

Advanced Dungeons & Dragons®
2nd Edition

DragonLance®

Boxed Set

TALES OF THE LANCE

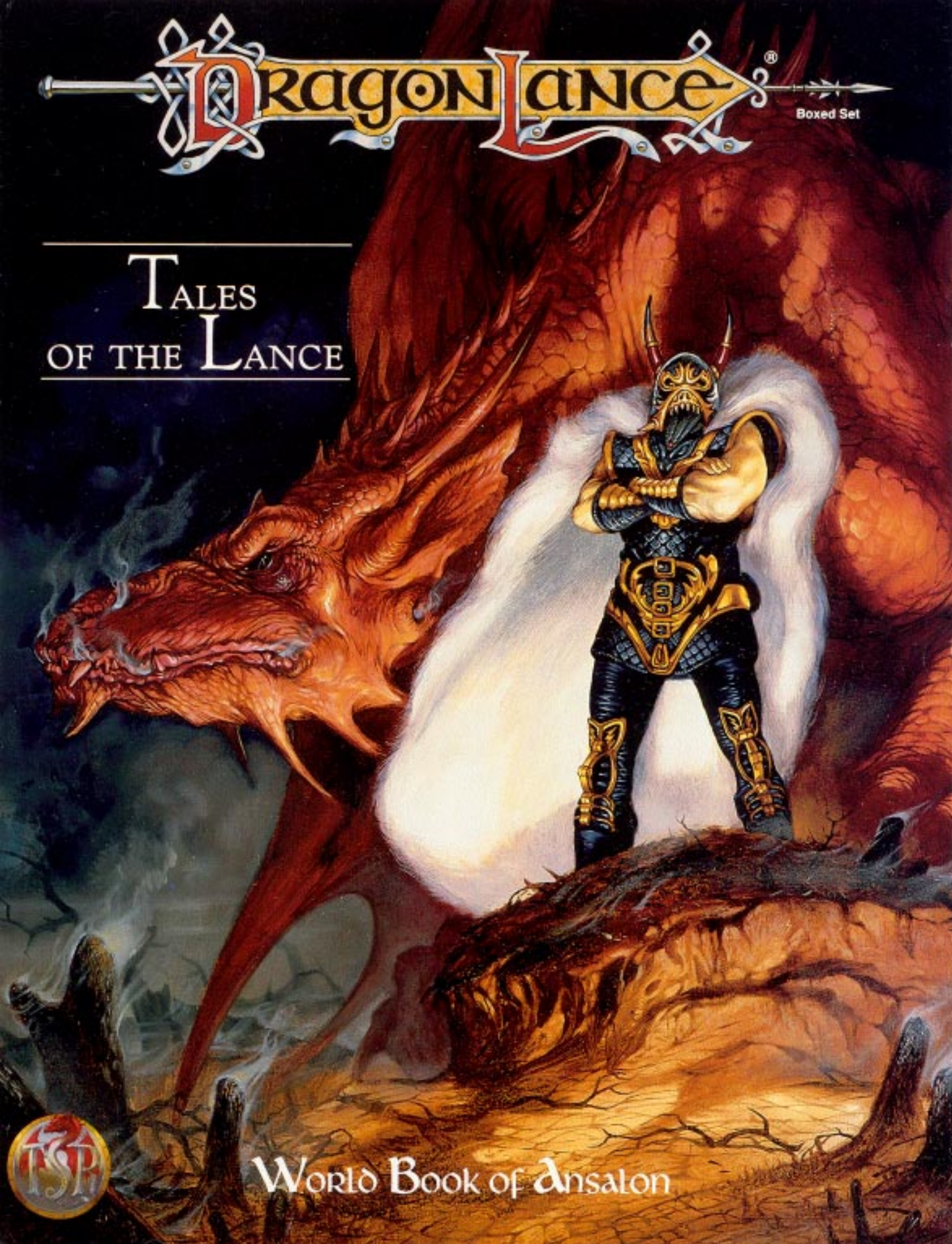


NOW IS THE TIME FOR HEROES

DragonLance®

Boxed Set

TALES OF THE LANCE



World Book of Ansalon

World Book of ansalon

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Welcome To The World of Krynn!

Ten years have passed since the creations of the DRAGONLANCE® fantasy setting. What began as a series of game adventures has grown into over three dozen novels and anthologies, six calendars, a comic book series, a number of best-selling computer games, award-winning miniatures sets, and numerous game materials. Yet, in ten years, we never offered a clear starting point for DRAGONLANCE campaigns—an introduction to the world of Krynn. Now, we do.

This boxed set guides you through the lands and legends of Ansalon, the continent where the DRAGONLANCE saga takes place. The *World Book* you now hold outlines Ansalon's flora, fauna, nations, people, heroes, histories, myths, and more—all the critical features for starting a DRAGONLANCE campaign. As well as providing a starting point for DMs who are new to Krynn, this boxed set sums up the voluminous work of a decade of adventure for long-time fans of Ansalon.

The ten-year lifespan of the DRAGONLANCE world places it among the most venerable of game settings. The past decade also leaves the DRAGONLANCE game world in need of revision and summation. This boxed set fully expands the DRAGONLANCE saga for AD&D® 2nd Edition rules. It also clarifies contradictions, corrects errors, and fills in information omitted from earlier products. For old and new adventurers alike, the *Tales of the Lance* boxed set is the source of information for the continent of Ansalon.

Creating The flavor of Krynn

Adventuring in Ansalon differs from adventuring in any other fantasy setting. The DRAGONLANCE saga is high fantasy—a struggle of Good versus Evil and the triumph of heroism in the face of overwhelming odds. Hope, honor, loyalty to one's friends and gods, courage, self-sacrifice, and perseverance are the meat and drink of adventures on Ansalon. This *World Book* provides the one-of-a-kind color and flavor of Krynn. From its mundane features, such as exchange rates and month names, to the esoteric psychology of dragons, Krynn is unique.

Creatures of Krynn

On Krynn, you will meet many unique races—kender, draconians, minotaurs, gully dwarfs, and high ogres, to name a few. On the other hand, some stock fantasy creatures do not appear—lycanthropes, orcs, half-arcs, and halflings. All of the races and beast of Krynn, however, are marked by individuality and diversity. Every creature—even goblins and hobgoblins—are fully detailed and three-dimensional. A sense of wonder and amazement surrounds every creature of Krynn.

Dragons of Krynn provide a perfect example. They embody the raw fury of the elements—wind, storm, fire, cold, and noxious vapors. The origins of the Good metallic dragons and the Evil chromatic dragons lie in the foundations of the world itself. The high intelligence of all dragons of Krynn makes them calculating, unpredictable, and deadly. Worse yet, Krynn lacks most of the magical devices and weapons that control or slay dragons, devices all too common on other worlds. Those few magic items that do exist on Krynn prove dangerous to employ because of their natural alignment to dragons.

Fallen Nations

Since the Cataclysm, which disrupted society and remade the world of Krynn, scholarly knowledge in Ansalon has grown hopelessly confused. Every journey is, therefore, one of discovery. Once-mighty civilizations lie shattered and suspicious of their neighbors. Fearful folk distrust or revile their brightest and best, the mages and the Knights of Solamnia. Many cities still labor under the draconian yoke. Clearly, the time for heroes is at hand.

Gods of Krynn

Krynn is ruled by a vast pantheon of gods, each with his or her own history and motivations. Even so, the peoples of Krynn have abandoned the true gods, believing that the gods forsook them to the Cataclysm. Only a handful of priests can still perform the miracles of faith. But slowly the world rediscovers the truth and returns to the gods.

For their part, the gods continue their eternal struggle across the face of Krynn. They occasionally appear upon the world in avatar form, but more often shape history through worshippers, omens, and go-betweens.

Stories and Sagas

The tales of Krynn center around glory, honor, and love of family, friends, and heart-mates. Treasure and personal gain are devalued next to justice, truth, knowledge, and freedom. The tales are epic in scope—continuing sagas with profound conflicts and recurring villains. Through personal heroism, adventurers face overwhelming odds and victor at the last. Fate diverts the lives of common men and women onto the path of heroism, making their small and private struggles pivotal in the grand future of the land. In all cases, the heroic spirit provides the brightest spark of hope in the darkness. Those who can laugh in the teeth of dragons or, single-handed and weaponless, charge a passel of draconian guards, can coax that spark of hope into a flame. And always behind the grim struggle of today lies the bright hope of tomorrow.

A sense of wonder and awe pervades the world of Krynn and the cosmic struggle in which it is embroiled. Despite, or perhaps because of, the unending wars, the tapestry of Krynn is richly textured and brightly hued.

Lastly, the world of Krynn abounds with diversity. Each monster, each hero, each villain is unique and individual. By combining the threads of countless lives, the grand tapestry of the saga emerges. Create your own tales and help weave the grand history of Krynn!

The next stories to be sung are about you and your companions. The Shadow Years press like a weight upon the land and the devastating War of the Lance has troubled every corner. Now, more than ever, Krynn needs heroes such as you to right the wrongs of this terrible age, and usher in the new time of hope.

Other Books for Exploring Krynn

Monstrous Compendium®, Volume 4—DRAGONLANCE® Appendix (2105)

The Atlas of the DRAGONLANCE® World (8448)

The *Iconochronos* of astinus

Astinus of Palanthus, the renowned historian, made great efforts to chronicle the history of Krynn in his scroll set, the *Iconochronos*. These scrolls now fill the shelves of the Library of the Ages and the Master Lorekeeper continually adds to their number. One long scroll depicts the history of Ansalon as an unravelling river of time in which famous events form clear currents. Much of this scroll is illustrated with pictures of these key events. The scroll was undoubtedly written by Astinus, but the origin of the art is a mystery. This scroll appears in its entirety in the following pages.

In this scroll, Ansalonian history has been divided into several ages, which mark significant periods of cultural change. The ages that passed before the elven scholars began to write are vast and uncertain; they may span two to one-hundred millennia. None knows for sure.

The telling begins with the creation of the world, the Age of Starbirth. These accounts came from the Plates of Pakafhas—writings of an early historian and religious leader from the Age of Dreams. While much of that text is considered apocryphal by scholars, Pakafhas nevertheless seems to be the most reliable source of early written history.

Following this age is a span of uncertain years, called the Age of Dreams. This age was chronicled only in folk songs and ballads during the Age of Light that followed. These Songs were compiled in the Lifescroll of Song by the elven bard Quevdin Soth from Silvanesti. A copy of that scroll was later presented to the Library of the Ages at Palanthus, and was found therein by Astinus.

The Age of Light marks the ascendance of the races of elves and men, as the oppressive ogre empires fell into corruption. The elven nation of Silvanesti shone then as a beacon of culture and art throughout the known world. This age marks the “awakening” of magic through the arrival of the Graystone of Gargath, and the rise of Ergoth, the first empire of humans.

Next, recent discoveries have led historians to rename the second thousand years of Light the “Age of Right.” During this millennium, honest peasant folk rebelled against the injustice of Ergoth. Thus, Solamnia came into existence, and so too the Knights of Solamnia. Records of this period have only recently been unearthed: a cache of silver disks was found sealed away in the ancient tomb of the legendary knight, Huma. These plates record the growth and trials of the Knights of Solamnia. They also tell of a titanic battle against the forces of the Dark Queen, a battle that ended the fourth age.

The Age of Might followed the exile of dragons from the world. This age was well chronicled historically, beginning with the rulership of Karthay Pah in Istar. It was he who first ordered the keeping of a chronicle. Scribes etched his deeds on plates of gold and silver, storing them on rings in his treasury. Two centuries after Karthay Pah’s reign, a scribe journeyed from Palanthus to Istar and spent three decades transcribing Pah’s records onto scrolls. One-by-one, the scrolls were shipped back to the Library. Though many were lost, some did survive, and it is from these and from Astinus’s personal recollections that we learn of the blasphemy of the Kingpriest.

Finally, the Cataclysm, as recorded here, is a compilation of many legends and folktales. These stories come primarily from *Tale of the Nightfall Years*, a record of personal recollections and letters of the heroes and many of the Knights of Solamnia. Tale was penned by Astinus himself.

History, as recorded by Astinus, is divided into two parts: AC (*Alt Cataclius*, or “after the Cataclysm”) denotes the history from the Cataclysm to the present; PC (*Prae Cataclius*, or “before the Cataclysm”) denotes dates that have been renumbered backward from the Zero Hour of the Cataclysm. Dating in PC is only approximate.



Lost Notes of Sir Tracy

The Cataclysm itself threw the history of Krynn into shambles. So many records were destroyed by fire and water that history before the Cataclysm was at best a series of error-riddled conjectures.

One night, however, while searching through musty bins of archives, two boxes were unearthed, holding ancient scribbles by the noble scholar Sir Tracy, best known for his untiring efforts to translate Astinus’s histories. There, among crumpled and yellowing pages, historians found a two-page sketch labeled the *Iconochronos*. This timeline showed the major events of Ansalonian history over several thousand years. It also showed the source of the discrepancies to date.

Two major differences appeared: a Third Dragon War, which Huma Dragonbane concluded a millennium later than once thought; and the dating of the Rose Rebellion of Vinas Solamnus in 1775 PC rather than 1225 PC.

First, historians assessed the question of the new Dragon War. Clearly the reason that two and not three Dragon Wars had been recorded prior to the Cataclysm is that humans were not involved until the Second and Third (previously named the First and Second) Dragon Wars. The First Dragon War involved only the elves, who battled to pry the dragons from Silvanesti. Once this first Dragon War is counted, Huma would have fought not in the Second but the Third Dragon War, which took place in 1060 PC. Thus, until now, Huma’s legend had been misplaced by 1,000 years.

Secondly, a 550-year discrepancy existed between the actual and the supposed dates of the Rose Rebellion. The reason for this discrepancy was elusive. Then, while reading about the kender, historians noted that kender history progressed from 250 PC to 400 PC to 800 PC—that is, it went backward! Then historians realized that this was not a PC dating system, but a dating system of years during the Age of Light: 250, 400, and 800 Age of Light equal 2750 PC, 2600 PC, and 2200 PC, respectively. The same confusion of dating systems had occurred in regard to the Rose Rebellion. Vinas Solamnus led his rebellion not in 1225 PC, but in 1225 Age of Light, which translates into 1775 PC! At last, the mystery of the missing years was solved!



The River of Time

age of starbirth (age of Gods)



The High God Awakens. Out of the chaos, there was thought and being; there was the High God. With celestial hands, the High God drew the plans for a new realm, a new beginning. These plans were written in a book called the *Tobril*, a book that makes gods of mortal folk.

The Gods are Called. Into the Beyond, the High God called. There came an answer from two beings: one of light, and one of darkness. They were lesser gods, seeking greatness in the chaos. The king and queen of wyrms, they were. They abandoned their twining struggles against each other and worked together to create a new place for them, a place for greatness.

Gilean is Drawn Forth. Out of chaos and out of time, the High God summoned a third god. He was Gilean, greatest of sages. Gilean alone, in all of time, was worthy to bear the High God's plans for the universe. He received the plans, the *Tobril*. Then, the High God departed, for the planning was done and the creation was about to begin.



Reorx and the Companion Gods Come. Together the three gods summoned helpers. Other, lesser gods came. The greatest of these was Reorx. "Give of yourself," he said, "and I will tame the chaos." And from the gods, Reorx forged a mighty hammer. With the hammer, he smote the chaos and it slowed.

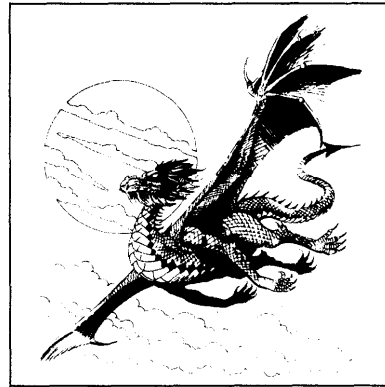
Sparks flew from the hammer and lighted the heavens. And there were stars.

Krynn is Made. Reorx shaped a mighty globe and separated the lands and seas, the light and dark, the heavens and the soil. Then, the other gods gifted the world, each to his or her own. Krynn was blessed with plants and trees, creatures of the earth, water and air, seasons and weather, and untold beauty.

Dragons are Made. Together, Paladine and Takhisis guided the hand of Reorx and made five rulers of the world. Drawn from the savage elements and encased in frames of base metals, these rulers became one with the world. They were the dragons. But the Dark Queen coveted the dragons and corrupted them. Their metals were tarnished and lost to light.

Good Dragons are Made. Paladine mourned the loss of his

dragon children. He turned to Reorx for comfort and Reorx made five monuments to the lost dragons. He forged these monuments from precious metals. But, Paladine longed to behold his children whole, alive again. And so, he breathed life into the statues.



All-Dragons War. The gods, the dragons, the beasts of the world, and the light and the dark themselves made war over Takhisis's treacheries. Chaos swirled at the corners of the world, threatening to unmake it. When the gods saw the harm they caused their world, they withdrew, light gods to light, dark gods to

dark, and gray gods to gray. There they agreed to stay. They lived and loved for countless eons; thus were born the lesser gods, their children.

The Stars are Claimed. In the silence that followed, there came the sound of chimes, of heavenly singing. The gods pondered it, and saw that the stars lived. They shone like the gods themselves, shone as pieces of the gods. And the gods coveted these countless spirits.



All-Saints War. Once again war erupted in the heavens. The firmament shuddered with the struggles of the gods. The gods of light sought to nurture and lead these star spirits. The gods of darkness sought to bind and control them. The gods of gray sought only to set the fledgling spirits free.

The Balance Restored. Hearing the battle, the High God returned from the Void. And the High God knew wrath. From the fire of wrath, the High God forged the Balance: each family of gods could gift the spirits with one gift. Afterward, the gods must let the spirits be. The gods of light gave the spirits physical bodies so they might become masters of the world. The gods of darkness cursed them with weakness, want, and mortality, that the fearful spirits might be brought to serve Evil. And the gods of shadow gave unto the spirits free will, the ability to shape their own fates.

Birthing Age. And so, the peoples of the land were formed. The people of the land were three. Stony ogres there were, cold and beautiful, strong but hollow. Wooden elves rose like living trees, tall and regal, graceful, solitary, and proud. And, least of all, were creatures of clay—humans, short and common, simple and bestial. The humans had the capacity to destroy, and to love. These were the children of the world.

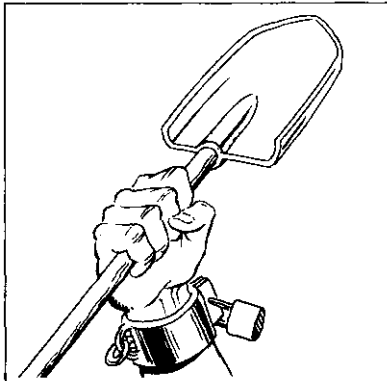
age of dreams: 9000-5000 pc (foundation age)

The People Choose Places. Ogres, first to awaken, claimed the mountains. From that lofty perch they gazed upon the world. Elves withdrew to the forests and there they lived in quiet harmony, pondering the world. But to humans fell the plains, and there, exposed to savage winds and rains, they grew savage themselves.



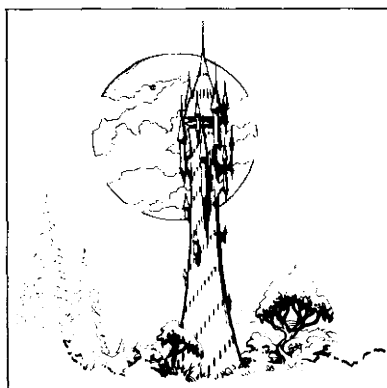
8500-5000 PC Birth of Civilization. Ogres set themselves to ordering the land. They seized and enslaved the humans to be their hands in toil. By human sweat and blood, the ogres built a mighty nation of cold stone. The elves watched as order grew.

8700 Favored of Reorx. Reorx gathered to himself humans who worshipped the hammer, who were filled with creation. With these humans, Reorx retired to a northern land. The clay folk would assist Reorx in his heavy labors. Over the centuries, these humans became the short Smith folk.



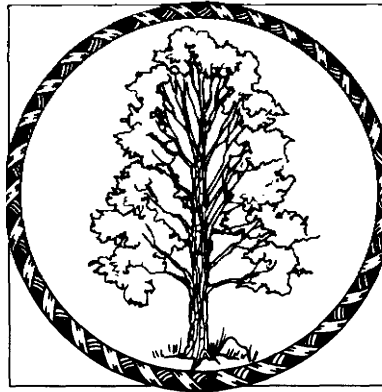
6320-5980 PC Heresy of Igraine. The ogre Igraine failed to slay the slave Eadamm when he saved Igraine's daughter. Men learned of Eadamm's independence and threw off oppression. As the humans rebelled, Igraine fled for his life from the wrath of all ogres.

6000-5000 PC Decline of Ogres. As ogres embraced cruelty and vengeance, humans asserted their independence. The humans rose up to slay their masters. Civilization fell and barbarism reigned.



5000-3000 PC Elves Ascendant. Elves discovered the value of cooperation, and together they sought to create their own civilization in the southern enchanted woods. Yet this was homeland to the dragons. Over time, they mustered for war.

age of Light: 4000-2000 pc (age of elves)



4000 PC Rise of House Silvanos. The first Sinthal-Elish, the elven council of high ones, was convened by Silvanos. The many elf families unified for the first time, swearing an oath of allegiance to Silvanos. Balif, son of the second largest family, was made Silvanos's lieutenant. The elves prepared for war.



3500-3350 PC The First Dragon War. Elves allied to drive dragons from their chosen lands, but the opposition was fierce. The three gods of magic gifted the elves with five magical stones, which captured the dragons' spirits. The elves buried these stones deep in the tallest mountains of the land. The

gods of magic were exiled for their interference.

Graystone Forged. The banished gods of magic had Hiddukel trick Reorx into creating a Graystone. They said this stone would remind them of faraway Krynn, from whose lands they were forbidden. Reorx did so, setting the stone on the moon of Lunitari. There, in secret, the gods of magic filled the stone with their essence.

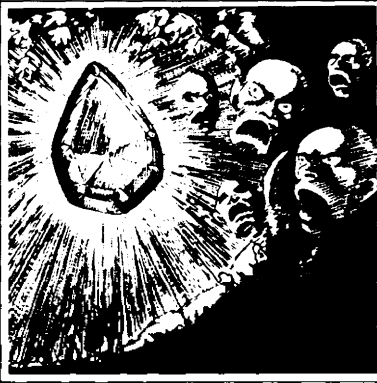
3350 PC Building of Silvanesti. The second Sinthal-Elish was held, once again pledging allegiance to Silvanos. The Kingdom of Silvanesti was decreed and all the elven families were granted lands. The elves copied the ancient and long-lost civilization of the now-barbaric ogres.

The Graystone Released. The plans of the gods of magic entered a second phase. They asked Hiddukel to trick one of Reorx's Smiths into stealing the powerful Graystone from the surface of Lunitari. The Smith fumbled, dropping the stone from the sky onto Krynn. With it, magic reentered the world.

3100 PC Arrival of the Graystone and Magic. Reorx punished and deformed his Smith folk for their pride and commanded them to recapture the Graystone. They fled their homeland and followed the Graystone. Wild magic was released into the world into the hands of some reborn Smiths. They became the dwarven mages called Scions.

3100-2900 PC Kal-Thax is Built. Fleeing the Graystone's chaos, the other Smiths hid in caves in the bluffs of Ansalon. There they built the first dwarven kingdom: Kal-Thax.





3051 PC *Graystone of Cargath.* A ruler named Gargath captured the Graystone and bound it between two god-gems. The Smiths demanded its return. Gargath recruited men and stubborn ogres to defend his prize. Elves, fascinated by wild magic, joined the smiths to reclaim the stone. When at last the stone

was freed, it escaped, but not before touching those present and changing their forms to reflect their natures. Thus, goblins and minotaurs, kender and gnomes came into being. Onward the Graystone wandered, changing the world as it went.

2800 PC *Thoradin is Delved.* Seeking to escape the Graystone's ravages, the smiths-now dwarves-became masters of mining, and began to delve the new kingdom of Thoradin in the Khalkist Mountains. They abandoned Kal-Thax for all time.

2750 PC *Balif Dies.* A kender hero named Balif, a close friend of the elf-lord Silvanos, died. Balif built the first kingdom of kender in Balifor.

2710 PC *Dragon Stones Discovered.* The dwarves found the five magical dragon stones that the elves had buried deep in the Khalkist Mountains after the First Dragon War. Hating magic due to the Graystone, the dwarves returned the stones to the surface.



2692-2645 PC *The Second Dragon War.* The dragons awoke and struck south at Silvanesti. Accompanied by great armies of lizard people, the dragons ravaged the land. Three wild-talent mages, with the guidance of a lone Scion, summoned potent magics and commanded the ground to swallow the dragons

for all time. The dragons were defeated, but magic ran wild and thousands died. The three mages, fearful for their lives, called upon their gods. The tower in which they stood was taken from Krynn to the Beyond. It became the Lost Citadel.

2645-2550 PC *Magic Defends Itself.* The three lost mages created the laws of magic. They guided their brethren to build five bastions of magic in remote regions to shelter all mages. Thus, the Towers of High Sorcery were built.

2640 PC *Thoradin Closed.* Ashamed for causing the Second Dragon War, the dwarves withdrew from the rest of the world. Thoradin's gates were closed.

2600 PC *The Rise of Ergoth.* Ackal Ergot united Khalkist barbarians after the war to build their own kingdoms. They pil-

laged the abandoned ogre homes and, with their booty, founded Ergoth.

2600 PC *Hylo Founded.* The second kender nation was founded when an entire kender clan was trapped in the first floating citadel. It crashed against the Sentinel Mountains in northwest Ansalon.

2500-2200 PC *Ergoth Dominant.* The nation of Ergoth stretched from the southern Kharolis Mountains to the northern shore. These brutal barbarians tried to learn the ways of civilization. Skirmishes broke out with dwarven neighbors and an uneasy truce resulted. Ergoth expanded to the borders of Silvanesti and trade began with elves. Some elves intermarried with humans.

2515 PC *Death of Silvanos.* The venerable elf Silvanos died and was buried in a crystal tomb. His son Sithel assumed command and ordered the construction of a tower, the Palace of Quinari, in memory of his father. All of Silvanesti counted their leader's death as the end of an age.

2150-2000 PC *Thorbardin Delved.* Hill dwarves migrated to the southern Kharolis Mountains and, after a time, began delving a new home. Thoradin was in decline, becoming isolated from the outside world.

2308 PC *Sithas and Kith-Kanan born.* Twin sons were born to Sithel. Sithas was the older by minutes, followed by Kith-Kanan.

2192 PC *Sithel is Slain.* Sithel journeyed to the outpost of his son Kith-Kanan to assess the half-elf problem. Sithel was accidentally slain by humans hunting on the western border of Silvanesti. The Kinslayer War began.

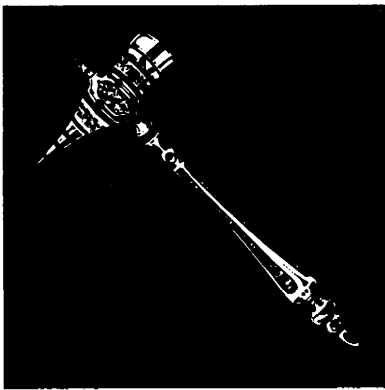


2192-2140 PC *Kinslayer War.* Elves tried to drive humans from their border, while humans resisted fiercely. Half-elves were forced to take sides, brother fighting brother. Kith-Kanan led the elven war effort, and was pushed into killing his kin. Finally, Kith-Kanan negotiated a truce with Ergoth.

2140-2100 PC *Sundering of Silvanesti.* Western elves, ashamed by the bloodshed they had caused with their brother elves, sued for social change and self-determination. The western Silvanesti declared their independence.

2128-2073 PC *War of the Mountain.* Border disputes between Thorbardin and Ergoth resulted in skirmishes.

2073 PC *Swordsheath Scroll.* Kith-Kanan engineered the signing of the Swordsheath Scroll, a peace treaty between the elves, dwarves, and Ergoth. Elves were granted a large enchanted forested area as a buffer between dwarves and humans. The land was renamed Qualinesti, and was populated by the discontented western elves. Kith-Kanan was their leader. Ergoth agreed to stop mining the Kharolis Mountains and the dwarves relaxed trade restrictions.



2072 PC *Hammer of Kharas is forged.* Thorbardin dwarves forged the Hammer of Kharas, a mortal artifact made in the image of the immortal Hammer of Reorx. They presented this greatest dwarven gift to Ergoth as an offering of peace. The Hammer reinforced the peace.

2050-2030 PC *The Great March.* Western elves of Silvanesti migrated to the new homeland of Qualinesti.

2009 PC *Thoradin is Lost.* None could find the gates of the great city of Thoradin. It was lost to time.

age of Right 2000-1000 pc (Knights of Solamnia)

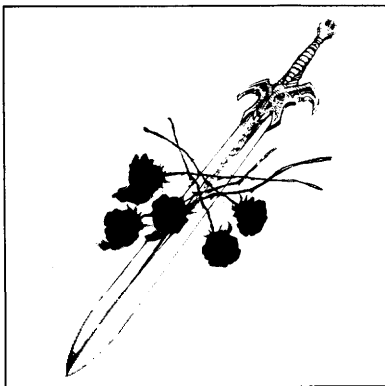
2000-1900 PC *Peace and Pax Tharkas.* Ergoth and all nations prospered. Kith-Kanan strengthened the peace by convincing men, dwarves, and elves to join together to erect the fortress of Pax Tharkas. This fortress became a monument to the peace. The benign and just reign of the Quevalin line began in Ergoth.

1900-1750 PC *Rebellions in the East.* The end of the Quevalin line in Ergoth brought brutal kings who sought to exploit the kingdom. After much abuse and taxation, the eastern counties revolted. Small but brutal battles crushed all resistance.

1812 PC *Vinas Solamnus Commands imperial Guard.* Skilled commander, Vinas Solamnus, assumed the most important military post in the nation of Ergoth.

1801 PC *Great Uprising in Vingaard.* Solamnus marched east with a huge army to crush a rebellion in the lands of Vingaard.

1800 PC *Year of Waiting.* Solamnus reviewed the rebels' cause, trying to avoid another massacre. He discovered that the corrupt Ergothian empire had driven the desperate people to rebel. Solamnus and most of his army joined the rebel forces.



1799-1791 PC *Rose Rebellion and Fall of Ergoth.* Nations of eastern Ergoth rallied to Solamnus as their savior. Patiently, Solamnus trained an army while turning back Imperial forces. In 1791 PC, Solamnus marched south to Daltigoth, outmaneuvering Ergothian forces and laying siege to the capital. The emperor finally sued for peace, granting the northern states independence. Solamnus honored the Swordsheath Scroll with the dwarves and elves.



guardians of the world.

1775 PC *Knights of Solamnia formed.* After his Quest for Honor, ruler Vinas Solamnus founded an order of knights who would fight for the cause of Good. The order was inspired by Paladine, Kiri-Jolith, and Habbakuk—three gods of Good. The Crown, Sword, and Rose Knights of Solamnia became the

1750-1300 PC *Birth of Nations.* Sancrist, Solamnia, and Istar arose from independent city-states. Solamnia prospered and Ergoth declined. The Silvanesti retired from the world.

1480 PC *Istar Grows as Trade Center.* Istar grew from a confederation of city-states in the east. Unaffected by the recent wars, Istar became a nexus for world trade.

Solamnia became the major military power, and the world looked to it to safeguard the peace.

1399-1010 PC *The Dark Queen Plots.* With her dragon children buried, the Dragon Queen began a new plot. Calling on the aid of the lizard people, she seeded the mines of Thoradin with dragon eggs, which folk believed to be rare gems. Collectors bought the eggs, which hatched in their possession. The owners were devoured by the wyrmlings. Over 350 years, these eggs seeded wyrmlings across the globe. By the time they were discovered, hundreds of mature dragons had returned to Krynn.



1060-1018 PC *The Third Dragon War.* The dragonarmies unleashed their fury, first attacking and conquering small borderlands, but finally turning toward Solamnia. The Good folk of Ansalon endured the attacks from the skies, barely clinging to life. Ansalon hung in the balance.



1020-1018 PC *Huma Dragonbane.* The Young Solamnic knight Huma Dragonbane met and fell in love with Gwynneth, a mysterious elf woman who was really the silver dragon, Heart. With the guidance of Paladine, they forged the first true dragonlance and rode into battle.

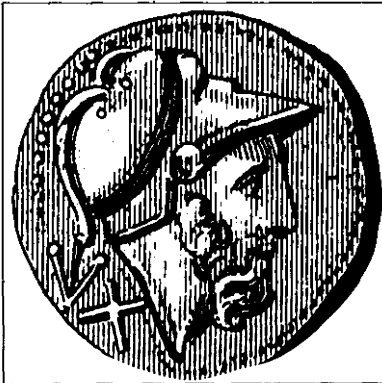
Their victories rallied the other Good dragons; they produced more lances. At last, Takhisis herself fell before the enchanted weapon, and she agreed to retire from Krynn, taking all other dragons with her. Huma and Gwynneth died as Takhisis departed.

The Bakali—the lizard people—were not seen again.

age of might: 1000-0 pc (age of The false God)

1000 PC Hylo Allies With Solamnia. Thorbardin reopened Thoradin by driving occupying ogres out of the delvings. With the nearness of Istar, Thoradin became a major supplier of metals, coins, and tools.

1100-800 PC Istar Dominant. Istarian trade standards spread throughout the world. Istar became the moral center of the world.



980 PC Thorbardin Opens Kayolin. In gratitude for their help during the Third Dragon War, Solamnia granted the dwarves of Thorbardin mining rights in the Garnet Mountains. The dwarves delved the city of Garnet and set up a kingdom there. They called their provincial kingdom Kayolin.

967 and 948 PC Thorbardin Constructs Tree of Life. Thorbardin began construction of Zakhalax, the Tree of Life, and Hillo, an outlying hill dwarf kingdom. Silvanesti and Qualinesti became more isolationist after the war.

910-870 PC Ogres Return to Thoradin. Exiled ogres united to flush the foreign dwarves from the halls of Thoradin. The Thoradin dwarves called on their Solamnic allies to drive the ogres away.

850-727 PC Trade Wars. Istar aggressively imposed and enforced trade standards on neighboring nations, including the kender of Balifor. The riled kender began a trade war. After years of attempted military actions and lawsuits against the kender, Istar admitted defeat and signed an agreement known as the "Kender Tax," exempting them from taxes and trade standards.

673-630 PC Istar and Silvanesti Clash. Istar expansion threatened Silvanesti naval merchants. Several sea skirmishes resulted in blockading of Istarian ports. With the aid of Solamnia as peacemakers, the elves persuaded Istar to add its signature to the Swordsheath Scroll. This signing was called Elfmeld.

530-522 PC Ogre Wars/Dwarfmeld. Ogres from the Khalkists threatened trade routes among Istar, Thoradin, and Solamnia. The dwarves of Thoradin united with Istar and the Knights to drive back the invaders. The dwarves added their signature to the Swordsheath Scroll with Istar.

490-476 PC Barbarian Raiders/Great Meld. Solamnia became more dependent on Istarian trade, currency, and ideals. Repeatedly, they joined the eastern nation in alliance. Barbarian tribes in the Estwilde, resenting the Istarian trade routes, raid-

ed caravans. Istar branded the barbarian tribes as "pagans, brigands, and villains." Solamnia joined Istar in warring against the barbarians. Solamnia re-signed the Swordsheath Scroll with Istar.

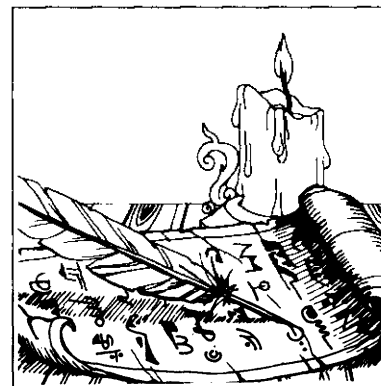
460 PC Peace in the Land. Istar reigned as the center of commerce, tax, and art.



280 PC Istar Declares World Righteousness. Claiming to be the moral center of the world, Istar set up its first Kingpriest. Solamnia approved the effort to promote Goodness throughout the lands. Silvanesti grew increasingly antagonistic toward the arrogance of Istar. Few others noted the signs of doom.

260-212 PC Temple of the Kingpriest Built. The finest artisans in Krynn went to Istar to build the Kingpriest a temple that would proclaim the glory of Istar.

250-100 PC Corruption of Justice—Elves Shun. Istar began to repress independence and anyone who did not agree with the policies and divinity of the Kingpriest. The elves, reaching a breaking point in their disgust with the arrogance of humans, withdrew into their forests and barred commerce with the outside world.



the Kingpriest's enforcement squad.

80-20 PC Dominance of Istar Clergy. Istar claimed itself the center of religion, and all aspects of Istarian life required the approval of the priesthood. While the status of Istarian clergy rose, wizards were hunted as ungodly and uncontrolled. The priesthood lost all of its miraculous abilities.

19 PC Siege on Sorcery. Urged on by the Kingpriest, the people of Krynn laid siege to the Towers of High Sorcery in the Lost Battles. Two of the towers nearly fell into the hands of the uninitiated. Unwilling that novices should unleash the fury of magic, mages destroyed the two towers. Fearful of rampant, unordered magic wielders that might arise if all five towers were destroyed, the Kingpriest granted the mages safe passage to exile if they left the remaining towers intact. The Kingpriest took the Tower of Istar for his abode.

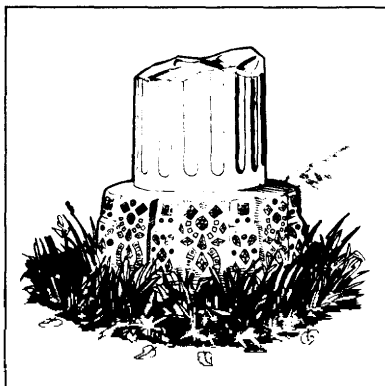
6 PC Edict of Thought Control. The Kingpriest asserted that evil thoughts equated to evil deeds. The priesthood used renegade mages to cast *ESP* spells at random on all Istarian subjects. A reign of terror and degeneration ensued.



0 Cataclysm. The Kingpriest tried to elevate himself to godhood and command the other gods. He used their gifts to the world to control them. The gods were wrathful. True priests disappeared from the world. The gods sent thirteen signs to warn the people of the coming Cataclysm. The Solamnic Knight

Lord Soth, although given the chance to save Krynn from the Cataclysm, refused. On the thirteenth day of Yule, the third of the new year, the sky burned and a fiery mountain fell from the heavens. It dragged Istar to the depths of the ocean.

Age of Darkness: 1-??? AC (Age of Dragons)



1-300 AC Shadow Years. The world was reshaped. New mountains arose; elder mountains fell; seas rushed in. Famine and plague spread across the world. Krynn became a place of distrust and hatred. Every fallen race blamed others for the world's pain. All Good priests, knights, and mages went into hiding.

3-140 AC The Dark Queen Finds Istar. The Temple of Istar was not destroyed, but gated to the Infernal Realms where Takhisis found it. For years she pondered the possibilities, sending agents abroad through Krynn to gauge the opportunities in the world.

39 AC Dwarfgate Wars. The men and hill dwarves of Xak Tsaroth fled southward, seeking refuge in Thorbardin. The mountain dwarves barred their gates and turned back the refugees with sword and spear. Then the evil mage Fistantilus built the magical fortress of Zhaman in the shadow of the mountains. From there, he waged war on Thorbardin. When at last his defeat was certain, he obliterated his tower with spell power, forming Skullcap.

141 AC The Stone is Planted. Using the Foundation Stone from the ruined Temple of Istar, Takhisis opened a gateway back to Krynn. She carried the Stone from the Blood Sea and planted it in the remote vale of Neraka. There, it grew into a dark version of the Temple of Istar.

142-152 AC Dragons Awakened. For ten years, the Dark Queen wandered the lands in disguise. She delved into the remote netherlands and depths of Krynn to find and awaken the Evil dragons and prepare them for her dark work. Then

she returned to Neraka and, from there, to her home in the Infernal Realms in the Abyss.



157 AC Berem Finds the Stone. The young hunter Berem and his sister Jasla discovered the Foundation Stone. Berem coveted the gems in the stone and pried one loose. Jasla counselled him against it. They struggled and Jasla struck her head on the foundation stone. She died. Fearing discovery, Berem fled with

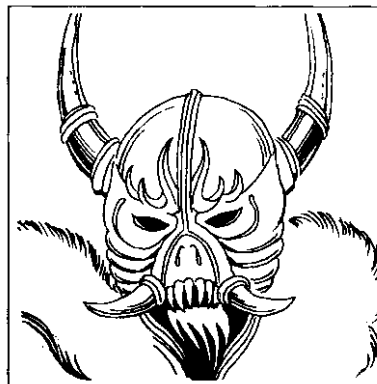
the gem hidden in a pocket of his tunic. The gem bonded with the man's flesh, becoming imbedded in his chest. Jasla's spirit was drawn into the Foundation Stone, occupying the void left when Berem stole the stone.

210 AC Takhisis Finds the Gate Barred. Because the Foundation Stone stood incomplete, Takhisis could no longer use it as a gate. Her sleepless senses searched through the land to discover the reason for the stone's disfunction. She soon tracked down Berem and learned of his capricious acts.

287 AC Dragon Eggs Stolen. Evil dragons raided the homes of Good dragons and stole their eggs. They hid the eggs beneath the flaming mountains called the Lords of Doom.

296 AC The Oath. Takhisis awakened the Good dragons and presented them with an ultimatum. They would remain out of the coming war that Takhisis had planned, or have their precious eggs crushed. Knowing they could not hatch such a store of eggs for another century, the Good dragons swore noninvolvement in the coming war. Takhisis promised the return of their eggs once the war had concluded.

300-320 AC Agents of Evil. Takhisis sent secret minions and worshippers to search for the gemstone man. She needed him to complete the Foundation Stone so that she could re-enter the world. Berem fled from Takhisis, entering Tarsis and Barter and Thorbardin. In the last of these, he was caught by Daergar and thrown in a dungeon to rot. But the gem sustained Berem for nearly fifty years in the dark. In those dungeons, not even the Dark Queen could find him.



332-340 AC Dragons Gather; Dragonlords Made. At their queen's direction, the Evil dragons formed an unholy alliance with wicked men and ogres. These barbaric men and brutal ogres became the dragons' commanders and masters. The Highlords, as they were called, proved as willing and able to torture their own forces as well as those they conquered.



337 AC Sanction and Estwilde Corrupted. The blight of darkness in Neraka verged into the neighboring nations. Takhisis established the lava-besieged town of Sanction as her major port city. The Evil humans and humanoids of Estwilde became reluctant reserves for the Dark Queen's armies.

341 AC Dragonarmies Offer Alliance. The dragonarmies offered alliance to the lands of Kern, Khur, Blode, and the Pirate Isles, an offer they swiftly accepted, knowing refusal meant death.



later.

343-347 AC Evil Marshals its Forces. Takhisis and her generals trained their army of human rogues and cutthroats, goblins, hobgoblins, and ogres. Violence occurred among the allies of Evil, fights that weeded out the weak. At last Takhisis judged her troops ready.

348 AC War of the Lance Begins. In spring, the Dragonarmies poured eastward from the Khalkist mountains to overrun Nordmaar and Balifor and to threaten lands beyond. Silvanesti accepted emissaries of the Highlords, who swore that the elves need not worry for the safety of their lands.

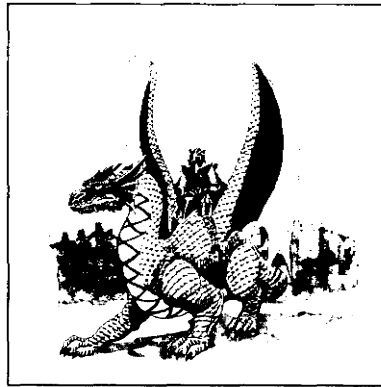


the elves retreated to Silvanost, where they stood a good chance of outlasting the siege.

However, King Lorac of the Silvanesti had become enchanted by the Dragon Orb of Istar, an artifact he had rescued from the lost city before the Cataclysm. Lorac ordered the evacuation of Silvanesti. The elves fled in ships, heading for Solamnia and Qualinesti. On the last day of the year, the dragonarmies reached the edge of Silvanost. Then, Lorac commanded the Orb to destroy the dragons. However, Viper, the Evil spirit residing in the Orb, seized control of Lorac. The elven king's mind went mad. The Dragon Orb projected Lorac's nightmares out into the land he loved. Silvanesti became a spiralling nightmare. The dragonarmy abandoned its conquest, which had grown worthless and corrupt.

342 AC Draconians Created. Takhisis taught a dark mage and an Evil priest the ceremony for creating draconians. By corrupting the stolen eggs of Good dragons, the mage and priest raised an army of dragonmen from a single egg. The first to be created were the baaz and the kapak; the bozak, sivak, and aurak came

350 AC Evil Rearms Itself. Licking its wounds, the dragonarmies rebuilt their forces from the Evil folk they had conquered. Takhisis controlled all of eastern Ansalon, save Saifhum. The minotaurs of Mithas and Kothas harried the retreating Silvanesti refugees.



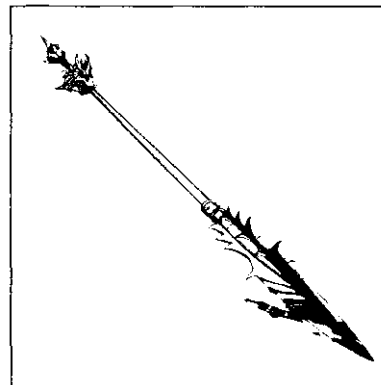
Nightlund. They pressed the borders of the Plains of Solamnia and Gaardlund.

Lemish betrayed humankind, opening a door in the south for the dragonarmies to enter Solamnia. The dwarves of Kayolin, however, proved an insurmountable bulwark against the advancing dragonarmies.

By autumn, the Knights responded and Solamnia became entrenched. The Red Army led an amphibious flanking assault along New Sea and across the Plains of Abanasinia. The barbarians fell to their advance and the war verged upon Qualinesti.

The Qualinesti elves fled to join their cousins in Southern Ergoth, but not until first delaying the foe's advance. The dragonarmies marched against the dwarven kingdom of Thorbardin, laying siege to its northern gate.

A wing of the Blue Army then struck south around New Sea to Tarsis and the Plains of Dust. They marched then toward Kharolis to cut off all retreat for the dwarves. By year's end, much of Ansalon had fallen beneath the dragons' shadow.



351 AC Evil Turns West. With the coming of spring, the dragonarmies began skirmishes on Solamnia's eastern border. The Blue Army struck across the Dargaard Mountains, aided by goblins. The Knights of Solamnia, in recent disarray, could not repel the attack. The Blues occupied Kalaman, Hinterlund, and

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352 AC Whitestone Council. Representatives of the surviving nations gathered on Sancrist at Whitestone Glade and forged an uneasy alliance. The secret of the dragonlances was rediscovered and these supreme weapons began to be forged anew.

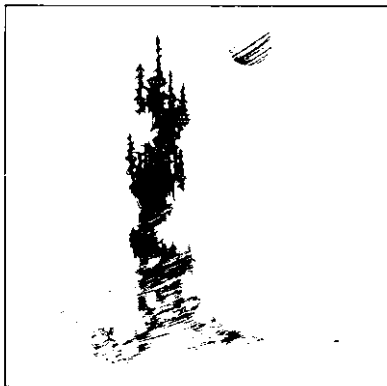
With the arrival of spring, the Blue Dragonarmy besieged the High Clerist's Tower in Palanthus. They were repelled by the Knights, using the new-forged dragonlances for the first time.

A special force made a surprise stab at Sanction and discovered the blackmail that kept the Good dragons out of the war. With the aid of the silver dragon D'Argent and the copper dragon Cymbol, the special force rescued the Good dragon eggs. The Good dragons swiftly entered the war.

In the summer, the armies of Whitestone began to strike back. They reclaimed much of fallen Solamnia. The dragonarmies responded by bringing five flying castles into the battle. But already the dragon alliances and conquests were slipping away. The siege of Kalaman by Whitestone forces

marked the beginning of the end.

Released from years of imprisonment in the dwarven kingdoms, Berem, the gemstone man, was sighted again. Takhisis moved agents to find and capture him. Thus, she might open the gates of the Infernal Realms and bring her armies of dread to reinforce the flagging dragonarmies. But Berem constantly evaded her best efforts.



In a desperate ploy, Whitestone forces marched across the Estwilde and assaulted the vale of Neraka, stronghold of Takhisis's might. The Heroes of the Lance, by Fate's hand, found Berem and journeyed to Neraka. As Evil rallied its forces around the crippled form of the dark Temple, Berem reunited the

gem with the Foundation Stone. Whole, at last, but now inextricably linked with Jasla, the Temple healed itself. Then, as Jasla's spirit fled the stone, the Temple crumbled. Takhisis's gateway was destroyed.

Evil turned in on itself. The weak alliances of Evil fought over the dropped crown of rulership. The War of the Lance faltered to an end.

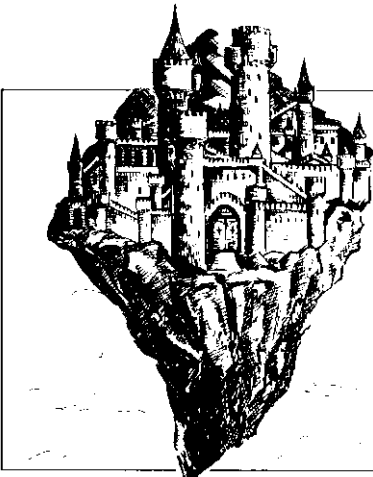
353 AC The War of the Lance Ends. The former armies of the Dark Queen fragmented and fled to remote regions of Ansalon. The dragons, in their retreat, entered lands with climates harsh to them. They grew weakened.

353-357 AC Harrying the Foe. The Whitestone forces continued to scour the land, driving out the last pockets of darkness. Even after the last pockets of resistance disappeared, the dragonarmies still occupied large regions of central, eastern, and southern Ansalon.



356 AC The Master of Past and Present. Raistlin Majere and his brother Caramon used a time-travel device to journey into the past. They reached the corrupted Istar, intent on changing history and challenging the Dark Queen herself. Raistlin became one with Fistandantilus. He journeyed through

the years and into the Abyss, hoping to defeat the Dragon Queen.



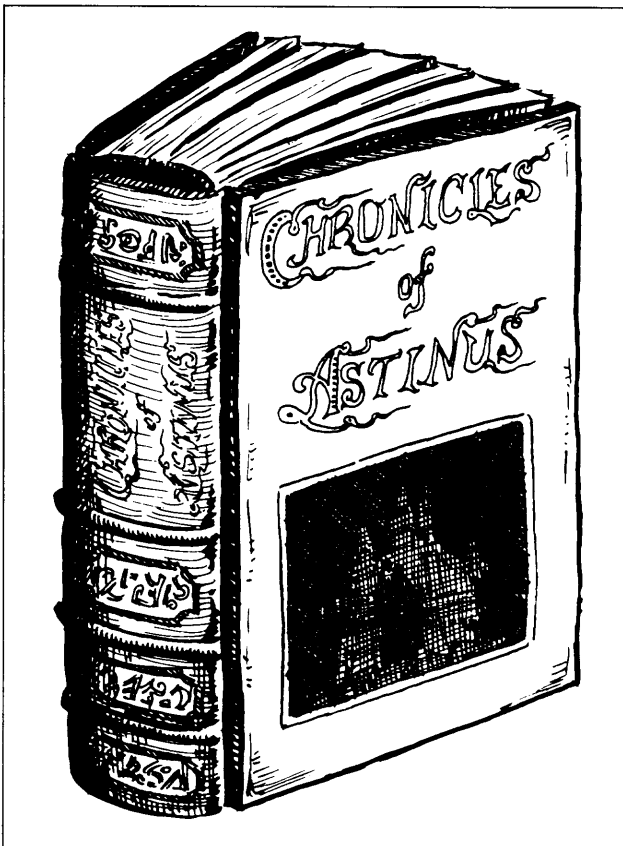
fort was doomed. The Blue Lady and

357 AC The Blue Lady's War. The Blue Lady, one of the most powerful and ruthless Dragon Highlords, made an unholy pact with the death knight, Lord Soth. Together, they led a dragonarmy from Neraka and, with a flying citadel above, attacked northern Solamnia. They besieged even Palanthus, but the effort was defeated.

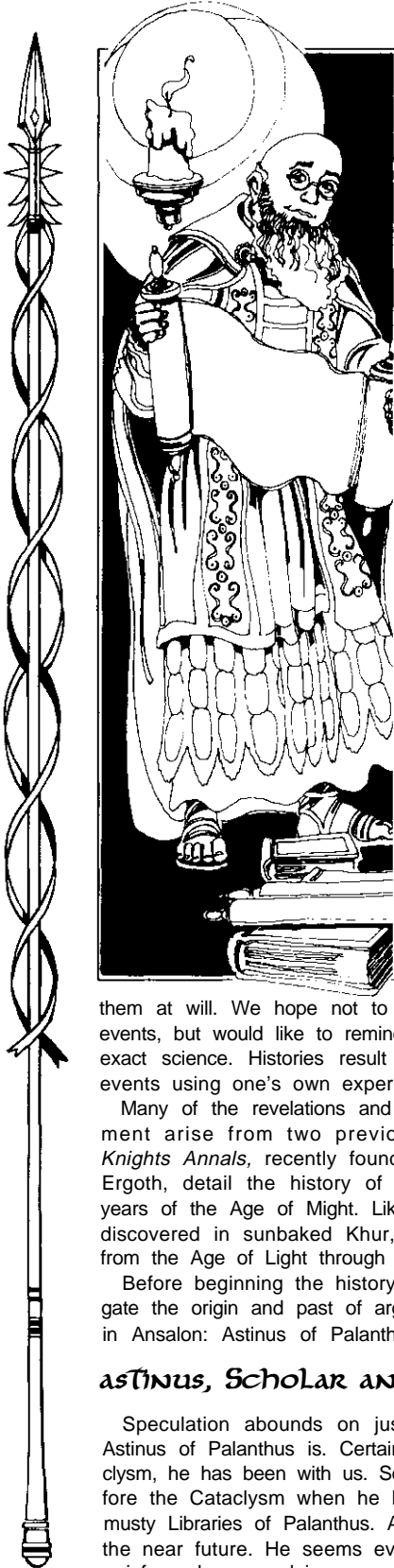


358 AC Sealing the Gates of Hell. Raistlin Majere made the ultimate sacrifice to bar the return of Dark Queen Takhisis. In order to seal the gates of the Abyss, Raistlin surrendered his own life. His brother, Caramon, and all the Heroes of the Lance grieved the loss of the great mage.

358-369 AC Changing of the Guard. A new generation of Knights worked to reclaim the peace and aid in rebuilding of the wounded nations. The Heroes of the Lance were replaced by youthful counterparts.



history of krynn



Many years have been spent compiling this paper for the enlightenment of the world. Numerous scribes spent countless hours poring over yellowed manuscripts, ancient scrolls, and record disks. The newly found clay tablets of Khur, with their old-world Istarian record of time, have also informed this document. While this work is far from completed—and perhaps may never be finished—it is the best effort of Ansalon's brightest minds in this present age. Only Astinus of Palanthus politely declined a request for aid in this work. But Astinus did agree, with a faint smile, to open the annals of the great Library.

We have worked to be accurate and open-minded about each discovery and enlightenment along the way. Whenever we had cause to believe that traditional histories had erred on some point or other, we were cautious about such assumptions. In some extreme cases, we chose to record these new insights into Ansalonian history. The reader may accept or reject

them at will. We hope not to offend anyone's sense of past events, but would like to remind readers that history is not an exact science. Histories result from the interpretation of past events using one's own experiences and prejudices.

Many of the revelations and revisions present in this document arise from two previously unknown sources. The *Knights Annals*, recently found in Huma's tomb in Southern Ergoth, detail the history of the Knights through the early years of the Age of Might. Likewise, the clay tablets of Istar, discovered in sunbaked Khur, shed light on Istarian history from the Age of Light through 200 PC.

Before beginning the history proper, we wanted to investigate the origin and past of arguably the most historical figure in Ansalon: Astinus of Palanthus.

Astinus, Scholar and Mystery

Speculation abounds on just who the mysterious scholar Astinus of Palanthus is. Certainly since the time of the Cataclysm, he has been with us. Some tales even tell of times before the Cataclysm when he lived, forever ensconced in the musty Libraries of Palanthus. And none foresee his demise in the near future. He seems ever the same, ageless man. An uninformed rumor claims even that Astinus is eternal, immortal, or one of the gods (perhaps Zivilyn, who is said to have branches in every realm, or Gilean the master of knowledge). Rumors aside, the following account records what we, as scholars, have deduced.

There was indeed a time when Astinus was not around. No records are known of his presence during the Age of Dreams, and indeed his own *Iconochronos* references the works of scholars more ancient than he: the historian Pakafhas, the elven bard Quevalin Soth, and the first king of Istar, Karthay Pah.

Further, we know that Astinus possesses the *globe of present time passing*, a mystic artifact given to him by the Master of Past and Present. With a hand on this globe, one can travel the face of the world in spirit form, searching out the bravest deeds and recording the acts of greatness that weave the tapestry of history. Clearly, this is what Astinus has done.

Our research further speculates that Astinus's mastery of history and his iron will allow him to use this mystic globe to walk even the River of Time. Thus, Astinus has viewed past events as if they were present. The more distant the event, however, the more uncertain that Astinus's spirit can find its way back to his mortal shell. To our knowledge, none but Astinus has used this device in such a fashion, and he has explored only a millennium or two from his current time. Even so, the use of such a device would explain his detailed histories from before the Cataclysm as well as the apocryphal sightings of Astinus a millennium ago.

Three other theories may explain Astinus's longevity. (He, himself, declines comment). First, there are those who believe he is god-touched, the right hand of one of the old gods of Krynn (Zivilyn or Gilean). Such speculators appear unable to believe that a mere mortal could accomplish what Astinus has. Perhaps they are correct.

Second, some hold that Astinus is not a person, but an office, filled in serial fashion by one historian after another. Tales tell that during the Age of Dreams, a race of scholarly dragons called the Astini existed. Some claim that Astinus shares dragon blood, and is therefore somehow eternal. Perhaps he shares an office with a dynasty of dragon-blooded men.

The third theory is ours. We have observed that Astinus appears ageless. We have never seen him with a beard or facial hair and suspect he has none. This leads us to believe that he is either elven or shares elven blood (the latter is more likely, for we detect no hint of pointed ears). If he shares the blood of that incredibly long-lived race, his seeming immortality might be explained, along with his preference for solitude and his unending patience with the slow progress of time.

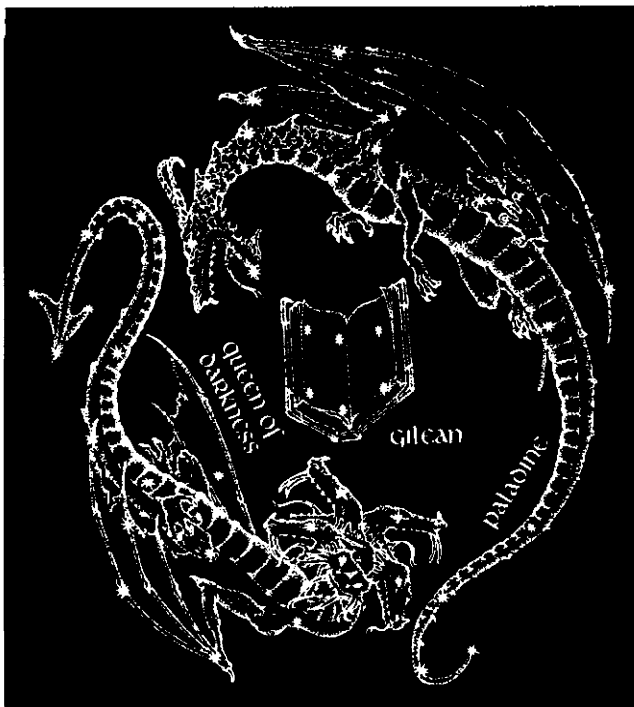
Whatever the truth, Krynn and our meager efforts would be impoverished without the works of this renowned historian.

The Creation of krynn

Before the beginning was Chaos—without form, without purpose. A maddening silence blanketed the swirling mists.

Into that Chaos there entered thought, and with thought, being. And there was the High God. And the thoughts multiplied. There were many, but the many were one. The High God moved through the Chaos, and patterns grew where there were none, forms took shape in the formlessness, purposes imbued the meaninglessness. The One-Who-Was-Many determined to make it so, and accordingly, the High God formed plans. He and She fashioned words and thoughts and held them in their mind. When at last the work was done, the High God turned to find those who would help in creation.

The High God called into the Beyond, speaking words from the plan of creation. There came an answer. Two beings responded: one of light, one of darkness. Twined and inseparably linked they were, two halves of a whole. These gods, who



were lesser creatures in the Beyond, answered the call that they might be greater. They were to be the Mother and Father of the new creation, the King and Queen of glory. They were Paladine and Takhisis.

Yet as the High God gazed on them, he saw their eternal clash: though neither could live without the other, they pulled and tugged as if to consume each other. The High God pondered: To whom should the plans for creation be given? Neither of the lesser gods were whole. The High God needed a balance to fill the void between the two, to keep them from consuming each other and the creation to be.

The High God searched through the realities: they searched the Void; he searched Time; she searched Space; they strove to find one who was balanced, who could let the plan fill his or her being and be all. And, searching through the depths of time, the High God found one such creature. Only one in all time and space was so suited. He was a creature, not a god, but he had godly potential.

Out of Chaos and out of Time the High God summoned the scribe Gilean. To him the plans for creation were given, the plans called the *Tobril*. And the creature became the plan, and the plan was all that he was. The knowledge of all creation made him a god.

Then seeing the task complete, the High God departed into the Void, into the realms beyond. The three other gods considered the plan and knew it was good and complete. But they needed help to build such a creation. So together they spoke the words and named the names, and this time many answered. There came Majere, who is hope and dream to the world; Chislev, who is nature; Sirrion, the transforming flame; Reorx, the forge; and Mishakal, who is life and compassion. The Dark Queen cast green eyes on the last, for she coveted the King for herself.

The new gods surveyed the sphere and the plan that was Gilean and they saw it was good and complete. But they knew not how to tame the Chaos. It was decreed that a new time and place would come to be. Time would begin again and the spirits would be created to live within the course of time.

Then Reorx, greatest of the companion gods, said, "I will

reshape the Chaos for us, and all will help. Give of yourselves and I will fashion a tool." So, from the godstuff, Reorx shaped a mighty hammer. With this hammer, he smote the Chaos. And it slowed. Again and again he struck the Chaos. With the fires of Sirrion he reshaped it. And as he worked, sparks flew from the hammer and lighted the sphere. And there were stars.

Then, Reorx fashioned a home for the gods, one for each and for those who would come later. These became the constellations, the planets, and the moons. Then, he fashioned the world, hammering out the ball that was to be Krynn. He formed it and hung it in the heavens to cool.

Then, the other gods joined the Creation. Together, Paladine and Takhisis guided Reorx in the shaping of the lands, separating the lands and seas, the light and dark, the heavens and earth. Then the companion gods gifted the world. Chislev brought forth the plants and forests of the lands and seas. Sirrion granted the flora infinite diversity and change. Mishakal gave the plants beauty and made them fertile that they might multiply. And Majere gave them order and purpose that they might enrich the world.

Paladine said, "We need creatures to enjoy this world that we have made!" So Chislev took the clay of the world, that these beasts might be one with the land, and fashioned creatures in the forms of the King and Queen of the gods. There were lizards and serpents and wyrms of every size and shape. Turtles and leviathans filled the seas. Great striders, toothy snappers, horned juggernauts, and gigantic grazers claimed the land. Winged gliders and feathered fliers took the skies. Then the gods rested.

all dragons War

The gods pondered which creature should have mastery over their world. Takhisis said, "Let us make rulers in our own image, that they might know their makers and obey us." "Yes," said Paladine, "Let us make them in our own image that they may know compassion and learn to love us." The two gods united. From their essence and their passions, Paladine drew forth colored strands of elemental fury. He weaved five spirits of exceeding power. Reorx crafted five shells, made from the stone of Krynn, for the five children. He made their forms from the base metals of the earth: iron and copper, nickel and lead and tin. And into these shells the five were given form, and Mishakal made them fertile that they might multiply. But they were rebellious children, these dragons, all save the copper dragon, who was true and dutiful.

Then the gods sought to teach their dragon children about gods and the ways of gods. The gods created lizardmen, the bakali, to worship and obey the five, that they might better understand how to worship and obey the gods themselves. The world belonged to the five. It was an age of serpents and mighty lizards. Still the dragon children did not obey. So the gods chilled the lands and blighted the world, and many of the creatures died, that the five might learn loss. But Chislev and Sirrion, who grieved for their creations, taught their creatures the ways of fur and of fire. And the races of Krynn survived.

Now the Dark Queen regarded the spirits of her five children. She saw their strength of spirit and resolve. She witnessed their unfettered powers and coveted the five to be solely her own. And this covetousness became a hard place in her heart, a dark festering boil. When she lanced that boil, there stood a soul-sibling, a dark and hooded pustule. And the Dark Queen called him Morgion.

"Help me my sibling," she hissed. "Help me to make these five mine and mine alone." The darkened sibling nodded and smiled, for they shared their thoughts and minds. The Dark Queen went to the five dragon children and hissed lies in





their ears. "Your father fears your power. He would see you destroyed!" Morgion hovered in shadow and whispered, "Your father covets your glory. He would see you enslaved!"

The five dragons growled and snapped at the lies, feasting on the dark meat till it poisoned their hearts. "We are betrayed," they shrieked. "But he shall never enslave us; better to be cast out than to be so loathed by one's own parent." Morgion's dark hand seized their spirits and corrupted them. They all pledged allegiance to their mother, forsaking their father, save for the copper dragon, who argued for his king. Then, the dragon of nickel seduced her copper brother with a clever tongue. Then, too, did the copper dragon agree to follow his siblings into the darkness.

Morgion twisted and bent the spirits of the dragons, tarnishing and corrupting the metals from which they were made. And thus were born the chromatic dragons. Iron became rust red, hot with anger. Copper became blue as the cracking storm. Nickel turned green, venomous like the snake. Lead turned black, stained and marked with its tongue of acid. And tin turned white, the brittle bite of frost. The Dark Queen's wicked laughter echoed in the heavens. Hearing the laughter, Paladine discovered her handiwork. He was sorely aggrieved at the loss of his children. Cursing his queen's name, he retired for a time.

Majere, seeing Paladine's pain, devised a plan. He sent Reorx and Mishakal to comfort the king of gods. "Come, do not grieve," Reorx thundered, "I shall make a thing like no other to fill your grieving heart. I shall make for you five monuments to your five lost children, so you may remember who they are." Yes, dear one," Mishakal whispered, "Together we will forge a miracle, that your loss shall be the universe's gain."

So together were forged five statues of precious metals—gold and silver, bronze and brass, and least of these, copper, who might have been redeemed save for the corrupting tongue of his sister. When Paladine saw what had been wrought, his heart leaped within. He was filled with love, and the sight of Mishakal quickened his love unto a raging bonfire. Then Reorx heated his hammer in that fire until it glowed white-hot. He struck the metal shells. The five monuments shivered and quaked and quickened into life. Thus, the five dragons were born in love, their passions refined and guided by their parents. So, the good dragons were born.

"Betrayed!" hissed the Dark Queen Takhisis. Her spittle melted an opening in the Void, and the two-headed serpent Hiddukel answered the summons. "This is unseemly, my queen. Your love, which is greater, has been slain. Call now my brother, who has been cast into the Void from the Beyond, for his devotion is true and undying." The Dark Queen spoke the words, and there came the goat-headed god of life's betrayal, and in his wake came the darkness of unlife. So entered Chemosh to Krynn, to build a steadfast army for his queen.

"Vengeance!" shrieked the Queen, and the universe grumbled. The land melted and out of the seething inferno there stepped a black god of hate. A new god. And in this volcanic being, the Dark Queen found her foul heart's desire. He was a consort of vengeance. He was Sargonnas.

"Let us wage war," he bellowed. And the Dark Queen echoed his cry. So war descended on the world of Krynn. Takhisis, her gods of Evil, and her Evil dragons fought Paladine, his gods of Good, and the Good dragons. The forces unleashed by this warfare were horrible to witness and they devastated the world of Krynn. Seas boiled. Forests burned. Land split asunder. The glorious creatures of Krynn died in droves, died for the grief of Paladine and jealousy of Takhisis. All were burned and swept away, save for those few who hid within the bosom of the world.

