befriends Tanis Half-elven.

When Tanis leaves Qualinesti, he travels to Solace to seek out Flint, for the dwarf has often told his young friend that he can use a business partner for safety on the increasingly dangerous roads.

Flint and Tanis become friendly with several of the young people in Solace, including Tasslehoff, Raistlin and Caramon, Kitiara, and Sturm Brightblade. Flint grumbles about the antics and wildness of the young, but they bring new life to him and he and Tanis start to take them on their journeys.

When the time comes that the companions go their own ways, Flint decides that he will travel south to find his people. He is captured by gully dwarves and imprisoned for several years. He now has an abiding hatred for gully dwarves.

Flint has a near-death experience by drowning, which leaves him with a fear of water. He claims to be allergic to horses, although he has in his possession a helmet that is decorated with a horsehair tail. Flint is firm in maintaining the tail is the "mane of a griffon," however.

Flint grumbles and gripes about his youthful companions—especially the kender, Tasslehoff—but he is truly fond of them in a grandfatherly way. Flint has many aches and pains, due to his age, which he complains about volubly. He never mentions a word about his occasional heart problems to his young friends, and makes valiant attempts to conceal any his symptoms.

GILTHANAS (BEFORE PAX THARKAS, 351 AC)

Male Qualinesti elf noble 2/wizard 3/fighter 1: CR 6; Medium humanoid (elf); HD 2d8+2 plus 3d4+3 plus 1d10+1; hp 26; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +3; Grp +4; Atk/Full Atk +5 melee (1d8+2/19-20, +1 *longsword*) or +7 ranged (1d8+1/x3, masterwork composite longbow); SA spells; SQ elvensight,



favor +1, inspire confidence 1/day, Qualinesti traits, spells; AL CG; SV Fort +3; Ref +4; Will +6; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 13.

Skills and Feats: Bluff +8, Concentration +6, Diplomacy +15, Gather Information +6, Intimidate +6, Knowledge (arcana) +7, Knowledge (nobility) +7, Listen +7, Move Silently +6*, Search +4, Sense Motive +6, Spellcraft +7, Spot +2. Charming†, Dodge, Heroic Surge†, Scribe Scroll, Weapon Focus (longsword)

† New feat from this book.

* Includes -2 armor check penalty.

Bonus Class Skill: This noble has Move Silently as a bonus class skill.

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

Inspire Confidence (Ex): Once a day, the noble can grant an ally 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.

Qualinesti Traits: Immunity to *sleep* spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Diplomacy and Sense Motive checks.

Wizard Spells Prepared (4/3/2; save DC 12 + spell level, 20% arcane spell failure): 0—*light, open/close, prestidigitation, resistance*; 1st—*hold portal, magic missile, true strike*; 2nd—*knock, shatter*.

Spellbook: 0—all; 1st—*alarm, hold portal, magic missile, magic weapon, sleep, true strike*; 2nd—*knock, levitate, shatter, web*.

Possessions: Elven chain, masterwork light wooden shield, +1 *longsword*, masterwork composite longbow [+1 Str], quiver with 20 arrows, diplomatic papers, scrollcase, writing instruments.

The second son of the elven Speaker of the Sun, ruler of Qualinesti, Gilthanas is the brother of Laurana and Porthios, and a cousin to Tanis Half-Elven. The two were childhood friends while growing up in the peace and beauty of the elven kingdom. As they both came to manhood, their friendship cooled, for the half-human Tanis dared to fall in love with his beautiful cousin, Laurana, and his love was returned. Gilthanas was not sorry to see Tanis depart the elven kingdom and hoped that he would never return and that Laurana would fall in love with a member of her own race.

As the hated dragonarmies are about to launch their war against the elves, Gilthanas is made leader of a party of elves who traveled to Pax Tharkas in an attempt to free the prisoners there. He and his men are attacked. He is knocked unconscious, his men burned alive. This further increases his rage against Verminaard and the dragonarmies, and he vows to do whatever he can to bring about their defeat.

Sent by the Speaker on a dangerous mission to Solace to seek help from Theros Ironfeld, Gilthanas risks going

to the Inn of the Last Home. Here he meets Tanis Half-Elven and the other Heroes of the Lance, all of whom are arrested by Fewmaster Toede and thrown into prison carts to be taken to Pax Tharkas. Gilthanas witnesses Goldmoon's healing of Theros Ironfeld and is astonished by it, but suspects some trick. Gilthanas cannot believe that the true gods have revealed themselves to humans and not to elves, who are far more worthy.

Gilthanas is a young elf, handsome, blonde, courageous, and fearless in battle. He has some skill in magic, although he never took the Test in the Tower of High Sorcery. He does not view his magic very seriously, preferring to rely on steel. He does not trust humans during the early years of the war, for he blames humans for the hardships suffered by the Qualinesti people. He will do what he can to aid them, however, so long as they are fighting the forces of evil.

GLADE HORNFEL, THANE OF THE HYLAR

Male Hylar dwarf noble 11/dwarven defender 4: CR 15; Medium humanoid (dwarf); HD 11d8+33 plus 4d12+12; hp 115; Init +1; Spd 20 ft.; AC 27, touch 13, flat-footed 24; Base Atk +12; Grp +15; Atk +18 melee (1d8+5/17-20, +2 *keen longsword*); Full Atk +18/+13/+8 melee (1d8+5/17-20, +2 *keen longsword*); SA —; SQ AC bonus, coordinate +2, defensive stance 2/day, dwarf traits, favor +3, inspire confidence 3/day, inspire greatness 1/day, trap sense +1, uncanny dodge; AL LG; SV Fort +11; Ref +10; Will +13; Str 17, Dex 13, Con 17, Int 12, Wis 12, Cha 18.

Skills and Feats: Appraise +8, Diplomacy +22, Gather Information +11, Intimidate +18, Knowledge (nobility) +15, Search +15, Sense Motive +19, Spot +9. Dodge, Endurance, Leadership, Power Attack, Toughness, Weapon Focus (longsword).

AC Bonus (Ex): The dwarven defender receives a +2 dodge bonus to Armor Class.

Bonus Class Skill: This noble has Search as a bonus class skill.

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.

Defensive Stance: Twice a day, when he adopts a defensive stance, the dwarven defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. The effect lasts for 8 rounds. During this time, he gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. This modifies his statistics as follows: Str 19, Con 21, hp 145, Fort +15, Ref +12, Will +15, AC 31, Atk +19 melee (1d8+6/17-20, +2 *keen longsword*)

Dwarf Traits: +4 bonus on ability checks to resist being bull rushed or tripped; +2 bonus on saving throws against poison, spells, and spell-like effects; +1 bonus on attack rolls against goblinoids; +4 bonus to AC against giants; +2 bonus on Search checks to notice unusual stonework;



+2 bonus on Appraise or Craft checks related to stone or metal.

Favor (Ex): Five 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 six 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 Greatness (Ex): Once a day, the noble can grant an ally +2d6 temporary hit points, a +2 competence bonus on attacks, and a +2 morale bonus on saving throws. The effect lasts for 5 rounds. The noble can't inspire greatness in himself, only in others.

Possessions: +2 *full plate*, +2 *large steel shield*, +2 *keen longsword*, *cloak of resistance +1*, thane's signet ring

Even though Glade Hornfel is smaller in stature than most dwarves, he has a commanding presence about him. His noble bearing is evident in his hawk-like eyes and regal good looks. He has dark brown eyes that are attentive and clear when dealing with others. Now in his advanced years, his once black hair has turned a rich silver. His beard is braided and kept clean and well groomed. Scars on his hands and arms are reminders of younger years when he was a fierce warrior for the Hylar Clan. Even in his later years, Galde is still an excellent fighter. Though a number of dwarves maintain that the position of Thane has made him soft, they are careful never to say that when he is within earshot.

When he attends to diplomatic matters, Hornfel dresses in the clothes of a dwarven Hylar noble—clothing spun of rich blue or purple trimmed in gold. These fabrics are extremely expensive with an ancient lineage. In times of war, Hornfel wears the finest Hylar armor steel can buy.

A master of the sword and of the tongue, Glade Hornfel is a true Hylar through and through. He has a shrewd mind and is an impeccable judge of character. He is a master debater and excellent leader. In his reign as Thane, he has been responsible for peaceably resolving countless internal struggles. He is also responsible for personally leading the Hylar troops against a number of riots instigated by both the Theiwar and Daergar clans. Because of this, he is praised by his own people and hated by his dark cousins.

Glade believes that until a true king has risen to power Thorbardin will continue to struggle. In spite of this, he has advocated several times to increase much needed trade with the outside world. It is only through the combined efforts of Gneiss Truesilver, the Thane of the Daewar, and Glade Hornfel that any trade is taking place at all. Yet even with his exemplary oratory skills in the council room, Galde has been unable to convince the other thanes of the wisdom of his decision. He strongly believes that the dwarves should become part of the world once again and firmly intends to see that happen in his lifetime.

GNOSH, DRAGON ORB SPECIALIST

Male gnome master 4: CR 4; Small humanoid (gnome); HD 4d6+4; hp 18; Init +2; Spd 20 ft.; AC 14, touch 13, flat-footed 12; Base Atk +3; Grp -1; Atk/Full Atk +1 melee* (1d3/x4, masterwork light pick); SA—; SQ gnome traits, primary focus (sage); AL LN; SV Fort +2; Ref +3; Will +5; Str 10, Dex 15, Con 12, Int 17, Wis 9, Cha 10.

* Includes -4 non-proficiency penalty.

Skills and Feats: Appraise +8 (+10 alchemy or glassblowing), Concentration +8, Craft (alchemy) +8, Craft (glassblowing) +6, Decipher Script +16, Gather Information +1, Hide +6, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (the planes) +14, Search +9, Spellcraft +14, Spot +2, Use Magic Device +9 (+13 scrolls). Diligent, Investigator, Magical Aptitude

Gnome Traits: Small; +2 racial bonus on Craft (alchemy) and Knowledge checks; +2 racial bonus on Will saves.

Knack—Complementary Scholarship (Ex): The master has learned to apply his understanding of his existing fields of knowledge to others. With this knack, he may substitute ranks in a Knowledge skill for ranks in another Knowledge skill in which he has no ranks on a two for one basis for the purposes of making Knowledge checks. For example, a master with 10 ranks in Knowledge (engineering) may attempt a Knowledge (nature) check as if he had 5 ranks in that skill. Ability bonuses and other modifiers are applied as usual.

Knack—Lore (Ex): With this knack, the master has acquired a talent for picking up assorted facts, historical trivia, and random legends, just as a bard does with bardic knowledge. The master may make a lore check (1d20+9), which otherwise functions exactly like a bardic knowledge check.

Primary Focus (Ex): This master'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.

Possessions: Leather apron, masterwork light pick, masterwork artisan's tools, clipboard, pencil.

Gnosh is a young gnome who has recently been promoted to junior executive assistant to the head of Magical Research. He is small for his age, standing only three feet four inches high. His movements are quick and erratic. Gnosh has dark skin the color of roasted walnuts and shockingly white hair for one so young. His hair is often uncut and unkempt, and has a habit of standing out in different directions. His eyes are dark purple. They often move back and forth as if he is reading a book no one else can see. He has a friendly face and is willing to speak with outsiders, especially those who can lend any assistance with his Life Quest. Like most gnomes, Gnosh speaks in a rapid, unending stream of words when he is excited about something.

Typical of most of his race, Gnosh wears work clothes that consist of drab cotton breeches with stains and patches, a leather vest with numerous pockets, and a tool

belt with different tools and gadgets tucked into every available space.

When he is not dealing directly with magical items or projects dealing with his Life Quest, Gnosh appears to be preoccupied, as if there are calculations going on in his head that compete for his attention. Items of magic excite him to no end and he will often ask to study any he happens to encounter. The tests always start out innocently enough, with simple measurements and questions about functions. Then he will subject such a magic item to stress tests and internal analysis. Most of the time, however, the owner will take the magic item back before these procedures can be concluded—much to the chagrin of the gnome.

His Life Quest (and the Life Quest of his father and grandfather before him) is the study of the *dragon orbs*. The gnomes had known of the devices for centuries, but had never actually seen one. This has obviously made Gnosh's family's Life Quest extremely complicated. Being the leading expert on *dragon orbs* in Mount Nevermind, he has done what his father used to do before him. He looks over ancient sketches, thumbs through countless pages of diagrams of speculation on the orbs' powers, looks up old legends, and writes reports about the orbs based on all the available empirical data. To help pass the time, Gnosh has tried to broaden his field of study into the investigation of items fueled by arcane power. Although he is not proficient in arcane magic, he does have a working knowledge of the rudimentary elements of spellcasting.

Gnosh can be found on the Isle of Sancrist in the bustling gnomish metropolis of Mount Nevermind. His examination room is located on level fifteen, where he is usually poring over old tomes or dismantling a minor magic item of some sort. Gnosh will interrogate anyone bearing information about the *dragon orbs* quite thoroughly and he may even be coaxed to venture outside of Mount Nevermind to investigate further.

GRAY WRAITH, GUARDIAN OF THE SILVER ARM

Advanced spectre: CR 8; Medium undead (incorporeal); HD 9d12; hp 56; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk +4; Grp —; Atk/Full Atk +7 melee (1d8 plus 1d6 Wisdom drain, incorporeal touch); SA create spawn, Wisdom drain; SQ darkvision 60 ft., frightful moan, incorporeal traits, lifesense, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +3; Ref +6; Will +8; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.



Skills and Feats: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +14 (+16 following tracks). Alertness, Blind-Fight, Improved Initiative, Track.

Frightful Moan (Su): The Gray Wraith can emit a frightful moan as a standard action. If the current bearer of the silver arm of Ergoth is within a 90-ft. radius he or she must succeed on a Will save or be panicked for 2d4 rounds. This is a sonic necromantic mind-affecting feat effect. A creature that successfully saves against the moan cannot be affected by the Gray Wraith's moans within a 24-hour period.

Wisdom Drain (Su): Living creatures hit by the Gray Wraith's incorporeal touch attack must succeed on a DC 16 Fortitude save or take 1d6 points of Wisdom drain. The save DC is Charisma-based. On each such successful attack, the Gray Wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by the Gray Wraith becomes a spectre in 1d4 rounds. Spawn are under the command of the Gray Wraith and remain enslaved until its death. They do not possess any of the abilities they had in life.


Lifesense (Su): The Gray Wraith notices and locates the bearer of the silver arm of Ergoth within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of the bearer's life force automatically, as if it had cast deathwatch.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of the Gray Wraith at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): The Gray Wraith is powerless in natural sunlight (not merely a daylight spell) and flees from it. If caught in sunlight, it cannot attack and can take only a single move or attack action in a round.

The Gray Wraith is the guardian of the *Silver Arm of Ergoth*, the artifact created by the union of dwarves, elves, and men to be used in conjunction with the *Hammer of Kharas* in forging the *dragonlances*. This malevolent spirit looks like a seething cloud of darkness with two glowing motes of hellish green light where eyes should be. As it moves, its indistinct face wavers from side to side, as if looking for something. When it catches sight of its prey, the eyes burn fiercely and it issues a baleful cry before surging forward in a spiral of terror.

The *silver arm* served its purpose during the Third Dragon War and, soon after the defeat of Takhisis and the



banishment of the dragons, it was taken to a small temple near Qualinost. There it was left in the hands of a devoted sect of clerics of the gods of Light, who watched over it for hundreds of years, revering it for its role in thwarting the dragons of Evil. When the final days of the Age of Might approached, and the gods issued their warnings to the people of Krynn, the priests at the temple were among those faithful who joined their divine patrons and left the world—all save one, a priest who had lost his faith and shirked his responsibility. When the Cataclysm struck, and the temple was sundered, the last priest died in sight of the *silver arm* and was forever bound to it.

The guardian spirit was driven mad over the next few hundred years. Trapped by its curse, it lashed out at any unwary adventurers or explorers. It abides now, watching over its charge, haunting the broken marble halls of the long-forgotten shrine near the coast of Abanasinia. Any who take the *Silver Arm of Ergoth* from its resting place in the temple will earn the deathless rancor of the Gray Wraith, who will not cease until it retrieves the artifact or is destroyed in the attempt.

HOLLOW-SKY, QUE-SHU WARRIOR

Male ghost human fighter 5: CR 7; Medium undead (augmented humanoid, incorporeal); HD 5d12; hp 32; Init +5; Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11; or 13, touch 11, flat-footed 12; Base Atk +5; Grp +8; Atk/Full Atk +6 melee or +8 melee vs ethereal (1d6 or 1d6+3 vs ethereal, incorporeal touch); or +10 melee (1d8+3/x3, masterwork spear); SA corrupting touch, malevolence, manifestation; SQ darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +4; Ref +2; Will +2; Str 16, Dex 13, Con —, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +9, Hide +7, Listen +13, Ride +9, Search +10, Spot +11. Alertness, Cleave, Improved Initiative, Power Attack, Run, Weapon Focus (spear)

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 of damage. Against ethereal opponents it adds its Strength modifier to attack and damage rolls; against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space. The target can resist the attack (Will DC 16). If the target succeeds, it is immune to further attempts by that ghost for 24 hours. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): The ghost may move from the Ethereal Plane to the Material Plane, becoming a visible (but incorporeal) creature. It can pass through solid objects at will and its attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): If the ghost is destroyed, it may restore itself in 2d4 days with a successful check (1d20+5) against DC 16.

Possessions: Leather armor (incorporeal), masterwork spear (incorporeal)

As a child, Hollow-Sky was one of Goldmoon's playmates. The handsome young man appeared to be a good match for Chieftain's Daughter and was often found in her company. The pair spent many years as friends and may have even loved one another, but this match was not to be.

Though neither child knew it, Hollow-Sky was intentionally placed in Goldmoon's presence in an attempt to broker peace between their respective fathers. Loreman, tribal recordkeeper and father of Hollow-Sky, had long considered his bloodline more pure than that of his rival, the Que-Shu chieftain, Arrowthorn, the father of Goldmoon. Both fathers hoped that their progeny would grow to love one another, and Loreman was content for a time. However, as Hollow-Sky grew into maturity and Loreman's age began to weigh on him, the recordkeeper grew impatient and devised a plan whereby he would finally become Chieftain.

Hollow-Sky began training as a warrior with his older brother Hawker, who agreed with his father's ideals, and ruthlessly educated his brother in the skills and mindset of a Que-Shu hunter. Hollow-Sky admired his older brother, and Hawker used this admiration to instill new values and ideals in the young warrior's impressionable mind. Over time, Hollow-Sky developed an ego to match his skills, and came to view the other Que-Shu with the same arrogance that Loreman held toward Arrowthorn.

When the new warrior renewed his attentions toward his one-time playmate, his personality and motives had drastically changed. Though Hollow-Sky was still infatuated with the beautiful Chieftain's Daughter, he had come to view his friend as little more than a prize to be won for himself and his family. Goldmoon soon discovered that this warrior was not the same person she had grown up with, and kept her distance, despite his protests.

It was Hollow-Sky's mixture of devotion and lust that caused him to sabotage a round of Que-Shu games in favor of Hawker and himself. The two winners would accompany Goldmoon to the Hall of the Sleeping Spirits, for Hollow-Sky was convinced that she would learn to appreciate his strength and skill during the dangerous journey to the Hall. This plan was thwarted when the shepherd Riverwind defeated Hawker, but Hollow-Sky would still travel with the pair to the tomb of their ancestors.

Loreman, however, had other plans for Chieftain's Daughter. Hawker had previously been told to kill Goldmoon at the Hall, but now Hollow-Sky was instructed to carry out the deed in his brother's absence. The young warrior reluctantly agreed to slay his childhood friend, but, in the end, his lust saved her and doomed himself. During

their journey to the Hall of the Sleeping Spirits, Hollow-Sky planned to drug Riverwind and take Goldmoon to the nearby Que-Kiri tribe, where a forced marriage would make Hollow-Sky the Que-Shu chieftain. His plan was foiled. Hollow-Sky fell to his death from a cliff face after being stabbed by Goldmoon.

Though he perished in the fall, Hollow-Sky's malevolent spirit remains in the world. He appears briefly to Riverwind during the plainsman's courting quest and lingers near the Que-Shu tribe as well as the Hall of the Sleeping Spirits, searching for tribesmen and travelers to torment.

KITIARA UTH MATAR (CIRCA 346 AC)

Female human fighter 7: CR 7; Medium humanoid (human); HD 7d10+14; hp 68; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +7; Grp +9; Atk +12 melee (1d6+3/19-20, +1 *short sword*) or +11 melee or ranged (1d4+2/19-20, dagger); Full Atk +12/+7 melee (1d6+3/19-20, +1 *short sword*) or +11/+6 melee or ranged (1d4+2/19-20, dagger); SA—; SQ—; AL NE; SV Fort +7; Ref +6; Will +4; Str 14, Dex 18, Con 14, Int 13, Wis 9, Cha 16.

Skills and Feats: Bluff +10, Intimidate +15, Ride +14, Spot +6. Iron Will, Mounted Combat, Persuasive, Quick-Thinking†, Ride-By Attack, Stubborn†, Weapon Finesse, Weapon Focus (short sword)

† New feat from this book.

Possessions: Masterwork chain shirt, light steel shield, +1 *short sword*, daggers (2), backpack, bedroll.

Daughter of a disgraced Solamnic knight turned mercenary, Gregor uth Matar, Kitiara is born in Solace and spends her early childhood there. Her mother was named Rosamun, daughter of a middle-class merchant in Haven. Rosamun is beautiful, fragile, given to strange dreams that she claims foretell the future. Gregor is dark, handsome, bold, and easily seduces the romantic young woman. Tired of the roving life, he marries Rosamun and they move to Solace. Kitiara is born shortly after the wedding.

Gregor soon grows restless and leaves home to find his fortune. He dallies with other women and takes no great pains to hide these affairs from his wife. Rosamun has never been mentally stable and his ill-treatment starts her on the long and tragic road to insanity. She will enter a dazed, trance-like state and remain in that state for hours on end.

Gregor may have been a bad husband, but he is a loving father. He returns home often to see Kitiara, who comes to look forward to his visits. The two are very much alike, for Kitiara is strong-willed, bold, and adventurous. When he brings her a wooden sword from one of his trips, she exhibits such skill that he determines she should be trained properly in the use of weapons. When she is seven, he takes her with him to watch him in battle, cutting her long black hair and introducing her as his son. He teaches his daughter three life-lessons: give no quarter; win by any means; power is the only possession worth having.

Soon after, Gregor leaves home for good. Before he departs, he takes Kitiara aside and reveals to her a Solamnic crest, stating that it is his family crest and her heritage. He hints at great wealth, but adds that his people might not be overwhelmed with joy to see her.

From that day on, Kitiara vows that when she is old enough, she will go seek her father's family and make her fortune. She keeps her curly hair cut short and continues to practice with her weapons.

Rosamun soon remarries, choosing a kind, hardworking wood cutter named Gilon Majere. When Kitiara is eight, her mother gives birth to twins. Rosamun is too ill to raise them, so Kitiara cares for the babies, one of whom, Raistlin, is very weak. Raistlin would have undoubtedly died if it hadn't been for Kitiara's stubborn refusal to let him.

Rosamun sinks deeper into madness. Kitiara raises the boys, Caramon and Raistlin, and makes certain that they will be able to fend for themselves in life. At the age of thirteen, believing that she can leave her brothers to look after themselves, Kitiara leaves Solace and travels north on what would be the first of many mysterious journeys. Her brothers believe from hints she drops on her return that she is following in her father's footsteps as a mercenary.

One day, Kitiara is in the woods near Solace when she is ambushed by a group of hobgoblins. She is handling them handily when a man suddenly comes to her rescue. Furious, Kitiara turns on him and demands to know why he has spoiled her fun. The man is named Tanis Half-elven. The bold and beautiful young woman entrances him. She, in turn, is attracted to his strength of character and rugged good looks. The two began a passionate love affair.

Raistlin and Caramon are already friends of Tanis, and Kitiara becomes one of the group, sometimes traveling with her brothers and their friends and Flint Fireforge.

But Kitiara was born with her father's restless nature. She cannot remain in one place long and, when Sturm Brightblade announces that he is planning a journey to Solamnia, Kitiara offers to accompany him. If she secretly hopes Tanis will come with them, she is disappointed. He is feeling increasingly conflicted about his love for her and feels the need to spend some time on his own.

The companions agree to meet in five years.

Sturm and Kitiara set out on their trip. Annoyed by Sturm's sanctimonious preaching, Kitiara seduces the young knight for fun and then abandons him. To her chagrin, she finds out later that she is pregnant. She gives birth to a son, whom she names Steel Brightblade. Leaving the baby in the care of the woman who had provided her shelter, Sara Dunstan, Kitiara travels on, eventually ending up in Sanction. (See "Kitiara, Dragon Highlord, the Blue Lady.")

Sturm is, therefore, the last of the companions to see Kitiara. He is deeply ashamed of their affair and will never reveal to any of his friends what has occurred between them. He will never know, in life, about the son he fathered.

Five years pass. The companions return to the Inn as they had agreed.

All but one—Kitiara.

KITIARA UTH MATAR: THE BLUE LADY, BLUE DRAGON HIGHLORD (CIRCA 352 AC)

Female human fighter 10/dragon rider 3/dragon highlord 2: CR 15; Medium humanoid (human); HD 10d10+20 plus 3d8+6; hp 99; Init +6; Spd 30 ft.; AC 26, touch 16, flat-footed 22; Base Atk +14; Grp +16; Atk +21 melee (1d6+5/17-20, +3 *keen speed short sword*) or +18 melee (1d8+4/x3 plus 1 point Con damage, +2 *wounding lance*) or +19 melee or ranged (1d4+2/19-20, masterwork dagger); Full Atk +21/+21/+16/+11 melee (1d6+5/17-20, +3 *keen speed short sword*) or +18/+13/+8 melee (1d8+4/x3 plus 1 point Con damage, +2 *wounding lance*) or +19/+14/+9 melee or ranged (1d4+2/19-20, dagger); SA—; SQ Dark Queen's courage, demoralize, dragon cohort, dragon feat, empathic communication, motivate troops; AL NE; SV Fort +14; Ref +10; Will +9; Str 14, Dex 18, Con 14, Int 13, Wis 9, Cha 18.

Skills and Feats: Bluff +14, Diplomacy +13, Handle Animal +12, Intimidate +21, Ride +24, Spot +8. Improved Resist Dragonfear, 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).

† Feat from the *Dragonlance Campaign Setting*. †† New feat from this book.

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 6 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 15 (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 with 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 15 Hit Dice. Those who follow the character's orders gain a +2 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.

Possessions: +3 *fortification [heavy] dragonarmor*, +2 *light steel shield*, +3 *keen speed short sword*, +2 *wounding lance*, *ring of protection* +2, masterwork daggers (2). Note: Kitiara has access to a wealth of resources and equipment and can usually acquire any mundane or low-level

magical items she needs.

Roguishly beautiful, with her dark hair and crooked smile, Kitiara uth Matar is one of the most renowned of the Dragon Highlords. The daughter of a fallen Solamnic knight, Kitiara is the half-sister of the young mage, Raistlin Majere, whom the Head of the Conclave, Par-Salian, would foresee playing a pivotal role in the future of Ansalon. Kitiara was responsible for raising Raistlin and his twin brother, Caramon, and instrumental in fostering Raistlin's talent for magic and his twin's talent for warfare.



Restless and adventurous, hot-blooded and ambitious, Kitiara runs away from home when she is a teenager to find her fortune. She leaves in her wake a trail of lovers, two of whom will have an impact on her future: the Heroes of the Lance, Tanis Half-elven and Sturm Brightblade. Hearing of the rise of a powerful armed force, Kitiara travels to Sanction, where she joins the Dragonarmies under the command of Lord Ariakas. Her charm, her courage, and her skill with the sword and lance cause her to rise rapidly in the lord's favor. She is eventually teamed with Skie, a blue dragon, and named the leader of the Blue Wing of the Dragonarmies.

Known by her forces as the Blue Lady, Kitiara is both admired and feared by those under her command, who would willingly die for her. Her conquests—both military and amorous—are many. Although she dallies with men for pleasure, her true love is battle. She and her blue dragon are always in the forefront of any attack, leading by example.

KRONIN THISTLEKNÖT, KENDER BARBARIAN

Male kender barbarian 12: CR 12; Small humanoid (kender); HD 12d12+27; hp 108; Init +3; Spd 30 ft.; AC 16, touch 14, flat-footed 13; Base Atk +12; Grp +11; Atk +16 melee (1d4+6/19-20, +3 *defending hoopak* as staff) or +16 ranged (1d3+6/19-20, +3 *defending hoopak* as sling); Full Atk +16/+11/+6 melee (1d4+6/19-20, +3 *defending hoopak* as staff) or +16/+11/+6 ranged (1d3+6/19-20, +3 *defending hoopak* as sling); SA greater rage, rage 4/day; SQ damage reduction 2/-, fast movement, improved uncanny dodge, kender traits, trap sense +4, uncanny dodge; AL CG; SV Fort +12; Ref +8; Will +6; Str 16, Dex 16, Con 16, Int 13, Wis 13, Cha 15.

Skills and Feats: Climb +12, Hide +7, Intimidate +12, Jump +15 (+20 with ring), Listen +18, Open Lock +5, Sleight of Hand +5, Spot +10, Survival +10, Swim +13. Alertness, Heroic Surge, Improved Critical (hoopak), Leadership, Power Attack.

Greater Rage (Ex): This barbarian can fly into a rage four times a day, which lasts for 8 rounds. In a rage, he temporarily gains a +6 bonus to Strength, a +6 bonus to Constitution, and a +3 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows: Str 22, Con 22, hp 144, Fort +14, Will +8, AC 13, Atk +19 melee (1d4+9/19-20, +3 *defending hoopak* as staff) or +19 ranged (1d3+9/19-20, +3 *defending hoopak* as sling).

Kender Traits: Small; +1 racial bonus on all saving throws; +2 racial bonus on Open Lock, Spot and Sleight of Hand checks; -4 racial penalty on Concentration checks; +4 racial bonus on Bluff checks when used to taunt; immunity to fear.

Possessions: Leather armor, +3 *defending hoopak*, ring of jumping, many pouches, silver Grand Marshal's star.

Kronin is a kender of rugged and regal bearing. His stature is straight and strong, unlike the willowy build of most kender. Standing over four feet, he is also taller than

most kender. His eyes are piercing blue and surrounded by a fine network of wrinkles. His body is well toned and muscled. His ears are sharply pointed and one has a scar from an encounter with an ogre in Kern. Unlike the kender of the east, his minnow-silver hair is cropped short and neat. His hands are calloused from holding his sturdy hoopak, which has seen many battles. When he speaks, his voice is smooth and low (for a kender)—a voice that can easily carry upon the winds. When he moves, he is surefooted, light in his step, and swift.

When Kronin is traveling, he wears typical kender clothing: light tunics and colorful leggings of red, blue, or purple. Unlike most kender, he does not adorn his clothing with small knick-knacks or bells. He likes simple clothing that will not hinder his movements. In battle, he wears simple leathers or hides. While traveling through particularly dangerous lands he will wear his armor.

Kronin is the Grand Marshal of the city of Kendermore. He hails from Legup, a kender village in Hylo, where the kender are known for their antagonistic dispositions. Kender tales claim that the blood of ogres, and perhaps mountain dwarves, flows through their veins. Whatever the case, the kender of Legup are a tenacious lot, and Kronin is no exception. Surprisingly, the number of years Kronin has spent away from his home has mellowed him somewhat. He often seems laid back and willing to take time to think through a situation—atypical behavior for any kender. When it comes to battle, however, Kronin is bold and deadly. He is fond of pouches and carries nearly twice as many as other kender. They are attached to a quick release belt so he can drop them when necessary.

Kronin can usually be found in the city of Kendermore or the Kenderwoods. He brought his family to the eastern kender city to visit some distant relatives when the appearance of the Black Wing delayed his departure. Since the city lacked a current ruler that was willing to face the threat of invaders, Kronin has taken charge. He has gathered together a number of willing kender into troops and organized their half-hearted attempts against the Black Wing's forces. Because of his obvious skills as a leader and military strategist, the council of elders has elected him as Grand Marshal of the city. Kronin is always looking for those willing to assist him fight against the threat of the Dark Queen's forces.

KRONN-ALIN THISTLEKNÖT

Male kender ranger 3/rogue 3: CR 6; Small humanoid (kender); HD 3d8+6 plus 3d6+6; hp 33; Init +2; Spd 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +3; Atk/Full Atk +7 melee (1d6+3/x3, +1 *chapak* as battle axe) or +7 ranged (1d3+3, +1 *chapak* as slingshot); SA combat style (two-weapon), favored enemy goblins +2, sneak attack +2d6; SQ evasion, kender traits, trap sense +1, trapfinding, wild empathy; AL CG; SV Fort +6; Ref +8; Will +2; Str 15, Dex 15, Con 15, Int 10, Wis 11, Cha 12.

Skills and Feats: Balance +10, Climb +8, Escape Artist +8, Handle Animal +7, Hide +8, Jump +10, Knowledge

(geography) +6, Move Silently +8, Open Lock +4, Sleight of Hand +4, Spot +2, Survival +6 (+8 avoid hazards), Tumble +10. Diehard, Endurance, Street Smart†, Track, Two-Weapon Fighting, Weapon Focus (chapak).

† New feat from this book.

Favored Enemy (Ex): The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of the humanoid (goblinoid) type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Kender Traits: Small; +1 racial bonus on all saving throws; +2 racial bonus on Open Lock, Spot and Sleight of Hand checks; -4 racial penalty on Concentration checks; +4 racial bonus on Bluff checks when used to taunt; immunity to fear.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+4 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Possessions: Studded leather, +1 *chapak*, pouches, various stolen logbooks, spyglass.

Kronn is a very young kender, only in his early teens. His blue eyes are bright, impish, and wrinkle-free. His build is that of a short slim ten-year-old human child—an appearance that is reinforced by the fact that his ears have only begun to point. His dark brown hair is long and tied into a typical kender topknot. Kronn's skin is chestnut brown from spending much of his time wandering the lands of Khur and Balifor. With his child-like stature, he is usually ignored in large crowds—often a big mistake where kender are concerned. Kronn prefers to wear bright colors of yellow and green and is usually seen carrying a strange axe-like weapon known as a *chapak*. The kender weapon looks like an axe with a long hallow shaft and forked top that can hold a sling.

Kronn is eager to prove himself to others. His father, Kronin Thistleknot, is Grand Marshal of Kendermore and a notorious fighter in his own right. Kronn has set out early in his wanderlust to make a name for himself as grand and well-known as his father's. Even before his oldest sister left the nest, Kronn picked up his *chapak* and took to exploring the lands west of Kendermore. After a year of adventuring, he already has a number of interesting tales to tell and scars to show. Like his father, he is growing up to be a rough character (for a kender). He is bright for his age, but still has a lot of growing up to do and is naive in many ways.

When the Black Wing swept down on the region of Balifor, Kronn was on a ship crossing the Khurman Sea. The ship was forced into dock in Port Balifor and impounded. Since that time, Kronn has made friends with a number of interesting folk in Port Balifor. Along with the Silvanesti elf, Serinda, and the rebel leader, Silver Fox, Kronn has joined the cause to make life in Port Balifor dangerous for the dragonarmy officers. Kronn has been

entrusted with a number of secrets that must be kept from the occupying forces of the Black Dragonarmy. The young kender has taken on the responsibility of passing messages from one rebel camp to the next throughout the region. He is also the leading source of news for his father in Kendermore and visits the Kenderwoods regularly to relay information on troop positions and the situation outside the kender forests. Kronn is determined to return to his homeland of Hylto to aid his people in defending against the dragonarmies, should they choose to invade. But first he must see what can be done in Balifor.

LAURALANTHALASA (LAURANA) (BEFORE PAX THARKAS, 351 AC)

Female Qualinesti elf noble 6: CR 6; Medium humanoid (elf); HD 6d8+12; hp 34; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk +4; Grp +5; Atk/Full Atk +7 melee (1d6+1/19-20, masterwork short sword) or +8 ranged (1d6/x3, masterwork short bow); SA —; SQ elvensight, coordinate +1, favor +2, inspire confidence 2/day, Qualinesti traits; AL NG; SV Fort +4; Ref +8; Will +8; Str 13, Dex 17, Con 14, Int 15, Wis 12, Cha 16.

Skills and Feats: Bluff +14, Diplomacy +16, Gather Information +9, Knowledge (history) +8, Knowledge (nobility) +11, Listen +3, Move Silently +6, Ride +9, Search +5, Sense Motive +5, Spot +9. Charming, Iron Will, Weapon Focus (short sword)

Bonus Class Skill: This noble has Move Silently as a bonus class skill.

Coordinate (Ex): The noble has a knack for getting people to work together. When she can aid others and give directions, the noble provides a +3 bonus to the task at hand when she 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 she knows. She makes a favor check (1d20+2) against a DC determined by the scope of the favor requested.

Inspire Confidence (Ex): Twice a day, the noble can grant up to three 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.

Qualinesti Traits: Immunity to *sleep* spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Diplomacy and Sense Motive checks.

Possessions: +1 *elven chain*, masterwork light steel shield, masterwork short sword, masterwork short bow, quiver with 10 arrows and 10 cold iron arrows.

Youngest child of the Speaker of the Suns of Qualinesti, and his only daughter, the beautiful Laurana is spoiled and petted as a child. Given everything she wants, she is denied the one thing she wants most—the love of her childhood companion, Tanis Half-Elven. Laurana falls in love with Tanis when she first begins entering young womanhood and she believes that he loves her. She confides her feelings

to her brother, Gilthanas, who is Tanis's closest friend. To Laurana's shock, Gilthanas is furious. He tells his sister that love between elf and a half-human can end only in tragedy. Gilthanas confronts Tanis on the subject and the elf's bitter denunciation causes Tanis to realize that, although he has been raised by the elves, he can never be truly accepted as one of them.

Tanis leaves Qualinesti and has not returned. Laurana has not forgotten him, however. She grieves over their separation and hopes that one day he will come back to her. During this difficult time for the elves, with the dragonarmies threatening their homeland, Laurana has been working for her father, learning diplomatic and political skills. Like all elven women, she has also been trained in warfare. She is a skilled fighter, with a talent for battle strategy and tactics, although she has yet to put this talent into use.

Laurana is a beautiful elf-maiden, with honey blonde hair and hazel eyes. She appears to be spoiled, selfish, and somewhat childish, but she possesses a core of inner strength and wisdom that aids her in any crisis, and which will allow her to gain in confidence, courage, and maturity. Her one weakness is her love for Tanis. She will risk anything to be with him.



LORAC CALADON, SPEAKER OF THE STARS

Male Silvanesti elf noble 6/abjurer 6/wizard of High Sorcery 6; CR 18; Medium humanoid (elf); HD 6d6 plus 12d4; hp 66; Init +1; Spd 30 ft.; AC 21, touch 15, flat-footed 20; Base Atk +10; Grp+10; Atk +14 melee (1d6+4, *staff of power*); Full Atk +14/+9 melee (1d6+4, *staff of power*); SA spells; SQ arcane research +3, bonus class skill (Spellcraft), coordinate +1, favor +2, inspire confidence 2/day, moon magic (Solinari), order secrets, Silvanesti traits, spells, summon familiar, tower resources; AL LG; SV Fort +8, Ref +10, Will +16; Str 15, Dex 13, Con 10, Int 17, Wis 12, Cha 17.

Skills and Feats: Concentration +12, Diplomacy +20, Knowledge (arcana) +16, Knowledge (nobility and royalty) +21, Listen +13, Ride +9, Search +5, Sense Motive +12, Spellcraft +24, Spot +7; Alertness, Empower Spell, Improved Initiative, Leadership, Scribe Scroll, Skill Focus (Diplomacy), Spell Focus (abjuration), Spell Penetration, Widen Spell.

Arcane Focus—Abjuration (Ex): Lorac casts all abjuration spells at +1 caster level, and gains a +1 bonus to saving throws against all abjuration spells and spell-like effects.

Coordinate (Ex): Lorac has a knack for getting people to work together. When he can aid others and give directions, Lorac provides a +3 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): Lorac has the ability to call in favors from those he knows. To call in a favor, Lorac makes a favor check (1d20+2). He can use this ability twice a week, calling in favors from different contacts. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive or illegal favors. Lorac can't take 10 or 20 on this check, nor can he retry the check for the same (or virtually the same) favor.


Inspire Confidence (Ex): Lorac can use oratory to inspire confidence in allies (not himself) bolstering them and improving their chances of success. An ally must listen to and observe Lorac for a full round for the inspiration to take hold. The effect lasts for 5

rounds. Lorac can inspire 3 allies at a time. An ally inspired with confidence gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

Silvanesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

White Robe Order Secrets (Su): Magic of Defense, Magic of Radiance.

Wizard Spells Prepared (5/6/6/6/4/4/3; save DC 13 + spell level, 14 + spell level w/abjuration spells): 0—*detect magic, mending, ray of frost, read magic, resistance**; 1st—*alarm**, *endure elements**, *expeditious retreat, mount, protection from evil**, *shield**; 2nd—*acid arrow, arcane lock**, *bear's endurance, cat's grace, protection from arrows**, *resist energy**; 3rd—*dispel magic**, *fireball, haste, magic circle against evil**, *protection from energy**, *wind wall*; 4th—*ice storm, lesser globe of invulnerability**, *scrying, stonewall**; 5th—*cone of cold, private sanctum**, *summon monster V, teleport*; 6th—*antimagic field**, *greater dispel magic**, *true seeing*.



Spellbook: Lorac's time at the Tower of High Sorcery in Istar gave him access to all Abjuration, Conjuration, Divination, Evocation and Transmutation spells of 3rd-level or lower from the *Player's Handbook*, as well as the following: 4th—*arcane eye*, *detect scrying*, *dimension door*, *dimensional anchor**, *fire trap**, *ice storm*, *lesser globe of invulnerability**, *remove curse**, *scrying*, *stoneskin**; 5th—*break enchantment**, *cone of cold*, *dismissal**, *private sanctum**, *summon monster V*, *telekinesis*, *teleport*; 6th—*antimagic field**, *chain lightning*, *globe of invulnerability**, *greater dispel magic**, *legend lore*, *true seeing*.

*These spells belong to the school of Abjuration, which is Lorac's specialty. Prohibited schools: Enchantment, Illusion, Necromancy.

Possessions: *Staff of power*, *bracers of armor +6*, *ring of protection +2*, *dragon orb* (Istar), robes, spell components

Lorac Caladon, Speaker of the Stars, father of Alhana Starbreeze, is destined to become one of the most infamous Silvanesti Kings in all of history. Not because of the great deeds he has done for his people, but because of the inconceivable nightmare he has unwittingly unleashed upon their homeland.

The fair-skinned Silvanesti, with striking blonde-white hair and eyes of hazel, was considered in his youth to be one of the most handsome elves in House Royal. A strong and robust prince, intelligent, well educated, with an aptitude for the arcane arts, such were his prospects that he seemed blessed of the Gods. So it was that Lorac came to the Tower of High Sorcery at Istar to take his Test – one of the last royal elves ever to do so – and so it was that, unexpectedly, the *dragon orb* secreted in the tower spoke to his mind. The orb foresaw a terrible calamity, and begged Lorac to rescue it: *Do not leave me to the fires of Istar, for I will perish, and the world will be lost.*

Lorac passed his Test and brought the *orb* to Silvanesti in a small leather sack, hiding it deep within the capital, Silvanost. Soon after, the Age of Might succumbed to the Kingpriest's tyrannies and all the mages of the land were hunted by the Kingpriest's mobs. The Tower at Istar was lost in the cataclysm—but the *orb* was safe, even as all knowledge of it passed into myth.

In the years that followed the Cataclysm, Lorac, now Speaker of the Stars and King of his people closed his borders to the outside world and refused to offer aid even to his suffering Qualinesti elf-kin. Blaming the Qualinesti's tolerance of the other races—humans, especially—as the reason for their punishment and downfall, he left them to survive the Age of Despair alone.

More recently, it is the slowly escalating War of the Lance that has brought despair to the King. Lorac is old, now, one of the few people on Krynn who still remembers the Cataclysm, and he has no appetite for war. Suffering from the same arrogant, isolationist malaise which has become the enduring tradition of the Silvanesti elves, Lorac willingly accepts emissaries of peace from the marauding Dragonarmies, believing—as he assumed they do—that the Silvanesti people are capable of

withstanding any assault on their own territory. While he is not unprepared for the treachery executed by the Red Dragon Highlord Phair Caron, Lorac cannot conceive of the ferocity of the attack or the power of the red dragons. As the Red Wing of the dragonarmies burn and pillage an unstoppable path toward the heart of the Silvanesti homeland, Lorac orders a general retreat back to the elven capital. As losses mount and the devastation wrought on his beautiful Kingdom becomes unbearable, Lorac makes a decision that will spell certain doom for his people. He attempts to use the *dragon orb* to drive back the invaders.

Lorac is neither powerful nor knowledgeable enough to control the force of the *orb* and it quickly gains control of his mind, at the same time summoning the green dragon, Cyan Bloodbane. With Lorac held in thrall, Cyan whispers baleful words into the King's ear, a grotesque litany that is subsequently given form by the power of the *orb*. Twilight descends, and a dream-like nightmare engulfs all of Silvanesti. The worst horrors of Lorac's mind are made manifest; the glorious towers and trees of the sylvan forest became warped and disfigured, and its animals are mutated into hideous mockeries of life.

At the heart of this aberration, on his throne at the base of the once-magnificent Tower of the Stars, sits Lorac Caladon, trapped and tortured by the nightmares that haunts his people. Lorac is now a shell of the proud elf he once was, a shattered remnant of a once-great leader. His emaciated body sits on his throne under Silvanost, one hand resting lightly on the glowing dragon orb at his side. His nails have grown into spiral claws, his skin is stretched taut over his tortured frame, and his eyes are closed and twitch incessantly in the dream-state. The King's mouth works up-and-down like that of a ventriloquist's dummy, holding silent monologue with his inner demons or whispering in tortured, incomprehensible syllables. Cyan Bloodbane, the spinner of Lorac's nightmare, rarely leaves the King's side.

In this agonized land, Lorac has saved his people from one invader—the dragonarmies, who have abandoned Silvanesti as worthless—only to give it unto the hands of another: the Dream.

LORD AMOTHUS OF PALANTHAS

Male human noble 7: CR 7; Medium humanoid (human); HD 7d8+7; hp 41; Init +0; Spd 30 ft.; AC 12, touch 12, flat-footed 12; Base Atk +5; Grp +4; Atk/Full Atk +5 melee (1d6-1/18-20, masterwork rapier); SA —; SQ coordinate +1, favor +2, inspire confidence 2/day; AL LG; SV Fort +3; Ref +5; Will +7; Str 9, Dex 10, Con 12, Int 16, Wis 14, Cha 17.

Skills and Feats: Appraise +13, Bluff +13, Decipher Script +13, Diplomacy +21, Gather Information +10, Knowledge (nobility) +13, Knowledge (local) +13, Ride +5, Sense Motive +14. Combat Expertise, Improved Disarm, Leadership, Negotiator.

Bonus Class Skill: This noble has Decipher Script as a bonus class skill.

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 +3 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): Twice a day, the noble can grant up to three 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.

Possessions: Fine clothing, masterwork rapier, *ring of protection* +2, Seal of Palanthis

Amothus Palanthis was born in 309 AC, the single child of the monarch of Palanthis, whose family has been the undisputed ruler of the city for countless generations. As the sole heir, Amothus is cherished and spoiled. Taught from early years to one day become the head of state of Ansalon's greatest metropolis, he studies under private tutors until his late teens when he is accepted to the University of Palanthis. Although his childhood is uneventful and placid, Amothus will soon find his calling.

Martial contests bore Amothus but he is enthused by political combat. An outspoken and charismatic young man, he is exceedingly popular with the ladies and welcome in all the political circles on campus. He is fond of fine art—especially romantic ballads, though he regrets not having the actual talent to compose what he hears in his heart.

As Amothus is completing his studies at the University of Palanthis, his father, already a venerable man at that time, renounces his position in favor of his son. Amothus already has made several political accomplishments, thus it is with no great surprise to anyone that he is made Lord of Palanthis at the age of thirty.

Amothus learns all too soon that running a city-state is no easy feat, but he has been well trained. The machinations of the City Senate, the intricacies of the merchant guilds, the traditions of the people of Noble's Hill, and the hardships of commoners sate his desire for politics.

Perhaps the hardest dilemma is with the Knights of Solamnia. Although Palanthis has always been autonomous, when the Knights were driven out of Solamnia after the Cataclysm, the great metropolis became independent. Still, Lord Amothus fears the knighthood will try to reclaim what they perceive as theirs. He is a shrewd negotiator who believes that moderation is the key to peace in the long term.

He broadens the number of liaisons with the Knights and seeks their opinion, even if he often acts contrary to their desires. He converses frequently with Lord Gunthar uth Wistan, whom he finds a pleasant man with similar tastes. Perceived as weak by various knights, Amothus is generally underestimated by them.

Lord Amothus is a calm, patient, cunning politician man who always has the interests of the city in mind in everything he does. Because of this, many find he can sometimes seem aloof, or insensitive, preferring to dwell on bureaucratic details. His sense of correctness can also draw a wedge between him and others. Amothus is punctual, methodical, and polite in all his dealings. He has a love for music and art. Like most of the citizens of Palanthis, Amothus appears vain and superficial to outsiders, but in case of the ruler of Palanthis, looks can be deceiving.

Now in his mid-forties, Lord Amothus is apprehensive about the future. Already the armies of the east have launched the machine of war toward Solamnia. Despite this, Amothus firmly believes his city will be able to escape the horrors of war just as it emerged unscathed from the Cataclysm. Continuing pressure from the Knights of Solamnia for Palanthis to join the fight have yielded no results. Lord Amothus, as always, will think this problem through and reach the most sensible option.

LORD GUNTHAR UTH WISTAN, SOLAMNIC GRAND MASTER (in 351 AC)

Male human fighter 4/knight of Solamnia (Rose) 9; CR 13; Medium humanoid (human); HD 4d10+4 plus 9d10+9; hp 62; Init +5; Spd 20 ft.; AC 25, touch 11, flat-footed 24; Base Atk +13; Grp +17; Atk +19 melee (1d8+6/19-20, +2 *longsword*) or +19 melee (1d8+5/x3, +1 *lance*); Full Atk +19/+14/+9 melee (1d8+6/19-20, +2 *longsword*) or +19/+14/+9 melee (1d8+5/x3, +1 *lance*); SA smite evil 1/day, strength of honor 2/day; SQ aura of courage, heroic initiative +3, inspire courage (+3, 3/day), inspire greatness, knightly courage, leadership bonus +1, rallying cry 3/day; AL LG; SV Fort +11; Ref +6; Will +7; Str 18, Dex 15, Con 13, Int 12, Wis 16, Cha 17.

Skills and Feats: Diplomacy +20, Handle Animal +6, Knowledge (nobility) +13, Knowledge (religion) +7, Ride +17, Diehard, Endurance, Honor-Bound†, Leadership, Mounted Combat, Ride-By Attack, Spirited Charge, Tremendous Charge††, Weapon Focus (lance).

† Feat from the *Dragonlance Campaign Setting*. †† New feat from this book.

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.

Knighthly 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): Twice a day, as a free action, the knight may add a +4 morale bonus to his Strength score for 4 rounds.

Possessions: +2 *full plate*, +2 *large steel shield*, +2 *longsword*, +1 *lance*, heavy warhorse with breastplate barding.

Born in his ancestral home of Castle uth Wistan in the spring of 293 AC, Gunthar uth Wistan, Knight of the Rose, is currently the highest-ranking member of the Knights of Solamnia. He is the embodiment of all that is good and best in the knighthood, being a man of honor, wisdom, faith, and courage. He has a keen eye and is an excellent judge of character. His only vanity are his moustaches, which he wears long and flowing in the Solamnic fashion.

Gunthar uth Wistan proved himself in his early battles in the Solamnic Plains around Vingaard Keep. He is a close friend of the Brightblade family, who went far in advancing the claims of Sturm Brightblade to his birthright.

Although at first distrustful of members of other races, Lord Gunthar will eventually come to be a strong and outspoken advocate for unity among the races and will argue for this passionately before the Whitestone Council.

LORD SOTH, KNIGHT OF THE BLACK ROSE

Male death knight human fighter 7/rogue knight 10; CR 22; Medium humanoid (human); HD 17d12; hp 133; Init +7; Spd 20 ft.; AC 27, touch 11, flat-footed 26; Base Atk +17; Grp +24; Atk +28 melee (2d6+13/17-20, +3 *greatsword*) or +24 melee (1d8+5 plus 1 Con, touch, Will DC 23 halves damage and negates Con); Full Atk +28/+23/+18/+13 melee (2d6+13/17-20, magic) or +22 melee (1d8+5 plus 1 Con, touch, Will DC 23 halves damage and negates Con); SA abyssal blast, fear aura, spell-like abilities; SQ create skeletal warrior, damage reduction 10/magic, darkvision 60 ft., immunity to cold, electricity and *polymorph*, *see invisibility*, spell resistance 27, summon mount, undead followers, undead traits; AL LE; SV Fort +12; Ref +7; Will +7; Str 24, Dex 14, Con —, Int 10, Wis 15, Cha 20.

Skills and Feats: Diplomacy +12, Intimidate +25, Knowledge (nobility) +10, Knowledge (religion) +5, Ride +18. Cleave, Great Cleave, Honor-Bound, Improved Critical (*greatsword*), Improved Initiative, Leadership,

Mounted Combat, Power Attack, Ride-By Attack, Trample, Weapon Focus (*greatsword*)

Abyssal Blast (Su): 1/day, 20-ft-radius spread, range 1080 ft., 17d6 fire (half of damage is divine, not subject to reduction by resistance to fire etc.), Reflex DC 23 half.

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.

Desperate Strike (Ex): When the death knight is flanked by two or more opponents, he gains a +4d6 bonus to damage rolls in melee combat for as long as he remains flanked. This ability has no effect on undead, constructs or other creatures with no discernable anatomy or who are immune to critical hits.

Dire Providence (Su): When a rogue knight takes damage which would reduce him to 0 hit points or less, he may make a Fortitude save (DC equals damage dealt) to halve the damage. Note: Lord Soth's other rogue knight abilities associated with dire providence are no longer in effect now that he is undead.

Fear Aura (Su): Creatures of less than 5 HD within 15 ft. of the death knight must succeed at a DC 23 Will save or be affected as a *fear* spell cast by a 17th level wizard.

Honor's Price (Ex): The rogue knight suffers a -10 penalty to Charisma-based skill checks (except for Intimidation) whenever he deals with his former brotherhood or other Orders with a lawful code. He gains a +10 bonus to Charisma-based skill checks when dealing with the underworld, criminals or other dishonorable individuals.

See Invisibility (Su): The death knight can see invisible and ethereal creatures as if constantly under the effect of a *see invisibility* spell.

Spell-Like Abilities: 1/day—*detect magic*, *dispel magic*, *power word (blind, kill or stun)*, *symbol* (fear DC 21 or pain DC 20), *wall of ice*; Caster level 17th.

Summon Mount (Su): Once per day, as a full-round action, the death knight may summon a nightmare (see *Monster Manual* p. 194). The mount immediately appears adjacent to the death knight and remains for 34 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 34 HD of undead followers at any one time.

Possessions: +3 *full plate*, +3 *greatsword*.

Now a death knight serving Queen Takhisis, Lord Soth is a tragic figure, doomed to undeath by his inability to control his wayward passions.

Lord Soth was a Knight of the Rose, a high-ranking member of the knighthood during the years of Istar's glory, just prior to the Cataclysm. He fell in love with an elf maiden and seduced her, never telling her he was already married. His wife conveniently "disappeared" at about this time and he was suspected of having murdered her, though this could never be proved. He brought the elf maiden and their child to his home, Dargaard Keep.

The elf maiden found out about his wife and, although she was horrified, she believed that there was a core of goodness in him that might yet save him. She prayed to the gods to give Soth a chance to redeem himself. He was given foreknowledge of the Cataclysm and was told that he alone had the means to stop it.

Determined to redeem himself, though it should mean his death, Soth rode toward Istar. He was stopped by a party of elven women, who hinted that his elven lover was unfaithful to him and that her child was not his.

Overcome by a jealous rage, Soth abandoned his quest and turned back to Dargaard Keep. He arrived just as the Cataclysm struck. He denounced his wife and did nothing to save his wife or child when the huge chandelier in the hall crashed down on top of them. As she lay dying, his wife laid a curse upon him, calling upon the gods to transform him into a death knight. His retainers became skeletal warriors, who serve under his command, and the elven women who betrayed him rose as banshees, who sing to him the song of his guilt every night.

During the War of the Lance, Kitiara, the Blue Dragon Lady, is the only highlord who dares to boldly visit Dargaard Keep, where she recruits Lord Soth and his warriors. Soth admires her courage and agrees to serve under her command.

LUCIEN OF TAKAR, BLACK DRAGON HIGHLORD

Male half-ogre fighter 14/dragon highlord 2: CR 17; Medium humanoid (half-ogre); HD 16d10; hp 112; Init +7; Spd 30 ft.; AC 23, touch 11, flat-footed 22; Base Atk +16; Grp +24; Atk +22 melee (1d8+8/17-20, +2 *frost keen longsword*) or +20 melee (1d3+4, unarmed strike); Full Atk +22/+17/+12/+7 melee (1d8+8/17-20, +2 *frost keen longsword*) or +20/+15/+10/+5 melee (1d3+4, unarmed strike); SA demoralize; SQ Dark Queen's courage, half-ogre traits, motivate troops +2; AL CE; SV Fort +12; Ref +6; Will +9; Str 19, Dex 12, Con 11, Int 13, Wis 12, Cha 15.

Skills and Feats: Handle Animal +7, Intimidate +20, Jump +6*, Listen +8, Ride +21, Spot +10. Alertness, Combat Expertise, Improved Disarm, Improved Grapple, Improved Initiative, Improved Resist Dragonfear, Improved Unarmed Strike, Leadership, Mounted Combat, Quick-Thinking, Resist Dragonfear, Ride-By Attack, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword)

* Includes -2 armor check penalty. Dark Queen's

Courage (Ex): The dragon highlord gains the Improved Resist Dragonfear feat for free, even if he

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 6 rounds.

Half-Ogre Traits: +1 natural armor, giant blood.

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 +2 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.



Possessions: +2 *dragonarmor of greater acid resistance*, +1 *heavy steel shield*, +2 *frost keen longsword* (“Ice Razor”), *amulet of natural armor* +2, *ring of feather falling*, *horn of evil*, *potion of cure moderate wounds* (4). Note: As the Highlord of the Black Dragonarmy, Lucien has access to considerable resources and equipment as the situation demands it.

Lucien is half-human, half-ogre, and wholly dangerous. His human mother was captured and enslaved by ogres during one of their numerous raids along the borders of the ogre lands of Blöde. Lucien is raised among the ogres for the first few years of his life, when his mother escapes with her child to the city of Takar, giving him to relatives before she herself dies.

Lucien could have passed for human, for his ogre blood is not easily detected in his features. He feels a kinship with the ogres, however, and quickly learns to despise the humans—who make no secret of their contempt for the half-breed. Due to his knowledge of the ogre language and his respect for their ways, he is one of the few half-ogres to be accepted and trusted by ogres.

He becomes a mercenary, fighting for the dragonarmies, where his knowledge of ogrekind brings him to the attention of Lord Ariakas. Lucien is credited with bringing the ogres of Blöde into the war on the side of the dragonarmies. In reward, he is made commander of the Black Wing.

Short of stature, with his swarthy skin the only clue to his mixed parentage, Lucien is a silent, emotionless commander, responsible for taking Zhakar, Blöde, and the Goodlund Peninsula. He surrounds himself with ogre bodyguards and his former mercenary companions, who are his lieutenants and the only people he trusts.

MAQUESTA KAR-THON

Female half-elf mariner 7: CR 7; Medium humanoid (elf); HD 7d8+21; hp 52; Init +4; Spd 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk +5; Grp +7; Atk +9 melee (1d6+3/18-20, +1 *speed cutlass*) or +10 ranged (1d4+2, masterwork dagger); Full Atk +9/+9 melee (1d6+3/18-20, +1 *speed cutlass*); SA dirty strike +2d4; SQ elvensight, half-elf traits, sailor lore, seamanship +2; AL N; SV Fort +8, Ref +9, Will +3; Str 15, Dex 18, Con 16, Int 13, Wis 13, Cha 13.

Skills & Feats: Balance +13, Climb +9 (+11 with ropes), Diplomacy +3, Disguise +6, Gather Information +8, Jump +9, Listen +7, Profession (sailor) +10, Search +2, Spot +9, Survival +6, Swim +7 (+12 with ring), Tumble +11, Use Rope +9. Alertness, Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Leadership, Weapon Focus (cutlass).

Dirty Strike (Ex): The mariner can deal additional damage to an opponent by using unexpected maneuvers. The opponent makes a Reflex save (DC equal to the mariner’s attack roll). Failure means the mariner deals an additional 2d4 points of damage. Dirty strike can only be used on an individual per day.

Half-Elf Traits: +1 racial bonus on Listen, Search and Spot checks; +2 racial bonus on Diplomacy and Gather Information checks; elven blood.

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+8) to see whether she knows some relevant information about local people or history, far away places, or strange superstitions. The DM determines the difficulty. This check will not necessarily reveal true information, as much of the time the mariner has heard the information from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 with this check.

Seamanship (Ex): The mariner receives a +2 bonus on all Balance, Climb and Profession (sailor) checks.

Possessions: *bracers of armor* +2, +1 *speed cutlass*, masterwork daggers (8), *ring of swimming*.

The fiery half-elf known as Maquesta Kar-Thon (“Maq” to her friends) has been captain of her ship, the *Perechon*, since she was eighteen years old. She was raised on the ship by her father, an Ergothian captain, who was poisoned by a minotaur lord named Attar.

Although Maquesta is a half-elf, she trimmed the points off her ears to disguise her elven heritage, as it’s difficult enough being a woman amongst superstitious sailors, but it’s even harder being a female half-elf.

Maquesta is never far from her ship, the *Perechon*, nor is her first mate, the minotaur Bas Ohn-Koraf, far from her side. Berem the Everman has signed on to serve as her helmsman during the War of the Lance, although she is unaware of his true identity or destiny. The Heroes of the Lance run across her in their bid to escape Flotsam, discovering Berem in the process. Unfortunately Kitiara uth-Matar, the Dragon Highlord known as the Blue Lady, also discovers his identity. When the Heroes of the Lance try to escape the forces of the Blue Lady, the *Perechon* sails across the Blood Sea, but they can not escape the dragons or the Maelstrom.

The *Perechon* is destroyed by the combined might of the dragons and the Maelstrom and most of her crew is lost. Maquesta and Bas are among those rescued by the Dargonesti of Istar, along with the other surviving members of her crew. They remain in the ruins as their wounded bodies healed and, while the Heroes of the Lance leave on their quest, Maquesta and her crew end up getting involved with Apoletta and Zebulah’s quest to discover what is going on beneath the waves. Maquesta disappears from history at this time, but rumors and legends about the fiery captain of the *Perechon* are favorite tales told in taverns across Ansalon.

MARA, QUEEN OF THIEVES

Female human rogue 2: CR 2; Medium humanoid (humanoid); HD 2d6; hp 10; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +0; Atk/Full Atk +0 melee (1d6-1/19-20, short sword); SA sneak attack

+1d6; SQ evasion, trapfinding; AL CG; SV Fort +0; Ref +6; Will +1; Str 9, Dex 17, Con 10, Int 13, Wis 13, Cha 13.

Skills and Feats: Bluff +6, Climb +4, Disable Device +6, Hide +8, Listen +6, Move Silently +8, Sleight of Hand +10, Spot +6, Tumble +8, Use Rope +10. Deft Hands, Dodge.

Possessions: Leather armor, short sword, 50 ft. length of rope, masterwork thieves' tools.

Note: Following the events of the short story "War Machines" by Nick O'Donohoe, Mara has in her possession a gnome device which duplicates the effects of a *rod of metal and mineral detection*.

Mara is a young teenaged woman from Arnisson, a small town along the east coast of Sancrist. She comes from a large family, and has a number of older siblings, including a brother who has a future as a knight. Mara's opinion of herself is quite elevated, and she considers herself brave, daring and wild—all of this true to an extent. Her relatively recent acquisition of the skills required to be a great thief and adventurer have come with a degree of self-confidence and persistence that will no doubt see her through considerable challenges.

During the War of the Lance, Arnisson is attacked by a detachment of draconians from the White Dragonarmy out of Daltigoth. The town is defended by a lone Knight of the Crown named Kalend. Mara takes it upon herself to seek a solution to the threat of the draconian invaders, a solution that involves the gnomes of Mount Nevermind. If she is fortunate, liberating the town will be the first of her great adventures.

Mara is slender and agile, though still cursed by the awkwardness of youth. She has short cropped, dark hair, green eyes, and dresses in leather armor and, depending on her mission, may have cloth wrappings on her hands and feet to aid in silent movement.

OGMAG, EXILED VIZIER OF DALTIGOTH

Male ogre mage master 2: CR 10; Large giant; HD 5d8+15 plus 2d6+6; hp 49; Init +4; Spd 40 ft., fly 40 ft. (good); AC 18, touch 9, flat-footed 18; Base Atk +4; Grp +13; Atk/Full Atk +8 melee (1d8+7, +2 *large quarterstaff*); Space/Reach 10 ft./10 ft.; SA knack, spell-like abilities; SQ darkvision 90 ft., low-light vision, primary focus (sage), regeneration 5, spell resistance 19; AL LE; SV Fort +7; Ref +1; Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Knowledge (arcana) +12, Knowledge (local) +12, Listen +10, Spellcraft +10, Spot +10. Combat Expertise, Improved Initiative.

Knack—Exploit Weakness (Ex): After 1 round of combat, the master can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The master uses a move action and makes a DC 15 Intelligence check with a +1 bonus. If the check succeeds, for the rest of the combat the master uses his Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as he finds ways to outthink his opponent and notices weaknesses in his opponent's fighting style.

Spell-Like Abilities: At will—*darkness, invisibility*; 1/ day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form, polymorph, sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

Primary Focus (Ex): This master'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.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Possessions: Masterwork chain shirt, +2 *large quarterstaff*, hermit's robes, collection of poisons (blue whinnis, oil of taggit, bloodmoss and terinav root).

Ogmag is the chief counsel and vizier to Stormogre, the brutish ruler of Daltigoth, when the White Highlord Feal-This approaches the ogre kingdom with talk of an alliance. Despite years of valued aid and considerable knowledge, Ogmag is unable to convince his liege to be more cautious. True, this highlord talks of the power of the ogre's legendary creator goddess, Takhisis, but he is an elf exile and the duplicity of his kind is well known among the ogre mages. Ogmag makes the mistake of pushing the issue with Stormogre, who responds with furious judgment—Ogmag is to be exiled, cast out from the ogrefolk of Daltigoth.

Ogmag collects his few belongings and moves into the mountains of Southern Ergoth, making a home in a hovel near the pass that leads into the region in which Foghaven Vale lies shrouded in mists. Here he continues to observe his former home, watching as the white dragons arrive and the loosely organized ogre tribes in the wilds around Daltigoth are brought under the banner of Stormogre and the dragonarmies. When he encounters travelers in the vale, he lures them back to his hovel and attempts to poison them.

When in his natural form, Ogmag is a very large blue-skinned ogre with jet-black hair and black teeth and nails. He has inscribed his skin with tattoos and sigils, believing that they enhance his magical powers. He usually chooses unassuming and weak-looking forms when he shifts shape; recently he has taken to assuming the form of a bent, crippled old hermit, partly out of distaste for the actions of his brethren.

OTIK SANDATH, MASTER ALE-MAKER

Male human master 5: CR 5; Medium humanoid (human); HD 5d6+20; hp 30; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d6+2, club); SA—; SQ knacks, primary focus

(professional); AL LG; SV Fort +5; Ref +2; Will +7; Str 15, Dex 12, Con 18, Int 12, Wis 16, Cha 15.

Skills and Feats: Appraise +8, Bluff +10, Diplomacy +16, Gather Information +6, Intimidate +6, Knowledge (local) +9, Listen +13, Profession (brewer) +16, Profession (cook) +16, Profession (innkeeper) +13, Sense Motive +13, Spot +5. Alertness, Negotiator, Skill Focus (Profession: brewer), Skill Focus (Profession: cook), Trustworthy, Weapon Focus (club).

Knack—Loyal Clientele (Ex): The master's skill at his trade becomes widely known. He is able to command a higher price for his services with the Profession (cook) skill. For a week's worth of dedicated work, the master can earn a number of steel pieces equal to his Profession check, rather than half his Profession check.