And when the gods saw the destruction they had wrought

upon their precious creation, they were pained. They ceased their struggles and withdrew to mend their aching hearts. Each went to his own: light to light, dark to dark, and gray to gray. And there, in their seclusion, they lived and counseled to restore what they had destroyed. New alliances were formed in that silent and empty time and new loves grew. From these loves came offspring to fill the void.

To Paladine and Mishakal were born twin brothers: Kiri-Jolith, champion of justice, and Habbakuk, bounty of life. When the two were born, the song of creation swelled in beauty, and Habbakuk laughed. His laughter multiplied and filled the song, bringing to life Branchala, who would be Habbakuk's playmate and companion.

To Takhisis and Sargonnas was born the temperamental girl-child, Zeboim, mistress of tempests, weather, and dark seas. She was moody like her sire and violent like her dam.

Gilean, too, desired a companion, and so he spoke to his shadow for council and advice. With Chislev's aid, Gilean formed a brother and friend from his shadow. He was the tree of life, Zivilyn. And Chislev took Zivilyn as her consort.

Only Sirrion had no heart-mate. Determined to change this fact, he set to sculpting his ideal mate from the finest alabaster. He adorned his creation with precious metals and gems. When she was fully formed, he embraced her, and the fire in his bosom quickened the stone. Thus Shinare was born. But her industrious and pragmatic temper opposed that of the sculptor, Sirrion. They have fought to this very day.

Together with Zivilyn, Gilean engineered a treaty, a truce between the dark and the light. Through this truce, the gods rebuilt Krynn. Each god granted the reborn world a gift of his or her own, over which they alone had dominion. And so came the time of rebirth.

all Saints War

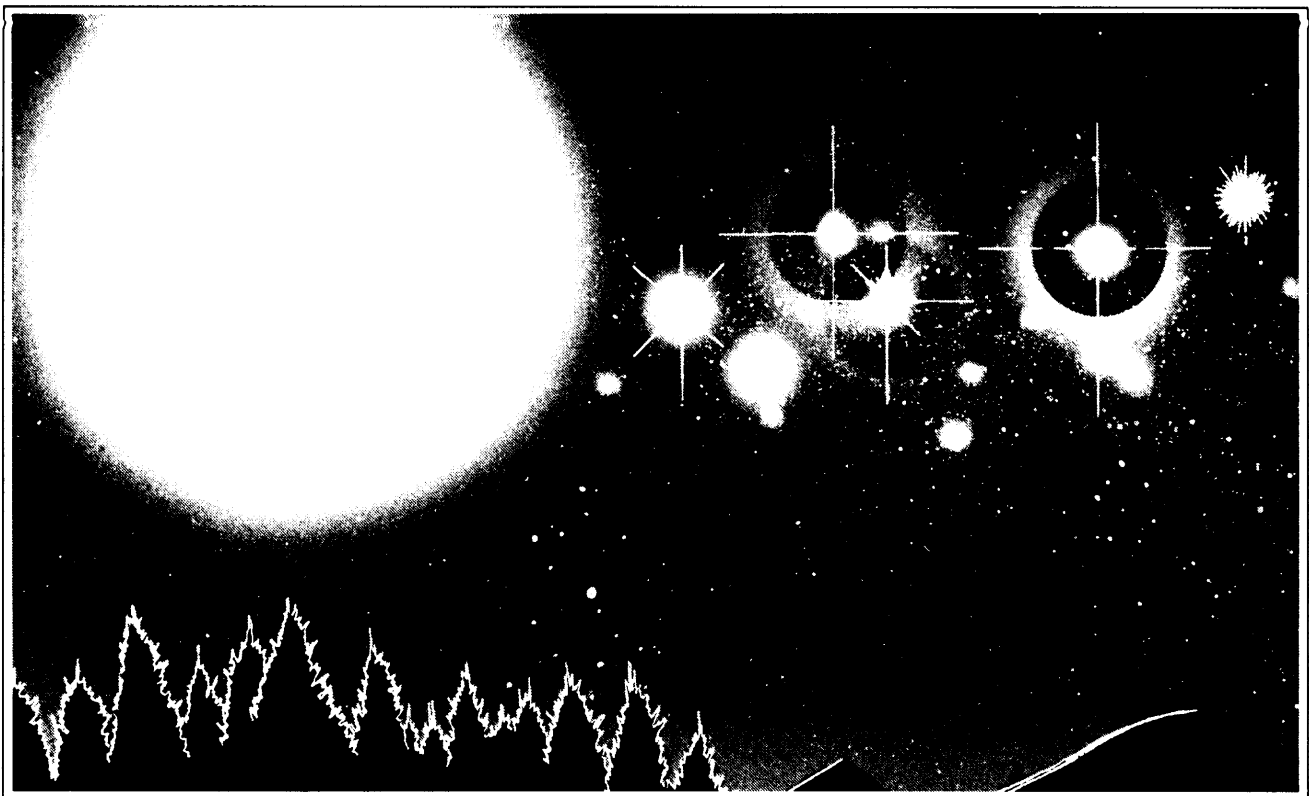
The world was remade. Sargonnas burned away the debris, and Reorx reshaped the mountains and the valleys. Chislev robbed the land in a mantle of ochres and greens, trees and flowering plants and fruits of every kind. Habbakuk, to the strains of Branchala's music of life, crafted the creatures of the world from the wood of Chislev's trees and the soil of Krynn. He made birds for the sky and fish for the seas. Cattle and beasts of the wilds he made also. Then Majere touched the fallen leaves and twigs, animating them to become the gardeners of the world: the insects. Kiri-Jolith strengthened the creatures' hearts to make them strong to face adversity, and Mishakal blessed them so they would bear young. And Zeboim stirred the air with her storms, cleansing the lands and washing the ruin into her dark bosom.

Paladine shaped a light for the sky so plants could grow, whilst Takhisis made the black shawl of night so creatures could rest and resist the light. Gilean gave all things knowledge of themselves, and Zivilyn gave them the wisdom to use that knowledge. Yet three of the wicked gods did naught to strengthen the world. Instead, they created pain and suffering, which they said would teach the world obedience. Paladine did not turn back their gifts, for he saw that in adversity, the folk of Krynn would learn greatness. Morgion gave pain and sickness to the world, Hiddukel gave greed and pride, and Chemosh gave death. Even in these curses lay goodness, for the new mortality taught the creatures to cherish each moment of life.

To make sure the world would never again suffer the ravages of the All Dragons War, the gods weakened the dragons, requiring them to rest after they unleashed their destructive powers.

Starbirth of Mortals

At last, when all was made, the gods fell silent. But across



the heavens arose the singing of a glorious choir. Then the gods saw that the stars themselves lived and were like unto the gods. Indeed they were pieces of the gods that had scattered from Reorx's hammer when he smote the Chaos.

And the gods forgot their oath not to war upon their world. They bickered over who might rule these star spirits. The gods of light wanted to nurture the spirits and teach them the paths of righteousness. The gods of dark wanted to make the spirits slaves who would bow down and worship. The gods of gray sought only a balance, to give to the spirits the chance and the wisdom to choose which path they would tread.

Sargonnas raged that the gods of darkness should never be challenged. Kiri-Jolith stood firm in defense of justice. And so the battle lines were drawn. Again war was waged in the heavens and upon Krynn. The winds and waves, frosts and fires wreaked great havoc upon the weary world. Only the return of the High God saved the world from a second destruction.

So awful was the damage that the gods of light and shadow were dismayed and heart-sore. They swore an oath even unto the High God to never again make war on the world.

The High God decreed a solution to the matter of the star spirits. Each family of gods would be permitted to give the star spirits one gift. The Gods of light and Good bestowed life, giving the spirits physical form that they might gain mastery over the world and become more like the gods themselves. The gods of light hoped that the spirits would bring peace and order to the world and take the path to righteousness.

The Gods of darkness and Evil bestowed the gift of mortality, so the spirits would hunger and thirst, toil and sweat, fall to illness and at last enter the grave. The gods of darkness hoped that the spirits would trade their freedom to Takhisis in exchange for the removal of their sufferings.

Lastly, the Gods of gray and Neutrality gave the spirits the gift of free will. Thus the spirits could choose freely which path to follow. The gods of Neutrality hoped thereby that the star spirits would maintain the Balance of the universe.

Then each family of gods fashioned the star spirits into their own peoples. The gods of Good fashioned the elves, forming

their bodies from the trees of the forests. Slender, individual, and long-lived, the elves were one with nature. They wielded the life power to reshape the land according to their will. The elfen folk were formed to bring change to the world, but to change very little themselves.

The gods of Evil formed ogres from the bones of the world. These folk had the sturdiness, beauty, and coldness of stone. The ogres were formed to desire order and utter obedience, taking their orders from Takhisis and the gods of Evil.

The gods of Neutrality formed humans, casting them from the clay and waters of Krynn. Humans were malleable and impermanent. These short-lived folk had the greatest potential for Good or Evil, and the greatest freedom to choose between these. Their short lives upon Krynn made them quick to act, often without thinking. Humans gave motion to the pendulum of history, and thus formed a dynamic balance for the world.

And last, the High God formed the Children of Krynn—guardians of the beasts and of the world's bounties. The High God made centaurs and satyrs, pegasi and griffons, unicorns and chimera. And these, too, had the freedom to decide their paths. They chose, as was their nature, to protect their lands.

And so, the balance was restored to the world, and Krynn as we know it came into being.

arrival of The Last Gods

But the Age of Starbirth did not end here, for three gods remained to be formed. To seal their agreement to nevermore make war upon Krynn, each family of gods agreed to create and raise a child who would become blood-brother to the child created by the other families. And because their wars had wounded Krynn, the gods agreed that these three blood-brothers would bless the world of Krynn by their creation. The blessing granted Krynn by the brother gods would be magic.

To Paladine and Mishakal was born a son of light, Solinari, who gained dominion over quiet and constructive magic. Meanwhile, from Gilean's majestic and beautiful thoughts sprang forth a daughter of Neutrality, Lunitari, who gained domain over illusion and reshaping magic. And last, from

Takhisis and Sargonnas, came a brother of darkness, Nuitari, who gained domain over commanding and destructive magic. This dark-haired child of Evil suffered from a throat impairment, which made him speak in hoarse whispers.

Age of Dreams

When the people of Krynn were made they were scattered across the face of the world. Elves sought the enchanted forests for their homes, each to live in harmony with the land. Ogres claimed the lofty mountains and from that perch they sought to rule the world. But to humans fell the lowly and desolate plains—grass or sand or ice or sea. And there, exposed to the elements, they suffered and died.

Reorx stood alone and studied the people. Ogres wielded order and discipline, but lacked creativity. Elves wielded creativity and inspiration, but lacked drive and order. But humans, poor, suffering humans, held both creativity and industry when properly directed. Seeing this, Reorx gathered some humans to him and retired across the seas that he might teach them his craft and they might aid his work in the world. Under the heavy and ceaseless labors of Reorx, these humans became short and stout, a race named the Smiths.

Ogres sought to order themselves into vast and powerful empires. They gathered and enslaved the humans left on the plain to lend their hands and strong backs to the labors. Thus began the age of toil for humans, as they built the ogres' cities, homes, roads, and walls. From their forest lands the elves watched as ogre civilizations grew.

To ogres, order and obedience meant everything, and individual desire meant nothing. Each creature worked according to his capacity and received according to his stature. Any deviation from these principles threatened the fabric of society like a tumor that must be excised. For thousands of years, the ogres lorded it so.

heresy of Igraine

Then came the Heresy of Igraine. Igraine was governor of the northern lands of Khal-Theraxian toward the end of the Age of Dreams, and he owned a man-slave named Eadamm. For countless years Igraine had remained steadfast in upholding the strict laws of slave ownership, executing many a human rogue without second thought. But Eadamm's disobedience was different. While Igraine inspected the mines one day with his daughter Everlyn, a tunnel collapsed around them. Igraine barely managed to escape, but his daughter was trapped beneath tons of rock. Sadly, Igraine ordered the closing and evacuation of the dangerous shaft, unwilling to risk his fortune in slaves for the life of his daughter.

But Eadamm, ignoring his master's orders, mustered his fellow slaves and braced the tunnels until beams could be brought down to reinforce them. Then together, the slaves rescued Everlyn. As the slaves did their work, Igraine held their angry foreman in check. Igraine had been oddly affected by the compassion of Eadamm, who would sacrifice himself to save his master's daughter.

When the rescue was complete, Eadamm was put in chains and taken to the royal manor. His disobedience required execution. But Igraine's heart had been wounded by the brave slave, and his eyes had been opened. He, too, had learned compassion. But by law he was required to execute the rogue. Igraine fulfilled the law, sentencing Eadamm to death at his whim. Thus, Eadamm would remain under the death sentence, but Igraine would never call for it to be carried out. Eadamm was released. He showed his gratitude by rallying his fellow slaves to double the output of the mines. Thus, Eadamm doubled the fortunes of Igraine.

To Igraine this was a major discovery: somehow independent choice led to greater commitment and prosperity. Per-

haps, he thought, the ogre nation had been mistaken to limit personal freedoms. Igraine relaxed his grip on his slaves, promoting individual effort. Igraine's fortunes doubled, tripled, and doubled again.

But, with freedom of choice came the desire for complete freedom. Unknown to Igraine, Eadamm had begun to organize the human slaves and make them loyal to him. Eadamm's influence spread to the neighboring estates and civil unrest exploded. The fortunes of Igraine's neighbors plummeted.

Igraine counselled his friends to allow their slaves more freedom. The advice worked for many, and a renaissance of business occurred. But one ogre who heard of "Igraine's Heresy" was outraged. He blamed Igraine directly for the riots and exposed Igraine's heresy to the High Council.

Twice, guard units demanded that Igraine leave his estate and surrender himself to ogre justice, and twice Igraine slew the messengers. When word came that the council planned to forfeit his lands and title and execute his family and friends, Igraine gathered those loyal to him and fled on ships to islands northeast of Ansalon. These fleeing ogres—the Irda—as they called themselves, dropped anchor on an unknown island that few have ever reached.

Just before departing the city, Igraine freed his slaves. This simple action sparked the end of the ogre nations. Eadamm and the men loyal to him were determined to buy time for their former master's escape. They armed themselves with picks and mauls, dug pits and built fortifications, laying a clever trap for the empire's troops. When the ogre armies descended, the slaves fought a bloody battle and emerged victorious. Few ogres lived to flee. The slaves then escaped into the hills.

For six long years Eadamm harried the kingdom, causing slave revolt after slave revolt. At last, at the battle of Persepholus, the empire's troops surrounded and decimated Eadamm's forces. The human hero was hamstrung and paraded for six days before his fellow slaves. Before the eyes of thousands of gathered slaves, Eadamm was drawn and quartered by four horses. To the ogres' utter dismay, the slaves rose up as a mob in response to the brutality and slew the ogres in the coliseum, every last one.

Over the next thousand years, humans distrusted any civilization. They doggedly harried the ogres, working to destroy their city-states. Humans, themselves, returned to barbarism.

Age of Light

The elves watched the decline of the ogre empires and suffered from the pillaging of the human barbarians. The woodland folk then decided to band together for mutual protection and support. The young elf, Silvanos, first suggested that elves become the successors to the fallen ogre kingdom. He inspired them to gather all they could from the ruins of the ogre cities and learn from the ogres' mistakes. Elven civilization, he announced, would be built on the needs of the individual and family. He proposed a communal democracy, in which all worked according to their ability and received according to their need. And every family would have a voice in the government of the land.

Scavenging from the abandoned cities of the ogre empire, the elves slowly began to build their version of civilization. And, in 4000 PC, the first year of the Age of Light, the first Sinthal-Elish (the Council of High Ones) was formed by Silvanos on the hill called Sol-Fallon. In that meeting, many elf clans and families swore an oath of allegiance to the principles of democracy and to Silvanos as their lord and leader. Balif, son of the second largest elf family and a close friend of Silvanos, was named lieutenant to Silvanos and leader of the united elven militia.

The first Dragon War

At last united, the elves began to build a civilization in the southern enchanted forests. They created an island on which to build the city of Silvanost, capital of the proud nation, Silvanesti.

However, this enchanted forest and the southern ridge of the Khalkist Mountains were home to immortal dragons of darkness. The wyrms resented the intrusion. They slew any outposts created by the elves and threatened all in the area. Lord Silvanos and his lieutenant Balif rallied the elves, uniting them against their common foe.

Though the elves were long-lived, they were not immortal, as were the five chromatic dragons they fought. Many were the elves who fell before the withering breath of the dragons.

Aid came from an unguessed quarter when three brothers, dressed in robes of white, red, and black, offered a solution. They had been blessed with a visit from the three gods of magic. From the gods, they had learned how to create five runestones in which to capture the dragons' spirits and trap them for all time. To dispose of these runestones after the dragons were caught, however, the elves needed flying mounts. Thus, for the first time, the elves captured and tamed the vicious griffons, training them for war.

In "Song of Home Coming," the tale is told how the five dragons were lured back into the mountains and brought within range of the five *stones of lifetrapping*. There, the three mages captured their spirits in the stones. The dragon bodies turned into stony mountains. Then the elves rode their griffons north to a seeming bottomless pit in the mountains. One by one, they dropped each stone into the endless chasm. Thus, the dragon bodies and dragon stones lay countless leagues apart, beyond the reach of any mortal folk. The elves, victorious, returned to build their civilization.

In the year 3500 PC, the second Sinthal-Elish was held. Once again, the folk unanimously pledged their allegiance to Lord Silvanos and the nascent kingdom of Silvanesti. All the families of elves were granted fiefs of land in the forests and grasslands of Southern Ansalon.

But the gods were not pleased with the interference of the three gods of magic. And so, Solinari, Lunitari, and Nuitari were banished from Krynn, never again to disrupt the business of the world.

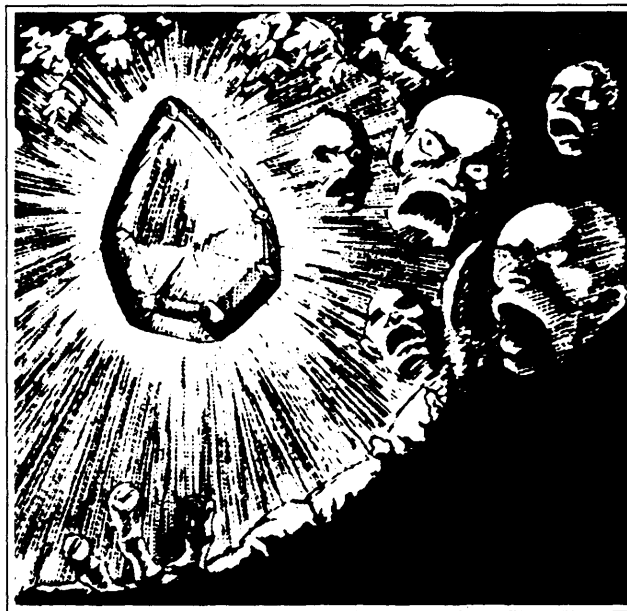
Graystone of Gargath

The truth of the following tale is uncertain. It has been popularly accepted by gnomes and men as true, and kender find it amusing. Dwarves, however, vehemently deny its truth, claiming that they were the special children of Reorx. Dwarves believe they were purposefully forged by Reorx from a human mold, rather than being the random product of a mystical stone. Elves, for their part, remain peculiarly quiet on this topic.

In recognition of dwarven histories, the following tale meshes the dwarven treatise on this topic with the common stories. To avoid confusion, the forerunner race to dwarves and gnomes (and perhaps kender) is called the Smiths. (The works of Chisel Loremaster refer to these folk as "the Hammer Folk, People of the Hammer, the Forge Tenders, and Children of Reorx.")

After the creation of the world, Reorx gathered to him humans who worshipped the way of the hammer, who were filled with the drive to create. Together with Reorx, these humans departed to a northern land where they would be safe from war and where they could learn the crafts of Reorx. Over the centuries that followed, these humans changed into the ruddy-skinned, diminutive Smith folk.

The Smiths were gifted with Reorx's craft and they were the masters of metals, the forge, and machines. The marvels they



wrought in that dream age are but mere shadows in the world today. There were great wheeled iron wagons that traveled the land without draft beasts; there were winged craft and toys that capered and pranced without the power of magic; there were devices of all sorts that ran from elemental forces. Reorx was mightily proud of his people. But just as they learned craft from Reorx, they learned pride as well. The Smiths became haughty. And this distressed Reorx.

Meanwhile in the heavens, the exiled gods of magic plotted to return their gift of magic to the world of Krynn. The three approached the trickster god, Hiddukel, for his aid. He agreed to help the gods if they would enchant an item for him. The item was a coin of godly powers that would provide Hiddukel a conduit into the world of Krynn. The gods of magic agreed.

With his silken tongue prepared for guile, Hiddukel drew nigh to Chislev. "Do you feel the shift in balance?" he asked. "The ogres have fallen, the dragons have fallen. Soon all Evil must fall and the balance will be destroyed."

Chislev was made fearful by his words. She asked, "Is there nothing I can do to right this imbalance?" Hiddukel responded that if the three brother-gods of magic could escape their exile, the balance could be renewed. Chislev heard this and believed it in her heart.

To Reorx, then, Chislev flew. "Your fellow gods, the brothers of magic, miss the world from which they have been exiled—your perfect and beautiful world. None should be denied its beauty, certainly not the gods. Perhaps you might forge for them a remembrance of your grand creation to ease their grief."

Reorx heard the flattery and it sounded good to his ear. And so he crafted the Graystone, a thing of marvelous beauty. It was a perfect model of Krynn. And to the gods of magic he bestowed the stone.

On the moon Lunitari, the brother-gods of magic received the stone. There, they imbued the Graygem with their essences. Then, Hiddukel again drew nigh to Reorx.

"Ah my friend, I fear you have been tricked. The Graygem, your gift to the brothers three, is being imbued with magical powers, powers that threaten all the gods. And there is naught you can do since you gave the gift freely."

"What are we to do?" questioned the Forger.

"Ah, perhaps there is a way to avert this disaster," replied the Trickster. "What you freely gave, you cannot revoke. But if another were to steal the Graygem, perhaps a mortal who is



beyond the influence of the brother-gods, Krynn may yet be saved."

"You have such a mortal in mind?" the Hammer asked.

"Perhaps, but you know my dilemma. I can do nothing without a price."

"Name the price and I shall render it to you, if this thing can be done," said the unwary Reorx.

"Very well. I would have you forge me three items: a dagger, a coin, and a circlet. They should be simple items, elegant and functional."

"Done," said Reorx.

"Good. The mortals I have in mind are your own Smiths. They have asked me to intercede with you on their behalf."

"What do these mortal seek?"

"Oh great creator, they seek only to follow in your footsteps as creators, to build a great god-tool."

"Then I will inspire them to create a Great Machine," Reorx replied.

"But for this Great Machine to work, the Smiths need your Graygem. They have a vehicle that will climb to Lunitari where your prize is stored. They can then steal the Graygem from the unwary brother-gods of magic."

And so it came to pass. Reorx granted the Smiths a vision of the Great Machine that would be powered by the Graygem. As the rest of the Smiths labored to complete the Great Machine, Reorx showed the lowest of the Smiths, Milgas Kadwar, where the Graygem was hidden on Lunitari.

Milgas then took a sky-hook ladder to climb to the moon. He hooked the end onto the ether, climbed up, then swung the ladder up overhead and hooked the other end onto the ether. In this way he climbed until he reached the moon. With a magical net given to him by Hiddukel, Milgas captured the Graygem and descended back to Krynn. But when he reached Krynn, the Graygem awoke and sped away from the Great Machine. A web of chaotic wild magic trailed the Graystone. As the stone passed, it warped the world and its folk and laced Krynn with powerful bands of magic. Thus did magic return to Krynn.

Every creature touched by the Graystone was altered into a form that reflected the creature's true nature. Stubborn ogres became bull-headed minotaurs, mariner elves became sea elves, dowdy Smiths became dwarves, scatterbrained Smiths became gnomes, and so, too, came the kender and goblins into the world.

The folk of Krynn were sore afraid. They sought to slay the clan of Smiths who had brought this terror to their shores. But the brother-gods did not want their unwitting accomplices harmed. So the Graygem touched one group of Smiths, transforming them so that they might defend themselves. Outwardly, their hair turned silver and their pates balded, their beards curled and their eyes became golden as the sunset. Inwardly, they became magic itself, a living embodiment of the wild magic of the Graystone. And they were called Scions.

To the Scions fell the task of saving their people. Divinations warned them of their impending doom. Taking the warning to heart, they became a driven people. Almost overnight, great barges were constructed upon the bay. Meanwhile, the dwarven mages made the land rife, forming ridges to slow the advancing armies. Then, when all was ready, the Smiths boarded the twelve and twenty craft they had made and departed from their shores. They fled south toward Ansalon even as Igraine had fled north from it. And before them went the Graystone.

Although the Scions summoned favorable winds and the bounty of the seas, still were they hated and feared by the Smith folk, who shunned the supernatural. They left during the spring floods and storms. Barge after barge foundered and sank, taking all the relatives and friends thereon to a wa-

tery grave. At last, as they reached the northeast coast of Ansalon, only thirteen of the craft remained. Rather than giving thanks for their deliverance, the Smiths laid hands on the Scions and fed all but thirteen of them to the raging waters.

Only the thirteen were left, one for each of the thirteen barges that remained. And these Scions received the thirteenth barge, being told to set sail and never return. Otherwise the Smiths would slay them. Straightaway, the Scions put out to sea. The Smiths made landfall on the northern bluffs in the bay of Nordmaar in those ancient lands.

Discovering that the Graygem had preceded them to the land, the Smiths grew fearful and hid in limestone caves and caverns. They named their new home Kal-Thax, the "cold forge."

At that time, among humans, there was a great ruler named Gargath, an acolyte of Zivilyn. He watched the chaos in the land grow and prayed to his god for guidance. Zivilyn gifted the lord with two godstones, forged by Sirrion. The stones would end the reign of chaos. The first stone was green and named Pathfinder. Its clarion call to the chaos was like a lighthouse in the dark. The second stone was red and named Spellbinder. In its presence, the Graygem could be bound so that the world would once again be whole. Lord Gargath built a tower, and atop that tower he placed an altar. In the altar he set the twin stones, a trap for the Graystone. The Graygem answered the call of Pathfinder, and was trapped by Spell binder.

Meanwhile, in their dark, cold caves, the Smiths brooded. To turn their minds to useful pastimes, they once again worked on their craft. But their metals were weak and brittle. Even their simplest tools failed them. Their wondrous inventions remained oddly inert. They delved deeper into the ground, into "Cold Forge," which was a living cave of lime and water. There they made a wondrous discovery—a face etched in the stone. A living face. The face of their god, Reorx.

The face appeared saddened. The Smiths sought it out, sharing silent communion with their god. Why had they been so cursed? Why had their inventions abandoned them? And to each question came an answer. "Have you not abandoned the world? Have you not abandoned your own creations and responsibility? Accept your responsibility and my gifts to you will be restored."

The Smiths counselled among themselves and decided to capture and destroy the Graygem, the chaos they had unleashed. Smith scouts reported where the Graygem lay imprisoned. The Smiths sent word asking that Lord Gargath return the chaos stone to them. He declined their offer: he, too, had been changed by the stone. He now believed the stone to be his own creation, his key to an empire.

Again the Smiths counselled and they agreed to take the Graygem from Gargath by force. They were divided, however, as to how to accomplish this task. Some sought to ally with the other peoples of Krynn to form a mighty army. In answer to that call, armies from all the folk of Krynn came, bands of mercenaries, elves, ogres, and humans. Other Smiths built mighty war machines, trusting in the power of their inventions to save them. Still other Smiths forged mighty weapons and armor for their troops to bear into battle.

The siege was a long and dangerous affair. In the shadow of the chaos stone, alliances and battle plans went strangely awry. Even the Smiths' mighty war machines failed them. The first juggernaut's gearing seized up just short of the gates. The second, a fire-spewing bombard, locked wheels and crashed into the first engine, exploding and burning down both of the siege weapons. Losses for the Smiths and their allies were heavy. Still Gargath held against them.

The siege trudged onward. Nearly a month and a half passed before the Smiths' greatest siege engine, the Colossus,

was brought to the battlefield. Although the Colossus's battlements withered before the chaos and its wheels cracked and splintered, the mighty engine crashed into the tower wall, creating a breach that allowed the invaders in. The resulting quake dislodged Spellbinder and it fell down a stairwell and was buried beneath stone. The Graygem was free again.

A steely light erupted from the tower, and the Graygem emerged, hovering. The alliances dissolved as each people sought the gem for themselves. And the hideous power of the gem transformed the folk in the courtyard to reflect their greedy natures.

Tales of the battle's end are confused. Although the ancestor races are in dispute, most stories agree that the Graystone formed the races of kender, gnomes, dwarves, minotaurs, and goblins from the folk there. Kender came from excessively curious and childlike Smiths (some argue elves); gnomes came from Smiths who cared more for their inventions than for the gods; dwarves came from fearful Smiths who had only reluctantly joined the battle; minotaurs arose from stubborn ogres; and goblins came from ogres who were petty and cruel.

Dwarves say that they were the only race that remained unchanged: Smiths who had chosen to craft the arms and weapons and had remained behind in the caves. Even if this is true, the millennia that dwarves have spent beneath the surface of Krynn has worked slow and subtle changes on them from the Graystone's latent magic.

When the Graygem had completed its horrid work, it once again fled to wander the land. Some of the Smith folk pursued it all the way to Sancrist Isle in the west. Here, most of the gnomish Smiths settled, unwilling to brave the tossing sea again. Still others built more boats and followed after.

As the Graystone passed west over the seas, it formed the Dimernesti from fisher elves and the Dargonesti from elven sea merchants.

The Second Dragon War

With the passing of the Graygem, the land of Ansalon was reborn. Those who would become dwarves abandoned their dwelling in the cold caves of Kal-Thax and journeyed south to the Khalkist mountains. There they delved the dwarven kingdom of Thoradin, called "New Hope." Balifor was founded by a kender named Balif, friend and confidant to Silvanos, and became homeland to this new race. In the century that followed, many other city-states were born. For example, the province of Mithandrus, the land of the bull, was founded by an expeditionary force of minotaurs.

While delving Thoradin, the dwarves discovered in the bedrock five ancient stones covered with runes and glowing with magical might. Distrustful of all magic, the dwarves mined the five stones and brought them to the surface to remove all taint of the wild force from their home.

Soon, minions of Takhisis had found the stones and reunited them with the stony bodies of the dragons whose spirits they held. The five dragons, asleep since the end of the First Dragonwar, awoke again. A new dragon war began over the next decades drawing all the people of Ansalon into the maelstrom.

Once again Ansalon's folk united, but the five dark dragons summoned the remaining bakali and an army of other Evil forces to their side. A siege was laid against Silvanesti. Again, magical aid came to end the war.

After wandering at sea for a time, the Scions (the enchanted family of Smiths), returned to the shores of Ansalon. Hidden from the eyes of their brethren, the Scions each went their own way. They secretly gathered those who had been touched by the stone and gained powers of wild magic. The Scions tutored them in the proper use of their powers.

When the days grew dark and short for Silvanost, three elven wild mages, trained by the Scions, banded together to drive off the dragons. Standing at the Tower of the Sun, these novice wild talents awakened the magic of land and sky—so much so that the very elements rebelled against the dragons. The wyrms were swallowed by the ground for all time. But the novice mages had tapped into far more magic than they could control. The elements lashed back on their masters, devastating the lands all about with floods and fires and earthquakes. Thousands perished.

Only the original three mages remained in the Tower. When they saw that the folk of Silvanesti and Kharolis meant to harm them for the damage they had caused, these three mages called upon the gods for help.

The brother-gods of magic heard the cry. With their power, they seized the tower and removed it from the face of Krynn, setting it in a higher plane. Thus, the tower became the Lost Citadel and the three mages became the founders of the Orders of High Sorcery. The brother-gods seized the five runestones they had given to the elves centuries earlier. They hurled the stones into the sky so that the dark dragons could never again awaken. There, the stones became the five eyes of the Dark Queen's five-headed constellation.

The brother-gods clouded the minds of the peoples so that the other wild mages could escape into the wilderness. There they lived in seclusion, perfecting their craft. For a hundred years, the gods of magic trained and instructed their chosen disciples in the ways of magic. At last, the three mages returned to Krynn to lead the wild mages out of hiding. They constructed five bastions of magic in remote regions to shelter all mages from the hostile world. These were the Towers of High Sorcery.

In shame at being responsible for the return of dragons to the world, the dwarves withdrew into Thoradin and shut their doors.

ergoTh ascendant

In 2600 PC, the barbarian chieftain Ackal Ergot united the Khalkist barbarian tribes following the war. Stealing from the ruined ogre cities and homes, Ergot founded the first nation of humans and named it after himself: Ergoth. With sword and flame, he exterminated those who would not join him, and ruled those who would. Slowly, he absorbed the plains tribes and their lands into Ergoth. The nation was a brutal, bestial creation, ruled by warlords and tyrants.

With the decline of ogres into barbarism and stupidity, the retirement of dwarves from the affairs of the world, and the withdrawal of the Silvanesti to repair their lands, Ergoth quickly became the dominant nation in Ansalon. As its boundaries spread from the southern Kharolis Mountains to the northern shore, Ergoth set off minor skirmishes with neighboring nations. The dwarves proved especially problematic. Luckily, the expansion ended with the death of Ackal Ergot.

The ascendance of Ackal Dermount to the throne of Ergoth brought the land into a mercantile age. He found war unprofitable and detrimental to his country's welfare. Dermount therefore set aside the sword of Ergot and began trade with Silvanesti and the dwarves. Races along the borders began to intermarry and become assimilated. Many outland elves shared human blood.

In 2600 PC, a second kender nation called Hylo was founded in the Sentinel Mountains north of Ergoth. This settlement arose when an entire clan of kender explored and "borrowed" the first floating citadel, which had been created by a band of mages as a prototype for the Towers of High Sorcery. The floating castle was carried by prevailing winds to the northwest until it crashed into the ridge of the Sentinels. Hylo



would later be annexed by Ergoth in 2200 PC, much to the Empire's continuing regret.

During this time also an outcast race of dwarves appeared. Referred to as "Dirt Eaters," "Muckers," or "Dump Men," these interbred dregs of human and dwarven society dwelt in the refuse of civilization. They were treated no better than slaves and idiots. Presumably, these were the first Gully Dwarves, a race that continues to plague society today.

For nearly six hundred years, Ergoth would write the history of the world. It was a kingdom of grandeur despite its foundation on brutality. Although the panacea of civilization softened the barbaric cruelty of former ages and created trade and international relations, it also introduced provincial battles, barbarian uprisings, and border disputes.

In 2515 PC, the world lost Silvanos, the founder of civilization. Silvanos was laid to rest in a crystal tomb and his son Sithel assumed leadership of the elven nations. But Sithel would never have the patience and tolerance of his father. He heralded the beginning of elven disdain for the other races of the world. Border relations became strained among humans, half-elves, elves. Sithel's greatest gift to the world was the birth of his twin sons, Sithas and Kith-Kanan.

While tensions grew between Ergoth and Silvanesti, dwarves from the lands about Thoradin decided to journey south to the Kharolis Mountains, on the borders of Ergoth. There they delved a new kingdom to exploit the trade opportunities with Ergoth. This new kingdom also created a homeland that was more open to the world than Thoradin. Thus Thorbardin was delved, its name meaning "Best New Hope."

While trade flourished between Ergoth and Thorbardin, Thoradin continued to decline, becoming even more isolated from the outside world. However, Thorbardin's prosperity was not without problems. The neighboring provinces of Ergoth felt that the dwarves had invaded their borders. Resentment grew over mining rights in the Kharolis Mountains.

Kinslayer War

Tensions continued to mount along the Silvanesti-Ergoth western border. Kith-Kanan, the younger of the twin sons of Sithel, was asked to lead the Wildrunner border elves to protect the borders from incursions. Some historians suggest that Sithas sent his twin on this task to remove him from the elf-maid, Hermathya, whom they both loved. Despite the open friendliness in Sithas and Kith-Kanan's relationship, a smoldering rivalry lay there as well.

Kith-Kanan maintained the peace for nearly a century. His patience and tolerance for humans, dwarves, and other races became renowned. Yet, in 2192 PC, when his father, Sithel, Speaker of the Stars, visited the frontier to sign a new peace pact, he was slain by humans who mistakenly shot at his stag mount.

Sithas, the older of the twins, assumed command of the elven nation and declared war on Ergoth. Kith-Kanan was named general. Elves fell into battle against humans, with their half-elf brothers caught in the middle. This angry war scared the world for forty years.

When the first battles broke out, Kith-Kanan was pledged to the Kagonesti Wildrunner maiden Anaya, Keeper of the Forest. Sadly, Anaya, heavy with Kith's child, was slain in the first battle of the coming war. Instead of dying, she transformed into an oak tree even as her predecessor Keepers had done.

Despite many victories, Kith-Kanan's armies again and again failed to drive back the Ergothians, who were led by a dark, unaging wizard named Giarna. Kith-Kanan did, however, rescue the human oracle Suzine, a servant of the dark mage. They fell in love and were married. The rift between Kith-Kanan and his twin brother widened with Kith's marriage to a human. Sithas's queen, Hermathya, still coveted his

brother, and his son revered his uncle Kith.

The Kinslayer War spewed blood across the Kharolis plains for nearly forty years. It was a period of long battles, vast interludes of retrenchment, starvation, disease, and death. Savage blizzards froze the armies, while fierce storms ripped capriciously through the ranks of both sides. A dreary sameness marked the war. The elves pursued the humans, attacked and slew them, and then more humans took the place of the fallen.

General Giarna maintained complete control of the Ergothian forces, although his losses were horrendous. The pressure of his attacks chipped away at the elves, while reinforcements balanced his losses. A stalemate evolved, with the elves ever victorious, but the humans always avoiding final defeat.

Despite this monotonous pattern, the course of the war had several key junctures. The human Siege of Sithelbec, which reduced that elven town to rubble, must be considered a decisive hour. The Battle of Sithelbec turned the tide and will always be ranked among the turning points of the history of Krynna.

Throughout the war, the life of one individual best illustrated the tragedy and inevitability of the Kinslayer War. This was the human wife of Kith-Kanan, Suzine des Quivalin.

Relative of the great Emperor Quivalin V of Ergoth, as well as heir to a total of three Quivalin rulers, her presence in the army of her nation's enemy served to solidify human resolve. Disowned by her monarch and sentenced by General Giarna to hang if she were ever caught, Suzine took to the elven cause with steadfast loyalty. Over thirty-five years, Suzine remained loyal to her husband as lover, companion, advisor, and wife. She was never accepted by the elves, although her two half-elf children were raised among the clans of the Wildrunners.

Sadly, as is the way with humans, Suzine aged and grew old, while Hermathya remained young and passionate. It is rumored that Kith-Kanan was drawn to his former love's passion. Perhaps this explains Suzine's self-sacrificial attempt to slay General Giarna. The "Song of the Lost Sadness," a ballad of Kith-Kanan, tells how Suzine bravely confronted her former master. When he proved invulnerable to all attacks, she slew herself rather than be used against her husband.

The decisive battle of the Kinslayer War wrote the final chapter to many a hero's life. Great were the losses. Parnigar and Kencathedrus fell. Sithas' son, Vanesti, suffered grievous wounds while defending his uncle from Giarna. From that day forward, Vanesti was crippled. At last Giarna met defeat.

Sithas, his appetite for war lost, sued for peace with Ergoth. He granted the western realms of Silvanesti to Kith-Kanan and the Wildrunners, who had become heavily interbred with humans. And the western elves founded Qualinesti.

Swordsheath Scroll

In the years following the Kinslayer Wars, the Empire of Ergoth began to decline. A border dispute with the dwarves of Thorbardin over mining rights resulted in a series of skirmishes named the War of the Mountain.

But at last, Sithas engineered the signing of the Swordsheath Scroll betweenelf, dwarf, and human. The western Silvanesti elves were granted a homeland in the enchanted woods where Anaya's tree grew. This elven state would form a buffer between the humans and the dwarves. The legendary Hammer of Kharas ("Hammer of Honor") was forged by the dwarves as an offering of peace to the Ergothians. From then on, the hammer was passed annually from one nation to the next as a constant reminder of the bond of unity and peace between them.

At this time, all mention of Thoradin, the original kingdom



of the dwarves, vanished from the histories. Historians are uncertain as to why Thoradin vanished. Some say the dwarves were destroyed by the unfortunate discovery of the Evil blackflame—a living embodiment of darkness.

The Age of Light ended with the peace of Pax Tharkas, the “Peace of Friends.” To commemorate that peace, the dwarves of Thorbardin and the elves of Qualinesti united to build a fortress monument on the trade route between their nations. The fortress, Pax Tharkas, was built by both races and manned by both. It ensured the peace. The nephew of Quevalin V ascended to the throne of Ergoth and an age of peace and prosperity began.

The Rose Rebellion

In 1900 PC (the beginning of what scholars now call the Age of Right), the Quevalin line in Ergoth at last came to an end. A coup led by the army placed Emperor Macqui Hellmann on the throne. More brutal and exploitative emperors followed. Taxes became unreasonable and the northern provinces were exploited for their resources and riches. Again and again, small rebellions arose in the north and the east, but the empire's legions were sent to swiftly crush all resistance. Then, even harsher penalties were imposed on the peoples.

In the year 1812 PC (by the new reckoning) Vinas Solamnus, a skilled commander, was appointed to the highest military office in the empire. The Emperor believed him to be the perfect pawn; he would instead prove the Emperor's undoing.

In 1801 PC, a Great Uprising occurred in northern Vin-gaard. Praetor Solamnus marched his legions north and east to crush the rebellion. Initial victories came swiftly, but were unsatisfying. The people showed no signs of abandoning their rebellious ways. For a year, Solamnus studied the enemy's motivations and strategies, determined to end the conflict without massacring all the people. Gradually, he came to realize that the Empire had provoked the rebellion through vile and repressive treatment of its citizens. By the end of the year, Solamnus and most of his troops agreed to join the rebellion.

The nations of northern Ergoth rallied to Solamnus's banner and began training armies in secret. Solamnus meanwhile stalled the emperor's inquiries for progress. At last, unable to stall any longer, Solamnus and his army marched south and west toward the capital.

With skill and daring, Solamnus managed to outmaneuver Ergoth's remaining legions, recruiting many of them. He laid siege to Daltigoth in the beginning of winter. By the next spring, the Emperor Emann Quisling surrendered, agreeing to Solamnus's terms to give each province the right of self-determination. Many of the provinces in the west, close to Daltigoth, remained loyal to the Empire. Most of the north-eastern provinces and Hylo asserted their independence. The human nations declared Solamnus their Lord.

In an effort to ensure continued justice and freedom for the lands, Solamnus (guided by Kiri-Jolith, Habbakuk, and Paladine) formed the Orders of the Knights of Solamnus.

Birth of Nations

In the ensuing years, many new nations evolved. The states of Palanthus, Caergoth (Southlond), and Lemish grew and prospered despite frequent raids by barbarians on their borders. The art of sailing was taught to humans by the elves, and the hidden bay of Istar was discovered along with its fertile lands. Here lay the ruins of ancient ogre nations and-cutoff by mountains, deserts, and seas-the emerging merchant nation of Istar.

Istar, at first just a confederation of city-states, grew quickly

into a center of world trade. All goods and crops from eastern Ansalon channeled through the port city of Istar to all points west. By supplying food, textiles, and crafts to the war-torn nations of the west, Istar grew more rapidly than any civilization to date.

The Third Dragon War

Records of the Third Dragon War tend to be disjointed and confused. Much of the war's victory hinged upon the works of a solitary hero and his minotaur companion. The hero's death prevented historians from learning his full role in the war, and his companion chose to report the history from a strictly military perspective. What can be discerned of the Third Dragon War follows.

The Queen of Darkness, whose ceaseless attempts to corrupt the world had sparked warfare throughout history, once again plotted to make Krynn hers. This time her plot dealt with dragon eggs. With her five chromatic dragons buried deep beneath the mountains, Takhisis sought to hatch the dragons' eggs.

Calling on the aid of the lizardmen, bakali, Takhisis brought the eggs of her five dragons to the surface. They appeared to be rare crystals of great value. She distributed these eggs by tricking gem collectors into buying them. The eggs hatched and the wyrmlings devoured the collectors. None were left to warn of the dragons' return.

Generations passed as the wyrmlings matured. Only when they were full-grown did Takhisis call her dragons forth into the light. By then, Krynn's doom had already been assured. Takhisis had raised many dozens of the adult brutes. With armies of bakali around them, the dragons laid siege to Ansalon.

For decades, the great wyrms wrapped their shroud of terror about Ansalon. First, small border kingdoms fell, and then the dragons turned on Solamnus.

The war was meant to be swift and final. The Dragon Queen had sent forth her dragons, slaves, warriors, and mages in one mighty force. The focus of their attack was Palanthus and the Knights of Solamnus. Takhisis saw in these knights a power that could one day destroy her children. But the knights had their own allies and, most importantly, they had the discipline and organization that the Queen's forces lacked. The knights also fought for the Dark Queen's eternal foe, Paladine, and his sons, Kiri-Jolith and Habbakuk.

The might and determination of both sides created a horrible stalemate. The bodies of humans, dragons, ogres, and goblins piled in high mounds and smoke-blackened pyres. The carrion creatures fed and plagues began.

Wizards had at last gained a level of respect in the land, and from their five Towers of High Sorcery they sought to turn the war in the favor of the humans. The highest mages of the three orders met in the Tower of Palanthus and created the five dragon orbs. These potent artifacts were modeled on the five runic godstones of old. Even the wizards of the Black Robes joined in this effort, seeing that if Takhisis were to win, the balance would be destroyed and the world would plunge into chaos.

Thus, on a night when all three moons were in high sanction, the greatest wizards of the age (including the Black-Robed Fistantilus) united to make the five orbs. They imbued the artifacts with a shadow-spirit of their own, a spirit that called out to the fell wyrms, luring them to their doom. And for a time, the dragon orbs stemmed the flood of evil. Many dragons fell. But still the forces of darkness returned with wave after hoary wave.

Then rose a young knight named Huma, who held rare insight, kindness, and compassion. To him was drawn a companion, the likes of which the world had never seen. The





minotaur's name was Kaz. Huma's other companion was the mysterious elven healer Gwynneth (or Trueheart), whom Huma fell in love with. He later discovered her to be a silver dragon capable of taking human form.

With the guidance of Paladine, Huma forged the first true dragonlances. With them, he rode into battle on the back of Gwynneth. The love between Huma and his silver dragon forged the way for an alliance with other Good dragons. More dragonlances were made to use in battle against the Dark Queen's forces.

At last, Huma and Gwynneth mounted an attack against Takhisis herself. She fell before the dragonlance. In agony, she swore an oath by the High God to retire from the world and make all dragons sleep if only the lance were removed from her. Sadly, both Huma and Gwynneth died in the final battle. Only Kaz remained to honor the bargain, freeing the Queen of Darkness in return for her fulfillment of the oath.

From that day forth, all dragons departed from the lands of Ansalon, and their servants left as well. The Dark Queen retreated to the Infernal Realms to lick her wounds. Deep within the earth, the dragons and their kind fell asleep and left the world in peace for an age.

a Golden age

The end of the Third Dragon War (or the Second Dragon War by former reckoning) heralded the beginning of a golden age. Although the land was severely scarred, it was at least free from the grip of dragons for a time. Ergoth suffered most greatly. It would never again achieve the glory of its lost empire.

As the world recovered from its wounds, the Knights of Solamnia lost their way. The new, safer Ansalon had no great villains to vanquish, no great evils to right. Many of the knights turned to rebuilding their lands and governments. Others resigned their posts altogether and scattered.

Other folk, however, were blessed in the years following the war. Chief of these were the merchants of Istar. Only Istar, in its desolate location, remained untouched by the war's ravages. From its safe locale, Istar plotted to guide the world into an age of glory. The power of Istar to effect this change was not military, but commercial.

In Thorbardin, Istar found a ready ally. As center of trade, Istar desperately needed the coins minted in Thorbardin. In return, Istar provided a vast market for dwarven crafts and tools. The two nations entered an agreement of mutual support. Istar built a mighty fleet to circumnavigate the seas and to carry trade-goods to all nations. Thorbardin sent forces back to reopen Thoradin as a major manufacturing center for Istar. These forces found the halls of Thoradin oddly empty and abandoned as if its previous occupants had left only the day before. An occasional ogre clan inhabited the otherwise empty halls. In a brief series of skirmishes, the dwarves drove the ogres out and reclaimed Thoradin. Thoradin swiftly became a supplier of tools, weapons, and coinage to Istar.

Soon afterward, Thorbardin received mining rights to the Garnet Mountain range in Solamnia. The mines of Kayolin opened, setting up a triangle of trade between Garnet, Thorbardin, and Istar, with Thoradin at its center.

In this time, Thorbardin also expanded within. The dwarves carved out one of the wonders of the ancient world. They constructed the dwarven city of Zakhalax within a broad column of rock in their mines. They also founded the hill dwarf county of Hillow.

Despite the good fortunes of the rest of the world, Silvanesti continued to isolate itself. Only Qualinesti elves retained contact with humans and other demihumans.

In 910 PC, fifty years after being driven out of Thoradin, the ogres attempted to return to their one-time home. With the

aid of the Knights of Solamnia, the dwarves managed to drive the ogres away.

Istar continued to grow in power and prestige in the world, becoming the major supplier of tools and arts, and acting as brokers for grain, woods, and spices for the rest of the nations. In an attempt to better control international trade, Istar imposed trade standards and fair-price standards. These regulations were poorly received by the kender of Balifor to their south. The kender protested the end of barter and haggling and refused to obey the strict trade tariffs. In retaliation, they began to manipulate various trade markets, buying up all supplies to raise demand (and prices), then dumping their excesses onto the marketplace to drop prices disastrously. The Kender Trade Wars nearly brought Istar to its financial knees, and it drove many merchant houses to bankruptcy.

In a desperate effort to save their economy, Istar agreed to the creation of a free market, with a special tariff exemption for kender (the so-called "Kender Tax"). In return, kender agreed to cease their market manipulations. This pact became known as the Kendermeld.

Next, Istar clashed with Silvanesti naval merchants when they attempted to gain control of key ports and sea lanes, barring the elven merchants. The Silvanesti retaliated by attacking Istar privateers and successfully blockading the Straits of Karthay, thus preventing any Istarian merchants from entering or leaving. Istar appealed to Solamnia for help. Acting as peacemakers, Solamnia persuaded the elves to allow Istar to add its signature to the Swordsheath Scroll. This event became known as the Elfmeld. Istar learned from its previous two mistakes and decided to extend its trade standards through treaty rather than strong-arm tactics.

In 530 PC, the ogres of the Khalkist mountains founded the nation of Kernen and worked to intercept the caravans from Istar to Thoradin. For five years the so-called Ogre Wars continued until Istar, acting on behalf of Thoradin, appealed to Solamnia for help. Together the three nations put an end to the ogre raids. Thoradin then signed an exclusive trade treaty with Istar, known as Dwarfmeld, giving Istar a lock on 50% of all metal goods.

Finally in the 5th century PC, when Solamnia became increasingly dependent on Istarian trade, the king signed the Swordsheath Scroll in what was later termed the Great Meld. The signers of the scroll joined forces to put down raids by barbarians from Estwilde, Khur, and Nordmaar. Istar branded the barbarians as pagans, obviously acting in devotion to the gods of darkness. The Knights of Solamnia, anxious for a battle after hundreds of years of relative peace, joined the cause to suppress the pagans. A series of skirmishes against barbaric tribes followed. Solamnia justified these battles as a reaction to a massive barbarian uprising under the leadership of such men as Atillak the Ravager, Kobbule the Club, and Tarnriper.

Peace in The Land

The lands of Ansalon experienced nearly 200 years of peaceful coexistence. Then, in 280 PC, Istar started down the road to corruption. The folk of Istar claimed to be the moral center of the world and installed their first Kingpriest. Solamnia quickly applauded the effort to support the cause of Good throughout the land.

Istar, however, soon became caught up in worldly and temporal affairs, forgetting the affairs of the spirit. Istarians began to believe that only they knew right from wrong. In this way, Istar repeated the errors of the ogre empires, suppressing the will and independence of the individual in favor of national decrees of the Kingpriest and his corrupted priesthood.

The elves of Silvanesti grew disgusted by this sham. They shunned the outside world, drawing within to trade only with

their cousins in Qualinesti. Both elven states were too distant from Istar to feel its heavy hand, as of yet.

The succession of Kingpriests that followed seemed to be drawn from the most power-mad and corrupt priesthood members in Istar. Soon, the Kingpriest proclaimed that all Evil was an affront to gods and mortals and needed to be destroyed. A rigid list of evil acts followed and bands of ruffians formed brute squads to enforce the outrageous laws. Anyone found guilty of an "evil" act would have lands and property confiscated. Some few who were "truly heinous" were sold into slavery, sent to fight in the arena, or executed outright.

While the Knights of Solamnia detested these excesses, they were currently too disorganized and too dependent on trade with Istar to openly resist their laws.

Priests of Istar became a specialized militia empowered by the Kingpriest to create a reign of terror. Many priests purportedly lost the ability to perform miracles.

Wizardry was viewed as a threat to the power of the Kingpriest. Priests roused mobs of citizens to fear and revile magic, stirring them to attack the Towers of High Sorcery. When the rioting mobs approached two of the towers, mages knew that the magical items and spells in the towers would be disastrous in the hands of the uninitiated. They therefore destroyed the towers themselves, devastating the countryside. The Kingpriest, fearing what would happen if the magic pent up in all five towers were released, made a pact with the wizards. He offered the wizards safe passage to a faraway land if they would leave the remaining towers undestroyed. The mages agreed.

The Tower of Istar was seized by the Kingpriest himself and made into his abode. The Tower of Palanthus was cursed by a Black Robe Wizard, who threw himself from the tower-top to impale on the front gate. His curse raised the haunted Shoikan Grove and barred all from the Tower until the Master of the Past and Present should return. Only the Tower of Wayreth in far Qualinesti remained in the hands of the wizards.

Finally, in the year 6 PC, the Kingpriest asserted that evil thoughts were the same as evil acts. The priesthood began to use the ESP spells of renegade mages to read the thoughts of random subjects. The ensuing reign of terror and degeneration wracked the land. Ogres, minotaurs, goblins, barbarians, and occasionally elves, dwarves, and kender were hunted like animals and slain if caught outside the borders of their nations.

Thus, when the dragons had passed from the land, humans became worse still.

Knight of The Black Rose

In the Age of Might, years before the Cataclysm, there arose a noble Knight of Solamnia. Lord Soth belonged to one of the ruling houses of the nation of Solamnia. His family had, for years, carried on the proud tradition of the Knights. For this service, they had been deeded a province named Knightlund, and given responsibility for the safety of that realm.

Records show that plagues swept the land in the latter years of the Age of Might, slaying many of Soth's uncles. At last, only Soth's father Aynkell Soth, remained. But Aynkell was not a knight; he was merely a second-rate clerk. However, the senior Soth had a son who had pledged loyalty to the order of the Knights. The elder was established as steward of the land until his son came of age.

History infers that the senior Soth had a weakness for the ladies, and his infidelities against his dear wife were a gossip of the time. Yet, Aynkell had the common sense and honor to step down from his honorary office, retiring quietly from public life when his son came of age. Nothing more is recorded of his deeds or indiscretions.

Lord Soth, who would one day come to be known as the Knight of the Black Rose, may have been an only child. Some records suggest, however, that he slew his half-brothers and sisters. Among them, purportedly, was at least one half-elf maiden, thanks to the dalliances of Soth's father.

For a time, young Soth remained true to his vows. He was a great and noble soldier for Good. He fought for justice and freedom and attained the highest honor, the Order of the Rose. His heart was pure and his soul apparently spotless. When it came time for him to build his keep, he fashioned it to resemble a red rose.

After a reasonable time, a proper marriage of state was arranged for him. A nobleman's daughter and only child, Lady Gladria of Korinne, had much to offer in the way of a dowry. But she was barren. Lord Soth grew cold and distant from her and his vision of founding a dynasty faded. Soth took to riding the countryside with his thirteen loyal men-at-arms, looking for some wrong to right and, perhaps, hoping only to avoid his unhappy home.

On one journey to a council of Knights in Palanthus, Soth witnessed a band of ogres attacking elf maids on a pilgrimage to become Revered Daughters of Paladine. He rescued the maidens, and the youngest, Isolde Denissa, was taken by this vision of a man. Soth returned with Isolde to Castle Dargaard, making some pretense as to why he brought the woman with him. Whether by fate's hand or the clever ministrations of Soth's faithful and corrupt steward, Caradoc, Soth's heart became so tangled with Isolde's that they soon became secret lovers.

Lady Gladria's response to this affair is unknown. Perhaps she grew jealous or rife with petty anger, or perhaps she secretly thanked the gods that Soth had found someone who could give him children. At any rate, Lady Gladria was beset by some malady and shortly thereafter died. Reports indicate evidence of blood, perhaps from an aborted childbirth—perhaps from murder. Gladria's body was cremated.

Soth took the young Isolde as his wife, and she remained true and devoted to him even despite rumors of foul play against his first wife. Within a month, Isolde was heavy with child, and within the half-year, Soth had Peradur, the son he had coveted.

When evidence was brought before the Knights of Solamnia that Lord Soth had broken his marriage vows, the knights besieged Dargaard, demanding justice. Soth ignored them, remaining in Dargaard Keep and making therein a life for himself.

As the time of the Cataclysm drew near, Soth repented his sins and asked for a chance at redemption. Thanks in part to Isolde's beseeching of Mishakal, Paladine provided Soth the chance for redemption. Soth saw a vision of the destruction that the Kingpriest would cause, and received from Paladine a quest that would stop the madness. The quest required that Soth sacrifice his life, but he would save the world in doing so.

Strengthened by Isolde's love, Lord Soth rode forth. But on his journey he encountered Isolde's former companions. The elf women, ashamed by their failure to rescue Isolde from Soth's seduction, sought to ensure his undoing. They threatened to reveal Soth's deeds and spoke lies to him of Isolde's infidelities. In anger, Soth turned back from his quest to punish his wife—the alleged faithless harlot.

Returning to Dargaard, he confronted Isolde, accusing her of betrayal. As he moved to strike her down, the Cataclysm struck. The great chandelier in the hall crashed to the floor and in the resulting flames, the elfmaid and her child were consumed. Desperate, Isolde held out the child for Soth to rescue him. But Soth turned away in anger. Then did Isolde curse him. As the fire consumed him so did the curse. He became an unliving, yet undead creature of the dark. His

wife's curse doomed him for eternity to remain in the world, living one tormented lifetime for each lifetime his folly had brought to an end.

Soth's castle and his armor were charred and blackened by the fire. He became the Knight of the Black Rose. His dark land was renamed Nightlund, and there he sat, brooding on his fate. The elven maidens who brought his downfall became ceaselessly keening banshees who circled his throne. The thirteen knights who remained loyal to him throughout his deeds of evil became skeletal warriors under his command.

The fall of Istar

The glory of Istar dimmed as the Cataclysm neared. The Kingpriest saw fiends in shadows and despair in the night. Blinded by his own righteous pride, he hoped to summon the very gods to do his bidding. From the heart of his land, from the Temple of Istar, the Kingpriest spun his folly like a spider spins its web. He leached from the land its essence, plotting to enact a salvation for himself.

The gods sent thirteen omens to warn the folk of Ansalon of their coming doom. How quickly the people forgot the prophesy foretold by the elven priest, Loralon: "That if ever man, in pride, should challenge the gods, woe betide the world." These thirteen signs passed all but unnoticed among the folk.

- The gods' hands shall be withdrawn and man shall face his doom alone.
- The sky shall lament and beat the earth with its tears and cries of anguish.
- Fear shall visit the land.
- Light shall be devoured; hope shall flee.
- Darkness and despair shall be rekindled.
- The flame shall fail on the hearth.
- The plains will be cleansed.
- Brother shall turn against brother.
- Knowledge shall be veiled.
- Our children shall bleed for our sins.
- Nature shall turn against man in outrage.
- The bounty shall end and the blood of the land will wash the blot from the earth.
- And finally, the earth shall awaken!
- But the Kingpriest, in his pride, did not heed the warnings.

On the Eve of Yule—a time now known as the Night of Doom—all true priests left the world for a higher plane, never to be seen again. The wicked folk rumored that the Kingpriest had secretly murdered them and hidden their bodies.

On Yule Day, the sky turned a sickly green and a cyclone destroyed one of the seven towers of Istar's temple, pelting the city with a rain of marble. The storm pounded the land in rage unending for seven days.

Each day afterward, reports arrived from across the land, telling tales of some awesome or troubling event.

A pall spread over Balifor and Hylo, and the merry kender were found huddling beneath their beds.

The night sky darkened as the black moon Nuitari devoured the silver god's eye of Solinari and the red night candle of Nuitari.

The black flame—the living destroyer of life—awakened and burned again in the dwarven halls of Thoradin. In Solaminia, firewood would not light, leaving hearths cold and dark.

In Abanasinia, brushfires raged across the plains destroying the land.

Lord Soth broke from the council of the Knights. The council sought to redress him in war, but he retired from the world to his keep.

In Palanthus, an impenetrable white mist obscured everything. Only on the thirteenth day could a scribe even set pen



to paper.

A cry came from Silvanesti: the trees were weeping blood.

From Qualinesti came an alarm of animals turned violent. Tarsis told of torn and ruined nets.

Northern ports spoke of red tides that washed through the streets.

Finally, the Lords of Doom and many other sleeping volcanoes belched forth rivers of lava and ash.

Through all this, few casualties occurred, but the worst was at hand! Tremors began to shake the land, grinding away the lives of men as if so much wheat. A mighty roar filled the air and the sky rained fire!

A fiery mountain fell upon Istar. It dragged the capital city and the whole nation down to the sea floor. The Temple of Istar itself was teleported to the plane of the Abyss. The impact shuddered out from Istar and remade the face of Ansalon. (See the "Geography of Ansalon" section for specifics). All creatures, Good and Evil, hid in mortal terror.

Cause of The Cataclysm

Speculation on the cause of the Cataclysm has ranged widely. How a mere mortal like the Kingpriest might bind the gods, forcing them to measures as drastic as the Cataclysm, is inconceivable. Even so, the Kingpriest apparently did bind the gods. The argument for this assertion follows.

Either the gods were unwilling to intervene before the Cataclysm or were unable to do so. The gods of Evil may well have been unwilling to intervene insofar as the Kingpriest forwarded their plans of Evil. The gods of Good and Neutrality, however, must have desired to intervene before the Cataclysm. The Kingpriest threatened to destroy all Good by corruption from within, and such a destruction would end the Balance and destroy the world. If the gods of Good and Neutrality *could* have saved Krynn sooner and in a manner less catastrophic, they *would* have.

Therefore, we must assume that at least the Good and Neutral gods were unable, not unwilling, to intervene sooner than the Cataclysm. Next, we must ask ourselves why they were unable to intervene.

Perhaps the Kingpriest somehow used the gods' gifts to the world—physical bodies, free will, mortality, and magic—to bind the gods somehow.

First of all, the Kingpriest's Evil clearly might have lured the gods to Krynn in avatar form. Once in avatar form, the gods would have physical bodies (the first gift) that the Kingpriest could somehow torture and imprison. Such an action would certainly bind the gods to some extent.

Secondly, we know that the Kingpriest played upon the free will (the second gift) of Ansalon's folk, directing their attention from the true gods to himself—the false god. By robbing the gods of their worshippers, the Kingpriest may have weakened them to a point where they could be controlled. By gaining worshippers himself, the Kingpriest may have gathered enough praise to become godlike.

Thirdly, if the Kingpriest had through praise or magic gained immortality, then he would have broken down the walls that separate humans from the gods. He would have sloughed off his mortality (the third gift). By stepping over this threshold, he might have become a peer of the gods.

Fourthly, when the Kingpriest moved into the Tower of High Sorcery in Istar, he inherited all magely magic (the fourth gift). Furthermore, when wizards and priests left the world, the Kingpriest became the only true practitioner of these arts (except, some would argue, Fistandantilus). The Kingpriest might have used magic to bind the gods.

If the gods were somehow bound and kept from acting before the Cataclysm, perhaps even the Cataclysm did not occur due to their interventions. Perhaps the Kingpriest himself

summoned the Cataclysm as the culmination of a bizarre ritual to gain all power. This theory would make some sense out of the fact that the Temple of Istar—the heart of Evil—was not destroyed, but gated to the Abyss. Might the Kingpriest have gone with it? If so, surely the journey would have struck him mad.

Let it be said now and a thousand times, these are mere conjectures. The Cataclysm will likely remain an eternal mystery to mortal folk.

Shadow Years/Dwarfgate War

The years following the Cataclysm are lost in shadows. The nations of Krynn were devastated. Only a fragmented government remained in Solamnia under the charge of the feuding knights. Many cities of high civilization lay in rubble. Some nations lay submerged in depthless oceans; others had been forced up onto mountaintops. The devastation was massive. Only the nations of elves and the dwarven kingdoms of Kayolin and Thorbardin remained somewhat intact.

Following the Cataclysm, the hill dwarves and men of Xak Tsaroth fled southward to Thorbardin to avoid the ravages of barbarians and famines. But the kingdom of Thorbardin could not feed its own citizens, let alone the thousands of refugees outside. Instead, they barred their gates and turned their backs on the panicked people. Disorganized and lacking leadership, the refugees proved no match for the armed dwarves of Thorbardin.

Then, the dark mage Fistandantilus, appeared, planning to make himself the magical lord of all Ansalon. He built a magical fortress called Zhaman and rallied to him the army of refugees left outside Thorbardin. Then, with the refugees at his side, Fistandantilus launched an assault on Thorbardin. The battle raged for weeks, and Fistandantilus rained a horrible shower of spells on Thorbardin. When at last the sorcerer's defeat looked certain, Fistandantilus loosed his most powerful magic of all! This spell of destruction devastated not only his enemies, but his allies, his tower, and himself as well. The once-bountiful Plains of Dergoth became the Wastes of Dergoth. All that remained of his mountain fortress was a melted slag called Skullcap. And somewhere, deep beneath Skullcap, (legend has it) lies Fistandantilus and the secrets to his power.

War of The Lance

For a complete, year-by-year account of the War of the Lance, see the "Iconochronos of Astinus" section.



Geography of ansalon

The world of Krynn is ancient. Its face has changed, much as the face of a child changes over time to that of an elder. Before Krynn was even home to the mortals, it served as a battleground for the gods. This first celestial war remade the face of the world, as have the second and third and fourth wars. Through it all, the lands of Ansalon took one form or another upon the southern hemisphere. Many of Ansalon's faces are lost to history, but some long-lived folk remember two different aspects of their land: pre-Cataclysm and post-Cataclysm Ansalon.

The World That Was

Before the Cataclysm, the land of Ansalon was whole. It stretched uninterrupted for 1,500 miles, from eastern Karthay to western Ergoth. Travelers claimed that, to see the world, one needed only a pair of shoes and a pair of eyes. Priests spoke of the unified continent of Ansalon as "a manifestation in soil and stone of the gods' hope for a unified world." And rogues, gods love them, considered Ansalon one big patsy waiting to be scammed. Whatever way one conceived of it, Ansalon was whole before the Cataclysm.

Only the Isle of Sancrist stood apart from the rest of the world. Legend told that it cracked away when the gnomes first lit into smokepowder (literally). But the folk of Ansalon hardly considered the Sancrist Straits a barrier: it was nothing a strong swimming stroke and a bucket of grease couldn't conquer.

Although the gods might have intended unity and peace among the people of the world, the mortals had other ideas. The diverse folk of Ansalon founded diverse civilizations, which coexisted only as happily as most siblings do. Eleven great nations reigned during the three millennia before the Cataclysm: Sancrist, Ergoth, Hylo, Qualinesti, Thorbardin, Thoradin, Kharolis, Solamnia, Silvanesti, Balifor, and Istar, in west to east order. Descriptions of each follow.

Sancrist: This island floated off the western coast of Ergoth. In 3050 PC (PreCataclysm), gnomes following on the heels of the fleeing Graystone came to Sancrist 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 had created a vastly complex city that became their ancestral home. Gnomes who wandered the hostile world beyond the geothermal glow of their homeland always longed to return to the steamy halls. The gnomish name for the mountain was suitably lengthy and unpronounceable. A shorter appellation—"Mount Nevermind"—stuck when an Ergothian General stuttered over the name, saying, "Mount.. . urn.. . 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) 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.

Ergoth: Around 2600 PC, the human Ackal Ergot led a campaign of war and extortion that united the barbarian tribes of western Ansalon. The civilization that arose from his efforts bore his name and exhibited his talent for war and obsession with law. With stunning military campaigns, the empire grew in waves from its capital, Daltigoth. After many wars and many emperors, Ergoth sprawled from the Turbidus Ocean in the west to Silvanesti in the east. By 2200 PC, Ergoth was the most vast civilization that Ansalon had ever seen.