Knack—Skilled Team (Ex): The master has gathered a small group of apprentices and helpers who assist him in his work. This knack functions like the Leadership feat, but it applies only to followers and the master professional's Leadership score is 10. These assistants are all NPC experts, and are otherwise treated exactly like followers.

Primary Focus (Ex): This master's primary focus is professional. As such he gains a +2 competence bonus to all Profession skill checks and may choose knacks from the professional group.

Possessions: Leather apron, club, cooking utensils, barrel tap

A middle-aged man, short and rotund, with pudgy hands and a cheerful smile, Otik Sandath is the famous owner of the famous Inn of the Last Home. Otik is best-known for his ale, whose reputation for excellence has spread throughout Ansalon, and for his remarkable spiced potatoes.

Otik has a keen eye for faces and the amazing ability to remember almost every person who has ever visited his inn, bringing to mind not only their names but also what they particularly like to eat and drink. He can do this even though years may have passed since he last saw them.

A kindly man, Otik once confronted a young thief named Tika Waylan, who had been stealing from the inn's customers. Aware of the girl's background, realizing that she had never been taught right from wrong by her disreputable father, Otik offered Tika a job as barmaid in the Inn. She has served him faithfully and eventually he adopts her as his daughter.

Otik loves to gossip and knows everything that is worth knowing about Solace and its inhabitants. He is his own best customer when it comes to his ale and his potatoes. He is a kind-hearted and generous man, who tends to vanish whenever danger threatens.

OWEN GLENDOWER, SOLAMNIC KNIGHT

Male human fighter 6/knight of the Crown 2: CR 8; Medium humanoid (human); HD 6d10+12 plus 2d10+4; hp 70; Init +2; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +8; Grp +11; Atk +12 melee (1d8+3/19-20, masterwork longsword) or +11 melee (1d4+3/19-20,

dagger); Full Atk +12/+7 melee (1d8+3/19-20, masterwork longsword) or +11/+6 melee (1d4+3/19-20, dagger); SA strength of honor; SQ heroic initiative, knightly courage; AL LG; SV Fort +8; Ref +2; Will +2; Str 17, Dex 12, Con 15, Int 12, Wis 15, Cha 13.

Skills and Feats: Diplomacy +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +5, Ride +9, Sense Motive +2. 4 Honor-bound*, Improved Overrun, Iron Will, Mounted Combat, Power Attack, Spear of Doom*, Trample, Tremendous Charge*.

* Feat from the *Dragonlance Campaign Setting*.

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.

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.

Possessions: Masterwork half-plate armor, masterwork heavy steel shield, masterwork longsword, dagger, portrait of his wife & son in a locket.

Sir Owen of House Glendower is the rightful heir and lord of the manor of Glendower, a small estate on Southern Ergoth's western shores. Sir Owen's family was driven from the village hundreds of years ago, during the persecution of the knighthood by the common folk. Leading a life of mercenary campaigning and toil, which he survived by hiding his lineage, Sir Owen is able to buy back the manor and occupy it once more. The manor's owners left it in a shocking state, and Sir Owen and his wife have spent the past few years repairing it in order to provide their young son a safe and comfortable home.

Sir Owen is currently serving as a local point of contact for the knighthood in the area, often making the journey across the Strait to Sancrest in order to attend Lord Gunthar's councils. Even though he is still relatively young, he has earned his spurs on the field of battle. Lord Gunthar trusts him with messages, correspondence, and other duties relying on his honor and conviction.

Sir Owen is a tall and well-built knight, with dark red hair that he wears in two thick braids. He is attempting to grow out his Solamnic moustaches, having gone clean-shaven while working as a mercenary. He now wears the traditional plate armor of a knight of Solamnia. He carries a great deal of guilt over hiding his true heritage.

PORTHIOS, CROWN PRINCE OF QUALINESTI

Male Qualinesti elf noble 3/fighter 4: CR 7; Medium humanoid (elf); HD 3d8+9 plus 4d10+12; hp 61; Init +2; Spd 30 ft.; AC 19 or 20, touch 12, flat-footed 17 or 18; Base Atk +6; Grp +10; Atk +13 melee (1d8+7/19-20, +3 longsword) or +13 melee (1d4+7/19-20, +3 dagger); Full Atk +13/+8 melee (1d8+7/19-20, +3 longsword) or +13/+8 melee (1d4+7/19-20, +3 dagger); SA —; SQ elvensight, favor +2, inspire confidence 1/day, Qualinesti traits; AL LG; SV Fort +8; Ref +6; Will +4; Str 18, Dex 15, Con 16, Int 14, Wis 10, Cha 17.

Skills and Feats: Diplomacy +17, Intimidate +11, Knowledge (nobility) +10, Listen +5, Ride +10, Search +4, Sense Motive +7, Spot +2, Survival +6. Dodge, Leadership, Mobility, Spring Attack, Two-Weapon Fighting, Two-Weapon Defense.

Bonus Class Skill: This noble has Survival as a bonus class skill.

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 an ally 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.

Qualinesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Diplomacy and Sense Motive checks.

Possessions: +2 *elven chain*, +3 *longsword*, +3 *dagger*, noble's outfit.

The eldest son of Solostaran, Speaker of the Sun of Qualinesti, Porthios is arrogant, proud, and haughty. He is, however, sincerely dedicated to his people and has risked his life on more than one occasion in order to save them. He is a skilled warrior and courageous in battle.

Porthios had been leading his elven warriors in guerrilla attacks on the dragonarmies in hopes of preventing them from conquering Qualinesti. These raids have slowed the enemy's advance, but Porthios has come to realize that the elves cannot withstand the might of the dragonarmies alone and unaided. Nevertheless, he is strongly opposed to allying with humans, having witnessed the suffering of his people at the hands of evil members of the human race.

Porthios is particularly incensed that his sister, Laurana, could fall in love with Tanis Half-elven, who is of human descent. Porthios is further angered that his brother, Gilthanas, is willing to help humans and fight alongside them. Porthios will come in time to accept the alliance with the humans, but he will never truly trust them. In appearance, he is fair, with blonde hair; his expression haughty and severe. He has long ago ceased to find joy in anything.

PYRITE, ANCIENT GOLD DRAGON

Male great wyrm gold dragon: CR 22; Colossal dragon (fire); 41d12+451; hp 717; Init +0; Spd 60 ft., fly 250 ft. (clumsy); AC 32, touch 2, flat-footed 32; Base Atk +41;

Grp +75; Atk +51 melee (4d8+18 nonlethal, toothless bite); Full Atk +51 melee (4d8+18, toothless bite), +49 melee (4d6+9, 2 claws), +49 melee (4d6+9, 2 wings), +49 melee (4d6+27, tail slap); Space/Reach 30 ft./20 ft. (30 ft. with bite); SA breath weapon, crush, frightful presence, spell-like abilities, spells; SQ damage reduction 15/magic, darkvision 120 ft., immunity to fire, *sleep*, and paralysis, low-light vision, old, one-eyed, spell resistance 33, vulnerability to cold; AL CE; SV Fort +23; Ref +16; Will +21; Str 47, Dex 10, Con 33, Int 10, Wis 13, Cha 17.

Skills and Feats: Bluff +3, Climb +18, Concentration +52, Diplomacy +46, Escape Artist +0, Gather Information +3, Heal +1, Intimidate +3, Jump +18, Knowledge (history) +41, Listen +42, Search +41, Sense Motive +3, Spot +42, Swim +18. Awesome Blow, Blind-Fight, Cleave, Empower Spell-like Ability (bless), Flyby Attack, Hover, Improved Bull Rush, Improved Overrun, Leadership, Multiattack, Negotiator, Power Attack. Wingover.

Breath Weapon (Su): 70 ft. cone, damage 24d10 fire, Reflex DC 41 half; or 70 ft. cone, 12 points Str damage, Fort DC 43 negates.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 4d8+27 points of bludgeoning damage, and must succeed on a DC 41 Reflex save or be pinned; grapple bonus +75.

Frightful Presence (Ex): 360 ft. radius, HD 40 or less, Will DC 33 negates.

Old: Unlike many ancient dragons, Pyrite's age has had a negative impact on his capabilities. His mind wanders and his physical form has lost much of its strength. All of his teeth are gone, and so his bite deals nonlethal damage; his mental


ability scores are lower than is normal for a great wyrm gold dragon; and his damage reduction and natural armor are both reduced. His spellcasting is still incredibly potent, but his choice of when and where to use it varies minute by minute. Pyrite's challenge rating has been adjusted to reflect these penalties.

Spell-Like Abilities: 3/day—*bless (empowered)*, *detect gems*; 1/day—*luck bonus*, *foresight*, *geas/quest*, *sunburst*. Caster level 19th; save DC 13 + spell level.

Spells: As 19th level sorcerer.

Sorcerer Spells Known (6/7/7/6/6/6/6*/4*); save DC 13 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *flare*, *light*, *mending*, *message*, *prestidigitation*, *resistance*; 1st—*entropic shield*, *protection from chaos*, *protection from evil*, *shield*, *sleep*; 2nd—*aid*, *calm emotions*, *cure moderate*





wounds, protection from arrows, spider climb; 3rd—fireball, magic circle against chaos, magic circle against evil, protection from energy; 4th—freedom of movement, holy smite, order's wrath, wall of fire; 5th—break enchantment, dispel chaos, dispel evil, mind fog; 6th—blade barrier, hold monster, mislead; 7th—delayed blast fireball, holy word, spell turning.

* Pyrite does not have sufficient Charisma to cast spells of 8th and 9th levels, but may use these spell slots for lower-level spells.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Medium or smaller opponents take 2d6+18 points of bludgeoning damage, Reflex DC 41 half.

A dragon of immense size and advancing years, Pyrite is the oldest living gold dragon in existence. His true name has been lost to time and now he is known by a name that the younger dragons affectionately call him—"Pyrite," or Fool's Gold. Many of his scales are tarnished or lost, but he still has a hide thicker than any of his younger counterparts. His vision is failing and, unless properly directed, he can easily get lost when traveling outside of his lair.

His eyesight failing, he mistakes friends for enemies and birds for approaching dragons. The ancient dragon has also lost every one of his teeth and must gum his meals, which these days usually consist of grain, wheat, oatmeal, and other foodstuff that is high in fiber. His hearing is gone as well; anyone smaller than an adult dragon must yell to be properly understood. When Pyrite has drifted off into one of his delusional states, he will often hear whatever it is he wants to hear, regardless of what he is actually being told. When this happens, his demeanor changes, his back straightens, and he takes on the stature of a dragon half his age.

Pyrite is not always in the present. His mind often drifts into the past—into days when he was at the height of his glory. He will fade out of reality and into his dreams of the past and back again. When he is in the present, he is well mannered, if a bit cantankerous, and relatively easy to deal with as long as he is approached with the proper reverence and respect due to his age and station. When his mind has drifted into the past, Pyrite can be a danger to himself and others. Mistakenly thinking he is being attacked, he will unleash his fiery breath at his phantoms. All other dragons in the vicinity, (both friend and foe) flee. When he is in this delusional state, he wanders back to the time of Huma and is very protective of the ancient knight. Nothing will prevent him from assisting the knight in his quest to defeat the Queen of Darkness.

The ancient dragon can either be found wandering the land on his own or in the company of a wizard in gray robes known as Fizban the Fabulous. In his confused state, Pyrite often believes that he is fighting the Third Dragon War. So he is on the lookout for Huma, whom he has sworn to Paladine he will protect with his life. Anyone claiming to be Huma and who can prove it to the dragon's satisfaction may find a useful ally. Failure to prove oneself

will result in paying the price for attempting to trick an ancient gold dragon.

RAGGART, PRIEST OF THE ICE FOLK

Male human heathen cleric 10: CR 10; Medium humanoid (human); HD 10d8+30; hp 63; Init -1; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +7; Grp +6; Atk +6 melee (1d6-1, light mace); Full Atk +6/+1 melee (1d6-1, light mace); SA—; SQ—; AL LG; SV Fort +13; Ref +2; Will +9; Str 8, Dex 9, Con 17, Int 12, Wis 15, Cha 8.

Skills and Feats: Heal +17, Knowledge (arcana) +3, Knowledge (religion) +14, Search +6, Spellcraft +4, Survival +8. Craft Magic Arms and Armor, Great Fortitude, Self-Sufficient, Track.

Note: Raggart's Craft Magic Arms and Armor feat allows him to create *frostreavers* only. As a heathen cleric, Raggart has no spellcasting or supernatural abilities. When he learns of the true gods and experiences an epiphany, he will gain the usual class features of a cleric of Kiri-Jolith of his level, and gain the full use of his item creation feat.

Possessions: +2 *leather armor*, light wooden shield, light mace, explorer's outfit, furs, icepick and carving tools.

The aged Raggart would look out of place among the Ice Folk tribes, were it not for the abundance of furs perpetually shrouding his body. At more than sixty years of age, the Revered Cleric is one of the most honored members of the Ice Folk. His hard, blue eyes conceal a fondness for the living creatures of the frigid wasteland, and his apparently frail body is actually as tough as that of a polar bear.

Raggart Knug is the most recent of a long line of priests pledged to await the return of the true gods. Before the Cataclysm, his family line produced the most skilled and capable priests for miles around. His ancestors despaired for a time when their true clerics vanished, but the secluded Ice Folk were some of the first people on Krynn to realize that the gods had not left permanently. Like his father and grandfather before him, Raggart performed his tribal duties with care and diligence for decades while hoping for the gods' return.

In his younger days, Raggart often led expeditions to the Icewall and surrounding region, and decades of experience have made him the most learned guide to date. He lacks any respectable combat abilities, but the warriors of the tribe have become skilled at keeping the elderly priest out of danger. Raggart is quite comfortable letting his tribesmen fight the thanoi and other dangers of the Icewall, while he waits to heal their wounds.

As a Revered Cleric, Raggart holds one of the most important positions among his people. He alone possesses the knowledge required to create the deadly *frostreavers* used by the Ice Folk. Though he is not strong enough to wield these mighty greataxes, he is one of few with the patience necessary to spend weeks in their creation. With the growing tensions between the Ice Folk and the increasingly aggressive thanoi, Raggart spends most of his time crafting weapons for his tribe.

Raggart has begun to feel the weight of his advanced years, and is the last of his family line. His daughter perished years ago from sickness, and his son was recently killed in an encounter with minotaurs, a race that had not been seen in the Icewall region for generations. The Revered Cleric is sorrowful at this, but is determined to see the line of Ice Folk priests continue beyond himself. He has recently taken on an apprentice, and has made it his business to teach the young tribesman the skills needed to craft frostreavers when the time comes for Raggart to join the spirits of his forebears.

Harald Haaken, Chieftain of the Ice Folk, has recently “convinced” Raggart to serve as a tribal negotiator to try to persuade the tribes to work together. The recent minotaur incursion worries the other Ice Folk tribes as well as Harald’s own, but they are a stubborn people and prone to blood feuds and battling ancient conflicts. The chieftain hopes that the various tribes will listen to his Revered Cleric, but Raggart is not one to mince words and his blunt talk may inadvertently harm the tenuous peace.

RIVERWIND AND GOLDMOON (AFTER XAK TSAROTH, CIRCA 351)

Female human cleric 6 of Mishakal: CR 6; Medium humanoid (human); HD 6d8+6; hp 35; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +5; Atk/Full Atk +7 melee (1d6+2 plus 2d6 holy, +1 *holy quarterstaff*); SA spells, turn undead 7/day; SQ aura of good, spontaneous casting, spells; AL LG; SV Fort +6; Ref +4; Will +10; Str 12, Dex 14, Con 12, Int 12, Wis 17, Cha 17.

Skills and Feats: Bluff +5, Concentration +4, Diplomacy +11, Heal +10, Knowledge (religion) +9, Perform (lute) +5, Sense Motive +7, Survival +5. Brew Potion, Charming, Iron Will, Weapon Focus (quarterstaff)

Spontaneous Casting (Su): This cleric can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower.

Turn Undead (Su): This cleric can turn undead as a 6th-level cleric 7 times per day. Her turning check is 1d20+4, and she does 2d6+10 turning damage.

Cleric Spells Prepared (5/4+1/4+1/3+1; save DC 13 + spell level): 0—*create water, cure minor wounds (x2), guidance (x2), purify food & drink*; 1st— *Bless, cure light wounds*, detect evil, shield of faith, sanctuary*; 2nd—*aid*, enthrall, delay poison, healing hand**, lesser restoration*; 3rd—*dispel magic, magic circle against evil*, remove blindness/deafness, remove disease*.

*Domain spell. Domains: Good (+1 caster level w/good spells), Healing (+1 caster level w/healing spells). ** New spell from this book.

Possessions: +1 *leather armor*, +1 *holy quarterstaff of empowered metamagic* (acts as empower metamagic rod for the purposes of casting conjuration (healing) spells); +1 *sling, medallion of faith* (Mishakal).

Male human barbarian 3/ranger 3: CR 6; Medium humanoid (human); HD 3d12+6 plus 3d8+6; hp 45; Init +7; Spd 40 ft.; AC 17, touch 13, flat-footed 14; Base Atk +6; Grp +10; Atk +11 melee (1d8+5/17-20, +1 *keen longsword*) or +11 melee (1d4+2/18-20, masterwork kukri) or +10 ranged (1d6+4/x3, masterwork composite short bow); Full Atk +11/+6 melee (1d8+5/17-20, +1 *keen longsword*); or +9/+4 melee (1d8+5/17-20, +1 *keen longsword*) and +9 melee (1d4+2/18-20 masterwork kukri) or +10/+5 ranged (1d6+4/x3, masterwork composite short bow); SA favored enemy animals +2, rage 1/day; SQ fast movement, trap sense +1, uncanny dodge, wild empathy; AL NG; SV Fort +8; Ref +9; Will +4; Str 18, Dex 16, Con 14, Int 13, Wis 14, Cha 11.

Skills and Feats: Climb +8, Handle Animal +5, Intimidate +6, Jump +8, Knowledge (nature) +6, Listen +9, Move Silently +8, Profession (herder) +7, Search +4, Spot +7, Swim +8, Survival +10. Alertness, Endurance, Improved Initiative, Lightning Reflexes, Track, Two-Weapon Fighting

Favored Enemy (Ex): The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of the animal type. Likewise, he gets a +4 bonus on weapon damage rolls against such creatures.

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 7 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. This modifies his statistics as follows: Str 22, Con 18, hp 57, Fort +10, Will +6, AC 15, Atk +13 melee (1d8+7/17-20, +1 *keen longsword*) or +13 melee (1d4+4/18-20, masterwork kukri).


Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+3 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Possessions: +2 *leather armor*, +1 *keen longsword*, masterwork kukri, masterwork composite longbow [+4], quiver with 20 arrows, backpack, camp gear.

Riverwind was born into the Que-shu tribe of Plainsmen. His family was outcast from the tribe, however, for refusing to follow the accepted practice of ancestor worship. His grandfather, Wanderer, always believed in ancient gods who had existed before the Cataclysm and he passed his beliefs down to his grandson.

A shepherd, Riverwind spent long nights on the Plains wondering about the true gods and why they had seemingly abandoned the world. He became an exceptional tracker and hunter, and was eventually accepted back into the tribe because of his skill.

Upon returning to his tribe, Riverwind sees a young woman with hair that seems spun of sun gold and silver moonlight. She is Goldmoon, the Chieftain’s Daughter, who is worshipped as a goddess by her people. Riverwind



falls in love with her, although he is quick to tell her boldly that he does not believe she is a goddess.

An only child, whose mother died when she was young, Goldmoon has been raised in the belief that she is a goddess. Her father's favorite, she takes her duties to her people seriously and works tirelessly for them. She was shocked and offended by Riverwind's pronouncement, but is strongly attracted to this bold and handsome young man and she falls in love with him. Her father will not hear of her marrying a lowly shepherd, especially one with heretical beliefs. He betroths her, against her will, to another tribesman.

Riverwind, following tribal custom, dares to challenge the betrothal, agreeing to accept a dangerous quest to prove worthy. The Chieftain gives a quest he is certain that Riverwind will fail—to bring proof of the ancient gods.

Riverwind sets out upon a journey that nearly costs him his life. He does not remember much of what happened to him, except that he came upon a ruined city and woke an ancient evil. He recalls death on black wings and a woman clad in blue light who saved his life and gave him a gift—a *blue crystal staff*, which, she said, can perform miracles for those who believe in the true gods.

Riverwind brings back the staff and gives it to the Chieftain. The Chieftain demands that the staff perform a miracle for him. The staff does nothing. Angry, the Chieftain flings the staff back at Riverwind, then orders that he be stoned to death. As the people began flinging stones at the young man, Goldmoon can not bear to watch the man she loves die. She throws herself into his arms to die with him. The staff flares with a brilliant blue light, and the two found themselves safe, standing on the road just outside Solace.

Dazed and bewildered, they have no idea what they are doing here, but they have each other, and their love, and that is their strength.

Riverwind loves Goldmoon deeply, but he is quite conscious of the fact that she is his ruler and always refers to her as “Chieftain's Daughter.” He feels that their difference in status is a barrier between them, one that he cannot cross—at least, not yet. He is a man of few words, strong and silent, who gives little indication of his inner thoughts. He is proud and wary and distrustful of strangers. He does not make friends easily and people have to go a long way to earn his regard. He may appear brusque and even rude to those who offer help.

Goldmoon loves Riverwind with all her heart and soul. His inability to accept her as his equal saddens her deeply. Goldmoon is warm and charming and more outgoing than Riverwind. He tends to leave decision-making up to her, because she is “Chieftain's Daughter.” She is willing to make the hard decisions, but she would be thankful to be able to share the burden with him, if only he would accept it. Goldmoon knows that they cannot marry until Riverwind can come to view her not as his ruler, but as a woman who loves him and wants to share the rest of her life with him.

Goldmoon carries the blue crystal staff, a holy artifact, a gift of the goddess, Mishakal. When she first acquires the staff, Goldmoon does not know anything about the staff's powers, and only gradually comes to learn, through pain and suffering, of its miraculous ability to heal. She becomes a priestess of the goddess Mishakal, and her faith will bring many others to the knowledge of the true gods. The love Goldmoon and Riverwind bear for each other is deep and abiding and will enable them to overcome all obstacles and find happiness together.

SALAH-KHAN, WARLORD OF THE KHUR TRIBE, GREEN DRAGON HIGHLORD

Male human ranger 5/assassin 10/dragon highlord 2: CR 17; Medium humanoid (human); HD 5d8+5 plus 10d6+10 plus 2d10+2; hp 80; Init +2; Spd 40 ft.; AC 19, touch 15, flat-footed 17; Base Atk +14; Grp +18; Atk +21 melee (1d6+6/17-20 plus 1 Con, +2 *wounding scimitar*); Full Atk +21/+16/+11 melee (1d6+6/17-20 plus 1 Con, +2 *wounding scimitar*) or +20/+15/+10 melee (1d4+6/18-20 plus 1 Con, +2 *wounding kukri*); +19/+14/+9 melee (1d6+6/17-20 plus 1 Con, +2 *wounding scimitar*) and +18 melee (1d4+6/18-20 plus 1 Con, +2 *wounding kukri*); SA combat style (two-weapon), death attack, demoralize, favored enemy humans +4, elves +2, sneak attack +5d6; SQ animal companion, Dark Queen's courage, hide in plain sight, improved uncanny dodge, motivate troops, poison save +5, poison use, uncanny dodge, wild empathy; AL LE; SV Fort +8; Ref +13; Will +4; Str 19, Dex 15, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Disguise +12, Hide +18*, Knowledge (geography) +10, Knowledge (nature) +10, Listen +10, Move Silently +23* (includes silent moves armor), Ride +10, Search +12, Sense Motive +10, Survival +8, Swim +8*. Combat Expertise, Endurance, Improved Critical (scimitar), Improved Feint, Improved Resist Dragonfear, Leadership, Resist Dragonfear, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (scimitar)

* Includes 2 armor check penalty (doubled for Swim checks).

f Feat from the *Dragonlance Campaign Setting*.

Animal Companion (Su): The ranger has a hawk as his animal companion. Its statistics are provided below. The ranger can handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. He gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Dark Queen's Courage (Ex): The dragon highlord gains the Improved Resist Dragonfear feat for free, even if he 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 4 rounds.

VARIANT: NON-SPPELLCASTING ASSASSINS IN THE AGE OF DESPAIR

THE assassin class as presented in the *Dungeon Master's Guide* makes use of the kind of spontaneous, ambient magic that occurs only after the Chaos War ushers in the Age of Mortals. In eras where wild magic is not available—such as the time of the War of the Lance—a variant of the assassin prestige class can be used.

This variant replaces the assassin's spellcasting with additional class abilities, below:

Fast Movement (Ex): At 3rd level, the assassin's base land speed increases by 10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

Skill Mastery (Ex): At 7th level, the assassin becomes so certain in the use of certain skills that he can use

them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with these skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

During the War of the Lance, many such assassins were in the employ of the dragonarmies and other, secret and dangerous guilds throughout urban areas of Ansalon. In Khur, as well as Estwilde, Lemish, Neraka, and Northern Ergoth, these highly-trained killers conduct their business, earning considerable wealth, though at significant risk.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a DC 12 Fortitude save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+10 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

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 humanoid (human) type. Likewise, he gets a +4 bonus on weapon damage rolls against such creatures. He gains a +2 bonus on the above skill checks and weapon damage rolls against creatures of the humanoid (elf) type.

Hide in Plain Sight (Su): An assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

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 17 Hit Dice. Those who follow the character's orders gain a +2 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.


Poison Save Bonus (Ex): The assassin gains a +5 natural saving throw bonus to all poisons.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+9 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Possessions: +2 *dragonarmor of silent moves*, +2 *wounding scimitar*, +2 *wounding kukri*, *ring of free action*, *ring of protection* +3, poison jars (any 3 of the injury-delivered poisons from the *Dungeon Master's Guide*, as needed). Note: As the Highlord of the Green Wing, Salah-Khan has access to an incredible array of resources and mundane items, most of them related to poison or subtlety.

A resourceful and skilled warlord of the feared Khur tribe, the most powerful tribe of the Khurish peoples, Salah views the rise of the dragonarmies as a way to gain glory for himself and to increase his tribe's holdings. He



convinces his people to ally with the dragonarmies, who are sweeping through eastern Ansalon. Ariakas is pleased with this powerful new ally and rewards Salah by making him commander of the Green Dragon Wing.

Salah is given the task of supporting the invasion of Silvanesti and the conquest of the Goodlund Peninsula. Although he has had numerous victories and tactical successes, he is constantly forced to leave the main battle to return to deal with uprisings among those he has already conquered.

Salah is a tall, muscular, bronze-skinned human. His head is shaved bald and he sports the long mustaches that are indicative of physical prowess among his people. He is an expert in poisons, which he uses quite effectively to rid himself of rivals and his enemies. Because of his knowledge of poisons, Salah has an obsessive fear of being poisoned himself, and never eats or drinks anything without first having it tasted by one of his slaves.

SERINDA ELDERWOOD, SILVANESTI HERO

Female Silvanesti elf mariner 5/fighter 3/wizard 2: CR 10; Medium humanoid (elf); HD 5d6 plus 3d10 plus 2d4; hp 26; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +2; Atk/Full Atk +6 melee (1d6+2/18-20, +3 rapier) or +4 ranged (1d6/x3, shortbow); SA dirty strike +1d4; SQ elvensight, sailor lore, seamanship +2, Silvanesti traits; AL LG; SV Fort +10; Ref +9; Will +10; Str 9, Dex 13, Con 10, Int 16, Wis 15, Cha 15.

Skills and Feats: Balance +10*, Climb +9*, Concentration +2, Gather Information +10, Knowledge (arcana) +8, Listen +4, Profession (sailor) +15, Ride +10, Search +5, Spellcraft +10, Spot +12, Survival +10, Swim +1*, Tumble +11 (unarmored only), Use Rope +9. Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Mobility, Scribe Scroll, Weapon Finesse, Weapon Focus (rapier).

* Includes -3 armor check penalty (-6 to Swim checks)

Dirty Strike (Ex): The mariner can deal additional damage to an opponent by using unexpected maneuvers. The opponent makes a Reflex save (DC equal to the mariner's attack roll). Failure means the mariner deals an additional 1d4 points of damage. Dirty strike can only be used on an individual per day.

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+8) to see whether she knows some relevant information about local people or history, far away places, or strange superstitions. The DM determines the difficulty. This check will not necessarily reveal true information, as much of the time the mariner has heard the information from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 with this check.

Seamanship (Ex): The mariner receives a +2 bonus on all Balance, Climb and Profession (sailor) checks.

Silvanesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects,

+2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

Possessions: Masterwork breastplate, +3 rapier, short bow, quiver with 20 arrows, cloak of resistance +3.

Serinda is the only remaining member of the venerable Silvanesti Elderwood family.

The Elderwoods learned a different lesson from the Cataclysm than the rest of the Silvanesti. They saw the gods' warnings and understood what they meant. When the rest of the Silvanesti chose to withdraw into their forest, the Elderwoods said they needed to go out into the world. When the rest of the Silvanesti denounced the other races, blaming them for the Cataclysm, the Elderwoods said that it was as much the fault of the Silvanesti as anyone else. When the rest of the Silvanesti closed themselves off from the rest of the world, the Elderwoods opened the doors and went out into Ansalon. It is only because of the family's thousands of years of respected service to the Speaker of the Stars, and a minor familial tie to Silvanos, that the entire family was not branded dark elves and expelled from Silvanesti for their views and actions.

It was into this atmosphere that Serinda was born after the Cataclysm. She was born in Phalinost and raised all over Ansalon. Her family became merchants after the Cataclysm, traveling widely and helping those in need.

By the time the War of the Lance began, Serinda was in command of her own merchant ship and was away on business when the dragonarmies broke their word and invaded Silvanesti. Every other member of her family was killed in the initial attack, something she did not learn until she returned to Silvanesti just before Lorac ordered the nation to evacuate. She immediately offered her ship as a vessel to aid in the exodus.

Serinda and her ship ran into a string of bad luck when the elven refugee fleet was hit by a storm near the northern coast of Nordmaar. Serinda's ship was separated from the rest of the fleet. Almost immediately after the storm ended, Serinda's ship was set upon by pirates. Not one to give up easily, Serinda chose to fight. Her ship was a merchant vessel, but she had made sure that it had ways to defend itself. Unfortunately, the pirates had a wizard. When it became obvious to the pirates that this ship was not going to be easy pickings, the wizard used his magic to set the ship on fire. Serinda was determined to stay with her ship, but in the turmoil she was knocked unconscious and fell overboard.

Serinda awoke on a beach about ten miles from the Nordmaarian city of Pentar. There was no sign of the wreckage of her ship, nor was there any sign of survivors. Determined to find out what happened refugees on her ship, she made her way to Pentar, only to discover that elves were hunted in the lands controlled by the dragonarmies. She escaped Pentar, barely, thanks to the sudden appearance and help of Kronn Thistleknott. The pair stayed together for various reasons, and are currently trying to find their way to Kronn's home.

Serinda is generally cool and aloof like most Silvanesti, but she is much more opened minded and accepting than her bretheren. She has a regal bearing and stature that are difficult to hide. Her personal tragedies have led her to be more sympathetic to those in need. Her past has also given Serinda a deep steated dislike of pirates and bandits.

SILVARA (“D’ARGENT”), SILVER DRAGON

Female very old silver dragon: CR 21; Huge dragon (cold); HD 31d12+186; hp 387; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 38, touch 8, flat-footed 38; Base Atk +31; Grp +50; Atk +40 melee (2d8+11, bite); Full Atk +40 melee (2d8+11, bite), +35 melee (2d6+5, 2 claws), +35 melee (1d8+5, 2 wings), +35 melee (2d6+16, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, frightful presence, spell-like abilities, spells; SQ alternate form, blindsense 60 ft., cloudwalking, damage reduction 15/magic, darkvision 120 ft., immunity to acid, cold, *sleep*, and paralysis, low-light vision, spell resistance 27, vulnerability to fire; AL LG; SV Fort +23; Ref +19; Will +24; Str 33, Dex 10, Con 23, Int 24, Wis 25, Cha 24.

Skills and Feats: Balance +12, Bluff +22, Concentration +26, Diplomacy +38, Escape Artist +24, Heal +24, Hide -8, Intimidate +9, Jump +46, Knowledge (arcana) +31, Knowledge (history) +31, Knowledge (nature) +31, Knowledge (religion) +31, Listen +38, Search +38, Spot +41, Survival +38. Brew Potion, Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (fog cloud), Self-Sufficient, Track, Wingover.

Breath Weapon (Su): 50 ft. cone, damage 18d8 cold, Reflex DC 31 half; or 50-ft. cone, paralysis 1d6+9 rounds, Fortitude DC 31 negates.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+16 points of bludgeoning damage, and must succeed on a DC 31 Reflex save or be pinned; grapple bonus +50.

Frightful Presence (Ex): 270-ft. radius, HD 30 or fewer, Will DC 32 negates.

Spell-Like Abilities: 3/day—*control winds, fog cloud (quickened)*; 2/day—*feather fall*. Caster level 13th; save DC 15 + spell level.

Spells: As a 13th-level sorcerer.

Sorcerer Spells Known (6/8/8/8/7/7/5; save DC 17 + spell level): 0—*arcane mark, dancing lights, detect magic, cure minor wounds, guidance, message, prestidigitation, read magic, resistance*; 1st—*alarm, cure light wounds, divine shield, magic missile, shield*; 2nd—*cat’s grace, cure moderate wounds, detect thoughts, heat metal, wind wall*; 3rd—*dispel magic, gaseous form, haste, searing light*; 4th—*air walk, cure critical wounds, divine power, holy smite*; 5th—*cone of cold, flame strike, true seeing*; 6th—*find the path, heal*.

At the start of the War of the Lance, the silver dragon D’Argent, sister to Heart, has become increasingly concerned about what she perceives to be the attempts of Queen Takhisis to return to the world. At this time, the good dragons are still bound by their oath to keep

from revealing themselves to the people of Krynn. Silvara decides she has to learn the truth about what is happening in the world. Taking the form of a Kagonesti elf named Silvart, she now lives among the elves of Qualimori.

Silvara is saddened by the plight of the Kagonesti, who are looked down upon as savages by their cousins, the Silvanesti and the Qualinesti. She works hard to protect them, when she can. She is noted among the elves for her skill in healing.