But still, the heart of Ergoth was barbaric. The empire cared

little for beauty or truth—foundation stones of the elven cultures of the time. And though militarism meant strength in Daltigoth, it meant tyranny in the border states. In 1801 PC, the greatest son of the Ergothian Empire, Vinas Solamnus, learned of beauty and truth among the oppressed folk in the eastern provinces. Here, the tyranny and injustice of Ergoth could not be denied. Determined to free the folk of the east, he marched the Ergothian army upon Daltigoth.

In time, the emperor sued for peace. The new nation of Solamnia split Ergoth in two, taking from her all lands east of Palanthus and Xak Tsaroth. Still, Ergoth did not learn the lessons of beauty and truth. The mighty empire, no longer the center of the world, slowly withered, like a vestigial organ that had lost all function.

Hylo: The kender nation of Hylo, founded in 2600 PC, exhibited none of Ergoth's concern for conquest and destiny. In fact, the birth of the nation occurred quite accidentally when a kender clan, marooned upon a floating citadel, coaxed the city to crash land upon the Sentinel Mountains. The beached citadel proved enough of a fascination to the kender that most of the clan remained close at hand. By 2500 PC, when the citadel was engulfed in vines and new forests, enough kender had precipitated nearby to create a city. They called their city Hylo because it rested in the shadow of the citadel that once was high and then was low. The surrounding land also took the same name, but for a different reason: the mountains in the west were high, and those in the east were low. As one might expect, Hylo served the kender mainly as a cradle and a grave: young kender lingered there as they awaited wanderlust and old kender returned there after the world had worn them out.

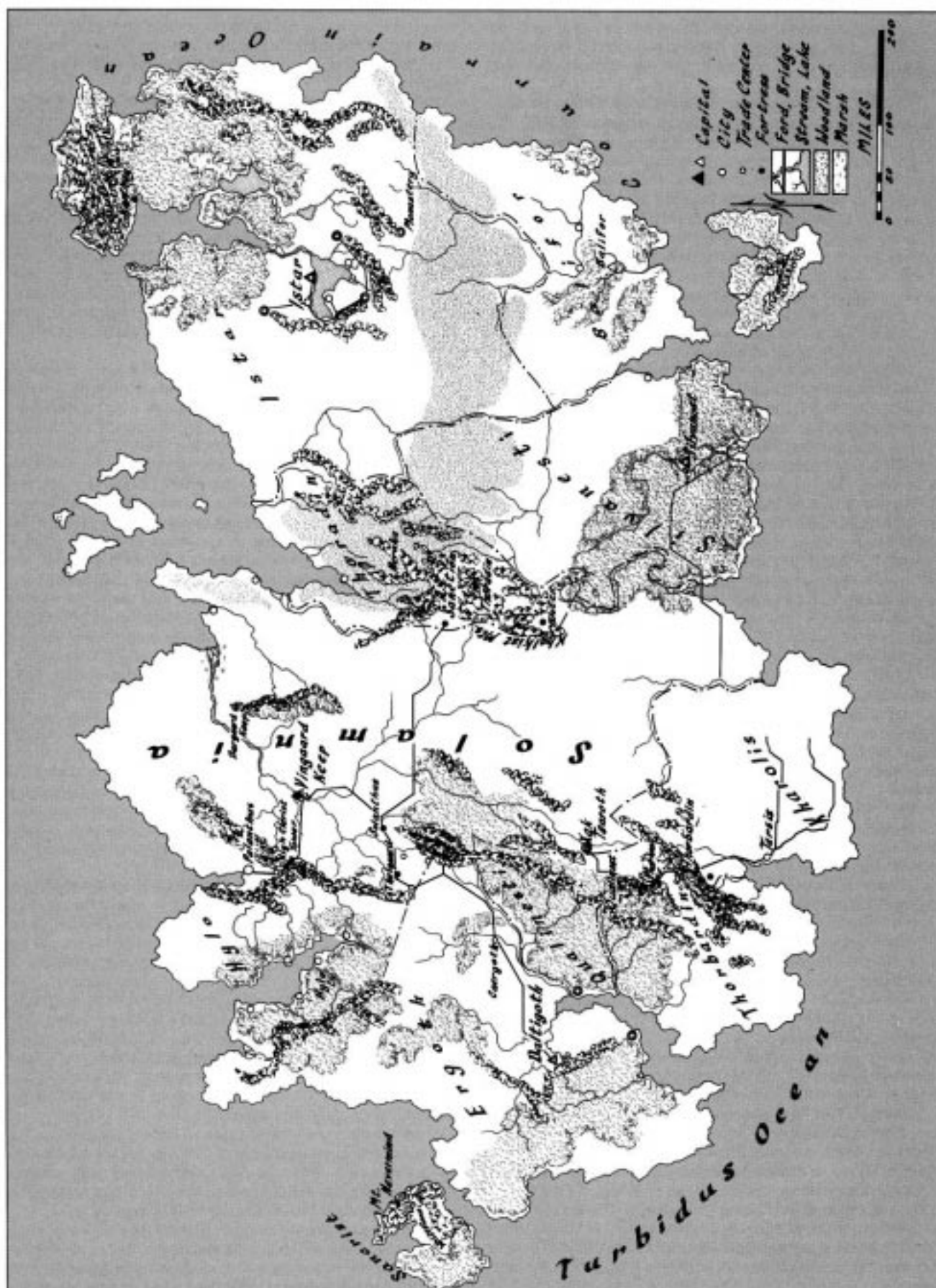
In 2450 PC, Ergoth "conquered" Hylo: human armies surrounded the land and claimed it a conquered province of Ergoth. The kender shrugged and went about their business. When Ergoth instated a stiff tax of 20% of all transactions, the confused kender complied. After 50 years of collecting smooth stones and bits of phosphorescent moss from the kender, the empire abandoned taxation of its northern province. In 1791 PC, the fall of Ergoth liberated Hylo as well. The kender hardly noticed the change.

Qualinesti: The elven nation of Qualinesti was the absolute opposite of the human empire to its north. Ergoth was founded on war; Qualinesti was founded on peace. Ergoth arose through a tyrannical uniting of independent regions; Qualinesti arose through a pacifistic secession from war-torn Silvanesti. Ergoth upheld power; Qualinesti upheld beauty.

The Kinslayer War left the western Silvanesti elves uneasy. They despised the socially ingrained violence that had led to the war and felt like poor cousins of the eastern folk. After 40 years of dissatisfaction, they declared their independence. The eastern elves resented this act, but did little to oppose it. Finally, after 27 years of feuding between the two clans, Kith-Kanan engineered the Swordsheath Scroll. This revolutionary document granted the western elves their freedom, provided them a new homeland, and founded a new peace between Silvanesti, Thorbardin, and Ergoth.

In 2050 PC, the Great March began. For 20 years, the western Silvanesti moved slowly across the plains of Solamnia to their new forest homeland between Thorbardin and Ergoth. The dwarves of Thorbardin actually welcomed the elven sojourners to the northern forests, knowing that the peace-loving elves would block the southward expansion of Ergoth. In fact, the dwarves and Ergothians were so hospitable to the new elven nation that together, the races built Pax Tharkas, a huge fortress on the borders of Qualinesti and Thorbardin.

But Thorbardin would not be the capital of the new land. The Qualinesti elves wanted a capital that would be as





beautiful as it was well-fortified. And so they built Qualinost. The elegant and attenuate spires of the city served as look-out posts and the smoothly curving walls proved difficult to climb. Here, they would have not only beauty, but also peace.

Thoradin and Thorbardin: Dwarves, who tend to be dowdy and taciturn, only grow more so over time. In 3100 PC, they began building their first kingdom, Kal-Thax, which meant simply "Cold Forge." They dug Kal-Thax to shelter themselves from the Graystone and the uncertainties of the world. This underground metropolis, founded upon withdrawal and isolation, grew only more oppressive and sunless with the passing years. The limestone caves were living: stalactites and stalagmites still formed, but no good ore lay there. By 2800 PC, Kal-Thax's heart had gone stone cold: the smell of decline and death permeated everything.

A group of younger dwarves, unwilling to let Kal-Thax become their graves, set out through the Khalkist Mountains to delve a new city. They wandered until they found a rich vein of iron ore. The mine they dug upon that site in 2800 PC grew slowly into a new metropolis, Thoradin, which means "New Hope." In 2750 PC the young community sent emissaries to the fatherland, Kal-Thax, to bear word of the new dwarven nation. The ambassadors found Kal-Thax strangely abandoned, its vast halls dark and its gates infested with bears and wild things. Twenty-five years later, when a party set out to reclaim the dwarven homeland, they could not find its gates in the rugged mountains.

But the heart of Thoradin also went bad. In 2710 PC, the dwarves' delvings uncovered five magical stones—the dragon stones. Fearing the corruption of magic, the dwarves cast these stones from Thoradin's gates. In 2692 PC, the dragon stones happened into the wrong hands, and the Second Dragon War resulted. Shamed that their carelessness unleashed such havoc, the dwarves closed off Thoradin from the rest of the world in 2640 PC. Over the next 500 years, Thoradin grew increasingly dark and dismal.

In 2150 PC, a clan of young hill dwarves migrated from the oppressive halls of Thoradin across 400 miles of plains to the rugged Kharolis Mountains. There they delved a new home, Thorbardin, which means "New Best Hope." Thorbardin proved to be the largest and grandest dwarven kingdom yet. In time, it would become 22 miles long and 14 miles wide. Thorbardin was destined to hold seven major cities, three farming warrens, two governmental areas, and a fortress at both gates. Unlike its predecessors, the "New Best Hope" did not grow stodgy and stale over time. Nor did its walls fall during the Cataclysm, which laid waste to most other civilizations in Ansalon.

Kharolis: This forbidding tundra land was a nation in name only. Here walrus men and ice bears easily outnumbered human and demihuman inhabitants. Even so, one jewel of civilization stood out in this frosty land: Tarsis. This port city on the west coast housed merchants, bankers, scholars, students, and mercenaries of every ilk. Tarsis was the chief port of trade for exotic pelts as well as cold-water fish. To protect all of these riches from the plunder of pirates and the pillage of barbarians, Tarsis had stout city walls and high guard towers.

Solamnia: This huge nation bisected the continent of Ansalon. Despite its vastness and optimal positioning, Solamnia never achieved the great imperial power of Ergoth. The regions of Solamnia cohered not because of military might, but because of a common and cherished freedom. All the folk of Solamnia remembered being submitted to the taxation and oppression of the occupying armies of Ergoth. When Vinas Solamnus laid siege to Ergoth in 1791 PC, the folk of central Ansalon flocked to his banner, claiming him as liberator and ruler.

Although Solamnia was not a military dictatorship, neither

was it weak. During Ergoth's occupation, the emperor constructed many heavy fortifications in cities and villages in the area. When the lands broke free and consolidated into Solamnia, the people put Ergoth's fortresses and citadels to good use.

But the greatest strength of Solamnia lay in its morality. Always the nation strived to follow in the just and honorable path of its progenitor, Vinas Solamnus. Needless to say, Solamnians occasionally fell short of this ideal. But the fact that even the commoners of Solamnia aspired to some ideal of honesty and valor raised human civilization to a new level.

Certainly the jewel of Solamnia was the great port city of Palanthus, which had already become legendary by the Age of Might. Although originally of dwarven construction, Palanthus became a mostly human city. In addition to the merchant fleets and sprawling marketplaces it housed, Palanthus held the Temple of Paladine, the Tower of High Sorcery, the Great Library, the palace of the Lord of Palanthus, and the University of Palanthus.

But Solamnia's true capital was Vingaard Keep, a heavily fortified citadel guarding the confluence of the Vingaard River and a tributary. This former Ergothian outpost defended the heartland of Solamnia, but its daunting walls and military regimes certainly did not embody the heart of the land.

Silvanesti: The ancient land of Silvanesti took its name from the elven patriarch Silvanos who drove out the dragons and settled there in 3350 PC. Unlike the dwarves, whose homelands were hewed out of lifeless stone, the elves knew their city must be built of living things—trees and living granite. And unlike men who felled forests to build their cities, the Silvanesti elves (as they came to be called), shaped the trees and rock of the woods into exquisite and useful forms. The capital city of Silvanost was the creation of elves and nature together. Perhaps this harmonious life with nature allowed Silvanost to become the oldest surviving city in Ansalon.

Then came the time of true testing for Silvanesti. In 2192 PC, a terrible war between elves and humans erupted. Half-elves were caught between. After over 100 years of battle, the war ended with the Swordsheath Scroll. Even so, Silvanesti was wounded deeply. The dispossessed western elves, grieved by the war, demanded a new homeland as part of the peace treaty. These elves departed the nation, becoming the Qualinesti. Wounded by this loss, the Silvanesti raised a hedge around the main forest to keep outsiders away. Slowly, the Silvanesti elves grew more and more distant from its neighbors upon Ansalon.

Balifor: In 3051, the Graystone broke loose from its captors, transforming those near at hand. A newly transformed kender named Balif gathered together others who had been similarly transformed by the stone. Balif called his wandering tribe the "kindred" or "kender." A long-time confidant of Silvanos, Balif received a deed from the elven ruler for lands east of Silvanesti. There, in a small forest similar to their homeland, the kender settled in 3043 PC. They called their city and their nation Balifor, in honor of Balif who brought them together. Despite the wanderlust that took the kender far and wide, most returned in time to their homeland. Eventually, three other small cities sprang up in the woodlands, though their names are now lost to time.

Four hundred years later, a clan of kender spotted the first flying citadel. Their wonder and curiosity led the whole clan to a calamitous embarkation. Disembarking was another matter. Finally, the kender coaxed the citadel to a crash landing in the Sentinel Mountains. So Hylo was born.

Istar: For almost a millennium, Istar was merely a barbarian land on the edge of the Ergothian Empire. It lay cut off from the rest of the world by a ring of desert and wasteland. In 1799 PC, when western Solamnia rallied around Vinas Solamnus and his army of liberators, the barbarians of Istar were

experiencing changes of their own. Tribal nations had arisen, replacing the hunting clans that had gone before. Farming villages began to appear, in time growing into cities. Over the course of two centuries, the separate tribal nations of the land banded together into a confederation. By 1480 PC, the port capital of Istar became a channeling point for all trade from eastern Ansalon. Trade brought with it wealth, which sparked scholarship and industry. The trade standards of Istar, created around 1100 PC, slowly spread throughout Ansalon until by 800 PC, the coinage of Istar was accepted in all corners of Ansalon.

At that time, too, the merchant nation's priests rose in power. Their fervent works on behalf of Good earned Istar a reputation of morality that exceeded even Solamnia's.

The expanding Istarian empire clashed with the kender in Balifor and the elves in Silvanesti. In time, diplomatic efforts brought treaties between the Istarians and their neighbors—as well as most of the nations of Ansalon. From the time of 460 PC to 280 PC, peace ruled the world.

Then, in 280 PC, Istar installed the first Kingpriest—a ruler in matters both political and spiritual. The Kingpriest's first edict, World Righteousness, made Istar the self-proclaimed moral center of the world. Over the next century, the clergy's power grew until the proclamation of Manifest Virtue in 118 PC. This proclamation listed countless evil acts and prescribed severe punishments. Thus, Istar began a ruthless quest to destroy evildoers. In 6 PC, the clergy took their fanaticism one step further with the Edict of Thought Control, which equated evil thoughts with evil deeds. Anger became a capital offense equal to murder; lust became a capital offense equal to adultery.

The gods, seeing the dangerous and heinous power of the Kingpriest, smote the world with a fiery mountain. Thus at the Zero Hour of Ansalonian history, the gods remade the world.

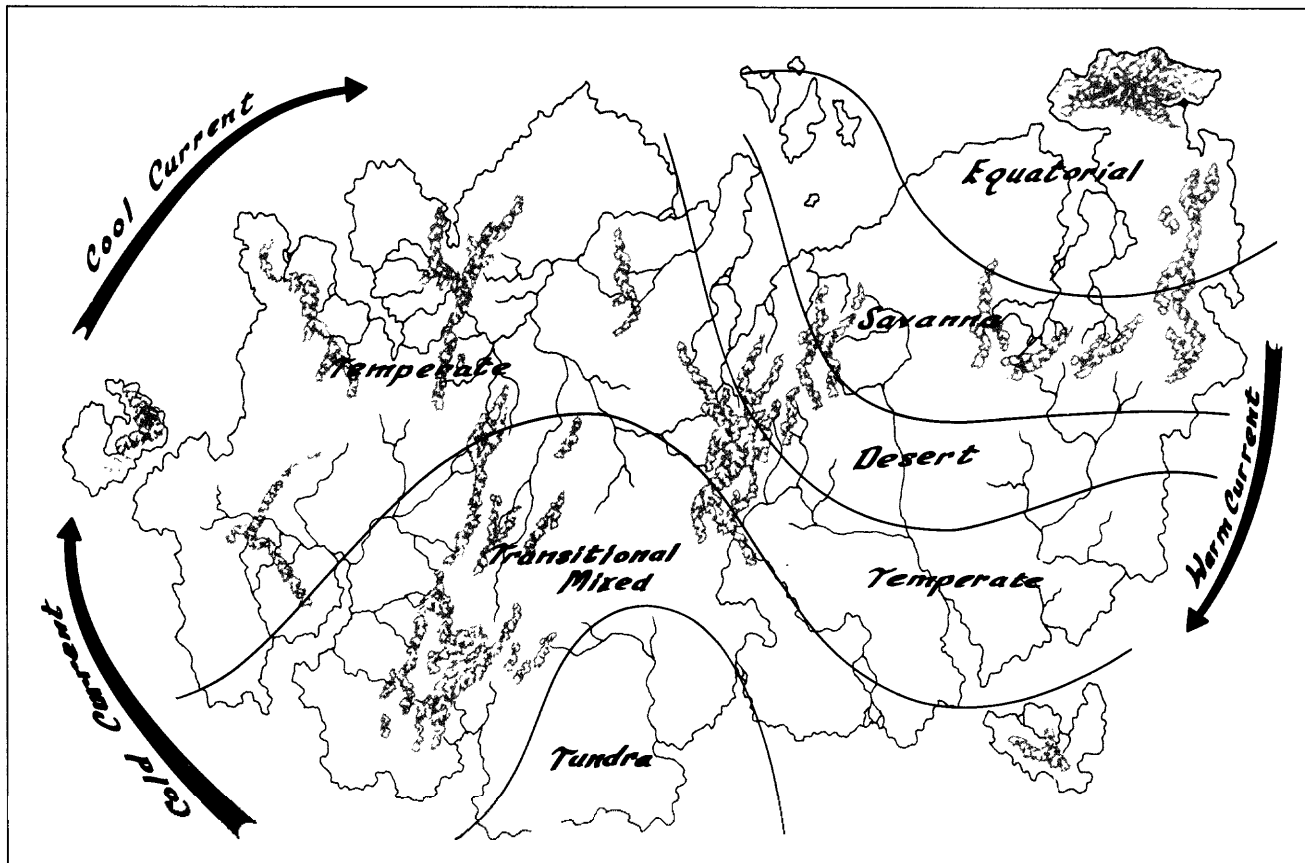
Climate Before The Cataclysm

The key to understanding the climates of Ansalon before and after the Cataclysm lay in realizing that Ansalon rests upon the southern hemisphere of Krynn. Thus, the farther south one travels, the colder the climates generally become. The farther north one journeys, the hotter the climates become.

Before the Cataclysm, most of Ansalon was comfortably habitable. Of course, forbidding tundra stretched across the southern lands of Kharolis (which lay some 700 miles from the south pole), and hot rain forests filled the northeastern rim of Istar (which lay about 2000 miles south of the equator). But the lands between were generally more temperate. In the following descriptions of climates, the Ergothian month names are used for ease of reference. (See "Almanac of Ansalon" for a chart of month names.)

The most favorable band of climate became the birthplace of the great civilizations: Ergoth, Solamnia, Thoradin, and Silvanesti. Here, summer arrived early in Corij and stretched into late Reorxmunt. Between these times, temperatures occasionally reached sweating points but usually remained comfortable. After a patient autumn, winter arrived in Phoenix and extended to late Mishamont. Winter temperatures generally hovered about the freezing mark. All in all, this region was filled with verdant plains, green meadows, lush forests, and burgeoning villages. Every facet of civilization benefitted from the temperate climate: farming, husbandry, construction, trade, defense, commerce, and rulership.

South of this curving swath of temperate climes lay a region of transitional climates. Here lay the great secondary civilizations of Thorbardin, Qualinesti, and western Silvanesti. The folk who founded these cultures had migrated for one reason or another from the temperate region. In this area, the summers lasted from late Corij to early Reorxmunt and rarely grew uncomfortable. After a short and stormy autumn,





winter set in by H'rarment and lasted through Chismont. Winters typically dipped below freezing and remained there, and snows fell frequently.

The southern peninsula of Ansalon lay in a band of bitter cold. In the tundra region of Kharolis, summer lasted for a matter of five to six weeks around the month of Argon. Even during those days, the sun lingered low in the northern sky, and temperatures required a light wrap. The summers would have been colder, too, except for the warm prevailing currents on the eastern coast of Kharolis. A brief and stormy spring preceded the summer and an equally rapid autumn led to bitter winter. During those days, the sun appeared to roll like a red ball along the horizon from east to west. The air grew so cold that spittle would freeze before striking ground. Here, only the most savage and rugged of folk could survive, out-numbered by the ice bears and walrus men. The flora was equally stunted—short grasses in icy bogs, scrubby trees, and tenacious lichens.

On the other side of the temperate lands of Silvanesti and Balifor lay a desert region that stretched from the mountains of northern Thoradin to the eastern reaches of Istar. Here, summer days reached sweltering heat while summer nights grew horribly chill. In late Hiddumont, a reluctant autumn would take hold of the land, soothing the broiling heat. Autumn slowly transformed into spring at some undefinable point, which gave way in Bran to summer. Rain came seldom to this region: the Khalkist Mountains drained water from the air before it rolled onto the broad Istarian basin. When rain did come, it came in torrents. In an hour's time, the blue sky would boil into a fierce thunderstorm. Lightning hung thick from the clouds like tangled roots. In the wake of these furious and brief storms, the scrubby plants of the desert would burst into hopeful blossom. Within the week, the sun would wither the flowers again.

In the highlands of Istar north of the desert lay vast regions of grass—the Savannah lands. On the desert's edge, these grasses grew in tough clumps, with short, dry stalks and roots bulging with tubers that stored water. Farther north, the islands of grass merged into endless seas of golden grass, dotted by an occasional tree. In the far north, the trees grew thicker and the grasses gave way to forests of baobabs and banyans.

This broad region of grasses existed because of one factor: water. Tropical westerlies blew sultry air off the Northern Courrain Ocean onto the plains, bringing a season of torrential rain that could halt the desert's advance. The grasses held tenaciously to the water when it came, storing it in root reservoirs. The grasses also held tenaciously to the heat of the plain as well, causing the harsh broil of the day to last well into the night. Unlike most other regions of Ansalon, the savannah lands experienced only two seasons: the dry season (from Chismont to Aelmont), and the wet season (from Aelmont to Chismont). These seasons were somewhat less extreme around the capital of Istar itself, a factor that allowed this farming settlement to burgeon into the capital of the world.

In the northernmost region of Ansalon lay a tropical rain forest. Here, temperatures almost never reached the freezing point and vegetation grew rampant. The exotic trees and ferns stood so thick in the mountainous forests around Karthay that one could walk for 100 miles without setting foot on soil or stone. The rainstorms that fell for three months on the Savannah fell here three hundred days of the year. The vegetation here was exotic and sometimes deadly, and the bizarre creatures were no different. Some explorers even sighted stooped men whose bodies were covered in orange hair.

The Cataclysm

Although known universally as the Cataclysm, the event of the Zero Hour in fact saved rather than destroyed Krynn. Few folk, even among the wise, realized that the power of the Kingpriest of Istar had grown more destructive than that of the fiery mountain that fell upon the world.

Even so, the fiery mountain itself caused no small tragedy. (See the mapsheets for the geography of post-Cataclysm Ansalon.) The center point of its impact, the capital city of Istar, went from being the commercial, political, and spiritual center of the world to being the bottom-most point of the sea.

The force of the impact also reshaped Istar and the lands around. The fiery mountain not only sank the city of Istar, but dragged most of the arid plains down into the sea after it. The eastern arm of the nation shattered into six islands. Balifor in the south segmented into a ragged peninsula. The narrow Bay of Balifor widened into a broad strait, with a new sea at its northern reaches. To the west, the already-impressive Khalkist Mountains roiled into an impassible series of ranges. And in the north, the floor of Thoradin Bay was thrust up violently, sending a tidal flood rushing from the new land.

Farther west, the lands cracked like the end of a whip. The bays that extended up from the south Turbidus Ocean and down from the north Turbidus Ocean came together, snaking across the sunken plains of Ergoth. Once inland, the water surged onto the flattened midlands, cutting Qualinesti in half and seeping all the way to Sanction in the Khalkist Mountains. The central depression that split Qualinesti in the east also ran west, splitting Ergoth into northern and southern islands. The backlash of the impact caused volcanic activity on Sancrist that doubled the size of the island. Luckily, Mount Nevermind itself did not erupt. And, in the south, the sea bed rose, growing shallow enough for a continent of ice to cover the land.

And so, the land of Ansalon, which was once whole and fair, became a shattered land of harsh climes. The following pages detail and illustrate Ansalon as it stands after the Cataclysm and after the ravages of the War of the Lance. Most of those who campaign in Ansalon will journey through this post-war world.

Languages indicated with an asterisk (*) are predominant, occurring throughout the land in various dialects; those with a plus sign (+) are rare languages, spoken by specific racial groups. Character class abbreviations follow: P = Priest, F = Fighter, M = Mage, T = Thief, R = Rogue, Bd = Bard, Br = Barbarian, Rr = Ranger, Co = Commoner, Tk = Tinker.

The World That Is

Abanasinia and Seeker Lands

Capital: None. Que-Shu and the other plains tribes have sovereign villages; Solace, Haven, and the Seeker Lands between comprise a theocracy.

Main Populace: Plains barbarians, other humans, hill dwarves, centaurs, goblins

Languages: Abanasinian*, Goblin*, Common, Hand Talk, Qualinesti+, Centaur+

National Alignment: Neutral Good

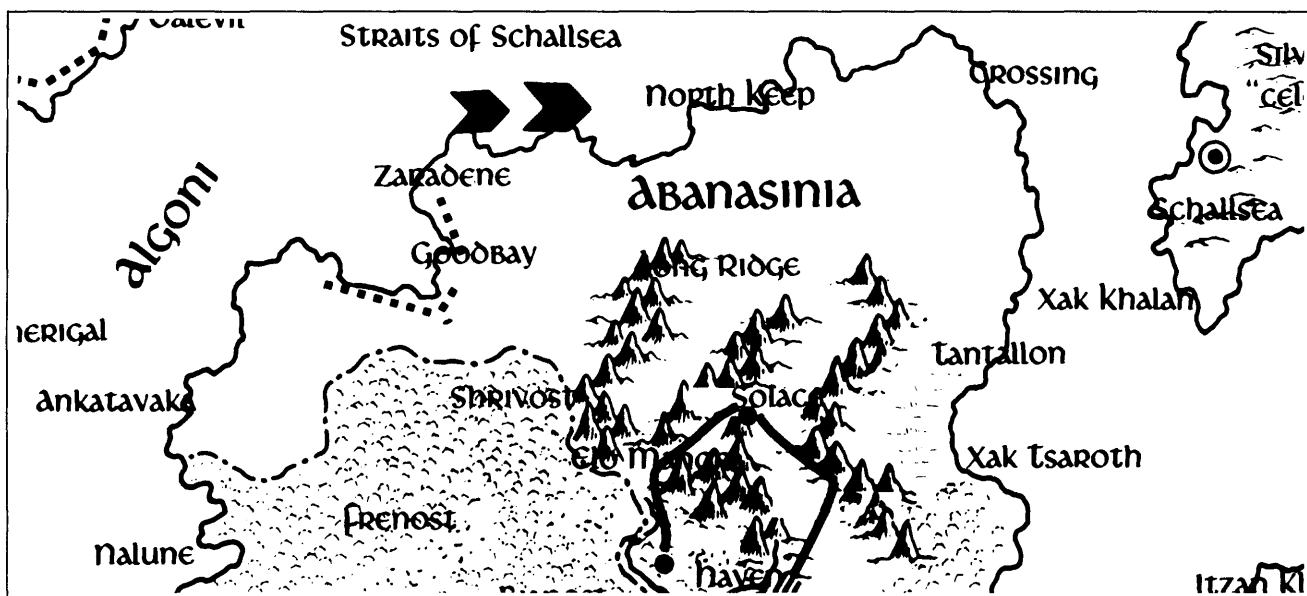
Government: Independent tribes and cities

Lord Curston of Tantallon (Human F13, AC 4, hp 52, AL LG)
Disposition: Sad

Lord Hristol of Zaradene (Human F11, AC 3, hp 47, AL NG)
Disposition: Suspicious

Lord Mantilla of North Keep (Human P12, AC 0, hp 59, AL LG)
Disposition: Brooding

Lady Lyrissa of Good Bay (Human Bd9, AC 5, hp 26, AL CG)
Disposition: Clever



Lord Gwathmey of Long Ridge (Human Br 10, AC 5, hp 52, AL CN) Disposition: Temperamental

Allies: Qualinesti, Southlund, New Sea.

Geography: Abanasinia consists mostly of the grain-burgeoning plains south of the Straits of Schallsea and north of Qualinesti and the Kharolis Mountains. Though Abanasinia contains the northern reaches of the Kharolis range and the Eastwall Mountains, those who speak of Abanasinia generally refer to the plains.

In the extreme east of Abanasinia stands a fetid swamp infested with clinging weeds and haggard, moss-draped trees. The ruins of Xak Tsaroth lurk here, as well as other things better left undisturbed.

South of this cursed land lies a forest that has no name in any civilized tongue. The barbarians simply call the place "the Trap," and the Seekers call it "The Unnameable." The forest purportedly contains many rare and exotic plants crucial for magical potions, poultices, and the like. It also purportedly contains legions of ghosts.

To the west of the wood lies the ill-fated village of Que-Shu, razed by Verminaard just before the War of the Lance.

Farther west still lies a theocracy called the Seeker Lands. Here, the tree village of Solace stands quietly between Crystalmir Lake and the Kiri Peaks. Within Solace stands the legendary *Inn of the Last Home* where the heroes of the lance originally met and a few hundred thousand adventuring souls have rested their feet.

The western road from Solace leads around the Darken Wood to a village called Haven. Darken Wood shelters some of Krynn's most beautiful and furtive beasts: dryads, centaurs, woodland spirits of all sorts, and, it is said, the unicorns. In the center of this area dwells the mysterious Forester. The citadel of the Evil wizard Gader also stands in the mountains here. Those whose venture into the Darken Wood should have hearts that are both stout and pure.

Climate: Abanasinian weather tends to be fickle. Its hot summers last from late Corij to early Reorxmont, providing near-perfect conditions for the grains grown here. Rain does not come regularly to the plain, but falls in downpours when it arrives. Long stretches of sultry weather fill the space between summer storms. Winter begins in H'raromont and lasts into Chismont. During this time, the moist air from the Straits of Schallsea clashes with bitterly cold air from the mountains, producing heavy snowfalls. The critical pass of Sentinel Gap in the Seeker Lands often snows closed, leaving Solace cut off from Haven.

Politics: The forbidding mountains, swamps, forests, and seas that ring Abanasinia insulate this region from the spread of civilization. Abanasinia is a land of villages, not cities. Aside from the agrarian settlements of Solace and Haven, the tribal villages of Que-Teh and Que-Kiri provide the only notable political bases. Although the barbarians of Abanasinia have long pursued separate aims, they now seek to form a confederation. The destruction of Que-Shu and the turmoil of the War of the Lance taught the tribes the benefits of cooperation with each other. The barbarians harbor particular suspicions for the Qualinesti.

Trade: The barbarian folk of Abanasinia trade chiefly in corn, furs, horses, feathers, woven blankets, pottery, and 'wari hide. The mixed populace of the Seeker Lands specializes in smithing, ale, weapons, armor, and (of course) hospitality. The barbarians often journey to Solace for weapons, armor, and Qualinesti leather.

Balifor

(See "Khur and Balifor")

Blode and Blodeheim

Capital: Bloten

Main Populace: Ogres, Green Dragonarmy

Languages: Ogre*, Khur, Draconian, Giant, Common +, Zakhar +, Bakali +, Slig +, Centaur +

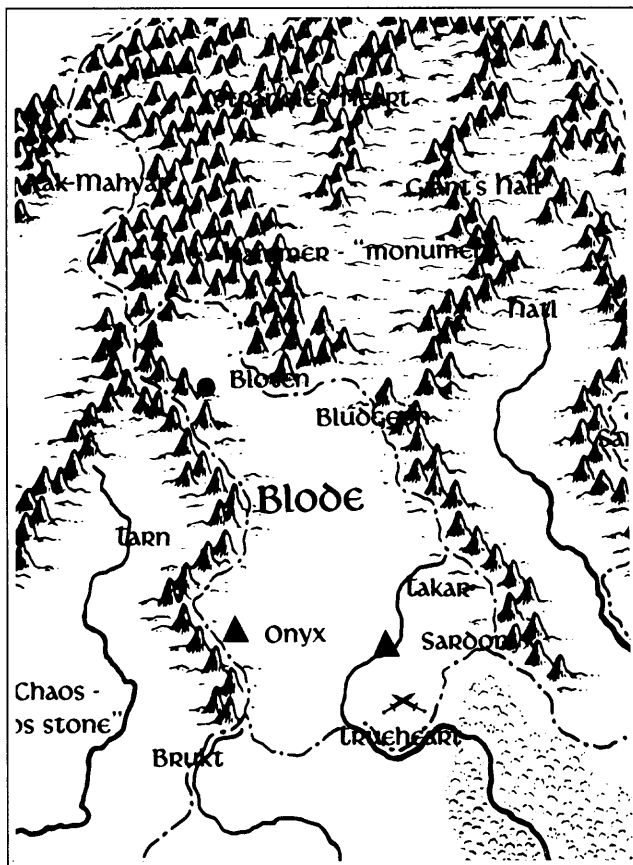
National Alignment: Chaotic Evil

Government: Military dictatorship

Dictator Blode of Bloten (Ogre 7HD, AC 3, hp 39, AL CE) Disposition: Violent

Geography: Squeezed between the southern arms of the Khalkist Mountains, Blode has proven a stronghold for its ogre inhabitants. On three sides of the verdant valley stand forbidding mountains and a broad desert. On the country's fourth side lies the Thon-Thalas River, which protects the valley from invasions from the south. Despite the obvious security and fertility of the valley, it holds only two major settlements, the capital city Bloten and the ruins of Takar.

Bloten huddles against a southern arm of the Khalkist mountain range. The ancient walls of the city, crumbling though they are, attest to a lost greatness among the ogre folk. The hunched and wart-riddled ogres that shamle through the mighty stonework structures are but twisted shadows of the high ogres who founded the city.



The ruins of Takar are just that: ruins of a bygone age of glory. Because of their depth within ogre borders and the current occupation of the lands by the Green Dragonarmy, few civilized adventurers have explored this spot.

Climate: The high mountains to the west of Blode sift the balmy winds of the New Sea, drying the air. Although not a desert, the plains of Blode are more arid than those west of the mountains and than the forest of Silvanesti to the south. Occasionally, prevailing warm currents in the Southern Courrain Ocean bring a nasty glut of rain (summer) or snow (winter) upon both Silvanesti and Blode. The temperate summers in Blode last from Corij to Reorxmont and winters stretch from H'ararmont to Chislmont. Despite the mild climate, the flora and fauna of Blode tends to be scrubby, scarious, and stunted, much like the ogre folk themselves.

Politics: The ogre chieftain maintains a tentative alliance with the ogre nation of Kern to the north. As a result of the War of the Lance, however, Blode is occupied by the Green Dragonarmy while Kern is occupied by the Red Dragonarmy. The antagonisms between green and red dragons may force the High Chief to cancel his alliance with Kern. Anticipating this division, the chieftain is strengthening Blode's ties to the nomads of Khur and the pirates of Sancton. Both groups supply exotic trade goods and second-hand equipment that ogres have neither the resources nor the skill to produce.

Trade: The ogres of Blode conduct very little trade. They trade only with those whom they cannot pummel into submission—the pirates of Sancton and the fierce nomads of Khur. These deals typically begin with the ogre and the pirate (or nomad) on opposite sides of the table. In front of each stands a dagger, its tip imbedded in the tabletop. The item to be bargained for rests on the table directly in front of the seller; the buyer's coin bag lies in sight of the seller and in reach of the purchaser. Typically, ogres barter with pork, shale, clay, coal, and lizards. The buyer tosses coins into the center, and with each coin, the seller pushes the desired ob-

ject closer to the buyer. When the seller becomes satisfied with the payment, he scoops up his money and tosses the object over. If one party double-crosses the other or quits the negotiations too soon, the knives come out of the table and a fight to the death ensues.

This brutal trading practice is still a far cry better than that reserved for other folk. The ogres routinely raid caravans that seek to circle south of the Khalkists or are venturing north toward Zhakar. Merchants of such caravans constantly seek brave (foolhardy) adventurers for escort duty. Many such merchants pay 10 stl for each ogre head collected.

Blood Sea Isles

Capitals: Sea Reach (Saifhum), Lacynos (Mithas), Kalpethis (Kothas)

Main Populace: Sea barbarians (Saifhum), minotaurs, pirates, and kyrie (Mithas and Kothas)

Languages: *Saifhum*—*Common**, Saifhum, Kalinese, Silvanesti, Minotaur+, Solamnic+, Kenderspeak+, Ergot+, Lemish+, Nordmaarian, Dargoi+; *Minotaur Isles*—Minotaur*, Kyrie

National Alignment: Neutral (Saifhum), Lawful Evil (Mithas and Kothas)

Government: Republic (Saifhum), feudal (Kothas), empiric (Mithas)

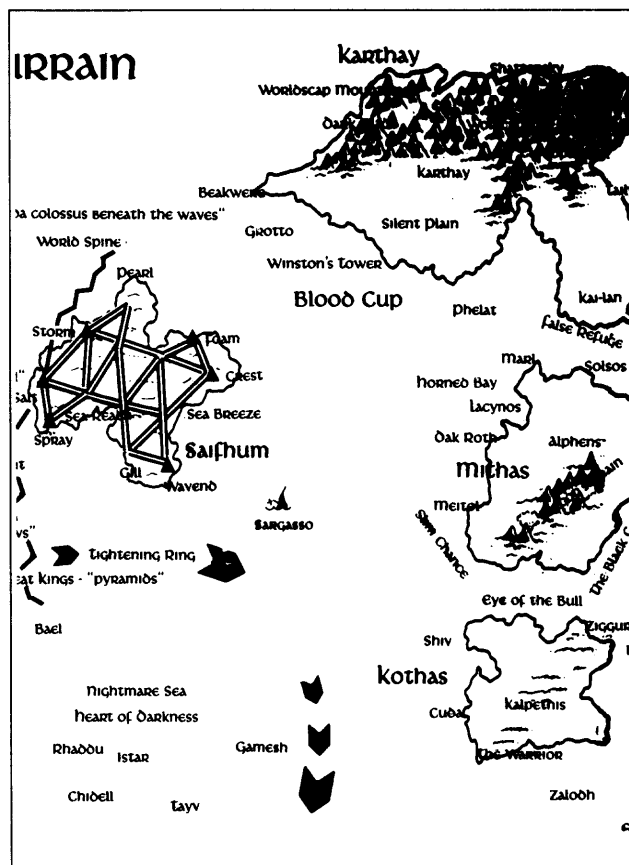
Grand Mariner Thimbalin Hankel of Saifhum (Sea Barbarian M12, AC 6, hp 56, AL N) Disposition: Jolly

Emperor Chot Es-Kalin of Mithas (Minotaur 10HD, AC 4, hp 80, AL NE) Disposition: Cruel

Lord Mandracore the Reaver of Kothas (Half-ogre F8, AC 4, hp 68, AL NE) Disposition: Vicious

Lady Macquesta Kar Thon of Istar (Half-elf F6/T6, AC 4, hp 50, AL N) Disposition: Feisty

Geography: When the fiery mountain struck the city of Istar, it dragged the whole nation to the ocean floor. Only the







coastal mountains along the Northern Courrain remained above the sea, becoming islands. These areas were saved due to their altitude, though legends say their innocence of the guilt of Istar spared them. The Blood Sea Isles were and are lands of minotaurs and beasts.

Saifhum is a harsh land. Its rocky hills hold only stunted vegetation and a few native creatures. A mariner's settlement, Sea Reach, is the most prominent site on Saifhum.

Karthay, the largest and northernmost of the isles, contains barren, hot plains and high, rain-forested mountains. No known adventurer has yet explored and detailed the Worldscap mountains of Karthay, whose exotic forests are said to be impenetrable. Most prominent among the ruins on Karthay are those of the lighthouse (Winston's Tower) that guided ships safely into and out of the treacherous waters of the Blood Sea.

Just south of Karthay lies **Mithas**, a fiery island whose scrub plains lie in the shadow of four great volcanoes. The minotaurs rule this isle from the port capital of Lacynos (Nethosak in Minotaur), which lay shielded from the Blood Sea by Horned Bay.

Kothas also contains minotaurs, who rule the isle in combination with piratical men. Although Kothas is not plagued by volcanoes as is its northern neighbor, neither is it blessed with Mithas's vegetation. Most of this island's scant population dwells in the capital city of Kalpethis and along the coast.

Climate: All of these isles rest deeply in a band of tropical weather. None experiences winter. Summer lasts for ten months of the year, bringing broiling temperatures, oppressive humidity, and frequent rain. These conditions encourage vegetable life to thrive, despite the poor and rocky soil of the three smaller isles. On Karthay, the mountain forest becomes very thick and many unusual plants thrive.

Politics: The minotaur (and pirate) islands of Kothas and Mithas seek stronger ties with the Black Dragonarmies on the Dairly Peninsula. If diplomatic efforts succeed, the minotaurs will have a choke-hold on the treacherous eastern passage around the Blood Sea of Istar and all seas south. By aggressive privateering, the minotaurs have become a nuisance from

Nordmaar to Balifor.

The sea barbarians of Saifhum actively resist this expansion. They fish the waters north and east of Saifhum and run trade routes around the inner curve of the Maelstrom. As the minotaurs grow in solidarity, the mariners increasingly sabotage their far-roaming ships, planting artificial reefs and anchor traps. A Saifhum ship is known to have sailed for Sancrist to bring back gnomish channel mines. None know if they are planted.

Trade: The chief trades of Saifhum are fishing, kelp harvesting, salt production, and shipping. The mariners of Sea Reach sell their exotic tropical fish, kelp, and salt as far away as Palanthus and Port Balifor. Once they empty their holds in these distant ports, they load up with other goods to resell.

The minotaur nations of Mithas and Kothas specialize in ships, bronze tools and weapons, salvage operations, and mercenary sailors. The minotaurs log the verdant forests of Elian for ship planking. They make runs to Flotsam for general trade supplies, but buy nothing in large quantities. Their staple foods are Blood Sea fish and grain garnered from Saifhum ships they raid. These isles conduct their heaviest trade with each other.

Darken Wood

(See "Qualinesti and Darken Wood")

Dragon Isles and Misty Isles

Capital: City of Gold (Misty Isle)

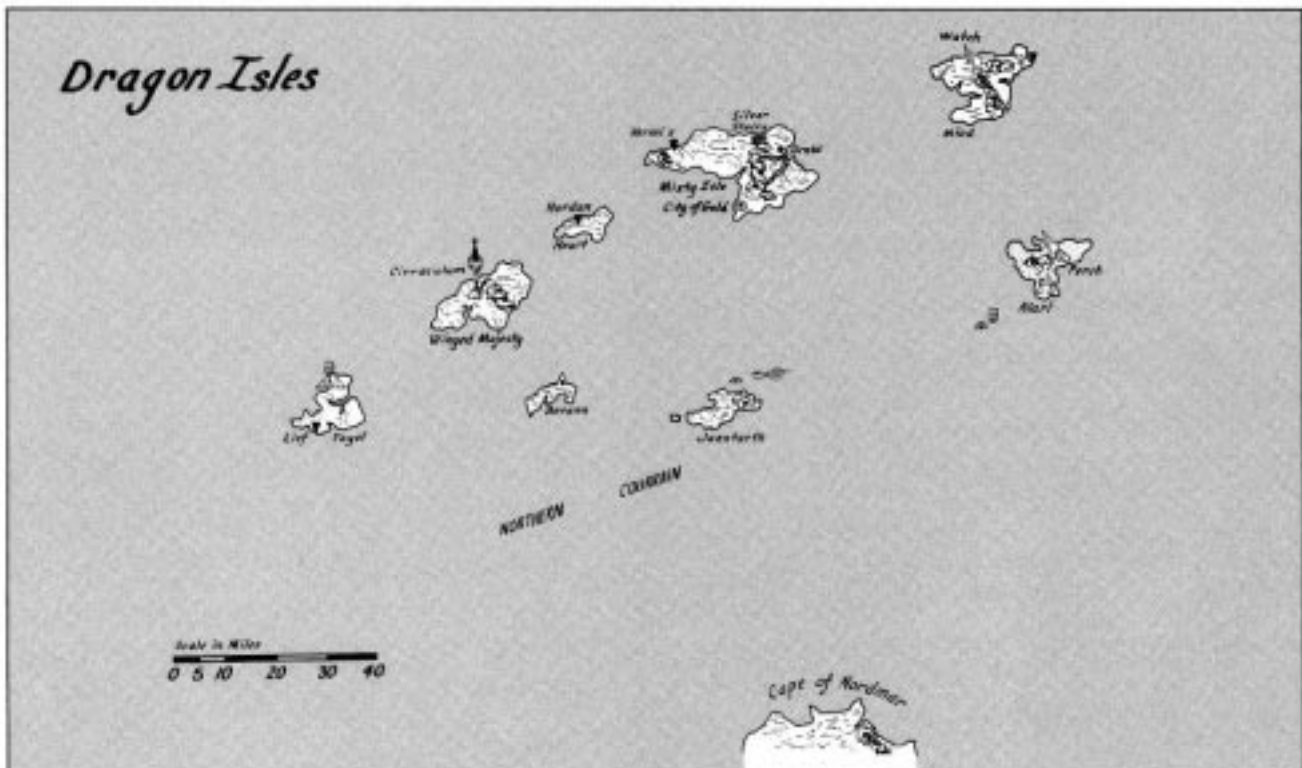
Main Populace: Varied

Languages: Draconian, Common, Dragon, Gnomish, Kalinese, Kyrie

National Alignment: Varies

Government: Unknown. Communal believed to be wyrms oligarchy of five gold dragons.

Geography: These eight isles lie in a band some 80 miles north of the Cape of Nordmaar. From west to east, the isles are Tayol, Winged Majesty, Berann, Heart, Jaentarth, Misty Isle, Mind, and Alarm. The stony mountains of these islands



show a varied history: shafts and shards of pumice and obsidian indicate a volcanic past, but various outcrops of limestone and sandstone point to sedimentary origins and subsequent massive upheaval. Doubtless, the Cataclysm had a great effect on the current position and shape of these isles.

Although the islands average only ten miles in diameter, each contains every terrain from lush plains to high mountains. This wide variation of land types makes each isle a beautiful and idyllic world unto itself. But humans and demi-humans rarely see the beauty. These are magical isles. Legends say they shift in shape and position when human ships approach. Many a captain has reported pursuing one of the isles out to sea only to be closed upon by night. Whether these shifting islands are merely low-lying clouds, phantasmal visions, or actual spots of land, none can tell. Certainly none has asked the islands' natives: gold, bronze, and copper dragons, and hulderfolk, kyrie, irda, and shadowpeople.

Climate: Lying deep within the tropics, the Dragon isles stay warm the year round. The hot season lasts from Rannmont to H'arromt, leaving only two months for the warm season. Typically during the long summer, the air is steamy, the sky is fiercely blue, and the waves on the white-sand shores are calm. However, about once a month, a storm boils up in the deep heavens, unleashing bouts of rain and furious waves at sea. Such storms can last for days, their incessant winds battering the coastline.

Though terrains vary markedly across the isles, every spot's vegetation shares one feature: density. The heat and dampness make the islands veritable shrines for plant-life. The mountain slopes are as verdant as the rainforests below. Some say, even, that the plants on the Dragon Isles act as husbandmen for the animal residents, keeping the populations down to manageable numbers.

Politics: Although referred to collectively as the Dragon isles, no political affiliation binds these lands together. The settlements of Lief, Curriculum, Haedan, Watch, Perch, Vermis, and the City of Gold all belong to different factions—the last of which is the place of dragons. None of these peoples cares to engage in affairs beyond their borders; indeed, most of them fled at one time or another to escape Ansalonian prejudices and warfare. The most organized society—that of the dragons in the City of Gold—may debate the philosophical ramifications of warfare and political alliances, but none would act upon these.

Trade: The Dragon Isles have little need for trade with each other or the outside world. Each isle contains the foods and resources for a rich life. However, any of the islands' finished goods (e.g., metal weaponry or glassware) come from Ansalon. Typically, these items are not bought or bartered, but attained from wrecked or derelict ships that beach upon the islands.

Estwilde

Capital: None. Each village and tribe is sovereign.

Main Populace: Evil humans, goblin races, ogres, giants, centaurs, Neidar (hill dwarves)

Languages: Estwilde* (Mountain Barbarian), Goblin*, Ogre*, Nordmaarian, Draconian, Hill Dwarf, Solamnic, Nerakese, Centaur +

National Alignment: Neutral Evil

Government: Tribal, clandom, or khanate

Chieftain *Htulok.Kak* (Human F15, AC 8, hp 69, AL N) Disposition: Brutal

Clanlord *Ooragh* (Human F15, AC 7, hp 55, AL CE) Disposition: Malicious

Khan *Karriga* (Human F15, AC 6, hp 75, AL LE) Disposition: Wrathful

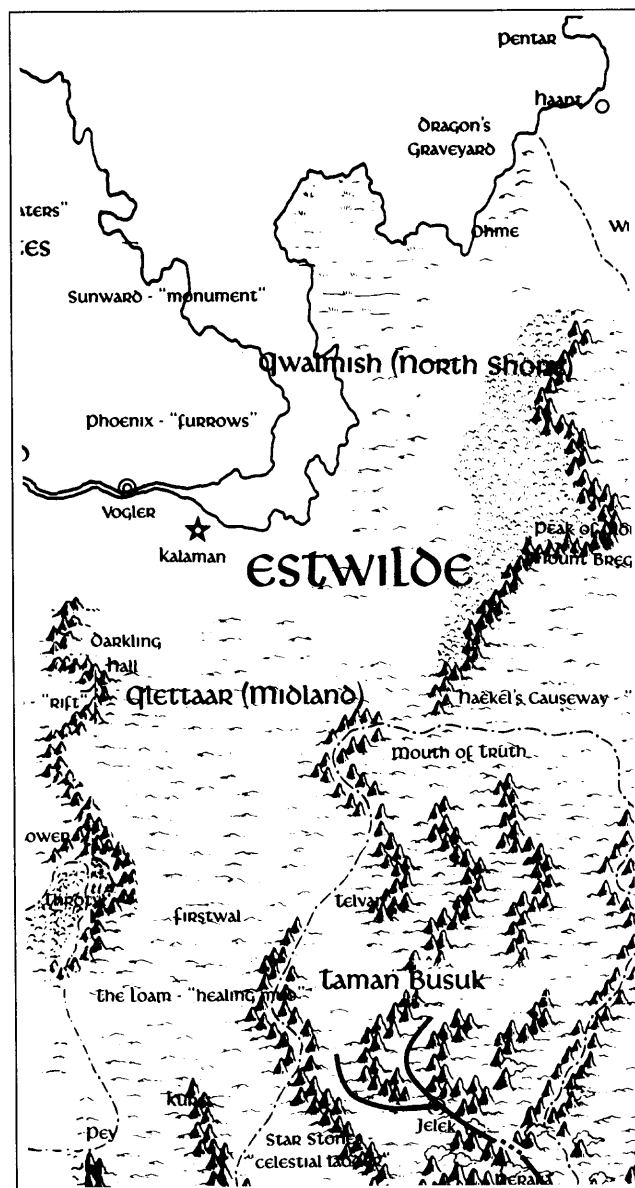
Geography: Estwilde occupies the broad, hilly basin be-

tween the Dargaard Mountains and the northeastern Khalkists. Unlike the smooth and verdant grasslands of Solamnia to its west, Estwilde consists of dry grasslands, rugged foothills, pine forests, and high mountains. Only tough grazing animals such as goats can subsist on this rugged feed.

In the north lie the Woods of Lahue, whose wiry trees form a dense forest against the Astivar Mountains. Reports indicate that a goblin empire may be forming here. Also, a pink-skinned, blonde-furred race of human cannibals called the Lahutians dwells in these woods. None know whether or not they feed on goblins.

Although Estwilde extends south to the lush seaboard of New Sea, the rugged and arid land of Throtl gap cuts this section off from the northern half of the country. Furthermore, the Blue Dragonarmy currently occupies southern Estwilde, which they captured during the War of the Lance.

Climate: Like the neighboring lands of Neraka and Kern, Estwilde suffers under severe weather for most of the year. During the summer months from Bran to Hiddumont, the Northern Courrain Ocean pours hot and steamy air onto this broad plain, though rarely does rain result. Despite the high humidity, the grasses remain dead and dry. After an occasional summer downpour, the whole rugged countryside becomes green for a fortnight. Then, it dries out again.



worthy civilization on the outward peninsula. Some might argue that the term *kender civilization* is oxymoronic, but of late, the leaders of Goodlund have some very serious problems of civilization to consider. A deadly threat grows east of Goodlund Forest. The Black Dragonarmy is growing. The kender leaders, although curious about the great beasts, know that leniency may cost them their lives. With governmental encouragement, Goodlund kender lure adventurers to their lands to escort them on dragon-hunting expeditions.

Aside from this life-or-death concern, the Goodlund kender seek better tradewith Port Balifor—mostly because of the curious and wonderful baubles available through that sea port.

Trade: Those who believe kender cannot compose accurate maps have not seen a map from Goodlund. Many aged kender, retiring after years of wanderlust, have set to mapping all the lands they have seen on their journeys. The first maps thus produced are, of course, flawed, but the kender penchant for showing off their work and fiddling to add more curious details slowly refines the maps. A map that has knocked about Goodlund for five years will be shockingly accurate, and will fetch a healthy sum.

The kender also trade in coral, wood, fish, and dried fruits. They willinglybarter any of these items for shiny objects and interesting gadgets.

Icereach

Capital: None

Main Populace: Ice folk (human barbarians), thanoi, White Dragonarmy

Languages: Mountain Dwarf, Mountain Barbarian, Ice Barbarian, Kharolian, Silvanesti, Thanoi, Ogre, Gnomish, Draconian+, Ergothian+, Goblin+

National Alignment: Lawful Good (ice folk), Lawful Evil (thanoi)

Government: City-state (Tarsis), tribal (plains), totalitarian (glacial)

Harald Haakan of the Ice Barbarians (Human F14, AC 1, hp 88, AL LG) Disposition: Fierce

Harrughk of the Thanoi (Thanoi 7HD, AC 3, hp 37, AL LE) Disposition: Relentless

Lucien of the Draconians (Humans F12, AC -2, hp 59, AL NE) Disposition: Crafty

Geography: The continent of Icereach may be no continent at all. Some speculate that Icereach is only ice and no land. Where the continental glaciers begin, just south of Zeriak in the frigid Plains of Dust, land undoubtedly underlies the ice. Farther south, however, the ice becomes nearly a mile thick, its vast face riddled with crevasses and caves that drop away into darkness. None can be sure whether land underlies this monstrous glacier, or whether the ice forms a floe upon the sea.

This question dominates the vision quests of human tribesmen of Icereach. Many youths have journeyed into the deep fissures that line the ice, descending, after the first hundred yards, into utter darkness. Those who have returned say they could find neither ocean nor earth beneath the ice, for the caves seemed to sink forever downward. Others, who no doubt descended farther, have not returned at all.

Climate: Year round, Icewall Glacier is blanketed in chill air and fierce blizzards. In the winter, the sun barely emerges, rolling like a cool ember across the northern horizon. Even then, the blizzards often obscure it. The folk here have grown accustomed to the cold and darkness, but visitors report a settling melancholy that compels them out into the wastes to try to “get a breath of air.” The ice most often claims them.

Scholars speculate that Icewall Glacier formed because of the Blood Sea maelstrom 600 miles away. Such folk believe

that the whirlpool pulls the tropical current past the Rugged Coast and propels it out east of Kothas. Otherwise, the warm currents would have flowed south toward the Plains of Dust.

Politics: Two races struggle to survive upon this harsh glacier: the Evil thanoi (walrus men) and the Good humans. As though the arctic climes do not pose problems enough, these two races are locked in a bitter battle for control of the meager resources of Icereach. The desperate humans have sent envoys to Tarsis and Thorbardin, seeking allies in their struggles. Such diplomatic efforts have borne little fruit, for the folk of Tarsis and Thorbardin can hardly conceive of Good folk living on Icereach.

A third population adds further threat to the humans and thanoi: white dragons. After losses in the War of the Lance, the White Dragonarmy settled upon the central region of Icereach. Here they remain, an army of occupation with almost no civilization to occupy. The humans hide their encampments from the eyes of patrolling white dragons. If a dragon discovers a settlement, a battle on the ice ensues. The barbarians leap into their ice boats like Blood Sea whalers rushing to the hunt. They sail out onto the barren ice sheets, hoping to lead the dragon from the camp and slay it with harpoons before it alerts other dragons.

Trade: The barbarians' lifestyle of hunting and ice-fishing supplies the food, pelts, and blubber they need to survive. The humans, therefore, concentrate more upon diplomatic efforts than trade. Even so, the ice folk must rely upon Tarsis for metal implements, including harpoon heads, fish hooks, and sled runners. For these items, they trade furs, ivory, ice, meat, and blubber.

The thanoi have no interest in trading.

karThay

(See “Blood Sea Isles”)

kayolin (kaolin)

Capital: Garnet

Main Populace: Hylar and Daewar dwarves

Languages: Mountain Dwarf, Gully Talk, Solamnic, Lemish, Mountain Barbarian, Goblin+, Ogre+, Draconian+

National Alignment: Lawful Neutral

Government: Colonial

Governor Erann Flowstone of Garnet (Hylar P7, AC 3, hp 46, AL NG) Disposition: Honest

Praetor Reave Goldbuckle (Daewar F12, AC 1, hp 73, AL LN) Disposition: Hagglng

Praetor Rensiv Hearthstoker (Hylar P9, AC 7, hp 41, AL LG) Disposition: Patient

Praetor Hentel Fardelver (Daewar Co11, AC 7, hp 33, AL N) Disposition: Grouchy

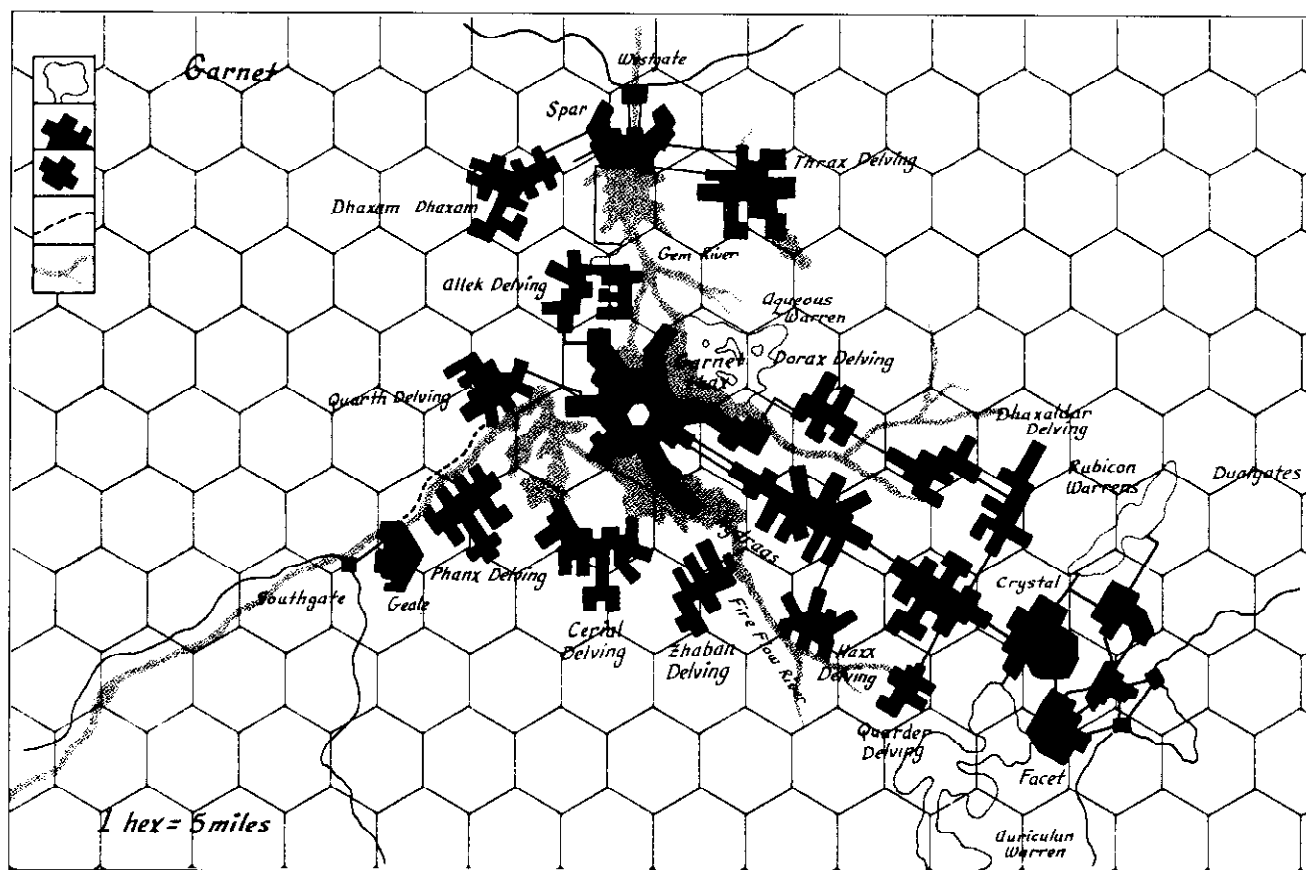
Praetor Slag Turnstone (Hylar R7, AC 5, hp 38, AL NG) Disposition: Angry

Geography: South of the Solamnic plains, a rugged chain of mountains holds the subterranean dwarven city of Garnet. The city began as a dwarven mining colony, granted to Thorbardin by Solamnia in return for wartime assistance. Needless to say, many of the city's passages follow the routes of rich mineral veins mined by the first settlers. From the Garnet Mountains, dwarves have mined iron ore, gold, silver, copper, tin, antimony, phosphorous, nickel, and glowing sunstones. Once the mines reached full production, the dwarves set up forges and minted coins. Thus, the city grew.

The dwarves also discovered vast stores of marble, which they quarried and polished to line their high halls. In time, their city, though far smaller than Thorbardin or the fabled Thoradin, became a site of splendor and beauty.

The eastern half of the kingdom of Kayolin contains rich





prairie lands. The dwarves of Garnet all but ignore this area, though they trade with the human farmers who crop the land.

Climate: Kayolin enjoys the same temperate weather that blesses Solamnia around it. Beginning in Chislmont, the farmers of the plain plant for two months, tend for four months, harvest for two months, and rest for four months. Summers grow hot with ample rain, and winters grow cold with plenty of snow.

The mountainous side of Kayolin remains cooler through the summer months and becomes absolutely snow-bound between Phoenix and Mishamont. Of course, the dwarves in Garnet are little bothered by the climate in their lovely subterranean city.

Politics: Two dwarven clans dwell within Garnet: the Hylar and the Daewar. The former, being of the stock that delved Thoradin and the fabulous metropolis of Thorbardin, were the first to arrive in Garnet. They have held the primary positions of leadership since, and it is their sense of grandeur that has made Garnet into a city of wrought iron and polished marble. The Daewar, on the other hand, came afterward, when the need for skilled merchants and tradespersons arose. They have lived peaceably with the Hylar rulership through the ages, including the current thane.

Although Governor Flowstone comes from Hylar stock, he rules equitably between both of the dominant races. He also has a Council of Thanes—representatives of each of the dwarven clans in Garnet—who advise him in every decision.

When Garnet had grown strong enough to stand on its own, Thorbardin released its colony, declaring its sovereignty. The Hylar thane who was chosen established strong and friendly ties to Thorbardin, and these have lasted ever since.

Both Garnet and Thorbardin serve as storehouses of wealth, history, and culture. While other civilizations were decimated by the War of the Lance, Garnet stood firm. Now

the dwarves seek to help Solamnia heal the land and drive out the hobgoblin hordes that have taken over Lemish.

Trade: Despite its inaccessibility, the reclusiveness of its dwarven citizens, and its hostile eastern neighbor, Garnet is a center of trade in the New Sea area. Fine gems, garnets, ironwork, steelwork, and wagon wheels make Garnet attractive to merchants of all ilks. But most of all, Garnet is a center of trade because it is Northern Ansalon's greatest minter of steel, silver, and copper pieces. In Garnet markets, buyers "buy" bags of steel, silver, and copper coins for goods they have brought. The coin brokers of Garnet then set the merchandise out to be bought by those in the marketplace with coinage. In this fashion, Garnet profits twice on each item sold.

Kenderhome (hyLo)

Capital: Hylo

Main Populace: Kender, ogres, goblins, kyrie

Languages: Kenderspeak, Common, Solamnic, Ergot, Ogre+, Goblin+, Kyrie+, Gnomish +

National Alignment: Chaotic Neutral

Government: Omnigarchy

Kin Thrashen Windseed (Kender Bd10, AC 6, hp 29, AL NG)

Disposition: Unpredictable

Geography: (See "Northern Ergoth" for map). A forest blankets the northeastern edge of the island of Northern Ergoth. Here, the kender dwell. The forest of Kenderhome has only one major city: Hylo. The Cataclysm not only destroyed the five other kender cities in the area, but also made the wilderness village of Hylo into a port town.

Kenderhome is well guarded. The Straits of Algoni and the friendly nation of solamnia stand to the east while a vast range of mountains abuts the nation to the west. The lands below Kenderhome are inhospitable desert and the lands above are empty wastes.

Climate: Although 150 miles farther north than the kender nation of Goodlund, Kenderhome enjoys a far cooler climate. In the summer months from Corij to Reorxmunt, the heat rarely reaches sweating point, especially beneath the swaying trees of the forest. Cool breezes roll down from mountains, further moderating temperatures. At the end of H'arromont, a four-month winter sets in, bringing frequent and good-packing snows.

Politics: Despite the childlike playfulness that characterizes kender, the leaders of Kenderhome have some adult tasks at hand. They currently pursue an alliance with the gnomes of Sancrist. The "Gnometalks" proceed slowly. Matters of state interest neither party as much as a whirling gadget does. Perhaps the stalled talks are a blessing in disguise: the thought of going to war with the mighty gnomish infantry at one's back would disconcert even the most courageous kender. On the other hand, Northern Ergoth will hesitate before warring with the kender on one flank and the gnomes on the other.

Trade: Kendermore produces exquisitely carved wooden objects that, together with flint and ebony, provide Kenderhome a thriving trade with Sancrist, Northern Ergoth, and Solamnia. The kender import metals from the first two trading partners and wheat from the latter. Finally, kender also trade a service: that of serving as a "finder." Kender frequently hire themselves out to locate missing persons or objects. Their barter in no way reflects the success of the "finding quest."

KERN

Capital: Kernen

Main Populace: Ogres, centaurs, Red Dragonarmy, men, goblins

Languages: Ogre, Common, Nordmaarian, Minotaur, Centaur+, Kalinese+, Nerakese+, Mountain Barbarian +

National Alignment: Chaotic Evil

Government: Despotic (ogres), totalitarian (Red Dragonarmy)

Grand Khan Kern of the Ogres (Ogre 9HD, AC 3, hp 37, AL CE) Disposition: Crafty

Red Dragon Highlord Karalas (Human P18/F10, AC -2, hp 92, AL LE) Disposition: Vindictive

Geography: The peninsula of Kern resides between Taman Busuk and the Blood Sea. In the north, Kern merges with eastern Estwilde, and in the south, it neighbors Khur and Balifor. The Ogrelands region of southern Kern hold flatlands with vast expanses of wild Savannah. A large northeastern arm of the Khalkists reaches into central Kern. Here, the capital city of Kernen rests. Northwest of the mountains, the land becomes an uneven waste. On the eastern edge of Kern, the grasses become more green and dense, harboring treacherous sloughs and hidden bogs. This deep green sea stretches out across the peninsula to a small forest, the Endscape Woods. Here, hardy pines thrive among vast and exotic ferns. The tidal march of Miremier provides a home for scrag, sea lions, and nixies.

Climate: The Ogrelands and the western segment of Kern are arid. Thick grasses leave room for only a few tenacious trees. In the south and west, this hot, dry area verges on the savage deserts of Khur. The grasses grow thinner and drier in these border regions. Throughout the savannah, skies remain blue and cloudless from the month of Bran through Phoenix, but from Aelmont to Chislmont, thunderclouds boil up and downpours drench the land. The plants of the plain draw the rain into reservoir roots, where it is stored for the long summer.

On the peninsula, rainfall comes far more frequently and unpredictably. This region experiences no steady cycle of rainfall and drought. One day brings torrential rain; the next



has cloudless skies; and the next drizzles dismally. Clouds built up over the Northern Courrain Ocean funnel south over the Miremier Straits and then wander across the peninsula of Kern. But these clouds do not provide relief from the heat. In fact, the humidity intensifies the temperature, creating a verdant land filled with many species of biting bugs.

The farthest tip of the peninsula—the Endscape Forest—experiences the most constant heat and the fiercest downpours.

Politics: A decentralized and sporadically ruled nation of ogres, Kern is currently under occupation by the Red Dragonarmy. Unlike other captive nations, the ogres admire the aggressions of the red dragons. The Kern ogres willingly support any plot of their captors and, ergo, of the Dark Queen. According to some reports, Takhisis has even come in avatar form to the dying capital city of Kernen. No civilized witness has seen such things.

Trade: Kern trades mainly with Blode, an ogre nation to the south. Neither nation, however, has much to offer except merchandise stolen from caravans or nearby villages. Most of the equipment comes with dents and scratches. The only home-produced items of exchange are talismans, hemp, rope, netting, dogs, and flax.

kharolis

(See "Thorbardin, Pax Tharkas, and Kharolis")

khur and Balifor

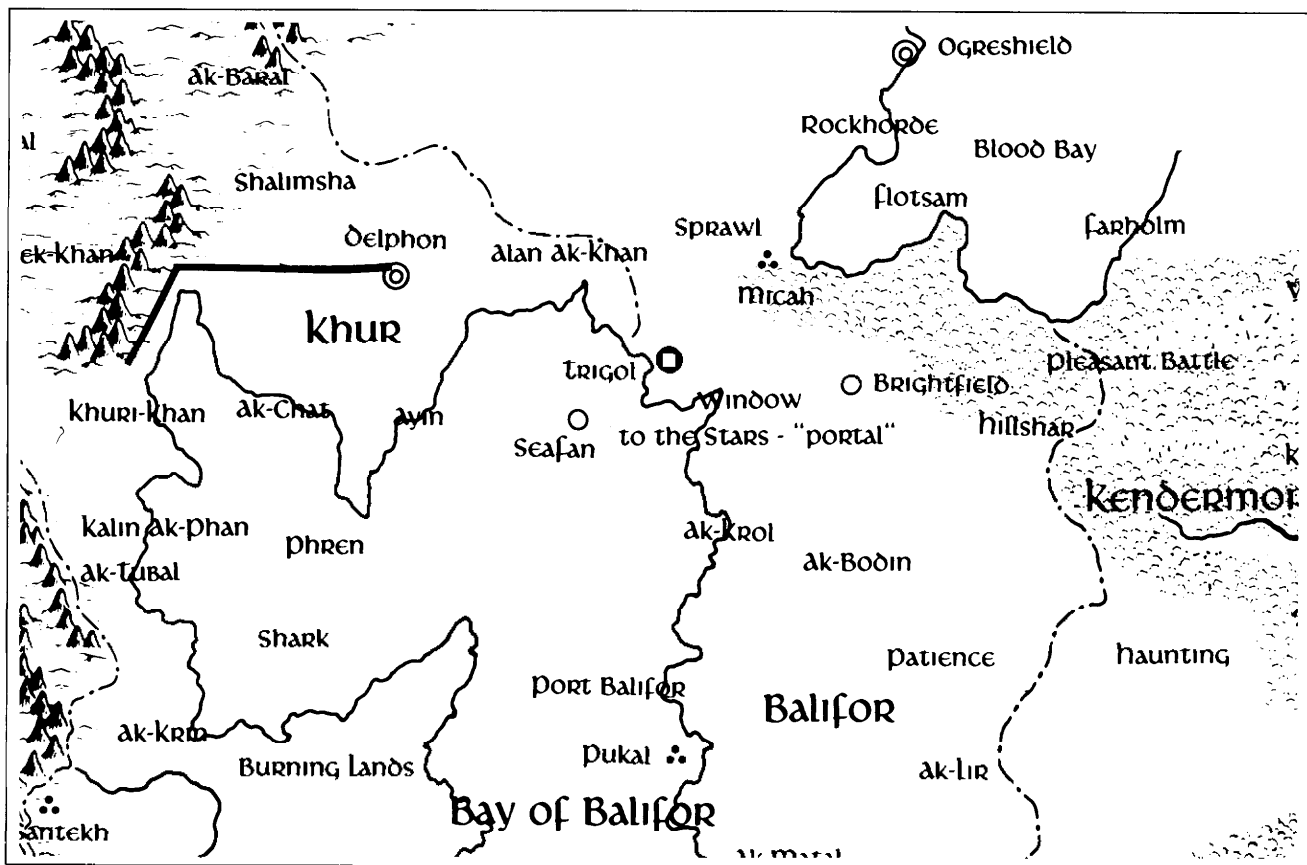
Capital: Khuri-Khan

Main Populace: Desert nomads, other humans, Green Dragonarmy

Languages: Khur, Ogre, Zakhar, Nerakese, Common, Draconian, Goblin, Silvanesti+, Centaur+, Kenderspeak+

National Alignment: Lawful Evil





Government: Khanate (humans), totalitarian (Green Dragonarmy)

Khan Kuhri-tal of the Wastes (H F17, AC 3, hp 102, AL LE)

Disposition: Fanatic

Green Dragon Highlord Hullek Skullmasher (Half-ogre P13/ F18, AC 5, hp 99, AL NE) Disposition: Scheming

Geography: On three sides of the Khurman Sea hovers the dry and rugged land of Khur. In the north, rocky badlands give way to mountains of craggy stone. In the cool recesses beneath the rocky cliffs, sinewy plants struggle to survive. Farther up the slope, the climate becomes cooler, allowing savannah grasses to blanket the stone. The roots of these grasses harbor the scant rainfall. Adventurers unaccustomed to the altitude tend to grow weary and breathless in these grassy highlands. Some even report having visions while atop the wild mountains.

The southern and eastern edges of Khur contain vast, sandy wastes. Oases are few and far between, built about deep wells or beside small, natural pools. Invariably, these water sources are fiercely guarded by nomadic tribes, who establish tent encampments about them. Between oases lie endless wastes of sand and scrubby brush. Occasionally, a wanderer will happen upon the ruins of an ancient savannah city from old Istar. But otherwise, the desert contains no permanent settlements.

Farther south lies the land of Balifor. Once a forest homeland for kender, now Balifor is the same harsh and sandy waste as Khur to the north. The desert holds only one city of note: Port Balifor. Known for its bawdy taverns, black markets, and expansive slums, Port Balifor attracts chiefly draconians and rough-necks. The town itself extends out into the Bay of Balifor, built out upon wharves over the tidal plain. Beneath these wharves, the criminal element of Balifor does its work.

Climate: Khur is among the driest places upon Krynn. From

Chislmont to Hiddumont, the days are blisteringly hot and the nights are cold enough to see one's breath. During these long summer months, the sky remains deeply blue. Any clouds burn away just before sunrise and gather again only at sunset. The night sky looks like a bowl of polished obsidian sprinkled with sandlike stars. In these months, the only storms to cross the land are sandstorms, which can be more deadly than hail.

From H'rarmont to Mishamont, clouds grow more common, tempering the heat of day and the chill of night. On rare occasions, rain falls from these clouds. Most of the water sinks quickly into the insatiable sand or the tenacious grasses of the mountains. Occasionally a cloudburst over a mountain channels down erosive ruts in washes, causing flash floods in the valleys below.

Politics: This rugged land is home to a rugged people: the desert nomads. These militant folk respect the power and beauty of the trackless desert; they have grown to love their homeland. As well as fighting for survival in the arid plains, the nomads must endure the Green Dragonarmy, which laid claim to the western deserts when driven out of Silvanesti.

A number of the clans have sent envoys to Neraka in the north, asking for the liberation of the western deserts. Some of the nomadic rulers even work to consolidate their separate folk into one nation. The unique customs and fierce pride of the nomads present obstacles to union, both with each other and with the city of Neraka. The Solamnians feel uneasy about the nascent empire to their east, especially due to the nomads' insatiable appetite for weaponry.

Trade: The warlike nomads of Khur raise excellent horses—fleet-footed and strong. They trade these fine beasts along with harnesses, diamonds, glass, and petrol in exchange for weapons and armor. They also deal in exotic spices such as myrrh and frankincense, as well as items found in ruined cities of old Istar.

koThas

(See "Blood Sea Isles")

Lemish

Capital: Lemish

Main Populace: Humans, Blue Dragonarmy, goblins, trolls

Languages: Common, Lemish, Solamnlic, Goblin, Nera-kese, Draconian, Ogre+, Hylar+, Gully Talk+

National Alignment: Neutral Evil

Government: Dictatorial

Despot Nellthis of Lemish (Human F17, AC -3, hp 78, AL NE)

Disposition: Backstabbing

Geography: This small nation is pinched between Solamnia, Estwilde, and the New Sea. A narrow mountain range guards its eastern borders from incursions by the Estwilde barbarians. At the same time, the Northern and Southern Darkwoods hold back the folk of Throt to the east and those of Solamnia to the west. Between these dense forests lie grassy plains and winding rivers that reach north into Solamnia. On the southern border, the New Sea provides a shipping route to Lemish's most common trade partner: Sanction.

Climate: Lemish enjoys the same temperate climate that Solamnia does, though the winters of Lemish last a few weeks longer. Ample rainfall makes for thick vegetation in the Darkwoods and in the central plains. The mountains to the east and west are snow-capped for nine months of the year, and from mid-Phoenix to early Rannmont, ice closes the New Sea bays.

Politics: During the War of the Lance, the eastern third of this small nation fell before the advance of the Blue Dragonarmy. The victory of the Blues came not through military conquest, but through the treachery of a man, Nellthis. Nellthis arranged for the dragonarmy to take the eastern third of Lemish if he could rule all the land beyond. The Blue Dragonarmy

kept its pact and so did Nellthis. Now, he rules western Lemish, seeking to keep it clear of the Solamnlic threat to the north and the dragonarmy threat to the east. But, like their current ruler, the folk of Lemish nurse petty jealousies, practice profiteering, and engage in slave trade. A Solamnlic-Lemish confrontation is inevitable.

Trade: These Evil-aligned hunters and sailors export timber and build small, fast, maneuverable sailing vessels. They also trade in smaller boats, nautical equipment, cabinetwork, poultry, medicines, woods, legumes, mushrooms, and herbs. They do their best trade with Sanction, although some of their goods travel north on the Solanthus road.

Mithas

(See "Blood Sea Isles")

Neraka

(See "Taman Busuk")

Nordmaar

Capital: North Keep

Main Populace: Moorland human barbarians

Languages: Nordmaarian, Kalinese, Estwilde, Ogre, Draconian, Dragon, Common+, Mountain Barbarian+, Dargo+

National Alignment: Neutral Good

Government: Feudal

King Shredler Kerian (Barbarian F19, AC 5, hp 83, AL N) Disposition: Pragmatic

Khan Fezall of the Wastes (Barbarian F16, AC 3, hp 42, AL CN) Disposition: Manic

Geography: This huge wasteland is larger than Northern Ergoth. The Cape of Nordmaar is thick with foliage that remains verdant year round. Farther south, the land drops gently away into a broad and dangerous moor. Here, the jungle undergrowth of the plains becomes steeped in water that ranges from 1 to 25 feet deep. In the moors, many exotic fruits of Nordmaar grow. Although the rest of the continent has not acquired a taste for these fruits, the natives of Nordmaar routinely make liqueurs from them.

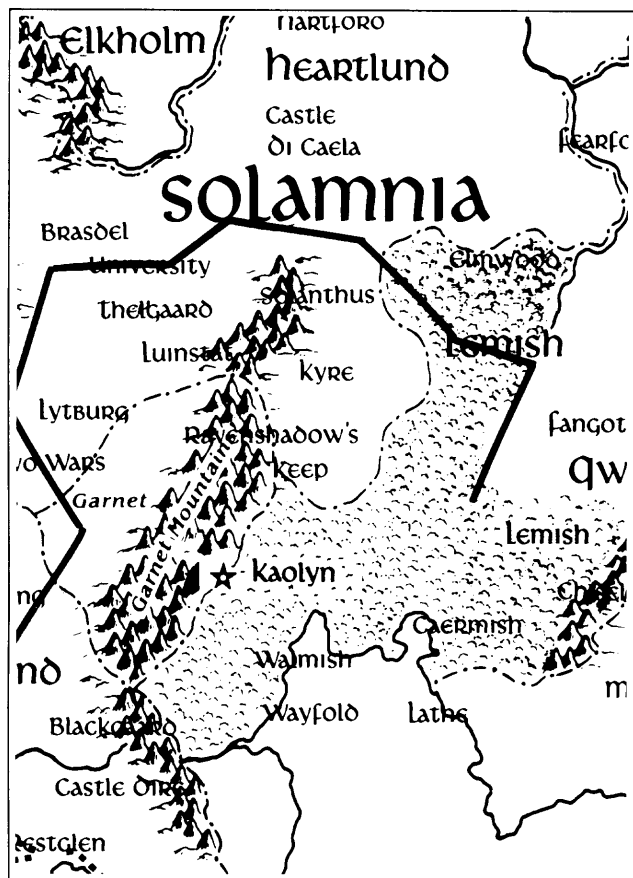
Between the two types of terrain stands North Keep, where the barbarian King of Nordmaar rules his lands.

South and west of the moors lies a thin band of desert and Savannah land that separates Nordmaar from continental Ansalon. In these grassy and arid plains, the horse barbarians make their homes.

Climate: Because Nordmaar resides on the northern tip of Ansalon, it suffers a tropical climate. Bounded on three sides by the Northern Courrain Ocean, Nordmaar's humidity matches its incredible heat. Summers are long in this area, and the ferns and trees do not drop their leaves. All types of peculiar plants grow here, their stalks so thick that travelers may never set foot on ground. Trees and plants common farther south cannot survive in the constant and sultry heat. The same is true of many animal species.

Politics: This barbarian kingdom currently suffers under the Red Dragonarmy. Unlike other nations that grudgingly endure their oppressors, the folk of Nordmaar actively hunt down the dragons in their lands. Their steadfast ally Solamnia sends scores of knights and adventurers to aid in the struggle. Some factions in Nordmaar press for unification with Solamnia. Others proclaim they must stand on their own. Both factions, however, agree not to rest until their land is freed of the red dragons.

Trade: Nordmaar trades extensively with Solamnia, sending either ships from Jennison or caravans through the dangerous wastes of Estwilde. Nordmaar deals in all sorts of





exotic compounds, spices, plants, and animals. The plains barbarians of western Nordmaar make chariots, carts, and carriages as their main exports. From southern Nordmaar comes iron and marble. For all these products traded to Solamnia, they receive in return steel, gems, and food.

Northern Ergoth

Capital: Gwynned

Main Populace: Humans, ogres, goblins, gully dwarves, slig

Languages: Ergot*, Common, Goblin, Solamnic, Mino-taur+, Kenderspeak+, Ogre+, Slig+, Kyriet+, Naga+

National Alignment: Lawful Neutral

Government: Imperial

Emperor Mercador Redic V of Gwynned (Human F15, AC 2, hp 85, AL LN) Disposition: Stolid

Geography: West of mainland Ansalon stands the island of Northern Ergoth. A mountain range runs from the northwest to the southeast corner of the isle. The western section is Ergoth proper, which consists of grassy plains backed up against the mountains. The eastern section is the Kender nation of Hylo, which boasts a splendid wood with a wide variety of food and medicinal plants. The southern edge of the island contains a hilly desert of scrub and sage. Neither the kender nor the humans lay claim to this wasteland.

Climate: Northern Ergoth enjoys relatively mild summers that last from Corij to Reorxmont and winters that last from Phoenix to Chislmont. Currents from the Southern Sirion Sea cool the island during the summer and help to moderate the

freezing effects of winter. The sea also makes for humid air, which brings heavy vernal thundershowers and thick snows. Except in the south, which is removed from the ocean's breezes, the land is green and lush.

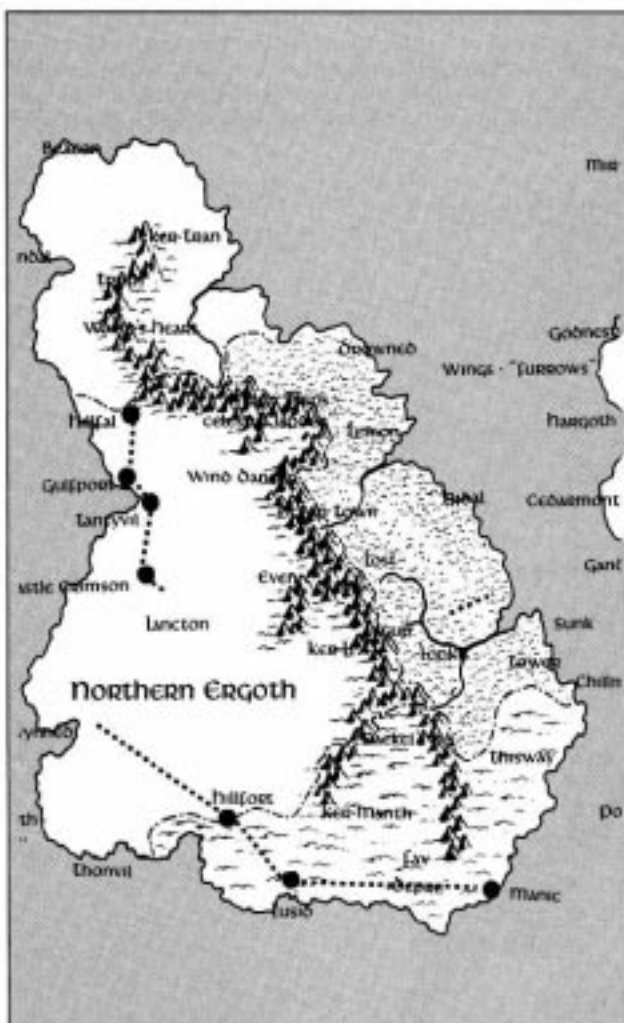
Politics: Northern Ergoth is ruled by Emperor Mercador, a title reminiscent of the lost glory of Ergoth. First came the revolt of Solamnus, then Ergoth's slow decline into oblivion, and finally, the Cataclysm. With the old empire split into two islands, Ergoth has much lost glory to reclaim. Many ruins of the empire lie on the island or beneath the seas. The current emperor wants these ruins explored and the riches regained. The emperor thus sponsors adventurers' forays into ruined areas, providing strict regulations as to what treasures adventurers may keep.

In addition, Emperor Mercador pursues a treaty with the Qualinesti, hoping to outflank Southern Ergoth both militarily and economically. The eventual goal of Northern Ergoth is to rebuild its glory, whether by treaty or war. Emperor Mercador is prepared to do either.

Trade: Northern Ergoth specializes in copper, brass, steel tools, relics, and cut stone, trading these items with Solamnia, Sancrist, and Hylo. In return, they import food from Solamnia, precious metals from Sancrist, wooden carvings from Hylo, and fruits and leather from Qualinesti.

Pax Tharkas

(See "Thorbardin, Pax Tharkas, and Kharolis.")



qualinesti

Capital: Qualinost

Main Populace: Qualinesti elves

Languages: Qualinesti*, Silvanesti, Common, Ergot, Hill Dwarf, Abanasinian+, Mountain Dwarf+, Hand Talk+, Ogre+, Goblin+

National Alignment: Neutral Good

Government: Monarchic and senatorial

Speaker of the Suns Solostaran (Qualinesti F5/M12, AC 3, hp 29, AL LG) Disposition: Tired

Speaker of the Suns Porthios (Qualinesti Rr13/M3, AC 2, hp 73, AL NG) Disposition: Proud

Geography: Just west of the Kharolis Mountains lies the Qualinesti Forest of Wayreth. Unlike the Silvanesti Wood, this forest is a healthy, thriving forest of oaks, maples, ash, vallenwood, apple, peach, and pear trees. The single city of note in Qualinesti is Qualinost, founded by Kith-Kanan when he led the Qualinesti people from the oppressive Silvanesti homeland. Here also stands the gold-burnished Tower of the Sun, where the Speaker of the Suns resides. Instead of city walls, Qualinost is surrounded by four arched bridges that run from guard tower to guard tower. At city center lies the open square called the Hall of the Sky, which overlooks the whole sylvan city.

Climate: The environment of Qualinesti brings severe winters to the land. During the four months between H'ar-mont and Chismont, a harsh chill rolls into the forest, bringing with it heavy snows. In the heart of winter, the cold sometimes grows so extreme as to split the trunks of ancient trees, sending a sudden, thunderous echo through the wood. When finally spring does arrive, the snows melt quickly, giving place to wildflowers and soft grasses. A rainy summer sets in during Corij and lasts until early Reorxmont, bringing with it some hot days. Thankfully, though, the trees cast a comfortable canopy over the elves who dwell in Qualinesti, keeping them cool. Autumns are typically dry and temperate, providing a perfect stage for harvest fests. The deciduous trees turn deep hues of gold, bronze, silver, red, and violet during the autumn.

Politics: The Qualinesti elves are ruled by the Speaker of the Suns, a blood descendant of Kith-Kanan, and thus of Silvanos. The Speaker guides the Senate, a governmental body made up of representatives of the various guilds and communities.

Currently, the Speaker of the Suns is discussing a peace treaty with the elves of Southern Ergoth, and reinforcing the northern borders from possible barbarian incursions. Also, in a political move reminiscent of Pax Tharkas, the Qualinesti seek to strengthen ties with dwarven Thorbardin. With their alliances, the Qualinesti hope to guarantee the stability of Southern Ansalon.

Trade: Unlike the isolationist Silvanesti, the Qualinesti enthusiastically immerse themselves in the Ansalonian marketplace. They export fruits, leather, wine, liquors, bows and arrows, and wood to Abanasinia, Solamnia, Sancrist, Hylo, Northern Ergoth, Southern Ergoth, and Thorbardin. The Qualinesti employ a great fleet of Solamnic ships to facilitate their trade. Thorbardin exports steel and gems to the elves.

Saiphum

(See "Blood Sea Isles")

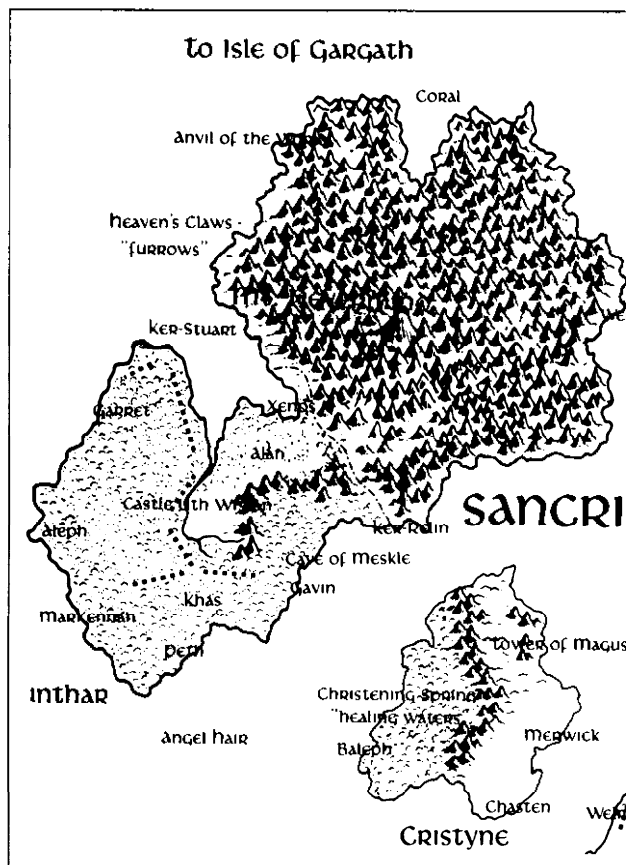
Sancrist

Capital: Mount Nevermind

Main Populace: Gnomes, humans

Languages: Gnomish*, Common, Solamnic, Ergot, Ogre +

National Alignment: Neutral Good



Government: Republic

Clanmaster Jarrig Thingmach (Gnome Tk10, AC 8, hp 38, AL LG) Disposition: Philosophical

Guildmaster Slipper Greezmoor (Gnome Tk15, AC 7, hp 47, AL N) Disposition: Impatient

Lord Gunthar Uth Wistan (Human P15, AC -2, hp 97, AL LG) Disposition: Demanding

Geography: The northeastern segment of Sancrist, island nation of the gnomes, contains a vast mountain range that rivals the central Khalkists. The most famous of these mountains is Mount Nevermind, a dormant volcano that has served the gnomes as homeland since before the Cataclysm.

Oddly, the gnomes prefer the rugged mountains in the north to the verdant forests and glades to the south. The western third of the island contains the Gunthar Forest and White-stone Glade. Here, Vinas Solamnus experienced the epiphany that inspired him to create the Knights of Solamnia. After the Cataclysm, the Knights of Solamnia gathered at this same site to regroup. Near at hand stands Castle Uth Wistan, a center for Solamnic Knights for almost two centuries. The forest around the castle contains hearty broad-leaf trees, some apple and cherry trees, and various tuber-type vegetables.

Climate: The winters upon Sancrist tend to be mild, with four months of freeze and moderate snow. At times, blizzards brew up in the Sirrion Sea and sweep across the islands, but only rarely do such snows block the passes for any length of time. The gnomes of Mount Nevermind, of course, worry little about the snow, for the geothermal activity around them melts it quickly. Summers on Sancrist are pleasant, beginning in Corij and extending to Reorxmont. The sea breezes reach far inland, cooling the island and breaking up clouds that might otherwise linger.

Politics: Mount Nevermind is governed by an elected Grand Council of clan leaders and guild masters. Over 200 clans and 50 guilds find representation in this council, and



each of the representatives serves a lifetime appointment.

Although the gnomes are not intentionally isolationistic, their main concern lies not in diplomacy but in invention. Gnomes believe their best offering to the peace and prosperity of Krynn is technological advancement. They spend much time inventing gadgets for mining natural resources, defending against dragon attacks, and helping the mainland rebuild. The gnomes happily engage in talks with the kender of Hylo, though both parties tend to become distracted by one gadget or another before any agreement can be reached.

Trade: The gnomes mine Mount Nevermind for gold, silver, platinum, jewels, and granite, which they export to their neighbors in return for food. The gnomes also ship gears, curios, and knickknacks to the outside world. Attempts to export gnomish inventions fail miserably because few other races have an aptitude for operating and repairing machines.

Sanction

Capital: Sanction

Main Populace: Evil humans, Blue Dragonarmy, ogres, giants

Languages: Draconian*, Dragon, Common, Nerakese, Ogre, Goblin, Kyrie+, Solamnic+

National Alignment: Neutral Evil

Government: Empiric

Dragon Highlord Bakaris of the Blue Dragonarmy (Human F10, AC -2, hp 98, AL LE) Disposition: Unstoppable

Lord Governor Baren of sanction (Human F13, AC 1, hp 63, AL LN) Disposition: Haggard

Geography: Outside of Sanction, stark red rock makes up the towering mountains. Above the timberline, lichens, mosses, and scrub plants slowly crack the stone, creating soil in which larger plants can root. Few creatures live upon these heights—mostly groundhogs, eagles, and other beasts that can survive in cold and desolate places.

Below timberline, tenacious pines wrap their sinewy roots about the red boulders, further decomposing them. Even so, these regions are by no means lush: the poor soil and arid climate prevent thick forests. Here, most of the Khalkist beasts choose to lair.

The most desolate region of the Khalkists—the volcanic mountains of the Doom Range—harbors the most deadly beast in Ansalon. Takhisis, the Dark Queen, rules the region from Sanction, which lies in the literal grip of three volcanoes—the Lords of Doom. Arms of lava have reached numerous times from the volcanoes down into the city. The lava flows have destroyed large segments of the town. The folk of Sanction have compensated, building bridges that span the areas of lava flow. Even so, the evil population of Sanction lives like whipped dogs, cowering beneath the fuming mountains of fire.

Climate: The city of Sanction has a climate of extremes. The volcanoes provide constant and uneven heat through winter and summer. During winter, snow stands in some regions while others swelter with lava. When streams of lava reach the harbor, sprays of steam erupt into the sky, blanketing the city with a sulfuric mist. The mist freezes wherever it alights, leaving the buildings of Sanction in an ash-laden shroud of ice. In the summer, the volcanoes only intensify the heat of the sultry air. From Corij to Reorxmont, the city labors under steamy weather and little rain. When the rains do come, the volcanoes belch such steam that a miasmatic cloud drifts over the city.

Politics: Once a human city, Sanction fell to a blockade of dragonarmy ships during the War of the Lance. The Blue Dragonarmy took hold of the land, establishing Sanction as Takhisis's port city. As the citizens fled to the mountains, goblins, hobgoblins, ogres, minotaurs, trolls, draconians, and hill

giants set up camps on the south, east, and north of the city. Some even entered Sanction to claim the abandoned buildings there.

After his surrender to Takhisis, the Lord Governor of Sanction became merely a figurehead. Although he has proclaimed official welcome to the Dark Queen's forces, his is a city under siege. In addition to the evil forces of the Dark Queen, the city is rapidly disappearing due to lava flow. The Lord Governor has secretly sent mercenaries and adventurers to scout out a new site for a capital city and purge it of any fell beasts. He offers huge bounties especially to those who slay blue dragons.

Nomads and pirates from Khur, Neraka, and Lemish seek alliance with Sanction, but the Lord Governor is too busy trying to save his city from the destruction within to worry about alliance without.

Trade: A triangle of shipbuilding, piracy, and slavery extends from Sanction to Lemish and Neraka. Occasionally Sanction purchases gems and armor from the dwarves of Zhakar, using slaves as the currency. Other products from Sanction include obsidian, pumice, tar, and granite.

Seeker Lands

(See "Abanasinia and Seeker Lands")

Silvanesti

Capital: Silvanost

Main Populace: Dispossessed Silvanesti elves, Evil creatures of Lorac's nightmares

Languages: Silvanesti*, Qualinesti*, Common, Ergot, Kharolian, Khur, Ogre +, Goblin+, Kenderspeak+, Mountain Dwarf+

National Alignment: Neutral Good (elves), Chaotic Evil (woodland beasts)

Government: Monarchic and senatorial

King Lorac Caladon of Silvanost (Silvanesti F15/M13, AC 6, hp 68(18), AL LN) Disposition: Insane

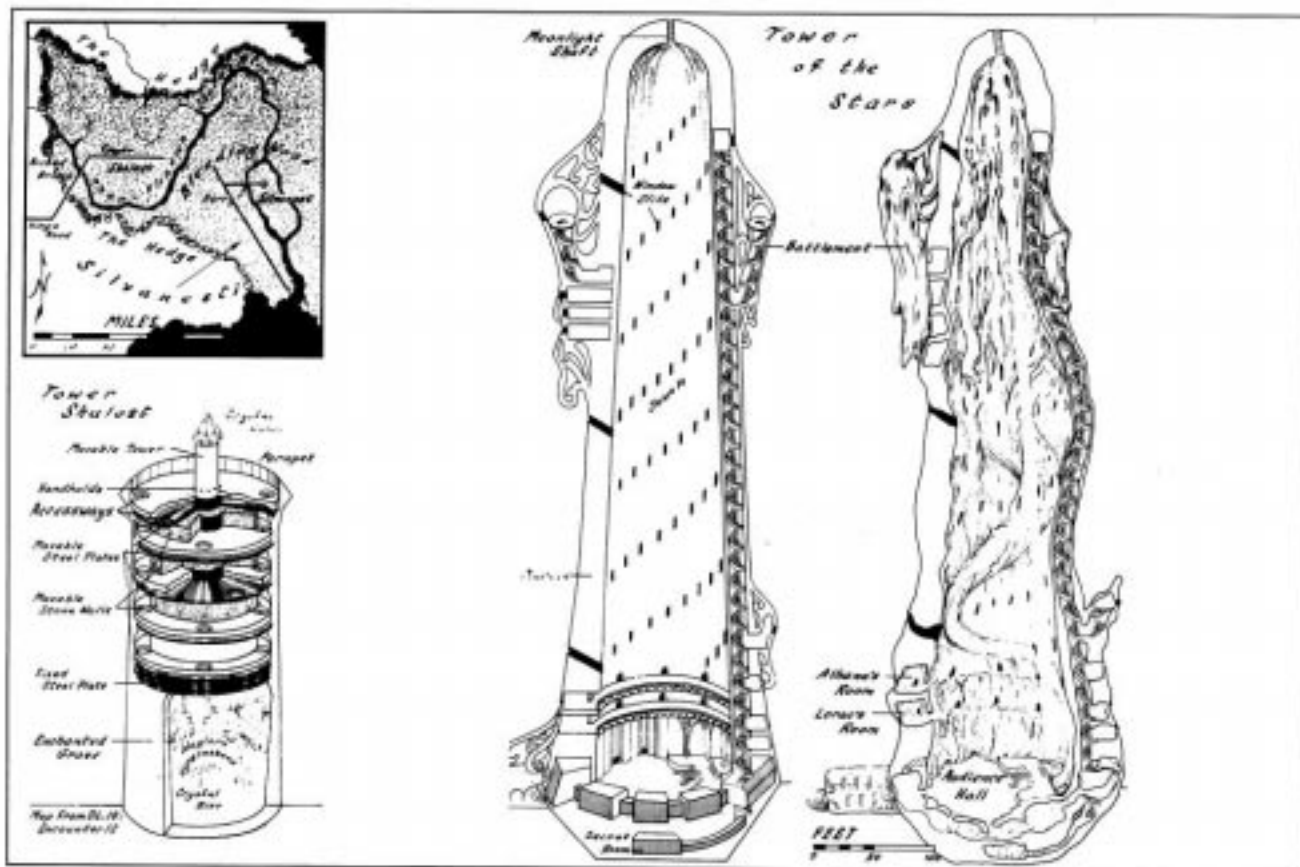
Alhana Starbreeze (Silvanesti F7, AC -2, hp 32, AL LG) Disposition: Resolute

Geography: The fabled Silvanesti Woods, homeland of the elves for millennia, was once a forest of unutterable beauty. The trees were tall and slender, their high boughs forming a translucent canopy above. The clear and glittering Than-Thalas (Lord's) River ran through the forest, diverging just north of Silvanost and converging just south of it. The elven citadel of Silvanost contained sparkling buildings of marble and living wood. The folk had not built the city, but patiently reshaped nature into forms both beautiful and practical. The glory of the city was the Tower of the Stars, where the king presided in glowing moonlight.

In 2645 PC, the elves defended their bejeweled land against an attack by Evil dragons. But the dragon attack of 349 AC came too swiftly to be warded off. As the elven folk fled onto ships in the Southern Courrain Ocean, King Lorac of Silvanesti wielded the Dragon Orb to destroy the dragons. It summoned them instead, and took control of the king. His nightmares in the following months twisted and reshaped the forest into its current hideous form.

Now called the Bleeding Wood, the forest of Silvanesti is filled with cracked and rotting trees whose trunks are evilly twisted and whose gnarled roots clutter the ground. The once-beautiful Than-Thalas River now runs thick with ooze. The Tower of the Stars stands as a withered and tumorous spire. The elves, grieved by the loss of their homeland, established a thick hedge around Silvanesti to ward off any good creature who might wander into the land.

Climate: The climate of Silvanesti matches its ruined state.



Winters last from H'arromont to Chislmont, with blizzards and bitter winds. Those caught without shelter in a Silvanesti winter will quickly perish. Springs are stormy, as warm currents off the Eastern Courrain Ocean fling storm clouds over the forest. Between Chislmont and Corij, the Than-Thalas often floods, its waters sweeping away any who try to pass. When summer sets in during Corij, the forest grows hot and the smell of decay becomes overwhelming. By Reorxmont, autumn arrives, and the healthy trees turn as dry and brown as the unhealthy ones.

Politics: The Silvanesti elves are dispossessed. They dwell in scattered groups on the plains about their forest homeland. Their main desire is to reclaim Silvanesti, driving out the foul beasts that have laid claim to their land. Much care must follow to heal the bleeding wood.

Needless to say, the only diplomatic actions that interest the elves are those that involve reclamation of their home. They have struck an alliance with Solamnia for this very purpose. Although the Silvanesti are not sending out appeals for help, they do grudgingly accept aid from adventurers such as rangers, herbalists, or priests of Chislef.

Trade: This battered elven nation has great needs now, but scant resources to trade with those around. The elves sojourning upon the border lands offer ivory, wood, wine, woodcarving, needlecraft, metalcraft, and herbal medicines. They are chiefly interested in bartering for resources that can directly assist the elves in recovering their homeland: weaponry, armor, mercenaries, and dragonlances.

Solamnia

Capital: Palanthus

Main Populace: Human

Languages: Solamnic*, Common, Lemish, Plains Barbarian, Mountain Dwarf, Draconian, Goblin+, Ogre+, Kender-speak+

National Alignment: Lawful Good

Government: Monarchic and parliamentary

Lord High Warrior Michael Jeofrey (Human F11, AC -1, hp 74, AL NG) Disposition: Honorable

Lord High Clerist Kantar uth Mackan (Human P13, AC -1, hp 78, AL LG) Disposition: Fatherly

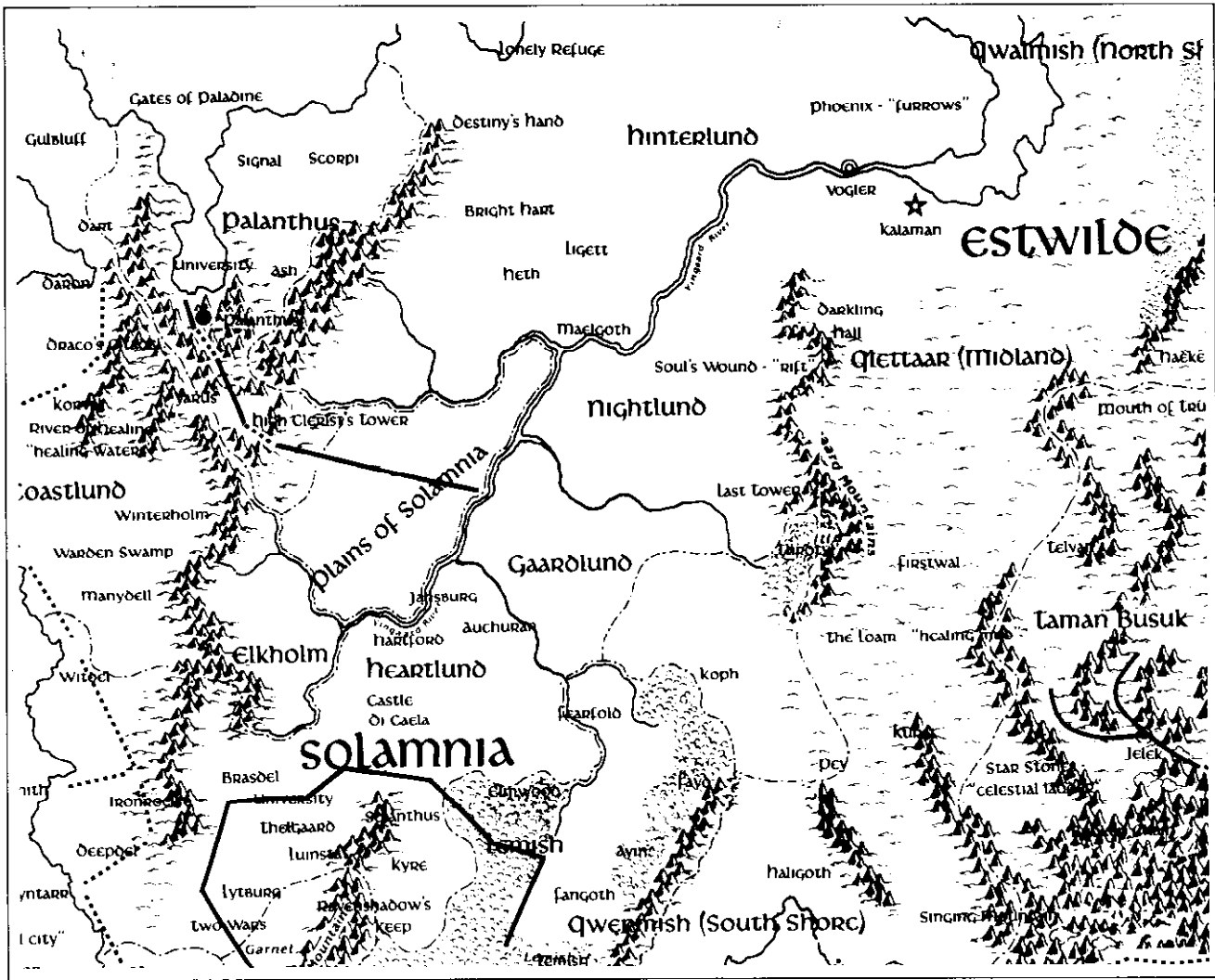
Lord High justice Gunthar uth Wistan (Human P15, AC -2, hp 97, AL LG) Disposition: Commanding

Geography: The largest and most geographically varied nation of Ansalon is Solamnia. From its sandy deserts on the Northern Sirrion Sea to the dark and stormy plains off the Straits of Schallsea, Solamnia spans 500 miles of northern Ansalon. It boasts three mountain ranges (Vingaard, Dargaard, and Garnet), the longest river in Ansalon (the Vingaard), the most fertile river basin (the Plains of Solamnia), and the center of learning, theology, and writing for the continent (Palanthus).

Before the Cataclysm, Solamnia was a largely land-locked state that bisected the continent. The land shifts that occurred with the Cataclysm set seas on three sides of the nation. In the three centuries following the Cataclysm, the coastal folk of Solamnia have learned maritime occupations. Now, the cities of Caergoth, Palanthus, and Kalaman are among the foremost shipbuilding nations in the world.

The northwestern region of Solamnia contains the vast and rugged Vingaard Mountains. Here lies Palanthus, a safe and deep harbor in the Bay of Branchala. The mountains also house the High Clerist's Tower, the central site for the Knights of the Sword. A high road leads from Palanthus past the High Clerist's tower and down to Vingaard Keep, which guards the Vingaard River. The broad and verdant river basin around Vingaard Keep produces enough grain and meat to feed the entire continent of Ansalon.

South of the Plains of Solamnia stand the Garnet Mountains. The Solamnians granted this province to the Thorbardin dwarves, who have mined the land and established the



beautiful city of Garnet there. (For more information on this region, see "Kayolin.")

East of Garnet lies the forest land of Lemish, whose evil ruler has helped the dragonarmies gain a foothold on the northern shores of New Sea. This threat in the south and the threat of the Estwilde barbarians beyond the Dargaard Mountains make the mustering of Solamnia's knights a constant concern.

Climate: Solamnia lies squarely within a band of temperate weather. Of course, the sheer size and terrain variations of the land make for differences in climate. The sandy desert in the north experiences long summers and no identifiable winter. The rainfall here is scant, for the currents bear moisture away from northern Solamnia and toward the Peninsula of Nordmaar.

Palanthus, some 150 miles south, experiences the full range of seasons, with a long and hot summer from Chislmont to Hiddumont and a snowy winter from Phoenix to Rannmont. Even so, Palanthus and the Vingaard Mountains receive less rain and snow than the lush seaboard of Coastlund to the west. The first high peaks tend to sift the air of most precipitation before it reaches Palanthus.

The Vingaard River valley enjoys the most advantageous weather upon the continent. A three-month summer beginning in Corij provides ample rainfall and hot weather perfect for farming. A three-month winter beginning in Phoenix allows fields and farmers excellent rest time between crops. The two-month spring and autumn are times of planting festi-

vals and harvest festivals, respectively. As well as producing healthy plants, the plains produce healthy and happy people—strong and idealistic stock from whom the Knights of Solamnia are drawn.

The winters in Southlund and Garnet tend to be more extreme. The rough waters off Cape Caergoth send icy winds ashore and bring cold tides from the Southern Sirrion Sea. The shorelands of Southlund are covered with wind-blasted moors that hold great stores of water. The folk of Southlund are similar to the moor grass—strong, sinewy, and deeply rooted to the land.

Politics: Solamnia has emerged from the War of the Lance as Ansalon's dominant nation. The capital of Solamnia, Palanthus, has become the center of civilization for all Ansalon. Palanthus is the busiest port on the continent, home to a Tower of High Sorcery, the world's largest and most important library, the Temple of Paladine (which houses the Disks of Mishakal), and the headquarters of the Knights of Solamnia.

Solamnia and its knights have regained their reputation for justice and honor due to the heroism of Sturm Brightblade and his companions. This regained glory has helped Solamnia establish alliances with Silvanesti, Thorbardin, Sancrist, and Hylo. The nation has quickly become the "city guard" of Ansalon, but its leaders consciously strive to avoid the traps of pride and arrogance that snared Istar and Ergoth. In addition to patrolling the world, Solamnia works to consolidate its provinces and rebuild its war-damaged lands. Once this task is completed, Solamnia can turn its full attention to ridding

Ansalon of the Dragonarmies.

Because of Solamnia's sheer size, summary statements of its political nature cannot adequately describe the area. Descriptions of politics in Solamnia's major locations follow.

Caergoth: The capital city of Southlund is a port town known for its excellent shipwrights and sailors. Most of Southlund's citizens harvest the sea as fisher folk or harvest the land as farmers. Centuries of battling the ironlike heath grass to plow their fields has made the folk of Southlund a hearty, pragmatic folk. Their loyalty and innate honesty make them excellent knights and, in fact, Caergoth is a major stronghold of the Knights of Solamnia.

Garnet: This dwarven province considers itself a sovereign province, but remains strongly loyal to Solamnia and its knights. Currently, the governor of Garnet works with the ruler of Solamnia and the three knight-hoods to prepare an invasion into the Evil neighboring nation of Lemish. The invasion will be launched from the city of Garnet itself.

Dargaard: This area guarded the eastern flank of Solamnia from the nomads of Estwilde until its ruler, Knight of the Rose Lord Soth, fell to pride and lust. When the Cataclysm struck, Soth's fortress burned, becoming a pyre for him, his wife, and their child. Before the Cataclysm, this region was called Knightlund because of its noble lord. Now, it is called Nightlund because of the darkness brought to the land by the Death Knight. After the War of the Lance and the death of Kitiara, though, Soth disappeared from his gutted castle. None know where he has gone.

Kalaman: The northeastern jewel of Solamnia, the port town of Kalaman was splintered by the Red Dragonarmy during the War. Even now, the dragons occupy eastern areas of the city. Elite units of human soldiers, many of them Solamnic Knights, desperately hold the front. Good-aligned heroes will find plenty of adventure in the occupied city of Kalaman.

Palanthus: Palanthus is a city swept up in religious revival. Temples to all of the gods of Good are under construction and each Good god's clerical hierarchy maintains headquarters in the city. Along with knowledge of the true gods comes knowledge of all things: young students and old scholars from the world over flock to Palanthus to study.

Solanthus: During the darkest hour of the war, Solanthus fell. Eventually, the heroes levered the Blue Dragonarmy from its foothold in the town and pressed them into retreat, but still the foul beasts burned farmlands and towns as they withdrew. The local government of Solanthus seeks adventurers to flush out and destroy any remaining pockets of Blue Dragonarmy resistance. Solanthus also provides generous land grants to carpenters, masons, and farmers in hopes of rebuilding their ruined land.

Vingaard: When Vingaard was liberated from the forces of Evil, the city began a rapid recovery. Still, Vingaard needs hard-working laborers to repair damage to the fortress and town. Furthermore, many ruin sites were uncovered by the occupying armies, and no human has yet had a chance to explore them. In short, the booming city of Vingaard needs adventurers, laborers, and soldiers to rebuild and re-people their lands.

Trade: The sprawling nation of Solamnia has much to offer: ships, timber, and beer from Caergoth; ships and navigators from Kalaman; gems; iron, and steel from the dwarven province of Kayolin; ships, books, beer, ale, and textiles from Palanthus; grain and cattle from Solanthus; and horses and cattle from Vingaard. Even so, Solamnia requires many mate-

rials to rebuild Kalaman, Solanthus, and Vingaard after the ravages of war. Lumber, bricks, blocks, thatch, tiles, pitch, mortar, iron, steel, glass, and so forth bring high prices because the demand for them is great. For these items, Solamnia turns first to its major trading partners: Nordmaar, the Ergoths, Sancrist, and Qualinesti.

Southern Ergoth

Capital: Daltigoth, Qualimori, Silvamori

Main Populace: Qualinesti and Silvanesti refugees, Kagonesti natives, ogres, humans, goblins

Languages: Ergot*, Qualinesti, Silvanesti, Kagonesti, Common, Solamnic, Slig+

National Alignment: Varies

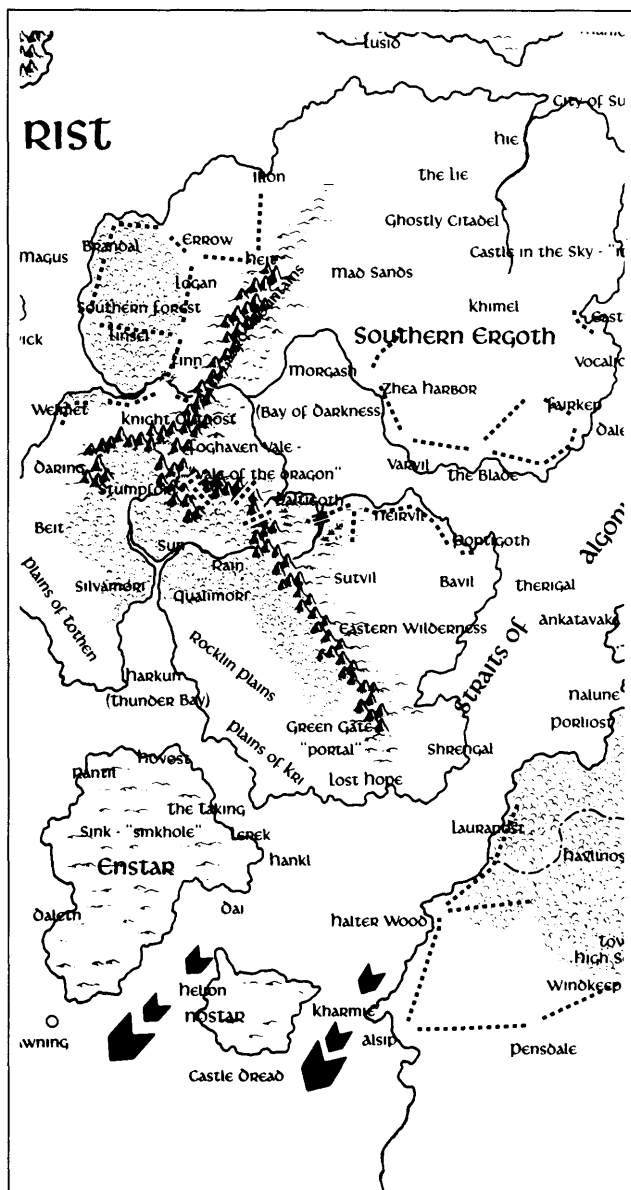
Government: Dictatorial (ogres), feudal (human knights), monarchic and senatorial (elves)

Dictator Kthaaarx of Daltigoth (Storm ogre 12HD, AC 2, hp 64, AL NE) Disposition: Villainous

Warlord Thunderbane of the Wikk Ogres (Storm ogre 8HD, AC 4, hp 48, AL NE) Disposition: Ill-tempered

Lady Merathanos of Qualimori (Qualinesti F6/M6, AC 5, hp 48, AL N) Disposition: Haughty

Regent in Exile Belthanos of Silvamori (Silvanesti F8/M8, AC 4,





hp 54, AL N) Disposition: Belligerent
Chief Cher-Kal of the Kagonesti (Kagonesti F12, AC 7, hp 57, AL NG) Disposition: Agitated

Geography: The northernmost half of Southern Ergoth consists of a large and desolate plain. Aside from dwindling goblin tribes, no notable cultures exist upon this end of the island. The scrubby land cannot support large populations. The deep Morgash Bay (or Bay of Darkness) lies directly south of the desolate plain. The port city of Daltigoth stands on the southern shore of this bay, the single settlement worthy of note in the north. Once the proud capital of the Ergothian Empire, Daltigoth has fallen to ogres. West of Daltigoth lies the spinelike Mountain of Ergoth. The center of these mountains harbors Foghaven Vale, where lies the tomb of Huma, hero of the Third Dragon War.

West and south of the Mountains of Ergoth, open plains and venerable forests lead to the Sirrion Sea. Here, the seeds of a grand civilization have been planted. Silvanesti elves, fleeing their embattled homeland, founded Silvamori, while Qualinesti refugees founded Qualimori. Each encampment displaced some of the Kagonesti natives. Silvamori and Qualimori stand only 20 miles apart, separated by the river Thon-Tsalarian (River of the Dead). Following the habits of their homelands, the elves created settlements that work in tune with nature.

Climate: Southern Ergoth's weather tends to be harsh and unpredictable. Storms upon the Sirrion Sea often sweep inland across the southern and western coasts of the islands. During a thunderous spring that begins in Chismont, cyclones occasionally spawn west of Sancrist and come crashing southward. All lands west of the Ergoth Mountains tend, therefore, to have wet springs and summers. The mountains block the advance of rain and storm alike from the north of the isle, leaving it a dry and desolate grassland. Summer lasts from Corij to Reorxmout and rarely reaches sweating levels of heat. By mid H'ramont, winter sets in, bringing blizzards to the west and biting winds to the northern plains.

Politics: Despite the nation's title, Southern Ergoth's chief inhabitants are not human. The ogres inhabit Daltigoth in mockery of ancient Ergoth: Ergoth was founded by human slaves who rebelled against their ogre masters.

West of the mountains, the Qualinesti, Kagonesti, and Silvanesti elves slowly work out a truce. Although centuries of antagonism between the races threatens to keep the clans apart, the mere proximity of their settlements has begun to dissolve the animosity. Indeed, young elves feel they have the chance to found a new homeland for all elves, a nation that can reclaim the ancient birthright of their ancient species. These idealists rally around one hope: forming a sovereign elven state free of domination from Northern Ergoth and even Qualinesti. The leaders currently pursue a treaty with Qualinesti that treats the nations as equals.

Trade: This nascent elven nation engages in little trade, for the land provides for most all needs. Some homesick folk in Qualimori do purchase Qualinesti peaches, apples, pears, and leather. The Silvamori are more likely to buy metal, books, and grain from Solamnia. The Kagonesti trade chiefly in fish, fur, and grains. Both the wild ogres of Thunderbane's clan and the Daltigoth ogres trade in herbs, spices, fruits, and fish.

Taman Busuk

Capital: Neraka and Sanction

Main Populace: Evil humans, Blue Dragonarmy, ogres, barbarians, goblins

Languages: Draconian, Nerakese, Dragon, Mountain Barbarian, Solamnic, Lemish, Nordmaarian, Khur, Ogre, Goblin, Mountain Dwarf+, Kyrie+

National Alignment: Lawful Evil

Government: Dictatorial

Dragon Highlord Ariakus (Human P23/F10, AC -2, hp 88, AL LE) Disposition: Ambitious

Geography: Although Taman Busuk as a nation is weak, it contains some of the most mystically and militarily powerful sites on Ansalon: **Sanction**, **Neraka**, and **Gargath**, as well as the ruins of **Godshome**. (The history and importance of Sanction warrants a separate entry. See "Sanction.") Mountains and sterile soil fragment the nation of Taman Busuk geographically, and Takhisis and the Blue Dragonarmy fragment it politically. But Takhisis prefers the country to be so divided: thus, none can stand against her.

In the north, Taman Busuk borders Estwilde and Kern and in the south it borders Zhakar. Throughout its length, rugged and barren mountains stripe the land. The mountains in the north contain huge slabs of granite—igneous shafts of former volcanoes that were forced into splintery ranges when the Cataclysm struck. Between these mountains lie wide valleys of grassy wasteland. In the south, the mountains become much more dense and the valleys disappear entirely. Here, thirteen volcanoes remain active. The lava flows of three of them reach into the very heart of the Dark Queen's occupied city of Sanction. Neraka, also, is surrounded by volcanoes, though they stand at a greater distance.

The ragged Khalkist Mountains house more than just evil sites. The mystic sites of Godshome and the ancient city of Gargath lie in these mountains also. Godshome is a bowl-shaped depression in a mountain top. At the center lies a huge, polished circle of black rock, surrounded by an oddly shaped ring of boulders. Clearly, this site is not natural but celestial in origin. Here, the companions discovered the true nature of Fizban and witnessed Paladine's epiphany.

The ancient tower of Gargath is also said to lie nearby, where the Graystone was contained for a time and where the kender and tinker gnomes came into being. Even so, tales tell



Trade: Neraka and Sanction run a thriving trade in slaves, mercenaries, and weaponry with each other, Khur, and Zhakar. The dwarves of Zhakar barter with small gems, and the nomads of Khur offer fine warhorses, exotic spices, and artifacts from the Lost Cities of Istar. Sanction also deals in lime and llamas and serves as a point of entry for much stolen or black-market merchandise, which it trades through Neraka to the northern reaches of Taman Busuk. The nomadic barbarians of the north barter for these goods with mutton and wool.

Climate: When southern Ansalon raised in altitude and the Blood Sea began to redirect warm currents eastward, the tundra died. Year round, the climate here is chill. Summer lasts for a mere two months, barely reaching comfortable temperatures before plunging back into frigid cold. Precipitation comes rarely to this area, and mostly in the form of snow. Even the Torath River valley remains largely dry, its turgid, dun-colored water coming from the run-off of Icewall Glacier. Between Hiddumont and Chismont, the southern reaches of this river freeze hard enough to allow caravans to use it as a roadway. A merchant can set off from Tarsis upon the east road, then ride upon the Torath all the way to the Silvanesti road. So doing, the caravan will reach Waylorn's



Tower before thaw.

Politics: The Lord of Tarsis, whose office has but a shadow of its pre-Cataclysm glory, has commissioned a road to Ice Mountain Bay. This route, and the outpost that will stand at the end of it, should renew the role of Tarsis as the Lordcity of southwest Ansalon. Tarsis therefore needs adventurers to guard the work crews, scout the landscape, and map the wilderness. Further, the Lord of Tarsis works to stimulate trade with Thorbardin to his north and the dispossessed elves of Silvanesti to the east.

The thanoi of the Icereach threaten the fragile nation, coming at times to raid the city. Adventurers willing to battle the evil walrus men can find plenty of work in Tarsis. Recently, an envoy of human barbarians descended from Icereach to seek alliance, but the Lord of Tarsis suspects their intentions.

Trade: In return for furs, horses, and wagons traded to Thorbardin, Tarsis receives dwarven steel, weapons, and tools of masonry. Many dwarven engineers and road-builders have found occupation among the humans in their construction of the bay road. Once the bay road is complete, the folk of Tarsis will send ships and caravans as far north as Qualinesti to establish trade there.

Tarsis trades warhorses to the dispossessed Silvanesti, who hope to use these mounts to retake their homeland. Tarsis also hires mercenaries of most any race to fight back the thanoi of Icereach.

Thorbardin, Pax Tharkas, and Kharolis

Capital: Zakhallax, Life Tree of the Hylar

Main Populace: Hylar, Daewar, Daergar, Theiwar, and Klar dwarves

Languages: Mountain Dwarf*, Hill Dwarf, Kharolian, Common, Qualinesti, Ogre, Goblin, Ergot

National Alignment: Lawful Neutral

Government: Republic

Thane Hornfel Kytill (Hylar F11, AC 2, hp 81, AL LG) Disposition: Devout

War Chieftain Rance (Daergar F13, AC 4, hp 98, AL LE) Disposition: Angry

Savant Realgar (Theiwar F7, AC 5, hp 43, AL CE) Disposition: Megalomaniacal

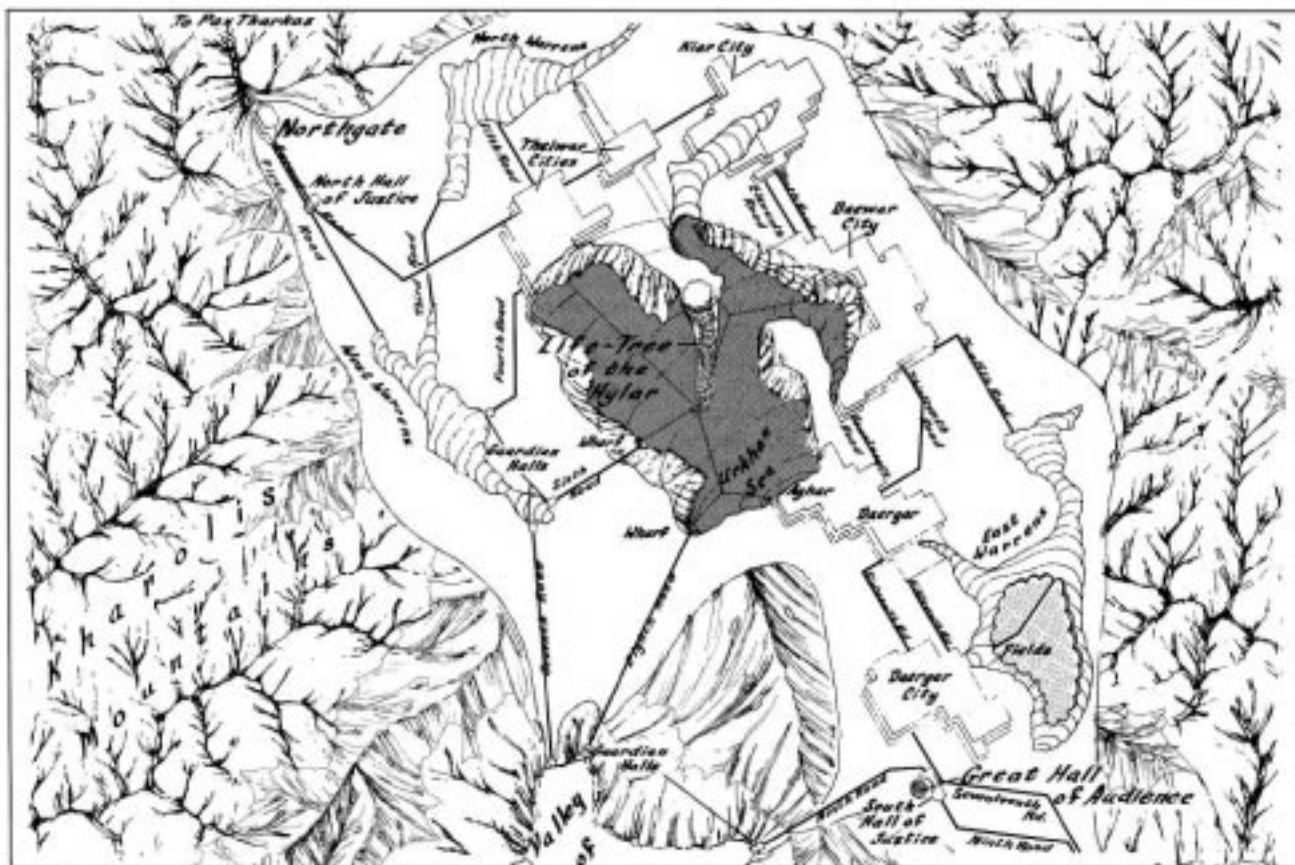
Steward Chert Gneiss (Daewar F9, AC 3, hp 72, AL LN) Disposition: Patient

Geography: The greatest mountains of southern Ansalon are the Kharolis range, which run from Abanasinia in the north to within 20 miles of Ice Mountain Bay in the south. This 170-mile span of mountains houses five sites critical to the fate of Ansalon: Thorbardin, Skullcap, Pax Tharkas, Qualinost, and Solace. (For more information on Qualinost, see "Qualinesti;" for more information on Solace, see "Abanasinia.")

Thorbardin ranks among the wonders of Ansalon—an excavation 22 miles from north to south and 14 miles from east to west. Within this range, Thorbardin contains seven major cities, three farming warrens, two governmental areas, and a burial area. Between each of these sites, cable-ways run along tunnel roads. At the heart of Thorbardin rests the Urkhan Sea, which is five miles on a side. At the center of the sea stands a stalactite that is one-fourth of a mile in width and half a mile in height. This is the Life Tree of the Hylar, who carved out a 28-level citadel in it.

Between Thorbardin and Pax Tharkas stands the ruin of Skullcap. Once a great tower of sorcery, Skullcap gained its present form when the Evil mage Fistantilus unleashed a magical barrage that melted the stone into the shape of a skull. Much magic remains in the ruins, and adventurers are advised against entering them lightly.

Pax Tharkas, mighty fortress between Qualinost and Thorbardin, came into being through an uncommon peace



between dwarves, elves, and humans. Before the Cataclysm, both elves and dwarves manned it, but afterward, only dwarves guarded the walls. During the War of the Lance, Verminaard captured the fortress, planning to make use of the iron mines below. However, the Heroes of the Lance infiltrated the fortress and liberated it before the war's end.

Climate: The Kharolis region experiences a number of varied climatic conditions. In the north, near Abanasinia, the mountains remain cool for much of the year, though they do experience the full range of seasons. Farther south, in the area where Thorbardin stands, the climate has grown much colder and drier. Here summers are short, lasting from late Corij to early Reorxmont, and winters last from the first of Phoenix to the last of Chislmont. This area receives more snow than rain, and many of the plants live off lakes formed by spring run-off. The southern tip of the Kharolis Mountains share the near-arctic climate of the Plains of Dust.

Politics: Thorbardin has cemented an alliance with Solamnia, and currently settles a similar treaty with Qualinesti. Much of the latter treaty centers on the restoration of Pax Tharkas in the wake of the war's destruction. The dwarves hope to restore Thorbardin to its pre-Cataclysm glory, with new mines and more cities. In addition, these long-lived and grudge-holding dwarves reserve a special hatred for the dwarves of Zhakar, the thanoi of Icewall, and the remaining dragonarmies. The Zakhar are a special sore spot with the Thorbardin dwarves, who feel an obligation to put an end to their foul brethren once and for all. Thorbardin holds work for any good-aligned adventurers who are willing to battle these enemies.

Despite its occupation for much of the war, Pax Tharkas emerged relatively unscathed. Even so, much clean-up must be done to rid the place of the draconian stench. Some repair work is also needed.

Trade: Thorbardin willingly trades steel, iron, gems, weapons, tools, metals, coins, and spirits to Tarsis and Qualinesti in return for fruits, leather, wagons, furs, and mercenaries. Pax Tharkas is mining and refining its iron to help pay for its repairs and clean-up.

Throtl

Capital: Throtl

Main Populace: Hobgoblins, goblins, ogres, trolls

Languages: Goblin*, Draconian, Lemish, Slig, Giant, Solamnic, Ogre+, Common+

National Alignment: Lawful Evil

Government: Anarchic

Geography: The southern end of the Dargaard Mountains harbors a small forest, which opens out upon a broad and marshy plain named Throt. To the east of this plain lies a mountain pass of dry hills that abuts the western Khalkists. Although this mountain pass belongs to Estwilde, it is called Throtl gap because the savage races of Throt maraud here without opposition.

Throt has become home of the hobgoblins. During the war, hobgoblin minions of Takhisis fled to this plain when they were routed from Vingaard and Solanthus. After robbing the local farmers of their lands, the hobgoblins entrenched themselves. By the time the pursuing army of Solamnia reached the marshy lands of Throt, their ranks had thinned. Many Solamnians had stayed behind to rebuild the torn lands. Those present had neither the numbers nor the determination to drive the hobgoblins wholly from Throt. Slowly, the ranks of the Solamnian army are growing for an all-out offensive. The hobgoblins have meanwhile fortified themselves and set up their capital in the mountain city of Throtl.

Climate: The plains of Throt receive more rain than the rest of the Vingaard River basin. The marshy bogs lie in tufted



ridges that make agriculture difficult. These same ridges became redoubts for the retreating hobgoblins. Summers here begin in Corij and last until early Reorxmont, and winters set in during Phoenix and last until Chislmont.