Silvara is deeply troubled about the Oath of the Good Dragons. She believes that her kind has been betrayed, though she cannot prove it. She knows the secret to the forging of the *dragonlances* and, seeing the danger that is coming to the world, she longs to break her oath and help those who fight against the powers of darkness. Yet she fears that, by doing so, she inadvertently might bring about disaster. She is constantly on the watch for those with the courage to stand up to the dragonarmies and will aid them, if she can. She will not reveal the secret of the dragonlances unless she deems the need is dire.

SLEET (TERRISLEETIX), WHITE DRAGON

Female old white dragon: CR 15; Huge dragon (cold); HD 24d12+120; hp 266; Init +4; Spd 60 ft., burrow 30 ft., swim 60 ft., fly 200 ft. (poor); AC 31, touch 8, flat-footed 31; Base Atk +24; Grp +41; Atk +31 melee (2d8+9, bite); Full Atk +31 melee (2d8+9, bite), +26 melee (2d6+4, 2 claws), +26 melee (1d8+4, 2 wings), +26 melee (2d6+13, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, freezing fog, frightful presence, snatch, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 10/magic, darkvision 120 ft., icewalking, immunity to cold, *sleep*, and paralysis, low-light vision, spell resistance 27, vulnerability to fire; AL CE; SV Fort +19; Ref +16; Will +15; Str 29, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +7, Concentration +5, Diplomacy +3, Escape Artist +14, Hide +16, Intimidate +15, Knowledge (nature) +17, Listen +25, Move Silently +24, Search +25, Spot +25, Swim +33. Cleave, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Snatch, Strafing Breath, Wingover.

Breath Weapon (Su): 50 ft. cone, damage 8d6 cold, Reflex DC 27 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned; grapple bonus +41.

Frightful Presence (Ex): 240-ft. radius, HD 23 or fewer, Will DC 23 negates.

Snatch (Ex): Against Small or smaller creatures, bite for 2d8+9/round or claw for 2d6+4/round.

Spell-Like Abilities: 3/day—*gust of wind*; 1/day—*fog cloud*. Caster level 8th; save DC 11 + spell level.

Spells: As a 5th-level sorcerer.

Sorcerer Spells Known (6/7/4; save DC 11 + spell level): 0—*daze, light, mage hand, ray of frost, resistance,*

touch of fatigue; 1st—chill touch, hold portal, obscuring mist, ventriloquism; 2nd—locate object, whispering wind.

Terrisleetix, or Sleet, holds the distinction of being the first white dragon roused from her slumber by Takhisis. The elderly white prides herself on this fact, though the truth of the matter is much less favorable to Sleet's reputation. Takhisis needed a dragon to remain in one place until it was called for, and the simple-minded Sleet was the Dark Queen's natural choice.

Sleet is not an unintelligent dragon, but age and a profound laziness have slowed her mental faculties. Over a century ago, Sleet decided that she should be able to relax and let someone else do the intellectual work. This is a marked change from her glory days during the Third Dragon War, when Sleet was both crafty and aggressive, two traits not commonly attributed to white dragons. In those days, she was responsible for the deaths of several dragons, including a powerful silver. In this Age, however, Sleet is most often found asleep in her lair.

Until recently, the Dark Queen's dragons were forced to keep a low profile throughout Ansalon. While other dragons spent this time perfecting their humanoid forms or brushing up on their spells, Sleet became quite adept at concealing her massive body in large snowdrifts. She uses this tactic to great effect when hunting, as she has learned the patience necessary to stay buried for days at a time. Her inherent laziness plays a large part in this as well.

Sleet has recently been instructed to serve as the mount of Feal-Thas, the White Dragon Highlord. The dark elf's plots and schemes impressed her at first, but she has become increasingly irritated at the arrogant and distasteful little man. If she thought she could get away with it, she would turn Feal-Thas into a light snack and be done with him. However, Sleet's fear of Takhisis is enough to keep her from disposing of the highlord and leaving the dragonarmies. Sleet has no desire to conquer Ansalon.

Sleet is an impressive specimen of a white dragon, and is more agile than many dragons, despite her size and advanced years. Her size and speed currently make up for the fact that the great white does not use any kind of tactics in combat. Sleet's aggressive nature often gets the best of her, and she has been known to charge headlong into a fray. Occasionally, she will even forget to use her breath weapon until combat has already begun. This absent-minded demeanor leaves others to question whether or not Sleet has any magical abilities. As a dragon she should have at least a modicum of spellcasting ability, but no dragon can remember a time when Sleet bothered to cast a spell, either for combat, defense, or simple recreation.

SOLOSTARAN, SPEAKER OF THE SUN

Male Qualinesti elf noble 11: CR 11; Medium humanoid (elf); HD 11d8; hp 47; Init +4; Spd 30 ft.; AC 22, touch 22, flat-footed 20; Base Atk +8; Grp +10; Atk +12 melee (1d8+4/19-20, +2 *defending longsword*); Full Atk +12/+7 melee (1d8+4/19-20, +2 *defending longsword*); SA —; SQ

coordinate +2, elvensight, favor +3, inspire confidence 3/day, inspire greatness 1/day, Qualinesti traits; AL LG; SV Fort +4; Ref +9; Will +9; Str 15, Dex 14, Con 13, Int 17, Wis 15, Cha 16.

Skills and Feats: Decipher Script +17, Diplomacy +24, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (nobility) +17, Listen +4, Search +5, Sense Motive +19, Spot +20. Honor-Bound†, Leadership, Quick-Thinking††, Negotiator

† Feat from the *Dragonlance Campaign Setting*.

†† New feat from this book.

Bonus Class Skill: This noble has Decipher Script as a bonus class skill.

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): Five 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 six 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 Greatness (Ex): Once a day, the noble can grant an ally +2d6 temporary hit points, a +2 competence bonus on attacks, and a +2 morale bonus on saving throws. The effect lasts for 5 rounds. The noble can't inspire greatness in himself, only in others.

Qualinesti Traits: Immunity to *sleep* spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Diplomacy and Sense Motive checks.

Possessions: +2 *defending longsword*, *Medallion of the Sun* (+10 deflection bonus to AC, spell resistance +21, see *Dragonlance Campaign Setting* p167), noble's outfit. Note: As Speaker of the Suns, Solostaran has access to the wealth of resources that is Qualinost. He can assume to have any mundane or low-level magic item available to him while he is within the elven kingdom.

When Solostaran Kanan inherited the mantle of the Speaker of the Sun more than three centuries ago, mankind was reeling from the Cataclysm and the Shadow Years had not yet been named. Although considered a wise and fair man, Solostaran was forced to concentrate on the well-being of Qualinesti to the exclusion of all else. His first few decades of rule brought harsh but effective changes to the elven kingdom, and most of which are still in effect today. It was Solostaran who withdrew the elven forces from Pax Tharkas after the Cataclysm, who declared Qualinesti an inviolate place to non-elves, and who refused to take part in the Dwarfgate War. He silently wept for Ansalon's growing number of refugees, but ultimately he could not deny his belief that humans and the other races would have to solve their own problems.

This belief was turned on its head with the arrival of Tanthalas, or Tanis, the son of his brother's wife. When Tanis's mother died shortly after childbirth, Solostaran took the infant half-elf as his ward and raised Tanis in the elven courts of Qualinost. Gilthanas and Laurana, his youngest children, immediately took to the boy and Solostaran began to understand what human nature entailed. This marked the beginning of his newfound compassion and pity for the so-called lesser races. However, despite this moral awakening, the Speaker often found it difficult to see Tanis as more than a half-breed.

Nearly seventy years before the war, the Speaker formed a friendship that, over time, came to benefit himself and his nation. Solostaran had taken a liking to the jewelry and wares forged by a metalsmith from Solace. An envoy was sent to the tree-town, and the Speaker was quite surprised to learn that the metalsmith was no elf but a hill dwarf named Flint Fireforge. Flint was summoned to Qualinesti and became the first dwarf in more than a century to be allowed within the elven homeland. The dwarven smith produced items for the royal court and developed a close friendship with both Solostaran and the children of his household, Tanis in particular.

Humans and other races who encounter the Speaker may deem him callous or hardhearted, though certainly less so than his eldest son Porthios. In truth, Solostaran's centuries-long rule has caused him to become set in his ways, and he often looks down on non-elves without realizing it. To his credit, his experiences with Tanis and Flint have caused him to realize this failing, but he finds it difficult to overcome.

Solostaran projects an image of confidence both in himself and his people. He is quite tall for an elf, with green eyes and silver-tinged hair. He is troubled by the recent dragonarmy encroachment, and has sent scouts into Abanasinia and its surrounding regions. The Speaker is worried for his people. He realizes that the Qualinesti cannot stay in their idyllic homeland and expect to be left alone by the Dragon Highlords. Like his Silvanesti cousins, he has recently established a refuge in Southern Ergoth called Qualimori. While he fervently hopes that his people will not be forced to leave their beloved forest, he believes it is only a matter of time.



STURM BRIGHTBLADE (AFTER XAK TSAROTH, 351 AC)

Male human fighter 6: CR 6; Medium humanoid (human); HD 6d10+18; hp 50; Init +1; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +6; Grp +9; Atk +12 melee (1d10+7 plus 2d6 lawful/19-20, *Brightblade*), +9 melee (1d4+3/19-20, dagger); Atk +12/+7 melee (1d10+7 plus 2d6 lawful/19-20, *Brightblade*), +9/+4 melee (1d4+3/19-20, dagger); SA—; SQ—; AL LG; SV Fort +8; Ref +3; Will +3; Str 17, Dex 12, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Diplomacy +5, Handle Animal +7, Knowledge (nobility/royalty) +6, Ride +10, Search +4, Sense Motive +5, Swim -7*. Combat Expertise, Exotic Weapon Proficiency (bastard sword), Honor-Bound, Improved Disarm, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

* Includes -7 armor check penalty (doubled for Swim checks).

Possessions: Masterwork half-plate, heavy steel shield, *Brightblade*, dagger, signet ring.

The son of a Knight of Solamnia, Sturm Brightblade and his mother were forced to flee their ancestral home in Solamnia when the people of that nation rose up against the knights, blaming them for their misery following the Cataclysm.

Sturm's mother traveled to Solace, where Sturm grew up. He was raised on tales of the knighthood and looked forward to the day when he could return to Solamnia to claim his heritage and be reunited with his father. He became friends with Caramon Majere and the two worked together under the tutelage of their friends Tanis Half-elven and Flint Fireforge to develop into a skilled and competent fighter.

Following his mother's death, the young man determined to travel north to Solamnia to find his father. He traveled part of the way with the twin's half-sister, Kitiara uth Matar, who was searching for her own father.

Sturm arrived in Solamnia to find that his ancestral castle in ruins and the knighthood reviled. He settled his family's affairs, but his father was in so

much debt that all Sturm has left of the family fortune is his father's armor and his sword.

Sturm returned to Solace, wearing armor that is archaic and old-fashioned. He claims to be a knight and he acts in all things to uphold the knightly code of conduct, the Measure. He is a staunch follower of the code of the Knights of Solamnia, Est Sularus oth Mithas: "My Honor is My Life".

Sturm is a man of noble bearing, of serious and solemn mien. He proudly wears the long mustaches that are a symbol of the knighthood. His word is his bond. He has no fear of death. His only fear is of bringing disgrace and dishonor to the knighthood.

Sturm is a remarkable warrior, valued friend and companion. He carries within him, however, two dark secrets that he cannot bring himself to reveal to his comrades, fearful that if he did so, they would lose their faith and trust in him. The first is that he is not truly a knight, and the second is that he was seduced by Kitiara during a night of passion, one that he has later come to view with intense shame and regret. Sturm's dearest wish is to bring glory to himself and the knighthood in battle.

TANIS HALF-ELVEN (ΤΑΝΘΑΛΑΣ) (AFTER ΧΑΚ ΤΣΑΡΟΘΗ, CIRCA 351)

Male half-elf fighter 6: CR 6; Medium humanoid (half-elf); HD 6d10+6; hp 40; Init +5; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +6; Grp +9; Atk +10 melee (1d8+4/19-20, +1 *longsword*) or +10 ranged (1d8+3/x3, masterwork composite longbow); Full Atk +10/+5 melee (1d8+4/19-20, +1 *longsword*) or +10/+5 ranged or +8/+8/+3 ranged (1d8+3/x3, masterwork composite longbow); SA—; SQ half-elf traits; AL NG; SV Fort +6; Ref +5; Will +3; Str 16, Dex 17, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Craft (bowyer) +4, Diplomacy +7, Gather Information +4, Listen +4, Search +5, Spot +8, Survival +4. Alertness, Leadership, Point Blank Shot, Quick-Thinking, Rapid Shot, Track, Weapon Focus (longbow)

Half-Elf Traits: +1 racial bonus on Listen, Search and Spot checks; +2 racial bonus on Diplomacy and Gather Information checks; elven blood.

Possessions: +2 *leather armor*, +1 *longsword*, masterwork composite longbow (+3 Str), quiver with 20 arrows, daggers (x2)

Tanis was born in the Shadow Years that followed the Cataclysm. His mother was a Qualinesti elf, related to the Speaker of the Sun, who was assaulted by a human raider. She died giving birth to her son.

The Speaker of the Sun takes Tanis into his household and he is raised with the Speaker's children, Porthios, Gilthanas, and Laurana. As Tanis grows older, he comes to see that the elves will never truly accept him as one of their own. When Laurana falls in love with him, he is attracted to her, but foresees her family's negative reaction to their love. He is proven right. When Gilthanas finds out, he and Tanis exchange heated words and Tanis leaves Qualinesti.

Tanis travels to Solace to join his friend, Flint Fireforge, in his metalsmithing business. Flint had long complained that travel alone was unsafe and he invites Tanis to accompany him. The two become business partners and travel throughout Abanasinia.

Tanis feels an interest in the young people of the town, especially the twins, Raistlin and Caramon, and their friend, Sturm Brightblade. Most especially, Tanis is interested in the twin's half-sister, the vibrant and alluring Kitiara. The two fell in love and began a passionate affair.

Tanis increasingly feels self-doubt and uncertainty in his life. He believes himself to be in love with Kitiara, but the darkness he sees in her repelled him, even as it attracts him. He is unable to resolve his conflict between his love for Laurana and Kitiara.

As the clouds of war are gather on the horizon, Tanis sets off on his own to do some soul searching and perhaps find the spiritual guidance that he believes will help him resolve his inner turmoil. At about this time, his friends are departing on private quests of their own: Kitiara traveling north with Sturm to Solamnia, Raistlin and Caramon

going on a secret journey, Flint privately resolving to head south to visit his family.

The companions part ways, taking an oath to meet five years later at the Inn of the Last Home. All of them keep the oath with the exception of Kitiara, who sends only a message and her regrets.

Tanis never speaks of his five years on the road, except to hint that they were not without adventure. He has grown a beard in the interim which hides his elven features. He does this not because he fears he will be taken for an elf, but to assert to himself and others that he is not ashamed of his human heritage.



Tanis keeps his emotions well-concealed. Although he is devastated by the fact that Kitiara has not returned to him, he never lets his friends see his heart-break. He is friendly to all, but reserved, even among friends. He readily accepts the role of leader, though he feels himself unworthy of it. He is trusted and trusting, though not to a fault. He is courageous and skilled in battle. He is a keen observer of people, seeing the strengths of each of the companions and working hard to bring these strengths to bear in any situation. He is the mediator and peace-maker of the group.

TARAK, WARRIOR OF HOUSE PROTECTOR

Male Silvanesti elf fighter 9: CR 9; Medium humanoid (elf); HD 9d10+27; hp 69; Init +2; Spd 30 ft.; AC 17, touch 15, flat-footed 14; Base Atk +9; Grp +11; Atk +14 melee (1d8+4/19-20, +2 *longsword*) or +14 ranged (1d8+1/19-20/x3, +1 *longbow*); Full Atk +14/+9 melee (1d8+4/19-20, +2 *longsword*) or +14/+9 ranged (1d8+1/19-20/x3, +1 *longbow*) or +12/+12/+7 ranged (1d8+1/19-20/x3, +1 *longbow* w/rapid shot); SA —; SQ elvensight, Silvanesti traits; AL CG; SV Fort +6; Ref +3; Will +3; Str 14, Dex 16, Con 17, Int 12, Wis 9, Cha 13.

Skills and Feats: Handle Animal +6, Intimidate +6, Climb +12, Jump +12. Improved Critical (*longbow*), Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (*longsword*), Weapon Focus (*longbow*), Weapon Specialization (*longbow*)

Silvanesti Traits: Immunity to *sleep* spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

Possessions: Masterwork leather armor, +2 *longsword*, +1 *longbow*, *ring of protection* +2

Tarakanthis is an example of the kind of dedicated soldier that typifies House Protector's role in Silvanesti. He has black hair and striking green eyes, with features that appear carved from marble. Tarak's choice in armor and weapons suit his role as a wildrunner and scout as well as a warrior-born. On the front line, fighting against the overwhelming attack upon Silvanesti's borders by the dragonarmies, he sees their chance at victory vanish once the Nightmare descended upon the realm. Refusing to leave with the other elves, Tarak and his band of wildrunners stay behind in the service of Alhana Starbreeze.

Tarak is rare among Silvanesti in that he does not immediately distrust outsiders. If encountered during the period in which Silvanesti is gripped in the Dream, he will welcome the assistance of adventurers from other lands. He is a man of unshakeable loyalty, who faces a grim future defending his homeland from the forces of evil.

TASLEHOFF BURRFOOT (AFTER XAK TSAROTH, 351 AC)

Male kender rogue 5/handler 1: CR 6; Small humanoid (kender); HD 6d6+12; hp; Init +7; Spd 30 ft.; AC 16, touch

14, flat-footed 13; Base Atk +3; Grp +0; Atk/Full Atk +6 melee (1d4+2, +1 *hoopak* as staff) or +8 ranged (1d3+2, +1 *hoopak* as sling) or +6 melee (1d3+2/19-20, +1 *dagger*); SA sneak attack +3d6; SQ evasion, kender tales, kender traits, light-fingered, trap sense +2, trapfinding, uncanny dodge; AL NG; SV Fort +4; Ref +10; Will +1; Str 13, Dex 16, Con 14, Int 12, Wis 9, Cha 11.

Skills and Feats: Bluff +9, Climb +7, Decipher Script +7, Hide +16, Listen +8, Move Silently +12, Open Lock +12, Search +9, Sleight of Hand +14, Spot +12. Alertness, Improved Initiative, Improved Taunt.

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 nigh-mythic relatives. This ability functions exactly like a bard's bardic knowledge ability, with the handler making a kender tale check on 1d20+2.

Kender Traits: Small; +1 racial bonus on all saving throws; +2 racial bonus on Open Lock, Spot and Sleight of Hand checks; -4 racial penalty on Concentration checks; +4 racial bonus on Bluff checks when used to taunt; immunity to fear.

Light-Fingered (Ex): Handlers become increasingly adept at lifting items from others without their noticing. This kender adds a +1 competence bonus to his Sleight of Hand check for the purposes of opposing his target's Spot check, but not for the actual check to lift the item itself. Thus, even when he fails, the target may be none the wiser.

Possessions: leather armor, +1 *hoopak* (as sling or club, also makes eerie roaring noise when whirled), +1 *dagger*, pouch with 10 sling bullets, masterwork thieves' tools, various map and scroll cases

Born somewhere in northern Ergoth, a member of the Stoat clan of kender, Tasslehoff Burrfoot was afflicted by wanderlust at the age of eighteen and left home, never to return. He journeyed throughout Ansalon, collecting maps, of which he is passionately fond, and all manner of other objects that are beautiful and ugly, rare and nondescript, valuable and worthless. Tas may have anything in his pouch, from a magical ring of teleportation to a rotten apple core; from a dried-up inkwell to a ruby necklace.

Tas has only a vague idea of the items he carries in his numerous pouches. His deft fingers are more often in the pockets of other people than in his own pockets, but he does not consider himself a thief, a term that is highly insulting to kender. Tas is a "handler" and proud to be one. Like most kender, he is intensely curious about everything and utterly fearless in satisfying his curiosity—a trait that can make him a very dangerous companion!

Tas arrived in Solace, where he promptly "borrowed" a silver bracelet from the dwarf, Flint Fireforge. Tas quickly became friends with Tanis and with Flint, though the dwarf would have his beard cut off before he would admit it.

Tasslehoff is fun-loving, outgoing, optimistic, and unquenchingly cheerful. He has no fear of anything and

will rush into any situation without stopping to think of the consequences. He is easily bored and constantly on the look-out for adventure. He loves maps and carries a store of them, some of which are accurate and others not. He is teller of tale tales—all of which he firmly believes; his favorite being those about his Uncle Trapspringer.

Tas is a loyal and compassionate friend. His skills as a “borrower” are exceptional. He has the kender ability to taunt a foe into such a frenzy of rage that the enemy completely loses his head and attacks with reckless abandon.

THEODENES

Male gnome fighter 4/master 1: CR 5; Small humanoid (gnome); HD 4d10+12 plus 1d6+3; hp 39; Init +0; Spd 20 ft.; AC 19, touch 15, flat-footed 16; Base Atk +4; Grp +2; Atk/Full Atk +7 melee (1d6+4/x3, guisarme); SA—; SQ gnome traits, knack, primary focus (sage); AL CG; SV Fort +7; Ref +3; Will +3; Str 15, Dex 10, Con 17, Int 17, Wis 6, Cha 14.

Skills and Feats: Climb +7, Craft (alchemy) +9, Decipher Script +8, Disable Device +4, Handle Animal +5, Hide +4, Knowledge (engineering) +10, Knowledge (history) +10, Open Lock +4. Combat Expertise, Improved Trip, Nimble Fingers, Weapon Focus (guisarme), Weapon Specialization (guisarme)

Gnome Traits: Small; +2 racial bonus on Craft (alchemy) and Knowledge checks; +2 racial bonus on Will saves.

Knack—Lore (Ex): With this knack, the master has acquired a talent for picking up assorted facts, historical trivia, and random legends, just as a bard does with bardic knowledge. The master may make a lore check (1d20+4), which otherwise functions exactly like a bardic knowledge check.

Primary Focus (Ex): This master’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.

Possessions: Masterwork chain shirt, *ring of protection* +2, masterwork guisarme, *bag of holding*, *singing statue* (see Chapter Two).

Theodenes—or Theo—is a gnome. Describing himself in various ways—adventurer, explorer, scientist, discoverer, fixer-upper—he is respected among his peers as an authority on just about any subject. He is, like most

of his kind, insatiably curious, and adventurous to the point of making his own adventure where he finds none.



He possesses a profound love of all things mechanical. He is also, by anyone’s standard, voraciously greedy, unable to resist the lure of most precious metals and objects. And while he may attempt to justify his pilfering as “the kender in him,” few can fail to notice the avaricious glint in his eye when he says it. Incidents of outright theft have led him to imprisonment more than once since his departure from Sancrist, and many of his friends have observed that he is now as likely to meet a sad end by stealing the wrong thing from the wrong person as he is to die in a violent hydro-dynamic incident (odds which are equivalent to an unprecedented eighteen decimal places—a statistic of which Theo is justifiably proud).

Standing some “moreth antwoandlessthanfour” feet high, Theo dresses well for a gnome, for he invariably has other people’s money to spend. He wears a thick leather utility belt at all times, replete with pockets, straps, loops, and belts for holding all manner of tools which were custom-built for long-forgotten jobs. His Life Quest to build “the ultimate tool chest” will be satisfied only when there is no mechanism on Krynn which cannot be improved by a tool within easy reach of the mechanic in question.

Traveling with Theodenes at all times is his companion Star, a mischievous saber-tooth tiger kitten who is almost as much of a pest as her master. Star is nevertheless extremely intelligent, and is able to converse quite readily with anyone with the requisite skills or magic. It will quickly become apparent, however, that the kitten has assimilated many of the more annoying verbal traits of her gnomish companion, including sentences that can run into hundreds of words.

If encountered, Thoedenes is warm, friendly, and politely attentive. He is quick to help and eager to please and he never learns from his mistakes (as his many attempts to design, and then patent, fingerless, flame-resistant gloves can attest). He has souvenirs from seemingly every corner of Krynn, but becomes evasive and nervous when asked where he got them. He is an accomplished warrior and, at the slightest hint of combat, will bring forth a selection of meticulously designed throwing grenades. Those accompanying

him—Star included—will often run for cover at the first sign that these contraptions are in the offing. His current whereabouts are unknown and, since the last Quest Manifest he submitted to the Guild For Keeping Everyone Out Of Everyone Else's Way should have had him back at Mount Nevermind by now, concern is growing for his well-being.

Theros Ironfeld, Master Smith

Male human master 11: CR 11; Medium humanoid (human); HD 11d6+11; hp 47; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +8; Grp +11; Atk +16 melee (1d8+3/x3, masterwork warhammer of glory); Full Atk +15/+10 melee (1d8+3/x3, masterwork warhammer of glory); SA—; SQ knacks, primary focus (craftsman), secondary focus (professional), skill mastery; AL NG; SV Fort +3; Ref +3; Will +7; Str 17, Dex 12, Con 13, Int 12, Wis 16, Cha 9.

Skills and Feats: Appraise +15 (+16 with blacksmithing and carpentry), Climb +9, Craft (blacksmithing) +22, Craft (carpentry) +12, Heal +12, Knowledge (engineering) +15, Knowledge (local) +15, Profession (sailor) +11, Listen +19, Sense Motive +16, Spot +19, Survival +12, Swim +9. Alertness, Athletic, Improved Sunder, Power Attack, Self-Sufficient, Skill Focus (Craft: blacksmithing), Weapon Focus (warhammer), Weapon Proficiency (warhammer).

Knack—Item of Distinction (Ex): With this knack, the master craftsman learns how to more efficiently create masterwork items. Masterwork items created with the Craft (blacksmithing) skill are known as items of distinction. Items of distinction function like other masterwork items, but the additional cost to create them is halved. An item of distinction can be recognized as such with a successful DC 15 Appraise check.

Knack—Item of Renown (Ex): With this knack, the master craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are twice as effective as standard masterwork items—weapons confer a +2 bonus to attack rolls, armor check penalty is lessened by 2, and skill bonus items confer a +4 bonus. These items of renown must be created with the Craft skill specified by the master's item of distinction knack, take twice as long to create, and cost the same amount as standard masterwork items.

Knack—Item of Fame (Ex): With this knack, the master craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are three times as effective as standard masterwork items—weapons confer a +3 bonus to attack rolls, armor check penalty is lessened by 3, and skill bonus items confer a +6 bonus. These items of fame must be created with the Craft skill specified by the master's item of distinction knack, take three times as long to create, and the additional cost to create them is tripled (+900 steel for weapons of fame, +450 steel for armor of fame, etc).

Knack—Item of Glory (Ex): With this knack, the master craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are four times as effective as standard masterwork items—weapons confer a +4 bonus to attack rolls, armor check penalty is lessened by 4, and skill bonus items confer a +8 bonus. These items of glory must be created with the Craft skill specified by the master's item of distinction knack, take four times as long to create, and the additional cost to create them is quadrupled (+1200 steel for weapons of glory, +600 steel for armor of glory, etc).

Possessions: Masterwork chain shirt of distinction, +2 *heavy steel shield*, masterwork warhammer of glory, leather apron, smith's tools.

Born in Nordmaar, the son of fishermen, young Theros finds a life of baiting hooks boring. He longs for travel and adventure and, when a minotaur captain named Kavas raids Theros's village to capture able-bodied human slaves, Theros asks the minotaur to take him with them. The captain is impressed with the boy and puts him to work on the ship.

Theros's courage catches the attention of the god, Sargonnas, who keeps an eye on the boy. Theros is eventually apprenticed to the minotaur armorer, Hran, who works for the Third Minotaur army. When the army is attacked by Silvanesti elves, Theros challenges the elven commander to single combat. Armed only with a shovel, yet determined to avenge his fallen minotaur comrades, Theros defeats the elf. In admiration of Theros's valor, the elven commander allows Theros and the surviving minotaurs to depart without harm.

Theros returns to the minotaur homelan a hero. He is given his freedom in reward, as well as membership into a minotaur clan, the Hrolk. Theros apprentices with Hrall, brother of the late Hran.

The young blacksmith eventually travels to Sanction, where he starts his own smithy and gives himself the name "Ironfeld." Theros becomes famous for his high quality weapons. In later years, he will rarely speak of what happens to him in Sanction, except to say that he did things he wasn't proud of. According to his friend, Gilthanas, Theros once made mention of a love affair involving a woman in Sanction, but said nothing more. By the expression of sorrow on Theros's face, Gilthanas concluded the affair must have ended in tragedy.

Theros roams Ansalon for a period, then falls into the hands of Qualinesti elves. His skills in ship building are noticed by Gilthanas, a Qualinesti prince, who offers Theros a job designing and building a fleet of ships to be used to aid the Qualinesti in the evacuation to Southern Ergoth ahead of the dragonarmies. Theros Ironfeld completes the construction of the elven fleet and is well paid for his work, becoming a friend to the elves. He settles in Solace to restart his smithy business.

Theros supplies weapons to the Seeker priest Hederick, until learning that hobgoblins and draconians

are ultimately receiving the fruits of his labor. When Gilthanas comes to Solace, Theros plans a meeting—but is intercepted by a party of draconians. Theros' punishment for "conspiring with elves" is the loss of his arm.

The draconians dumped the dying Theros into a slave caravan along with other people captured in Solace, including Goldmoon, who heals Theros. When the slaves are freed from the slave caravan by elves, Theros travels to Qualimori, where he dwells among the Kagonesti elves.

Theros detests the dragonarmies and will join any group who is opposed to them. At this time, he does not yet have the Silver Arm. If that is to be his fate, he is well on the road toward it, for he is friends with a Kagonesti elf named Silvara (in truth, a silver dragon who possesses the secret of making *dragonlances*).

THORNE, WOLF-CURSED WIZARD

HUMAN FORM

Male human wizard 5/wizard of High Sorcery 3; CR 8; Medium humanoid (human); HD 5d4 plus 3d4; hp 22; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +3; Grap+5; Atk/Full Atk +6 melee (1d4+2/19-20, +1 dagger); SA moon magic (Lunitari), order secrets, spells; SQ arcane research +1, immortality, spells, summon familiar, tower resources; AL LN; SV Fort +4, Ref +4, Will +9; Str 12, Dex 12, Con 10, Int 14, Wis 14, Cha 14.

Skills and Feats: Decipher Script +5, Heal +9, Knowledge (arcana) +14, Knowledge (nature) +13, Profession (herbalist) +13, Spellcraft +16; Brew Potion, Great Fortitude, Scribe Scroll, Skill Focus (Heal), Spell Focus (transmutation)

Red Robe Order Secret: Magic of Change.

Arcane Research (Ex): Thorne has a +1 bonus on all Knowledge (arcana) and Spellcraft checks.

Immortality: Thorne no longer ages, and is immune to any aging effects from spells or spell-like abilities.

Wizard Spells Prepared (4/5/4/3/2; spell save DC 12 + spell level, 13 + spell level w/ transmutation spells): 0—*flare, light, read magic, resistance*; 1st—*alarm, endure elements, mage armor, magic missile, sleep*; 2nd—*bull's strength, cat's grace, fox's cunning, owl's wisdom*; 3rd—*dispel magic, lightning bolt, slow*; 4th—*charm monster, polymorph*.

Spellbook: Thorne knows all common 0-level and 1st-level wizard spells, as well as the following; 2nd—*arcane lock, bull's strength, cat's grace, daze monster, fox's cunning, glitterdust, gust of wind, locate object, owl's wisdom, scorching ray*; 3rd—*daylight, dispel magic, fireball, haste, hold person, lightning bolt, shrink item, slow, water breathing*; 4th—*charm monster, confusion, lesser globe of invulnerability, polymorph*.

Note: Thorne has chosen not to take an arcane focus (and has no benefits of specialization).

Possessions: +1 dagger, red robes

WOLF FORM

Male advanced dire wolf; CR 4; Large animal; HD 10d8+30; hp 75; Init +2; Spd 50 ft.; AC 15, touch 11, flat-footed 13; Base Atk +7; Grap +18; Atk/Full Atk +13 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA trip; SQ low-light vision, scent; AL N; SV Fort +10, Ref +9, Will +8; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +1, Listen +8, Move Silently +5, Spot +8, Survival +2*. Alertness, Improved Natural Armor, Run, TrackB, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

The Red Robed wizard known as Thorne is the victim of a cruel curse that transforms him into a monstrous black wolf one night every year. On this night, every year, his friends, Guarrin the dwarven blacksmith (LG male hill dwarf Ftr5/Exp2) and Roulant Potter the woodsman, (NG male human Rgr3/Com4) seek to end his torment by killing the wolf, but they, too, are cursed men.

Thorne is a resident of the small village of Dimmin, located in the Kharolis Mountains between Qualinesti and Thorbardin. Thorne was to be married to his lady love, Mariel, thirty years ago, on the first night of autumn, when both Lunitari and Solinari were in High Sanction. A Black Robe mage, whose name is not remembered, defiled Thorne's wife-to-be and brought Thorne's wrath down upon him. Thorne was also known as Thorne Shape-Shifter, for his talent at transmutation magic enabled him to assume various forms. In the form of a great dire wolf, he attacked the Black Robe, ending the villain's life.

Unfortunately, the evil mage laid a curse upon Thorne as the life slipped from him, binding the man to his wolf-form once a year on the anniversary of the incident. Thorne's friends Guarinn and Tam Potter, Roulant's father, were also bound in the curse, forced to try to kill the wolf, but unable to leave the house where the murder occurred.

Every year, Thorne warns his fellow villagers about the dangers of being out at night when the autumn moons are full, but only he and his companions know the truth about the Night of the Wolf. At all other times of the year, the wizard can be found operating a herbalist business out of his stone house in Dimmin, trying not to think of the next time the power of the curse takes hold of him.

Nondescript, with sandy-blond hair and a short close-cropped beard, Thorne dresses conservatively and tries not to stand out in a crowd. His red robes are trimmed in yellow and tailored simply; he prefers to leave them loose and open, more of a long coat than a wizard's garment. Note that despite his shapeshifting curse, Thorne is not a lycanthrope—he has no special vulnerability to silver, nor does he enjoy any of the benefits of werewolves.