The forest to the east experiences less rain, but more storms. When warm, humid air from the heartlands of Solamnia meets with cold winds from the peaks of the Dargaard Mountains, storms form. The woods around Throtl tend to flash with lightning from spring to fall, and succumb to blizzards in winter.

The Throtl gap has the opposite weather-dry and uneventful. The clarity of conditions allow hobgoblin marauders to spot caravans miles away and descend quickly upon them.

Politics: Prior to the War of the Lance, Throtl was a sovereign human nation. The hobgoblins destroyed Throt's farms and hamlets, taking the capital city for themselves and banishing or enslaving the folk who lived there. The hobgoblins have one goal: to hold onto their new homeland at any cost. The despotic hobgoblin king has petitioned the Blue Dragonarmy on his eastern border to defend it if Solamnia attacks. The dragons have quietly agreed, although their motives and loyalties remain clouded to both the humans and the hobgoblins.

Solamnia claims that before the hobgoblin occupation, Throt petitioned to be made a province of Solamnia. This claim gives Solamnia right to invade and liberate its proto-province. Knights of Solamnia patrol the borders of Throt and elite cavalry units prepare for a campaign of liberation.

Trade: Currently, the hobgoblins do not trade. What they have, they have through pillage and plunder. The capital city of Throtl has grown decadent and rich off goods stolen from caravans that pass through Throtl Gap. The one commodity they do deal in is information. Hobgoblin spies along the borders of Solamnia trade secrets to the Blue Dragonarmy in return for promises of protection.

Politics: Each of the dragonarmies is ruled by dragons of the appropriate color. They take their orders directly from the Dragon Highlord or from Takhisis's avatar. The lower ranks of the dragonarmies consist of draconians, hobgoblins, goblins, ogres, trolls, giants, minotaurs, thanoi (in the White Dragon-army), and evil humans and demihumans.

Although they all fight for the same Dark Queen, each of the dragonarmies is self-promoting and rife with animosity. Squabbles amongst themselves keep the dragons at bay as much as human and demihuman defenses. Some dragonarmies have, however, established alliances with each other: the Red and Black Dragonarmies work together, as do the Blue and Green Dragonarmies. The Black Dragonarmy is also allied with the minotaurs. The White Dragonarmy has no allies.

The dragonarmies, of course, want to dominate all of Krynn, but they are currently too weak and disadvantaged to hold any more land than they now have. Currently, most of the dragonarmies occupy climates and terrains that are alien to them. On the whole, the dragonarmies were forced into these lands when routed during the War of the Lance. Luckily for the good races, the dragons have grown weak in these unaccustomed climes. Still, they have nowhere else to live. Each dragonarmy therefore strives to hold onto its lands, keeping the forces of Good at bay.

Trade: Trade caravans that attempt to move through dragonarmy-occupied territories typically end up sacked and destroyed. Businesses that operate within dragonarmy-occupied territory must pay exorbitant tax rates that reach 60% in some places. Even so, the locals struggle desperately to continue their lives and livelihoods, channeling a large volume of goods through the black market.

The World That Might Be

The world of Krynn holds more than just Ansalon. In fact, Ansalon is merely a small continent on the southern hemisphere. Krynn has room for 15 land masses the size of Ansalon, with plenty of ocean in between. What of the rest of Krynn?

To start with, Ansalon abuts a false continent—Icewall Gla-

cier. Explorers estimate that Icewall Glacier is almost as large as Ansalon itself. Although this forbidding wasteland is inhabited by few humans, many bizarre creatures live on the glacier or in the chill waters around it. None know for certain if any land underlies Icewall Glacier, though most folk believe that at least half of this false continent consists of ice.

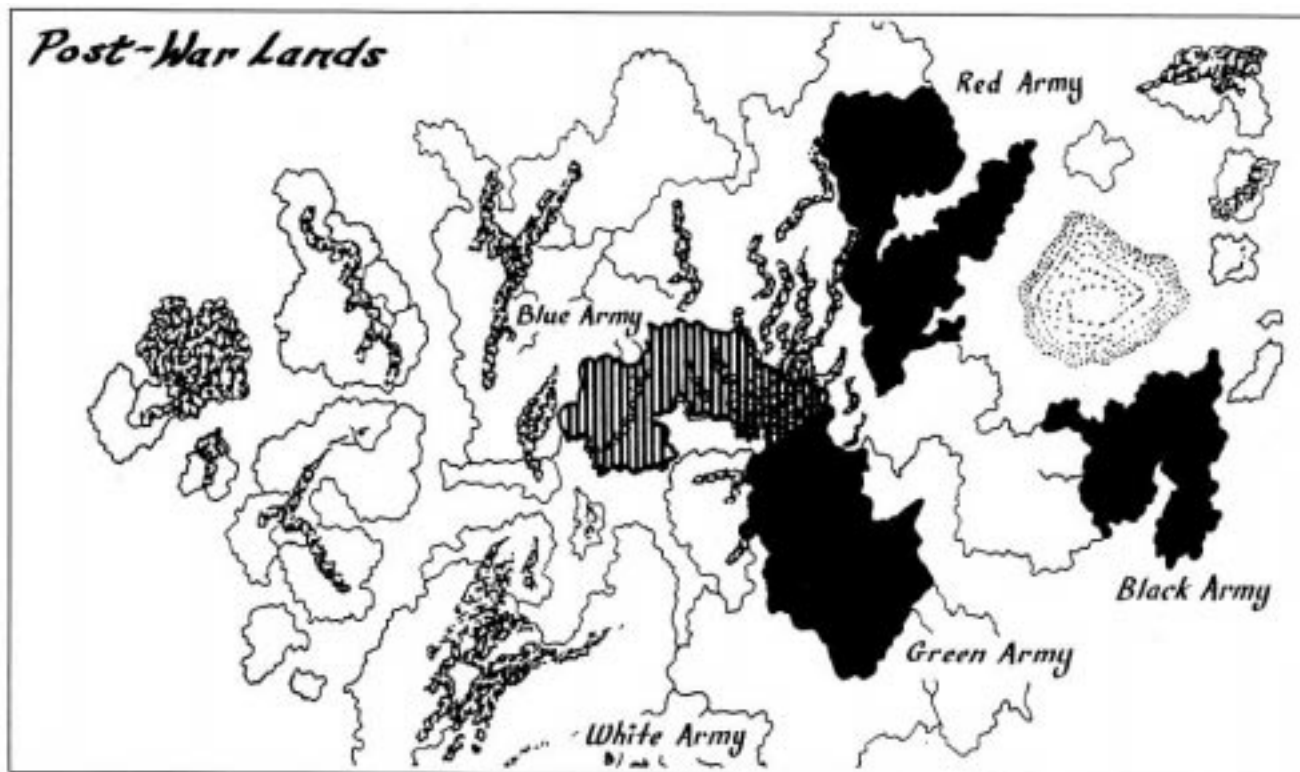
Northeast of Ansalon, near the equator, lies the sprawling land of Taladas. Here, the minotaurs have a mighty empire, the *Bilogastandirachgnomius* gnomes live, and the hulderfolk elves make their dwelling. Even the weather patterns are backward in Taladas: the continent resides in the northern hemisphere! The continent of Taladas features wonders that rival those of Ansalon itself. For more information on Taladas, consult the Time of the Dragon boxed set.

To the west of Ansalon lies a vast ocean tossed by many typhoons and tempests. Strong westerlies bring storms onto Ansalon's shores. The fairly continuous winds and currents make westerly ship travel nearly impossible. Perhaps if the gods were to switch the winds for one season, Ansalonian explorers might find themselves on new shores.

North of Ansalon, the beautiful Dragon Isles serve as home to Good dragons and many furtive folk of Krynn. Full descriptions of these lands appear in the "Dragon Isles" entry. Farther north lie mystical lands shrouded in fable.

Beneath the seas of Ansalon are mysterious realms of sea elves, merfolk, and other creatures. Those interested in such realms should see *Otherlands*, a product that details one nation of sea elves among the countless nations beneath the waves.

In summary, Krynn is huge. Ansalon covers 1,300 miles east to west and 900 miles north to south—less than 1/30 of the surface of Krynn. Ansalon provides enough adventure for several lifetimes. Beyond lie even richer lands—the continents of your own imagination.



People of ansalon

Although humans dominate Ansalon, many other races share the world of Krynn. Each race has its loves and hates, glories and shortcomings. One shortcoming of the human race has always been prejudice, which lumps every nonhuman of Krynn into stereotyped roles. This prejudice hurts humans as much as it does demihumans, for those who hold such views miss the real beauty of Krynn: individuality and diversity.

For instance, some untraveled humans assume that all kender wear a top-knot just because Tasslehoff Burrfoot does. Hogwash! In fact, Tasslehoff's real name, Kalin, was changed when folk in Northern Ergoth noticed his distinctive top-knot. They called him "Fringehead" (i.e., "Tasslehoff") because few of the kender they had seen before wore top-knots.

Noting this human penchant for stereotyping, the following demography of Krynn examines the diversities as well as the commonalities within a specific race.

Player Character Races

Role-players in the world of Krynn can play many species of creature: mountain, plain, ice, and sea barbarians; Hylar, Neidar, and Daewar dwarves; Silvanesti, Qualinesti, and Kagonesti elves; Minoi gnomes; kender and minotaurs.

Barbarians "Wanderers"

Several clans of human barbarians wander the face of Krynn. Each clan has dwelt in its native environs for hundreds or thousands of years. Some brave rugged mountain peaks, others hunt Abanasinian's verdant plain, still others dwell upon blistering deserts, frigid polar wastes, or the tumbling and trackless sea.

appearance

Mountain, plains, and desert barbarians have dark hair, umber eyes, and deeply golden skin. Their southern cousins, the **ice barbarians** have red or light brown hair, blue eyes, and pallid skin. Constant exposure to the elements weathers the features of all barbarians. By the ripe old age of 60, most barbarians have leathery skin, but young barbarians of both genders are among the most beautiful folk of Ansalon. On the average, barbarians stand an inch or so taller than the stunted city folk of Ansalon.



These three barbarian clans prefer to dress in furs, leathers, and skins. Since few barbarians perform agriculture, woven fabrics are rare luxuries.

Sea barbarians have richer skin tones than other barbarians. Their skin ranges from light brown to glowing black. They wear their tightly curled black hair closely cropped to their heads. Their eyes flash with emotion-joy one moment and wrath the next-much like the volatile sea. Sea barbarians enjoy flamboyant and gaudy garb of sailcloth, homespun, or burlap. Life among the roaring billows and pitching waves makes these folk boisterous and courageous. Even so, they are the most civilized of the barbaric races.

PERSONALITY

Mountain, plains, and ice barbarians are proud, grim traditionalists. They deeply respect nature, granting every creature, plant, object, and place its due. These barbarians cast a suspicious eye toward "civilized" humans and their usurious lifestyles. Barbarians rarely place trust in such folk: until a city-dweller proves himself noble and honorable, he is considered lower than the animals. This distrust of civilized humans creates a similar distrust of mages and magic. Because wizards corrupt nature and turn it to their own ends, barbarians categorize mages among the most profane creatures in the world.

Sea barbarians differ greatly from their barbarian brothers. On the outside, these loud, friendly people brim with good cheer. Underneath, though, sea barbarians harbor a haughty pride that keeps them distant from other races. Even so, sea barbarians deal fairly with those they meet and, given time, develop friendships that can weather any storm.

history

Humans, the final creation of the gods, were left with little homeland. Elves had claimed the forests and ogres had taken the mountains. Only the vast plains of Ansalon remained. The humans wandered out upon the plains, establishing a nomadic existence of hunting and gathering. They lived thus for years before ogres descended from the mountains and rounded up humans to serve as slaves.

For generations, humans labored in ogrimish mines. They paid in sweat and blood for ogre luxuries, always too weary and divided to rebel. One ogre, Igraine, granted his slaves limited freedoms after they risked their lives to save his daughter. The hope of freedom spread like a plague through the mountains. Riots began. Ogres, angry at Igraine, pursued him from the city. Igraine's slaves fought fiercely for their liberator, holding off the ogre army. After a bloody and horrific battle, the humans and Igraine escaped.

The humans scattered to the corners of the world and learned to extract a living from the land. Some built cities in the fashion of the ogre cities they fled. Others believed that cities were the root of slavery, bondage, and depravity. Such folk chose to wander, snubbing the corruption of civilization. Their descendants wander to this day.

Some returned to the mountains, others traveled to the tundra lands far south. Still more fled into the desert, certain that the ogres would somehow seek a revenge. The last group desired only to return to their ancestral homeland on the plains. Thus, human barbarian tribes live in most every terrain upon Ansalon.

The sea barbarians have an entirely different history. They arose as mariners of once-mighty Istar. The Cataclysm destroyed the heart-city of their shipping business and dispersed the mariners throughout the world. Since the Zero Hour,



mariners have led a somewhat nomadic existence. They never settle permanently: the urge to travel fills their blood.

Lifestyle

The barbarians of Krynn live nomadically. They find life in cities and towns stifling and harsh compared to that in the wilds. They roam their home terrain, following the migrations of beasts and the change of seasons. Barbarians love nature. They respect the powers of the earth, and revere those who wield such powers.

The sea barbarians live differently. Although they spend most of their time at sea, they do dock occasionally. Descendants of city dwellers, these barbarians maintain port cities where they can rest and sell their cargos. The city of Sea Reach on the island of Saifhum is one such bedroom town for sea barbarians. They forbid foreign traffic into Sea Reach, wishing to keep the foul folk of Ansalon at arm's reach.

Tools, Technology, and Weapons

Barbarian weaponry is perfectly adapted to a specific climate and task. Barbarian weapons are made of plentiful materials and double as common tools. For example, plains barbarians use bows and bolas both for hunting and weaponry. Likewise, the bear claws of mountain barbarians help in scaling cliffs as well as in war. In addition to these special weapons, barbarians commonly use spears, long and short swords, daggers, and clubs.

Only barbarians are proficient in using barbarian weapons. Non-barbarian users suffer a -2 penalty to hit and damage *in addition* to a non-proficiency penalty.

Barbarian armor, much like their weaponry, utilizes the materials at hand. Barbarians commonly wear fur and leather or studded-leather armor. They carry medium-sized wooden shields.

Desert Barbarians

Garrote (Dmg 1d4/1d6; Spd 2; Type Strangle) Desert thugs use lengths of knotted cloth to strangle unsuspecting victims. This weapon must be used from behind on a victim with an exposed neck. Victims in combat who are aware of the attack may save vs. paralysis with a +4 bonus to break free. Damage is rolled for each round the victim is garrotted. After the first round, the victim must make a Con check at a cumulative -1 per round, or fall unconscious. The victim suffers a cumulative -1 penalty to all actions per round.

Kala, Death's Tooth (Dmg 1d6/1d4; Spd 4; Type P) This short-handled, straight-bladed sickle serves as a hoe and harvester. It doubles as a knife and hides easily in one's sash. Desert thugs and assassins use it most.

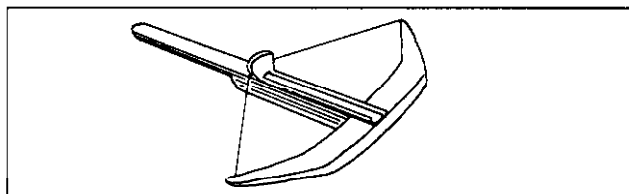
Scimitar (Dmg 1d8/1d8; Spd 4; Type S) This curved, saberlike sword has a sharp outer edge. Its heavy weight makes it ideal for deflecting opponent's blows and slicing through armor. When an attack does full damage, the victim must make a Str check or be knocked down.

Throwing Blades (Dmg 1d6/1d4 + 1; Spd 5; Type S; Range 2/4/6) This three-bladed weapon folds down to the size of an axe blade. Thrown like a throwing axe, the blade's sleek shape adds a +1 bonus to hit at medium range and a +3 bonus to hit at long.

Weighted Sash (Dmg 1d6+2/1d4+2; Spd 6; Type S) This easily concealed silk sash contains metal weights in both ends. The weighted sash batters like a flail and entangles (save vs paralysis) like a whip.

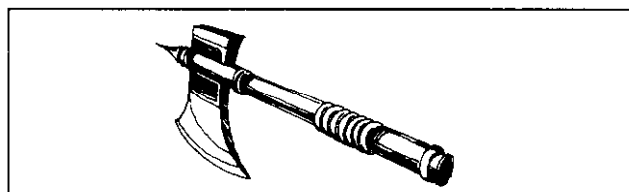
Ice Barbarians

Crossbow, Ice (Dmg 1d6/1d4 + 1; Spd 6; Type B; Range

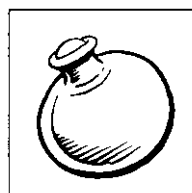


4/8/12) This miniature, hand-held catapult flings icicles and large ice bullets. Ice crossbows have a +1 bonus to hit. Icicles and bullets shatter on impact, hitting all within 5' with shrapnel that does 1d4-1 points of damage.

Flasks, Ice (Dmg 1d2/round; Spd 4; Type Freezing; Range 1/2/3) These flasks of hollowed bone contain salt water, ash, and oil and are kept warm beneath one's furs. The flask breaks on impact (saves at 16, +4 if soft target) soaking the victim, who freezes for 1d2 points per round until donning warm clothes. Victims splashed in the face (save vs breath) are blinded. For 1d6 rounds, the oil may be ignited with fire, inflicting half normal oil-flame damage.

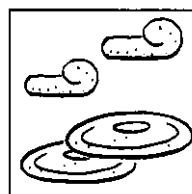


Frostreaver (Dmg 1d8+4/1d8+4; Spd 8; Type S) These heavy battle axes consist of very dense ice. Only Revered Clerics of the Ice Folk can craft them. A frostreaver takes one month to create, using thanoi oil and files to thin and harden the ice. The axe has a +4 bonus to hit, but will melt in 1d6 hours of warm weather, losing 1 point of bonus per hour.

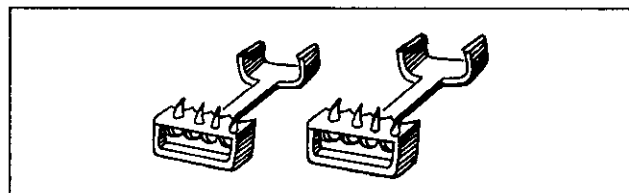


Grenade, Ice (Dmg 1d12 (3' radius), 1d4 (splash); Spd 5; Type B/S; Range 2/4/8) These metal spheres contain water and are stored beneath furs to keep them from freezing. When exposed to sub-zero temperatures and a high windchill, the water freezes in 1 round, bursting the sphere and pelting those in a 3' radius.

Other targets within 8' are hit with a -2 penalty for 1d4 points.



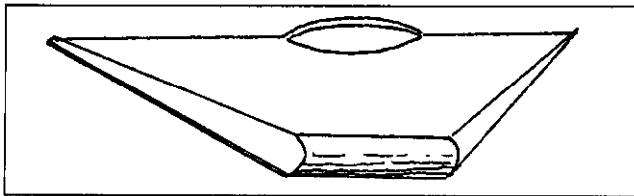
Throwing Stones (Dmg 1d6-1/1d6-1; Spd 3; Type B; Range 1/3/5) By packing a ball of snow around a stony core and shaping an icy handle, ice folk make an ice club that can be hurled up to 50 yards. Hitting with these provides a 5% chance of knock out per point of damage inflicted.



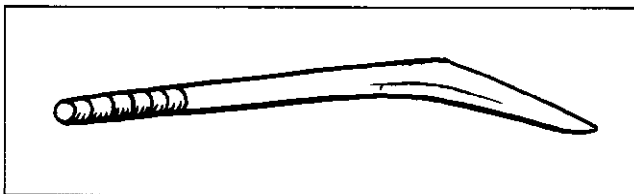
Mountain Barbarians

Bear Claws (Dmg 1d4/1d3; Spd 2; Type S) This pair of leather gauntlets has iron spikes on the palm. When strapped to the forearm, bear claws aid in mountain climbing (+5% bo-

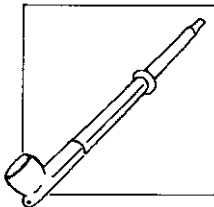
nus to Climb Walls skill and +1 bonus to Mountaineering proficiency). They make a raking attack and can turn weapons (roll THACO for either).



Bow, Pellet (Dmg 1d4/1d4; Spd 5; Type B; Range 6/12/18)
A small sling pouch woven into the center of the bowstring allows this bow to fire sharpened stones of flint. The bow forms a slight Y-curve that allows the stone to shoot past.

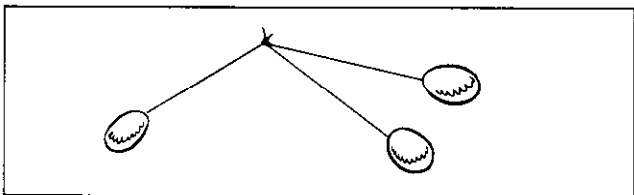


Crook Blade (Dmg 1d8/1d8; Spd 4; Type S) The curve of this blade make it useful for chopping, digging, and combat. The machetelike bend of the blade allows leverage blows that gain a +2 bonus to hit.



Warpipe (Dmg 1d4+2/1d3+2; Spd 3; Type B; Range 1/2/3) This weapon doubles as an iron smoking pipe. Mountain barbarians smoke black root, a mild intoxicant, during peacetime and swing this pipe like a club in war. It also functions as a blow-gun, firing a dart (dmg 1) coated in black root extract (must make a system shock roll of fall unconscious 1d6 turns; if makes system shock, must save vs poison with a -2 penalty or grow disoriented and loose balance; if loses balance, must make a Dex check every round to stay standing).

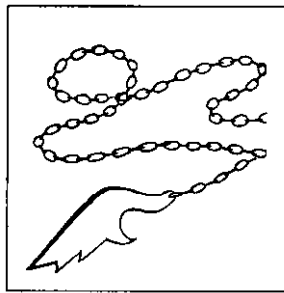
Plains Barbarians



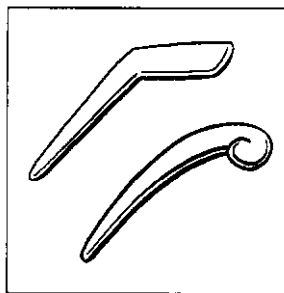
Bolas (Dmg 1d4/1d3; Spd 6; Type B; Range 2/4/6) A leather-covered stone is tied at each end of this 3' leather thong. A small stone ring at the midpoint provides a handle. Bolas are spun overhead and flung at a target. Bolas can also be used for a hand-held flail attacking at -2. Victims must save vs paralysis or become entangled. A Str check the next round allows the victim to break free. On a called shot (-4 to hit), a hit to the legs trips the victim, a hit to the arms pins the arms, and a hit to the head functions as a garrotte attack. (See "Desert Barbarian.")

Lasso (Dmg Sp + 1/Sp; Spd 10; Type Entangling; Range 10') This length of rope has a slip-knotted loop tied at one end. The barbarian twirls the loop in the air and then throws it to snare a target. The victim must save vs paralysis or become entangled and suffer 1 point of constricting damage. A mounted victim who fails the save will be pulled from his mount. A target lassoed and dragged suffers 1d4 points each round. A called shot that hits the head strangles the victim for

1d4 points per round. A called shot that hits an arm pins it; a -4 Str check allows escape. A called shot that hits a leg trips the target. A Str check on subsequent rounds allows the victim to break free. The lasso may be cut by 2 points of slicing damage (AC 8).

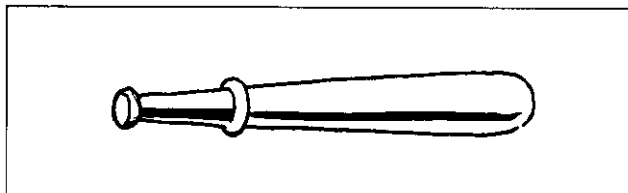


Teeth Chains, (Dmg 1 d6 + 1/2d4; Spd 7; Type B) A handle attaches to one end of this heavy chain. Each link in the chain has a barb that catches and rends flesh. Victims must save vs paralysis with a +4 bonus or be stunned by the pain for one round, in addition to the normal damage done by the chains.

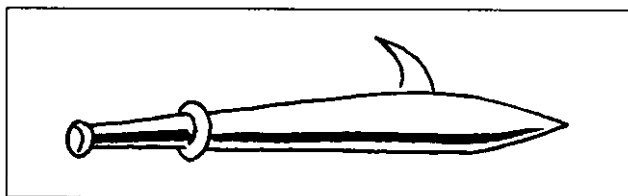


Throwing Sticks (Dmg 1d3 + 1/1d4 + 1; Spd 3; Type B; Range 2/5/10) These bent, flat hunting sticks have a bevelled inside edge and one long end. A skilled plainsman holds the long end and flings the stick to clip a target in the head or leg and bring it down. A correct throw (Dex check) makes a missed shot return to the hunter.

Sea Barbarians



Belaying Pin (Dmg 1d3/1d3; Spd 4; Type B) This rod of metal or wood inserts in holes in a ship's rail for tying off lines. Used as a weapon, it functions as a club.



Fang/Gaffhook (Dmg 1d6/1d4; Spd 4 Type P/B) The fang is a modification of the gaffhook, a tool used for hauling fish into a boat (a gaffhook suffers a -1 penalty to hit and damage). A fang is an iron rod with a spike on one end and a hooked blade below. The heavy rod can land a bashing blow and the spike or hook can easily pierce armor (+1 to hit). The hook may also be used to trip foes or as an aid in climbing rigging.

Hookshaft (Dmg 1d6/1d4; Spd 4; Type B) This 6' long wooden shaft has a three-hooked rake at one end. It aids in climbing rigging, hooking items, and dismounting a foe (save vs petrify).

Sword: Sabre (Dmg 1d6+1/1d8 +1; Spd 4; Type C) This single-edged, curved sword is a favorite of human pirates.



Gaming Notes

Barbarian player characters have the following minimum/maximum ability scores.

Ability	Min/Max	Ability	Min/Max
Strength	10/—	Intelligence	—/18
Dexterity	8/16	Wisdom	8/—
Constitution	12/—	Charisma	—/—

Proficiencies: All barbarians are proficient at Survival in their native clime (+1 bonus to the proficiency roll). Although their lives are not easy, they have adapted so fully to their surroundings that they become mentally and physically weary when away. For the first few (1d6) days outside their native region, barbarians suffer fatigue (-1 penalty to all die rolls). Even after making the adjustment to foreign climes, they long deeply for their homelands.

When returning to their native clime, barbarians experience a few (1d6) days of relief and joy (+1 bonus to all die rolls). After this time, their life returns to normal, but they always have the memory of time spent away to help them appreciate their environs.

In addition to Survival, barbarians excel at Tracking in native lands (they suffer no adjustment to Tracking checks). Barbarians are also skilled at Hunting in their own lands (+2 bonus to the roll). Only a woefully under-prepared and under-equipped barbarian starves in his homeland. Even beyond familiar climes, barbarians' familiarity with nature aids them in Hunting (0 penalty), Tracking (-3 penalty), and Survival (-2 penalty).

Dwarves

"Workers Under The Mountain"

Appearance

Ansalonian dwarves are short and wide-shouldered, standing only four feet tall and weighing about 140 lbs. Males have full beards, and females and youths have wispy whiskers that do not form full beards. On the whole, dwarves have tough, wrinkled skin, and most males begin going bald while still young (50 years old).

The natural lifetime of any given dwarf ranges from is 252 to 450 (2d100 +250) for all dwarves except gully dwarves (see below). Male dwarves average between 44 and 53 (43 + 1d10) inches tall, and females average between 42 and



51 (41 + 1d10) inches. Male dwarves generally weigh from 134 to 170 (130+4d10) pounds, and females usually weigh from 109 to 145 (105+4d10) pounds.

After five millenia upon Ansalon, the stout dwarven stock has splintered into various distinct races.

Hill dwarves, made up of the **Neidar** and **Klar** clans, gain their name from the foothills where they live. They have tan skin, ruddy cheeks, and bright eyes. Their hair is brown, black, or gray, worn in respectable trim around the ears but worn long and bushy in beards and mustaches. Their clothes reflect the drab colors of their lands: black, brown, gray, tan, and beige. On rare occasions (when feeling festive or scandalous), hill dwarves don a scarf of bright red or green. They prefer knee-high boots, large meals, and little work. Although Neidar have deep, resonant singing voices, cajoling a (sober) one to sing is quite beyond the capacity of most folk.

Mountain dwarves, unlike their Neidar kin, dwell below ground in the rugged heights of the mountains. The most ancient and prominent race of mountain dwarves is the **Hylar**, from which the **Theiwar**, **Daewar**, **Daergar**, **Zakhar**, and hill dwarf races descended. Hylar dwarves have light brown skin, smooth cheeks, and bright eyes. Their brown, black, gray, or white hair matches the color of their clothing. With wide vocal range, Hylar dwarves often form choruses and sing traditional songs in the resonate depths of their mountains.

Gully dwarves, or **Aghar**, are not true dwarves but a cross-breed. They appear in their own section.

Personality

Other races accuse dwarves of miserly greed. Dwarves see themselves quite differently. Dwarves believe their hard work and drive make them worthy of riches. Those who would disagree are lazy and jealous. Among themselves, dwarves consider dogged work and opulent wealth to be two of life's greatest pleasures. For these things, and for drink and history and song, dwarves harbor a passionate love. Around big folk (or elven folk), dwarves hide this passion, and therefore seem inscrutable, coarse, and oddly reticent.

Passion: Dwarves' tempers can flare like a forge or smolder like embers. Despite their gray clothes and pessimism, they are passionate folk. They live intensely, with little patience for contemplation or idleness. Their work is joyful; their play is serious. They are roused by grand, earthy music that echoes with percussion and deep-bellied horns. But a tender oboe, harp, or pipe can bring them to their knees. A dwarven cho-

rus, whether on battlefield or mead hall, sings at the top of its lungs.

Comfort: Although dwarves are not greedy, they like their creature comforts. "A good chair may outlast a good friend," says one dwarven proverb. Their industry and cleverness wins for them many comforts and much money. And they indulge themselves.

With a lifespan that runs into multiple centuries, dwarves are natural-born collectors. They ornament their dwellings with tapestries, carvings, and statuary. They do not wear ornamentation except for heirlooms or medals.

Hard work: Dwarven children learn about responsibility at a young age. This training in self-discipline takes years, with responsibility building incrementally. Work becomes instinctual and is, therefore, rarely performed with complaints. Dwarves lose themselves in their work for weeks or months until the task is completed, then binge for a few weeks to celebrate their success. When dwarves work, they never slack off or delay; they achieve constant, focussed motion. Dwarves never retire; they only take up simpler work as they mature.

Isolation: Dwarves tend to be suspicious of races other than their own, including other dwarf races. They turn inward to their clan or their work rather than outward to the politics and deeds of the world.

Dwarves recognize their own sheltered lifestyle; they cherish bittersweet memories of a happier world gone by. Although they exercise great control over their own labors, they see the march of history as something beyond their control. In the face of international calamities, dwarves often say "these things happen." They rarely take setbacks personally, which makes them tenacious survivors. Dwarves see themselves as Reorx's custodians: maintaining the past in the present.

Racial quirks

Hill dwarves tend toward obstinacy; they remain above ground due to stubbornness rather than lack of suitable mountains to delve. Their coarse manners, crude aspirations, and conspicuousness to non-dwarves rile their underground fellows. Even so, hill dwarves partake of a savage nobility and rugged independence that the pasty-skinned earth-dwellers secretly admire. The persistent complaining of hill dwarves is generally calculated to disguise a pleasant and gentle nature.

Mountain dwarves have enough problems underground to keep them from venturing into the world beyond. The classes and clans in each community create dangerous splits that have occasionally resulted in civil war. Such tensions keep the dwarves busy whenever they are away from their forges and looms. Unless a problem directly affects them, mountain dwarves will ignore it. Of course, appeals to the higher dwarven nature can soften the aloof facade and force a dwarf to undertake most any worthwhile quest.

History

Beginnings: Dwarves believe they were Reorx's last and best creations, made in the god's image. Reorx, they say, learned from each creation until he achieved the perfect form—dwarves. Although others on Krynn foolishly believe that dwarves are deviations created by the Graystone, such folk don't live in dwarvish skin. If they did, they would know how patently false this lie is. The notion that dwarves share blood with kender and gnomes is utter blasphemy. Such ideas start wars.

The first great dwarven kingdom lives now only in legend. Kal-Thax, or "Cold Forge," was a land extending from Karthay into the plains of Istar. Dwarves fleeing the Graystone

began delving Kal-Thax in 4100 PC and didn't stop digging until 3900 PC. A century later, the dwarves abandoned their tunnels, moving south to lands richer in mineral wealth. The migration splintered, and during the next century, small colonies of dwarves delved underground villages in nearly every mountain of Ansalon.

The next great kingdom of the dwarves arose at Thoradin, "New Hope," which was delved between 3150 and 3000 PC. As their tunnels deepened, the miners unearthed the magical dragonstones. Their careless disposal of these stones brought about the Second Dragon War. In 2640 PC, the dwarves closed Thoradin's gates in shame.

Thorbardin: The "New Best Hope," Thorbardin, rose in the distant Kharolis mountains. The city had reached grand proportions by 2600 PC. Its influence spread northward until it clashed with Ergoth's southward expansion in 2189 PC. Tensions between the dwarves and Ergoth led to the War of the Mountain from 2128 to 2073 PC.

Exhausted from the prolonged Kinslayer War with Silvanesti, Ergoth negotiated a peace. In 2073 PC, the Swordsheath Scroll set a buffer between Ergoth and Thorbardin by creating Qualinesti for the disaffected Silvanesti elves. Dwarves forged the hammer of Kharas in 2072 PC as a gift to Ergoth to reinforce the Swordsheath peace.

Much to everyone's surprise, the Qualinesti elves became fast allies of Thorbardin. As a symbol of elven, human, and dwarven unity, the three races built the fortress of Pax Tharkas in the pass between Thorbardin and Qualinesti.

With two centuries of international involvement drawing to a close, the dwarven kingdoms turned their attention inward. This isolation brought great suffering for dwarves in the Cataclysm. Thorbardin was nearly devastated.

Cataclysm: Thorbardin had become heavily dependant upon Abanasinia, Pax Tharkas, Qualinesti, and Xak Tsaroth for food. In addition to numerous mountain dwarf cities below ground, Thorbardin had to feed many hill dwarf settlements above ground, outside the mountain gates.

The Cataclysm decimated Thorbardin's trade routes and sources of food. Duncan, king of Thorbardin checked the granaries and food reserves. The kingdom could not hope to feed all its people. Reasoning that those above ground could scavenge while those below could not, Duncan reluctantly closed Thorbardin to the outside world. The hill dwarves had to fend for themselves.

The Cataclysm brought the hill dwarves flocking to Thorbardin for safety. But the gates were shut. None heeded their pleas. So came the Great Betrayal, which split the Neidar forever from the Hylar and sparked hatred between the hill and mountain dwarves. The Klar, hill dwarves trapped inside at the time of the Cataclysm, went insane trying to claw their way free. In 39 AC, Neidar allied themselves with humans to retake Thorbardin. This was the Dwarfgate War. It ended in failure.

The mountain dwarves blamed humans for the Cataclysm and severed all ties with the outside world. This isolation intensified the internal strife of Thorbardin. Aftershocks of the Cataclysm had caved in the highways that linked the cities. Dwarven families were further separated by class pride. Common miners and laborers broke from the elite architects and engineers, turning their hands to dark and hateful deeds. Thorbardin quickly became a hollow city, where a once-great culture loomed larger than the present civilization.

To this day, most dwarf kingdoms remain closed to the outside world. The hatred between the hill dwarves and the underground dwarves still remains high.

Government and Clan

Dwarves have always been divided into clans. Each clan is





led by a thane—the clan ruler and representative to the Council of Thanes. The Council of Thanes is the ruling body for all dwarves upon Ansalon. Traditionally, the council has had nine thanes. Currently, only six thanes serve upon the Council: Hornfel of the Hylar, Realgar of the Theiwar, Rance of the Daergar, Gneiss of the Daewar, Tufa of the Klar, and Highbulp of the Aghar. The throne of the Neidar has been vacant since the Dwarfgate Wars in 39 AC. The eighth throne belongs to the Kingdom of the Dead—the nation of ancestors long past. This throne is perpetually empty. The ninth throne is that of the High King over all Dwarves. It has been vacant since the time of Duncan. A mysterious dwarven race called the Zakhar have never held a throne in the Council of Thanes.

Each of the following groups is considered a separate race.

Hylar: This is the oldest and noblest dwarven race. Most of the great dwarven kings have been Hylar. The Hylar traditionally occupy the best accommodations a nation can provide and are great craftsmen.

Daewar: This clan, loyal to the Hylar, have produced many of their own important heroes over the years. The Daewar fight fiercely; they led the defense of Thorbardin in the Dwarfgate War. In addition to battle, the Daewar champion public safety and public works.

Neidar: These hill dwarves lived outside Thorbardin during the Cataclysm. They no longer have representation on the Council of Thanes—a situation many hill dwarves would like to remedy.

Klar: These hill dwarves were trapped in the collapsing tunnels of Thorbardin during the Cataclysm. After a week and a half of clawing, they pulled themselves out. Many Klar have been unstable or insane ever since. Following the Dwarfgate War, the Klar were deprived of property and were subjugated to slavery because of their alleged sympathy with the Neidar. (In fact, many Klar fought with berserk bravery on the Hylar side.) Now they serve the wealthy dwarves of Thorbardin in menial roles. They seek a leader to deliver them.

Theiwar: These strange, degenerate dwarves hate light: it nauseates them. Theiwar are dark dwarves. In their lightless caverns, they dream of world conquest and domination. Theiwar consider themselves the highest of the dwarven races. They work to topple the Council of Thanes and seize control, even by civil war if they must.

Unlike any other race of dwarves, Theiwar love magic; most of their leaders have spell-casting abilities. They use their magic to attack creatures that live in the light.

They passionately distrust outsiders and will kill them if given the slightest chance. Their devious and shrewd nature provide them many such chances.

Theiwar have exaggerated, repulsive features: bulging and watery eyes, white and yellow skin and hair, and wiry bodies, which they drape in black, loose clothing.

Daergar: These dark dwarves split from the Theiwar several centuries ago. Their culture has spread far and grown powerful. They exceed even their Theiwar cousins in murder, torture, and thievery. Their leader, the most powerful warrior of the Daergar kingdom, wins his post by slaying all opponents in a bloody spectacle.

Daergar are hot-tempered, brutal, and utterly without honor on the battlefield. They never grant mercy.

Daergar have light-brown skin and smooth cheeks. Their hair is black or gray, their eyes deep brown or violet. They are somewhat stockier than other dwarves, averaging 150-180 lbs.

Aghar: The gully dwarves are described in their own section below. They are represented in the Council by the Highbulp, a much-beloved genius among his people. Although his seat on the Council grants him great dignity, he often sleeps through meetings.

Zakhar: Little is known of these strange dwarves who occupy the ruins of Thoradin. They call themselves Zakhar, or “cursed people” because they were infected by a terrible mold that almost decimated them. They call their land Zakhar, or “cursed place” because of its ruined halls. They work with slow diligence to rebuild their kingdom, making it as powerful as Thorbardin.

The Zakhar have never held a throne on the Council of Thanes.

Kingdom of the Dead: The old dwarven saying, “More of our kind dwell among the dead than among the living,” demonstrates the dwarven veneration of the dead. Dwarves consider the Kingdom of the Dead the 8th dwarven kingdom. Although the dead rarely enter into votes taken in the Council of Thanes, they continually enter the minds of the dwarves. Dwarves use various divinations—some real, some imagined—to converse with their ancestors.

The High King: The High King rules all dwarves of Ansalon. The Council of Thanes chooses this ruler, who is then ordained by the people. The High King may come from any clan. Legends tell that the next ruler shall be the one bearing the lost Hammer of Kharas—the magical artifact used to forge dragonlances. Currently, the throne of the High King stands vacant.

Tools, Technology, and Weapons

Although dwarves cannot match gnomish ingenuity, in metalworking and mining crafts dwarves are peerless. Dwarves are the armorers and weaponsmiths of Kryn. They also engineer the great war-machines: catapults, rams, and siege towers—weighty juggernauts all.

On an individual scale dwarves prefer to use weapons made specifically for their stature. Dwarven hammers, battle axes, and swords are heavy, thick tools, counter-weighted at the tip to lend weight to their swing. Only dwarves and creatures Str 16 or higher can use dwarf-fitted weapons without penalty. Others suffer a -4 penalty.

Weapons By Race

Hylar prefer mighty swords, long-hatted spears, weighty hammers, and light crossbows. They wear chain mail or plated armor over chain and carry shields of hammered steel.

Neidar prefer two-bladed battle axes, short swords, daggers, maces, short bows, and staff-slugs. They wear studded-leather armor and carry wooden shields.

Daewar prefer flails, iron-shod staves, picks, crossbows, and throwing axes. They avoid battle but in dire times armor themselves with breastplates or banded mail over padding.

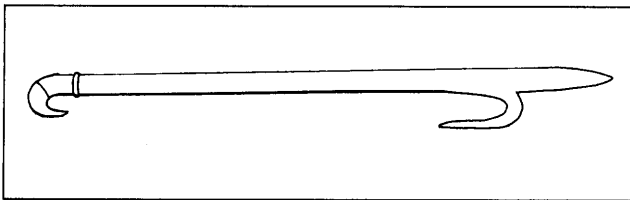
Daergar wield spears, war clubs, darts, and slugs tipped with bone and teeth. They wear woven ring mail and breastplates of laced bone.

Theiwar, crafters of magic, attack only when they outnumber their foe. They wield barbed nets, hooked fauchards (curved and long-bladed spears with a hook at the back), and light, repeating crossbows (6 shot). They wear leather or carapace armor or furs and carry spiked bucklers.

Zakhar use uncommon weapons, including a razor-edged slasher mace, a sickle hook that can be thrown like a dagger, and a blowgun, which fires barbed darts. Zakhar wear beetle carapace beneath padded robes.

Dwarven Weapons

Four tool-weapons typify dwarven weaponry: the caw, gap-ber, prybar, and weighted sword. Descriptions for these follow.



Caff (Dmg 1d6/1d6; Spd 7; Type P) This 3' long weapon combines a short pick and gaff hook. The caff has a half pick head on one end and a leather thong on the other. It dangles from the belt of spelunking dwarves—a perfect tool for climbing, prying, and probing. In addition to hooking upon ledges on an ascent, the caff can be hooked around a climbing rail, allowing the dwarf to slide down.

Gapper (Dmg 1d2/1; Spd 5; Type 6) This 6' long flat metal bar has metal cuffs and thumbscrews at each end. Dwarven explorers often carry these bars for vaulting barriers, sliding down holes, and linking to form a chasm bridge.

Prybar (Dmg 1d4/1 d4; Spd 5; Type 6) This flat bar has bent bevelled ends to wedge and pry things open. The dwarven prybar adds the dwarf's Str score to the Bend Bars/Lift Gates percentage. The prybar also supplies a +2 bonus to the dwarf's Str for prying open doors, chests, and wooden items. The prybar doubles as a mace in combat at a -1 penalty to hit and damage.

Weighted Sword (Dmg 1d6 +3/1d6 +3; Spd 8; Type S) The blade of this sword is heavily weighted toward the end, adding +3 to damage when it strikes. The momentum caused by the blade forces the target to make a Str check or be driven back. If the sword is swung downward, the dwarf must make a Str check or opponents gain a +1 to hit while the dwarf recovers his sword. If swung sideways and the Str check fails, the dwarf spins about, performing one involuntary attack on everyone in a 4' radius.

Gaming Notes

All dwarven player characters come from the Hylar, Daewar, or Neidar clans. The other dwarven clans are better suited to NPCs and villains.

Dwarves make tough warriors, but weak leaders. When creating a dwarven character, add 1 point to Constitution and subtract 1 point from Charisma. Create all abilities by rolling 3d6.

Character class restrictions appear in the chapter on character classes. Ansalonian dwarves have all of the special abilities listed for dwarves in the 2nd Edition Player's Handbook. Maximum and minimum ability requirements follow.

Ability	Hylar/Daewar	Neidar
Strength	8/18	9/18
Dexterity	3/17	3/17
Constitution	12/19	14/19
Intelligence	3/18	3/18
Wisdom	3/18	3/18
Charisma	3/16	3/12

Proficiencies: Dwarves engage in artisan-or mercantile-based trades: Appraising, Armoring, Blacksmithing, Brewing, Gem-cutting, Mining, Stonemasonry, and Weaponsmithing. Mining and metalworking of any sort are particularly venerated among dwarves. They enjoy sports that require Strength and Constitution, such as wrestling, weightlifting, and short bow archery. Dwarves also pursue sports that require individual discipline, such as Mountaineering, Jumping, and Tumbling.

NPC dwarves make sturdy bards, both in playing and singing. These concerts are best received by other dwarves, who can appreciate the dark and endless song cycles their clansfolk perform.

Dwarven distaste for stealth and petty trickery drastically reduces the number of dwarven thieves on Ansalon. When dwarves turn to thievery, they tend to do so openly: dwarven thugs take what they want by force rather than stealth. Dark dwarves commonly become highwaymen and muggers. Dwarves also work as skilled fences for the black market.

All dwarves but Theiwar fear and dislike magic; they are a deeply nonmagical race. No non-Theiwar dwarves are mages. Any enchanted artifact of dwarven make, such as the Hammer of Kharas, is powered by Reorx, not sorcery. Dwarven priests frequently bless or even enchant items with Reorx's power.

Gully dwarves "dirt eaters"



appearance

The Aghar—or "Gully Dwarves," as they are called—are short and squat cousins of the Hylar. They do not cut a striking figure. Poor living conditions mar their skin with scars, boils, sores, and brown splotches. Both sexes have unkempt hair of dirty blond, brown, rust, gray, or dull black. Males wear long, scruffy beards; females have some cheek down but no beards. Their eyes are watery blue, dull green, brown, or hazel. Their narrow fingers have overly large knuckles and their legs tend to be knock-kneed. Both sexes carry pot bellies and develop wrinkles soon after age 25.

Thanks to poor living conditions, most gully dwarves are smeared with enough grime and soil to plant a small garden. Their bedraggled clothes host a bevy of parasites. Aghar lucky enough to possess jewelry wear it conspicuously and garishly. All told, the filth and rags and mismatched jewelry sometimes cast the gender of any particular Aghar in doubt.

Aghar breed prodigiously; females average 20 children—one per year until age 45. Six of these 20 survive to adulthood. Gully dwarf children reach maturity by age 5. Those who avoid starvation, disease, violence, and accidents live up to 55 years (4d10 + 15 years). Most expire before age 35.

Aghar average 4' tall (1d6 +44 inches), and 120 lbs (5d10 + 100 pounds for males; 5d10 + 90 pounds for females).

Personality

Aghar are proud, long-suffering survivors. Beneath a cheerful and hapless appearance beats a tenacious heart. The Aghar has survived, even thrived, in conditions that would kill any other dwarf. Those who accuse Aghar of treachery and stupidity are listening to their noses instead of their hearts.

Survival: Individually, gully dwarves are harder to kill than cockroaches. Survival is the chief virtue in their minds: to live is to win, to die is to lose. Consequently, they have raised groveling to an art form; they spill sensitive information at the slightest threat. Most Aghar (wisely) run from violence unless their homes are at stake. Other races brand such behavior as shameless cowardice and treachery. Gully dwarves see no shame, cowardice, or treachery in survival.

Even so, Aghar do not work at surviving. They do not plan for the future, but run from the past.

Pride: Despite their glaring faults, gully dwarves take themselves seriously. Their continual escapes from disaster imbue them with a sense of rugged pride in themselves. Because they never receive help from other races, they assume they don't need help.





Innumeracy: Gullytalk, the recently discovered language of gully dwarves, has no word for numbers greater than two. In gullytalk, "one" is singularity, "two" is plurality. The constant poverty of gully dwarves negates the need for any greater differentiation. They have no money to count, no possessions to value, and nothing to sell. They rarely need to describe large quantities.

Cheerfulness: Despite heinous persecutions, gully dwarves maintain a hopeful outlook. They have determined, defiant spirits and a relentless cheerfulness. Persecutions past only point out the insignificance of present persecutions. Hope is the foundation of survival.

Clannishness: Although apparently cowardly, gully dwarves never sell out a friend. If a non-Aghar wins their trust, gully dwarves treat their new fellows well. Often, such friendships include advice to flee from danger.

Cunning: Aghar intelligence is routinely underestimated by the so-called "intelligent races." This slight does not offend gully dwarves; being underestimated allows them great latitudes for behavior, and the chance to surprise their foes. Gully dwarves, especially the kings and adventurers, play the fool only to manipulate the true fools.

Gluttony: Because they can live on so little, gully dwarves take delight in abundance. They gorge themselves one day, knowing they will face famine the next. This insatiable appetite extends beyond food; gully dwarves love huge swathes of bright cloth, a surplus of rope or leather, or just about any goods in large quantities.

Gullytalk: Despite longstanding prejudices to the contrary, gully dwarves are not imbeciles. They speak in broken and halting sentences because Common is not their native tongue. In fact, Aghar speech, which is ugly, convoluted, and incomprehensible to non-Aghar, makes perfect sense among gully dwarves: they are speaking gullytalk.

Gullytalk is not a formal language, but a patois that shifts constantly and has a genius for borrowed terms. Aghar who live near elves speak gullytalk that sounds like broken elvish, those who live near dwarves seem to speak pigeon dwarvish, and so forth.

Gully dwarves are quite the opposite of antilingual folk. They love to invent new words, and new ways to use and abuse them. Gullytalk evolves so rapidly that scholars cannot study it. Not even brilliant non-Aghar can speak gullytalk, except with the aid of magic.

When two groups of gully dwarves meet, their dialects fuse after a few days, creating another hybrid patois. In addition to constantly redefining words, gullytalk continually remakes the basic grammatical rules of language. Thus, gullytalk cannot and should not be written down: the symbols would cease to have meaning within a month of their being penned!

History

Gully dwarves have an extensive oral tradition of their origins and history. Although the history of no two gully dwarf clans agree, the stories' colorful narrative are ends in themselves. Gully dwarves, however, take them very seriously. The truth origin of the Aghar follows.

Gully dwarves are fertile crossbreeds of outcast dwarves and outcast humans. They appeared at the time of the Graystone. The hybrid unfortunately lacked the best traits of both parents.

Noting these deficiencies, the humans and dwarves banned further intermarriages. The crossbreeds were driven out of their own clans, particularly by the dwarves, who regarded them as a blight. The new race proclaimed itself the Aghar, "the anguished," and learned to survive on the refuse of civilized folk. They were also called "Muckers" or "Dumpmen." Humans christened them gully dwarves, due

to their low and squalid station. To this day, the Aghar feel betrayed by their forbearers, and have little love for either humans or dwarves.

The Cataclysm that doomed the world saved the gully dwarves. Destruction of Ansalon's high civilizations created dozens of ruined cities where the gully dwarves could dwell. Soon once-mighty cities like Xak Tsaroth became havens for the Aghar. Undisturbed by their tormenters, the Aghar established their own culture, such as it was

Lifestyle

Gully dwarves have crude and primitive societies. They live in hovels and ramshackle huts near sewers, dumps, gulleys, rivers, or swamps. They dwell in family units; any given area holds only enough resources for small family groups to survive. Settlements, therefore, remain small. Children learn from hard knocks or from their parents; Aghar have no formal education.

Religion

Aghar believe Reorx, patron deity of all dwarves, has abandoned them. Gully dwarves therefore appeal to the spirits of departed ancestors to protect them from harm and ensure their survival. Aghar universally believe that inanimate objects hold great power from the ancestral spirits. Possession of such objects grants the spirits' power to the owner.

The most powerful items, say the wisest gully dwarves, are those that seem to do nothing at all: old bones, fruit, sticks, chunks of colorful rock, and so forth. Aghar examined items for a long time before declaring them holy; not just any rock, stick or bone will do. Other races interpret this as more gully dwarf stupidity. Gully dwarves consider this proof of their strong faith.

Tools, Technology, and Weapons

Gully dwarf tools are usually scavenged or makeshift affairs. Aghar have none of the skill of gnomes and dwarves in crafting useful items. They can, however, repair or make do with broken items. Given time, a gully dwarf can usually coax one more use out of a device that others would consider spent.

Gully dwarves are also master improvisers: they can turn a broken pot into a serviceable helmet, a nail and some boards into a rat trap, or a scrap of metal and a string into an alarm.

Gully dwarves are street fighters, willing to kick, bite and use any dirty trick to victor. Traditionally, they favor clubs, knives, daggers, hand axes and saps, although a few have learned to use slings.

Gaming Notes

Gully dwarf characters are not created by the usual method but instead are generated using special dice rolls given in the following table. They have all the special abilities attributed to dwarves in the 2nd Edition player's Handbook.

Attributes	Roll	Min/Max
Strength	4d4+2	6/18
Dexterity	4d4+2	6/18
Constitution	3d4	3/12
Intelligence	2d4+1	3/9
Wisdom	2d4+1	3/9
Charisma	2d4+1	3/9

Proficiencies: Gully dwarves have few proficiencies beyond those needed to eke out a living in the ruins. Common proficiencies include Fishing, Hunting, Running, Set Snares,

Survival, and Weaving. Some gully dwarves have the Leather-working proficiency. Aghar make good climbers and lithe dodgers (+1 bonus to Dex when climbing or dodging).

Gully dwarves are incapable of the focussed mental effort required to wield magic. They do, however, have the faith needed for clerical magic. They are superstitious, fascinated by showy legerdemain, but powerful spells frighten them. They hold magical items in disdain because such magic comes from their persecutors.

As thieves, Aghar work best as cat burglars. They cannot rob others through strength or wit. Aghar might, however, gang up and sap a lone traveler.

Elves "firstborn"

appearance

Ansalonian elves are tall, lithe, elegant creatures with pointed ears, thin limbs, and graceful movements. They stand about five feet (1d10+55 inches for males; 1d10+50 for females) tall, although they give an impression of greater height. Most elves weigh between 90 and 100 pounds (3d10+90 for males; 3d10+70 for females). Elves have no facial hair.

Elves are considered adults from the age of 80. They live to be about 550 years old before leaving the world, though some are as much as 700 years old. (Maximum age for any elf in Ansalon is 350 plus 4d100 years).

Silvanesti are fair-skinned. Their hair ranges from light-brown to blonde-white, and their eyes are hazel. They prefer loose garments, flowing robes, and billowing capes. Their clothes are various shades of green and brown. They speak in melodic tones and move with a natural grace.

Qualinesti are smaller and darker than the Silvanesti, with eyes of blue or brown and hair ranging from honey-brown to blonde. They are not as strikingly attractive as the Silvanesti. They prefer earth-toned clothing. They have strong, pleasant voices and a friendly, open manner. They prefer long dresses for women and woven trousers and jerkins for men.

Kagonesti are about the same size as Qualinesti and Silvanesti, but they are much more muscular. Their dark brown skin is traced with designs in clay, paint, and tattoo. Most have dark hair, ranging from black to light brown; elders have silvery white hair. All have hazel eyes. Kagonesti wear fringed leather clothes decorated with feathers, and adorn themselves with necklaces and bracelets of silver and turquoise.



Dargonesti and **Dimernesti**, the sea elves, are barbaric aquatic creatures who appear quite different from their cousins. These races have rubbery bluish skin, wide eyes with narrow pupils, and webbed fingers and toes. Although they swim well in their elven form, they can also take the shape of sea otters (Dimernesti) and dolphins (Dargonesti).

Half-elves strongly resemble their elven parent but males have the non-elven capacity to grow facial hair. They are slightly taller and somewhat stockier than most elves. Though universally beautiful, they lack the grace of their elven parentage.

PERSONALITY

The civilized elves, Silvanesti and Qualinesti, share many basic philosophies and attitudes. Still, disputes over land or politics can make them bitter enemies, as the Qualinesti exodus proves. Kagonesti, Dargonesti, and Dimernesti are barbarians; they clash regularly with anyone not of their tribes. Despite their differences, all elves share some common philosophies:

Shaping: Elves believe in the perfectibility of nature; if they shape the world, its beauty will shine forth. Of course, they also believe themselves the most capable creatures for shaping the world. They see Ansalon as a garden in need of tending and see themselves as the gardeners. Their fierce territorialism arises from this intense cooperation with their lands. Elven protectiveness often makes them close their kingdoms to strangers. Most elves grow bitterly homesick when removed from their lands.

Foresight: Elves live for centuries and plan accordingly. Rather than glorifying or dwelling on the past, they look to the future. Their long lifespans and patient pursuit of goals sometimes make them seem cold, uncaring, or arrogant to shorter-lived races. In fact, elves deliberately maintain a distance from other races, wanting to avoid the inevitable grief of watching generation upon generation of these mortals die.

Pride: Elves, conscious of their race's achievements, take offense easily. Few other races appreciate the elvish gift of civilization, their role as the chosen of the gods, and their clear cultural superiority. Elves don't despise other races, but they are painfully aware of their shortcomings.

Elves also see other races' attempts at art as crude and transient. Because elven crafts attain high standards that make them last for ages, elves point out shoddy craftsmanship



whenever they find it. Tools and clothes made by other races cannot last the centuries of an elf's life.

Hedonism: Elves rarely brood over the past or deny themselves their appetites. Although they are capable of scrimping and sacrificing, toiling for irksome days as dwarves do, elves refuse to do so. If difficult work presents itself, elves engage in it joyfully. Despite (or because of) their long lives, elves seize each day as a rare gift.

Elves do feel sorrow, loss, and regret, but they don't savor or dwell on these emotions. They spend life looking forward to the next day, the next joke, and the next new friend. Even elven lives are too short for drudgery.

Racial quirks

Silvanesti are a proud, arrogant, and stoic folk with little use for other races, including other elves. They idealize racial purity. They are intolerant of other ("inferior") races and customs.

Qualinesti are more sociable and tolerant than Silvanesti; they frequently and happily deal with other races. They do, however, share some of the Silvanesti's prejudice against interracial marriages.

Kagonesti, Dargonesti, and Dimernesti work to achieve harmony with nature for a full and happy life. They are a fiercely proud folk, hot-tempered and passionate. While these barbarians do not initiate wars or attack strangers, they are by no means pacifists.

Half-elves, raised in an atmosphere of shame, learn insecurity and uncertainty. Some few grow anti-social. Others trust strangers but have difficulty establishing true and lasting friendships. Many are natural leaders, but few feel worthy of a leader's responsibility. Regardless of their disposition, all half-elves are loners: brooding, quiet, and struggling with self-doubt. They may overcompensate for their insecurity by performing acts of death-defying bravado.

history

The elves sprang into being from chaos as embodiments of Good. They stood tall and stately, like the trees from which they were formed.

Elves believe they were the firstborn of the world. When first awakened during the Age of Dreams, elves lay scattered across the land like stars across the sky. The passage of the Graystone altered some land elves into sea elves—the Dimernesti and Dargonesti. Both developed cultures independent of main elven histories. They live even now in distant obscurity and peace, though trade exists between elves of the land and those of the sea.

The land elves sought peace with the world, yet peace was not always possible in Ansalon. Dragons awoke in the world, some to evil and some to good. The first Dragon War brought conflict to the world of Krynn.

The Ogre Wars precluded the second Dragon War (3500-3350 PC), which began when elves settled in the dragons' territory. During the war, Silvanos, a powerful elven warrior and a great traveler, visited many of the elves in the deep woods throughout Ansalon. Traveling with his companion, the kender Balif, Silvanos found great suffering and death during the Dragon War. At last he could tolerate it no more.

Silvanos rallied the elves of the woods, convincing them to band together. He envisioned a united elven nation and brought it to being. Thus, Silvanos gathered the previously dispersed elves. He forged a nation whose ideals and order lasted for more than two millennia, and still linger today in the courts of the Silvanesti elves.

During the second Dragon War, Silvanos convened the Sinthal-Elish (Council of the High Ones) on a hill named Sol-

Fallen. There, many households and clans swore allegiance to Silvanos and the fledgling Silvanesti nation. Balif became a general of elven armies. In 3350 PC, after the elvish victory and the second Sinthal-Elish, Silvanos built Silvanost in the former dragon woods. He granted lands to all the elves, establishing the kingdom of Silvanesti along the lines of the fallen ogre civilizations.

Silvanos then wed Quinari and raised a family. Their first son, Sithel, assumed leadership of the elves upon the death of Silvanos in 2515 PC. He buried his father in a crystal tomb. Sithel erected a tower in honor of his father in the heart of Silvanost. In 2308 PC, twin sons were born to Sithel. They were named Sithas and Kith-Kanan; Sithas was only minutes older.

During this same time, the Ergothian Empire began to encroach on the expanding borders of Silvanesti. The Wildrunner elves, led by Kith-Kanan first contacted the rising human civilization. Kith-Kanan established trade between the Wildrunner elves and the human settlements on their borders. In time, marriages between Wildrunner elves and humans occurred. Sithel regarded these marriages with great suspicion. In 2192 PC he journeyed to the western reaches of the kingdom to study Kith-Kanan's diplomacy.

While hunting in the borderlands, Sithel was killed. Some say the human arrow that slew him found its mark by accident. Others say humans killed Sithel to remove barriers to their expansion. Whatever the case, the Kinslayer War resulted.

The Kinslayer War lasted until 2140 PC. Silvanesti high elves tried to drive humans from their land while elves who had married humans sided with Ergoth. Kith-Kanan thus led Silvanesti's western forces to battle against his own kin. The war ended with a truce between Ergoth and Kith-Kanan.

By then, the western high elves had grown tired of the rigid caste system of the Silvanesti. They declared their independence, tempting civil war.

In secret negotiations with Ergoth, Sithas solved several problems simultaneously. In 2073 PC, the Swordsheath Scroll was signed and the nation of Qualinesti was formed: a place where the Wildrunner elves of western Silvanesti could establish their own nation. Kith-Kanan recognized this act as exile, but could find no other hope for his people. The Qualinesti reached their new homeland after the Great March, which lasted from 2050 to 2030 PC. Thus, Qualinesti was born of sorrow and hope. Kith-Kanan established his kingdom of elves and never returned east.

After the formation of Qualinesti, the Silvanesti remained in self-imposed isolation until King Lorac Caladon established flourishing trade with the northern empire of Istar. In time, the Cataclysm sealed the borders of Silvanesti and the elves withdrew from the rest of the world.

Because of the arrogant Istarian King-Priest, Silvanesti elves blamed humans for the Cataclysm. Their own isolationism made them equally to blame. Even so, the Silvanesti feel their gift of civilization went unappreciated and, in the case of Istar, became arrogantly abused. This feeling has only reinforced their distrust of humans.

The Qualinesti also suffered from the Cataclysm. Other races have often raided them for food and riches. Their dreams of shaping cities other than their glorious capital are all but forgotten as they struggle just to maintain what they already hold.

Lifestyle

Before the Age of Dreams, high elves lived in the forests without constructing shelters. At that time they were very much a forest folk, although they had formed into elf clans and were somewhat territorial.



The end of the age of Starbirth saw an end to the woodland form of existence. Forced by the threat of dragons from the northwest, the elves banded together for the first time under the direction of Silvanos. After the dragons were defeated, the elves began to settle into certain fertile regions. They constructed cities, knowing they would someday need to defend their homeland again.

The layout of these cities has not changed over the course of the millenia. Each city is built in a circular, cellular form. The cellular organization of plants provides a good model for elven cities. Indeed, all constructs of elven life pattern after nature.

During the War of the Lance, the Silvanesti fled west and settled on the western shores of Harkun Bay. Here, most Silvanesti remain to this day. Silvanesti dwell in glades surrounded by dense forests. Their buildings are tall, ornate structures of wood and stone. The most striking features of a Silvanesti settlement are the low stone pyramids used as tombs for the Silvanesti dead, and the large masses of briars and brambles created by House Woodshaper and House Gardener to serve as borders.

From the age of accountability into adulthood, an elf must enter his family's guild and learn a trade. Elves generally do not think of this as limiting. They see skills as generational, handed down from father to son.

Long years within a safe, settled, empire have stratified the crafts and tasks into a rigid system of castes, or Houses. At the top of the system is House Royal, the descendants of Silvanos. Beneath this house are craftsmen and guild houses, such as House Mystic, House Gardener, and House Woodshaper. The House Protector, also known as the Wildrunners, serves as the army of Silvanesti. The lowest guild is House Servitor, which includes apprentices, foreign traders, indentured servants, and slaves. No one marries outside his or her guild without permission, and permission is rarely granted.

Silvanesti communicate with the outside world, finding it far too transient for their liking. They also rarely marry outside their own realms. Silvanesti have endured for over 3,000 years, and have become set in their ways. Silvanesti abhor contact with humans or other races. Even their relationship with the Qualinesti is strained.

Qualinesti society is far less structured than that of Silvanesti. The Qualinesti are ruled by a Speaker of the Suns who must be a blood relative of Kith-Kanan, the elven leader who established the Qualinesti. Speakers are thus blood relations of Silvanos. The Speaker serves primarily as a guiding and directing force in a government made with a senate called the Thalash-Enthia. The Thalash-Enthia is appointed to represent the various guilds and communities of Qualinesti. The Thalash-Enthia brings its recommendations to the Speaker of the Suns, who makes all final determinations.

Kagonesti have no permanent settlements. Their villages are temporary structures of animal hide and light wood. They use the boughs of living trees for construction and camouflage. Each village is home to a tribe of several interrelated families. The tribe centers around the chief—the oldest and wisest member—and his family. The chief makes all decisions for the tribe.

Kagonesti have an animistic view of the cosmos: they believe that everything is alive and deserves respect. This respect extends especially to the dead, who are dressed in finery and set afloat upon funeral canoes.

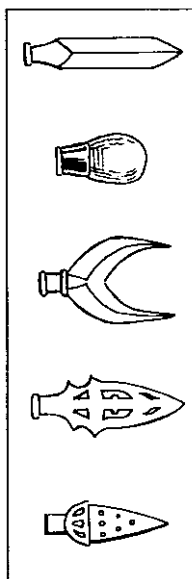
No society or community on Ansalon consists solely of half-elves. Although some half-elves learn trades, most drift from place to place. The Qualinesti grudgingly provide a home for half-elves. Among the Qualinesti, half-elves are treated coldly, but not are totally ostracized.

Tools, Technology, and Weapons

The elven people are not an overly inventive race, given more to artistic endeavors. However, the quality of their craftsmanship is undeniable. Millenia spent attending to perfection allow elves to surpass even dwarves in the quality of certain products.

Elven Weapons

All races of land elves favor the long bow. They are master archers and huntsmen. Sea elves rely on the light crossbow. So skilled are the elves with the bow that they have developed a variety of arrows that only they can master.



Armor piercing (Dmg 1d4+1/1d4; Spd Varies; Type P; Range 3/5/8) These arrowheads are narrow and spiked, adding a +2 bonus to hit all forms of armor.

Blunt (Dmg 1d4/1d4; Spd Varies; Type P; Range 4/8/15) These broad ironwood arrowheads causes bashing damage. They are less deadly than common arrows.

Forked (Dmg 1d6/1d3; Spd Varies; Type P; Range 5/9/16) These razor-sharp, Y-shaped heads cut ropes, banners, legs, and arms and shoot small birds.

Leaf (Dmg 1d8/1d6; Spd Varies; Type P; Range 4/8/15) These flanged arrowheads inflict greater damage, and add a +1 bonus for firing through concealing brush.

Singing (Dmg 1d2/1; Spd Varies; Type P; Range 3/7/14) This arrowhead is fitted with a hollow metal bulb that gives a piercing shriek when fired. The sound can be heard up to a mile away. Singing

arrowheads may also be filled with a flaming oil rag and used as a fire arrow.

Other weapons common to elves include javelins, ropes and grapples, nets, daggers, and thin stiletos. The Kagonesti prefer bows, slings, war clubs and warhammers. Sea elves use short swords, nets, tridents, lances, and spears.

Elven armor

Elven armor is renowned for its resiliency and light weight. Leather, studded leather, and brigandine armors are favored by common land elves. Qualinesti and Silvanesti nobles and Defenders of the Land often wear high-quality elven scale or chain mail and carry medium shields. Kagonesti warriors wear hide armor. Sea elves substitute sharkskin for leather armor and use special scale mail that does not rust and allows free movement.