THUNDERBANE, SON OF STORMOGRE

Male hill giant fighter 3: CR 10; Large giant; HD 12d8+48 plus 3d10+12; hp 129; Init -1; Spd 30 ft.; AC 21, touch 8, flat-footed 21; Base Atk +12; Grp +23; Atk +21 melee (3d6+12 plus 1d6 electricity, +2 *shock large greataxe*); Full Atk +21/+16/+11 melee (3d6+12 plus 1d6 electricity, +2 *shock large greataxe*); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ low-light vision, rock catching; AL CE; SV Fort +18; Ref +7; Will +8; Str 25, Dex 8, Con 19, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6. Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)

Rock Throwing (Ex): Thunderbane is an accomplished rock thrower and receives a +1 racial bonus on attack rolls when throwing rocks. He can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. Each range increment is 120 ft.

Rock Catching (Ex): Thunderbane can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, when he would normally be hit by a rock Thunderbane can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) Thunderbane must be ready for and aware of the attack in order to make a rock catching attempt.

Possessions: Masterwork scale mail, +2 *shock large greataxe*, 3 *javelins of lightning*, *cloak of resistance* +3, *brooch of shielding*.

Thunderbane was born to rule. Or at least, that's what he has been told since he was very young. A hill giant, his people are often known as giant ogres or great ogres, but, in Daltigoth, they are the closest thing to nobility the ogres have ever known. Stormogre, the ruler of Daltigoth, is a merciless and cunning tyrant; Thunderbane and his brothers, Hammerfall and Strokelightning, are proof positive that the apple does not fall far from the tree.

Thunderbane is a foul-tempered and mean-spirited bully. He regularly engages in acts of cruelty against other ogres and lesser creatures. He runs the mines near Morgash Bay, producing large quantities of iron ore and other metals for his father's ally, the White Dragon Highlord, and he enjoys the sport of chasing down those who escape from them. He is confident that his father will soon be killed or die of old age and, when this happens, he will inherit not only Daltigoth, but his father's network of political favors and oaths. With these he intends to spread ogre (or hill giant) rule over all of Southern Ergoth and crush the elves and humans who share the island.

Thunderbane is almost 11 feet tall and weighs in excess of 1,000 pounds. His skin resembles burnished bronze, and his hair is reddish-brown and worn loose, though decorated with a number of small beaded braids.

TIKA WAYLAN (BEFORE PAX THARKAS, 351 AC)

Female human rogue 3/fighter 3: CR 6; Medium humanoid (human); HD 3d6+3 plus 3d10+3; hp 33; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +7; Atk/Full Atk +8 melee (1d6+2/19-20, masterwork short sword) or +5 melee (1d8+2, frying pan) or +7 melee (1d3+1, shield bash); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL NG; SV Fort +5; Ref +7; Will +5; Str 14, Dex 16, Con 13, Int 9, Wis 12, Cha 14.

Skills and Feats: Appraise +5, Bluff +8, Hide +9, Intimidate +10, Move Silently +9, Open Lock +9, Profession (barmaid) +7, Sleight of Hand +9, Spot +8. Dodge, Improved Shield Bash, Improvise Weapon, Mobility, Spring Attack, Stubborn.

Possessions: Chain shirt, light steel shield, masterwork short sword, frying pan (treat as heavy mace), father's ring on neckchain.

Raised by her father, who was a thief and a small-time illusionist, Tika ran away from home at the age of ten. She grew up as a "tough kid" on the streets of Solace, earning her living as a thief. At the age of fifteen, she tries to rob Otik Sandath, owner of the Inn of the Last Home. Touched by the innocence and the longing for love he sees beneath the teenage girl's rough exterior, Otik saves her from going to prison by offering her a job as a waitress in the Inn.

The brash Tika takes the job just to stay out of jail, but she soon comes to love and respect Otik. She has developed into a lovely and striking young woman, with a buxom build, curly red hair, and flashing green eyes. She has learned to handle herself effectively around drunks and deftly avoids their pawing hands, oftentimes by whanging them over the head with her favorite weapon—a cast-iron skillet.

Tika appears to be street-smart and worldly wise, but she is, in reality, innocent and somewhat naïve. She is a courageous, but not particularly skilled warrior. Given the dangerous times in which she lives, she is learning quickly.

VANDERJACK

Human male fighter 10: CR 10; Medium humanoid (human); HD 10d10+40; hp 92; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +10; Grp +13; Atk +17 melee (1d8+7/17-20, +2 *longsword nine lives stealer*) or +14 melee (1d4+4/19-20, +1 *dagger*) or +13 melee (1d3+3, unarmed strike); Full Atk +17/+12 melee (1d8+7/17-20, +2 *longsword nine lives stealer*) or +14/+9 melee (1d4+4/19-20, +1 *dagger*) or +13/+8 melee (1d3+3, unarmed strike); SA—; SQ—; AL N; SV Fort +11; Ref +4; Will +2; Str 17, Dex 13, Con 18, Int 13, Wis 9, Cha 10.

Skills and Feats: Appraise +6, Bluff +7, Intimidate +17, Jump +9, Knowledge (local) +6, Ride +7. Cleave, Combat Expertise, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Disarm, Improved Overrun, Improved Unarmed Strike, Persuasive, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: +2 *breastplate*, *heavy steel shield*, +2 *longsword nine lives stealer*, +1 *dagger*, *ring of feather falling*, numerous incomplete or forged contracts, backpack.

Vanderjack is a tall, slender, dark-skinned man who always wears a smirk that boasts, "I just rooked an old lady out of her last copper." He is boisterous and looks and acts like a disreputable old drunk, though he sees himself as an accomplished, well-respected leader, and a shrewd dealer and negotiator. Vanderjack is the type of person who believes anyone will understand him if he speaks loudly and slowly enough and crosses the person's palm with some steel pieces. He is not good nor evil, simply greedy. His creed is, "The golden rule: Vanderjack gets all the gold."

At the beginning of the War of the Lance, Vanderjack is a sergeant in one of the mercenary companies attached to the Blue Dragonarmy, and is well regarded for his skill with a sword. Despite the steel he is being paid, he deserts his post, mainly because he thinks he can get more money out of the Solamnics forces by selling them information.

A few months later, Vanderjack finds himself in the employ of the Solamnics Knights at Vingaard Keep. He is paid well for his information at first, but the Knights don't trust him, so they refuse to give him a high-ranking, well-paying position. He decides that he's not making enough to make him rich for is his retirement.

During his stay, he hears a tale of a treasure from before the Cataclysm—a tale of a dragon's treasure that is hidden, but unprotected. He uses a magic pin he has found during his wanderings before the war to cast a spell to discern truth on the "old coot" who tells him of the treasure. According to the tale, there is a good dragon in the center of Ergoth and her lair has been hidden, yet unprotected, for centuries. That's all it takes for Vanderjack to pack his things and desert the Solamnics defending Vingaard Keep.

He lands on the east coast of Southern Ergoth, near Daltigoth, where he is captured by, and narrowly avoids death at the hands of, a tribe of ogres being led by a white dragon. After escaping, he makes his way west into the Mountains of Ergoth. He spends a few weeks searching through the mountains for the dragon treasure, but fails to find anything. Lack of food forces him to leave the mountains and head south. He has no knowledge of the exiled elven nations located near Harkan Bay—that is, until the Silvanesti capture him. He puts up a good fight, but they subdue him and take him prisoner. The Silvanesti, instead of executing him, offer to hire him. He accepts, because he thinks he can use the elves to discover the location of the dragon's treasure in the mountains. So far as anyone knows, he is still there, still hoping to find the long lost treasure. He will be quick to take up with any companions who are like-minded.

VERMINAARD OF NIDUS, RED DRAGON HIGHLORD

Male human cleric 8 of Takhisis/dragon highlord 2: CR 10; Medium humanoid (human); HD 8d8+16 plus 2d10+4; hp 75; Init +0; Spd 30 ft.; AC 18, touch 12, flat-footed

16; Base Atk +6; Grp +8; Atk +10 melee (1d8+4 plus 2d6 unholy plus blindness 2d6 rounds, Will DC 15 negates) or +9 melee (1d3 nonlethal, masterwork whip); Full Atk +10/+5 melee (1d8+4 plus 2d6 unholy plus blindness 2d6 rounds, Will DC 15 negates) or +9/+4 melee (1d3 nonlethal, masterwork whip); SA demoralize, spells, spontaneous casting; SQ Dark Queen's courage, motivate troops, rebuke undead, spells; AL LE; SV Fort +11; Ref +2; Will +12; Str 14, Dex 10, Con 15, Int 12, Wis 16, Cha 18.

Skills and Feats: Concentration +10, Diplomacy +9, Intimidate +15, Knowledge (religion) +14, Ride +5. Exotic Weapon Proficiency (whip), Improved Resist Dragonfear, Leadership, Mounted Combat, Resist Dragonfear.

Dark Queen's Courage (Ex): The dragon highlord gains the Improved Resist Dragonfear feat for free, even if he 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 4 rounds.

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 10 Hit Dice. Those who follow the character's orders gain a +2 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.

Spontaneous Casting (Su): This cleric can channel stored spell energy into inflict spells that he did not prepare ahead of time. He cleric can "lose" any prepared spell that is not a domain spell in order to cast any inflict spell of the same spell level or lower.

Turn Undead (Su): This cleric can rebuke or bolster undead as an 8th-level cleric 7 times per day. His rebuke check is 1d20+6, and he can affect 2d6+12 hit dice of creatures.

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1; save DC 13 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *mending*, *resistance*; 1st—*bane*, *cause fear*, *doom*, *entropic shield*, *protection from good**, *sanctuary*; 2nd—*augury*, *bull's strength*, *darkness*, *hold person*, *shatter**; 3rd—*bestow curse*, *cure serious wounds*, *deeper darkness*, *magic circle against good**, *speak with dead*; 4th—*discern lies*, *divine power*, *unholy blight**.

*Domain spell. Domains: Evil (+1 caster level w/evil spells), Destruction (smite 1/day, +4 attack, +8 damage)

Possessions: +2 *improved fire resistance dragonarmor*, *Nightbringer*, +2 *ring of protection*, masterwork whip, manacles, *medallion of faith* (Takhisis).

The bastard son of a noble lord, born and raised in the Khalkist Mountains, Verminaard suffered under his father's brutal upbringing, although he would later boast that this ill-treatment "made a man of him."

MYSTERIOUS DEATHS: VERMINAARD LIVES?

THE Dragonlance campaign setting has, from the very beginning, featured one of those greatest of cinematic tools—the obscure death. When a villain suffers an untimely end, it may not always be the last the heroes see of him. This was true in the original *Dragonlance* modules, which advocated this rule. What follows is one example of how a sinister character might return from the grave, so to speak, were the River of Time to flow a little differently in your own campaign.

Mercenary. Information broker. Sword for hire. These are just some of the words that could be used to describe Sevil Draanim Rev, one of Flotsam's most infamous personalities, and simultaneously, one of its least understood. Even those who claim to know this enigmatic figure well do not actually know much about him. At first sight, he appears hewn from the same rough material as the rest of Flotsam's riff-raff; he dresses in grimy, inconspicuous attire, meets no one's eye, and has more than one weapon to hand should the situation turn violent. Those who get a closer look at him notice a nasty grey scar across his windpipe—the mark of a man who has escaped the hangman's noose. Sevil has never revealed how or when he came so close to meeting his maker. The rope that left that mark also left a more conspicuous impression on him, for Sevil speaks in a perpetual rasp that makes him sound constantly angry at the world. This is not as far from the truth.

Sevil's most closely guarded secret is his history as a fallen cleric of Takhisis who was once known as

Verminaard. No one in Flotsam knows of his past, or of his desperation to atone for previous sins and return himself to the favor of the Dark Queen. This, his overriding goal, is reflected in every action he takes. His life as a mercenary, selling anything and anyone for the right price, is simply a means to an end, one more strand in the intricate web he has woven over many hard years to achieve his goal. His skill as an information and weapons broker is unmatched; clients can expect that the information he sells is correct more often than not, which is certainly a lot more than can be said about most rumor-merchants.

Sevil is rarely encountered by accident. Trading on a carefully built network of spies and informants, he knows everything that goes on in Flotsam. Strangers in town who may be of some use to him can expect to receive an invitation for a private meeting, during which he discusses their needs and the price of his help. Meanwhile, he seeds false rumors and spreads misinformation about them, feeding the paranoia of those with the deepest purses. Playing every side is a way of life for him and it rarely goes wrong. His methods ultimately stretch to kidnapping, physical intimidation, and murder. He maintains a selection of secret dens and hiding places in the city; wharves, and sewers where he can lay low should the heat start to rise. In combat, he is cunning and sharp-witted, leading foes into carefully prepared traps or ambushes and making them pay for every inch of ground. A dangerous enemy by any measure, there are few who can best him.

Verminaard becomes a dark cleric under the tutelage of Queen Takhisis, who fears the return of the Gods of Light to the world and needs someone in power who understands the danger her rival gods present to her ambition. It is Verminaard who hears of a *blue crystal staff* that possesses godly powers and who orders his minions to search for it.

Verminaard is given charge of the Red Dragonarmy and he and his red dragon, Ember, are responsible for holding Pax Tharkas—as well as leading the campaign against the Silvanesti elves and Balifor. From there, he moves into Abanasinia, always continuing his almost fanatic search for signs of the return of the Gods of Light.

Powerfully built, a skilled warrior, armed with his magical mace, Nightbringer, Verminaard wears minimal armor when riding to battle, almost as if he believes himself to be invincible. He is cruel and cunning and is loyal to his Dark Queen, though she may prove to be not so loyal to him in return.


WAYLORN WYVERNSBANE, DELUSIONAL DRUID

Male human druid 7/barbarian 1: CR 8; Medium humanoid (human); HD 7d8+14 plus 1d12+2; hp 50; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +6; Grp +5; Atk +7 melee (1d6+1/18-20, +2 scimitar) or +6 melee (1d6, *rod of the python*); Full Atk +7/+2 melee (1d6+1/18-20, +2 scimitar) or +6/+1 melee (1d6, *rod of the python*); SA rage 1/day, spells; SQ animal companion, fast movement, nature sense, resist nature's lure, spells, spontaneous casting (*summon nature's ally*), trackless step, venom immunity, wild empathy, wild shape 3/day (plus large), woodland stride; AL N; SV Fort +9; Ref +3; Will +8; Str 8, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills and Feats: Concentration +6, Handle Animal +9, Heal +9, Knowledge (nature) +7, Listen +10, Spot +10, Survival +12. Brew Potion, Combat Casting, Natural Spell, Spell Penetration.

Nature Sense (Ex): The druid has a +2 bonus on Knowledge (nature) and Survival checks.

Rage (Ex): This barbarian can fly into a rage once a day,



which lasts for 5 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows: Str 13, Con 18, hp 66, Fort +11, Will +10, AC 14, Atk +9 melee (1d6+3/18-20, +2 scimitar) or +8 melee (1d6+2, rod of the python).

Resist Nature's Lure (Ex): The druid has a +4 bonus on saves against the spell-like abilities of fey.

Trackless Step (Ex): The druid leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Wild Empathy (Ex): The druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20+9 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other meaning that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. The druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Wild Shape (Su): The druid has the ability to turn himself into any Small or Medium animal and back again three times per day. His options for new forms include all creatures with the animal type. This ability functions like the polymorph spell, except as noted here. The effect lasts for 9 hours, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with. The druid loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form.

Woodland Stride (Ex): The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Druid Spells Prepared (6/5/4/3/1; save DC 13 + spell level): 0—*create water, cure minor wounds, detect poison, know direction, purify food and drink, resistance*; 1st—*calm animals, endure elements, entangle, jump, produce flame*; 2nd—*barkskin, bear's endurance, bull's strength, soften earth and stone*; 3rd—*call lightning, cure moderate wounds, neutralize poison*; 4th—*flame strike*.

Possessions: *leather armor +2, light wooden shield, +2 scimitar, rod of the python.*

The druid known as Waylorn Wyvernsbane was born thousands of years ago, before the Third Dragon War, in the region between the Khurish grasslands and Silvanesti. Sworn to Chislev as a boy, he matured into his role as a guardian of the wilderness and friend to Chislev's children. During the horrific events of the Third Dragon War, Waylorn witnessed the Queen of Darkness' despoliation of Ansalon's forests, and longed to have the courage and spirit of the knights of Solamnia who were meeting Takhisis' warlords head-on. Word reached him after the war of Huma Dragonbane and his heroic battle with the Queen of Darkness. This tale inspired the druid greatly.

Waylorn had his chance for glory when his former lover, Queen Silvyana of the Silvanesti, turned from the light and became an ally of darkness. Waylorn and a number of other heroes fought bravely against Silvyana and her wyvern minions, until the so-called Ghoulish Queen escaped into the River of Time. The immediate threat ended, Waylorn nevertheless realized Silvyana might once again appear to threaten Ansalon. He caused himself to be placed in a magical slumber within the grove of Shalost with orders to be awakened when he was needed. The elves, some of whom distrusted Warlorn despite his aid, built a tower around his resting place. The tower (with Waylorn's sleeping form within it) still stands on the outskirts of Silvanesti over a thousand years later, magically sealed. If he is awakened, Waylorn will be confused and somewhat disoriented, as the tremendous changes over the last millennia will come as a shock to him. Confusing himself on occasion with his hero, Huma, Waylorn will seek to discover whether he could have prevented the Cataclysm by stopping Silvyana, and whether her evil and that of Takhisis yet threatens the world. He will always attack dragons and dragonlike creatures, which trigger his rage.

Waylorn is a rugged, handsome man with long flowing light brown hair, blue eyes, and a thin scar over one cheek. His armor is stylized and resembles the Solamnic or Ergothian armors of legend, though fashioned out of leather. His voice is low and measured and seems tinged with sadness. When not raging against real or imagined dragons and draconians, Waylorn seems to be a world-weary hero out of place and time.

WHISPER, SHADOW DRAGON

Male wyrm shadow dragon: CR 22; Gargantuan dragon; HD 34d12+238; hp 459; Init +0; Spd 80 ft., fly 150 ft. (clumsy); AC 43, touch 6, flat-footed 43; Base Atk +34; Grp +57; Atk +41 melee (4d6+11, bite); Full Atk +31 melee (4d6+11, bite), +26 melee (2d8+5, 2 claws), +26 melee (2d6+5, 2 wings), +26 melee (2d8+16, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon, crush, frightful presence, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., immunity to energy drain, *sleep*, and paralysis, low-light vision, spell resistance 27; AL CE; SV Fort +26; Ref +19; Will +29; Str 33, Dex 10, Con 25, Int 30, Wis 30, Cha 31.

Skills and Feats: Bluff +7, Concentration +5, Diplomacy +3, Escape Artist +14, Hide +16, Intimidate +15, Knowledge (nature) +17, Listen +25, Move Silently +24, Search +25, Spot +25, Swim +33. Cleave, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Snatch, Strafing Breath, Wingover.

Breath Weapon (Su): 60 ft. cone, 7 negative energy levels, Reflex DC 37 half, Fort DC 37 to remove.

Shadow Blend (Su): In any condition other than full daylight a shadow dragon can disappear into the shadows, gaining total concealment. Daylight negates this ability.

Crush (Ex): Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+16 points of bludgeoning damage, and must succeed on a DC 37 Reflex save or be pinned; grapple bonus +57.

Frightful Presence (Ex): 330-ft. radius, HD 33 or fewer, Will DC 37 negates.

Snatch (Ex): Against Small or smaller creatures, bite for 2d8+9/round or claw for 2d6+4/round.

Spell-Like Abilities: 3/day—*mirror image, nondetection*; 2/day—*dimension door*. 1/day—*shadow walk*. Caster level 15th; save DC 20 + spell level.

Spells: As a 15th-level sorcerer.

Sorcerer Spells Known (6/9/9/8/8/8/8/5; save DC 20 + spell level): 0—*detect magic, ghost sound, inflict minor wounds, mage hand, message, prestidigitation, read magic, resistance, touch of fatigue*; 1st—*bane, curse water, doom, entropic shield, protection from good*; 2nd—*inflict moderate wounds, invisibility, see invisibility, shatter, zone of truth*; 3rd—*displacement, haste, invisibility sphere, nondetection*; 4th—*black tentacles, detect scrying, scrying, shadow conjuration*; 5th—*feeblemind, nightmare, shadow evocation, waves of fatigue*; 6th—*analyze dweomer, permanent image, repulsion*; 7th—*greater scrying, screen*.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 2d6+16 points of bludgeoning damage, Reflex DC 37 half.

As one of the few shadow dragons on Krynn, Whisper's true name is unknown to all but one person: the archmage Fistandantilus. During the Dwarfgate War, the Dark One personally summoned Whisper to the world of Krynn and magically bound him to Zhaman, the mystical fortress now known as Skullcap. He speaks in a sibilant, almost hypnotic drone, which likely led to his sobriquet.

When Whisper was first bound to Skullcap, his instructions were simple: protect the structure for as long as Fistandantilus remains in the world. When the archmage's spell leveled the Plains of Dergoth and obliterated the armies of the Dwarfgate War, Whisper fully expected to be released from his magical compulsion. Skullcap remained surprisingly intact but, more importantly, Fistandantilus was somehow spared the effects of his own explosion. The geas placed upon Whisper has remained strong despite the missing archmage and the passing of more than three hundred years.

Shortly after the end of the Dwarfgate War, the dwarves

of Thorbardin began sending parties to investigate the resting place of Fistandantilus. Whisper was entertained for a time, as their frequent visits meant a good meal and the occasional addition to his treasure horde. However, the constant presence of a race able to walk in and out of Skullcap while Whisper remained bound to its ruins frustrated and angered the dragon. While Fistandantilus remains the shadow dragon's primary source of ire, the shadow dragon detests all dwarves.

For the first century of Whisper's imprisonment, any visitors to Skullcap would simply be tortured before being eaten. Now, however, world beyond Skullcap has begun to intrigue Whisper, and his attitude regarding newcomers has recently changed. If a party arrives, he may simply slay one or two members and let the rest leave unhindered (after a donation to the dragon's horde). After the survivors leave Skullcap, he uses divination magic to learn more about his aggressors. This gathering of information keeps Whisper amused and informed about Ansalon, and his divinations may jump from person to person as new information comes into play. He stays informed on events occurring throughout Abanasinia and Thorbardin, and now has a keen interest in the minotaur nations.

Recently, Whisper has come to theorize that the spirit of Fistandantilus resides in the bowels of Skullcap, where the dragon cannot enter due to the magical geas. If he thinks that an adventuring company might be strong, he may let them pass and help them find the lowest reaches of Skullcap. With a bit of luck, someone may find and dispose of the Dark One's remains and free Whisper from his servitude.

Most natives of Krynn would not know it, but Whisper is ancient and powerful for his kind. His wings always seem to recede into the shadows of his lair, and his tail flicks about like a cat (a habit that Whisper is fond of). He shows no mercy when in combat, and unleashes his breath weapon at the first opportunity. His confines provide him with more than enough shadow, so he saves his *create shadows* ability for opponents with access to light-based magic. Fistandantilus's magic prevents Whisper from leaving Skullcap, so his *shadow walk* ability is used only to move from place to place within the ruins.

WILLIAM SWEETWATER, INN PROPRIETOR

Male human master 2: CR 2; Medium humanoid (human); HD 2d6+4; hp 13; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9; Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d4+3, belying pin); SA—; SQ knack, primary focus (professional); AL LG; SV Fort +2; Ref +2; Will +4; Str 16, Dex 9, Con 15, Int 11, Wis 13, Cha 13.

Skills and Feats: Appraise +5, Diplomacy +8, Gather Information +8, Knowledge (local) +5, Listen +6, Profession (innkeeper) +8, Profession (sailor) +8, Sense Motive +9. Honor-Bound†, Skill Focus (Sense Motive), Trustworthy††.

† Feat from the *Dragonlance Campaign Setting*. †† New feat from this book.

Knack—Loyal Clientele (Ex): The master's skill at his trade becomes widely known. He is able to command a higher price for his services with the Profession (innkeeper) skill. For a week's worth of dedicated work the master can earn a number of steel pieces equal to his Profession check, rather than half his Profession check.

Primary Focus (Ex): This master's primary focus is professional. As such he gains a +2 competence bonus to all Profession skill checks and may choose knacks from the professional group.

Possessions: Belaying pin, cloth apron, washcloth, jaunty hat.

William Sweetwater is a large man with dark weathered skin and black, tousled hair. He has a round face and belly, but beneath all the flab, he is strong as an ox. The most distinctive feature about William is his nose—it is slightly turned up at an angle, giving him the resemblance of a pig. Local legend claims that when William was a baby he was cursed when a wandering pig overturned his cradle frightening him so much that the mark of the pig was left on him forever. Even his ears stick out a bit on each side of his head, adding to the resemblance. His voice is low and nasal, and his imitation of a grunting pig is surprisingly accurate.

Despite his looks, he is a jovial spirit. He can often be heard laughing and is always open for a good joke, even one concerning pigs—as long as they don't get too insulting. (This lesson was learned the hard way by Peg-Leg Al—may the ancient gods take his soul!) William is a stalwart friend and honorable man. He keeps his word and respects those who do the same. He is always willing

to help those in need. Because of his generous nature, he is highly respected by nearly everyone in Balifor and is protected by them as well.

William is the owner of the Pig & Whistle Tavern. The breeze coming off the bay regularly whistles through the ill-fitted windows of the establishment accounting for that portion of the name. As far as the “pig” part in the title, you only have to look at the nose on William Sweetwater's face to figure that one out. As the owner of an inn, he regularly welcomes newcomers who are in need of room and board. This does not, however, apply to the troops of the dragonarmies. William's background as a highly successful merchant sailor has made him a wealthy man and he primarily runs the Pig & Whistle for his own enjoyment, as a place for his old friends to spend their time.

Since the occupation of the dragonarmy troops, William Sweetwater has tripled his prices and watered the ale for the draconians and other dragonarmy troops that walk through his door. (For locals he keeps a small keg of good ale just beneath the bar.) As a result, during the day his inn is usually empty, except for a handful of old sailors, which suits him just fine. At night he has taken on a few entertainers in order to lift the spirits of those residents who are feeling discouraged about the occupation. On crowded nights there is a mixed groups of regulars and rebels. William is an excellent judge of character, and examines strangers to his tavern very carefully. If they are found to be of good standing, he will also offer them any aid they might require.



Chapter 7: A WAR OF THE LANCE CAMPAIGN

THE old man began shouting. “Call the guards! Arrest the kender! Arrest the barbarians! Arrest their friends! I saw them come in with this knight.” He pointed at Sturm.

“What?” Tanis leaped up. “Are you crazy, old man?”

“Call the guards!” The word spread. “Did you see—? The blue crystal staff? We’ve found it. Now they’ll leave us alone. Call the guards!”

The Theocrat staggered to his feet, his face pale, blotched with red. The barbarian woman and her companion stood up, fear and alarm in their faces.

“Foul witch!” Hederick’s voice shook with rage. “You have cured me with evil! Even as I burn to purify my flesh, you will burn to purify your soul!” With that, the Seeker reached out, and before anyone could stop him, he plunged his hand back into the flames! He gagged with pain but did not cry out. Then, clutching his charred and blackened hand, he turned and staggered off through the murmuring crowd, a wild look of satisfaction on his pain-twisted face.

“You’ve got to get out of here!” Tika came running over to Tanis, her breath coming in gasps. “The whole town’s been hunting for that staff! Those hooded men told the Theocrat they’d destroy Solace if they caught someone harboring the staff. The townspeople will turn you over to the guards!”

“But it’s not our staff!” Tanis protested. He glared at the old man and saw him settle back into his chair, a pleased smile on his face. The old man grinned at Tanis and winked.

“Do you think they’ll believe you!” Tika wrung her hands. “Look!”

Tanis looked around. People were glaring at them balefully. Some took a firm grip on their mugs. Others eased their hands onto the hilts of their swords. Shouts from down below drew his eyes back to his friends.

“The guards are coming!” exclaimed Tika.

Tanis rose. “We’ll have to go out through the kitchen.”

Dragon of Autumn Twilight

Margaret Weis and Tracy Hickman

Ansalon during the Age of Despair is land struggling to rise out of a dark age. It is rife with challenges for any intrepid adventurer. The Cataclysm changed the world forever. Life as it was before the earth-shattering catastrophe is gone. Ruins, crypts, catacombs, haunted forests, sunken cities call out to the brave or foolish to come explore their secrets. Bandits own many of the roads. Evil creatures raid defenseless towns and villages. And there are rumors of worse, rumors that dark shadows of dragon wings are once more blotting out the sun. Will you become one of the oppressors? The weak are there, waiting for someone strong to control them. Or will you become one of the saviors, fighting those who try to take advantage of others who are not as strong? Will you search for some sign of the old gods or will you seek to bring a new religion to the people? Keep in mind that in the world of Krynn there are three cosmic laws: Good redeems its own.

Evil feeds on itself. Both Good and Evil must exist in contrast. These are the laws of Good, Evil, and Neutrality and they are eternal and unchanging.

The following are suggestions for themes and ideas that can be used for campaigns set in the early Age of Despair, the War of the Lance, or the period of uneasy peace that follows the war. For more information on campaign themes, see Chapter Six of the *Dragonlance Campaign Setting*.

AGE OF DESPAIR CAMPAIGN

The first part of this century can be summed up by a single sentence: *Steel and might are valued over gold and knowledge*. The fiery mountain hurled down upon the world by the gods plunged Krynn into the 4th Age, the age that what would become known as the Age of Despair.


Continents shattered. The land split asunder, creating new oceans and forming new islands. Thousands perished at the time the mountain hit and thousands more would die in the plagues, famines, and civil unrest that followed. The Cataclysm touched the lives of every person on Ansalon, usually for the worse, although some enterprising people managed to make out quite well after the disaster. Such is the nature of man.

A campaign run in this time period can be entertaining and challenging for the Dungeon Master and the players alike. First and foremost, the players are in a world that has no gods, which means that they no longer have access to healing spells. They cannot turn undead through prayer alone or by holding up a holy symbol. All true clerics have vanished, called home by the gods. Now, no one’s prayers are answered. Players who might have previously gone rampaging heedlessly into a fight—figuring that the cleric in the party can always heal their wounds—might now have to think twice and may need to consider using their wits instead of their swords.

One can still find miracles of healing in the world. Holy potions and artifacts from the 3rd Age work, but their value has increased tenfold—if one can come by them at all. The search for holy artifacts and their recovery becomes a lucrative business for some.

Magic artifacts and scrolls that perform similar functions as holy artifacts are also much in demand. Wizards can still use their magic in the 4th Age. The gods of magic have not departed the world as have the other gods, although they are keeping themselves aloof. All three of the gods of magic make forays into the world at this time, although they generally do so in secret, appearing to one or two of their chosen, and then only in times of dire need or to send him or her on some errand or quest.

Wizards were not popular before the Cataclysm and the Kingpriest further encouraged the hatred and mistrust of magic-users. Such mistrust increased after the Cataclysm, when wizards retained their powers as clerics lost theirs.



All wizards—even those of the White Robes—are generally disliked by most people in the early years of this Age. Wizards tend to remain out of the public view, therefore, hiding away in the Wayreth Tower or practicing their art in their home towns, where they have earned the trust of the local populace. Potential pupils in mage craft may have difficulty finding a tutor in the early years of the 4th Age. Due to the demand for their services and the risks involved, tutors in magic are raising their prices.

Because of the widespread destruction brought about by the disaster, as well as the lack of clerics, diseases that were thought to be eradicated have reappeared on Ansalon and are starting to lay claim to victims. Most of these diseases are common to any region hit hard by flood, earthquake, tidal waves, or other natural disasters, as the unburied dead rot in the streets, vermin multiply, and water supplies become contaminated. There is some indication, however, that Morgion, the foul God of Disease, has returned to Krynn in secret, recruiting a few followers who are sworn to remain as secret as himself. He may be the cause of some of the more terrifying of these illnesses. Any link to the god will be impossible to prove, however. Such is the need for secrecy that Morgion will not hesitate to kill even his own followers rather than risk betrayal.

Due to the spread of disease, those who really come to the fore in this age are those who have knowledge of herb lore and skills in doctoring both people and animals. Such healers are generally found in small towns and villages that did not have access to clerics on a regular basis prior to the Cataclysm. Druids—although they no longer have a god to answer their prayers—may be sought out for their knowledge of plants and herbs. The village wise woman, who has been whipping up poultices and pills for years, is now the most important person in the area. Such is the desperation of the times that these people can be targets for kidnapping—hailed off by bandit kings to aid their followers or stolen away by the desperate citizens of a plague-ridden village. In such instances, heroes may be required to try to rescue the victims.

Steel has replaced gold as the monetary standard, due to the fact that a good sword will save your life and steel arrow points will bring down game. Even at this time, when people are trading golden wedding bands for daggers, there are those who are hedging their bets, figuring that when times get better, gold will once more be in demand. Certain people have quietly put out the word that they would not turn up their noses at a treasure horde and they will pay well for gold, silver, and gems that others might consider worthless.

The Knights of Solamnia have a rough time in the 4th Age. Always searching for scapegoats, the people of Solamnia have given increasing credence to a rumor that the knights were presented with the opportunity of preventing the Cataclysm and flubbed it. The rumor is partially true. One knight, Lord Soth, was given the chance to try to persuade the Kingpriest to change his mind about

proclaiming himself a god. Soth's own human frailties caused him to fail and brought about his tragic downfall. Hearing his story, people immediately laid the blame on all knights and turned against them.

Add to this the fact that knights in general are viewed as being wealthy and powerful in time when many are starving. This is not true for the majority of the knighthood, many of whom have impoverished themselves in their efforts to help their communities. But it is easy for those who have nothing to mistrust those who at least have the appearance of wealth. All over Solamnia, angry mobs are rising against the knights. Castles are being attacked and razed, the knights and their families either killed or driven into exile.

Of course, those who really benefit from this are the lawless folk who have been waiting for just such an opportunity. No sooner do the common folk drive away their lord and tear down his castle walls than robbers and bandits pay the village a visit and steal what little they had left. Some towns are hiring mercenaries and adventurers to help them defend their holdings. Others go begging, hat in hand, to ask the lords and ladies they treated so ill for help. Such is the nobility of many of these knights that they ride to the defense of those who, only a few weeks ago, pelted them with stones.

People are also angry at the gods during the early centuries of the 4th Age. The nature of mankind being what it is, most people feel ill-used by the gods, betrayed and punished. They do not see that they themselves were the cause of the gods turning from them. Mobs attack and destroy the temples of the gods, looting and pillaging, making no distinction between those of good and those of evil. The gods had already removed their faithful clerics from the world and so they are safe. But anyone who had anything to do with a cleric—such as a cleric's daughter or best friend—may find themselves the innocent target of persecution.