Special Equipment

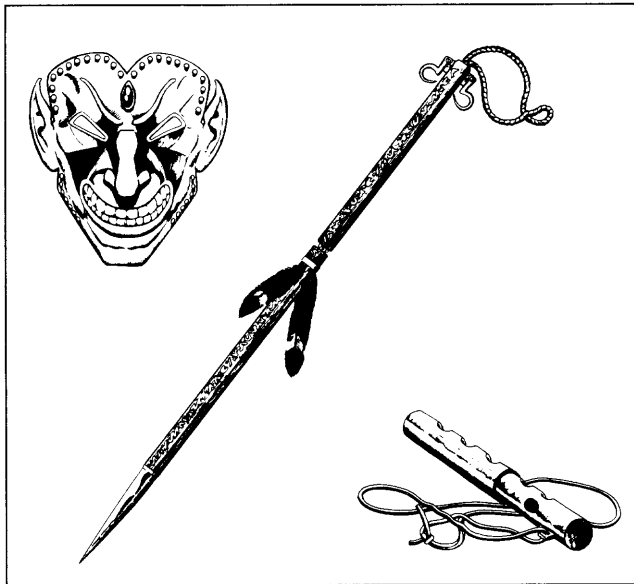
Elves have no particular love for technology, but no particular hatred either. Several items of elven invention deserve note.

An **atrakha** is a 6" collapsible animal call whistle. In skilled hands it can imitate bird and small-animal calls.

Elven cloaks blend into the woods, camouflaging the wearer and making him 90% undetectable when standing still. Brush, trees, and rocky terrain improve the odds by 3%, while movement and bright light halves the chance. These cloaks are neutral gray or mottled and never sold.

Elven boots are soft boots of bugbear hide that allow wearers to move silently (95% chance). They are never sold.





A **firebane cloak** is treated with heat-absorbing oils from the elathas plant. The cloak makes the wearer 95% undetectable in forests and 100% invisible to infravision. If drawn tightly about the wearer, the cloak grants a +3 bonus to saves vs. all fires. Firebane cloaks are earth-colored and have 4 internal pockets. These rare cloaks sell for 20d100 stl to elves only.

A **greenmask** is made of living wood and filter noxious vapors, providing a +4 bonus to saves vs. poison gas, and a -1 reduction of damage suffered from the gas. Greenmasks resemble an elf face and covers the full face and ears. Small herbal pouches by the nose and mouth filter out the gas. The eyes holes are covered with crystal lenses, which reduce observation checks and increase surprise chances by 1. Speech is reduced to 20' and hearing suffers a -10% penalty. Greenmasks are not sold.

The **soris** is a two-part jointed staff used by kiraths, elf scouts. The soris' lower portion is 5' long and outfitted with a leather thong at 4' and a metal-spiked tip. The upper portion is 1-1/2' long and is equipped with a strong rope loop and 4 collapsible metal hooks. This section is hinged with a lock-joint that can fix the upper rod at any angle.

The soris can probe, aid in climbing (+25% bonus to climb checks) and snag branches, rocks, or animals with its hooks or loop. Folded in half, the soris serves as a club or spike dagger. With the upper section swinging loose it doubles as a footman's flail. Fully extended it can be used like a quarter-staff. Its loop and hooks may be utilized to disarm, trip, or unhorse an opponent by attacking with a called shot at a -4 penalty to hit. (Dmg 1d6-1/1d6 -1; Spd 5; Type B/P)

Gaming Notes

PCs can play Silvanesti, Qualinesti, or Kagonesti, Dimernesti, or Dargonesti elves. All are nimble, quick, and keen-eyed, with thin frames that don't survive harsh conditions well. Kagonesti are tougher, stronger, and quicker than their cousins, but their woodland lives lead to a much lower emphasis on formal learning. When creating a Silvanesti or Qualinesti character, add a +1 bonus to Dex and a -1 penalty to Con. Kagonesti characters begin with +1 bonuses to Str and Con and a +2 bonus to Dex but suffer a -3 penalty to Int. Dimernesti and Dargonesti receive a -1 penalty to Str and a +1 bonus to Dex. All elves of Krynn have the special abilities of elves listed in the 2nd Edition *Player's Handbook*.

Half-elves have the best of both parents. Half-elves add a

+2 bonus to Dex and have all the half-elf abilities listed in the *Player's Handbook*. These benefits make up, in part, for the social stigma assigned to half-elves.

Ability Requirements

Ability	Silv.	Qual.	Kag.	Dim.	Half-
Strength	3/18	7/18	8/18	3/18	3/18
Dexterity	7/19	7/19	8/19	10/19	6/18
Constitution	6/18	7/18	8/18	3/18	6/18
Intelligence	10/18	8/18	3/12	8/18	4/18
Wisdom	6/18	6/18	8/18	8/18	3/18
Charisma	12/18	8/18	8/18	3/18	3/18

Proficiencies: Elves have many proficiencies with crafts and living things. Elves often excel at Agriculture, Artistry, Bowyer craft, Fishing, Tracking, Seamanship, and Weaving. Kagonesti are adept at Animal Lore, Animal Training, Survival (forest), Hunting, and Setting Snares.

High-elven professions are exclusively taught along family lines. Each house or family specializes in some craft and uses the products of their craft to barter for other goods. Although this caste system slows societal development, it hones skills over centuries. A partial list of the major guilds follows: gardeners/growers, limners/gilders, mariners, traders, wildrunners, builders, mysticals, orators, and weavers/sewers. Each of these has a more formal name: nature weavers, rune weavers, sea reapers, changers, protectors, stone weavers, magic weavers, time reapers, and cloth weavers, respectively.

Elves embrace all forms of magic, but most enjoy divinations and enchantments. Many elven mages specialize in these schools.

Special Rules for Dimernesti and Dargonesti PCs: Sea elves can reach unlimited levels as cavaliers, paladins, fighters, Wizards of High Sorcery, and Priests of the Holy Orders. However, a Dimernesti or Dargonesti PC who is higher than 10th level is temporarily reduced to 10th level when out of water.

Three times per day, sea elf PCs can shapechange at will in one round into a sea otter (Dimernesti) or dolphin (Dargonesti). They receive all the movement rates and special abilities of these creatures, but temporarily lose any spell-casting abilities.

Gnomes "Tinkers"

Other races sometimes see the gnomes as single-minded or laughable; gnomes see others as unable to focus, hopelessly stuck on magic, and unable to keep up with the quick pace of



a gnomish mind.

Gnomes dwell in isolated pockets throughout Ansalon, so far removed from human traffic that they are often placed with pixies and sprites as semi-magical myths. Gnomes enjoy and support this misconception.

appearance

Gnomes stand 3 feet (1d6+38 inches) tall and weigh about 45-50 pounds (35+5d4 pounds). All gnomes have richly brown skin, the tone of polished wood, with white hair, blue or violet eyes, and straight white teeth. Males have soft, curly beards and moustaches; females are beardless. Both sexes develop wrinkles at age 50. Gnomes are short and stocky, but their movements are quick and their hands are deft and sure. They have rounded ears and large noses.

Gnomes have miserable fashion sense, dressing themselves in outlandish garb. Tools and notebooks bristle from the pockets of their outfits, even if they are not members of the tinker class. It's in their blood.

Personality

All gnomes share a few common traits:

Fast-Talk: Gnomes speak intensely and rapidly, running words together in unending sentences. Gnomes can simultaneously speak and listen carefully. If two gnomes meet, each babbles at the other, often answering questions later in their dialogue as part of the same continuous sentence. Gnomes have learned to speak slowly around other races, in a sometimes condescending and irritating fashion. Gnomes consider other folk, who are incapable of keeping up with their rapid speech, a bit slow-witted. If frightened, startled, or depressed, gnomes clip sentences.

Gnomes rarely provide sufficient explanation of any topic unless pinned down with direct questions. This occurs because they assume a gnomish degree of general knowledge. An uncurious visitor may be led past ten wonders of Mount Nevermind, being told, "Don't step on that", "Mind the gap", and "Duck." Gnomes have 34 ways to say "Look out," each detailing a direction and intensity of danger.

Bluntness: Gnomes lack social graces that other races take for granted. They are always eager to talk shop, compare notes, and work on their projects; in all their hurry and bustle, they often forget to be polite. Their joy in their work gives them less energy for polite gestures, careful requests, or compliments. They brusquely steamroll people's feelings. Gnomes don't mind this among themselves, but when they start ordering other races around, problems arise.

Technocracy: Gnomes place great faith in their machines; some gnomes even believe that the machines need a tinker's fervent faith to work. Further, gnomes believe in constantly improving their machines. Why trust a task to a single lever, even if it performs efficiently? What if the lever should fail? By replacing the lever with a vast complication of dials and gadgets, the tinker minimizes a total shutdown from the failure of one part. Simplicity is, after all, for simpletons.

Up with Gnomes! Although gnomes have enormous national pride, they rarely boast. Their history shows gnomes at the center of the drama of gods and mortals. Gnome histories drip with entertaining, gnomocentric arrogance. Gnome children learn that gnomes forged the Dragonlances, their flying machines battled the dragons, and they were aided by the Companions of the Lance only in the final victory. Each year, more historical texts claim these facts, and these facts thus become more historical.

Education: Gnomes are scholastic pack-rats: they know something about everything, but cannot discriminate between useful and useless information. Every scrap of knowl-

edge has potential use. The most irrelevant small-talk can awaken epiphany. Careful questioning of a gnomish sage can unearth amazing gems of insight. No field of study is too obscure for a gnome.

Flash: Gnomes prefer style over substance. A gnomish illusionist's show is a marvel of color, timing, imagination, and staging. Gnomes know how to make a splash, how to draw a crowd's attention, and how to make an entrance.

When tinkering, a gnome will take a simple machine like a pulley and build on it until it is a nightmare of ropes, bells, whistles, and bellows that accomplishes the same task but does so more loudly and elaborately. Their machines become bigger, better, and more prone to dramatic and exciting catastrophes. This is progress.

history

Gnomes—inventive, skillful, and enthusiastic—were the favored children of Reorx. Reorx forged the Graystone and imbued it with light and power. In about 3500 PC, he consigned the stone to the First King, gnomoi Aldinanachru. Aldinanachru placed it in the tower of Lunias atop Mount Garath on Taladas. Around 3100 PC, a gnomoi guard was tricked into releasing it, unleashing magical havoc upon Krynn as the stone drifted west. Reorx sent the largest clan of the gnomes to regain the enchanted stone.

The Graystone drifted across the Northern Courrain Ocean and the gnomes followed it in a fleet. They landed on the eastern shores of Ansalon and hurried after on foot. A mortal king imprisoned the stone in what would be called the tower of Gargath. He would not relinquish it to the gnomes. They attacked and, in the ensuing battle, the Graystone of Gargath escaped. It transmogrified the gnomes there into dwarves and kender. The rest of the gnomes chased the stone west to Sancrist Isle.

There, most gnomes gave up the chase. They would not risk another dangerous sea voyage. Some few built ships and sailed west out of sight. Many other gnomes migrated west to Sancrist; only a few remained on the continent.

Two notable events occurred after the Graygem's escape. The first was the arrival of the Knights of Solamnia on Sancrist. As a result, gnomes have allied themselves with Solamnia and become important trade partners to it.

The second major event was the Cataclysm, which enlarged the size of Sancrist's mountainous northern half, where the gnomes lived. Many gnomes died in landslides and collapsing tunnels. But over all, the seismic activity increased the living space available for the gnomes.

Proverbs and folktales

Gnome proverbs can take one to two days to recite, depending on their seriousness. Other races, on hearing (one of) these proverbs, pointed out that proverbs are more memorable when short and to the point.

Impressed, the gnomes convened a Proverb Committee. After months of deliberation, this committee distilled the three critical gnomish proverbs to their potent and poignant essence:

"Never."

"A gear."

"Hydrodynamics."

The last proverb in particular brings tears to the eyes of older gnomes.

Lifestyle

Villages: Gnomes are homebodies, rarely wandering away from their warrens and projects. They dwell away from the blundering world of big folk and protect their villages with





enchancements and charms. The villages themselves are loud, garish towns of continual noise and motion. Most gnomes never leave their native villages; those who do dislike the suspicious whispers of birds and crickets.

Tinker gnomes live in huge subterranean colonies of tunnels in secluded mountain ranges. The largest gnomish settlement is in Mount Nevermind. A metropolis of 59,000 has dwelt in the dormant volcano for millenia.

Mount Nevermind: The city of Mount Nevermind is built into the rock surrounding the central shaft of a volcano. Mount Nevermind bustles. Citizens scuttle, whistles blow, mechanical cars roll, gnomes fly (catapults called gnomefingers offer rapid travel from the Inner Hall to the 35 different city levels). Hundreds of staircases, ramps, pulley elevators, and ladders span the levels. Steam-powered cars mounted on rails encircle the city, providing fast transport on individual levels. The whole place is choked with smoke and sound and flashes. (For more detail, see the "Geography of Krynn" section and the mapsheet.)

Gnomes in industry may develop industrial diseases. Mild respiratory ailments and eye infections are common, but clear up with a few days in fresh air. Industrial accidents, noise, litter, and other work-related problems can disable a gnome, sometimes leading to early retirement from active pursuits.

Life Quests: Gnomes are born tinkers and "scientists;" an individual chooses an area of specialization depending on his driving interests. When young, each gnome chooses a Life Quest, which is approved by the Guild subcommittee to which his or her family belongs. A gnome who chooses to study screws spends decades experimenting with thread sizes, metals, screwdriver types, and so forth. Rarely does a committee formally declare a Life Quest completed. Completion of a Life Quest means the gnome has performed so well that all that could possibly be known about the subject is now known. If a Life Quest is completed, the gnome's soul and those of his forefathers are guaranteed a place beside Reorx when dead.

Life Quests are often highly specific and related to a technological device or process. Sometimes, unusual magical devices are studied to develop technological means of replacing them.

Names: Each gnome has three names. A gnome's true name recounts the gnome's entire family tree, extending back to creation. This history occupies a single, enormous word that can easily fill a large book. The complete names of every gnome born on Sancrist appear in a volume in the Genealogy Guild in the main library at Mount Nevermind.

Though each gnome knows his complete name (or at least the first few thousand syllables), most gnomes use a shortened form of address that takes merely half a minute to recite. This shorter name lists the highlights of the gnome's ancestor's lives. Humans use even shorter names: the first one or two syllables of a particular gnome's name. Gnomes find this abbreviated name undignified, but endure it all the same.

Religion

The only major deity gnomes recognize is Reorx. Though religious services and priests among them are rare, gnomes still respect Reorx and know (unlike others in post-Cataclysm Ansalon) that he exists. To them, Reorx is, of course, a gnome who loves building, creating, inventing, and tinkering. Some philosophers even declare that the universe is Reorx's machine—the sun and moons of Krynn are cogs in the world-gadget.

Although most gnomes revere Reorx, a small cult follows Shinare, goddess of industry. Members of this group attend services every sixth day. This group uses inventions such as

the steelgrabber (an offering machine) and the organizer (a huge musical instrument that loudly duplicates any instrument on Krynn). At their services, the followers of Shinare petition her to inspire smoothly functioning machines. Heaven knows they need them.

Tools, Technology, and Weapons

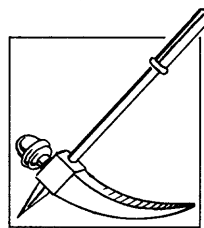
Tinker gnomes possess greater technology than all the races of Krynn combined. Gnomes have mastered steam engines and coiled springs. They use steam-powered ships, clockwork timepieces, and ore-refining plants for high-grade steel, as well as mundane objects like screws, pulleys, drive shafts, toothed gears, music boxes, and mechanical toys. Some legends even tell that the ancient kingdoms of Krynn had clockwork golems of gnomish design.

The gnomish attention to style and delicate craftsmanship results in inventions that border on the magical: miniature castles with mechanized knights and fire-breathing dragons, "bang-bugs" that sit quietly on the floor before exploding and flying away, folding-paper umbrellas, bubble-bath soap, spectacles, and gnomefingers, to name a few. Projects in the works include the silent, folding, automatically repeating crossbow; the net-throwing arrow; and the spring-loaded, blade-throwing, two-handed sword. The archives of Mount Nevermind brim with ill-fated inventions, awaiting a gnome willing to develop them further.

Sadly, gnomish mental distraction and fascination with detail tend to undercut their technology. Anything gnomish machines can do, magic can often do more cheaply, quickly, and efficiently. Generally speaking, gnomes who invent items exert as much effort, risk as much danger, and experience as much success as wizards who perform spell research,

Gnomish Weapons

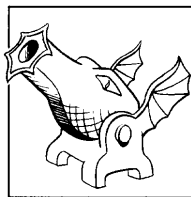
When attacked, gnomes defend with whatever is handy: screwdrivers, hammers, frying pans, stools, flaming parchment, inventions, and so forth. When prepared, they use light crossbows, slings, short bows, darts, and throwing axes at a distance. In melee, they wield footman's maces, short swords, warhammers, and gnome picks.



Gnome pick (Dmg 2d4+2/1d6 + 1; Spd 5; Type P) A gnome pick is a 4-½' hammer with a sturdy head balanced by a curved fluke used to pierce armor. Atop the hammer is a spike. Gnomes often add strange devices to improve their picks: hot coal chambers (burn off the wooden haft in 2d6 rounds), whirling chains (spin gnome around and create involuntarily attack on all in a 2' radius at -2 to hit), and spring-loaded pincers (do double damage but disarm gnome).

Special Gnome Weapons

Gnomes also use specially engineered weapons in battle.



Belchers are gnomish cannons disguised to look like statues of dragons, gargoyles, or roses. Belchers use smoke-powder to catapult cannisters of deadly materials. These cannons weigh over a ton and must be based on either a sturdy wagon or a pivoting turntable for aiming. Only targets directly in front of the barrel or between its minimum arc range (30 yards) and maximum arc range (360 yards) can be hit.

Determine THACO from artillerist's proficiency (Artillery proficiency costs 2 slots and uses Int -2). On a natural roll of 1, the belcher barrel explodes, attacking all creatures in 20 yards radius for 1d10 points damage. A belcher with an exploded barrel can fire again at half range, but the chance of explosion rises to a natural roll of 1-4. Then, a roll of 1 hits all in a 10-yard radius for 1d10. A roll of 2 to 5 results in a misfire. Roll 1d10 for result:

1 = Kickback/spin (stuns crew and causes 1d6 points damage)

2-3 = Flash/short (canister drops 1d10' in front)

4-7 = Black smoke (save vs. paralysis or be stunned 1d3 rounds)

8-9 = Wick goes out (no fire)

10 = Wick goes out (blast delayed 1d20x6 seconds)

Loading a belcher takes 3 rounds. If double-loaded, all chances for failure double. Belcher cannisters carry various payloads. Use grenade rules to determine scatter and blast effects.

Acid (Dmg 2d8; Area 3' radius) Save vs. breath or be incapacitated for 1d6 rounds.

Chains (Dmg 2d4; Area 2' radius) Destroys masts, trees, and lines of attackers; save vs. paralysis or become entangled.

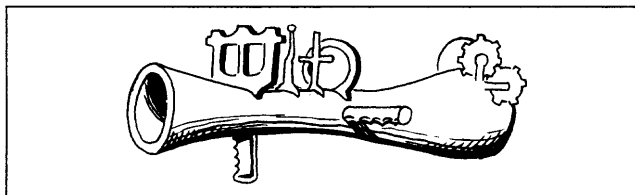
Cinders (Dmg 1d4; Area 2' radius) Save vs. normal fire or ignite.

Foam (Dmg 0; Area 2' radius) Save vs. breath weapon or be knocked out for 1d4 turns. Extinguishes 4d6 points of fire damage.

Naphtha (Dmg 3d6; Area 3' radius) Burns for 2 rounds for 3d4 points damage per round and ignites items that fail to save vs. magical fire

Oil (Dmg 0; Area 5' radius) Save vs. breath weapon or be incapacitated by slipping for 1d6 rounds. If oil is ignited, it causing 2d6 points damage in first round and 1d6 in second.

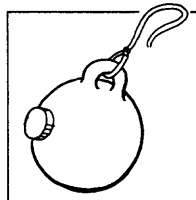
Water (Dmg 1d2; Area 5' radius) Extinguishes non-magic, non-oil fires and ruins parchment and paper.



Blunderbusses: These hand-held, miniature belchers fire small balls of lead or iron. When rolling for blunderbuss damage, a natural 10 (for muskets) or a natural 6 (for pistols) allows attacker to roll an additional damage roll and add it to the first. A natural 1 on attack roll is a misfire (use the same rules for misfire as for the belcher). Explosions function as backfires and only harm the user. A backfired blunderbuss may be cleared in 1d6 rounds

Musket: #AT 1/3; Dmg 1d10 + 2/1d10; Range 5/15/20

Pistol: #AT 1/2; Dmg 1d6+2/1d6; Range 3/6/12



Gnomish Grenades: These 6" hollow pottery balls carry ingredients that explode when the ball is cracked. Due to their light weight, grenades may be thrown at ranges of 2/4/6. On a natural 1 attack roll, the gnome drops the grenade 1d6' away from himself. If a grenade hits a hard surface, roll a save vs. crushing blow (1d4+18 for soft surfaces). If the save thrown is less than 18, the ball cracks and the effect occurs:

Fire (Dmg 1d6; Area 1' radius) Burns 2 rounds for 1d6 points damage. Ignites items that fail save vs. normal fire.

Flash (Dmg 0; Area 5' radius) Save vs. spell or be blinded

for 1d4 rounds.

Gas (Dmg 1d4; Area 3' radius) Save vs. breath or be knocked out for 1d4 turns.

Pepper (Dmg 1; Area 3' radius) Save vs. breath weapon or be incapacitated for 1d6 rounds.

Smoke (Dmg 0; Area 5' radius) Obscures vision for 1d6 rounds.

Thunder (Dmg 1d4; Area 5' radius) Save vs. rod or concussive blast stuns for 1d4 rounds.

Gnomish armor

Gnomes wear all types of armor, including piecemeal armor comprised of several different armors (AC5). Standard armor fare is a leather apron (AC9). Gnome workman's leather provides an AC of 7. Workman's leather contains numerous pouches, pockets, loops and straps for tools and repair materials.

Gaming Notes

Gnomes can work quickly and accurately, but lack Strength, due to their sedentary life. When creating a gnome character, modify Str by -1 and Dex by +2. Roll all other abilities using 3d6. The abilities of gnome PCs must fall within the minimums and maximums that follow.

Ability	Min/Max	Ability	Min/Max
Strength	6/18	Intelligence	8/18
Dexterity	8/18	Wisdom	3/12
Constitution	8/18	Charisma	3/18

Proficiencies: Gnomes are master inventors. They commonly have proficiency in the following: Blacksmithing, Carpentry, Cobbling, Engineering, Gem-Cutting, Leatherworking, Mining, and Stonemasonry.

Though all gnomes are tinkers at heart, not all of them tinker at the same tasks. Each tinker gnome belongs to one of almost 100 guilds: Hydraulics, Chemistry, Architecture, Hydrodynamics, Kinetics, Mathematics, Weapons, Mechanical Engineering, and Education, to name a few. Only the Agricultural and Medical guilds deal with life sciences. Non-pragmatic guilds (e.g., Astronomy, Music), and dangerous guilds (e.g., Explosives, Flight) have small followings.

Gnomes make passible fighters and quick-fingered thieves. Thieving gnomes, however, are sometimes betrayed by their penchant for showmanship. Most prefer the direct sham and sting to sneaking and lifting. Those with a magical bent direct their talents for sleight of hand and showmanship to the study of illusion spells. In fact, no (PC) gnome practices generalist magic. Many gnomes deal in finely detailed crafts like jewelry.

Gnomes of Krynn have all of the special abilities of gnomes listed in the 2nd Edition *Player's Handbook*.

kender, "Children of The World"

appearance

Adult kender resemble young teenage humans: aside from their pointed ears, they could pass as human youths. Despite their attenuate limbs, kender are well muscled. Most stand between 3'6" to 3'9" tall (2d8 + 36 inches for males; 2d8 + 32 inches for females), although some few reach 4' 6" tall. Mature kender weigh between 85 and 105 pounds (3d10+80 pounds for males; 3d10+75 pounds for females).

Hair coloration for kender ranges from sandy blonde to dark brown, with some who have coppery red or red-orange hues. Short-cropped shag haircuts are popular in Hylo, but Goodlund kender prefer longer hair: braids, ponytails, knots, and combed manes. Kender cannot grow beards or mustaches.





Although fair-skinned, kender tan quickly, becoming nut-brown by midsummer. Their eye color varies: pale blue, sea green, olive, light brown, and hazel. Their ears have points, much as elven ears do.

Typically, kender faces bear the intense, bright-eyed inquisitiveness of children. Happy kender grin madly; sad kender wear an intractable pout. When throwing taunts, kender look impish and shout with an incredibly grating tone. Their emotional intensity is infectious.

Kender clothing varies a great deal, but all wear durable, rustic outfits. Bright natural colors and ribbons accent clothing. Males wear shirts, pants or breeches, laced leggings, and soft leather boots or sandals. Females wear a tunic or dress, pants, and soft leather shoes or laced sandals. All kender wear vests, belts, or short cloaks with many pockets.

In their countless pouches, pockets, and belt packs, kender carry a wide assortment of junk: feathers, stones, rings, string, teeth, toys, whistles, paper, charcoal sticks, ink, tinderboxes, buttons, chalk, figurines, handkerchiefs, marbles, mice, dried meat, bones, dried fruit, coins, candles, and so forth. Kender live to 100 years and beyond, always retaining their youthful flair for life. Adulthood begins around 20 years, and old age set in at 70. As kender age, their faces retain a youthful appearance, save for a deepening network of lines and crow's feet. Their hair grays gently, often starting at the temple. Kender consider this aged look attractive, and some accelerate it using mud packs to dry out their skin.

Kender voices range from the shrill tones of childhood to the husky growls of old age. Most kender can create bird and animal calls. When excited, kender speak very quickly or very loudly to make themselves heard. At other times, kender tend to ramble, producing convoluted logic and illogic.

PERSONALITY

Kender of all ages share a childlike nature: curious, fearless, irrepressible, independent, lazy, taunting, and irresponsible with others' possessions.

Curiosity: Kender are curious about absolutely everything. They are natural explorers. They disgorge the contents of locked cupboards and delve into deep caverns. "Anywhere a rat can go, two kender will be," quips a human proverb. Very little escapes a kender's notice. Kender study every detail in a room, no matter how often they have been there.

This curiosity extends especially to unusual things. Kender love magic items and rare creatures (chimeras, centaurs, uni-

corns, and dragons topping the list). Gadgets—especially gnomish gadgets—also catch kender eyes. Kender seek beauty in all things: they might prefer an old tarnished coin to a gleaming, newly minted one merely because the tarnished one is unique.

Fearlessness: Kender are often fearless. They cannot grasp their own mortality and thus feel invincible. This fearlessness combines with kender wonder to wash away any dread (and any common sense) they may feel. Kender fearlessness does not, however, equate to stupidity. In moments of danger, kender battle bravely while others cower behind. And kender rarely let their fearlessness endanger anyone but themselves.

Some tales suggest that kender can actually be frightened. Even so, these tales describe such monumental catastrophes that few kender survive to be questioned about their feelings.

Irrepressibility: Few on Ansalon can shut a kender up or tie one down. Full of youthful energy, kender dread boredom and seek excitement, entertainment, and fun. Fun for a kender may mean spending hours watching an industrious ant climb over various obstacles. Sadly, though, risky undertakings hold at least as much allure for kender as safe ones. While other party members grimly embark upon a grueling trail with near-certain death at its end, a kender will accompany them "just for the fun of it."

Independence: Kender believe in the rights and freedoms of the individual. Kender nations have no real ruler because they prefer the freedom of anarchy. They resent being ordered about, and would rather do what they want, when they want. Demanding something of a kender only results in loud complaints, reluctant work, and taunts. But kender willingly volunteer for any task, as long as it is interesting.

Although they demand freedom of choice, kender often fail to consider the consequences of their actions. A kender's impulsive action may back him into a corner from his comrades must save him. "I guess I shouldn't have opened that door with the warnings on it, huh?" Entire parties bristle when a kender utters that awful saying, "Oops!"

Compassion: Kender make lifelong friends. They offer undying (though distracted) devotion and self-sacrifice to their companions. They always aid those who are hurt and they happily share their meager bounty with those less fortunate. The wounding of a dear friend sends kender into paroxysms of grief. Their grief is so plaintive that it can soften even the hardest heart.

Due to their big-heartedness for others, kender are easily hurt by indifference or cutting remarks from friends. However, they quickly forgive and forget, and this endearing trait makes them extremely difficult to dislike.

Dreaming laziness: Dwarves say that kender are "good for nothing, lazy doorknobs." True, a kender performing drudgery is like a hobgoblin dancing: it looks and feels unnatural. Kender, however, are among the most industrious creatures of Ansalon as long as they remain curious about their task. Work for work's sake is boring, tedious, and stodgy. Beautiful fields, clever dormice, and antic chipmunks are another matter entirely. Kender love dreams better than realities, and daydreams best of all.

They thrive on stories and storytelling. True stories are routinely modified to make them spectacular, fascinating, and satisfying. But kender willingly listen to any story, no matter how poorly (truthfully) rendered it is. Kender also love music and dance. They have added chimes, bells, and whistles to all of their daily tools. Whether pounding nails into a barn roof or facing down a black dragon, kender always keep their beloved music on hand.

Taunting: Kender, like human children, possess a calculating sense of insult. Their intense curiosity wins for them all sorts of shocking insights into a creature's private life. These

insights become weapons in moments of wrath. Kender lash out not only to injure an enemy's pride, but to drive him to irrational behavior. The lapses in judgment that follow a kender taunt often allow the kender to land a killing blow.

Handling: Kender are oblivious to matters of ownership. If a kender needs something that another person is not using, the kender will innocently borrow the item and put it to use. Curious kender often pick up items for closer examination, then distractedly forget to put them back.

Although dwarves cannot distinguish this action (called "handling") from theft, handlers and thieves differ drastically. First of all, thieves steal for personal gain, but handlers take things due to curiosity and distraction. When a handler's curiosity shifts to a new item, he often loses the one he just picked up. Secondly, a thief always takes the most valuable item but a handler always takes the most interesting one. A handler will prefer a glittering shard of glass to a bagful of dull silver ore. Finally, thieves steal maliciously, knowing that they break moral and governmental laws; but handlers take things innocently, unaware of rules of property that would make their actions malicious.

Although kender handlers have common thieving abilities, they are not thieves. Handlers take quick offense at accusations to the contrary. Even if caught in the act of handling, they have (and believe) many excuses:

- "I guess I found it somewhere."
- "You must have dropped it."
- "I forgot I had it."
- "I was keeping it safe for you."
- "You said you didn't want it anymore."
- "This looks just like yours, doesn't it?"
- "Maybe it fell into my pocket."

History

The lessons of history stand firm: kender arose when gnomes were transformed by the potent and unrestrainable magic of the Graystone of Gargath. All written histories agree on this fact.

Even so, a splinter group of scholars in Palanthus questions whether kender really came from gnomes. They note the vast dissimilarities between gnomes and dwarves on the one hand and kender on the other. Kender are not industrious; they do not tinker or invent; they have no beards; they cannot focus on tasks at hand; they are not stout and stocky; they do not dwell underground; they do not have rounded ears.

Scholars who have made these contrasts go on to say that kender share many traits with elves. They joyfully embrace life; they disregard work and time; they love woodlands and nature; they look for beauty in all things; they have pointed ears and no beards; their progenitor Balif was a close confidant of Silvanos, and even swore allegiance to Silvanos at the first Sinthal-Elish, several hundred years before the Graystone.

The scholars who have marshalled these arguments believe that kender arose when the Graystone transformed elves, not gnomes. This charge cannot be made lightly, for it flies in the face of every recorded history, especially that of Astinus's *Iconochronos*. Most scholars still support the histories as they stand, but the splinter scholars gain support daily. The furor still rages.

Both sides agree, however, that the earliest known kender hero was Balif, a confidant of Silvanos. Balif fought in the Second Dragon War (often called the first because it was the first to involve all the peoples of Krynn), and established the kender nation Balifor. He died in 2750 PC.

A second kender nation appeared in northwestern Ansalon in 2600 PC. An entire clan of kender became trapped on the first floating citadel, which drifted northwest and crashed

against the spine of the Sentinel Mountains. The kender named their new land Hylo after its citadel, which was high and then low, and after its high mountains and low plains. In 2200 PC Ergoth arose and forcibly annexed Hylo. The Rose Rebellion of 1800 PC returned independence to Hylo.

The Cataclysm struck Hylo hard. All the kender settlements along the bay were swept under by tidal waves and the city of Hylo itself became a port town. The eastern half of the nation disappeared and the western half clung to the newly formed isle of Northern Ergoth.

The Cataclysm also decimated the land of Balifor, turning it into a desert waste. The kender left their homeland to barbaric desert nomads and migrated north. They founded a small forest city on the edge of a human ruin (now called simply "the Ruins" by the kender who explore it). Some kender believe that the Ruins are the remains of one of the missing Towers of High Sorcery.

After the Cataclysm, many kender refused to return to civilization, preferring to wander the land. Recently, the kender folk were mustered for war by one kender of note: Kronin Thistleknot. This charismatic leader is a powerful hunter-turned-warrior. He organized the kender resistance to the dragonarmy threat.

Lifestyle

Kender live in quaint, pastoral villages and towns constructed in the forests of Krynn. Perhaps this is so they can climb the trees, play tag among the boughs or just laze in the shade. Their homes are a variety of incomplete structures: tree-houses, terraced decks, spacious huts, snug little burrows, and tree hollows. All dwellings blend beautifully with their environment. Looking upon a kender city, one sees only bountiful woodlands, winter squash, grape and raspberry vines, and blossoming fruit trees. On closer examination, a city appears. The city gate is simply a passage between sentinel oaks where a footbridge spans a creek. Hedges and gullies form the city's defenses and vines mask the porticoed buildings from view. Twisting stairs, rope ladders, and ropeways link the rooftops to each other and to the ground.

Kender have small immediate families with 2 or 3 children. For all the noise and fuss in a kender house, one would think there were dozens of children. Most kender happily stay at home, close to playmates. Sometime around age 20, kender are overwhelmed by a desire to wander and see the world. They travel for years, enjoying the mysteries of Krynn, before their *wanderlust* runs out and they settle down. Some kender draw maps of their journeys, maps that become fairly trustworthy and very detailed after they fiddle with them for years. After wanderlust, kender become rooted into the land, remaining in one place until death.

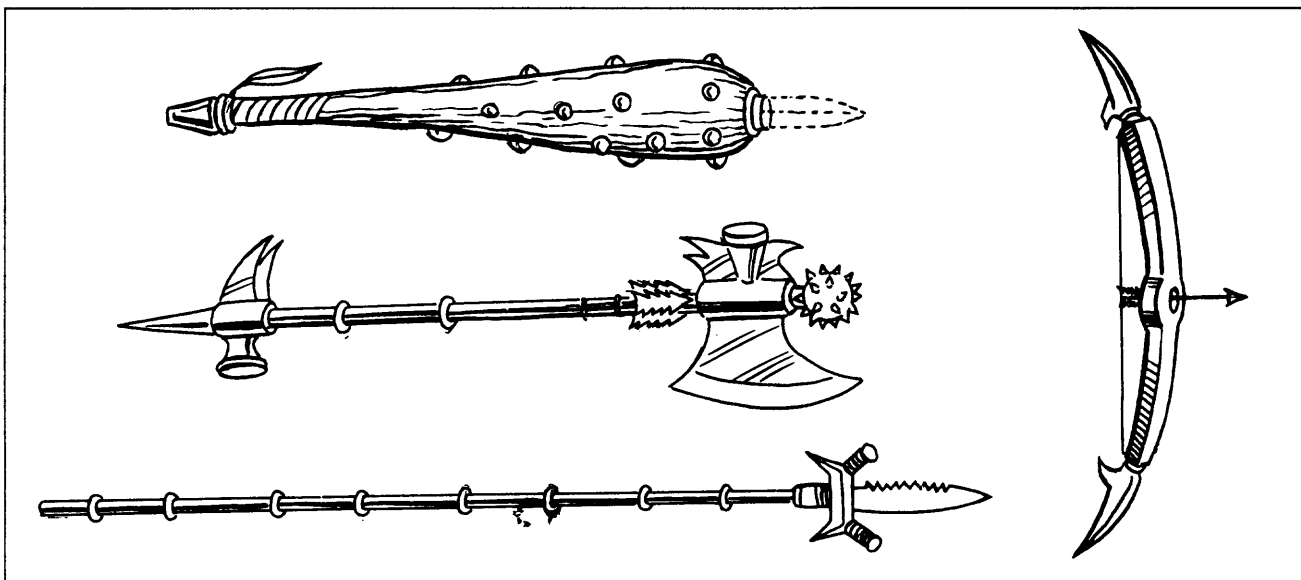
The sedentary nature of aged kender and young kender allows kender societies to crop up. Kender society is an omnigarchy: rulership by everyone. Everyone does whatever they please, so long as they do not harm each other. Kender value individuality and thus have no desire to force their opinions on others. Despite their blatant lack of law, common threats bring kender into quick cooperation. With little preparation, kender nations can field a formidable army.

Occasionally, the kender will submit themselves to a ruler who seems interesting at the time. They have had kings, khans, warlords, councils, judges, and priestlords, many of which have not been kender and all of which have fallen from power within a month's time.

Religion

Before the Cataclysm, certain kender could work miracles as priests of the gods. The kender priests never built places of





worship, preferring to praise their gods beneath the open vault of the heavens.

In post-Cataclysm Ansalon, kender priests have all but vanished. During the War of the Lance, one kender lass purportedly encountered a true priest and received her own *Medallion of Faith* from him. She in turn studied and began attracting followers. The kender priesthood has been on the rise ever since.

Although kender recognize all the gods (as well as some nature spirits, eldritch beings, and potted plants), they hold four in highest regard: Branchala, Chislev, Mishakal, and Gilean. Kender generally consider Reorx a grumbling but benevolent grandfather, but do not praise him highly. Seacoast kender set Habbakuk high in their pantheons.

Tools, Technology, and Weapons

Most kender tools serve as a weapon, a tool of one's profession, and a musical instrument. Kender like to add personal touches to every tool, such as whistles, notches for tying bundles, and bright talismans of feather and fur.

All kender possess a makeshift set of lockpicking tools, wires, files, old keys, hardened leather placards, and beeswax.

For armor, most kender use only small shields, furs, padded armor, or leather armor. A rare few have been known to wear ring, studded, or chain mail, but companions say they were not well at the time.

kender Weapons

Kender fight with intuition and grace. Their specialized weapons, which are also tools and instruments, are deadly in the hands of kender (+2 to attack rolls), but clumsy in the hands of others (-2 to attack rolls).

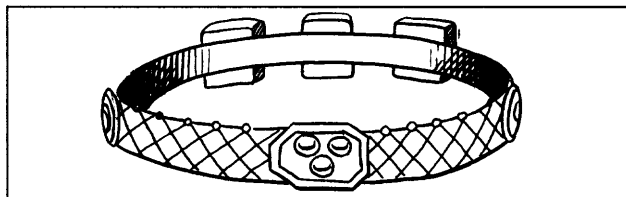
Kender tools are commonly constructed of a flexible iron-wood haft with leather, catgut, and metal adornment. The heavy "-pak" and "-ak" tools (e.g., polpak, battak) are frequently used by males, whereas the lighter "-pik" and "-ik" (e.g., whippik, bollik) are used by females. Hoopaks and whippiks find the most use among kender.

Battak: (Dmg 1d8/1d8; Spd 7; Type B) The battak (slapstick) is a walking stick with a variety of items fastened along its length. It is the favorite tool of young kender. Shaped like a miniature studded club, this tool sports a small metal wedge at its tapered end and studs around the wide end. A wooden plug that fits into the broad tip unscrews and inverts to bear a

short knife blade. The nether chamber that holds this club also stores sling bullets, which may be batted at one's target with great force (Dmg 1d4+2/1d6+2).

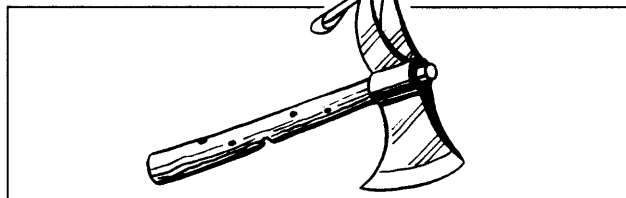
Bells, chimes, and whistles fasten along the club, producing music and making a fearsome jangle in battle. Typical uses for this tool include

- batting bullets at targets,
- prying with the wedge,
- spearing with the blade,
- climbing by wedging it in the ground, and
- creating percussive music.



Bollik: (Dmg 1d4+2/1d3+2; Spd 6; Type B) The bollik (bola belt) is a webbed rope belt worn about the waist on a leather sash and buckle. The bollik hangs from a series of quick-release loops. On one end of the bollik, three weighted balls of leather hang on short strands of rope, forming a bola. When the bollik is worn, these bola balls are tied to the large metal buckle. The bollik can be tugged free with a simple snapping motion and can be related in two rounds. Typical uses include

- flailing enemies,
- using as a bola (-2 to damage),
- threshing grain,
- grappling walls,
- entangling enemies,
- climbing as a rope ladder,
- storing items in pockets of leather strap, and
- playing as a wind thrummer



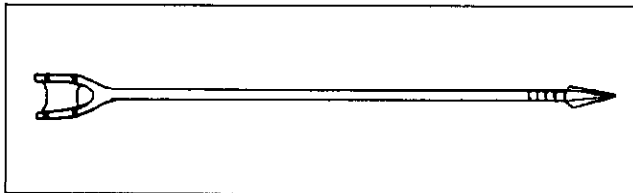
Chapak: (Dmg 1d6+1/1d4 +1; Spd 4; Type B/S) The chapak (snapper axe) is a combination hand axe and slingshot.

Its single-bladed axe head rests on a hollow haft of ironwood. The back of the axe blade forms two prongs that support a cat-gut slingshot (Dmg 1d4/1d4). The hollow haft has fingerholes drilled along its length and can be played as a flute if the end plugs are removed. Typical uses of this tool include

- splitting wood,
- shooting as a slingshot,
- prying with the butt,
- play as a flute,
- snorkeling (with holes corked),
- shooting as a blowgun (with holes corked) (Dmg 1/1; produces sleep), and
- grappling (with a spidersilk rope).

Hachak: (Dmg 2d4+1/2d6+1; Spd 8; Type P/S) The hachak (pole axe) is heaviest of the kender tools and is used by woodcutters. On one end of its 6' segmented pole rests a hammer, spike, and piercing beak. The other end of the pole holds a broad axe backed by a hammer head and a saw blade. Metal rings circle the shaft at 1 foot intervals along its length. The shaft itself may be separated into three sections if necessary. Just below the axe blade, a sheepskin wrap stores 6 throwing darts. The hammer and beak can be used as weapons (Dmg 2d4/1d6). The shaft darts have the normal range for a thrown dart and do moderate damage (Dmg 1d4/1d4). Common uses include

- cutting and splitting wood,
- hammering nails,
- climbing as a ladder,
- pruning trees,
- planing wood,
- throwing darts, and
- playing as a chime by hammering on the blades.



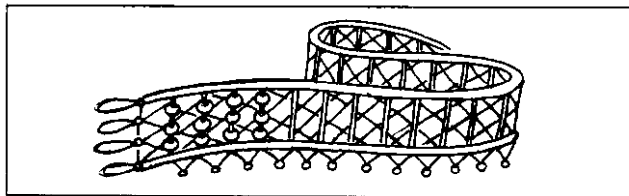
Hoopak: (Dmg 1d6+2/1d4+2; Spd/Type 2/PB) The hoopak (sling-staff) is the most common of kender tools. This 5', ironwood staff has a short spike attached to its tip, which doubles as a spear or bo stick and inflicts the noted damage. The staff's other end is forked and laced with gut. A stone may be flung by either planting the blade end of the hoopak in the earth and bending the staff back to sling the stone, or whirling the hoopak overhead as a traditional sling-staff. This tool acts like a bullroar when whirled in the air, creating a low thrumming sound. Its uses include

- throwing as a spear,
- striking as a staff,
- shooting or slinging stones,
- prying with the blade,
- picking apples with the gut, and
- whirling as a bullroar.

Polpak: (Dmg 1d8/1d10; Spd 6; Type P/S) The polpak (swordstaff) has an 8' pole that sports a short-sword blade. Triggering a catch and giving the blade a half-turn releases it so that it can function as a sword. The blade has one serrated edge and doubles as a saw or pruner. The crosspiece for the sword is a double recurved crescent. Iron rings appear around the shaft at 1 foot increments to aid in gripping and climbing. A dozen caltrops are laced on a rod in the crosspiece. Typical uses include

- pruning trees,
- spearfishing with the blade,

- using the blade as a short sword,
- sawing with the serrated face,
- climbing as a ladder,
- striking as with a staff, and
- playing as a musical saw.

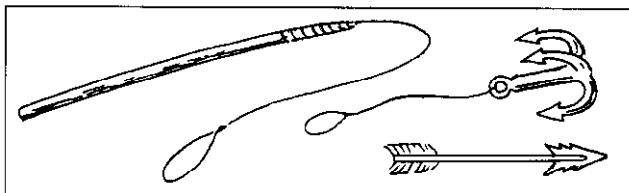


Sashik: (Dmg 1d8+1/1d10+1; Spd 5; Type B/S) The sashik (sashwhip) is a beaded, weighted sash of laced rope. Worn across one shoulder, the sashik bears weighted pouches on one end. Two dozen large wooden beads that line one edge of the sashik can be pulled loose and thrown. The mesh of the sash is coarse and netlike. Common uses include

- flailing enemies,
- scourging by attaching hooks,
- entangling enemies,
- climbing as a rope ladder,
- throwing wooden beads,
- fishing as with a net, and
- playing as a xylophone.

Sithak: (Dmg 2d4/2d6; Spd 3; Type P/S) The sithak (sword-bow) was originally a yoke used for carrying water in buckets. Now, its ends bear two blades, allowing it to serve as a double scythe. A recurving hook rests beneath each blade. A bowstring laced across the yoke allows short field-arrows to fire through a hole in the haft. Typical uses include

- carrying buckets as with a yoke,
- harvesting crops,
- furrowing ground,
- slashing enemies,
- shooting field arrows (Dmg 1d4+2/1d4+1), and
- strumming as a stringed instrument.



Whippik: (Dmg 1d2+2/2; Spd 4; Type P/S) The whippik (whip-bow) is a thin wand of ironwood that holds a short length of looped catgut on its end. It looks much like a riding whip. The whippik is the most popular tool among female kender. Short darts may be fired from this whip bow. With additional lengths of gut and various hooks, grapples, and snares the whippik performs various functions:

- shooting darts (Dmg 1d4+1/1d6+1),
- whipping or scourging enemies,
- snaring game,
- hanging criminals,
- fishing, and
- strumming as a stringed instrument.

Gaming Notes

Kender are remarkably strong for their size, as well as extremely nimble. When creating a kender character, roll 2d6+4 for Str and add +1 to Dex score. Minimum and maximum acceptable scores follow:



Ability	Min/Max	Ability	Min/Max
Strength	6/16	Intelligence	6/18
Dexterity	8/19	Wisdom	3/16
Constitution	8/18	Charisma	6/18

Proficiencies: Many kender have aptitudes for ranger skills: Hunting, Setting Snares, Survival, and Tracking. Other proficiencies common among kender include the following: Agriculture, Animal Training, Artistic Ability, Dancing, Fire-Building, Fishing, Language, Rope Use, Tailoring, Singing, Swimming, Weaving, and playing a Musical Instrument.

Infravision: Kender see 30' in the dark.

Languages: Kender select from dwarf, elf, gnome, goblin, and ogre languages to start.

Magic/Poison Resistance: All kender gain a +1 bonus to saves vs rod/staff/wand, spell, and poison for every 3-½ points of Con they have.

Due to this magic resistance, kender cannot learn wizard spells.

Slings and Thrown Weapons: Because of natural talent, kender gain a +1 to attack rolls when using slings or thrown weapons.

Surprise: Due to their watchfulness, kender penalize opponent's surprise roll by -4.

Fearlessness: Kender are immune to both natural and magical fear. Still, kender are not stupid and will recognize danger quickly. Their reaction will tend toward fascination and curiosity, not fear.

Taunting: Kender can taunt others into reckless acts. Their taunting tone is so annoying that enemies may become enraged. If enemies fail a save vs. spell, they act with mindless rage for 1d10 rounds and suffer a penalty of 2 to THACO, Armor Class, and all action rolls.

Thieving Skills: Even kender who are not handlers have an inherent ability to perform as a low-level thief:

Pick Pockets 25%; Open Locks 25%; Find/Remove Traps 25%; Move Silently 25%; Hide in Shadows 25%; Detect Noise 25%; Climb Walls 50%; Read Languages 10%.

Minotaurs "Chosen Ones"

appearance

These huge bull-headed humanoids stand at a hulking 7' tall (4d6+72 inches for males, 4d6+66 inches for females). Their torsos and limbs are humanoid: rippling chests and hu-

manlike arms, legs, and hands. Their feet, however, end in a cleft hoof. Their whole bodies are covered with a layer of short hair. Their fur ranges in color from a whitish blonde to glossy black, although most minotaurs have only one color of fur. Only after they reach the age of 110 do they start to show signs of mottling. Minotaurs live up to 150 years (2d10+130)—more than either the bovines or humans whose forms they share.

Minotaur horns grow to 24" long (1d12+12 inches for males, 1d6+6 inches for females). These lengths are measured and cherished because minotaurs pride themselves on their horns. Horns symbolize a great and noble heritage that no other beast of Krynn can claim. Minotaurs rigorously wax and polish their horns to make them shiny and strong. Criminals are punished and exiled from minotaur society by having their horns sawed off. Such creatures are no longer considered minotaurs, but beasts akin to humans. Dehorned minotaurs have lost their pride and sullied their honor. By no means will a minotaur in good standing ever befriend one of these hornless, hapless creatures.

PERSONALITY

Minotaurs are an honor-bound race. They believe strongly in preserving their honor and emerging victorious in the struggle for dominance in Krynn. Their brutish heads belie the keen minds within; many are smarter than the average human.

Oddly, of all the many races of Krynn, minotaurs are most like diminutive folk—the dwarves. Both races value honor, strength, family, hard work, and the superiority of their race.

Honor: Above all else, minotaurs value their honor. Without honor, they have no life. They live by a rigid code of honor, developed over the years in response to many hardships. This code embodies the minotaur way of life. Thus, minotaurs allow no exceptions to the code of honor. A minotaur will honor his word, no matter how painful the consequences might be. Only in cases where the security of the entire race hangs in the balance will a typical minotaur even consider breaking his word. Naturally, minotaurs do not lightly pledge such oaths.

Even the brigand minotaurs of Kothas and Mithas retains some sense of honor. (Ansalonian minotaurs are more vicious and backstabbing than their Taladan counterparts because they have suffered under more taskmasters.) Anyone who questions the honor of even an outlaw minotaur will likely get a gaffhook in the throat.

Strength: Minotaurs adhere strictly to the rule of might: Might makes right. They believe that any problems they have can be solved with strength, cunning, and skill. Those who solve their problems using strength, cunning, and skill are clearly those in the right. The rule of might finds clear expression in the arena, where all minotaur legal cases are settled. If a defendant can keep himself alive in the arena against the champions of the minotaurs, he has have proven himself innocent.

Minotaurs also believe very strongly in competition. Competition allows one to measure oneself against other minotaurs and against lesser beings.

Family: Families are the building blocks of minotaur society, especially on Taladas. There, family plays a much stronger role than anywhere else on Krynn. Without a line of parentage, an individual minotaur is cut off from the noble and glorious history of the species. Without a family, an individual has no source of honor and pride—the meat and drink of minotaur existence.

Each minotaur family represents the whole family of minotaurs throughout Krynn. Each family therefore safeguards the precious core of minotaur history and honor. Any just mino-



taur would die for his family, as for his nation.

Superiority: Originally descended from the high ogrish races of Taladas, minotaurs see themselves as the heir apparent to the world of Krynn. The other races of the world are weak and riddled with dishonorable folk—a fallow field waiting to be cropped by Krynn's master race. The minotaurs will stop at nothing to conquer that which they believe to be theirs. Minotaurs, like most other races, believe themselves to be the chosen of the gods.

History

The violence of the minotaur race has its roots in their creation. Originally a clan of ogres living on the western coast of Taladas, the minotaurs were created when the Graygem escaped its bonds and spun crazily across the world. As it shrieked over villages of high ogre folk, the people underwent a painful transformation. They awoke in the morning as minotaurs. When these hapless man-beasts sought help from their ogrish brethren, they found enslavement instead. Eventually, the minotaurs broke free, sailing crude ships to Ansalon to begin anew. However, they did not leave without exacting a price. They drenched the earth with the blood of ogres the night they left, devastating the lands and lives of their former masters.

The voyage to Ansalon was a memorable one. The minotaurs encountered fierce storms and vicious sea creatures. Fully one-quarter of their number was lost to the ocean. At long last, they reached the land of Ansalon. Abandoning their vessels on the beach, they began to build a new life for themselves.

Unfortunately, Ansalon did not improve their lot. Inward expansion of the minotaur colonies soon ran afoul of the Kal-Thax empire of dwarves. Like the ogres before them, the dwarves enslaved the man-beasts, becoming task masters rather than friends. Battalions of dwarves marched east toward the coastal towns of the minotaurs, slaughtering those who would not enter slavery peacefully.

For centuries, the minotaurs endured this brutal captivity. Resentment and hatred burned ever hotter in their breasts. The minotaur hero Ambeoutin began to circulate among his people in secret, mustering them to revolt. With the aid of a wizard and an artifact from the Ogre Wars, Ambeoutin led his people in a revolt that overthrew the dwarves and destroyed their Empire. And so, circa 1600 PC, every last dwarf in Kal-Thax died at the hands of their slaves. No word of the utter destruction of the dwarven civilization escaped until long after the minotaurs had returned to the coast. When dwarven explorers came searching for the ancient and abandoned city of Kal-Thax, they could not even find the gates, for ivy had engulfed them. Beyond the gates lay only charred ruins, dwarven skeletons, and looted homes. To this day, Kal-Thax's disappearance remains a mystery to the dwarves of Ansalon.

Once back on the coast, the minotaurs established a kingdom of raiders and farmers, learning to wrest what they needed from the land and from others. They acclaimed Ambeoutin their king, and he founded their society upon honor. No minotaur would ever be enslaved again unless he broke his word or the minotaur code of honor. And because honor is strength, all questions of honor would be settled in the arena.

In time, Ambeoutin sired twin children. These two, Mithas and Kothas, learned of kingship and battle at their father's knee. When the time came for the arena battle to decide which would become ruler after their father, they proved to be so evenly matched that neither could defeat the other. Eventually, after a day and a night of fighting, the judges declared the match a draw. And so, circa 1560 PC, the minotaur kingdom of Ambeoutin was divided into two separate coun-

tries, each named after its ruler.

These nations existed peacefully for 1500 years, learning the art of seafaring and of agriculture. They became highly proficient in both, and their civilizations grew. The minotaurs created a code of laws to give flesh to Ambeoutin's skeletal decree that all must live by honor. Slowly minotaur culture began to approach heights of glory.

Again, though, they ran afoul of another realm. This time, the Istarian Empire in its heyday verged onto minotaur lands. The minotaurs were no match for the endless hordes of humans that overran them. Again, the minotaurs were bound in chains. These new oppressors were far worse than the dwarves, because the Istarians believed themselves righteous in their acts. They considered minotaurs abominations to the gods, hardly even worthy to serve in menial roles. Thousands were hunted down and slain in the name of the Good gods. Self-righteous and ruthless and cruel were the Istarians, so much so that the minotaurs could never stage a successful rebellion.

The doom of Istar was the salvation of the minotaurs: the Cataclysm. When the fiery mountain struck down Istar, the minotaurs on the eastern coasts were no longer slaves or prey. The gods even separated the two kingdoms of Mithas and Kothas from Ansalon, making them islands safe from the oppressors. Minotaurs perceived the Cataclysm as a sign from the gods of the minotaurs' future glory. Now, part of the minotaur code of honor is to fill Krynn with their folk, flourishing even through the annihilation of others.

Lifestyle

On Ansalon, minotaurs live in a sea-based culture on the two islands of Mithas and Kothas. Built on the rule of might, these lands are led by an emperor in Nethosak, capital of Mithas. The emperor's advisors are the Supreme Circle, a body of the eight most vicious and powerful minotaurs in the all the land. Each member of the Circle has won his or her post by personal combat in the circus. They each serve a life term, which they defend by combat. Life terms usually last five to six years.

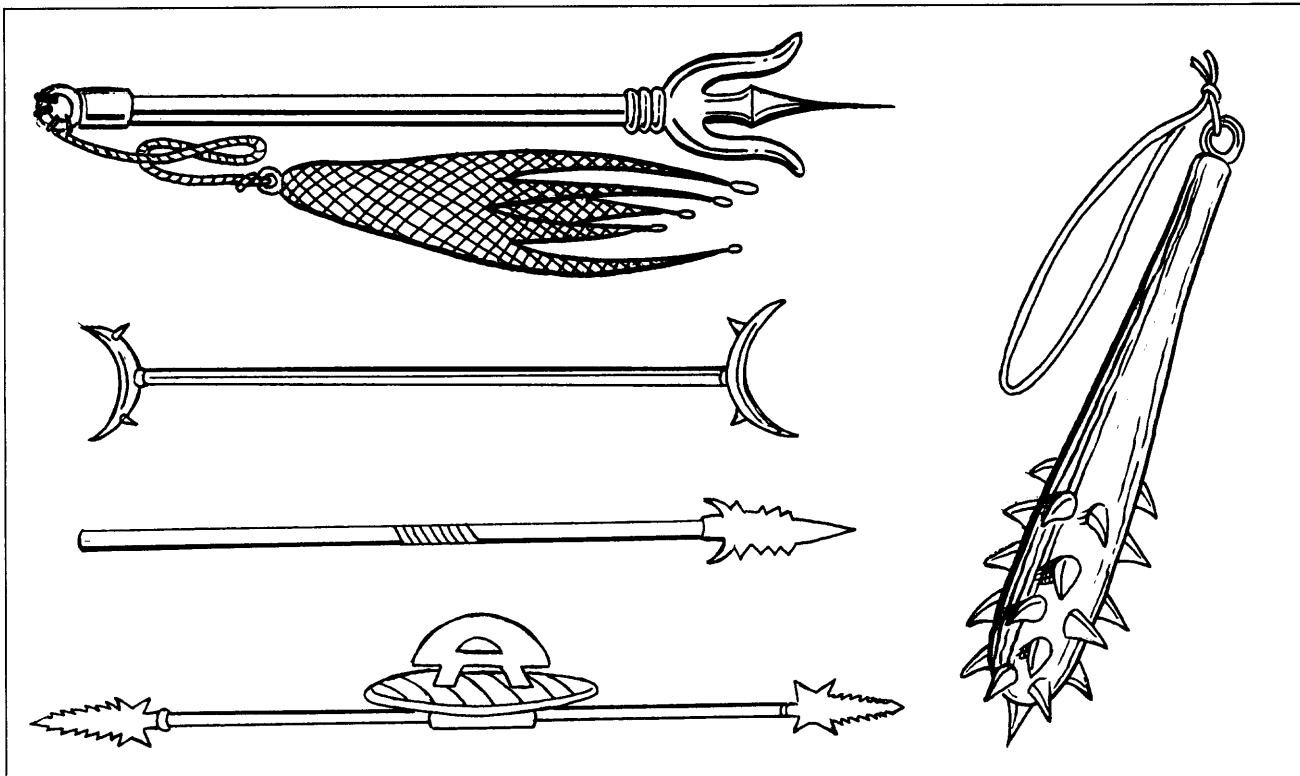
Because Ansalonian minotaurs care little about architecture and aesthetics, their cities and towns are squalid. Most buildings are made of mud and rough planking. The streets between the buildings are dirt or gravel. Only the arena and circus have any grandeur about them, built of masoned granite and ringed with lofty seats. The rest of the town has only the taverns on each corner to commend it. (Minotaurs love strong drink and good fights.)

On Taladas, Minotaur civilization is another matter altogether. It covers roughly one-fourth of the continent. The League of Minotaurs rules southern Hosk, enlisting the aid of other races in the area to create the marvels of a truly advanced civilization. The League may well be the most advanced civilization on all of Krynn. The League's power in Taladas only increases with each decade. Its Emperor, Ambeoutin XI (named after the famed deliverer of the Ansalonian minotaurs across the sea), wields absolute power over nearly a quarter of Taladas.

Tools, Technology, and Weapons

As a race built upon violence and brutality, minotaurs make excellent fighters. They are trained in the arenas from youth for Strength, cunning, and Intelligence. Common weapons include double-bladed battle axes, large flails (+2 to damage), short swords, and whips. Those with great strength (Str 16 or more) have even been known to wielding two broad swords (-2 to hit on 2nd attack). In addition to these common weapons, minotaurs have created and mastered a variety of

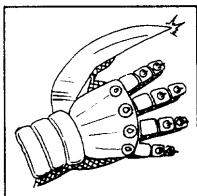




bizarre weapons for the arena. Minotaur weapons are huge and heavy; only non-minotaurs with exceptional Strength (Str 15 or better) can use these weapons without penalty. Others are clumsy with them (-2 to hit and damage. A minotaur who specializes in any of these melee weapons receives two attacks per round.

Forpann: (Dmg 1d8+1/3d6; Spd 8; Type P) This 8', two-handed trident has a rope attached to its base from which trails a 10' wide, weighted throwing net. The warrior uses the net to tangle his foe's weapon or feet, as well as to pin him. A specialist can also catch a foe's weapon with the trident and attempt to disarm him.

Kausin: (Dmg 1d8 +2/1d6 +2; Spd 6; Type B) This 6' long "whipping rod" is a chain of 6 iron bars linked together and attached to a guarded handle. It functions like a flail but can wrap around a foe's shield or back to strike a crushing blow. The kausin causes full damage to buildings.



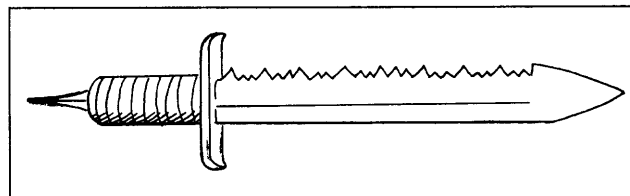
Mandoll: (Dmg 1d4+2/1d3 +2; Spd 2; Type P/S/B) The mandoll is a minotaur cestus: an iron gauntlet with spikes on the knuckles and a dagger blade along the back of the thumb. This champion's weapon requires close fighting and relies on the warrior's Strength. A Mandoll can inflict bruising, slashing, and piercing damage. It is deadly when used with a katar, the so-called "punch sword."

Polearm, Lajang: (Dmg 1d10+1/1d10 +1; Spd 6; Type P/S/B) This 7' polearm holds a recurved crescent blade at each end of its shaft. The shaft may parry attacks or bludgeon foes. The blades can slash on a forward or a backward stroke, catch and turn weapons, pin or trip foes, and impale targets on double prongs. In the hands of a minotaur with Str 16 or more, it can even be hurled as a spear.

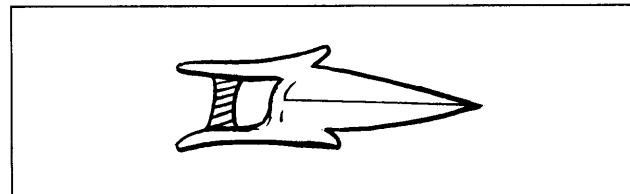
Sanguine: (Dmg 1d8+1/1d10+1; Spd 6; Type P/S/B) This 7' long gladiator weapon has a serrated spearhead at both ends, and a small buckler with a razor-edged crescent at its middle. In the hands of a master the sanguine can be used

one-or two-handed to parry attacks, trip foes, fight multiple foes, or slash, bludgeon, or pierce foes. It cannot be thrown.

Shatang: (Dmg 1d6+2/1d8+2; Spd 6; Type P/S) Shatang are 5' long, barbed, throwing spears. Shatang are basically heavy javelins. A master can fight with one in each hand without penalty. Arena combatants often wear a rack of four shatangs strapped to their backs.



Sword, Clabbard: (Dmg 2d6+2/1d8+2; Spd 5; Type S) This 6' broadsword is sized to a minotaur's needs. Its cutting edge is backed by a serrated saw edge. A blood channel runs the length of the blade, making it easier to withdraw from an impaled foe. The saw edge can cut through leather and hide armors with ease (+1 bonus to hit) and, in the hands of a master, can catch and break a foe's weapon.



Sword, Katar: (Dmg 1d6 +2/1d4 +2; Spd 3; Type P/S) This weapon is more a dagger than a sword. The blade is 6" long on an H-shaped hilt. The warrior grasps the hilt at the cross-bar and two side-hilts guard the hand and wrist. The blade may be used to punch or slash a foe, or catch and turn a foe's weapon.

Tessto: (Dmg 1d8+2/1d8 +2; Spd 6; Type B) The tessto is a 6'-long studded club with a loop of rope at its hilt. Using this weapon offensively requires great Strength. A cunning master

can use the tessto defensively by spinning it around its center like a baton, and using its loop to snag feet, hands, and heads.

MinoTaur armor

Minotaur's thick hides grant them a natural AC of 7. Because they value bravery in battle, they rarely deign to wear armor beyond leather (gaining a -1 bonus to AC). Nobles occasionally wear splint armor or breastplates fashioned of lizard hide or beetle carapace. Minotaur fighters almost always refuse to use shields, leaving their hands free to wield two-handed weapons.

Gaming Notes

Minotaurs are, without a doubt, the most physically powerful of all the PC races on Krynn. However, they are often insufferably arrogant, and they can easily alienate other races. Because they believe all non-minotaurs to be weak and inferior, they often underestimate the abilities of their foes. Thus, when creating a minotaur character, Cha and Wis each receive a -2 penalty. However, because of their focus on physical disciplines, minotaur PCs gain a +2 bonus to their Str and Con. Maximums and minimums follow:

Ability	Min/Max	Ability	Min/Max
Strength	12/20	Intelligence	5/18
Dexterity	8/18	Wisdom	3/16
Constitution	12/20	Charisma	3/16

Proficiencies: Minotaurs are excellent seafarers. Since the time of their creation, they have been perfecting their sailing techniques, for both piracy and exploration. Although their ships remain somewhat crude, their navigation is top-notch. Minotaurs thus often have proficiency in Fishing, Rope Use, Seamanship, Swimming, Weather Sense, and Navigation.

Minotaur are also excellent combatants. Any minotaur who belongs to one of the warrior classes can benefit from the fighter weapon-specialization rules in the 2nd Edition *Player's Handbook*. Such minotaurs draw almost all of their proficiencies from the warrior section of the proficiency chart in the *Player's Handbook*. Minotaur warriors frequently hire out as mercenaries when they are not in the service of the minotaur emperor.

Minotaurs also make skilled wizards and priests. They consider thievery beneath them, although they often engage in piracy and pillaging.

Ogre Irda "first-Born"

appearance

Irda, the high ogres of Krynn, retain the beauty that ogres had in the creation. In their natural form, Irda stand about 6' tall (2d10+60 inches) and are slender (6d10+120 pounds). They possess a dark loveliness that accentuates their cold beauty. Their drawn faces are regal and statuesque. Beneath drooping eyelids, they have keen eyes of silver. Their skin color ranges from midnight blue to deep, sea green. Most Irda have black hair, but some have hair of white or silver. All keep their hair well-trimmed and combed.

Irda dress in simple clothing—linen smocks and silken gowns primarily. They adorn these simple garments with jewelry: pearl brooches, simple bracelets, and thin necklaces of steel. They will not don garments made of wool, leather, or any product from animals, and they eat no meat.

Irda have deeply resonant voices, filled with rich melancholy. When they sing, audiences become immediately silent and listen tearfully.

All Irda move with a native grace. Their steps seem to be



part of a silent dance. Rarely do they back into corners or step off-balance. This fluidity of motion reflects the Irda's deep somatic awareness, which comes from their being *shape-changers*. After several years of practice, Irda can change at will in height (two feet in either direction) and appearance (the form of any human, demihuman, or humanoid race). Although each Irda has many faces, they typically perfect and use only two or three at a time. Over their 500-year lifespans (5d10+550 years), however, Irda assume many different forms.

The cousins of the Irda do not share their beauty. Evil **ogres** stand 9' tall and cover their gray, warty skin with loincloths and rags. Their faces are studies in brutality, depravity, and cunning cruelty. **Giant ogres** stand 24' tall—even kneeling, they rise above the heads of the other ogres. They have tusk-like teeth that protrude from their broad mouths and are generally smarter than regular ogres. **Ogre mages** stand 10' tall. They have lean bodies and share their cousins' look of bestial cruelty, though they appear much smarter. Finally (and rather abominably) come **half-ogres**, crossbreeds between Evil ogres and humans. They appear like human throwbacks to the time of caves and clubs.

Personality

Irda have withdrawn from the world, for they feel it does not welcome them anymore. Although they harbor no animosity toward the current races of Krynn, they consider humans and demihumans fragile, flighty, and transient folk who are hopelessly enslaved by their emotions. Many living Irda remember the Cataclysm and its lessons, but most living humans and demihumans were not even born until two centuries after the Cataclysm. Understandably, Irda believe that the world belongs to alien folk now. However, those Irda who travel amidst the current folk of Krynn are often surprised by the rich variety and hearty nature of the people.

Although Irda harbor no animosity toward Krynn's other races, the feeling is not reciprocated. Humans still tell tales of the wicked and oppressive ogres who once enslaved them. These tales describe beasts who surpass even modern ogres in Evil and depravity. Demihumans hate Irda because they have ogre blood. Other ogres hate Irda because they betrayed their Evil natures. And every race distrusts Irda due to their shapechanging ability. Legends abound of Irda "child stealers," who assume the shape of a child's parent only to swallow the child whole.



The absurdity of such stories does nothing to discount their effect in the minds of humans and demihumans. Some human prophecies even claim that Irda are harbingers of a second Cataclysm. Obviously, Irda shapeshifting skills come in handy when among the hostile folk of Ansalon. Even with their abilities, however, Irda are cautious and fearful.

Irda are completely undeserving of their reputation. Unlike their Evil ogre kin, Irda have chosen the path of Good. (Their alignments range from true Neutral to Lawful Good.) Because the gods of Evil sponsored them in creation, however, the Irda struggle with the vestiges of Evil within them. Non-Irda often interpreted this inner struggle as arrogance or antagonism. It is, in fact the opposite. Irda are peace-loving and gentle folk who retreat from combat and avoid offending others.

history

Elven bards say that elves were the first to waken upon Krynn. But elven bards lie. First, the ogres awoke. They breathed in the primal dawn, bathing themselves in its virgin light. First to rise from the ground, ogres became the masters of creation. And they were beautiful. The Irdanaith, a mystical book known only to Irda, teaches the following truths of creation.

When the gods created Krynn, they formed creatures in their own image. The gods of Good created elves and taught them Goodness. The gods of Neutrality created beasts and taught them Neutrality. The gods of Evil created ogres—creatures of great beauty and strength—and taught them Evil. A fourth type of creature, the Maran humans, partook of none of these alignments. The High God fashioned them from the stars and gave them free will.

The ogres rose first. They rubbed the sand of endless sleep from their eyes and spread out across the continents. They chose mountain heights for their homes, lofty places from which their lords could survey the lands. The ogres thus became the lords of creation. The elves, second to awake, chose to live in the forests, for these folk were slender and tall like the gentle trees. They became the Silvanesti. The animals awoke third and spread throughout the world. They became the creatures of every land. When at last the Maran rose from sleep, all the best lands were taken. They settled in what was left: barren plains, rugged mountains, icy glaciers, deserts wastes, and tossing seas. They became the barbarians.

The Evil ogres established a realm of tyranny. The strict laws of their land enriched and empowered their king and punished disobedience with death. Once the king gained absolute control over his folk, he sought for minions elsewhere to dominate. The elves and their Goodness proved too repulsive to rule. The animals were too feral and stupid to know they were being ruled. But the Marans—short-lived and shallow-brained—could make excellent slaves. Seeing this, the ogres hunted down the barbarian humans, catching them in broad nets. Thus, the humans became slaves in ogre mines.

Squalid and weak though they were, the humans had one great advantage over the ogres: free will. One day, a mine collapsed, killing many slaves and trapping Everlyn, the beautiful daughter of ogre overlord Igraine. Igraine ordered the slaves out of the caves, anxious not to loose any more of his property. A slave named Eadamm refused to emerge and led slaves to rescue Igraine's daughter. When Eadamm emerged with Everlyn, Igraine knew he must by law kill Eadamm for his disobedience. But Igraine admired the slave's choice, and learned in that day of free will.

Instead of sentencing Eadamm to immediate death, Igraine fulfilled the law by sentencing him to "death at my whim." Thus, Eadamm could continue to live, for Igraine would nev-

er call for the execution to be carried out. Eadamm, grateful for his reprieve, marshalled the slaves to double their output for Igraine. Igraine soon became richest and most powerful ogre in the region. By allowing his slaves even more freedom, he doubled their output again. But this love of freedom spread through the ranks of human slaves until revolts broke out all across the nation. Seeing this, the other ogres quickly realized the danger of Igraine's leniency. "Igraine's Heresy" they called it—a weakness that would lead the ogre state into destruction and degeneracy. Igraine pleaded his case before the Grand Council, but the rulers labeled him insane. He barely escaped with his life. Before fleeing the city, Igraine struck the chains of all his slaves and pronounced them free. He also encouraged all of his friends and family (who shared his lenient views) to do the same. Eadamm then led a slave revolt that decimated the ogre forces. Thus, the Ogre Wars of the Age of Dreams began.

Eadamm led his folk into the wilderness, where they harried ogre civilization for 6 years. At last, the ogres captured the rebel. They hamstringed him and paraded him about for 6 days, one day for each of the years he harried their forces. Then, before a packed coliseum, the ogres drew and quartered him. The crowd consisted almost entirely of slaves, who were brought to witness Igraine's death as warning against further rebellions. The slaves did not take the message to heart. They rebelled, massacring every last ogre in the coliseum.

Meanwhile, Igraine and his followers fled to safety. They reached an isle north of Ansalon and there set up a homeland. In time, the Evil ogres who were left behind grew misshapen and horrible, their appearance matching the corruption in their hearts. Their intellects and charms vanished also. They became stupid brutes, with only their vestigial cunning to testify to their former power.

Meanwhile, the Irda (as Igraine's folk called themselves) remained hidden away from the world. The Evil ogres never ceased to look for their traitorous brothers. Takhisis herself hunted them in rage for betraying her worship. Even the men who had been freed by Igraine forgot his role in their liberation. The humans cast themselves as the sole leaders of the rebellion, and cast the Irda as the oppressors. Friendless and hopeless in the world, the Irda resigned themselves to their inevitable deaths.

Mishakal, the Healing Hand, saw the plight of the Irda folk. As they slept one night, her healing hand passed through them, granting their bodies the power to change. She blessed the Irda that they could take the form of any humanoid creature of Krynn, becoming one with their enemies. This talent saved the Irda time and again as they harbored away from the hostile world.

However, Irda isolation did come to an end. The Cataclysm revealed to Takhisis where her rebels dwelt. She mustered her armies and, in the War of the Lance, sent a huge force to eradicate her former servants. The Irda, who had been studying magic for millenia, staved off the annihilation. However, Takhisis enslaved many Irda and took them to the mainland. Now, the remaining Irda tentatively seek ties with the folk of Ansalon to find and free their enslaved companions.

Lifestyle

The royal line of the Irda stretches back unbroken to the Age of Dreams and Igraine himself. Irda pride themselves on their heritage and treat each other with respect and honor. A king or queen rules the island, and the court of nobility extends to even the most common of the Irda. This arrangement makes for happy citizens and stable monarchies.

Irda dwellings are as simple and elegant as their clothing. They do not build houses, but live in smooth, dry caves

during inclement seasons and warm, lush valleys in the summer. They decorate their dwelling places with dried flowers and stalks and carefully avoid fouling their environments. Irda seek to live in harmony with nature, refusing to wear or eat any products from animals.

Their island home itself, part of the Dragon Isle chain, is protected by various magics. One permanent spell upon the island makes it appear merely a flat stretch of open sea. Not even Irda can find the island except when Solinari is in high sanction. Then, the homeland calls to them, directing their ship into harbor. If the ship does not reach the island before Solinari's high sanction ends, it will often become hopelessly lost at sea.

Irda refer to their mystic book, the *Irdanaith*, in all matters of history and faith. Only Irda have even seen or held this book, and no non-Irda even know of its existence. In addition to the *Irdanaith*, Irda have an extensive oral history.

Tools, Technology, and Weapons

The Irda are not a technologically-oriented race. Their most common weapons are **vine bolas** with hook-shaped stones (Dmg 1d4/1d4 and entanglement), **cluster balls** of clay imbedded with poison thorns (Dmg 1d2; save vs. poison or suffer 1d4 points poison damage), and **powder bombs** created from hollowed **eggs** (**sleep bombs**: save vs. poison or succumb to **sleep**; **paralysis bombs**: save vs. paralyzation or suffer paralysis for 2d4 rounds; **blind bombs**: save vs. poison or suffer *blindness* for 2d4 rounds).

However, Irda use these weapons only when in a tight spot. They prefer to rely upon their innate *shapechanging* ability and their propensity for magic. Their research into magic is unparalleled, making even the knowledge contained in the Towers of High Sorcery minuscule by comparison. Irda wield magic naturally; most Irda are multi-class mages. They consider magic the best of tools.

Gaming Notes

Irda, while brilliant, graceful, and beautiful have a fainting nature that endures shocks poorly. They have lost much of the savage toughness inherent in ogre stock that is pure Evil. Irda PCs therefore receive a penalty of -3 to Con, but a +1 bonus to each of Dex, Int, and Cha.

Irda ability Requirements

Ability	Min/Max	Ability	Min/Max
Strength	12/18	Intelligence	5/19
Dexterity	8/19	Wisdom	10/18
Constitution	12/15	Charisma	15/19

Special abilities

Shapechanging: The Irda can, after several years of practice, learn to shapechange into different forms. They can change their height by 2 feet in either direction and take the form of any humanoid race. They are most convincing as elves, half-elves, and humans. However, shapechanging requires quite a bit of practice and often drains the Irda for a time. A *shapechanger* usually practice assuming a specific form, which he can slip into and out of it with a minimum of bother. Then he only uses other forms in rare instances.

Although an Irda can shift into a familiar form in 1 round, he must rest for 5 rounds (5 minutes) to adjust to the new form. For 2 rounds after this adjustment period, the Irda suffers a -2 to all rolls as he learns the nuances of his new body. If shifting to an unfamiliar form, the Irda must rest for 1d6+6 rounds, and then suffers a -2 to all rolls for 4 rounds. Irda bodies cannot be dispelled: they are solid and take damage just as other bodies do.

Magic: Because of their close relationship to magic, Irda spellcasters gain one additional spell of the highest level they can cast. This additional spell applies only to the highest level; it does not remain with the lower levels as an Irda increases in level.



Character Classes of ansalon

When the gods gave life to the stars—the sparks from Reorx's forge—they established destinies for their new folk. Some were born to be warriors like the war-god Kiri-Jolith. Others were destined to be wizards, following the paths of Solinari, Nuitari, and Lunitari. Still others would become priests in the line of Majere or rogues in the style of Branchala. Descriptions of these character classes follow.

Overview of Character Classes

The following text quickly reviews the character classes of Krynn. Following this summary is a list of class and race combinations and a description of each major character class.

Warriors

Warriors study and master the arts of combat. Some do battle for sake of honor, some for gods, and some for money.



Fighters: These warriors specialize in the use of armor and weaponry. They commonly serve as sell-swords (mercenaries).

Paladins: Paladins are holy warriors who promote the cause of good. They serve a Good god, righting wrongs and punishing the perpetrators of evil.



Rangers: Rangers master wilderness survival and travel. They guard those who dwell outside of cities and travel the length and breadth of Ansalon. Most human rangers come from Nordmaar and the plains around Tarsis and Abanasinia. Elven rangers roam Silvanesti and Qualinesti.

Knights of Solamnia: Solamnic Knights champion the cause of justice and honor. They follow a strict code of honor called the Oath and the Measure, which they enforce with their very lives. Three distinct orders form the Solamnic Knights: Knights of the Crown, Knights of the Sword, and Knights of the Rose.



Barbarians: These savages live close to nature. Formidable warriors, barbarians in Ansalon come from the northern reaches of Ergoth and the badlands of Khur.

Cavaliers: These chivalrous warriors loyally serve one ruler. They excel in honorable combat and horsemanship. Cavaliers may be candidates for the Knights of Solamnia.

Mariners: Mariners are sailors and pirates of the high seas. In addition to nautical proficiencies and some rogue abilities,

mariners have the combat prowess of warriors.

Wizards

Wizards practice the arts of magic. They avoid physical combat, relying on spells for defensive and offensive measures.



Wizards of High Sorcery: These wizards submit themselves to the three orders of magic on Krynn. Wizards of the White Robe use good magic, those of the Red Robe use neutral magic, and those of the Black Robe use evil magic. These Orders of High Sorcery cooperate to control all magic on Krynn.



Mages (Renegades): Wizards who refuse to submit to the Orders of High Sorcery are called mages by common folk, but renegades by wizards of High Sorcery. Renegades are hunted down by wizards of High Sorcery and commanded to join an order or die. Renegades may be specialist wizards.

Priests

Priests devote their lives to worshipping and serving gods, whether Good, Neutral, or Evil and whether false or true.



Holy Orders of the Stars: Priests who worship a true god of Krynn—Good, Neutral, or Evil—belong to that god's Holy Order of the Stars. The god bestows spells, blessings, and granted powers from his or her sphere of influence. Each of the three ethos has six gods (excluding the gods of magic), resulting in 18

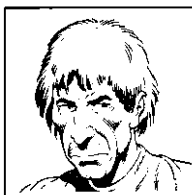
gods and 18 holy orders.



Heathen Priests: A heathen priest worships a false god or one that does not exist on Krynn. Druids from other worlds are also heathens because they know nothing of Krynn's gods of nature—Chislev and Habbakuk. Heathen priests are wandering sages with no divine power.

Rogues

Rogues live on the fringe of society. They make their livelihoods in ways that are either illegal or frowned upon. Most rogues are jacks-of-all-trade, but masters of none.



Thieves: Thieves steal from any tempting target, though they are usually loyal to friends. Though some worlds recognize thieves as a fact of life, most Ansalonian societies condemn and severely punish thievery. If any thieves' guilds exist on Ansalon, they are strictly illegal and pursued by dogged officials.

Bards: Bards are wandering minstrels with minor thieving abilities. They tell and collect stories and songs, many of which center on the War of the Lance.



Handlers: Handlers are kender rogues. They thief not because of greed but because of insatiable curiosity. Handlers always choose pretty and interesting items over those that are costly or practical. They sometimes leave something behind in exchange for purloined items.

Con Artists/Prestidigitators: These rogues are sleight-of-hand experts, proficient in many scams.

Normal folk

Normal folk are people who do not fit into the four established character classes.



Tinkers: Tinkers are gnomes who love to design and construct machines. Each tinker belongs to a guild that specializes in a particular branch of technology. These technologies are incomprehensible to most intelligent, non-gnomish folk. Often, tinkers' industry far exceeds their skill, producing complex and worthless machines.



Commoners: The bulk of Ansalon's population avoids the dangerous life of adventuring. Still, some commoners get embroiled in adventures or even wars. Commoners are generally farmers or skilled tradesmen such as blacksmiths, innkeepers, and herbalists.

Class/Race Combinations

Some races are predisposed to certain tasks: gnomes love to tinker and kender love to handle. Conversely, some races have no interest or talent for certain tasks: gnomes do not handle and kender do not tinker. The table in the next column lists the character classes available to specific races and the ceiling experience level in that class. If a class is not listed beneath a race, the class is not available. These restrictions update the classes for the 2nd Edition AD&D® game.

Non-player Character Classes

Dungeon Masters should feel free to create NPC race and class combinations that mesh with the general society. Common sense is critical, though. If the players run into a kender Knight of Solamnia, there had better be an explanation.

Class descriptions

The following section details the major character classes of Krynn that appear in the previous overview.

Warrior Group Classes

Characters on Ansalon play the typical AD&D® game warrior classes of fighter, ranger, and paladin. The unique warrior classes on Ansalon are outlined following.

knights of Solamnia

Before the Cataclysm, the Knights of Solamnia were the greatest order of chivalry in Ansalon. Between the Cataclysm and the War of the Lance, the knights became reviled and scorned by the people for their inability or unwillingness to combat

Racial Croup	Char. Class	Class Subgroup	level limit
Dwarf, Hill	Warrior	Fighter	—
		Barbarian	—
		Ranger	8
	Priest	Holy Orders	10
		Rogue	13
		Thief	—
Dwarf, Mountain	Warrior	Fighter	—
		Cavalier	15
		Priest	10
	Rogue	Thief	9
		Fighter	6
		Barbarian	7
Dwarf, Gully	Warrior	Priest	5
		Rogue	8
		Thief	—
Elf: Dimernesti	Warrior	Fighter	16'
		Cavalier	10'
		Wizard	10'
	Priest	Holy Orders	—
		Fighter	12
		Barbarian	12
	Ranger	Ranger	15
		Priest	12
		Rogue	12
Elf: Qualinesti	Warrior	Bard	7
		Fighter	14
		Ranger	—
	Wizard	High Sorcerer	—
		Mage (Renegade)	11
		Priest	—
	Rogue	Holy Orders	—
		Thief	12
		Bard	—
Elf: Silvanesti	Warrior	Fighter	12
		Paladin	12
		Ranger	—
	Wizard	High Sorcerer	—
		Priest	—
		Holy Orders	—
	Rogue	Bard	—
		Fighter	11
		Wizard	15
Gnome	Warrior	Illusionist	9
		Priest	—
		Holy Orders	—
	Rogue	Thief	13
		Normal	—
		Tinker	—
Half-Elf	Warrior	Fighter	14
		Knight of Solamnia	10
		Mariner	10
	Ranger	Ranger	16
		Wizard	10
		High Sorcerer	12
	Mage (Renegade)	Mage (Renegade)	12
		Priest	14
		Holy Orders	14
	Druid (heathen)	Druid (heathen)	9
		Priest (heathen)	14
		Thief	12
	Bard	Bard	—
		Warrior	—
		Cavalier	—
Irda (High Ogre)	Warrior	Mariner	—
		Paladin	—
		High Sorcerer	—
	Wizard	Holy Orders	—
		Priest	—
		Thief	—
Kender	Warrior	Fighter	9
		Barbarian	10
		Ranger	9
	Priest	Druid (heathen)	8
		Priest (heathen)	8
		Rogue	15
	Thief	Thief	6
		Bard	—
		Handler	—
Minotaur	Warrior	Fighter	—
		Barbarian	—
		Mariner	—
	Wizard	High Sorcerer	14
		Priest	10
		Holy Orders	—

¹ The number before the slash is the maximum allowable level while on land; the Dimernesti are unlimited in the sea. When Dimernesti above the listed level go on land, their hit points, saving throws, attack rolls, and levels fall to the maximum allowable. The reduction ends once the Dimernesti return to the water.



the Cataclysm. After the War of the Lance, the Solamnic Knights regained their status. They sought to revive their code of honor and apply it to the new Ansalon.

Origin and history

The Knights of Solamnia arose in the Age of Light, about three millenia before the War of the Lance. The order of knighthood emerged from the ruin of the decadent Ergothian Empire.

Rebellion Begins: The commander of the Ergothian Palace Guard, Vinas Solamnus, rode from the capital city of Daltigoth to quell a rebellion in the northeast. Arriving at the troubled spot, Vinas saw that the rebellion was justified: the people toiled beneath the Empire's oppressive tributes and tyrannical laws.

Solamnus assembled his legion. In an impassioned speech now lost to history, he detailed the imperial atrocities and announced plans to champion the people's cause. In addition, he promised any soldier loyal to Ergoth safe passage back to the capital. But the warriors were moved by the people's plight and, risking exile or even death, most chose to stay.

In the midst of a fierce winter, Solamnus mustered his knights and the local frontier nobles. He then launched a series of daring campaigns, which came to be called the War of Ice Tears. The rebel army doggedly pushed the imperial legions back to the very gates of Daltigoth. Vinas laid siege to the city, executing many covert raids inside the city walls.

In two months, the city fell—a revolt among the citizens of Daltigoth forced the Emperor to sue for peace. Thus, it was not armies but common folk who brought independence to northeast Ergoth. The people from Hylo to the Khalkist Mountains chose Solamnus as King, naming the country Solamnia in his honor. Though the nation did not become a great power during the Age, the name Solamnia became synonymous with honesty, integrity, and determination.

Quest of Honor: In 2225 PC, the Lords of the Northern Reaches besought Solamnus for help. They, too, had thrown off the Ergothian tyranny and wished to unite with Solamnia. Though Vinas wanted to comply, he saw the task as impossible: the ideals and customs of the nations differed markedly or even conflicted. King Solamnus therefore launched his Quest of Honor to find an answer to this problem. He left his most trusted lieutenants in charge and journeyed into the wilderness.

Various apocryphal stories tell how Takhisis, the Dark Queen, initiated several covert plots to topple Solamnia in the absence of her king. Fortunately, Vinas's lieutenants had learned well from their king and commander and foiled each plot.

Meanwhile, after many weeks of wilderness travel and hardship, Solamnus sailed to Sancrist Isle. Arriving bruised and wind-torn, he forged into the wilderness. In time, he found a glade where a stone of black granite lay. There he prayed and fasted to the gods of Good. After several days, the gods Paladine, Kiri-Jolith, and Habbakuk came to him. They instructed Vinas to create a knighthood that would last for generations to come. Three separate orders would be created, each upholding a high ideal from one of the three gods. These knights would unite the northern lands with Solamnia and carry on Solamnus's vision of honor and goodness.

According to some legends, Vinas then saw a vision of the future downfall of the knights. According to others, Paladine reassured Solamnus that the knights would rise as often as they were truly needed. Some legends even report that each of the three gods told Solamnus a great secret of wisdom, and wrote these secrets on three tablets of black granite. The wisdom tablets are purportedly lost, scattered about the continent.



All legends agree, though, that the gods then transformed the stone where Solamnus prayed into a pillar of white crystal. The crystal blessed and sanctified the glade, sealing the gods' pact to watch over the orders of knighthood. The gods were bound to the pact unless the knights strayed from the narrow path of honor. Solamnus returned and established the three orders of the Knights of Solamnia: the Orders of the Crown, the Sword, and the Rose.

Knights of Legend: Vinas himself became the most famous Solamnuc Knight, though two of his contemporaries also became legends: Bedal Brightblade and Huma Dragonbane.

Bedal Brightblade single-handedly held a pass into Solamnia against hordes of desert nomads. His sword Brightblade was of dwarven make, never rusting or losing its edge despite heavy use. The tomb of Bedal lies buried in the southern arm of the Khalkist Mountains, its location all but lost. Legend states that Bedal will return to aid Solamnia in its darkest hour. Sturm Brightblade, a knight of great honor and fame, is a distant descendant of Bedal.

Only one Solamnuc Knight ever exceeded Vinas in virtue: Huma Dragonbane. He led a group of heroes to destroy the Evil dragons and drive them from Solamnia. Huma's greatest ally was a silver dragon who, in her human form, had fallen tragically in love with the knight. During their battle with Takhisis, Huma sustained a mortal wound. Some accounts say he died where he fell; others say his death was slow and painful, causing the agonized gods to inflict thunderstorms across Ansalon. To this day, many Solamnians claim that thunderstorms mark the gods' mourning for Huma.

Huma was reverently buried in a tomb shaped like a silver dragon. Many who aspired to knighthood pilgrimaged to the spot. As the world darkened, the path to the tomb became rough and overgrown. Soon, folk even questioned whether Huma had truly lived, or was only a legend. The location of Huma's tomb fell from memory.

During the War of the Lance, a band of heroes found Huma's tomb. There they also discovered the special metal used to make Dragonlances. Wanting to finally establish the truth of the Huma legends, the heroes opened the tomb. It was empty. Had the gods of Good taken Huma's body up to the heavens? Had the evil dragons or even Takhisis stolen the body? The original legend, told by the elven bard Quevalen Soth, was now too fragmented to offer any answers. The discovery of Huma's tomb had only deepened the mystery.

Cataclysm and Knighthood: The Kingpriest of Istar's monomaniacal quest to extinguish Evil was quickly eroding the foundation of the world—the balance between Good, Neutrality, and Evil. Krynn was poised on destruction. Ironically, the gods could halt the destruction only through an equally destructive force. They dropped a fiery mountain onto the capital city of Istar. The resulting devastation changed the face of Ansalon and sundered her great civilizations.

Solamnia, though spared the worst, was overrun by evil creatures. Beasts boiled up from beneath the earth and ravaged the nation. Many knights died fighting these gruesome horrors. After years of such attacks, the people's faith in the Solamnuc knights dwindled, then vanished. Rumors purported that the knights knew of the Cataclysm in advance and refused to avert it. There was a kernel of truth to these rumors.



Lord Soth: Lord Soth, Knight of the Rose in Dargaard Keep,

had known of the disaster and chose not to avert it.

Soth's unimpeachable honor first began to crumble when he fell in love with an elf lass, a disciple of the Kingpriest. Breaking his knightly vows and his wedding vows, Soth seduced the elf and brought her, pregnant, back to his keep. Then he slew his barren human wife and claimed she died of natural causes. Soth took the elven woman as his lawful wife and the half-elven child he sired became his legal heir.

The elven woman, discovering Soth's evil, prayed for a way he might redeem himself. In answer to her prayer, the gods revealed to her the impending Cataclysm. It could be averted only if Lord Soth rode to Istar and sacrificed his own life to stop the Kingpriest. Soth, wanting to regain his honor, even if it meant death, rode off with his loyal knights. On the road, Soth was confronted by a troop of elven priestesses who threatened to divulge his adulteries and murder. Further, they claimed his elven wife was unfaithful to him.

Desperate to guard his secrets and enraged by his wife's alleged infidelities, Soth turned back from his quest. The burning mountain fell. Soth reached Dargaard Keep in time to watch his wife and child perish in flames. He did not lift a finger to save them. Instead, he walked to his burning throne and sat there. The throne became his pyre. The fire killed the innocent—the elven woman and her son—but only transformed the guilty. Soth became a death knight; his retainers burned away to skeletal warriors; and the elven priestesses became banshees, eternally circling his throne and keening his sins.

These foul deeds blighted the name of the knighthood in a time when knights were needed. Soon, the Oath and the Measure were publicly jeered. Words escalated into violence. Knights were foully murdered; their castles and homes were invaded and seized; their families were slaughtered or driven into exile.

Centuries of heroism fell to years of panicked hatred. The Solamnuc Knights faded from view. Some forsook the road of honor and took up the simple tools of laborers. Others roamed the countryside under false names, continuing to fight evil. Others still, who could not bear to work in secret, left Solamnia and settled on Sancrist. To this day, a settlement of knights thrives there.

The Organization of The knighthood

The ancient organization of Solamnuc Knights has withstood great upheavals in its 2,500-year reign. The most profound tribulations occurred after the Cataclysm, when many circles of knighthood dwindled or disappeared and the Great Circle—the oldest established body—moved from Vingaard Keep to Whitestone Glade on the Isle of Sancrist.

From 2225 PC to the Cataclysm, the Knights of Solamnia were ruled by the Grand Master (i.e., the Lord of Knights) and the three High Knights. Since the Cataclysm, however, the Grand Master position has remained vacant. To fill these positions, the knighthood would need to order a Grand Circle of Knights. A Grand Circle requires at least three quarters of the established circles of knights to send two knight representatives to vote. Sadly, only 63 knightly circles are known to remain—not enough for a quorum. Knights are, however, presently emerging across the continent's face and slowly refilling the ranks. Perhaps a new ruling council can be elected soon.

The position of Grand Master must be filled by a High Knight—the High Warrior, High Clerist, or High Justice. Once elected, the Lord of Knights serves for life unless found guilty of a breach of honor by the unanimous decision of the High Knights. The Lord of Knights commands the High Knights, who in turn command their respective orders of knighthood. All three High Knights and the Grand Master must be present





for a Knightly Council, which makes all the decisions for the knighthood. The High Warrior rules the Order of the Crown, the High Clerist rules the Order of the Sword, and the High Justice rules the Order of the Rose. Each order chooses its own leader by nomination and election, independent of the others.

Each order contains numerous geographical circles of knighthood. The troubles after the Cataclysm reduced many circles to covert cells. These cells appear throughout Ansalon, in major cities and towns where knights are despised, distrusted, or even banned outright. Cities such as Nordmaar, Tarsis, and any Dragonarmy-occupied town contain covert cells. Most knights dislike having to work secretly, but they endure for sake of the Oath and the Measure. Some maintain communication with the Grand Circle in Sancrist, but many are isolated. All such cells adhere to the Oath, slaying evil and giving aid when needed. Every day, these cells receive the pledges of new Knights of Solamnia. And every day they grow bolder.

In other cities, knights are welcome—for the citizens know of Solamnic heroics in the War of the Lance. Here circles exist openly and are easy to find. Sancrist and the cities of Solamnia contain numerous open circles.

Motto and Laws

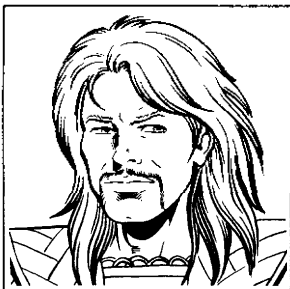
For over 15 centuries, the knights have lived by two codes: the Oath and the Measure. The Oath is simply "Est Sularus oth Mithas," which means "My Honor is My Life."

The Measure is a voluminous set of laws that defines the term *honor*. The full measure is detailed in the writings of Vinas Solamnus and his successors—a library of 37 large volumes.

Obedience to the spirit of these laws is the chief goal of knighthood. During the War of the Lance, the Solamnic Knights forgot the spirit of the Measure and clung to the unfeeling letter of the law. In time and at great cost, the knights learned that honor lies in the heart of each knight, not in a set of dusty books. This realization points to a brighter future for the Knights of Solamnia.

A summary of the Measure for each order follows.

The Measure of knights of The Crown



Loyalty and obedience epitomize the Knights of the Crown.

Loyalty is unquestioning faithfulness to the cause of a higher power. Knights of the Crown view loyalty as a tribute to be justly and voluntarily rendered. The Order of the Crown is loyal to the order's founding god Habbakuk, to those who suffer under evil's weight, and to rulers who, by decree of the

Knightly Council, deserve the knights' loyalty and protection. Only rulers who follow the tenets of Good are deserving—politics does not sway this decision. The list of approved rulers is called the List of Loyalty.

Obedience is the practical manifestation of loyalty. A Knight of the Crown must unquestioningly obey those on the List of Loyalty.

The specific responsibilities of a Knight of the Crown include tithing income, aiding any knight who requires help, and service to the nations on the List of Loyalty.

The Measure of knights of The Sword



Knights of the Sword act as warriors for the gods of Good, upholding the purest ideals of heroism and courage.

Heroism is self-sacrificial fight for the cause of Good. Heroic deeds include strengthening the weak, enriching the poor, freeing the enslaved, exonerating the falsely accused, championing the defenseless, and aiding fellow knights in need.

Courage is readiness to die honorably in the fight for Good. Courageous acts include facing evil fearlessly, defending the honor of the knighthood, defending the honor of a fellow knight, and protecting the defenseless and weak.

A Knight of the Sword must surrender all personal wealth to the knightly coffers (save what is needed for upkeep), pay homage to Kiri-Jolith and the gods of Good each day, eagerly engage evil opponents in combat (not retreating regardless of the enemy's strength), protect the weak and defenseless, and forswear use of knightly powers for unrighteous reasons.

The Measure of knights of The Rose



The Order of the Rose embraces honor guided by justice and wisdom.

Honor is allegiance to one's Oath to defend the cause of Good. Honorable deeds include sacrificing oneself for the sake of others, refusing to surrender to or ally with an evil foe, defending the knighthood to the death, protecting the lives of fellow knights, and living

true to the Oath in all matters.

Justice is the heart of the Measure and the soul of a Rose Knight: to render to everyone—creature, person, or god—his or her due. Just acts include aiding those who are less fortunate, donating all wealth to the knightly coffers (except what is needed for personal or parochial upkeep), worshipping and obeying Paladine and the gods of Good, fighting injustice with courage and commitment, and seeing that no life is wasted or sacrificed in vain.

Wisdom is the prudent use of one's abilities and resources to uphold honor and render justice.

Becoming a knight of Solamnia

Becoming a Crown Knight: All who wish to become Solamnic Knights must first enter the knighthood as squires of the Knights of the Crown, regardless of which order the knight intends to eventually join.

Candidates for Solamnic Knighthood must be sponsored by an established knight (at least 5th level). The sponsor must be in good standing with one of the three orders. After the candidates are presented to a Knightly Council, they vow allegiance to the honor and ideals of the knighthood, to the causes of the Order of the Crown, and to the order itself.

If the attending knights unanimously agree and no one questions the candidates' honor, then all are accepted into the knighthood as Squires of the Crown. Those whose honor is questioned are interviewed separately after the other candidates are sworn in. If the question of honor is dismissed, the

candidate is sworn in normally. If not, the candidate is dismissed until the question of honor is satisfied.

Because their order is the easiest to follow, Knights of the Crown advance more quickly than other knights. They also have fewer special powers, for power comes through discipline.

Becoming a Sword Knight: Upon completing duties as a Squire of the Crown (gaining enough experience to be 3rd level), a knight may continue in that order or apply to the Order of the Sword. Knights who wish to become Knights of the Rose must first serve in the Order of the Sword. The applicant must seek out an established Knight of the Sword (at least 7th level) to apply to the order.

In addition, each candidate for the Order of the Sword must complete a quest that promotes the cause of the order. The quest must be a witnessed (or otherwise verifiable) deed of heroism that exemplifies knightly honor and goodness. The quest must include a 30-day and 500-mile journey, the restoration of something that was lost, single combat with an evil and equally matched (same level or HD) opponent, and three tests of wisdom, one of generosity, and one of compassion.

After the quest is completed, the knight appears before a Knightly Council, telling of the quest and presenting evidence. If the presiding High Clerist (level 11) finds the tale and deed acceptable, the candidate takes the Oath. If the High Clerist is not present, another high-ranking Sword Knight (level 9 or above) can preside. Otherwise, the matter is tabled until a lawful council can convene.

Knights of the Sword honor the True Gods, learning clerical disciplines. Through these disciplines, Knights of the Sword receive from the gods magical healing abilities, limited foresight, and prophecy. Before the Cataclysm, these special abilities made Sword Knights a welcome sight in ravaged cities. Now, the knights' powers are often considered sorcery and punished by death.

Knights of the Sword gain clerical spells by spending a holy day in fasting and prayer. When a knight joins the order, he selects a holy day, designating it for worship and meditation. During devotions on that day, the knight asks his god for that week's powers. Like normal clerics, the spells remain with the knight until used. Once used, the knight can regain the spells only on the appointed holy day.

During the holy day, the knight cannot do battle, earn profit, or speak harshly to anyone. The knight cannot travel unless in silence, and must spend three hours in solitude and meditation. The books of the Measure claim that no beast will attack a Sword Knight on a holy day as long as the knight remains true. Those who break their vows have twice the likelihood of evil encounters that day, unless the knight atones, performing a service for the temple of his god.

Becoming a Rose Knight: When a Sword Knight's initial training is complete (has enough experience to be 4th level), he may choose to either remain a Sword Knight or apply to the Order of the Rose. An applicant must appear before a Rose Knight Council at which a high-ranking Knight of the Rose (at least 9th level) presides.

To join the order, a supplicant must appear in council before the presiding High Justice. There, the Knight must tell the tale of his family and lineage, as well as his deeds of honor. Afterward, the Council meets in private and determines whether to accept or reject the petition.

Before the Cataclysm, only Sword Knights of royal blood could become Rose Knights. Scholars say this restriction arose long after Vinas Solamnius's time. Now in post-Cataclysmic times, the bloodline stipulation has fallen to disuse, for a number of reasons: the Cataclysm destroyed records and muddled bloodlines, marriages and dalliances between noble and common folk confused lineages, and

courage and honor proved more crucial to the knighthood than royal blood.

A candidate who passes these examinations is assigned a quest to prove loyalty to the order and its cause. The quest must include a 30-day and 500-mile journey, the restoration of something that was lost, defeat of an evil and more powerful opponent, and one test of wisdom, three of generosity, and three of compassion. The completion of these tasks must be witnessed or evidenced. A candidate who returns and tells of the quest is judged before a council of the Order of the Rose. If the quest and candidate are found fitting, the person becomes a Knight of the Rose.

Game Information for knights of Solamnia

Advancing to Another Order: A knight may advance to the Order of the Sword as soon as he becomes a 3rd-level Crown Knight, and may advance to the Order of the Rose as soon as he becomes a 4th-level Sword Knight. Note that a knight can apply for a higher order at any time after attaining the proper level. Thus, a Knight of the Crown may apply for the Order of the Sword as soon as he reaches 3rd level or may continue as a Crown Knight for many levels before applying.

When a knight advances to a higher order, his experience points drop to zero, though he retains all previous hit points. His THACO and saving throws are calculated from the lowest level of the new order. He will not gain any new hit points until his new level exceeds his level in the previous order. This rule reflects the fact that even experienced knights are novices when they enter a new order. Thus, a knight who wishes to change orders should do so as soon as he is able.

If an experienced warrior joins the knighthood, he becomes a 1st-level Crown Knight but retains his hit points, THACO, level, and proficiencies as a warrior (a slight modification to the dual class rules). From that point on, however, he no longer advances in level as a warrior; he instead uses the experience table for Crown Knights. Further, no increase occurs to the character's hit points, THACO, or proficiencies until his level as a Solamnic Knight exceeds that of his last class. Then these statistics are recalculated according to the new level. The character cannot switch back and forth.

There is only one High Warrior, High Clerist, and High Justice in their respective orders. All other knights who reach these levels or above retain the titles of Lord Warrior, Lord Clerist, and Lord Justice respectively until elected to the proper positions.

Statistics for the Knights of Solamnia: Knights of Solamnia are part of the warrior group, and consequently use d10s for their Hit Dice. They derive proficiencies, saving throws, and THACOs from the warrior group.

Knights who are not well known in an area suffer a -4 penalty to NPC reactions.

Weapon Proficiencies: Required: Lance (any) and Sword (any). Recommended: All other Lances and Swords, all Horsemen's Weapons, Dagger, Spear, Javelin.

Nonweapon Proficiencies: Bonus: Land-Based Riding. Recommended: Animal Handling, Heraldry, Healing, Reading/Writing, Blind-Fighting, Endurance.

Equipment: A Knight of Solamnia must spend his initial steel pieces on at least two weapons—one lance and one sword.

Crown Knights	Minimum Scores
Strength	10
Dexterity	8
Constitution	10
Intelligence	7
Wisdom	10





Level	Experience Points	Hit Dice	Title
1	0	2	Squire of Crown
2	2,500	3	Defender of Crown
3	5,000	4	Knight of Crown
4	10,000	5	Scepter Knight
5	18,500	6	Shield Knight
6	37,000	7	Shield of Crown
7	85,000	8	Lord of Shields
8	140,000	9	Lord of Crown
9	220,000	10	Master Warrior
10	300,000	10+2	Lord Warrior
11	600,000	10+4	High Warrior
12	900,000	10+6	
13	1,200,000	10+8	
14	1,500,000	10+10	
15	1,800,000	10+12	
16	2,100,000	10+14	
17	2,400,000	10+16	
18	2,700,000	10+18	
19	3,000,000	10+20	
20	3,300,000	10+22	
21	3,700,000	10+23	
22	4,100,000	10+24	
23	4,500,000	10+25	
24	5,000,000	10+26	
25	5,500,000	10+27	

Knights of the Crown may use weapon specialization. They are in all other respects treated as members of the Warrior group, with commensurate THAC0, saves, and proficiencies.

Sword Knights	Minimum Scores
Strength	12
Dexterity	9
Constitution	10
Intelligence	9
Wisdom	13

Level	Experience Points	Hit Dice	Title
3	0	4	Novice of Swords
4	12,000	5	Knight of Swords
5	24,000	6	Blade Knight
6	45,000	7	Knight Clerist
7	95,000	8	Abbot of Swords
8	175,000	9	Elder of Swords
9	350,000	10	Master of Swords
10	700,000	10+2	Lord of Swords
11	1,050,000	10+4	Master Clerist
12	1,400,000	10+6	Lord Clerist
13	1,750,000	10+8	High Clerist
14	2,100,000	10+10	
15	2,450,000	10+12	
16	2,800,000	10+14	
17	3,150,000	10+16	
18	3,500,000	10+18	
19	3,900,000	10+20	
20	4,300,000	10+22	
21	4,700,000	10+24	
22	5,100,000	10+26	
23	5,500,000	10+27	
24	6,000,000	10+28	
25	6,500,000	10+29	

Special Abilities: Sword Knights gain the abilities of the Paladin class at their current level. In addition, they gain priestly spells.

Sword Knight Spells Table

Knight level	1	2	3	4	5	6	7
6	1	-	-	-	-	-	-
7	2	-	-	-	-	-	-
8	2	1	-	-	-	-	-
9	3	2	-	-	-	-	-
10	4	2	-	-	-	-	-
11	4	2	1	-	-	-	-
12	5	3	1	1	-	-	-
13	6	4	1	1	1	-	-
14	7	5	2	1	1	1	1
15	8	6	3	2	1	1	1
16	9	7	3	2	2	1	1
17	9	8	4	3	3	2	1
18*	9	9	5	4	3	2	1

*Maximum allowable spell level.

Sword Knights do not gain bonus spells for Wisdom. In order to regain a spell, a Sword Knight must spend one-half hour per level of spell in prayer and meditation. A knight can never meditate more than six hours per day.

Knights of the Sword use spells of Kiri-Jolith, though Paladine is the god most revered by this order (see p. 176). This arrangement results from the origins of the knighthood. Kiri-Jolith, being the god of holy warfare, inspired the creation of the Order of the Sword, and so he grants Sword Knights their powers.

Rose Knights	Minimum Scores
Strength	15
Dexterity	12
Constitution	15
Intelligence	10
Wisdom	13

Level	Experience Points	Hit Dice	Title
4	0	5	Novice of Roses
5	27,000	6	Knight of Tears
6	60,000	7	Knight of Mind
7	125,000	8	Knight of Heart
8	200,000	9	Knight of Roses
9	425,000	10	Keeper of Roses
10	800,000	10+2	Master of Roses
11	1,500,000	10+4	Archknight
12	2,000,000	10+6	Lord of Roses
13	2,500,000	10+8	Master of Justice
14	3,000,000	10+10	Lord of Justice
15	3,500,000	10+12	High Justice
16	4,000,000	10+14	
17	4,500,000	10+16	
18	5,000,000	10+18	
19	5,500,000	10+20	
20	6,000,000	10+22	
21	6,500,000	10+23	
22	7,000,000	10+24	
23	7,500,000	10+25	
24	8,000,000	10+26	
25	9,000,000	10+27	

Special Abilities: Knights of the Rose are completely immune to fear spells.

Barbarians

Barbarians are warriors who live on the edge of civilization, both geographically and culturally. Because they do not live the soft lives of town and city dwellers, they are, on the average, a tougher breed of fighter. The barbarian is a class within the warrior group. Their THAC0s, experience point levels, saving throws, and other statistics are the same as for standard fighters, unless otherwise noted. (See the People of Ansalon chapter for a discussion of barbarians as a race.)

Barbarian	Minimum
Strength	10
Dexterity	8
Constitution	12
Wisdom	8

Characters who fail to meet these minimums can still be from a barbarian tribe but cannot belong to the barbarian fighter class.

Weapon Proficiencies: Required: Battle Axe, Bastard Sword. Recommended: Bow (any), Sling, Sword (any), War Hammer.

Nonweapon Proficiencies: Bonus Proficiency: Endurance. Recommended: Animal Handling, Animal Training, Direction Sense, Fire-Building, Land-Based Riding, Weather Sense, Blind-Fighting, Hunting, Mountaineering, Running, Set Snares, Survival, Tracking. DMs may rule that the Barbarian character must select a proficiency to match the tribal subsistence pattern, such as Agriculture, Fishing, or Hunting.

Equipment: A barbarian character may not purchase armor heavier than splint, banded, or bronze plate mail until after he ventures into the outside world. The only weapons that may be purchased are those common to the barbarian's tribe.

Special Benefits: Barbarians, due to their impressive strength and savage magnetism, gain a +3 reaction bonus in certain situations. Whenever the barbarian character has a reaction roll of 8 or less, counting racial and Charisma bonuses, the +3 bonus is subtracted, making for an even stronger good reaction.

Special Hindrance: On the other hand, these striking qualities can work as a disadvantage, too. Whenever the barbarian character gets a reaction roll of 14 or more, a -3 penalty is subtracted (the net result is added), making the reaction worse than it would have been.

Wealth Options: Barbarians start with 3d4x10 stl, and must spend all but three stl or less.

Plains Barbarians



Most of Ansalon's plains barbarians are found in the land of Abanasinia, the homeland for a number of tribes. Plains barbarians also appear in any plains area that has a 50 mile radius with no cities or towns. Plains barbarians are common on Ansalon, and thus receive no special abilities or penalties over the typical barbarian class. (See "Barbarians" in the People of Ansalon chapter.)

Ice Barbarians

Ice Barbarians live in the regions of Icereach. These good-aligned folk battle the Thanoi while remaining out of reach of most civilized areas.

Special Abilities: Besides the abilities listed in the barbarian class description, Ice Barbarians have immunity to cold-

based attacks such as white dragon breath and cone of cold spells.



Ice barbarians automatically gain the Survival (arctic) nonweapon proficiency. They begin with 1d4x10 stl. Though characters cannot initially purchase armor, each PC has a bulky fur wrap that grants AC 5. Weapons common among ice barbarians are clubs, battle axes, maces, and daggers.

Cavaliers

Though no ruler sponsors the Solamnic Knights, other chivalric orders of Ansalon work for specific rulers. Knights of such orders are called cavaliers.

Cavaliers belong to the warrior group, and unless stated otherwise, share the characteristics of other warriors. Cavaliers are mounted warriors, shining knights, the best of the best. These mighty heroes abide by a strict code of chivalry.

Cavalier	Minimum
Strength	15
Dexterity	15
Constitution	15
Intelligence	10
Wisdom	10

All cavaliers must be good aligned and of at least the Upper Class social tier. Fighters and paladins may be cavaliers.

Weapon Proficiencies: Required: Lance (any), Sword (any). Recommended: All other Lances and Swords, all Horseman's Weapons, Dagger, Spear, Javelin.

Nonweapon Proficiencies: Bonus Proficiencies: Land-Based Riding, Etiquette, Recommended: Animal Handling, Animal Training, Dancing, Heraldry, Musical Instrument, Reading/Writing, Blind-Fighting, Endurance.

Equipment: A cavalier starts his career with at least two weapons, including one lance and one sword, and must buy the most expensive set of armor he can afford (unless his social rank allows him armor—see the end of the chapter).

Cavaliers begin play with a free horse—a Light, Medium, or Heavy Warhorse, subject to DM approval.

Special Benefits: At 1st level, a cavalier gets a +1 bonus to hit when on horseback and using a lance with which he is proficient. This bonus increases +1 for every six additional experience levels.

At 3rd level, he gains a +1 to hit with any one type of sword with which he is proficient. This bonus increases +1 with every six additional levels.

At 5th level, he gains a +1 to hit with a pick, mace, or flail, all of the horseman variety. This bonus increases +1 for every six additional levels.

Cavaliers are immune to fear spells. Due to bravery, a cavalier inspires confidence in others and bolsters their courage. They radiate an *emotion* spell of *courage* in a 10' radius, (see the 4th-level wizard spell), and thereby negate fear. (Cavaliers cannot evoke the berserker response that wizards can.)

Cavaliers also gain a +4 saving throw bonus vs. all magic that affects the mind, such spells as *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, *geas*, *command*, *charm person or mamma*, *enthrall*, *cloak of bravery*, and *symbol*.

The cavalier receives a +3 reaction bonus from anyone of his own culture, except evil persons and criminals, from whom he receives a -3 penalty.

Special Hindrances: Cavaliers cannot attack an opponent from a distance if he can instead charge ahead and attack in melee or jousting combat. He therefore cannot shoot from





cover with a bow or crossbow, nor hide behind a shield wall and use a polearm. In extreme situations, like saving the life of a defenseless innocent, a cavalier who cannot close to melee range may use a bow.

In any melee, the cavalier must attack the largest and most powerful-looking enemy. If blocked by lesser troops, the cavalier must disable them as quickly as possible, then get to the "real" opponent.

Cavaliers always own the best possible armor type, with the goal of eventually owning a suit of full plate armor. Magical enchantment is less important than armor type: a cavalier would turn down *chain mail* +5 to wear a suit of mundane plate mail.

All cavaliers follow a code of chivalry. The Code and Measure of the Solamnic Knights is but one code, albeit the most complex on Ansalon. Most other codes are similar, extolling the virtues of honor, noble quests, fair play, protecting the innocent, obedience to a lord, respect for peers, disdain for the debase, glory in battle, death to evildoers, and death before dishonor. *First to attack and last to withdraw* is a common battle philosophy for a cavalier. The DM and PC should work out a clearly understood code of chivalry before beginning play.

Should a cavalier violate this code, the first offense brings guilt. (The DM informs the PC as much.) The second offense strips all cavalier special abilities from the PC until he repents and performs a dangerous task, adhering to his code, but without his powers. A third failing without repentance means the cavalier has abandoned the class completely. He suffers a permanent -3 reaction penalty from all members of his own culture (even the evil folk). His horse flees as soon as it can. It would rather die than let the fallen cavalier ride it again.

Wealth Options: The cavalier starts with the basic Warrior wealth of 564x10 stl.

Mariners



This class of character is part fighter, part sailor, and even part thief. Call them pirates, privateers, or buccaneers, they use their skills for everything from stealing from other ships to defending those who are preyed upon by pirates. The skills are the same; only the motivations are different.

Some mariners are unremarkable in their goals. They seek

only to make a living and sail the seas unmolested. Others make that living by piracy against innocent ships as well as raiding coastal communities.

Mariners	Minimum
Strength	12
Dexterity	11

Mariners may be of any alignment except lawful good.

Weapon Proficiencies: Required: Cutlass, Belaying Pin, or Gaff Hook.

Nonweapon Proficiencies: Bonus Proficiencies: Rope Use, Seamanship, Tumbling. Recommended: Direction Sense, Fishing, Swimming, Weather Sense, Appraising, Gaming, Tightrope Walking, Navigation.

Equipment: Mariners do not wear metal armor: it tangles in the rigging and drowns those who fall overboard.

Special Benefits: Mariners gain the thieving abilities Climb Walls, Detect Noise, Hide in Shadows, and Move Silently. In addition to the base totals and race and Dexterity bonuses, the 1st-level mariner has 30 points to distribute to the four

skills, with no more than 10 points awarded to one skill. Every level of advancement gives the Mariner an additional 10 points, with not more than five points to be used on any one skill.

Special Hindrance: There are no specific hindrances, though successful pirate characters gain a reputation that brings competing pirates, bounty hunters, and other unsavory individuals after them.

Wizard Group Classes

Following a war to rid Krynn of all magic, wizards became highly organized and magic became jealously guarded. Wizards accustomed to the magical free-for-all on other worlds are in for a shock on Krynn.

Wizards of High Sorcery

Origins: In the Age of Dreams, before the stars were firmly fixed in the heavens, the gods of magic walked on Krynn. Solinari, Lunitari, and Nuitari they were. They each held a love for magic, for the new world of Krynn, and for the spirit-beings called stars.

This third love was held by all the gods, which led to the All-Saints' War. The three gods of magic did not join in the battles, choosing instead to orbit the planet. But their eyes and hearts were ever attentive to the fate of the stars. During the long war, each god took occasion to walk Ansalon in search of one mortal follower. They each found such a creature and bestowed on it the keys to the Lost Citadel—an amazing place of magic beyond the circles of the universe. Taking their disciples to the Lost Citadel, the gods taught them the three Foundations of Wizardry:

- 1) All wizards are brothers in their order. All orders are brothers in the power.
- 2) The places of High Wizardry are held in common among all the orders and no sorcery is to be used there in anger against fellow wizards.
- 3) The world beyond the walls of the towers may bring brother against brother and order against order, but such is the way of the universe.

Returning their apprentices to Krynn, the gods of magic established the three Orders of High Sorcery. Solinari, god of Good magic, founded the Order of the White Robes; Lunitari, god of Neutral magic, founded the Order of the Red Robes; and Nuitari, god of Evil magic, founded the Order of the Black Robes. Initially, the Orders of Sorcery were loosely knit groups of wizards. As war with the dragons grew inevitable, the Masters of each order assembled at the Lost Citadel to proclaim the unity of the orders.

Since that time, all Wizards of High Sorcery vow first loyalty to magic and its continued existence on Ansalon. This loyalty lets magic flourish, despite attempts to eliminate it. After this primary loyalty, wizards have loyalty to their orders. A White Robe and a Black Robe wizard, fighting in opposing armies, would do everything necessary to destroy each other. If the wizards met on neutral ground, however, they would most likely compare notes and discuss magical matters. If an outside force were threatening the destruction of magic, the wizards would band together to stop it.

Moons and Magic

Each of the three Orders of High Sorcery receives its powers from one of the three magic moons. Wizards of the White Robes gain power from Solinari, Red Robes from Lunitari, and Black Robes from Nuitari.

The phase and alignment of a specific moon affects the power level of a given order. For example, Lunitari in low sanction provides penalties to Red Robes, but does not affect

the other two orders. Wizards of 1st through 3rd level are never affected by the lunar phases: their spells are of low enough power.

Moon Phase Effects Table

Moon Phase	Saving Throw	Additional Spells	Effective Level
Waxing	Normal	+1	Normal
High Sanction	+1	+2	+1
Waning	Normal	0	Normal
Low Sanction	- 1	0	- 1

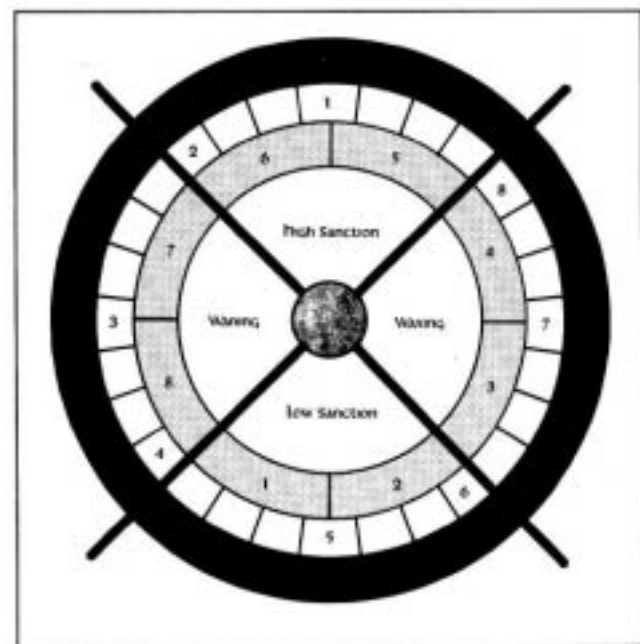
Only wizards of 6th level or higher and with Intelligence of 15 or greater receive high sanction bonuses. Others default to the waxing bonuses. The additional spells can be of any level that the wizard can cast.

Moon Alignment Effects Table

Alignment	Saving Throw	Additional Spells	Effective Level
Sol with Lun.	+1	+1	+1
Nuit with Lun.	+1	+1	+1
Sol with Nuit.	+1	0	Normal
All Three Moons.	+2	+2	+1

Note that all alignment effects are cumulative with all phase effects. Thus, when all three moons are aligned in high sanction, a wizard would gain a +3 saving throw, +4 spells, and +2 effective levels. This singular event is called the Night of the Eye-the three moons line up in front-to-back order (Nuitari, Lunitari, and Solinari), resembling a huge white eye with a black pupil and a red iris. It is a terrifying sight. Most nonspellcasting folk fear this night, for it sets all magic is at its peak.

Use the following chart to determine the moon cycles. The outer ring represents the cycle of the largest and farthest moon, Solinari, whose orbit is shown divided into 36 days. The second ring represents the cycle of the second largest moon, Lunitari, whose orbit takes 28 days. The inner ring represents the cycle of the smallest and nearest moon, Nuitari, whose orbit takes only 8 days. To determine alignment, find the moons' relative positions and phases on a given day, then add (or subtract) an equal number of days on each track to determine the positions on another day.



Towers of high Sorcery

In pre-Cataclysm days, five towers served as common ground for the Orders of High Sorcery. These towers stood in the locations eventually known as Palanthus, Wayreth, Istar, Daltigoth, and the Ruins.

The general plan for the towers' construction was decided by a committee of members from all three orders. They designed a central complex with a tower surrounded by a field or garden. The actual construction, however, was overseen by the wizards living in each area. Thus, despite the standardized design, each tower reflects the tastes of the region.

In addition to differing decorations, each tower has a unique field. The Tower of Wayreth is surrounded by a trans-dimensional field, which allows it to appear anywhere within 500 miles of its original location in Wayreth Forest. The Tower in Palanthus is surrounded by the Shoikan Grove, which emanates a powerful *fear* spell. These two towers are the most popular, most well-known of the five.

Details about the other three towers are sketchy, thanks in part to the Cataclysm. Apparently the garden around Daltigoth once caused sleep, that around Istar made characters *forget*, and that around the Ruins created intense feelings of passion. In addition, a series of unique wards and obstacles created a first line of defense for these towers.

All the towers are neutral zones. Fighting among wizards at the towers is forbidden, punishable by immediate death.

Organization

The Orders of High Sorcery are ruled by a representative council of 21 wizards called the Conclave of Wizards. Seven archmages (18th level or above) of each order serve as a delegation to the Conclave of Wizards. The Conclave convenes in accordance with the moon cycles to discuss routine as well as urgent issues.

One of the seven delegates from each order serves as the order's Master. The means of selecting the Master differ from order to order: white Robes hold an election; Red Robes draw lots from the seven Conclave members; Black Robes hold contests to prove magical prowess and domination. Once a Master is chosen, he or she serves for life unless convicted of a serious breach of loyalty by unanimous vote of that order's delegation.

The Master of the Conclave, the highest official in the Order of High Sorcery, is elected from the twenty-one Conclave delegates. This election takes place through a consensus spell, which instantaneously gauges the collective will of Kryn's wizards on a specific topic.

Early Life of a Wizard and The Test of high Sorcery

All who wish to join an Order of Wizardry begin their training as children, studying under an archmage (18th level or higher), usually an archmage approved by the Conclave of Wizards. Low-level wizards (1st through 3rd levels) can dabble in magic without declaring an alignment or loyalty to the Conclave. Such minor magics are not even affected by the flux of the moons.

With greater power, however, comes greater responsibility. Those who seek to progress beyond the fundamentals of magic must travel to the Tower of Wayreth. There, the young wizard declares an alignment and pledges loyalty to an Order of High Sorcery. The applicant is apprenticed to a higher level wizard, often the original mentor.

Once this is accomplished, the apprentice must take the Test of High Sorcery. The Test of High Sorcery measures a wizard's magical abilities and tells how the applicant will use current and future abilities. Each initiate's test differs, designed exclusively to measure strengths and weaknesses. In all tests,





failure means death. The wizards are less interested in the applicant's alignment than whether or not he will use the power of magic in a responsible manner.

In all versions of the Test, the applicant faces three trials of magic knowledge and use. These trials include the casting of all spells the initiate knows. In addition, the Test includes three trials that cannot be solved by magic alone. One such trial involves combat against an ally; another includes solo combat against a far more powerful opponent (two levels higher). The third trial is always a mystery. Those attempting the Test may bring companions along, but occasionally these folk never return.

A wizard may change Orders after taking the Test. In these cases, however, the wizard loses two levels of experience and remains for one month unaffected by the new Order's moon.

Wizards of The White Robes



A White Robe Wizard acts to promote Good. Aside from his vow to support magic, the cause of Good is his central concern. Acts that violate the precepts of Good lead to the character's ruin. White Robe Wizards who stray from the path soon find they are unaffected by Solinari.

White Robe Wizards often assist Good-related quests and causes, finding themselves allied with paladins, Good clerics, and Knights of Solamnia.

allowable Schools of Magic

The following schools of magic are open to White Robe Wizards.

Abjuration	Enchantment/Charm
Alteration	Greater Divination
Conjuration/Summoning	Invocation/Evocation

Wizards of The Red Robes



Wizards of the Red Robes tread the delicate path of Neutrality. Besides an ultimate loyalty to magic, a Red Robe Wizard works to balance Good and Evil. Wizards of the Red Robes often act as the moderating voice of reason and peace. While the forces of Good and Evil battle for control of Krynn, the forces of Neutrality seek only to maintain the world.

allowable Schools of Magic

The following Schools of Magic are open to Red Robe Wizards.

Abjuration	Enchantment/Charm
Alteration	Illusion/Phantasm
Conjuration/Summoning	Invocation/Evocation

Wizards of The Black Robes



Wizards of the Black Robes embrace the cause of Evil. They do not, however, hurl random fireballs at peasants' cottages, for such activities would abuse and jeopardize their chief love-magic. Black Robe Wizards may be cruel, but they are selfish and cunning also, avoiding open acts of violence if a more subtle way can be found.

allowable Schools of Magic

The following schools of magic are open to Black Robe Wizards.

Abjuration	Greater Divination
Alteration	Invocation/Evocation
Conjuration/Summoning	Necromancy
Enchantment/Charm	

Spells from "forbidden" Schools

Schools of magic *not* listed as allowable are available only in part. A Wizard of High Sorcery may *never* use a spell of 4th level or above from a forbidden school. All spells of levels 1 through 3, however, are open to Wizards of High Sorcery with the following restriction: No more than half of a wizard's allowed spells may be from a forbidden school. Thus, a 5th-level wizard, who can memorize four 1st, two 2nd, and one 3rd level spell, may memorize only two 1st-and one 2nd-level "forbidden" school spell.

Game Information for Wizards of high Sorcery

Wizards of High Sorcery belong in the wizard character class. They can be mages or specialists, with all the appropriate benefits and drawbacks outlined in the 2nd Edition *Player's Handbook*.

Alignment: Though a wizard need make no alignment declaration until 3rd level, a 1st level wizard may declare an inclination toward law, neutrality, or chaos. Then, when declaring the second half of his alignment (i.e., before taking the Test), the wizard's alignment will be complete.

Minimum Requirements: Wizards require a minimum Intelligence of 9. An Intelligence of 15 or above earns the PC a 10% bonus to all earned experience points.

Wizards of High Sorcery Advancement Table

Level	Experience Points	Hit Dice (1d4)
1	0	1
2	2,500	2
3	5,000	3

Declare alignment, pledge loyalty, take Test		
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+1
12	750,000	10+2
13	1,125,000	10+3
14	1,500,000	10+4
15	1,875,000	10+5

Level	Experience Points	Hit Dice (1d4)
16	2,250,000	10+6
17	2,625,000	10+7
18	3,000,000	10 + 8 Master *
19	3,375,000	10+9
20	3,750,000	10+10
21	4,150,000	10+11
22	4,550,000	10+12
23	5,000,000	10+13
24	5,500,000	10+14
25	6,000,000	10+15

*Only one wizard of each order earns the title of Master.

Wizard of High Sorcery Spell Progression

Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	6	5	5	5	5	4	3	3	2
21	6	5	5	5	5	4	3	3	2
22	6	6	5	5	5	5	4	3	2
23	6	6	6	5	5	5	4	3	3
24	6	6	6	6	5	5	5	4	3
25	6	6	6	6	6	5	5	4	4

Renegade Wizards



Wizards who live outside the strictures of the Towers of Sorcery, as well as wizards who come from other worlds or planes, are known as renegade wizards.

A renegade wizard who has come to the attention of the Orders is seen as a threat which must be either absorbed, neutralized, or eliminated. Each Order has its own way of deal-

ing with a renegade.

White Robe wizards will capture the renegade using as little violence as possible. The renegade is informed that he must go before the Conclave and join an Order of High Sorcery. If the renegade refuses, he is magically cast out of Krynn. If the White Robes fail to capture the renegade, they will keep tabs on his location, destroying him only if the renegade proves to be a menace to the ways of magic or to innocents.

Red Robe wizards will attempt to capture the renegade with as much force as deemed necessary, usually increasing in proportion with the renegade's resistance. The renegade is brought before the Conclave and asked to join an Order of

High Sorcery. Should the renegade refuse, or if the Red Robes fail in their attempt to capture him, the Red Robes will hunt down and destroy the renegade, citing him to be a threat to the balance.

Black Robe wizards will attempt to capture the renegade and try to win him over directly to the Black Robe Order. Should he refuse, the renegade is persuaded to remain renegade or killed.

"Name" Spells

Spells found in the 2nd Edition *Player's Handbook* and *Tome of Magic* that include the proper name of a character outside of Ansalon are not available to Wizards of High Sorcery. Spells with any of the following names are immediately disqualified: Bigby, Drawmij, Elminster, Evard, Leomund, Melf, Mordenkainen, Nystul, Otiluke, Otto, Rary, Tasha, Tenser.

DMs may allow Wizards of High Sorcery to research the banned spells. A successful research attempt means the wizard has created his own version of the spell and can name it after himself.

Priest Group Classes

Astinus of Palanthas states that "every mortal act has an immortal audience." In a world with 21 true gods, this statement can hardly be doubted. Some gods, such as Paladine and Kiri-Jolith, watch the drama of history with benevolent concern. Others, such as Takhisis and Morgion, hope to one day dominate the land. Still others, such as Gilean and Reorx, want only to preserve the balance of creation.

These three groups of gods comprise the celestial families of Good, Evil, and Neutrality, respectively. Each of the three families contains seven members, for a total of 21 gods. The three families are in turn overseen by the High God. This greatest of beings never trifles with the lives of mortal folk. If other gods exist beyond the pantheon of 21, they do not act on Krynn, nor do they empower priests to act for them.

Further information on the gods appears in the "Realms Above" section of this book.

holy Orders of The Stars

The Holy Orders of the Stars are the faiths that worship the 21 true gods of Krynn—by whatever names they know them. Just as the pantheon consists of three celestial families, so too, the gods' worshipers fall into three holy orders. Priests of a Good god belong to the Order of Good, those of an Evil god belong to the Order of Evil, and those of a Neutral god belong to the Order of Neutrality.



Order of Good: Priests of the Good Order defend and preserve life, protect and promote the welfare of all, and uphold a code of conduct that embodies the principles of Good. Good priests work to convince everyone to renounce selfish strivings and devote themselves to performing just and merciful acts for others and for the gods.

Though some think this strict code of conduct fetters Good priests, the priests themselves feel liberated by it.

The Good Order is led by the Chosen Prophet, who has six Prophets as assistants. The Chosen Prophet is a priest of Paladine and the six Prophets are the lead priests of the six other Good gods. Only one Chosen Prophet exists on Krynn, and only one Prophet exists for each of the other gods of Good.





Other priests may equal or exceed these leaders in experience (i.e., may rise past 18th level), but they do not bear the title or duties unless selected to the office.



Order of Evil: Priests of the Evil Order seek to dominate others, both those within their order and those without. Evil priests have no interest in persons whom they cannot dominate or exploit. And anyone who poses a threat to an Evil priest should watch his back. Because they are unrestrained by ethics, priests of the Evil Order would as soon slit a man's

throat as smell a rose if they had anything to gain from it.

But these priests are evil, not stupid. They do not go around destroying everything they see. Such actions lead to vigilantism and lynchings. On the other hand, cunning schemes lead to power, riches, and the admiration of the gods of Evil.

The Evil Order is led by the Nightlord, who is assisted by six Nightmasters. The Nightlord is a priest of Takhisis and the six Nightmasters are the lead priests of the six other Evil gods. The Nightlord and Nightmasters are unique on Krynn, in the manner of the hierarchy of the Good Order.



Order of Neutrality: Priests of the Neutral Order attempt to maintain a balance between Good and Evil. They consider priests of Good idealistic and impractical, and those of the Evil destructive and treacherous. Neutral priests, however, will ally with either side when they must tilt the balance away from the other. Even so, they never fight for Good or Evil, per

se. In fact, they pledge to combat both sides when the free will of Krynn's folk is at stake. As well as fighting for the people of Krynn, Neutral priests fight for nature. Evil priests delight in destroying the forests and Good priests delight in turning them into theocratic cities. Neutral priests oppose both of these plans.

The Neutral Order is led by the Starmaster, assisted by six Archmasters. The Starmaster is a priest of Gilean; the six Archmasters are the lead priests of the six other gods. The Starmaster and the Archmasters are unique on Krynn, in the manner of the hierarchy of the Good Order.

Relations Between the Factions: Although the Orders of High Sorcery work together for the cause of magic, the three Holy Orders have far more hostile relations. To priests, ethos means everything, so to work with the other orders is to deny one's only purpose in life. If any alliance occurs between the orders, it exists because each thinks it can advance its own cause.

Becoming a Priest of The Holy Order

Those who wish to serve one of the true gods must first win acceptance from the god. The supplicant must seek out a priest in good standing of the god and tell his reasons for wishing to become a priest. If the priest finds the character sincere, he instructs him in the beliefs and practices of the religion and arranges for various tests of faith.