The people of Ansalon not only blame the gods. They also blame each other. The elves blame the humans. The humans blame the elves, as well as the dwarves and the gnomes and the kender and anyone else they can think of to hate. Racial prejudice, always simmering just below the surface, bubbles up and boils over. Elven lands are attacked by human raiding parties, who burn and kill and rape. The elves retreat farther into their wildernesses and, by disappearing, increase the suspicions of their neighbors. All races become suspect in the eyes of the others. Anyone who is strange-looking or different or "not like us" is at risk in Ansalon these days.

The absence of true gods in the 4th Age gives rise to false religions. A few of these are started by people who are quite sincere, who honestly believe that they have been called by some higher power to go forth and help their fellow men. Unfortunately, most of these religions are started by those who are eager to take advantage of the weak, the gullible, and the desperate. Such charlatans are sometimes renegade wizards, who resort to the use of

magical spells in order to perform “miracles”. Or they may be illusionists or some person extremely good at sleight-of-hand magic. Certain of these religious orders actually grow quite powerful, such as the Seekers of Abanasinia.

Because some of these “clerics” are misusing magic, the Orders of High Sorcery work increasingly to expose them for what they are. The wizards fear that not only will people be bilked out of their money or given false hopes of healing, the wizards know that, once again, people will place blame on magic-users as a whole and that such crimes put all wizards in jeopardy. Many wizards risk their lives in order to track down renegades and unmask charlatans. And, because these wizards are proving to be a threat to their acquisition of wealth and power, many false “clerics” portray wizards as “tools of the dark side” and urge their followers to attack them and burn them as witches.

Not everyone on Ansalon is unhappy with the turn of events following the Cataclysm. The minotaur isles are no longer part of the main continent and, while at first this change appears disastrous to the minotaur, the wise among their race soon start to see how the minotaur can gain by their new found independence and isolation. At last, the minotaur are no longer in danger of being enslaved. They can take pride in themselves. The minotaur actually prosper during this time, as their skilled sailors and ship builders rebuild fleets that were destroyed in the Cataclysm and eagerly take to the seas, opening up new routes to new port cities. The minotaur are among the first to face the terrors of the newly created Blood Sea. They view the loss of a few ships and their crews as the cost of doing business. The minotaur are the first to map the new oceans and territories surrounding them, and minotaur maps are highly prized and much in demand.

Traveling anywhere is not safe during this time, for footpads and thieves abound, and there are any number of local wars, skirmishes, riots, and revolutions taking place. Nevertheless, one can almost find company on the road. Many people are forced by circumstance to flee their homes in search of the other places to live that are more hospitable (or where they’re not known!). Solamnic knights are among these roving exiles, as many knights move to different parts of Ansalon, looking for work in order to raise money to support their families. Many dream of returning to reclaim what was lost and some actually make this dream come true.

Many knights become mercenaries, as sell-swords of all types can find work in these hard times. Almost every village, hamlet, or city needs protection from some enemy—be it a bandit lord, a rampaging tribe of ogres, or roving zombies. Merchants have to travel to make a living, and they often hire mercenaries to guard their caravans. Mercenaries are often sought out by those seeking treasure of one sort or another—be it a well of water blessed by Mishakal or a death mask sacred to Chemosh.

Wizards can be found traveling the roads of Ansalon. The Tower of High Sorcery at Wayreth continues to give

the Test to those candidates deemed worthy. And there are always those wizards who decide to risk traveling to the Tower in order to study at the library, purchase or exchange artifacts, work in the laboratory, or simply enjoy the company of their fellow wizards. Depending on how wealthy they are, these wizards may hire guards to accompany them.

Undaunted by disaster, kender continue to follow their tradition of wanderlust and they can be found on the road in droves, going in search of adventure and interesting things in other people’s pockets. Many dwarves have either been forced out of their underground caverns in Thorbardin or have left in a rage. Consequently, a good many more dwarves than usual are seen on the road at this time. Gnomes remain mostly in Mt. Nevermind, but a few may be encountered wandering the land in search of the perfect socket wrench or some other quest of a technological nature.

Elves have mostly retreated to their homes within the woodlands, but some elves continue to venture out, though they risk their lives doing so. It is rumored that a few Silvanesti are searching for the missing elven clerics, refusing to think that they left voluntarily, but believing that they are being imprisoned by humans.

Members of false religious orders may also be encountered traveling from town to town, seeking new converts.

As the War of the Lance draws near and Queen Takhisis prepares to make her move, more of the gods of evil risk returning to Krynn. They keep secret and hidden, but they are at work in the world, and people are starting to hear dark rumors and to see dark things. In fact, those with evil tendencies or affiliations might find themselves asked by a mysterious personage to undertake some dangerous, secret mission. Likewise, those who have light on their side might be touched by the power of good and sent on a quest, just as Riverwind is sent to find the blue crystal staff.

A Dungeon Master who is considering running a campaign during the War of the Lance might want to start in the years prior to the war. This will help the players come to a greater understanding of the problems facing the world and they will experience first hand the miracle of the return of the true gods.


Challenges for the Dungeon Master and the players alike in this part of the Fourth Age abound, with the greatest challenge being that of simply staying alive!

WAR OF THE LANCE CAMPAIGN

The original *Dragonlance* campaign was set during the time of the War of the Lance and thus this time period seems a natural starting point for most campaigns. However, some players and Dungeon Masters may wonder if a character who is not one of the Heroes of the Lance can make a difference in the world.

Early campaigns were designed for players to take one of the original Heroes: Raistlin, Caramon, Tanis, Tika, Sturm, Flint, Tasslehoff, Riverwind, and Goldmoon. And





players may still take these characters and enjoy playing them. It was never intended, however, that the players must recreate the novels, doing everything that the original characters did. (Unless they want to, of course!) Exciting adventures happen the moment the characters leave the path taken in the novels and create their own storyline, going places on Ansalon the heroes never visited in the books, doing things they never did. Thus, even a group playing the heroes can find themselves in unexpected situations, facing unknown dangers.

For example, one such adventure might include the heroes being hired to assassinate a dangerous Dragon Highlord known as the Blue Lady—only to discover to their shock and dismay that the Blue Lady is, in reality, their comrade, sister, and lover, Kitiara.

What is important is that players choosing to play the Heroes should feel free to bring their own ideas for their characters to the table. Raistlin may decide to confront the spirit of Fistantilus in the Tower of High Sorcery and (if Raistlin survives the encounter!) he may be given the White Robes and turn his life around. Sturm Brightblade may never go near the High Clerists Tower. Goldmoon might die in Xak Tsaroth, forcing the grieving Riverwind to carry on with her mission. Such changes will most certainly affect the outcome of historical events. The players and the Dungeon Master will have an exciting and challenging time figuring out how!

If players do not want to use the Heroes of the Lance, creative Dungeon Masters can find many ways to bring the players into the War of the Lance and let them know that they are part of history in the making. For example, perhaps all the original Heroes are killed in the dragon attack on Tarsis. Tanis, as he lays dying, grabs hold of one of the players and whispers something about finding Berem, the Green Gemstone Man, in order to defeat the Dark Queen. Perhaps your group of heroes helps Alhana Starbreeze free the elven kingdom from the nightmare of Cyan Bloodbane or your group seizes the *Crown of Power* from Dragon Highlord Ariakas. The possibilities are endless and half the fun will be coming up with ideas as to how your party of adventurers can become the new Heroes of the Lance.

The era of the War of the Lance is much different from those eras preceding it. Darkness has never been so deep, but hope is just about to dawn. Following are some themes that will help set the stage for campaigns in the era of the War of the Lance.

No matter where you go on Ansalon, people feel a pervasive sense of foreboding and approaching doom. War and rumors of war are rampant. People everywhere are talking about armies of darkness on the march. They tell of cities attacked and left in ruins by evil, powerful forces; of people enslaved and marched off in chains. There is talk that the dread Takhisis, Queen of Darkness, is trying to break out of the Abyss and take control of Krynn.

Dragons, once thought to be creatures of myth and legend, are said to have come back to the world. Red

dragons lay waste to towns and set farm crops ablaze. Blue dragons fly in formation, bearing fearsome dragon riders on their backs. Mysterious creatures never before seen on Krynn now walk the world. Known as draconians, they wield magic and are dangerous even after they are dead. Castles have been ripped from the ground by evil magicks and now fly through the air, wrecking havoc wherever they appear.

Just when things seem darkest, hope is reborn with the return of the gods. Clerics of the gods of good once more walk the land, bringing healing and reminding people that the Queen of Darkness can be defeated. The good dragons enter the fray, taking on their evil cousins. The magical weapon, the *dragonlance*, is rediscovered and is carried by heroes into battle. Races who have been enemies for hundreds of years put aside their differences and unite to fight the gathering darkness.

Finally and most important, ordinary people rise to become heroes.

The original vision of the *Dragonlance* modules was to provide players with nobler goals than simply killing monsters and stealing treasure. Attaining these lofty goals—such as bringing back knowledge of the true gods and helping to defeat the Queen of Darkness—will provide the campaign with epic feel and scope and bring to life the romance of the era and the sense of making a difference in the world of Krynn.

POST WAR OF THE LANCE CAMPAIGN

Your heroes have been celebrated in story and song for their efforts in defeating the Queen of Darkness. Feasts have been held in their honor. They've been given the keys to the city of Palanthas. They've helped to bring knowledge of the true gods back to the world. The Dragon Highlords have been defeated. The Queen of Darkness is once more trapped in the Abyss. Now what do you do? Marry your childhood sweetheart? Return to Solace to run an inn? Once, you longed for peace, longed to return home. But home is changed and peace is not what you imagined.

In real life, soldiers newly returned from areas of conflict have a difficult time adjusting to civilian life. So, too, the heroes of the War of the Lance will discover that victory does not solve all the world's problems, nor does it mean a happy end for their own personal issues. Returning home following an illustrious victory presents its own set of challenges for the heroes and can be an interesting start to a *Dragonlance* campaign set in an often forgotten period.

The time of "peace" following the War of the Lance is an uneasy time. Some dragonarmies were wiped out, but others retreated to safe havens and are barely held in check. Several Dragon Highlords, such as Kitiara, the Blue Lady, survived the war and, though they may have gone into hiding, they plot their return. Draconians remain in the world and are looking for the ways and means to survive. Evil dragons, bitter over their defeat, hide in their lairs, nurse their wounds, and take comfort in adding to their

treasure hordes. Goblin and ogre soldiers, well-armed and well-trained, have been left to fend for themselves and are more dangerous to the populace now than they were before the war.

The war has been won, but the people of Ansalon are trying to deal with the losses incurred in the war. Cities have to be rebuilt. Temples of the old gods are being constructed or repaired. People welcome back the clerics, but there is still some lingering bitterness and distrust of the gods that has to be overcome. Races that were allied against a common foe now find such alliances cracking now that peace is at hand. To make matters worse, many on Ansalon deny that problems still exist because good has been victorious.

To sum it up, the Queen of Darkness has not been destroyed. She has merely suffered a set-back. She is not about to give up, and her influence and that of the other Gods of Darkness remain strong in the world.

Meanwhile, the characters are trying to return to normal life. This might be a good time for them to deal with personal issues that have been put on hold during the excitement of winning the war. They have to cope with the sense of let-down that comes from leaving behind the excitement and uncertainty and danger of war. After being honored by kings, the heroes may find it's hard to go back to scrubbing floors!

Home is not what it once was. Friends and neighbors may not be all that interested in the heroes' exploits and might actually resent them for not being around to deal with the "true" problems at home, instead of running around "foreign parts".

The heroes might return to find that peace has not come to their home at all. They might discover their homeland being raided by draconian warriors or held in thrall by an evil dragon. A battle fought nearby may have left scores of undead roaming the land, preying upon the living. Elves returning to their homeland might find that it has been taken over by humans, their former allies.

The heroes have learned a great deal from their experiences during the war, and they can bring this knowledge and wisdom to bear on solving their current problems. Because they remember what it was like to stand shoulder-to-shoulder with someone of a different race, they might be the only people who can help settle

a potentially deadly dispute between dwarves and elves. With their military expertise, the heroes can train their neighbors to fend off an attack by ogres.

Other heroes may return to find that home has been completely wiped out, family and friends have vanished. There is no sign that they were all killed. They have simply disappeared. It is up to the heroes to solve the mystery of what happened and to try to find their loved ones.

The heroes may split up for a period of years, go back to their normal lives, only to find that a dire emergency requires that they seek out their old comrades once again. A few of the heroes might have to embark on a quest to find the others. Once they do find them, they will discover that their friends may be reluctant to leave, and they will have to persuade them to abandon a fledgling congregation of worshippers or set aside magical studies in the Tower of High Sorcery to go on yet another perilous adventure.

The heroes in this case may find that old friends have changed almost beyond recognition. They will find that the world has changed as well, in some cases for the better, in other cases for much the worse.

If the players have taken on the roles of the Heroes of the Lance, they can use some of the issues that face the heroes at the end of the war. Raistlin has to decide if he wants to risk taking over the cursed Tower of High Sorcery at Palanthas. If that's the case, Caramon will have to deal with the fact that his brother has left him to follow a path of darkness. Tika returns to an inn that is partially destroyed, only to find that she has been left in charge. Riverwind and Goldmoon may try to find survivors of the Que-Shu tribe. If Sturm Brightblade has survived the war, he may go back home to discover that his family's holdings are in the hands of a powerful robber baron. If Flint survives, he might decide it is high time to put aside old feuds and seek to make peace between the mountain dwarves and the hill dwarves. Tanis and Laurana might go back to Silvanesti to try to help Alhana heal the wounds left by Lorac's nightmare. Tasslehoff Burrfoot may pick the wrong pocket and end up having to be rescued by his friends!

Just because the war has ended does not mean that the world and the heroes will live happily ever after. Post-war Ansalon can be an exciting setting for a new and different kind of campaign.





THE LYCEUM

A DRAGONLANCE ADVENTURE BY TRACY HICKMAN

Adapted for the 3rd edition by Cam Banks.

DEDICATION: *For Nicole Harsch & Mike Sakuta for whom I finally deliver my long promised gift.*

INTRODUCTION

The Lyceum is a short *Dragonlance* adventure for a party of four 8th-level characters. The story takes place after the War of the Lance, along the northern coastline of Estwilde, near Kalaman. The adventure can be set in any part of Ansalon with an established coastline formed after the Cataclysm, such as the coast of Balifor, Goodlund, Kern, Nordmaar, or even one of the Blood Sea Isles. The story is set in the months leading up to the winter of 352 AC, but Dungeon Masters can adjust this date as necessary.

PREPARATION

You (the DM) need the d20 System core rulebooks, a copy of the *Dragonlance Campaign Setting* (DLCS), and this book. This adventure utilizes the revised edition of the d20 System rules.

To get started, read through the scenario at least once to become acquainted with the situation, threats, and major NPCs (particularly their motivations). In addition, you might want to familiarize yourself with the spectral minion template and baaz draconian from the DLCS.

Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. Any unshaded boxes contain important information for you.

ADVENTURE BACKGROUND

The ancient Lyceum, said to be a school for the instruction of apprentice wizards and a repository of magical knowledge, was not always so. In fact, the building is one of the physical anchor points for the legendary Lost Citadel, the tower taken out of time and space by the Gods of Magic in the Age of Dreams to educate the three first mages in the arts of High Sorcery. Resonating with the Lost Citadel, the Lyceum was a storehouse of magical knowledge, aligned with all three moons of magic and acting as a kind of nexus of arcane energies. It was a great secret of the Orders, hidden as much as possible from the threat of the Kingpriest's pogrom against wizards and was eventually abandoned by the few wizards who dwelled in its halls.

Sealed by powerful wards, it was nevertheless assaulted by the agents of the Kingpriest in the last few years of the Age of Might, who inflicted great structural damage to its external façade before leaving. It stood empty thereafter until the Night of Doom, when the Lost Citadel once again connected directly with the world of Krynn.

THE BRIDGE OF STARS

The Gods of Light and Balance had summoned their last true faithful clerics, priests gathered together from across Ansalon in answer to the call to depart the world. The Lyceum's role as anchor allowed the Lost Citadel to open to these departing priests, who subsequently crossed from this world into the next over the Bridge of Stars. The Lost Citadel was to touch upon the face of Ansalon again throughout the Night of Doom, at other locations, but it was at the Lyceum that three young heroes thwarted a plan of utmost evil.

A young knight named Nicholas, his sister Nikol, and their friend Brother Michael faced the villainy of Akar, a powerful Black Robe wizard who sought to use the Bridge of Stars to open a portal into the Abyss, bringing dark clerics and minions of Takhisis out of exile. With the help of the wizard Raistlin, Akar was prevented from shedding innocent blood on the Bridge, but at the cost of Brother Michael's clerical power and Nicholas' life. Making the decision to relieve Nicholas' suffering instead of cross over at Mishakal's invitation, Michael watched as his friend walked over in his place before the power of the gods withdrew the Lost Citadel from the world once more.

Alone among the faithful, a cleric named Justin returned to the Lyceum to record the account of the holy passage and the teachings which arose from it. This knowledge he stored in a wondrous item known as an *icon of truth*. He now studies all the myriad creations from the Bridge of Stars, an immortal being one step in this world and one in the other.

RECENT EVENTS

The Lyceum has remained abandoned and isolated since the Cataclysm. During the War of the Lance, a small force of draconians occupied it, breaking through its poorly-maintained magical wards. When the Queen of Darkness was driven back, a dragon highlord repaired to this place with a priestess of Takhisis and a Black Robed wizard. Though the highlord's armies have moved in and placed the country folk under cruel oppression, there has been little to enrage them until now.

During the last week, six people have gone missing from the neighboring town of Turog. These disappearances were very unlike the usual brute incarcerations carried out by the draconian patrols, taking place quietly. Great black clouds boiled out over the countryside from the Lyceum and, mysteriously, most of the draconian forces suddenly removed themselves from the area.

One of the prisoners managed to escape. Crazy and near death, he continuously babbled about what

was happening within the walls but made little sense. His words galvanized action against the Lyceum. A call for heroes was put out along the channels of local resistance groups, with the intent of bringing in a party of adventurers brave enough to risk not only the dragon highlord's forces, but face the horrors within the Lyceum itself.

ADVENTURE SYNOPSIS

The Red Dragon Highlord Rugoheras seeks to open the Portal to the Abyss once more, bringing his Dark Queen back to Krynn and ushering in a new era of evil. A Black Robe wizard named Karabanth, a cleric of Takhisis named Minsi Tarenthela, and the young red dragon Ashbringer, join him in his plans. Karabanth volunteered the location of the Bridge of Stars to Rugoheras and Minsi Tarenthela provided the black shards of the Foundation Stone. With these items, and the kidnapped siblings Merilynth and Gart Minosa, the highlord hopes to recreate the tragedy of Berem Everman and his sister Jasla, connecting the Bridge of Stars to the Abyss and using innocent blood and an imprisoned soul to open the Portal.

The player characters will, in the course of the adventure, uncover clues to the Dragon Highlord's wicked plot, tools to enable them to reach him before his dark ritual is completed, and perhaps learn more about the secret history of the Night of Doom and the final destination of the departed clerics—after they stop the highlord from opening the Portal to the Abyss.

ADVENTURE HOOKS

The heroes can have learned about the plight of the village of Turog in one of several ways. Some of them may be returning from afar, having originally come from Estwilde or Kalaman, leaving their homeland to adventure in the south against the Dragonarmies. Others may have been part of the campaign to liberate Kalaman and the Vingaard region from the Dragonarmies and stayed to assist Gilthanas in rooting out further trouble in the surrounding lands. Alternately, the heroes may just have been passing through the area on their way into Solamnia, and heard about the problems the inhabitants of Turog have had through various freedom fighters and resistance groups.

BEGINNING THE ADVENTURE

The Lyceum is a site-based adventure that assumes the heroes have already been given the location of the Lyceum, which stands a short distance off the coast in Kalaman Bay on a sandspit, about 20 miles northeast of Kalaman and 5 miles out from Turog. Turog is a small town of 1,650 people and all of the usual markets, stores, and resources necessary to stock up on equipment and supplies. Dungeon Masters can flesh out the meeting between the townsfolk and the PCs, or simply begin the adventure at area 1, below, with the heroes already standing at the gates of the Lyceum ready to face the challenges within.

PHASES OF THE MOONS

Use the following information when determining the position of the three moons of magic at the beginning of the adventure. Alternately, you may roll the positions of the moons randomly using the chart on page 95 of the *Dragonlance Campaign Setting*. The positions below do not grant any special moon magic benefits or penalties to any Wizards of High Sorcery, but it may be important to keep track of time during the adventure to account for changes in moon phases.

Solinari: Waxing, First Quarter (Position 14 on the chart)

Lunitari: Waxing Crescent (Position 13 on the chart)

Nuitari: Waning, Last Quarter (Position 2 on the chart)

THE LYCEUM: UPPER LEVEL

This floor is above ground, but features no windows or other entrances to the structure apart from area 1 and area 36. Internal walls (such as those dividing areas 22, 23, and 24, or 29, 30 and 31) are 1 ft. thick masonry (hardness 8, hp 90, break DC 35). Other walls and the floor are hewn stone and very thick, usually at least 5 ft. and almost impossible to break through (hardness 8, hp 180 per foot, break DC 50 or more). Most doors are wooden with iron or steel cladding (hardness 10, hp 30, break DC 25) with the occasional solid steel door (hardness 10, hp 50, break DC 30) such as the ones leading into the instruction halls. Unless otherwise specified, doors are unlocked, and secret doors can be found with a Search DC of 20.

1. ENTRANCE

Read or paraphrase the following when you are ready to start the adventure:

The morning wind blows cold off Kalaman Bay, whipping your cloaks about you. Atop a pillar of rock, you stand before the Lyceum. Though you passed signs of Red Dragonarmy camps between here and Turog, you found them all deserted. Now, at the very gates of the Lyceum, its cold gray edifice not the least cheered by the dawn, you stand prepared to discover its secrets. Wide stairs lead to enormous double doors—the only entrance you can see. No other openings can be seen, and no windows in the entire structure, making it rather unusual and forbidding in appearance.

As the characters approach the doors, a sudden gust of wind comes up, seemingly blowing the doors open before them and swirling leaves and dust around their feet. Those who examine the dust- and leaf-covered landing before the gates will see a symbol of three interlocking rings (see illustration) carved into the stone under their feet. Any character with at least 4 ranks in Knowledge (arcana) will



recognize these as the signs of the three moons of magic in Krynn, symbolizing the good, evil, and neutral magical Orders in the world.

2. BLACK MOON

Read or paraphrase the following when the characters enter the area:

The light granite of the entry hall of the Lyceum runs into the darkness to the north despite the dim morning light from the main doors. The high vaulted ceiling, some 30 feet overhead, is covered with runes, all obscured by shadow. Amid the leaves swirling around your feet, the clear outline of a black circle is seen inlaid in the floor.

This circle is the sign of Nuitari, patron of evil wizardry, and radiates a weak aura of necromancy and enchantment. Though once a powerful guardian sign, it now is without force of magic and can do no harm to the characters.

3. WEST BLACK SPHERES

Read or paraphrase the following when the characters enter the area:

A great door of blue steel covered in engravings closes off the west end of the hallway. Flanking the door to either side, ten foot wide alcoves contain statues of robed wizards carved in black stone, three times the height of a human. The faces of the wizard statues are obscured. Each statue stands with its right hand pressed across its chest and its left arm crooked palm up against its side. The left hand cradles a great black globe.

Though the statues are covered in a thick layer of dust, the door between them gleams with a well-kept polish. Should anyone attempt to examine the door more carefully, read the following:

The door's engravings depict three young men in robes gathering together among the clouds. Below them is the handle of the door carved in the shape of a fist. The lower section of the door depicts a faceless wizard with his arms outstretched, casting a shadow over the world depicted below.



Whenever anyone reaches for the fist-shaped handle of the door, the metal fist suddenly opens and tries to grab hold of the characters hand. The door will not let go of the hand until the door is opened. The handle has a Strength of 26,

hardness of 10, and 30 hit points. It needs to make a successful melee touch attack with an attack bonus of +9 to grab the character's hand in the first place. If a character who is grabbed succeeds at an opposed Strength check with the door handle, he can break free; otherwise, he needs to reduce it to 0 hit points, or turn the handle. The moment the door is open, the hand-handle releases the opening characters hand.

4. WEST BLACK INSTRUCTION HALL [EL 5]

Read or paraphrase the following when the characters enter the instruction hall:

The black onyx benches—polished to a shining finish—face a giant, gleaming lectern at the west end of the hall. Four armored figures hunch over the lectern, shaking and prying at it with their long fingernails.

The lectern is large and ornate with many interwoven designs around it. Though it sounds hollow it is actually solid and no amount of prying will open it in the least. The most interesting feature about the lectern is the crudely carved word "Azrain" on the top of the lectern, facing the teacher. One of the original Black-robed wizards that taught here could never remember the access word that would allow him to pass back into the private areas of the Lyceum. It was he who carved the word in the lectern.

Behind the lectern is a locked, concealed door that leads to area 17. The mechanism for opening this door is either by speaking aloud the word "Azrain" or by picking the lock (Open Lock DC 25). The word is also carved into the back of the secret door.

Creatures: The figures are baaz draconians. They will attack the party at once, not waiting for parley.

☞ Baaz draconians (4): hp 18, 19, 20, 22; *Dragonlance Campaign Setting*, pg. 217.

Possessions: Masterwork longswords.

5. EAST BLACK SPHERES

This area is identical to area 3, above.

6. EAST BLACK INSTRUCTION HALL

This area is identical to area 4, above, but the room has no inhabitants.

THE LYCEUM, UPPER LEVELS



7. RED MOON

Read or paraphrase the following when the characters enter the area:

You have reached another junction of passages, the light granite continuing on into darkness in four directions. The shadowy runes continue along the high-vaulted ceiling thirty feet above. The faded outline of a red circle can be seen here beneath your feet.

This circle is the sign of Lunitari, patron of neutral wizardry, and radiates a weak aura of illusion and transformation. It is no longer magically active, however, and will not do anything to the player characters. If the doors behind have been left open, as the characters step beyond this junction they will close of their own accord.

8. WEST RED SPHERES [EL 8]

Read or paraphrase the following when the characters enter the area:

The corridor is flanked on the north and south by four alcoves rising to the full height of thirty feet. Towering statues carved in blood-red marble depict robed figures, their faces obscured by the shadows of their hoods. Each figure's right arm is extended at the elbow, its hand supporting a dull red globe. On the left shoulder of each figure perches the dark figure of a gargoyle.

The corridor ends in an ornately carved door whose finish must once have been some dark hue until dust covered it. As with the door in area 3, this door has a hand-grasping handle which will clasp the hand of anyone

attempting to open it, refusing to let go until the door is completely opened. Though the detail on the door is obscured, anyone that takes the time to brush the dust free notes the following:

The detail of the door is revealed in two panels, one above the centered doorknob and one just below it. The upper panel appears to show great oak trees bending beneath the power of a thunderstorm. In the lower panel, a single wizard sits in the midst of an encircling whirlpool, her hands outstretched as though controlling it.

Creatures: Four gargoyles are perched in the folded arms of the statues here looking for all the world like part of the statue. They will attack the party from above as they pass between the two sets of statues.

☞ Gargoyles (4): hp 35, 36, 38, 40; *Monster Manual* p113.

9. WEST RED INSTRUCTION HALL

Read or paraphrase the following when the characters enter the instruction hall:

The wooden lectern and benches of this room are smashed and scattered about the room as though from some terrible fight or destruction.

The secret door behind the dais is affected by an *arcane lock* (caster level 14) but can be opened by speaking the word “Merak”. This word can be obtained only by speaking with one of the red-robed spectral minions, asking Estigon for it, or by reading it from the back of the door itself in area 17.

10. EAST RED SPHERES

This area is identical to area 8, above, but the gargoyles here are carvings, not living gargoyles.

11. EAST RED INSTRUCTION HALL

Somebody, his or her hammer and tools still lying upon the floor in the rubble has smashed the secret door in this room open. This room is otherwise identical to area 9, above.

12. WHITE MOON [EL 7; SEE BELOW]

Read or paraphrase the following when the characters enter the area for the first time:

Approaching the junction of corridors, you see three figures standing in animated discussion though you cannot make out their words. Beneath their feet,

an outline of a white circle can be made out, the dust upon it undisturbed.

North of this area is a door, described as follows:

The stones of the corridor walls give off a dull glassy shine. The corridor ends in a great door of steel. The features of the door, however, are completely obliterated and the once shining metal is now a blue-black and bears the stains of incredible inferno heat. The door itself is bowed toward you, its melted features fused with the wall around it.

This door has been sealed by Ashbringer’s fiery breath only a few days before. It is still warm to the touch. Highlord Rugoheras sealed himself, his dragon and Merylinth, the kidnapped sister of Gart Minosa, in the lower section of the room beyond to complete his plan. The circle on the floor is the sign of Solinari, patron of good wizardry, and radiates a weak aura of divination and abjuration. It is no longer magically active, however, and will not do anything to the player characters.

Creatures: There are three philosopher spectral minions here, representing the three Orders of High Sorcery.

☞ Spectral minions (philosopher type) (3): hp 32 each; see Appendix.

Development: The spectral minions are in discussion as to the merits of each Order and they will respond to the player characters only if asked questions concerning the schools of magic and the philosophical discussion being conducted by them. Once the players have their attention, however, they may ask them any single question put to them about the Lyceum itself or the minions. The minions may argue over which of them would most appropriately answer but will shortly answer the question.

Should the players ask another question immediately that does not pertain to the philosophy of magic, the minions will rudely state that their question has no relevance to the current topic of discussion. The player characters may ask as many as three questions in all of the spectral minions, but must intersperse each with some kind of philosophical observation or argument. After the third question, one of the minions will suggest that they continue their discussion in the “Great Hall of All Knowledge”. The minions will then start moving down the corridor to the north and pass through the sealed door as if it were not there.

Ad-Hoc Experience Award: If the heroes attack the spectral minions and defeat them, award them only one-quarter of the experience. These are not opponents of the heroes.

13. WEST WHITE SPHERES

Read or paraphrase the following when the characters enter the area:

The luster of the white marble statues is dimmed by dust. The right arm of the statue is held over the heart while the left is crooked to its side, palm up, holding a great dusty sphere. The eyes of the statue seem to be following you as you move down the corridor.

The door at the end of the corridor is described as follows:

A thin coating of dust covering the door dims the luster of its once-white finish. The handle, in the shape of a fist, protrudes from the center of the door. Around this handle, a carving depicting a great, shining eye radiating light down through the heavens and onto the face of the world below is clearly visible.

As with all such handles in this area, the fist will grab the hand of anyone attempting to open the door and hold onto it until the door is fully open.

14. WEST WHITE INSTRUCTION HALL

Read or paraphrase the following when the characters enter the instruction hall:

The walls gleam marble white, completely free of all dust and dirt. White marble benches stand about the room, their once plush cushions long disappeared. A marble dais stands at the far side of the room.

Speaking the word “Purih” opens the secret door behind the dais. This word may be found by asking a white robed minion, Estigon, or by reading it off the back of this secret door or the secret door behind room 16.

15. EAST WHITE SPHERES

This area is identical to area 13, above.

16. EAST WHITE INSTRUCTION HALL [EL 4]

Read or paraphrase the following when the characters enter the instruction hall for the first time:

The white of these walls are stained with soot, their pattern indicating a terrible, raging, conflagration. The benches are broken as though tossed about the room with terrible force across the room,

many of them broken. At the far end of the room, a tall stooped figure stands behind the dais, his white robes gleaming.

This room is similar to the one at area 14, but it has a singularly difficult resident.

Creature: A spectral minion resides in this room.

☞ Spectral minion (philosopher): hp 50. See Appendix.

Development: The spectral minion instructor flickers into existence the first time the characters enter this room, and begins instructing the players as though they were his newest class of students. He is rude and condescending at best—think of a cross between Fizban and a junior high school teacher.

The instructor will start by getting everyone settled in their seats and calling attendance. The names called will tend to be relatively silly sounding names for serious wizards. He will look at one of the player characters harshly as he calls each name, repeating it until that player answers in the affirmative.

Next he will give a discourse on the history of the Lyceum. His knowledge on the subject ends with the Cataclysm. If any one particular ‘student’ appears to not really understand magic at all, or seems disinterested in the discourse, the minion will cause a spectral dunce cap to appear and demand that the PC sit on a spectral chair (which, of course, will not support him.)

Next, he will entertain three questions. Regardless of which questions are asked, his answer will always be: (1) “Only when asked by your master to do so.” (2) “Yes.” or (3) “There are only three orders of magic and that’s all there ever will be, young man!”

Finally, he will say, “Now for the practicum! Today we are going to demonstrate and work on the theory of the *fireball* spell and its uses in discipline among the ranks of a party of adventurers.” With that, he will cast a *fireball* into the center of the room (caster level 5, 5d6 fire damage). Each PC should make a DC 16 Reflex save to see if they exit the room. Success indicates no damage. The last leaving the room should also make a second saving throw at the same DC to determine if they close the door. Failing to do so will permit the effects of the spell to spill out into area 15.

In addition to general knowledge, the instructor knows the access words to all of the secret doors on this level, but must be asked specifically about each door before answering. Of course, he won’t provide the answer without first grilling the questioner about their previous grades, their sloppy dress sense, and their inability to scribe scrolls properly, and so forth.

Note: This particular spectral minion is capable of a number of things that the stat block does not reflect. These are, in essence, plot devices aimed at engaging in some humor at the expense of the heroes and should be adjusted as needed by the Dungeon Master.



17. MAGEHALL

This area is comprised of 20-ft. tall arched corridors winding their way through the back areas of the instruction halls. On the back of the secret doors in these corridors are carved the words that allow them to open. “Azrain” is carved into the back of the doors leading to areas 4 and 6. “Merak” is carved into the doors leading to areas 9 and 11. “Purih” is carved into the doors to areas 14 and 16. The secret door to area 11 is ajar and broken.

18. STATUE OF JUSTIN [EL 10]

Read or paraphrase the following when the characters enter the statue room:

The vast room rises fifty feet in height to a great dome overhead supported by four ten foot diameter pillars. A great fresco painting filled with vibrant colors and intricate detail covers all the walls and ceiling. At the south end of the hall, a great statue stands, nearly reaching the full height of the ceiling. It appears to be the likeness of a man wearing priestly robes.

Candles flicker to either side of this great statue. Kneeling between them is the figure of a man bent over in thought and prayer. The frescoes on the walls and ceiling were painted by this room’s inhabitant and only recently finished. Upon examination, scenes depicting wizards and clerics gathering at the tower and then scenes of the Cataclysm can be seen.

Creature: The kneeling man is Estigon, the ghost of a cleric-mage who has held the keys of this place since the time of the Cataclysm. His statistics are provided in the Appendix of this adventure.

Development: If encountered here, Estigon will gladly discuss certain aspects of the Lyceum that he is at liberty to divulge. He will not accompany the players on their quest, noting to them that he is sure they will ‘run into each other from time to time in the Lyceum.’ If asked anything about priests, Estigon will only shrug and say, “Your wisdom concerning this will come in its own time.”

Estigon will defend himself if attacked and will flee if he finds himself in trouble by blinding the players with smoke and flash while disappearing behind the statue at the south end of the hall.

19. THREE DOORS [EL 8]

Read or paraphrase the following when the characters enter the area for the first time:

There are three doors along the west wall of the long, wide hall. Just as you notice them, the gentle sound of chimes shimmers in the air. Mists form in the air, gently forming into the shape of a tall,

exotic-looking woman in a long black dress flanked by two gigantic, hooded men.

Creatures: The woman and her two guards are Galatea, Ivor, and Sven, spectral minions.

☞ Galatea (monk): Female spectral minion monk 5; CR 5; Medium undead (augmented humanoid [human], incorporeal); HD 5d12; hp 38; Init +4; Spd 80 ft.; AC 19, touch 19, flat-footed 15; Base Atk +3; Grp —; Atk +8 melee (1d8/x2, incorporeal unarmed strike); Full Atk +8 melee (1d8/x2, incorporeal unarmed strike) or +7/+7 melee (1d8/x2, incorporeal unarmed strike); SA flurry of blows, *ki* strike (magic); SQ bound, darkvision 60 ft., evasion, fast movement, incorporeal traits, obsession, purity of body, slow fall 20 ft., still mind, undead traits; AL LN; SV Fort +4, Ref +8, Will +6; Str —, Dex 18, Con —, Int 10, Wis 15, Cha 14.

Skills and Feats: Balance +14, Hide +8, Listen +10, Knowledge (religion) +8, Spot +10, Tumble +12. Combat Reflexes, Dodge, Improved Unarmed Strike, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

Bound (Ex): Unable to move more than 1000 ft. from area 19.

Obsession (Ex): Gains +2 morale bonus on any ability check, skill check, attack roll or saving throw that applies to the single-minded guardianship of the three doors in area 19.

☞ Ivor and Sven, spectral minions (warrior) (2): hp 40 each; see Appendix.

Development: In a deep, contralto voice, Galatea announces, “Passage through one door may be purchased on the name of this school’s keeper.” She will offer the characters the opportunity to earn passage through the doors she and her henchmen are guarding. If they can name the keeper of this Lyceum (Estigon), then they may pick one of the three doors to enter. Otherwise, they must fight to get through.

20. GREAT HALL

Read or paraphrase the following when the characters enter the area for the first time:

A great hole has been broken through the once-intricate mosaic floor of this room. Only the shattered tiles ringing the hole give any hint of the mosaic’s former glory. The two corners in the southern end of the room, and a space in the northernmost section, seem safe enough to walk upon.

Each of the three doors leading to the chamber is melted shut from the continued dragon breath forced against them. Area 67 on the second level of the Lyceum is immediately below, a drop of almost 80 feet. At the north edge of the room, an altar sits illuminated by a shaft of

light emanating from a ceramic plate in the ceiling. The altar is scarred and cracked and the book mounted on its surface is now devoid of pages, each having been torn out. Yet still does the light shine on the book.

Treasure: The book on the altar is not the prize. Rather, the plate overhead, mounted in the ceiling is actually Justin's *icon of truth*, into which Justin recorded the knowledge of the Highgod's will before he and the remaining clerics of the world left. Any cleric or wizard character who recognizes it may remove it. This is one of the major goals of the adventure, and will be of significant use to the heroes when fighting the highlord and his red dragon.

Development: If the heroes enter here through the doors on the first level and do not make an effort to be silent, Highlord Rugoheras and Ashbringer may hear them (make Listen checks for the two NPCs, DC 20). The highlord sends Ashbringer up into the room if this is the case; for his statistics, see the Appendix. Ashbringer will use his breath weapon once, then engage in rounds of claw/bite routines until he is again able to breathe fire. He keeps spells and other abilities for specific opponents as determined by the DM. If reduced to more than half of his starting hit points, Ashbringer plunges down through the hole again to escape. If a cleric or wizard has the *icon of truth* when Ashbringer attacks, its additional powers might manifest. See the Appendix for details.

21. FIRST DOOR

Read or paraphrase the following when the characters enter through the first door:

A treasure pile sits on a velvet cushion at the back of this room. A finely crafted hand mirror rests among platinum coins and gems.

Treasure: There are 500 platinum pieces, 6 gems of varying quality, each worth 100 steel, and a hand mirror. On the back of the mirror is inscribed. "Mirror, mirror/ with my rhyme / Answer three questions / in an hour's time." It radiates moderate divination magic. The mirror will answer any three questions put to it during a single hour so long as the question is couched in a rhyme. Any other questions will not be answered. The hand mirror acts in all other respects as a normal mirror and can be broken as easily as normal glass.

22. SECOND DOOR [EL 7]

Read or paraphrase the following when the characters enter through the second door:

As you pass through the door, a foul stench and a hideous screech of rage come forth from the room beyond. Four shriveled, animated corpses, their eyes aflame, emerge from the darkness!

Creature: Four wights, who have been trapped in this place since the Cataclysm, spend the first round attempting to intimidate the player characters. The spectral minions outside the door will not let them out. The creatures promise not to attack the party members if they can convince the spectral minions outside to set them free, but this is a ruse. The wights will attack immediately.

☞ **Wights (4):** hp 26, 27, 27, 28. *Monster Manual*.

23. THIRD DOOR

Read or paraphrase the following when the characters enter through the third door:

A parchment scroll hangs by a thread from the ceiling at the end of this corridor. The scroll says, "You should have taken the other door."

24. WESTHALL

This is a long hallway with heavy timber roof supports, running through the back areas of the Lyceum. There is a 30% chance of a random encounter in here, with visibility depending on the party's light source.

25. LIBRARY [EL 6]

Read or paraphrase the following when the characters enter the library for the first time:

All stacks of books in huge bookcases run down the length of the hall. A large sign on the wall plainly reads in several languages "Books may only be studied by those with the authorizing key." A young man in black robes pores over thick volumes of text while four bored guards in Red Army uniforms watch on.

Most of the books have protections placed on them, making the books difficult, if not downright dangerous to handle. There are only 17 books in the library that can be used by the characters. These are spellbooks, of a kind, each containing only one spell and copious amounts of notes, historical information, and commentary written in Istarian. Use the random tables for scrolls in the *Dungeon Master's Guide* to determine which specific spell is kept in a given book. These spells may be either read aloud and used like any other scroll, or transcribed by a wizard, as would a spell from another spellbook.

Trap: All other books glow slightly and emit a 1d6 hit point damage charge to anyone who touches them. The key that the sign refers to is a keyword that has long since been forgotten.

Creatures: Four human Red Army soldiers are here with Vulpid, a mage assistant to Karabanth the Black, trying to understand the books in the library.



☞ Red Dragonarmy soldiers (4): Male human fighter 1; CR 1; Medium humanoid (human); HD 1d10+3; hp 8; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk +4 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL CE; SV Fort +2; Ref +0; Will +0; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -1*, Intimidate +4, Jump -1*. Power Attack, Toughness, Weapon Focus (longsword).

* includes -6 armor check penalty.

Possessions: Breastplate, heavy steel shield, masterwork longsword, light crossbow, 20 bolts.

☞ Vulpid, Karabanth's Assistant: Male human wizard 4; CR 4; Medium humanoid (human); HD 4d4; hp 18; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 12; Base Atk +2; Grp +2; Atk/Full Atk +3 melee (1d4/19-20, masterwork dagger); SA spells; SQ —; AL CE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 12, Con 10, Int 13, Wis 11, Cha 11.

Skills and Feats: Concentration +7; Decipher Script +8; Knowledge (arcana) +8; Spellcraft +10. Scribe Scroll, Spell Focus (enchantment)

Wizard Spells Prepared (4/4/2; spell save DC 11 + spell level, DC 12 with enchantment spells): 0—*daze, light, read magic, resistance*; 1st—*burning hands, protection from good, ray of enfeeblement, sleep*; 2nd—*daze monster, gust of wind*.

Spellbook: 0—All; 1st—*burning hands, charm person, hold portal, hypnotism, identify, magic missile, protection from good, ray of enfeeblement, sleep, true strike*; 2nd—*blindness/deafness, daze monster, gust of wind, hideous laughter, protection from arrows, resist energy, touch of idiocy*.

Possessions: Masterwork dagger, *ring of protection +1*, *bracers of armor +1*, robes, spell components.

Tactics: Vulpid immediately seeks cover or protection while the soldiers rush to engage the player characters. They are outmatched, but will try to give the wizard time enough to cast a few spells (*daze monster* and *ray of enfeeblement* are two initial choices). Vulpid wasn't expecting a force as experienced as the player characters and will eventually surrender if reduced to less than half of his hit points.

26. LOST TOMES [EL VARIABLE]

Read or paraphrase the following when the characters enter this room for the first time:

Before you the most sacred of sanctums is open. Glowing with a soft blue light, the most secret books of the library line the walls of this room. Only three of them appear to have lost their magical glow.

This room, undiscovered by Karabanth so far, contains ancient tomes that have long been lost from the face of Krynn.

Treasure: Three of the books in this room are safe to handle, and are extremely valuable. They are blessed books keyed specifically to one Order of High Sorcery: black, red, and white. The magic of any given book will not function for a wizard of a different alignment than the Order for which it was prepared. None of the books contain spells, but their usefulness is readily apparent to any wizard.

Trap: All of the other books in this room are magically trapped.

☞ *Sepia snake sigil trap:* CR 4; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28.

27. TEACHER'S ROOM

The rotting remains of a cot and chair are all that remains in this room.

28. STUDENT'S ROOM [EL 9]

Read or paraphrase the following when the characters enter this room for the first time:

As you enter what must have once been a student's bedchamber, a whirl of spiritual energy in torment spins toward you!

Creatures: Five spectral minions attack the party. They are enraged over the fate of their people and at having been left behind.

☞ Spectral minions (warrior) (5): hp 27, 28, 29, 29, 29. See Appendix.

Development: The minions are not mindless, and can probably be reasoned with. They are unable to venture very far beyond the student's rooms, and if the heroes succeed at a Diplomacy check (DC 22), they can talk the spectral minions down from their fury. If they manage this, award them half of the standard experience points for the encounter.

Treasure: The spectral minions will offer any heroes who negotiate with them a bundle of spell scrolls: *magic missile, protection from energy (fire)*, and *ice storm* all scribed at caster level 8.

29. WIZARD'S CHAMBERS

Read or paraphrase the following when the characters enter the chamber:

Tapestries cover the walls. Dark furniture with forbidding carvings sits about the room. Everything emits the feeling of death.

This room is under the permanent effects of an *unhallow* spell (caster level 15). Take this into account if any fight between the PCs and undead occurs in here.

30. WIZARD'S LAB [EL 10]

Read or paraphrase the following when the characters enter the laboratory for the first time:

A great table sits in the center of the room. Glass tubes and beakers cover the table while strange and noxious liquids bubble with thick slowness. A hunched figure can be seen on the other side of the table. Off to one side, a tall man-like shape gleaming like silver and polished wood stands motionless in the shadows.

Creature: This is Karabanth the Black, the highlord's wizard ally, and his shield guardian, Utrecht.

☞ Karabanth: hp 30; See Appendix.

☞ Utrecht, shield guardian: hp 112; *Monster Manual* p 223.

Development: Karabanth has stored a *dispel magic* spell in Utrecht, in case enemy spellcasters are encountered. Utrecht has been commanded to use the spell if Karabanth is affected by a magical effect. If Karabanth noticed the players coming, then the room will be filled with *darkness* when they first enter it as well as a *silence 15' radius*. From this darkness, Karabanth will use his *wand of fireballs* against the party and then attempt to escape through his bedchamber via the secret door to room 25. His shield guardian will help to block any pursuit, before following the wizard.

31. NOVICE CELLS

Read or paraphrase the following when the characters enter the area:

The single decayed form of a man in armor lies on the floor of this hall. Around him, open doorways into small, cramped rooms with sleeping benches line the walls.

Treasure: An adventurer has died here. In his backpack are found 400 stl, three 50-stl gems. His dead hand holds a *berserking sword* (*Dungeon Masters Guide*, p 276). This magical greatsword may come as a curse or a boon to the characters, depending on their mindset.

32. KITCHEN [EL 7]

Read or paraphrase the following when the characters enter the area for the first time:

Five draconians have a kender tied up on the large butcher block in the center of this room. They are sharpening knives (having stuffed a large red fruit into the mouth of the kender) and are preparing for their lunch.

Creatures: There are five baaz draconians, all of them quite hungry.

☞ Baaz draconians (5): hp 18, 19, 20, 22; *Dragonlance Campaign Setting*, p 217.

Possessions: Masterwork longswords.

☞ Telbin Shadowchaser: NG male kender rogue 3, hp 11 (currently 3)

33. NORTH HALL

This small corridor smells rather like a stable. It leads to area 34, and the smell comes from the occupant of that room.

34. PANTRY [EL 5]

Read or paraphrase the following when the characters enter the area for the first time:

The red eyes of an enraged griffon fix on you as it leaps forward.

The draconians have captured a griffon and are intent on eating it. It is chained in the room but has broken free and now none of the guards has any desire to open the door to this room again.

Creature: The griffon is an exemplar of its noble kind, stronger than the average griffon.

☞ Advanced griffon: Large magical beast; CR 5; HD 10d10+30; hp 84 hp; Init +2; Spd 30 ft., fly 80 ft. (average); AC 17, touch 11, flat-footed 15; Base Atk +10; Grp +18; Atk +14 melee (2d6+4, bite); Full Atk +14 melee (2d6+4, bite) and +11 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA pounce, rake 1d8+2; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +10, Ref +8, Will +6; Str 18, Dex 15, Con 16, Int 6, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +9, Spot +10. Improved Natural Attack (claws), Iron Will, Multiattack, Weapon Focus (bite).

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Development: The griffon will attack the first person to open the door but is more intent on escape than combat. If offered a way out, it will flee rather than fight. The garden in area 36 is an excellent means of escape; if the players succeed in negotiating with the beast, they might be able to lead it to its freedom.

35. STORAGE

The large room was stripped of its contents in the days before the Cataclysm, and no longer holds anything but assorted debris.

36. GARDEN [EL 8]

Read or paraphrase the following when the characters enter this area for the first time:



The door opens onto a large courtyard open to the sky. The once carefully tended herbal garden has long ago succumbed to neglect. Its weeds are now almost five feet tall, making it impossible to see even a few feet in front of you. Two mounds of weed-choked earth are piled up in opposite corners.

Despite the fact that this area is open, letting the sea air in, the magical wards that were in place prevented anybody from going further inside the Lyceum. Over the years, many creatures have used this area as a lair. The current inhabitant is very, very hungry.

Creature: A pair of tendriculos lives in this garden among the overgrown grasses, weeds and shrubs. They are the grassy mounds that the player characters see when they first arrive.

☞ Tendriculos (2): hp 94, 96; *Monster Manual* pg. 241.

37. DINING HALL

Read or paraphrase the following when the characters enter this room for the first time:

Rows of rough wooden tables and benches stand about the room. On several of the tables there are strange stains.

Examination of the stains (Search DC 10) shows that they are fresh blood and there appear to be traces of raw meat on the tables as well. Drops of this blood can be followed to the door at the east end of this room.

38. GUARD CELLS [EL 10 BUT SEE BELOW]

Read or paraphrase the following when the characters enter this room for the first time:

The cells of the ancient apprentices line the north wall. A fowl stench fills your nostrils, and the sound of snoring assaults your ears.

Creatures: Fifteen baaz draconians lie sleeping in these cells. If the PCs do not make too much noise, they might just sneak past them all.

☞ Baaz draconians (15): hp 20 each; *Dragonlance Campaign Setting*, p 217.

Possessions: Masterwork longswords.

Development: Obviously, this could be a very dangerous encounter if all of the baaz were to wake up. Luckily for the player characters, most of them are in a deep sleep induced by heavy drinking. The baaz have Listen skill check bonuses of +4, but they suffer a -10 penalty due to sleep. Make a single check against the Move Silently checks of the characters, or if the characters are not attempting to move quietly, against a DC of 5 (if most of the heroes are in medium or heavy armor) or 10 (if most of the heroes are unarmored or in light armor).

Should the check succeed, roll 2d6 for the number of baaz who awake. The remainder will awaken at the sound of fighting and join the combat in 1d4 rounds.

39. CHAMBER

There is nothing to be seen here, although this makes an excellent place to hide from the baaz in area 38 if they awaken.

40. CHAMBER

See area 39 above; this room is identical in all respects.

41. PRIESTESS [EL 8 OR 9, SEE BELOW]

Read or paraphrase the following when the characters enter this room for the first time:

Clouds of incense fill the room. A statue of a five headed dragon stands on an altar on the opposite side of the room. Between you and the altar, a dark robed figure kneels.

Spirititor Minsi Tarenthela is in this room offering prayers to Takhisis.

Creature: Minsi, a cleric of Takhisis, is detailed in the Appendix.

☞ Minsi Tarenthela: hp 39; see Appendix.

Development: Minsi is so enraptured by her own speech that she may not notice the PCs entering the room behind her. Make a Listen check for her at a -5 penalty. If she beats a DC 15, she is aware of the heroes. Otherwise, she remains where she is and the heroes may (Listen DC 10) hear her words:

“... that day of your doomful coming again at hand. The shards of your temple we have saved as you commanded us. We have them now below and through your terrible corruption of innocence we may open a new way for you to enter the world.”

At this time, unless otherwise already bothered, she will notice being observed and call for the aide of the guards in area 38 as well as use her powers to destroy the PCs. Minsi is fond of spells that deal direct damage, such as her *inflict* spells, or which penalize opponents, such as *contagion* and *doom*. 2d6 baaz reinforcements arrive in 1d4 rounds, at which point she will attempt to flee.

42. HIGHLORD'S CHAMBERS

Read or paraphrase the following when the characters enter this room for the first time:

A small stand sits in the center of the room. On it is held a crystal globe. Dark purple lights twist upon itself within the globe.

Anyone touching the globe in any way will cause the following to appear:

The purple light writhes out of the crystal, rising higher and higher into the room. Flashes of lightning run through its tendrils. The light folds upon itself suddenly and with thunderous crashes forms into the figure of a huge dragon highlord mask.

The great mask speaks: “I, Rugoheras, have sealed myself within the holy place. I shall emerge only when I escort the Queen beside me, and only then will I respond to your need. Speak your need and location when directed and I shall contact you at my pleasure.”

This is Highlord Rugoheras' means of taking messages. The players are here encouraged to leave any message that they want. Note, however, that the highlord has the ability to receive these messages in the room where he is locked below and will remember whatever the players say about him to this artifact. After three minutes of real time, the vision will collapse back into the globe. There is no limit to the number of times the globe will respond.

43. GUARD'S QUARTERS

Rows of rotted cots and beds line the walls.

44. PUZZLE TRAP – WHITE [EL 4]

Read or paraphrase the following when the characters enter this area for the first time:

A single figure in white robes stands before you, barring your way.

Creature: A spectral minion stands before the PCs and asks: “What is your name?” If the PCs answer correctly, then the minion disappears.

☞ Spectral minion (philosopher): hp 30; see Appendix.

45. PUZZLE TRAP – RED [EL 4]

You now confront a red robed wizard barring your path.

Creature: A spectral minion stands before the PCs and asks: “Why have you come?” If the PCs answer correctly, then the minion disappears.

☞ Spectral minion (philosopher): hp 30; see Appendix.

46. PUZZLE TRAP – BLACK [EL 4]

Read or paraphrase the following when the characters enter this area for the first time:



A black robed wizard blocks further passage along the hallway.

Creature: A final minion stands before the PCs and asks: “Do you know the exact elapsed time since you have entered this building?” The correct answer is “No.” If it is given, the minion will offer a *cloak of armor +4* (as *bracers*, but in the form of a hooded cloak).

☞ **Spectral minion (philosopher):** hp 30; see Appendix.

47. MAGEHALL [EL 10]

Read or paraphrase the following when the characters enter this area:

You meet a blue-robed wizard along the hallway, who watches you as you approach and nods genially. He is obviously incredibly old, despite his relatively youthful appearance.

Creature: This is Estigon from area 18, who introduces himself to the heroes as the “master of the Lyceum... when the highlord isn’t looking.” He will speak for a while with the players and then direct them toward area 18 saying, “Your answers as well as your solutions lie down farther still.”

THE LYCEUM: LOWER LEVEL

The lower level is below ground, carved out of the pillar of rock the Lyceum stands upon. Entrances to this floor are limited to the stairs in area 47 and the hole blasted through the floor of area 50. All of the walls and the floor on this level are hewn stone and very thick, usually at least 5 ft. and almost impossible to break through (hardness 8, hp 180 per foot, break DC 50 or more). Most doors are solid steel (hardness 10, hp 50, break DC 30). Unless otherwise specified, doors are locked with an average lock (Open Lock DC 20), and secret doors can be found with a Search DC of 20.

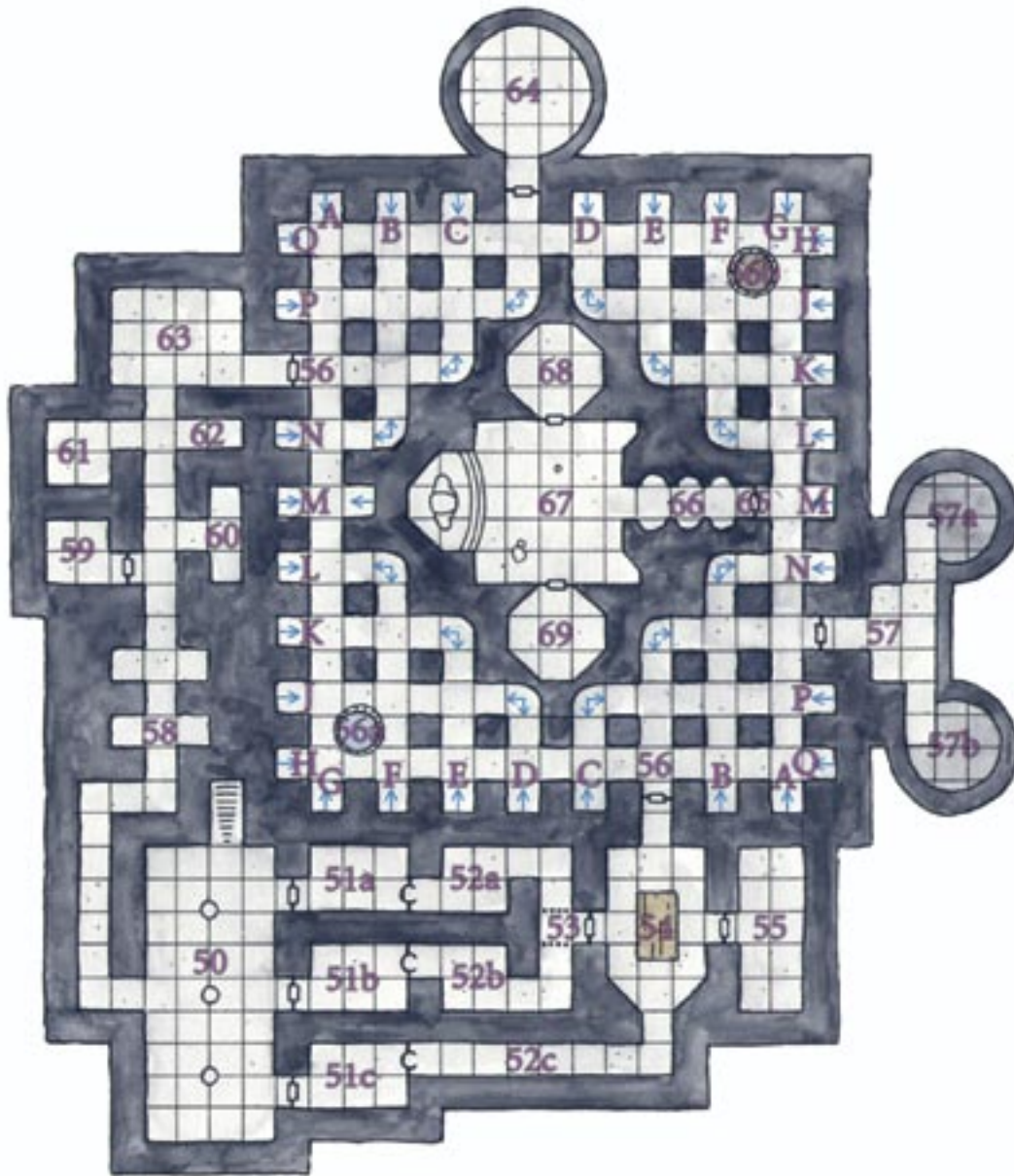
50. HALL OF THE MOONS

Read or paraphrase the following when the characters enter this room for the first time:

Stairs descend into a vast hall of darkness forty feet wide. Ornate carvings decorate the wall in patterns that continuously twist and weave upon it. Three pedestals, topped with spheres of violet light, are evenly spaced down the middle of the room. The north most sphere surrounds an onyx crystal of incredible purity. The second surrounds a cut ruby the size of a fist, while the third contains a huge diamond.



THE LYCEUM, LOWER LEVELS



Treasure: The three crystals are not only valuable gems, but also keys to areas 51A, 51B and 51C. If one person puts their hand in a sphere to retrieve a crystal, it vanishes instantly, moving at once to one of the other spheres. Only by having three different people place their hands in the spheres at the same time can the gems be taken.

These gems are magical tokens and, should the players attempt to take them from the confines of the Lyceum, the stones will vanish at the threshold and return to these locations. Each is valued at 6,000 stl, which makes their vanishing trick all the more frustrating for greedy adventurers.

Each of the three doors on the east side of the room is identical. They are described as follows:

The heavy door is well kept, its carved finish shining in your light. The figure

of a robed mage, his face shadowed by his hood, is formed in such a way that his hand seems to extend to become the fist shaped door handle. Behind him are arrayed the constellations of the night sky above Ansalon.

The players should be familiar with these door handles from their first use in the rooms on the first floor (see area 3). The handle will grasp the hand of anyone who touches it and will not release him or her until the door is fully opened.

These doors, however, have an additional property. If the altar in the room to which they lead is activated by the gemstones (see areas 51a, b, and c), then these doors will shut mechanically and not open again until either all three gemstones have been placed in all three of the altars or the gemstone that matches the room is again taken from the

sphere in area 50. Note that this means the doors will not open until the player characters have managed to get the stones out of the spheres.

It is also important to note that the players may very well find themselves trapped in these rooms as others have (see area 51c) If this happens, you may want to eventually free them—by a group of draconians and a black wizard!

51A. BLACK WIZARDRY

Read or paraphrase the following when the characters enter this area:

The high walls of the room are covered in dark frescoes. Black robed wizards command the stars into ordered patterns while Krynn is depicted below their down turned hands. A single altar stands on a raised platform at the east end of the hall.

When the onyx crystal is placed on the altar, the western door leading to the room will close automatically. It will not reopen until another player in area 59 takes the onyx crystal from the sphere in room 50.

If players located in each of the three altar rooms place their respective stones on the altar, then all the western doors to the three rooms will close. Once these doors have completely closed, the concealed doors behind the altars swing open. Only when all three stones have been placed at the same time will the concealed doors open.

51B. RED WIZARDRY

Read or paraphrase the following when the characters enter this area:

Brilliant sunsets composed of thousands of red robed wizards are depicted in this room's frescoes. A single altar stands on a raised platform at the east end of the hall.

This is the second of the three altars that must all be activated as described in 51a before the concealed door will open. This room and its doors work identically to those in room 51a.

51C. WHITE WIZARDRY [EL 4]

Read or paraphrase the following when the characters enter this area:

The various shades of white in this room's frescoes show a paradise of silver trees and tranquil rest. The whiteness is marred sharply by great red stains streaking the east wall behind the altar. Four draconians, their claws raw from scratching at the back wall turn their red fevered eyes toward you and scream!

There are four baaz in here trying to open the door. This is impossible, of course, because they have not placed the gems where they should be, three draconians each keeping one for himself. The gems, it seems, disappear when they are taken back into the room from which they have just come. Now these draconian thieves are looking for some other exit.

The diamond should be placed on the altar here while the other gems are on their respective altars so that the door behind the altar might open. In all other respects, this room operates identically to rooms 51a and b.

Creatures: These draconian thieves are looking for some other exit.

☞ Baaz draconians (4): hp 18, 18, 20, 22; *Dragonlance Campaign Setting*, p 217.

Possessions: Masterwork battleaxes.

52A. TRIAL OF THE BLACK [EL 5]

Read or paraphrase the following when the characters enter this room for the first time:

Floating in the high corner of the 20-foot square chamber, a robed apparition in black with vaguely elven features and two hellish red pinpricks for eyes hums softly to herself.

Creature: A wraith, once an elven maiden corrupted by her own greed for magic, is permanently haunting this area. She will attack anyone who is not of evil alignment but ignore those who are evil.

☞ Wraith: hp 44. *Monster Manual* p 257.

52B. TRIAL OF THE RED [EL 5]

Read or paraphrase the following when the characters enter this room for the first time:

A hideous amoeba-like creature, its grayish-pink body covered in wet sucking mouths and wide staring eyes surges forward, fluid and grotesque.

Creature: A gibbering moulder lairs here, feeding whenever it can on stray mice and insects. It will attack anyone who is not of neutral (i.e. CN, LN or N) alignment, long ago dominated into service.

☞ Gibbering moulder: hp 45; *Monster Manual* p 126.

52C. WALK OF THE WHITE

Read or paraphrase the following when the characters enter this area:

A corridor ablaze with shining Aglory beckons you onward.

Characters who are not of good alignment will feel the effects of a *crushing despair* spell (caster level 15th, Will save DC 17 negates) as they are filled with feelings of remorse and guilt. Those who fail their saving throw will be unable to make it to the end of the hallway.

53. JUNCTION

Read or paraphrase the following when the characters enter this room for the first time:

Shining portcullises of steel bar the passage to the north and south. A wooden door stands to the east. Just beyond the portcullises can be seen levers recessed into the walls.

These levers will raise the portcullises to allow passage from areas 52a and 52b while preventing anyone from entering these areas from area 54.

The portcullises are constructed of steel bars (hardness 10, hp 30 per bar, break DC 26) spaced 4 inches apart. A Small creature can attempt to squeeze through the bars with a DC 32 Escape Artist check. A Tiny creature gains a +8 bonus, while Diminutive or Fine creatures do not need to make a roll. The portcullises are protected by an *arcane lock* (caster level 15) which is disabled when the levers are pulled, but is active whenever the portcullises are set in place.

54. MASTER'S STUDY [EL 8]

Read or paraphrase the following when the characters enter this room for the first time:

A long table runs the length of this room. As you watch, skeletons and spectral figures are locked in combat.

Creatures: Ten skeletons fight five spectral minions in this room. When the party enters, they will all turn on the living party members and attack them.

☞ Human warrior skeletons (10): hp 6 each; *Monster Manual* p 225.

☞ Spectral minions (warrior) (5): hp 24 each; see Appendix.

55. MASTER'S LIBRARY

Read or paraphrase the following when the characters enter this area:

The shelves and books of this room are charred. The table, charred and pocked, supports a single book under a layer of soot. The books in this room have all been burned and lay as ash in the corner of the soot covered room. There is one book on the table however which is not harmed and sits closed in the soot.

The book on the table details what happened to the clerics when they came here and how magic and cleric miracles were found to stem ultimately from the one essential power. It talks of the portal of passage where they who were worthy were taken to begin again on far-flung creations. It talks of the Highgod above all gods, and it also contains the cryptic note in the front of the book: "From Study / Pass pillars three to the door / Left and pass two / Left to the sanctum."

56. FOREVER HALLS

Read or paraphrase the following when the characters enter this room for the first time:

Halls and cross halls ten feet wide run straight as far as you can see, separated by ten foot square columns of stone.

This maze area is constructed of dimensional teleports that bend light and sound so effectively that passage through them is impossible to detect. The entire area radiates strong conjuration magic. A person standing at the door entering this maze from area 54 and who could see far enough would seem to be looking down a straight corridor 70 feet to the door entering area 57. Each of these magical corridors not only turns but also often ends in a teleport, which also appears as a simple continuation of the hall. Teleports at the ends of the hall send characters to through matching teleports with the same letter on the opposite side of the maze.

This maze will often result in apparent paradoxical effects. For example, a person standing at location X would claim that the person at location Y was ahead of them and the person at location Z was to their right. The person at location Z would claim that the person at location Y was ahead of them and the person at location X was off to their left.

While characters are in this maze, you should take care to describe directions in terms of "left", "right", and "forward" and "behind". Note also that there is a different random encounter bracket for these 'Forever Halls' than elsewhere in the adventure.

56A. FOUNTAIN

Read or paraphrase the following when the characters enter this room for the first time:

The halls converge on a 30-foot wide square area. In the center of the area is a 10-foot wide pool kept behind a low circular wall. The waters of the pool are placid and clear. There is a peace about this room.

This is a well of healing, and each time an individual drinks from the waters it acts as a *potion of cure moderate*



wounds and *potion of lesser restoration* (caster level 10). No single individual may benefit from the well's abilities more than once in every 24-hour period. If the water is bottled or otherwise taken away from the fountain, it loses its healing properties.

56B. SPHERE

Read or paraphrase the following when the characters enter this room for the first time:

The halls converge on a 30-foot wide square area. In the center of the room is a 10-foot wide pool held by a low circular wall. The surface of the pool is black and brackish. A tall skeleton in dark armor stands in the center of the pool whose waters rise up around his knees. He stands in a wide stance with his rusting sword held frozen in his bony hands. His empty eye sockets seem to stare at you.

Treasure: In the fountain between the skeleton's legs can be found the *Orb of Nuitari*. The skeleton is a dark paladin who once guarded the sphere. Though he is now long dead and cannot harm the party, he may give them some time to think about getting the orb.

57. THE UP AND DOWN

Read or paraphrase the following when the characters enter this area for the first time:

The ten foot long corridor enters the center of a 30-foot wall. The room is twenty feet deep. Corridors lead from the room through arched exits in the east end of the north and south walls. From these can be heard the rushing of wind and the rising and falling cries of the dead.

A lever of iron 10 feet tall is held pointing to the north by the remains of a long dead robed man. The figure's wrists are bound to the lever by a rotting strip of the same cloth that the man's robes were made of. Around the skeletal neck of the figure shines a *medallion of faith* of Sirrion. The characters may untie the figure, freeing the lever. This lever controls the motion direction of gravity in the dimensionally linked shafts north and south of this control room (57a and 57b). By swinging the lever from one side to the next, the direction of gravity is reversed in this area, making everything move in the opposite direction.

Moving the lever itself, however, is difficult and requires a DC 18 Strength check each time the attempt is made. If more than one person assists in moving the lever, then both make strength checks without any penalty.

There is no neutral position for the lever. Gravity in the rooms will either be in one direction or the other.

57A. NORTHFALL [EL9]

Read or paraphrase the following when the characters enter this area for the first time:

A platform without retaining wall looks out over a shaft 30 feet in diameter. Its height and depth are without measure and appear to be limitless. A blur of objects fall from above, rushing past you. You only have impressions of their nature, so great is their speed: A glint of metal, the sound of weeping, and an occasional streak of dull red.

This is the northern of two towers that are dimensionally linked so that the top of one is the bottom of the other. In addition, the gravity in one of the towers is the opposite of the other. Which of the towers had normal gravity and the other has reversed gravity is determined by the position of the lever in area 57.

Whenever the lever is reversed, the objects—which are in a state of freefall—still retain some momentum. Such objects will appear to slow down in their flight, come to a momentary halt and then begin accelerating again in the opposite direction.

There are several swords and weapons and the bodies of at least two adventurers who attempted to take the orb without the aide of other party members. There are also 5 spectral minions who are in freefall here as well that will attack the party should any of them also be in freefall as well. Most importantly, however, here is found a red sphere needed to pass the guardians at area 66.

Creature: These five spectral minions are very aggressive former victims of this trap.

☞ Spectral minions (warrior) (5): hp 29 each; see Appendix.

Treasure: Anyone in freefall will be able to see objects clearly, including the *Orb of Lunitari* but may not be able to get to them and would be subject to attack from the spectral minions. The objects falling around them pelt characters that stop suddenly.

57B. SOUTHFALL [EL 9]

Read or paraphrase the following when the characters enter this room for the first time:

A platform without retaining wall looks out over a shaft 30 feet in diameter. Its height and depth are without measure and appear to be limitless. A blur of objects fall from below, rushing upward past you. You only have impressions of their nature, so great is their speed: A glint of metal, the sound of weeping, and an occasional streak of dull red.

This is the other side of area 57a. Its contents and effects are identical.

58. WATCHWATER [EL 7]

Read or paraphrase the following when the characters enter this area:

The roar of cascading water fills the air. In four alcoves to either side of the hallway, four separate rivers appear to be running up the wall.

Creature: These puzzling rivers are actually medium water elementals that will bar the party from passing.

☞ Water elementals, medium (4): hp 27, 28, 29, 30; *Monster Manual* p98.

59. PRISONER

This darkened cell is lined with chains and manacles spaced around the walls, held up by iron pins. Hanging on the far wall by several chains is the dead body of a man, his face frozen in terror.

This is a townsman of Turog, slain by Karabanth's foul magic. There are no signs of any physical injury or distress otherwise.

60. PRISONER

Read or paraphrase the following when the characters enter this area:

Sounds of pain can be heard coming from this cell, even though there doesn't appear to be anybody in it.

The sounds are coming from the ceiling, where chains hold the prisoner's arms and legs. This is Gart Minorsa, the twin brother of Merilynth. He does not know what has happened to his sister but believes that she has been taken somehow into the center of the maze. He will gladly join the party to help rescue her.

Gart Minorsa (LG male commoner 3): hp 10 (see Appendix)

61. TORTURE ROOM

Read or paraphrase the following when the characters enter this area:

A large brazier here glows with white-hot coals. A selection of steel tools of torture sits glowing in the brazier's heat.

Any of these instruments will do 2d8 points of fire damage the first round they are taken from the fire, 1d8 on the second round and 1d4 on any subsequent rounds.

62. HALL WATCH [EL 2 OR 9]

Read or paraphrase the following when the characters enter this room for the first time:

You can hear the sounds of rumbling from within.

Creature: A baaz draconian is supposed to be on duty here but is asleep. If awakened he will warn the guards in room 63 and call for help.

☞ Baaz draconian: hp 20; *Dragonlance Campaign Setting*, pg. 217.

63. GUARDS QUARTERS [EL 3 OR 9]

Read or paraphrase the following when the characters enter this area:

A horrible stench nearly overwhelms your senses despite the orderly appearance of the room.

Creature: The Red Dragonarmy draconian guard has found a resting place and here awaits the orders of their highlord. There are 10 baaz draconians in this room but all save two are asleep. The two that are awake are quietly throwing bones, trying to ascertain the future. If the party can take them out before they make much noise, then the party may be able to sneak into the maze without having a large fight on their hands.

☞ Baaz draconians (10): hp 18, 19, 20, 22; *Dragonlance Campaign Setting*, pg. 217.

Possessions: Masterwork longswords.

64. SKYDOME

Read or paraphrase the following when the characters enter this area:

As you step from the doorway, you find yourself standing on a circular platform forty feet in diameter. The platform appears to be rimmed by a low wall only four feet in height. Beyond the low wall, as far as you can see, is a twilight open sky. Stars fill the deep blue and purples and each of the three moons can be seen in different places and aspects. The door through which you have come now seems out of place for it seems to appear at the south side of the platform as a dimensional gate rather than a doorway through a wall.

Most strange of all is the partial bridge in the center of the room. The foot of the bridge rests in the center of the room—a white marble span shot through with quartz and other types of crystal. It arcs upward toward the impossible sky and, as it does so, begins to fade out of existence until it cannot be seen at all.

This is where the clerics all went when they left the world. Only divine or arcane spellcasters who prepare their spells may cross the bridge. Other classes who attempt to set foot on the bridge will find themselves unable to do so. Those who start climbing the stairs on the arched bridge will fade away with the bridge as they climb the stairs and experience the following:

As you climb the bridge stairs, new stairs appear before you farther along the way. You just now notice a tall figure in white standing at the top of the bridge's curve about fifty feet before you. Looking back, you see the large platform, foot of the bridge and those you left behind are fading from your sight.

The figure on the bridge is Justin, the last cleric of the Third Age and now the watcher of the bridge. He tells the character that all the clerics of his time, having fulfilled their oath, were ready for the higher law of the gods from Beyond.

Justin will also tell the players that they must find the *icon of truth*, which is the fulfillment of all true faith and which tells of the unification of the realms of power under the ineffable Law of the Highgod. To this end, he will give the player the *Orb of Solinari*, but tells them to turn back for they are not yet ready for the greater knowledge beyond that which is written in the *icon*. If the player characters already have the *icon*, Justin tells them that they will know to use it when they face their greatest trial against the powers of evil and chaos within the Lyceum.

65. ACCESS

Read or paraphrase the following when the characters enter this area:

This set of golden doors is engraved with the image of wizards kneeling in meditation, facing each other.

These doors are locked, but the lock is fairly basic (Open Lock DC 15). The doors can also be forced with a DC 20 Strength check, but this will alert the occupants of area 67.

66. GUARDIANS [EL 6]

Read or paraphrase the following when the characters enter this area:

Three sets of facing alcoves stand thirty feet tall on each side of the hall. In each of the alcoves stand statues of robed wizards. The first set is carved of red granite. The second is carved of black stone. The third of the purest white marble. Each statue is identical, stooping slightly with their hands cupped in front of them some ten feet above the floor. Just beyond each set of statues, lightning ripples in continuous sheets, barring the way.

Trap: The walls of lightning are *lightning bolt* traps, keyed to go off whenever anybody passes through the shimmering fields. Each electrical wall is removed (and the trap deactivated) by placing the appropriate sphere in the cupped hands of the statue to which it belongs. The black sphere, for example, would be put in the cupped hands of one of the black statues, the red sphere in the hands of one of the red granite statues, and so on. With each proper placement, one of the walls of lightning is removed.

☞ **Lightning bolt traps (3):** CR 6; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Ad-hoc Experience Awards: The Dungeon Master should reward the players with inventive solutions to this problem if they haven't been able to acquire all of the *Orbs*. Give them half the experience points for their efforts. If the player heroes have all three *Orbs* and don't have a problem, give them full experience points for an EL of 6, representing their success in gathering together all of the keys into the trovehall.

67. TROVEHALL [EL 11]

Read or paraphrase the following when the characters enter this area:

Red glowing orbs, illuminating a 50-foot square area, provide a ghastly light to this chamber. At the far west side of the hall, wide steps lead to a raised platform. A statue depicting the three moons of magic stands on the platform. A small figure of a girl appears to slump against the statue, surrounded by what look like shards of black stone. Next to her, a tall man in the red armor of a dragon highlord stands, stroking her hair. In the sanguine gloom, the sound of a dragon chuckling to itself can be heard.

In this hall are the red dragon, Ashbringer, and the highlord. Merilynth is tied to a statue of the three moons. The Highlord is showing her, through the dragon, visions of corruption and evil, but she has so far withstood him.

At her feet are the shards of the evil temple through which, by the girl's own suicide, the gate might be opened again. 70 feet overhead, the ceiling is broken open and leads to area 20 of the floor above.

The space behind the statue of the moons of magic radiates a strong aura of conjuration magic. With the appropriate rituals or by the command of Justin or Estigon, the platform can be made to connect directly to area 64, linking the Trovehall with the Skydome and providing a means of access to the Bridge of Stars. The highlord has yet to be successful in achieving this result himself.

Creature: Ashbringer and the highlord's statistics are provided at the end of this adventure.

☞ **Highlord Rugoheras:** hp 77; See Appendix.

☞ **Ashbringer, juvenile red dragon:** hp 168; see Appendix

Development: These villains will, of course, attack the players. Ashbringer relies on his breath weapon to deal as much damage as he can on the first round, while the highlord releases a crossbow bolt at any character that looks like a spellcaster. Then, both the highlord and Ashbringer close for melee with the toughest-looking characters. If Gart is with the party, he immediately shakes himself free of his fears and moves to release his sister from the statue. Seeing his plans under threat from the intervention of the heroes, the highlord will do everything in his power to stop the Minorsa siblings from leaving the room. Ashbringer is instructed not to harm either the brother or the sister, so he will not risk using his breath weapon if either of them is in the path of his fiery cone.

Heroes with Justin's *icon of truth* will have an immediate advantage against the dragon and its master. If a divine or arcane spellcaster of non-chaotic alignment presents the *icon* boldly before him or her, the power of the tablet's *order's wrath* spell is unleashed upon the villains. Ashbringer and the highlord will each be stunned for one round, dropping any weapons and unable to take actions. Activating the *icon* will also alert Justin in area 64. See **Ending the Adventure** for more details about Justin's actions after the *icon* is used.

68. NORTH TREASURY

Treasure: Here are the coffers of the ancient wizards. Their platinum still shines as bright and their jewels retain their luster. There are 4,000 platinum pieces and 15 jewels worth 800 stl each, divided into the large gold-plated coffers (each of which is worth very little now, though this will take some examination to determine).

69. SOUTH TREASURY

The room is empty.

ENDING THE ADVENTURE

When the heroes finally confront the highlord and are able to use the *icon of truth* against him, Justin is alerted on the Bridge of Stars. The Bridge is not only capable of leading

the faithful through the Gate of Souls and into the Beyond, but serves as a portal into the other planes as well. It is this function that the Black Robe wizard Akar, on the eve of the Cataclysm, sought to exploit, and the reason the highlord's ritual was being conducted in the Lyceum—until the heroes' untimely arrival jeopardized these plans.

Justin opens the teleport passage between area 67 and area 64, the statue of the moons of magic separating into three individual orbs framing the way into the Skydome. His voice resonates in the mind of the characters: "Bring the dark one to me, and he will meet his ultimate reward." If the characters can get the highlord through the passage and into the Skydome, or trick him into fleeing through the passage (perhaps with the aid of Gart and Merilynth, or by using the *icon* to drive him forward), read or paraphrase the following:

As the highlord enters the Skydome, the endless tapestry of stars appears to fade, cycling through shades of indigo, purple, and finally to black. The highlord releases a gasp of exultation, crying out, "My Queen! My Queen! At last, the portal has opened!" His appeals are cut short, however, as Justin steps down from the steps of the Bridge of Stars. "No, dark one," he intones. "It is by the will of the Highgod that you are here, not your own. These heroes have forced your hand, and the great Balance has been maintained. Like others before you, you now go to join your Mistress... in the Abyss."

A great wind arises from the void, and the highlord shrieks. As you watch, he is lifted aloft and carried out into the darkness on black wings. His screams join those of the others waiting for him.

If Ashbringer is still alive, he too is drawn into the wailing void of the Abyss. The dragon roars a final challenge, but the darkness consumes him. Once the highlord and/or the dragon are defeated, the Skydome returns to its usual state. Justin smiles, acknowledging the heroism of the characters before ascending once more to the Bridge of Stars. "The Lyceum passes again into the River of Time," his voice speaks aloud in the minds of the characters. "Take that which you must as your reward, and depart, lest you be forgotten. Remember that a glorious fate awaits all who pass from this world in honor, in faith, and in truth."

The player characters become the last in their era to set foot in the mysterious Lyceum. All memory of the place fades in the minds of the people of Turog, a half-forgotten memory in the wake of a period of great trial. Only the heroes remember the adventure, but if they are fortunate, they leave the ancient monastery with more than just material wealth.



RANDOM ENCOUNTERS IN THE LYCEUM

Every hour the player characters spend in the Lyceum, there is a chance they will experience a random encounter or chance meeting with one of the NPCs in the adventure. This chance is 20% on the Upper Level, and 15% on the Lower Level. The chance increases in the Foreverhalls to 30% every half hour. Use the tables below to determine what creature or creatures are encountered, and how many. As always, if you do not wish the player characters to encounter anything, or you feel like throwing in an additional encounter without rolling randomly for the chance of one appearing, you may roll on the tables or select an encounter as you desire.

Adventure Location	Die Roll
Upper Level	5d10
Lower Level	d%
Foreverhalls	d%+25

Die Result	Creature Encountered	Average EL
01-10	1d4 +2 baaz draconians	6
11-20	1d2 bozak draconians	5
21-25	1d4 gargoyles	6
26-30	1d3 large monstrous spiders	4
31-35	1 mummy	5
36-40	1 gibbering mouther	5
41-45	1 special encounter	See below
46-55	1d4 spectral minions (warrior)	5
56-60	1d3 spectral minions (philosopher)	4
61-70	1 gray ooze	4
71-75	1 ochre jelly	5
76-80	1d4 goblins	1
81-85	1 centipede swarm	4
86-90	2d4 human warrior skeletons	5
91-95	1 wight	3
96-105*	1 gelatinous cube	3
106-115	1d3 minotaurs	1
116-120	1d2 phase spiders	5
121+	1 special encounter*	See below

SPECIAL ENCOUNTERS

1d6	Character
1	Priestess Minsi Tarenthela (from area 41)
2	Highlord Rugoheras (from area 67)
3	Karabanth the Black (from area 30)
4	Utrecht the shield guardian (from area 30)
5-6	Estigon (from area 47)

APPENDIX: STAT BLOCKS

Red Dragon Highlord Rugoheras: Male human fighter 7/dragon highlord 1; CR 8; Medium humanoid (human); HD 8d10+16; hp 77; Init +4; Spd 20 ft.; AC 20. touch 10, flat-footed 20; Base Atk +8; Grp +12; Atk +14 melee (1d12+9/x3, +1 *greataxe*) or +9 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +14/+9 melee

(1d12+9/x3, +1 *greataxe*) or +9 ranged (1d10/19-20, masterwork heavy crossbow); SA —; SQ demoralize, motivate troops +1; AL CE; SV Fort +9, Ref +2, Will +5; Str 18, Dex 10, Con 15, Int 13, Wis 13, Cha 17.

Skills and Feats: Intimidate +13, Knowledge (history) +6, Ride +10, Sense Motive +6. Cleave, Improved Initiative, Leadership, Power Attack, Rapid Reload, Resist Dragonfear, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*).

Demoralize (Ex): Rugoheras 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 4 rounds.

Motivate Troops (Ex): Rugoheras can direct the actions of any nongood creatures with the humanoid, giant, or dragon type that are within 30 feet of him and whose Hit Dice are 7th level or lower. Those who follow the character's orders gain a 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.

Possessions: +2 *full plate*, +1 *greataxe*, masterwork heavy crossbow.

Roleplaying Notes: Rugoheras is a broad-shouldered warrior with ash-blond hair and intricate tattoos of flames extending up his arms from his hands. He is something of a thug, even though he has grand schemes and engineers competition among his highmasters to produce results. Rugoheras hates clerics of the gods of Light, and often targets them first when entering combat.

Spiritior Minsi Tarenthela: Female human cleric (Takhisis) 8; CR 8; Medium humanoid (human); HD 8d8+8; hp 39; Init +3; Spd 20 ft.; AC 21, touch 13; Base Atk +6; Atk +7 melee (1d8, masterwork heavy mace); Full Atk +7/+2 melee (1d8, masterwork heavy mace); SA rebuke undead, spells; SQ domains, spontaneous casting; AL LE; SV Fort +9, Ref +5, Will +10; Str 11, Dex 16, Con 13, Int 14, Wis 15, Cha 10.

Skills and Feats: Concentration +10, Diplomacy +9, Disguise +4, Hide +5, Knowledge (arcana) +12, Knowledge (the planes) +12, Knowledge (religion) +13. Diehard, Endurance, Great Fortitude, Iron Will.

Cleric Spells Prepared (6/6/5/4/3; spell save DC 12 + spell level): 0—*cure minor wounds, detect magic, inflict minor wounds, read magic, resistance, virtue*; 1st—*bane, cause fear, cure light wounds, disguise self**, *doom, protection from good*; 2nd—*bull's strength, cure moderate wounds, darkness, shatter**, *undetected alignment*; 3rd—*bestow curse, contagion**, *cure serious wounds, meld into stone*; 4th—*confusion, cure critical wounds, divine power*.

* Domain spell. Domains: Destruction (smite 1/day, +4 attack and +8 damage), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: +1 *breastplate*, +1 *light steel shield*, masterwork heavy mace, priestly robes, *medallion of faith* (*Takhisis*).

Roleplaying Notes: Spiritor Minsi Tarenthela is tall and quite lovely to look at, with black hair and an olive complexion from her Ergothian mother. The Red Dragon Highlord's personal spiritual advisor, Tarenthela is no soft touch. She is psychopathic and relentless, quick tempered, and totally unpredictable. She may even attempt to join the party in a feigned ploy at being weak and helpless, only to turn on them with devastating effect.

Karabanth the Black: Male human enchanter 5/Black Robe 3; CR 8; Medium humanoid (human); HD 8d4+8; hp 30; Init +2; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +3; Atk/Full Atk +4 melee (1d4+1/19-20, +1 *dagger*); SA spells; SQ arcane focus (enchantment), arcane research +1, moon magic (Nuitari), order secret, tower resources; AL CE; SV Fort +3, Ref +4, Will +11; Str 10, Dex 15, Con 12, Int 16, Wis 14, Cha 16.

Skills and Feats: Concentration +12, Craft (alchemy) +9, Intimidate +14, Knowledge (arcana) +15, Knowledge (religion) +9, Sleight of Hand +7, Spellcraft +17. Combat Casting, Dodge, Extend Spell, Iron Will, Reserves of Strength*, Scribe Scroll, Spell Focus (enchantment).

* *Dragonlance Campaign Setting*, pg. 86.

Arcane Focus (Ex): +1 caster level with enchantment spells, +1 bonus to saving throws vs. enchantment spells and spell-like abilities.

Black Robe Order Secret (Su): Magic of Fear.

Wizard Spells Prepared (4/5+1/5+1/4+1/2+1; spell save DC 13 + spell level, DC 14 + spell level with necromancy spells): 0—*daze*, *detect magic*, *ray of frost*, *touch of fatigue*; 1st—*charm person*, *hypnotism*, *magic missile*, *protection from good*, *ray of enfeeblement*, *sleep*; 2nd—*blindness/deafness*, *daze monster*, *false life*, *protection from arrows*, *touch of idiocy*; 3rd—*dispel magic*, *deep slumber*, *hold person*, *suggestion*, *vampiric touch*; 4th—*charm person*, *confusion*, *ice storm*.

Spellbook: 0—All except Conjunction, Illusion and Transmutation spells; 1st—*burning hands*, *charm person**, *chill touch*, *hold portal*, *hypnotism**, *identify*, *magic missile*, *protection from good*, *ray of enfeeblement*, *sleep**, *true strike*; 2nd—*blindness/deafness**, *daze monster**, *false life*, *gust of wind*, *hideous laughter**, *protection from arrows*, *resist energy*, *touch of idiocy**; 3rd—*arcane sight*, *dispel magic*, *deep slumber**, *heroism**, *hold person**, *protection from energy*, *rage**, *ray of exhaustion*, *suggestion**, *vampiric touch*; 4th—*animate dead*, *charm monster**, *confusion**, *crushing despair**, *ice storm*, *lesser geas**.

* These spells belong to the school of enchantment, which is Karabanth's specialty. Prohibited schools: Conjunction, Illusion, Transmutation.

Possessions: +1 *dagger*, *bracers of armor* +2, *cloak of Charisma* +2, *potion of invisibility*, *potion of resist energy* (fire), *chime of opening*, black robes, spell components.

Roleplaying Notes: Karabanth, as a former student of

Ladonna, enjoys the arts of enchantment. He is average height, with brown eyes and hair and a long, forked beard. He is ruthless yet likes to keep his opponents alive long enough to get information and amusement out of them during future sessions of torture and intimidation.

Ashbringer, Scion of Harkiel: Male juvenile red dragon; CR 10; Large dragon (fire); HD 16d12+64; hp 168; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 24, touch 9, flat-footed 24; Base Atk +16; Grp +29; Atk +24 melee (2d6+9, bite); Full Atk +24 melee (2d6+9, bite), +20 melee (1d8+4, 2 claws), +19 melee (1d6+4, 2 wings), +19 melee (1d8+13, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spell-like abilities, spells; SQ blindsense 60 ft., darkvision 120 ft., immunity to fire, magic sleep effects, and paralysis, low-light vision, vulnerability to cold; AL CE; SV Fort +14, Ref +10, Will +12; Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff +12, Concentration +17, Diplomacy +14, Hide -4, Intimidate +22, Jump +29, Knowledge (arcana) +15, Knowledge (geography) +8, Listen +18, Search +18, Sense Motive +10, Spellcraft +11, Spot +21; Cleave, Combat Expertise, Flyby Attack, Persuasive, Power Attack, Weapon Focus (claw), Wingover.

Breath Weapon (Su): 40-ft. cone, 8d10 fire, Reflex DC 22 half.

Spell-Like Abilities: 4/day—*locate object*. Caster level 4th.

Spells: As 3rd-level sorcerer.

Sorcerer Spells Known (6/6; save DC 12 + spell level): 0—*arcane mark*, *detect magic*, *ray of frost*, *resistance*; 1st—*command*, *protection from good*.

Roleplaying Notes: Ashbringer is a violent, scalding and belligerent red dragon, hatched from one of Harkiel's clutches. Although by no means fully grown, Ashbringer already possesses his mother's cunning and patience. He has no compunction whatsoever in asserting himself. He is loyal to Rugoheras for the time being, seeking to ally himself with other valuable servants of the Dark Queen.

Estigon, the Keeper of the Lyceum: Male human ghost diviner 4/cleric (Gilean) 4; CR 10; Medium undead (augmented humanoid [human], incorporeal); HD 8d12; hp 50; Init +1; Spd fly 30 ft. (perfect); AC 14, touch 14, flat-footed 13; Base Atk +5; Grp +5; Atk/Full Atk +5 melee (1d6, incorporeal touch) or +5 melee (1d3 nonlethal, unarmed strike); SA corrupting touch, manifestation, spells, telekinesis, turn undead; SQ darkvision 60 ft., rejuvenation, +4 turn resistance, undead traits; AL LN; SV Fort +5, Ref +3, Will +11; Str 10, Dex 13, Con —, Int 19, Wis 17, Cha 16.

Skills and Feats: Concentration +11, Decipher Script +11, Heal +7, Knowledge (arcana) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Profession (scribe) +14, Spellcraft +17. Augment Summoning, Eschew Materials, Greater Spell Penetration, Spell Penetration.

Cleric Spells Prepared (5/5/4; spell save DC 13 + spell

level): 0—*guidance, mending, read magic, resistance, virtue*; 1st—*bless, bless water, detect chaos, protection from chaos, remove fear**; 2nd—*aid, augury, calm emotions, detect thoughts**.

* Domain spell. Domains: Knowledge (All Knowledge skills are class skills), Liberation (+2 morale bonus on saving throws vs. enchantment spells and effects).

Wizard Spells Prepared (4/4+1/3+1; spell save DC 14 + spell level): 0—*detect magic, mage hand, open/close, prestidigitation*; 1st—*comprehend languages**, *obscuring mist, shield, summon monster I (x2)*; 2nd—*locate object**, *see invisibility**, *summon monster II (x2)*.

* These spells belong to the school of divination, which is Estigon's specialty. Prohibited schools: Illusion, Necromancy.

Possessions: None.

Roleplaying Notes: Estigon is a spirit who has watched over the Lyceum since the Cataclysm. He wears blue robes, signifying that he is a student of the teachings passed on by Justin through his *icon of truth*. He alone among the living knows what happened at the time of the Cataclysm to the clerics of Krynn.

Each time the players meet Estigon he will be helpful and direct them toward the next goal of their quest but will not join them or remain with them for very long. Estigon should be seen as something of a distant and untouchable figure. You should use him to keep the adventure moving along.

Merilynth and Gart Minorsa: Fraternal twins, they have been captured by the highlord in an attempt to reopen the gate. Each is a 3rd level commoner with average statistics, though an enterprising Dungeon Master may choose to make Gart a ranger to further play up the connection between he and Berem Everman.

Spectral minion (philosopher): Male and female spectral minion [human] expert 5; CR 4; Medium undead (augmented humanoid [human], incorporeal); HD 5d12; hp 32; Init +2; Spd 60 ft.; AC 13, touch 13, flat-footed 11; Base Atk +3; Grp —; Atk/Full Atk —; SA none; SD bound, darkvision 60 ft., incorporeal traits, obsession, spell resistance 17, turn immunity, undead traits; AL LN; SV Fort +1, Ref +3, Will +5; Str —, Dex 14, Con —, Int 14, Wis 13, Cha 13.

Skills and Feats: Hide +14, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Listen +13, Profession (scribe) +9, Spellcraft +13, Spot +13. Alertness, Dodge, Skill Focus (Spellcraft).

Bound (Ex): Unable to move more than 1000 ft. from the place at which it died.

Obsession (Ex): Gains +2 morale bonus on any ability check, skill check, attack roll or saving throw that applies to the single-minded discussion of arcane and religious philosophy and magic.

Spectral minion (warrior): Male and female spectral minion [human] warrior 5; CR 4; Medium undead (augmented humanoid [human], incorporeal); HD 5d12; hp 32; Init +2; Spd 60 ft.; AC 13, touch 13, flat-footed 11; Base Atk +5; Grp —; Atk/Full Atk +6 melee (1d8/19-20, incorporeal longsword); SA none; SD bound, darkvision 60 ft., incorporeal traits, obsession, spell resistance 17, turn immunity, undead traits; AL LN; SV Fort +4, Ref +3, Will +1; Str —, Dex 14, Con —, Int 11, Wis 11, Cha 11.

Skills and Feats: Intimidate +8, Listen +4, Spot +4. Dodge, Power Attack, Weapon Focus (longsword).

Bound (Ex): Unable to move more than 1000 ft. from the place at which it died.

Obsession (Ex): Gains +2 morale bonus on any ability check, skill check, attack roll or saving throw that applies to the single-minded discussion of arcane and religious philosophy and magic.



APPENDIX: MAGIC ITEMS AND ARTIFACTS

THE BLACK SHARDS

Through a black quest, several of the shards from the Temple of Takhisis at Nereka were brought again to the face of Krynn. With the ancient tale of Berem Everman in mind, the Highlord now intends to force the kidnapped twins Garth and Merylinth Minorsa into replaying the same tragedy and thereby reopening the Gate That Is Forever Closed.

These shards are held on the material plane only through the use of powerful magics exerted and strengthened daily by Karabanth and the dark prayers of the Spiritor Tarenthela. This magic may be dispelled however through the use of *dispel evil* and may also be broken by a successful use of the turn undead ability of a cleric or paladin that channels positive energy. The shards are treated as having 11 Hit Dice for the purposes of being turned.

If the magic is dispelled, the shards will collapse into darkness and return to the Abyss where they belong.

Strong necromancy and conjuration [evil]; CL 11th; Weight 4 lb.

ORBS OF THE MOONS

These were the original keys to the Sanctum of the Lyceum. It was only by using these three spheres that the masters of the wizards were each able to pass at the same time into the Sanctum (area 67) for their most important meditations. Each orb is also keyed to a specific Order of High Sorcery. When held by an arcane spellcaster aligned with the appropriate god of magic, the orb can be commanded to radiate a *lesser globe of invulnerability* once per day, and *dispel magic* three times per day.

Strong abjuration; CL 14th; Weight 2 lbs.

JUSTIN'S ICON OF TRUTH

Unlike most *icons of truth*, this item resembles a series of carved ivory disks, held together by a platinum post. Contained within are the final writings of Justin just before the Cataclysm. They tell of the union of magical and clerical power in divine origin, and that there is a greater power beyond the Gods of Krynn. It is also an instrument of pure Law, and bestows three negative levels on any individual with a chaotic alignment that carries it. This negative level remains for as long as the individual holds it and disappears when the *icon* is no longer in his possession.

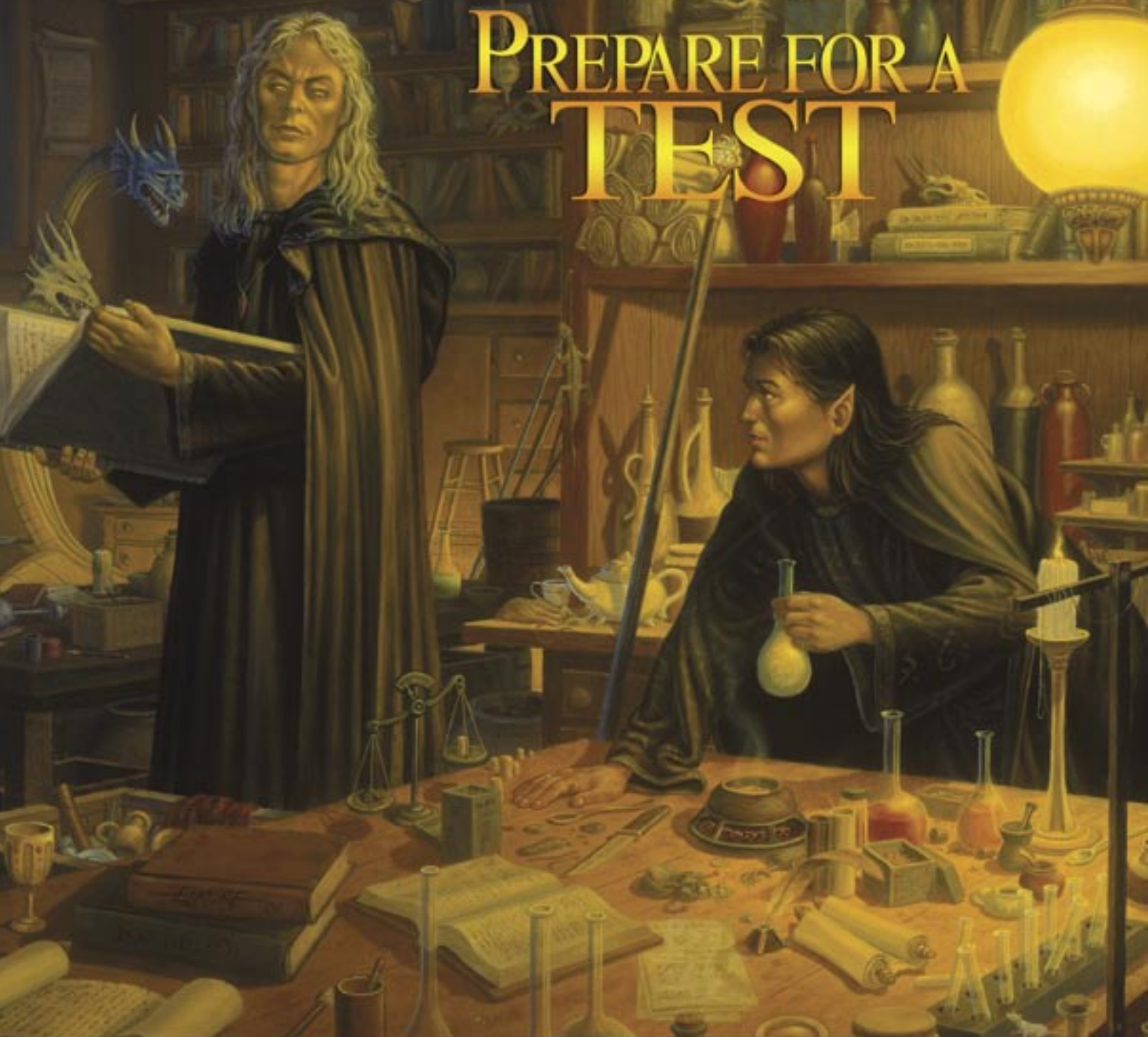
As well as possessing all of the usual powers of an *icon of truth*, Justin's *icon* may be used to cast any of the domain spells of the Law domain (up to and including the 8th level spell shield of law) once per day. At the Dungeon Master's discretion, the *icon* may cast any of these spells on its own accord. The item confers upon any lawful-aligned wielder the domain power of the Law domain as well (cast all lawful spells at +1 caster level) for as long as he has the *icon* in his possession.

Overwhelming abjuration [lawful]; CL 16th; Weight 3 lbs.





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