Once the priest is satisfied that the character understands and believes all the precepts of the faith and will live according to them, he pronounces him an Acolyte of the god. The new priest receives the god's medallion of faith. Because the medallion marks the priest as a servant of that specific god, all

priests from Acolyte to Chosen Prophet wear a *Medallion of Faith*. (DMs should encourage players to create a story detailing how they earned the medallion.) Once an Acolyte, the priest's tutelage ends; service begins.

The gods of Krynn bless their priests with certain powers, but demand in return strict obedience. Even with the most chaotic gods, disobedience results in loss of granted powers or spells. Severe enough transgressions garner the god's wrath.

heathen Priests

Priests who come from other worlds or those who worship false gods are heathen priests. Neither have true supernatural power. Priest from other worlds lose their powers and spells when on Krynn. Likewise, false priests may be skilled at shams and fakery—so much so that they fool even themselves into believing their god is true. But to have real power, priests must venerate the gods of Krynn.

Priests from other worlds lose one level when converting to a religion of the same alignment and two levels when changing alignment. Priests of Krynn who worship false gods convert as first-level priests. Priests from the Holy Orders of the Stars lose one level if converting to an order with the same alignment and two if converting to a different alignment.

Game Information for The Holy Orders

Note that the Holy Orders of the Stars contain no clerics as defined in the 2nd Edition *Player's Handbook*. All are priests because all serve a particular god.

Minimum Requirements: PC priests may come from any race of Ansalon. Priests need a minimum Wisdom of 9, with a Wisdom of 15 or higher giving the character a 10% bonus to all experience points earned. All priests of the Holy Orders of the Stars use the spell tables from the 2nd Edition *Player's Handbook* and *Tome of Magic*. See p. 176 for allowable schools for each god.

Priest Experience Hit Dice Title

Level	Points	(1d8)	(Neutral Title) ¹
1	0	1	Acolyte (Aspirant)
2	2,000	2	Deacon (Ovate)
3	4,000	3	Adept (Initiate)
4	7,500	4	Priest (Disciple)
5	15,250	5	Curate (Master of Earth)
6	25,000	6	Prefect (Master of Fire)
7	40,000	7	Canon (Master of Water)
8	90,000	8	Elder or Spiritor (Master of Winds)
9	160,000	9	Patriarch (Master of Mystery)
10	250,000	9+1	High Priest (Master of Light)
11	500,000	9+2	Ecclesion (Master of Time)
12	750,000	9+3	Apostle (Master of Elements)
13	1,000,000	9+4	Abbot (Master of the Book)
14	1,250,000	9+5	Bishop (Master of Dreams)
15	1,500,000	9+6	Prophet or Nightmaster (Archmaster)
16	1,750,000	9+7	
17	2,000,000	9+8	
18	2,250,000	9+9	Chosen Prophet or Nightlord (Starmaster)
19	2,500,000	9+10	
20	2,800,000	9+11	
21	3,100,000	9+12	
22	3,400,000	9+13	
23	3,700,000	9+14	
24	4,000,000	9+15	
25	4,400,000	9+16	

¹Where two names appear, the one outside parentheses applies to both Good and Evil priests and that inside applies to Neutral priests. Where three names appear, the first is always Good, the second always Evil, and the parenthetical always Neutral.

Holy Orders Spell Progression

Priest Level	Spell level						
	1	2	3	4	5	6*	7**
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	2	1	—	—	—	—	—
4	3	2	—	—	—	—	—
5	3	3	1	—	—	—	—
6	3	3	2	—	—	—	—
7	3	3	2	1	—	—	—
8	3	3	3	2	—	—	—
9	4	4	3	2	1	—	—
10	4	4	3	3	2	—	—
11	5	4	4	3	2	1	—
12	6	5	5	3	2	2	—
13	6	6	6	4	2	2	—
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	8	8	7	5	2
21	9	9	8	8	7	5	3
22	9	9	9	8	7	5	3
23	9	9	9	8	7	6	3
24	10	9	9	9	8	6	3
25	10	9	9	9	8	6	3

*Usable only by priests with Wisdom of 17 or greater.

**Usable only by priests with Wisdom of 18 or greater.

Rogue Group

Every world has its rogues—those who operate on the fringes of society. In addition to the common bards and thieves, Krynn supports two other unique types of rogue.

handlers



Handlers—like artists of any stripe—are born, not bred. Handling is a state of mind—a kender state of mind. (All handlers are kender, though not all kender are handlers.) Though handlers live by purloining objects, they do not purloin objects to live.

Unlike thieves (handlers are **not** thieves), handlers act not out of greed but out of distract-

ed curiosity. It is curiosity that makes them pick a lock, eavesdrop on a conversation, and slip their hands into someone's pocket. The more forbidden and protected an item is, the more curious the handler will be. Once the object is obtained and examined, however, it often loses interest to the handler, who will absent-mindedly lose it thereafter. Furthermore, a worthless but interesting object (e.g., a brass-coated statue), holds a handler's attention far longer than a priceless but uninteresting one (e.g., a platinum bar).

Game Information for handlers

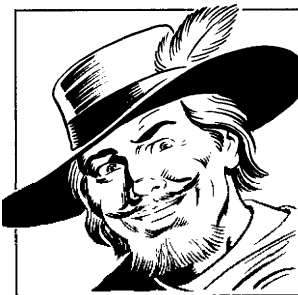
Handlers receive experience-point levels, saving throws, THAC0s, and so forth as per rogues. In terms of game play, handlers differ from thieves in the following.

Handlers receive no backstabbing bonus; handlers are driven by curiosity, not bloodlust.

Handlers receive no experience bonus for money found.

Handlers will attract only handler followers—usually young kender with intense curiosity.

Con artists/Prestidigitators



These thieves employ scams and sleight-of-hand rather than robbery. They often travel with troupes of entertainers, performing cheap tricks and swindling themselves a fortune, copper by copper. Mages despise them for their magic fakery; priests resent them for their worthless salves; fighters distrust them because they are underhanded; and thieves hate them because they steal "dishonestly."

Game Information for Con artists/Prestidigitators

A con artist may be from any PC race of Krynn. A minimum Charisma of 12 is necessary for this class. To pull off scams and con games, the con artist sharpens the Pick Pockets, Move Silently, Hide in Shadows, and Read Languages abilities. Thus, a con artist PC cannot spend more than ten of his initial percentage points on each of the remaining thieving skills. When a con artist increases in level, he cannot spend more than five points on these other thieving skills.

Weapon Proficiencies: Any normal thief weapon.

Nonweapon Proficiencies: Required: Gaming. Recommended: Appraising, Artistic Ability, Dancing, Disguise, Etiquette, Forgery, Local History, Singing, Ventriloquism.

Normal Group

This catch-all group includes non-combatant folk such as tinkers and commoners of all ilk.

Game Information for Normals

Level	Experience Points	Hit Dice (d6)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	60,000	8
9	100,000	9
10	140,000	10
11	270,000	10+1
12	450,000	10+2
13	600,000	10+3
14	800,000	10+4
15	1,000,000	10+5
16	1,500,000	10+6
17	2,000,000	10+7
18	3,000,000	10+8
19	4,500,000	10+9
20	6,000,000	10+10
21	7,500,000	10+11
22	9,500,000	10+12
23	12,000,000	10+13
24	15,000,000	10+14
25	17,000,000	10+15



Normal Character Saving Throws

Level	Paralyz	Rod Staff Wand	Petrif. Poly	Breath Weapon	Spell
1-3	15	17	16	18	18
4-6	13	15	14	16	16
7-9	11	13	12	14	14
10-12	9	11	10	12	12
13-16	7	9	8	10	11
17+	5	7	6	8	9

Starting steel pieces for a normal character is 2d4x10.

Tinkers



Also called engineers and technicians, tinkers conceive of themselves as masters of technology. Others conceive of them as deranged lunatics. Tinkering is far more a mind-set than an occupation and, therefore, only gnomes can be tinkers.

Every project of these engineering gnomes is twice doomed. First of all, mechanical technology is far more costly, unreliable, and inefficient than magic on the world of Krynn. Secondly, gnomes have little grasp of the physical sciences.

The combination of these factors means that tinkers spend their lives creating many worthless inventions. The have inventions for all sorts of tasks: seed planters, clothes cleaners, black-dragon-left-rear foot ticklers, and red-haired kender-handler detectors, to name a few. Few of these work as they should, though most are not lethal.

But tinkers do far more than simply create new inventions. They also "improve" old ones. This penchant for compromising the efficiency of existent inventions is clearly demonstrated in common gnomish sayings:

"If it ain't broke, there's gotta be something wrong with it."

"Maybe the design flaw can be fixed with accessories."

"If simplicity were a virtue, Krynn'd be a featureless ball."

"There's always room for improvement."

"The back-up blew! Better back up the back-up."

"All geniuses have cluttered minds."

"Improvements require complications; complications require improvements."

"Every magical and mundane activity can be done better by a machine."

"Improvement is the incestuous cousin to invention."

Each Tinker belongs to a guild, which emphasizes a branch of technology. Some guilds follow:

Aerodynamics	Communication	Kinetics
Appliances	Hydraulics	Thermodynamics
Architecture	Hydrodynamics	Transportation
Chemistry		

These guilds do not compete with each other; all are united in the task of advancing technology. Each guild has numerous committees that oversee inventors' accomplishments and investigate system failures. Though the latter topic gets the most attention, few real improvements arise from such investigations.

Each tinker, under the auspices of his guild, chooses a lifequest to accomplish: the creation of some ultimate machine to simplify life, save labor, and benefit all of gnomekind. Lifequests are rarely realized because most devices undergo per-

petual "improvement."

Game Information for Tinkers

Tinkers must have Intelligence of at least 10 and Dexterity of at least 12. A tinker's Wisdom cannot exceed 12. Tinkers begin with five nonweapon proficiency slots and one weapon proficiency slot. They gain one more nonweapon proficiency with every two levels of advancement, and one weapon proficiency with every ten levels.

Due to their innate absent-mindedness, tinkers suffer a -2 to checks against any nonweapon proficiency that involves designing or building something complex. If the roll fails, they design something, but it either does not function at all or malfunctions.

Tinkers have a beginning THACO of 20 and improve one point for every four levels thereafter.

Commoners



Commoners are the world-builders and maintainers. Through their mundane labors, they create the world—each horseshoe, hay bale, beer barrel, shirt and coat and cap. These folk are innkeepers, servants, blacksmiths, farmers, and fishermen. They are everyday people. But in times of trouble, everyday people beat their plowshares into swords

and march out to become heroes.

A commoner's motivation for leaving the comfort and safety of the hearth to risk life and limb on an adventure may vary. Perhaps a weaponsmith wishes to "field-test" her latest long sword. Or perhaps a baker may follow the trail of those who kidnapped his son.

Game Information for Commoners

Commoners are defined in terms of their occupation: butcher, baker, and candlestick-maker. Thus, the first task in creating a commoner character is to choose an occupation from the list below. Once this is done, roll up the six abilities normally but subtract 2 from each roll. Now check the proficiencies after the occupation you chose. Each proficiency has a relevant ability listed in parentheses. For each relevant ability, raise the base score by 4. (Thus, after subtracting 2 from the number you originally rolled, you add 4 for a net gain of 2.) Relevant abilities listed more than once receive only one 4-point bonus.

Now, record the proficiencies your character starts with.

Armorer: Fire-building (Wis), Armorer (Int)*

Blacksmith: Blacksmithing (Str)*, Fire-building (Wis)

Bowyer/Fletcher: Bowyer/Fletcher (Dex)*, Carpentry (Str)

Farmer: Agriculture (Int)*, Animal Handling (Wis), Weather Sense (Wis), Herbalism (Int)

Fisher: Fishing (Wis)*, Swimming (Str)

Forester: Direction Sense (Wis), Herbalism (Int), Animal Lore (Wis)

Gambler: Appraising (Int), Gaming (Cha)*

Groom: Animal Handling (Wis)*, Animal Lore (Int), Animal Training (Wis), Land-Based Riding (Wis)

Hunter: Direction Sense (Wis), Set Snares (Dex), Tracking (Wis), Hunting (Wis)*

Innkeeper/Serving Person: Brewing (Int), Cooking (Int)*

Jeweler: Appraising (Int), Gem Cutting (Dex)*

Leather Worker: Leatherworking (Int)*, Seamstress/Tailor (Dex)

Mason: Stonemasonry (Str)*

Miner: Mining (Wis)*, Stonemasonry (Str)

Navigator: Direction Sense (Wis), Astrology (Int), Navigation (Int)*

Scribe: Reading/Writing (Int)*, Ancient Languages (Int), Local History (Cha)

Shipwright: Carpentry (Str)*, Seamanship (Dex)

Tailor/Weaver: Seamstress/Tailor (Dex)*

Teamster/Freighter: Animal Handling (Wis)*, Land-Based Riding (Wis), Charioteering (Dex)

Trader/Merchant: Appraising (Int)*, Reading/Writing (Int)

Trapper/Furrier: Hunting (Wis)*, Set Snares (Dex), Tracking (Wis)

Weaponsmith: Blacksmithing (Str), Weaponsmithing (Int)*

Woodworker/Carpenter: Carpentry (Str)*

* Asterisked proficiencies are the main ones for the occupation. The relevant ability must therefore be 10 or more for the character to hold the occupation. Also, any negative check modifiers indicated in the Player's *Handbook* become zero for asterisked proficiencies. Finally, a relevant ability of 16 or more grants a 10% bonus to earned experience when the proficiency is used.

In addition to the listed proficiencies, the commoner begins with one weapon proficiency. Thereafter, the commoner gains one new nonweapon proficiency slot for every two levels of advancement, and one new weapon proficiency slot for every eight levels of advancement. When purchasing new proficiencies from any but the General group, the cost is one extra proficiency slot per purchase.

Commoners begin with a THAC0 of 20, which improves one point for every level of advancement.

Optional Rule: Status

The warrior son of a king is far different from the peasant hero who leads her people to freedom. Though both are fighters, they are separated by social status. Characters of Krynn may hold any social status, ranging from the opulent and soft life of nobility to the harsh and rigorous life of slavery.

Determining Social Status

To determine social status, roll percentile dice and consult the following chart. Alternately, DMs may allow characters to choose status depending on the character class and race (see below).

01-09: Slave
10-25: Peasant
26-50: Trades
51-65: Martial
66-75: Middle
76-85: Upper
86-95: Created nobility
96-98: Inherited nobility
99: Displaced royalty
00: Royalty

Character Class and Status: In Krynn, one will never encounter a king-thief or a slave-cavalier. To avoid such strange combinations, some character classes have status minimums or maximums.

Barbarian Warrior: Maximum is created nobility.

Bard: Maximum is created nobility.

Cavalier: Minimum is tradesman.

Knight of Solamnia: Minimum is peasant.

Thief: Maximum is created nobility.



Those characters in the commoner character class (blacksmiths, leatherworking, etc.) must belong to the trades status.

Race and Status: Characters of any race can hold any social status among their own people: gully dwarves have kings and Silvanesti have servants. However, when a character ventures into human society, the human penchant for prejudice, oppression, and exploitation asserts itself. Therefore, until the humans of Krynn learn to transcend their own short-sightedness, certain other races suffer social-status penalties among them. When determining the social status of one of the following races in human society, apply the listed penalty to the die roll:

Dark elf -15
Elf -10
Gnome -7
Gully dwarf -25
Half-elf -15
Irda -5
Kender -15
Minotaur -25

Conversely, humans who live among these races suffer the listed penalty to their social status.

Social Status Descriptions

Royalty: The character is directly related to a national or city-state monarch.

Advantages: The character starts out with triple starting money, plus a choice of armor, shield, helmet, and two weapons. The PC also receives two extra initial proficiency slots. He lives in opulence. Fame and honor follow him wherever he goes.

Disadvantages: The character is plagued by fame and honor. He cannot walk down the street without being recognized





and all his actions are mercilessly scrutinized.

The PC must reduce Con and Str by one point each to reflect the soft and opulent life to which he is accustomed. After the character has attained fifth level, Con and Str return to their original values.

The character's parents forbid him from certain adventures because of their danger or distance from the home nation (any over 100 miles). Disobedience may cause the character to become displaced royalty. Generally, the more the player relies on his royal blood, the more demands and restrictions the DM should place on him. In extreme situations, the character may even be tracked by assassins from rival nations.

Displaced Royalty: The character is directly related to someone who once was a ruler but no longer holds power. This category also includes royalty characters who have been disowned or were illegitimate.

Advantages: Character starts with double starting money and one free weapon. Cavaliers, paladins, and people of noble rank recognize the character. The living conditions vary greatly with the circumstances of the displacement.

Disadvantages: The character and his family really have no power anywhere. Those responsible for the displacement may seek to kill or imprison the character. Many of those who recognize the character may fault him for his family's loss of power.

Inherited Nobility: The character is, or is directly related to, someone who holds a title and a land grant given by the nation's rulers. Tribal chiefs and city rulers fall into this category.

Advantages: The PC starts with double starting money, the choice of one weapon, and a horse. He also lives on an impressive estate.

Disadvantages: The character is expected to defer to those of higher station. He may have responsibilities that tie him to a particular geographical area.

Created Nobility: The character is, or is related to, someone who has worked from upper status to achieve nobility. They do so by becoming so rich and influential that rulers must acknowledge them. These folk typically run merchant dynasties.

Advantages: Character starts with choice of a weapon and a horse, half again the typical starting money, and the Reading/Writing proficiency. He lives in a roomy manor house.

Disadvantages: Those of inherited nobility may snub the created nobility. Those of lower status may resent the created nobility and try to topple them.

Upper Status: This character has wealth but no title or special land grant. Most are successful, well-established merchants or folk from an ancient family line with ancestral land.

Advantages: The character starts with full allowable starting money plus the choice of a weapon. He also has a comfortable house and the Reading/Writing proficiency.

Disadvantages: The character and his extended family may be subject to intrigue by similarly ranked families vying for favor or created nobility status.

Middle Status: This character comes from a comfortable family. They cannot afford extravagance, but neither do they starve. Most normal merchants fall into this category.

Advantages: The character starts with a free weapon, a clean house, and the Reading/Writing proficiency.

Disadvantages: Middle status folk occupy a slippery position. If business improves, they may ascend to upper status; if business declines, they may descend to poverty.

Martial Status: The character is, or is directly related to, a person who makes a living through military work. Such folk are typically mercenaries or fighters in a nation's army or navy.

Advantages: The PC starts with one extra weapon proficiency, a free weapon, and an extra point of Con to represent the ruggedness of this lot.

Disadvantages: Those of the martial class are notorious for being boisterous, brutish, and disruptive. Because they believe that most anything can be settled with a fight, others shy away from them. Also, those who belong to the martial status are continually relocating to the most dangerous sections of the world.

Trades Status: This character is, or is related to, a person who makes a living by the sweat of his labor—be it blacksmithing, leatherworking, sailing, fishing, trapping, or a multitude of other tasks.

Advantages: The PC receives one free nonweapon proficiency from the General category. Also, the character is spared from performing the mind-numbing tasks reserved for peasants and slaves.

Disadvantages: The PC must work very hard to maintain his social position so as not to descend into the peasant status.

Peasant: This unskilled individual works hard and lives at subsistence level. Tenant farmers, shepherds, bandits, brigands, nomads, and pirates are considered to come from peasant stock.

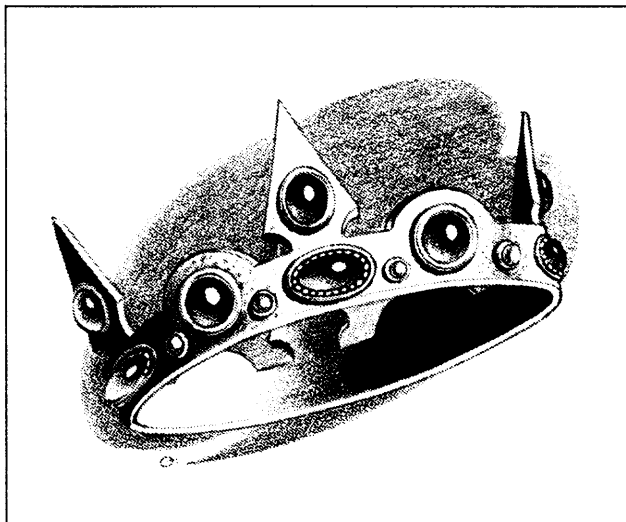
Advantages: These people are the least tied down of any social status. Because they have nothing, they have nothing to lose. Furthermore, they share their lot with most of the folk on Krynn. Many a great hero has arisen from peasant stock.

Disadvantages: Character starts with no more than half the normal starting money and often is very destitute. This condition inspires many to leave their farms to seek fortune and glory.

Slaves: These PCs had been captured and sold by raiders or forced to work in servitude to repay debts. As roleplaying begins, the character has either escaped captivity or earned his freedom.

Advantages: The PC receives one free nonweapon proficiency from the General category (to reflect the tasks he performed) and a dagger.

Disadvantages: The character starts with no money. If the character is an escaped slave, he is being hunted.





Cast of Characters

One of the greatest strengths of the DRAGONLANCE® saga is its cast of well-developed characters. Ansalon contains many unique heroes, each with his or her own goals and motivations, hopes and fears. In addition to well-detailed heroes, Ansalon has a huge and varied cast of allies and villains who help shape the world and its conflicts.

The heroes most often played by characters (and the villains most often used by DMs) appear on the character cards in this box. The following individuals are less-often played, but may prove critical for a given adventure.

Characters here are grouped by the role they play in the saga—Friends, Neutrals, and Foes. Within each of these sections, the entries are alphabetized. The game statistics appear first for each character, followed by a description of the character, his personality, history, and game use.

friends



alhana Starbreeze (daughter to Speaker of The Stars) LG
Elven female fighter 7th Level

Str 9; **Dex** 13; **Con** 10; **Int** 16; **Wis** 15; **Cha** 15
AC -2 (plate +3, shield +1); **THACO** 14; **hp** 32

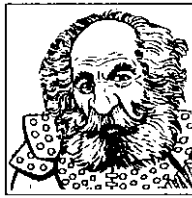
Residence: Silvanesti; **Ht** 5'4"; **Wt** 107 lb; **Mv** 12"
Preferred Weapon: Long sword +3, short bow +2
Special Abilities: Infravision, 90% resist sleep/charm

Alhana's voice is coldly polite when dealing with those of other races. She harbors a thinly-veiled hostility just beneath the surface. She originally held all outsiders responsible for the downfall of her once-great nation—a prejudice hard to abandon. Even when dealing with other elves, her voice can be imperious and demanding. She was born to the throne of the Silvanesti and it shows in every one of her words and gestures. Oddly enough, her cold facade hides a warm, loving, young woman. She is easily moved to sympathy, although she hides her feelings very well.

When Alhana wants something, she does not cajole or plead: she demands. She acts the same way in battle. Despite her small stature, she fights like a berserker, refusing to hold back and relinquishing no quarter. She has often overwhelmed opponents many times her size.

During the Dragon Wars, Alhana was attending a diplomatic meeting in Sancrist when the news arrived that her homeland had fallen to the dragonarmies. Because her people had been holding off the draconians quite well when she left, this news came as a complete shock. She immediately left for her homelands to learn what had happened to her father, who had not fled with his people. She found that the paths to Silvanost had become strange and twisted. Luckily for her, she met the Heroes of the Lance on her way. She convinced them to accompany her and soon regretted it, for she found herself doing the unthinkable: falling in love with the human Sturm Brightblade.

Future Adventures: A group of adventurers who deal with Alhana early in her life can forget any chance of negotiation. Even if the party consists entirely of elves, Alhana will likely demand their service rather than offer any aid herself. After her experiences during the wars, however, she realized that there is good and bad in all races. She discovered also that when times change, those who wish to survive change as well.



arman-kharas (son of hornfel, patriarch of clan kytil) LN
Dwarven Male fighter 7th Level

Str 16; **Dex** 10; **Con** 17; **Int** 11; **Wis** 6; **Cha** 9
AC 2 (chain +2, shield); **THACO** 14 (+1 bonus); **hp** 59

Residence: Thorbardin; **Ht** 4'10"; **Wt** 162 lb; **Mv** 6"

Preferred Weapon: Footman's mace

Special Abilities: Infravision 60', +4 save vs. poison and magic

Arman-Kharas always speaks as though his words were fraught with deep significance, even when he is having a mundane conversation. He believes that he is the reincarnation of Kharas and is destined to greatness. Fiercely loyal to his People, Arman-Kharas is a man with a vision and looks forward to the day when he will lead his people into the light.

Arman is tenacious in negotiation or battle, always seeking the greatest advantage for his people. He will not surrender once he has taken on a task. He is a very proud man and will never admit defeat.

Following in the footsteps of his father, Thane of the Hylar dwarves, Arman desires to become the next king of Thorbardin. Even though his name means "little or lesser Kharas," he constantly searches for a way to prove that he is Kharas reborn, Kharas the king.

Future Adventures: A group of adventurers coming to deal with the Dwarven Council might meet Arman-Kharas in the tunnels of Thorbardin. He would be willing to join in any quest that he felt might allow him to prove his destiny.



astinus of Palanthus N
human? Male? Sage? 7th Level

Str 12; **Dex** 10; **Con** 17; **Int** 11; **Wis** 19; **Cha** 17

AC -10; **THACO** 2; **hp** 980

Residence: Palanthus; **Ht** 5'7"; **Wt** 155 lb; **Mv** 12"

Preferred Weapon: None carried

Special Abilities: Has knowledge of most things present and past.

Special Items: The *Iconochronos*, the great book of Astinus

Astinus speaks in a hushed voice that nevertheless carries a feeling of great strength. He is often too busy to speak with people; only a lucky few find themselves in his presence.

Astinus is always polite, but can be somewhat distant. Those who interrupt his studies will see his irritable side. Astinus is reticent and sparing with his advice, often simply restating the obvious and inviting questioners to rethink their own conclusions.

Astinus's past (and present) is vague: no other person now knows when he first appeared in Palanthus and he refuses to relate his origins. Some folk explain his seeming omniscience and deathlessness by saying that he is the god Gilean or Zivilyn (the latter of which is said to have a branch in every plane). The truth of this is not known, although Astinus obviously has gained the gods' favor at least in some way. He has no friends or associates as such and remains aloof from the mundane matters of life.

Future Adventures: Astinus might provide information to an adventuring party, though the need would have to be great and the cause far-reaching. He also might ask help of some

group of mortals. He seems to have little or no knowledge of other worlds, and he might be willing to make a deal in return for such knowledge. A group must be careful to make deals with him in advance, however; as soon as any information is uttered on Krynn, Astinus knows it.



Bupu (*high Priestess, Bulp aghar*)
NG
gully dwarf female Shaman 1st
Level

Str 15; **Dex** 16; **Con** 15; **Int** 8; **Wis** 10;
Cha 9(15)
AC 8; **THACO** 20; **hp** 7

Residence: Xak Tsaroth; **Ht** 3'4"; **Wt** 42 lb; **Mv** 6"

Preferred Weapon: Dagger

Special Abilities: Groveling

Bupu has a somewhat congested voice. Her speech patterns vary depending on whom she speaks to, but she always sounds a bit like a three-year-old. She is somewhat flirtatious with Raistlin, who once cast a charm spell on her. When speaking to other gully dwarves, she has the harsh tones of one who expects to be obeyed. When speaking to someone dangerous, she has the servile, groveling tone common to all threatened Aghar.

If caught off-guard by a threat, Bupu will pull a dagger or anything else resembling a weapon and pretend to be dangerous. She isn't dangerous, really. If her opponents are startled by this bluff, Bupu runs. If given time to prepare her "magic," she will cast a "spell" using one of her "magic" artifacts. Her artifacts include random bits of garbage that she happened to be holding when something good happened once. Clearly, her magic needs a bit of help. "Help" includes running under low obstacles, blowing pepper in someone's face, or breaking a pot of grease in front of someone. These are the somatic and material components of Bupu's "magic."

Bupu first met Raistlin in the sunken city of Xak Tsaroth when the heroes were searching for the *Disks of Mishakal*. He cast a charm on her, hoping for information; she never quite got over the spell. She later presented Raistlin with a magic rock to cure his cough (an emerald) and then a book to help him (the spell book of Fistandantilus). Raistlin found this fairly charming in itself. Bupu is an exceptional Aghar, almost able to count to three (as the saying goes). She has quickly climbed the Aghar social ladder, such as it is, and married the Highbulp himself. This conjugal relation secured her title as High Priestess.

Future Adventures: A party can benefit from Bupu's information more than her "magic." Gully dwarves, by their very nature, are ignored by most other races. This prejudice lets them overhear a huge amount of sensitive information. True, they have little concept of the import of what they overhear, but persistent questioners may discover gems of information.



Crysanía (*Reverend daughter of Paladine*) LG
human female priestess 14th Level

Str 10; **Dex** 11; **Con** 16; **Int** 13; **Wis** 12;
Cha 16
AC 2 (plate mail, shield); **THACO** 12; **hp** 63

Residence: Palanthus; **Ht** 5'6"; **Wt** 122 lb; **Mv** 12"

Preferred Weapon: Footman's flail

Crysanía has a full, rich voice that captivates those to whom she speaks. She has converted many to her faith with the power of her voice alone. She is truly dedicated to Paladine.

Her first and only love is the church. She is pleasant, cultured, and extremely well-educated.

Crysanía is devout but ambitious. She feels that she has the strength and ability to lead the church when Elistan is gone. Although this assumption is true, Crysanía needs to learn compassion, tolerance, and humility in her office. Otherwise she will follow in the path of the Kingpriest.

Crysanía is the daughter of an ancient noble family of Palanthus. She could have had her pick of husbands, not only due to her charm and beauty, but also due to her family fortune. Crysanía wanted more from life than just raising children and running a household. She always felt that a great destiny awaited her and she became frustrated when she could not find her calling. When she met Elistan, she found her destiny. She was among his first converts, and immediately left her family and wealth to dedicate her life to the church.

Future Adventures: A party of adventurers could interact with Crysanía in several ways. She might ask them to accompany her on a quest for Paladine; she might hire them to perform a service in return for some spellcasting; and she might be rescued by them from enemies of the church. Because the reconstruction of the true faith on Krynn is still in an early stage, Crysanía might also send PCs on a mission to gather knowledge for the faith.



Dougan Redhammer N
dwarven male fighter 11th Level

Str 18(00); **Dex** 17; **Con** 18; **Int** 18; **Wis** 19;
Cha 16
AC 0 (*chain +2, shield +2*); **THACO** 10
(+3/+6); **hp** 81

Residence: Wanders; **Ht** 4'10"; **Wt** 157

lb; Mv 6"

Preferred Weapon: Warhammer, battle axe

Special Abilities: Infravision 60', +5 save vs. poison and magic

Dougan has a loud, boisterous voice that can nearly wake the dead. He is a cheerful, friendly fellow who loves drinking and gambling (typically in that order). When sober, Dougan has the staunch, moral, no-nonsense attitude of any Good dwarf. When drunk, however, his carousing and gambling get the better of him.

Dougan is extremely proficient at drinking. He can drink anyone, whatever the race, under the table. He makes up for this with his incredibly bad luck at gambling. He will bet on anything-which direction a fly will go, which paw a cat will lick first-anything. This gambling mania becomes annoying when Dougan begins betting his companions' belongings, often without their permission. And he almost always loses.

Dougan is a great warrior except when drunken. In the latter case, he will stop in the middle of a bloody battle to have another drink or bet who will get an arrow in the head first.

Few if any Ansalonians know that Dougan Redhammer is one avatar that Reorx takes when he comes to Krynn to meddle in the affairs of mortals. His boisterous personality usually masks the serious and pragmatic motives of his presence on Krynn. The people whose belongings he loses seldom really need the possessions they lose and, in the long run, Reorx rewards them with many more riches.

Future Adventures: A group of adventurers is only likely to run into Dougan if Reorx has big plans for them. Dwarves in the party increase the chance of Reorx's interest. The loss of PCs' equipment and money due to Dougan's gambling usually leads to a raucous and profitable adventure for all.



The forestmaster Unicorn CG
Unicorn Mare 10hd

Int 20; **Wis** 21

AC 2; **THACO** 11; **hp** 60

Residence: Darken Wood; **Ht** 18 hands;
Wt 1,200 lb; **Mv** 24"

Preferred Weapon: Horn, hooves

Special Abilities: Knows all that occurs in her forest; all woodland beings respond to her call, do her bidding, and defend her unto death.

The Forestmaster speaks in a calm and kind voice. She has reverence for all life and attacks only those who threaten her forest or creatures. She always tries to move Evil creatures out of her domain as soon as possible. She is friendly and helpful, but is concerned mainly with her own domain and will aid only in matters that apply in some way to it.

The Forestmaster has existed as long as the forest itself. Some folk believe she is not a creature at all, but an expression of the life force of the lands. She has no associates, though rumors abound that the white stag would be her suit-or if she permitted him. Although she has no companions, all woodland creatures respond to her will.

Future Adventures: The Forestmaster may ask a party to aid her in defense of her land or in recovery of some item (she is unable to leave her domain). A group of PCs might be directed by the gods to recover an item placed within the forest for safekeeping (with or without the Forestmaster's cooperation).



Gunthar Uth Wistan (Solamnic
Grand Master) LG
human Male Knight of Solamnia
13th Level

Str 18(57); **Dex** 15; **Con** 13; **Int** 12; **Wis** 16; **Cha** 17

AC 0 (plate mail +2, and shield); **THACO**

8 (+2/+3); **hp** 62

Residence: Western Ansalon; **Ht** 5'11"; **Wt** 197 lb; **Mv** 12"

Preferred Weapon: Long sword +2 and mounted dragonlance

Lord Gunthar speaks in a deep, measured, and rumbling voice. He holds himself perfectly erect at all times. While conversing, he always maintains eye contact, seeming to judge a person's soul by the light in his or her eyes.

Gunthar is a concerned leader with a strong sense of duty and honor. While he is an accomplished warrior, he truly hates unnecessary bloodshed, seeing it as wasteful and cruel. He feels that it shames a commander to lose even one more man than is absolutely necessary to attain a victory.

Gunthar therefore strives to learn about his opponents before battle. He feels that if he understands an opponent well enough, he is halfway to defeating him. In personal combat, Lord Gunthar will often attempt to capture an adversary rather than slay him outright. In this way, an enemy can often be made a friend. This mercy should not be seen as weakness. With enemies such as draconians, who consider negotiation useless, Gunthar battles ruthlessly.

Gunthar Uth Wistan was forced to take up his title at an early age. His father died when Gunthar was only 14. He took his duties seriously and, realizing that he had much to learn, listened to his advisors well. The respect he held for his betters was returned when they elevated him to Grand Master. He took power when the Knights of Solamnia were still suffering some disrepute; he has done all he can to see their

ancient greatness restored.

Gunthar's duties weigh heavily on him; he has few friends. He trusts and respects the leaders of the three orders of the Knights, but will not give in to the temptation to share his burdens with them.

Future Adventures: At any time after taking over as Grand Master, Gunthar may find the need to hire a party of adventurers to investigate matters pertaining to the Knights or the draconians. In earlier years, he will need help in matters affecting his estates. He also searches for aid in investigating his father's death. Gunthar has wide resources in his position as Grand Master. He is someone a party might petition for aid with a crisis of their own.



Kharas (Dwarven hero) LG
Dwarven Male Fighter 14th Level

Str 18(56); **Dex** 14; **Con** 16; **Int** 12; **Wis** 17; **Cha** 10

AC 2 (plate +1); **THACO** 7 (+2/+3); **hp** 78

Residence: Thorbardin; **Ht** 5'1"; **Wt** 172

lb; **Mv** 6"

Preferred Weapon: Warhammer

Special Abilities: Infravision 60', +4 save vs. poison and magic

Special Items: The Hammer of Kharas

Kharas speaks in a somber tone. He sees the hatred among his people and it tears at his heart. He is a brave warrior and a loyal companion. In the days before the dwarves fought each other, he was a proud and happy warrior.

In battle, Kharas always strives to win. He takes great pride in his martial skills and keeps himself and his equipment in perfect condition. He will do whatever needs to be done to win a battle, but he always fights with honor and courage.

When Kharas was a young warrior, he fought beside the Knights of Solamnia in the Goblin Wars. The knights were so impressed with his skill, valor, honor, and nobility that they named him Kharas, which means "Knight" in the Solamnic tongue. This is the highest honor they can bestow on a person of another race. During the Dwarfgate Wars, Kharas shaved off his beard as a sign that he was bitterly ashamed to slay his own people. He killed only at the orders of his king. Kharas departed the final battle when he saw his brothers slaying each other for no reason but hatred. He took the bodies of the king's sons with him. He was thus absent when the devastating blast leveled the field, destroying both armies.

When the dwarven king heard the reports of the battle, he shut himself away, refusing to eat or drink. Eventually, he died in Kharas's arms. When Kharas saw the fighting and political backstabbing that began upon the king's death, he gathered up the king's body and his hammer and buried them in a secret place.

Future Adventures: A party that meets Kharas before the Dwarfgate Wars will find a strong and loyal companion to support them in any good cause. After the war, they will see a broken man with nothing left to live for.



Orik Sandath LN
human Male fighter 3rd Level

Str 15; **Dex** 12; **Con** 18; **Int** 12; **Wis** 16; **Cha** 15

AC 9 (leather apron); **THACO** 18; **hp** 22

Residence: Solace; **Ht** 6'1"; **Wt** 285 lb; **Mv** 12"

Preferred Weapon: Tap handle (1d4/1d4), dagger

Otik has a loud, jolly voice that carries over the rumble of a crowded room. He is a large man (impressively so) but so friendly that those who have never seen his anger tend to underestimate him. He truly enjoys his life as an inn owner and barkeep and would not do anything else. He feels that he brings much good to the world by serving hungry and thirsty people the best food and drink that he can. There are few who have dined at his Inn of the Last Home who would dispute his inn's reputation.

When dealing with unruly patrons, Otik prefers to quiet them with a free drink so that everyone can get back to having a good time. When this proves impossible, Otik tumbles the offending party out the door.

Otik was an adventurer for a time, but found that a life of constant alertness and violence was not for him. When he saved up a bit, he settled down to create the kind of quiet, friendly inn where he had found pleasure when living on the road. The name *Inn of the Last Home* reflects his desire to settle here in comfort till the end of his days.

Otik is on good terms with everyone who lives in the surrounding area. Most frequent his famous inn. He counts the Heroes of the Lance as close friends, especially Tika, whom he regards as a daughter. His friends feel the same about him.

Future Adventures: Otik could hire a low-level group to obtain some rare herbs for his brewing, or just to guard a shipment of wines or food that he has purchased. He is more likely to be valuable to a higher-level group as a source of information or by providing a base where they can recover from an adventure in comfort. He makes splendid spiced potatoes.



Porthios (heir To The Speaker of The Suns) LG
Elven Male Fighter 7th Level

Str 18(45); **Dex** 15; **Con** 16; **Int** 14; **Wis** 10; **Cha** 17
AC 1 (chain +2, shield +2); **THACO** 14 (+1/+3 bonus); **hp** 55

Residence: Qualinost; **Ht** 5'10"; **Wt** 187 lb; **Mv** 12"

Preferred Weapon: Long sword +3, dagger +3

Special Abilities: Infravision 60', 90% resist sleep/charm

Porthios has a slow, methodical, and succinct manner when speaking. He appears to weigh every word before releasing it. Porthios's main fault is his pride, which can trip him up when he least expects it. Still, he truly cares for his people, the Qualinesti, and will make an excellent leader when the time comes.

All of Porthios's decisions in battle and otherwise will be made with the welfare of the Qualinesti folk uppermost in mind. He does care about other races, but feels that the Qualinesti should be his first concern. He will place these matters above even his own life.

Porthios was the eldest child of the Speaker of the Suns. It was known from birth that he would rule. His whole life has been spent in training for rulership. He resents the attention that his brother, Gilthanas, receives for his adventuring, feeling that Gilthanas's true responsibilities lay at home. He has also lost respect for his sister, Laurana, for running off in a time of crisis to follow Tanis. Porthios stayed home to support their father in his illness and later led his people to safety. He feels under-appreciated for it.

Future Adventures: Porthios might hire an adventuring party to perform a service for the Qualinesti people. Porthios, however, would never be found adventuring. He has too many responsibilities for that. On the other hand, a party might have to deal with Porthios to gain access to some site on the elven land or to gain permission to cross Qualinesti.



Silvart of The Kagonesti CG
Elven female fighter 4th Level

Str 13; **Dex** 17; **Con** 15; **Int** 15; **Wis** 13; **Cha** 18

AC 5 (leather, Dex); **THACO** 17; **hp** 34

Residence: Silvanost; **Ht** 5'4"; **Wt** 102 lb; **Mv** 12")

Preferred Weapon: Obsidian dagger, hunting club

Special Abilities: Can cure light and serious wounds and cure disease once per day with Healing or Herbalism proficiencies.

Silvart has a voice like dancing waters: bubbling and melodious. She works as servant to the Silvanesti and is usually dirt-caked and savage-looking. When cleaned and combed, however, Silvart is a great beauty. She is dedicated to freeing her people and will be a loyal friend to those who aid her in this cause. If met while spying for her people, Silvart will seem dull and able to perform only the simplest, most tedious tasks. However, when she has befriended a group, she will show herself to be insightful and extremely knowledgeable in the ways of the forests.

Silvart descended from a line of wise women, as evidenced by her pale skin and white hair. She took service among the Silvanesti invaders to spy upon them for her people. Her only companion is her dog Dargo, who is a snow-white cooshee with 27 hit points.

Some speculate that Silvart is the alternate identity for Silvara, the Great Silver Dragon who fell in love with Gilthanas. The truth of this matter is unknown.

Future Adventures: Silvart might approach a kind, Good-aligned party for aid in obtaining freedom for her people. Otherwise, she could be of aid to a group seeking some artifact or relic from her native forests.



Solostaran (Speaker of The Suns) LG
Elven Male Fighter 7th Level

Str 15; **Dex** 14; **Con** 13; **Int** 17; **Wis** 15; **Cha** 16

AC 9 (robes of office); **THACO** 14; **hp** 47

Residence: Qualinost; **Ht** 5'7"; **Wt** 165 lb; **Mv** 12"

Preferred Weapon: Long sword +3, dagger +3

Special Abilities: Infravision 60', 90% resist sleep/charm

Solostaran has a diplomat's voice: calm, reasonable, and steely. He is a gracious man of advancing years, who, if he shares the prejudices of his people, does not voice such opinions. He has led his people for more years than most humans have been alive and is therefore accustomed to being obeyed. Solostaran projects an aura that makes all those around him naturally obey in times of crisis.

He will not enter lightly into any conflict. The Qualinesti are his to protect as well as command. He realizes that regardless of who wins a battle, everyone loses. Solostaran will not risk the life of even a single subject until he is convinced that such a risk is necessary.

Solostaran came to power much as his son Porthios did: following a long period of training and seasoning. He was very familiar with the reins of power before he ever wielded them alone. He is, therefore, not given to rash or ill-advised use of his power. He is proud of his sons and the job he did in raising them. His daughter, Laurana, gave him much sorrow when she rebelled against him, leaving Qualinesti to chase after the half-elf Tanis.

Future Adventures: Dealings with Solostaran will be long and almost ceremonial in nature. He nearly always deals





from a position of power and feels no need to be rushed. He may seek mercenaries for a conflict with another race. (After all, why shed elven blood unnecessarily?) Or he may need specialists for a quest, perhaps to enter a realm where elves are unwelcome.



Theodenes CG

Gnome Male fighter 5th Level

Str 15; Dex 10; Con 17; Int 17; Wis 6; Cha 14

AC 3 (chain +2); THACO 16; hp 39

Residence: Mount Nevermind; **Ht** 3'2"; **Wt** 65 lb; **Mv** 6

Preferred Weapon: Guisarme, bardiche, trident

Special Abilities: Infravision 60', +4 to saves vs. magic.

Theodenes has a friendly, cheerful voice, and speaks fairly quickly. He seems to have so much to say that he is afraid he might not get to say it all. As is typical among gnomes, Theodenes is an authority on most any imaginable topic. He is adventurous and curious and deeply loves mechanical objects. He good-naturedly offers help to anyone and never learns from his mistakes.

Theodenes will give his advice and help during any crisis, no matter how much he is asked to refrain: he rushes headlong into battle only to trip the whole party; he offers to fix a ship and, when it sinks, confesses that he drilled holes in the hull to let water in for ballast.

Theodenes has traveled everywhere and anywhere, and has picked up souvenirs from all the places he has been. He travels with a sabre-tooth tiger kitten named Star, who is almost as much trouble as he.

Future Adventures: Theodenes could supply a party with just the item it needs for their next adventure (if only he can get it working on time, or keep it working long enough to do any good). He might also hire the party to collect for him something special to finish his greatest project. In either case, he should be able to have them tearing their hair out in no time.



Waylorn Wyvernbane N

human Male druid 9th Level

Str 8; Dex 13; Con 14; Int 9; Wis 16; Cha 15

AC 5 (leather +2, shield); THACO 16; hp 40

Residence: Silvanesti; **Ht** 5'9"; **Wt** 164

lb; Mv 12"

Preferred Weapon: Scimitar +2, staff of the python

Special Abilities: Typical druid special abilities.

The druid Waylorn occasionally believes himself to be Huma, hero of the Third Dragon War. This personality quirk is perhaps understandable seeing as Waylorn was a contemporary of Huma's. Waylorn fell asleep in those ancient days and did not awaken until Ansalon had been reshaped by the Cataclysm.

Waylorn has a quiet, soothing, tired voice of moderate tones. However, when he believes himself to be Huma, his voice becomes deeper and more heroic in tone. He is clean-shaven but occasionally strokes his upper lip as if smoothing a moustache.

in his role as a druid, Waylorn is wise and brave and has a good head for tactics. Sometimes, however, he will attack trees or rocks, claiming them to be dragons in disguise. During these periods (which may last for hours), Waylorn claims to be Huma. Probably, however, he merely knew Huma and his long sleep has left him somewhat confused as to his own identity. He has considerable druidic powers, and does not

hesitate to use them in battle, whether with real or imagined opponents.

Waylorn was discovered locked in magical sleep. He lay in the base of a tower that appeared to have been built during the Age of Might, over 1,500 years ago. He has no memories of the time between then and now, nor does he understand the historical events since that time. Waylorn originally loved and later became the foe of an elven sorceress named Silvyana. The dark mage summoned many wyrms to her side to savage the aristocracy of Silvanesti. Waylorn and the elves, however, slew her army and she retreated to the sanctity of her enchanted tower. She then stepped into the River of Time, fleeing into a future time when her foes would be weaker.

Waylorn tragically sought to pursue his fallen love through time. He entered the Sleep of the Ages, from which the Heroes of the Lance awoke him prematurely. He believes the devastations the world suffers are due to Silvyana. His grief seems to have reft his reason.

Future Adventures: An adventuring party could perhaps discover Waylorn as he lies asleep in his tower, or they could even be involved in placing him there. He could also approach a group for aid in discovering the truth about his identity.

Neutrals



Bas-Ohn koraf "kof" (first Mate of The Perechon) NE

Minotaur Male Fighter 10th Level

Str 18(90); Dex 10; Con 14; Int 8; Wis 6; Cha 6

AC 6; THACO 11 (+2/+4); hp 55

Residence: The *Perechon*; **Ht** 6'6"; **Wt**

220 lb; Mv 12"

Preferred Weapon: Dagger, large club (1d8/1d6)

Special Abilities: Infravision 60'

Koraf was apprenticed to a ship-builder in Lacynos and studied under him for many years. Another apprentice, Diro, was jealous of Koraf and swore to discredit him. The final test before graduation was for each student to design and build a ship and sail it alone with the master builder. On the night before the test, Diro sabotaged Koraf's vessel. When Koraf's turn came, he eagerly sailed out onto the sea. Suddenly, the ship started to leak and broke in half. Koraf made his way to shore but Efroth, the master builder, was not so lucky. Struck by a piece of the rigging, Efroth drowned. Later that night, Koraf heard Diro bragging about the sabotage. In a fit of rage, Koraf strangled Diro with his bare hands. Because minotaur law forbids killing another minotaur except in the arena, Koraf was thrown into prison to await execution.

There he met Maquesta, also sentenced to die. Together they escaped. They have been together ever since. Koraf is completely loyal to Maquesta and would willingly give his life for her.

Koraf speaks slowly, if at all. His voice is deep and rumbling. He is more refined and gentle than most of his race, but becomes a true beast in battle. Koraf is somewhat hot-tempered but usually manages to maintain control, especially in matters of business. When he does lose control, however, someone usually goes overboard. Condemned by his own kind, he has grown more kindly toward humans than most minotaurs. Kof would never betray his crewmates. He respects any one who bests him in fair combat, but he distrusts strangers and fears magic.

Future Adventures: Koraf would join with a party only if Maquesta ordered him to or were going along herself. He might

seek help if she were in trouble and he could not help her himself. Minotaurs might also hire a party to arrest Koraf. He is, after all, an escaped felon.



Berem Everman N
human Male Ranger 6th Level

Str 13; **Dex** 12; **Con** 14; **Int** 15; **Wis** 14; **Cha** 13
AC 10; **THAC0** 15; **hp** 44
Residence: Many; **Ht** 5'9"; **Wt** 160 lb; **Mv** 12"

Preferred Weapon: Short sword, dagger

Special Abilities: Regenerates 1 hp/round; immune to fire, acid, poison, magic, disease, drowning, and petrification; every wound will eventually heal.

Berem speaks little. When he does, his voice brims with depression and despair. He does not share knowledge of his special abilities with those he meets. He shows real emotion only when threatened with capture by the dragonarmies, for they terrify him. Berem will not betray companions but will not show them loyalty either. Although he does not die from his wounds, he feels the pain of each one. He goes to great lengths to escape injury.

When the Foundation Stone of Istar's Temple was returned to Krynn by Takhisis, Berem and his sister were the first to find it. He was a simple shepherd and hunter then. He attempted to pry a gem from the Foundation Stone. His sister, Jasla, felt the evil in the structure and tried to stop him. He pushed her and she fell, striking her head and dying. Fearing discovery of his crime, Berem fled with the gem hidden in his shirt pocket. The cursed gem bonded to his flesh, imbedding itself in his chest.

Now Berem wanders the face of Krynn, terrified that his crime will one day be discovered. He also fears the Evil draconians, whom he knows are somehow linked to the master of this mystic gem.

For nearly fifty years, Berem was held prisoner by the Daergar, the dwarves of darkness. During that time, hidden from the eyes of the Dragon Queen, he forgot his identity. He became merely a mind-numbed old man until the Heroes of the Lance freed him.

Berem believes the stone is the source of his regeneration. He knows it cannot be removed. When his body is healing, the stone glows a brilliant green. The dragonarmies are hunting him for some dark purpose of their queen, Takhisis.

Future Adventures: Berem will travel with parties for a while, but will show no loyalty to them. He will not truly ally with anyone. A party may be hired by the dragonarmies, Council of Whitestone, Knights of Solamnia, or some such organization to find Berem and bring him to the group.



Fritz Dorgaard CN
half-Ogre Male fighter/thief 7th Level

Str 18(51); **Dex** 16; **Con** 17; **Int** 8; **Wis** 7; **Cha** 12
AC 6 (leather, Dex); **THAC0** 14 (+2/+3 bonus); **hp** 56

Residence: The *Perechon*; **Ht** 6'9"; **Wt** 295 lb; **Mv** 12"

Preferred Weapon: Dagger, belaying pin

Special Abilities: Infravision 60', excellent at Swimming (+3 to proficiency check)

Fritz speaks in a loud voice. He is flamboyant and boisterous, as is common among half-ogres. He enjoys taunting his enemies and dislikes most minotaurs. Fritz has a bestial handsomeness that attracts many women. And he knows it. He is a

rogue and scoundrel but is very loyal to Maquesta and will not betray her.

Fritz feels that life is a grand adventure and he often leaps into combat, wielding a dagger in each hand. Wryly jovial, he enjoys taunting foes. He has a secret fear of fire and will avoid it. If faced with flames, he fights at -2 to hit and loses all Dexterity bonuses.

Fritz was scheduled to hang for piracy when Maquesta Kar-Thon rescued him. He has been with her ever since. He sails with her on the *Perechon* and acts as her personal bodyguard.

Future Adventures: Fritz will not leave Maquesta for long. If on lay-over in port for a while, Fritz might, however, be lured away by tales of legendary treasures or wild adventures. A party might be hired by him to save Maquesta if she were captured.



Justarius of The Red Robes LN
human Male Wizard 17th Level

Str 14; **Dex** 16; **Con** 13; **Int** 17; **Wis** 14; **Cha** 12
AC 2 (ring of protection +6, Dex); **THAC0** 15; **hp** 42
Residence: Palanthus; **Ht** 5'11"; **Wt** 150

lb; **Mv** 6"

Preferred Weapon: Dagger, spells

Justarius speaks in a robust voice. He is a friendly person with an open, honest face. He does not trust others quickly, and is not overly compassionate toward those he does not know. He is very loyal once he makes a friend and always keeps his word. He walks with a pronounced limp and is prone to rely on magic more than physical prowess if in danger.

As a young mage, Justarius was very proud of his physical abilities and was forced to choose between physical prowess and magic. The spectral foes at his magical Testing tore his left leg, leaving it crippled and nearly paralyzed. During the long healing process, he honed his magical abilities and eventually rose to the top of his order. As one who is truly neutral, he has not made many enemies. Some say he is next in line to head the conclave after Par-Salian. Due to his position, he has few opportunities for friendship, but admires and respects Par-Salian and Ladonna, the heads of the other two orders.

Future Adventures: Justarius is of an adventurous bent and might be persuaded to accompany a party, especially if the quest is for an artifact, a spell book, or some unusual magical item. Alternately, he might commission a group to retrieve an item for him.



Lorac Caladon (king of Silvanesti) LG
Elven Male fighter 15th/Mage 3rd Level

Str 13; **Dex** 14; **Con** 7; **Int** 12; **Wis** 7; **Cha** 12
AC 6 (leather +2); **THAC0** 6; **hp** 18
Residence: Silvanesti; **Ht** 5'10"; **Wt** 123

lb; **Mv** 12"

Preferred Weapon: Long sword +3

Special Abilities: Infravision 60', 90% resist sleep/charm

At this time, Lorac is a shattered wreck of a man. The only sounds he can make are tortured and barely decipherable whispers. However, in happier times, he was strong and robust and considered one of the most handsome elves in the kingdom. He was a great leader: intelligent and well educated.





When the dragonarmies besieged Lorac's fair forest of Silvanesti, he sought a way to destroy them. Pulling out a dragon orb that he had discovered on previous adventures, Lorac summoned its power to destroy the dragons. Sadly, the dragon orb's power proved greater than Lorac's. The Evil mind trapped within the orb—Viper, the Green Dragon Spirit—cast a *mindspin* spell on Lorac. The spell drove Lorac insane, imprisoning him in his own nightmares. The spell also distorted the fair forest of Silvanesti into a twisted and horrible wood. Even now, the elves seek to reclaim it from the phantasmal beasts that dwell there.

Future Adventures: In order to help Lorac, a party would have to enter into his dream realm and help him fight his way free. The way is treacherous. Reality is distorted and the heroes risk being eternally trapped inside their own nightmares. Anyone and anything can appear and only the DM can judge what is real and what is not.

An adventuring group could also meet Lorac before his downfall, although such a meeting would be difficult. Silvanesti before the Dragon Wars was closed to most outsiders. Perhaps the characters could be on a diplomatic mission to convince the elves that they should open relations with surrounding kingdoms. Or perhaps rumors of war prompt neighboring kingdoms to send spies to learn if the elves are preparing for conquest.



Maquesta kar-Thon (Captain of The Perechon) N
half-elf female fighter/thief
6th Level

Str 15; Dex 18; Con 16; Int 11; Wis 13; Cha 13

AC 4 (leather, Dex); THACO 15; hp 50

Residence: The *Perechon*; **Ht 5'5"; Wt 120 lb; Mv 12"**

Preferred Weapon: Long sword +1, dagger

Special Abilities: Infravision 60', 30% resist. to sleep/charm

Maquesta speaks in a clear, husky voice. She is accustomed to being a leader of men and therefore uses a commanding tone whenever she speaks. She flirts often with handsome and somewhat slow-witted men, but avoids any commitments. Every port holds one of her many lovers. She trusts no one except her first-mate Koraf and her bodyguard Fritz. Her first loyalty is to ship and crew and her second is to paying customers and those to whom she owes a debt of honor. She is a tough bargainer, but an honest merchant.

Maquesta appears to come from the northern race of black-skinned mariners, but is really half elf and half sea barbarian. She has bobbed her ears to conceal her elven ancestry because elves are hunted in lands of the dragon. Only her first-mate and bodyguard know of her true lineage.

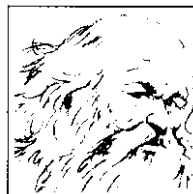
As merchant and pirate, Maquesta plays both sides of the fence. Her quiet rebellion against dragonarmy rule is a dangerous occupation, but she carefully avoids capture. She detests draconians, having sworn a secret blood-oath against those who massacre the elven people. She battles ruthlessly against draconian ships, making sure that none of the lizard folk escape to reveal her duplicity.

When Maquesta's sailor father died, he left her only the *Perechon* and a pile of debts. He had been betrayed by a friend whom he had trusted. On his death bed, he forced Maquesta to swear that she would never trust anyone and would sacrifice everything for wealth. Money alone seemed to matter in the cruel and evil world. Embittered by her father's betrayal and death, Maquesta has obeyed him to this day, trusting only her first-mate and her bodyguard.

Maquesta met Bas-Ohn Koraf on the Isle of Mithas where they both stayed in a Minotaur prison, awaiting execution.

He saved her life and helped her escape. Although she feels a fondness for the minotaur, she will not admit this even to herself. She still has nightmares about the prison. Maquesta picked up Fritz when she rescued him from a draconian galloes. He has been loyal to her ever since.

Future Adventures: Maquesta might pick up a party of adventurers to fill spaces in her crew or to help rescue crew members who have run afoul of the law. Adventurers also might take passage on her ship. The PCs might meet Maquesta in prison or be hired to bring her in for trial. Also, the forces of the Dark Queen have placed a bounty on Maquesta's head, a bounty that Evil party members may be eager to collect.



Par-Salian of The White Robes (head of The Conclave) LG
human Male Wizard 18th Level

Str 10; Dex 17; Con 9; Int 18; Wis 15;

AC 2 (leather +3, Dex); THACO 15; hp 45

Residence: Palanthus; **Ht 5'9"; Wt 129 lb; Mv 12"**

Preferred Weapon: Dagger, spells

This 70-year-old man has a quiet but clear voice. He appears extremely frail, but his eyes are a bright glittering blue. He has long white wispy hair, which he is constantly pushing from his eyes. He prefers to spend his time in study rather than action. He would like very much to set aside his responsibilities as leader of the White Robed Wizards but will not retire while Raistlin remains a threat to the world. He will under no circumstances leave the Tower of Wayreth.

It was Par-Salian's decision to allow Raistlin to take his Test at such an early age. Many believe this premature Testing propelled Raistlin into his pact with Fistandantilus and his fall into evil. Par-Salian is the most powerful of the heads of the orders; he gained his current position primarily through his magical prowess.

Future Adventures: Because he fears to leave the Tower of Wayreth, Par-Salian needs others to do his work in the world. He has subordinates, of course, but some tasks may be beyond their abilities. He may wish to hire an adventuring party for some task, or may demand a task for some magical aid that they require.



Sestun (Servant To Toede) N
Gully Dwarf Male Thief 2nd Level

Str 12; Dex 17; Con 16; Int 9; Wis 7; Cha 10

AC 5 (leather, Dex); THACO 20; hp 7

Residence: Xak Tsaroth; **Ht 3'7"; Wt 62 lb; Mv 6"**

Preferred Weapon: Dagger

Special Abilities: Groveling

Sestun refuses to whine even when he's groveling: he unabashedly believes in his ability to help friends. He eagerly performs just about any task asked of him. He does not willingly put himself in danger, but often has no real idea how dangerous a task may be.

Sestun will never enter combat willingly, except to save the life of a dear friend. He will likely grovel for his life until he gains the chance to run away. He runs and climbs extremely well for someone with such short legs.

The heroes first met Sestun when they were taken prisoner in Solace and the elves, led by Porthios, tried to free them. They managed to convince Sestun that he was tired of being Toede's slave and that he should change his associations. Ses-

tun took action by breaking the lock on their cage and then promptly getting lost in the confusion.

Future Adventures: A party of adventurers is likely to come upon Sestun in grubby corners and at odd times. Sestun will probably try to join up with any group that will let him tag along for protection. The DM can use Sestun for comic relief, letting him get the party in a great many annoying situations while he is trying to "help."

foes



ariakus (highlord of The Red Dragonarmy) LE
human Male Priest 23rd/fighter
10th Level

Str 15; Dex 12; Con 11; Int 13; Wis 18; Cha 15

AC -1 (plate mail +4); THAC0 7; hp 88

Residence: Sanction; **Ht 5'11"; Wt 197 lb; Mv 12"**

Preferred Weapon: Mace +3

Ariakus does not speak; he proclaims. His every word is an edict, and he expects every word to be obeyed. Ariakus is the personification of ambitious evil.

Ariakus's major weakness is his arrogance. He has such great power that he tends to underestimate his opponents. His overconfidence in his abilities prevents him from giving anyone credit for having skills of their own. Thus, his plans may contain flaws that a clever enemy could capitalize upon.

Ariakus was a brilliant warrior in his younger days. When he discovered the pure evil of the Dark Queen, however, he immediately cast aside the study of combat to dedicate himself to her service. His power has risen accordingly. He is the Highlord in command of the Red Dragonarmy, the most powerful of the five armies of Takhisis. The red army has also been the most successful in its campaigns. Ariakus is the governor of all lands taken by his forces. These include Sanction, Abanasinia, Qualinost, and Tarsis. Now that Ariakus is the Emperor, he answers only to Takhisis herself.

Future Adventures: Few adventurers could hope to take on a foe such as Ariakus head-to-head. Only an assassination attempt or a quick abduction would allow even high-level PCs much of a chance. Another possibility for PCs to dethrone Ariakus is to discredit him with the Dark Queen. By fouling up enough of Ariakus's plans and making him look the fool, PCs could quickly bring about his dismissal by Takhisis.



Bakaris (Blue Dragon Lieutenant) CE
human Male fighter 11th Level

Str 16; Dex 12; Con 15; Int 10; Wis 14; Cha 13

AC 1 (plate mail +2); THAC0 10 (+1 dmg); hp 58

Residence: Estwilde; **Ht 6'; Wt 187 lb;**

Mv 12

Preferred Weapon: Two-handed sword +2 life-stealer, poison daggers

Bakaris speaks in a sullen and angry tone. He is a handsome, dark man who is more devoted to the Blue Lady than to the rest of the dragonarmy. He has a quick temper and arrogant manner that he has trouble keeping in check.

Bakaris fights like a berserker in battle. His temper, constant lust for pleasure, and devotion to the Blue Lady are weaknesses that could be exploited. If provoked by anger, tempted by power, or convinced that the Blue Lady were threatened, he might leave his responsibilities to take action.

Bakaris's wild nature and fearsome temper forced him to flee his native lands: in a fight over a woman, he killed the son of a noble. These weaknesses have plagued him ever since.

Bakaris met the Blue Lady early in her career and realized that she would quickly rise to power. He initiated plans to rise with her. She recognized his weaknesses but realized that as long as Bakaris's career were linked to her own, she could trust him. She was careful to make sure her success was in his best interest.

Future Adventures: A smart party could perhaps exploit Bakaris as a weak link in the Blue Dragonarmy's Command Structure. If Bakaris could be convinced that other officers were insulting him behind his back, he would go into a traitorous rage. Otherwise, a man like Bakaris could probably be subverted through gambling debts or something of a similar nature.



Chot Es-Kalin (Minotaur chieftain) NE

Minotaur Male fighter 13th Level

Str 18(99); Dex 12; Con 16; Int 9; Wis 10; Cha 8

AC 4 (chain +1); THAC0 8(+2/+5 bonus); hp 80

Residence: Lacynos; **Ht 6'11"; Wt 275 lb; Mv 12"**

Preferred Weapon: Battle axe +2

Special Abilities: Infravision 60', immune to normal fear

Chot Es-Kalin speaks in a loud, angry manner when he deigns to speak at all. He cannot speak Common, and seldom speaks to lessers unless deciding their fate. Chot is a violent and cruel creature who leads by terror and intimidation.

Chot looks down on all other races as inferiors. He does, however, have a strong respect for dragons and those who control them. He refuses to believe that a member of an inferior race could defeat him and consequently toys with opponents, dragging out combat like a cat with a mouse.

Chot made his way into power over the bodies of his opponents. This is his style of governing also. He has made a pact with the Dragon Highlords to further his own ambitions but he does not trust his leaders. This is why he has entered into a secret pact with the Reaver, chief of the human pirate fleets. He and the Reaver seem to be cut from the same cloth. Their alliance may not take them far, but they certainly deserve each other.

Future Adventures: Unless Chot can be drawn out of his capital (possibly by raids on his ships), the only place that non-minotaur heroes will meet him is in the arena. Whatever satisfaction a PC might gain from defeating Chot would be short lived in the next fight to the death . . . or the next.



fistandantilus NE
human Male Wizard 23rd Level

Str 9; Dex 15; Con 16; Int 18; Wis Cha 15

AC 9; THAC0 13; hp 47

Residence: Palanthus; **Ht 5'4"; Wt lb; Mv 12"**

Preferred Weapon: Spells

Special Item: Bloodstone of Fistandantilus

Fistandantilus speaks with a cold, grating voice like the creaking of the hinges on a tomb. He is a diseased old man with gray, wizened skin and bright, feverish eyes. Fistandantilus exudes an aura of evil and decay; all those around him can feel it. His is a flat, emotionless voice. He has subordinated all his emotions to his lust for power.

Fistandantilus often tries to get others to fight his battles for





him; he will enter combat only if given no other option. He prefers to teleport away and ambush opponents when they can be caught unaware.

Long ago, Fistantantilus trod the path that Raistlin walks. His attempt to enter the Abyss and do battle with Takhisis was interrupted by a gnomish magical item that exploded and destroyed both armies in the Dwarfgate War. He suddenly found himself threatened with conquest by the relentless march of time: Fistantantilus was growing old. He then cast his spirit through time and contacted Raistlin, intending to take over the young mage's body. Once in Raistlin's form, Fistantantilus could battle the Dark Queen once again. Apparently, however, Raistlin proved too strong for him.

Fistantantilus's life has been a never-ending battle against death. He first attempted to sustain his life by stealing the life-force of younger mages with his *bloodstone*; then he sought to become a god by defeating Takhisis; lastly, he gained immortality by becoming a lich. In the end, all of Fistantantilus's schemes failed him.

Future Adventures: Fistantantilus always takes a great interest in adventuring parties, especially those that contain young male mages of the Black or Red Robes. Fistantantilus abducts or lures a mage away from the party in order to steal the mage's life force with his *bloodstone*. Such an abduction could precipitate a rousing chase as the party attempts to rescue its comrade.



Gildentongue LE

aurak draconian Male 8 hd

Str 12; Dex 13; Con 10; Int 17; Wis Cha 16

AC 0 (natural); THACO 10; hp 49

Residence: Wanders; **Ht 7'2"; Wt 280 lb; Mv 15"**

Preferred Weapon: Energy blasts x2, breath weapon

Special Abilities: See entry for "Aurak Draconians" in the section on beasts and monsters of Ansalon.

Gildentongue speaks in a relaxed, slightly sibilant voice. Although he seldom raises his tone, his words are easily audible, even in a noisy room. When interacting with potential enemies, Gildentongue moves about in many disguises: a simple farmer, stupid ogre, golden-haired maiden, lanky urchin, and so forth.

Gildentongue looks down on mammalian races and tends to treat them as inferiors. This prejudice often causes him to underestimate mammals at first. A quick opponent could perhaps overwhelm him with a sudden powerful attack. He also does not deign to use his jaws and teeth on an opponent. He prefers energy blasts and breath weapon exclusively unless forced to do otherwise.

Gildentongue is a special agent of the Dark Queen, sent out to keep the peace between Lord Toede, the Blue Lady, and her other allies. Only the Blue Lady and Toede know of his true nature and he obeys only their orders. He is completely loyal to Takhisis, but distrusts the Blue Lady. He attempts to frustrate her by aiding Toede whenever possible.

Future Adventures: A sharp opponent could find a use for Gildentongue's antagonism toward the Blue Lady. Perhaps if approached properly, Gildentongue might betray the Blue Highlord in order to depose her. He might at least leak some of her plans to the enemy to make her look bad. If traveling PCs meet Gildentongue, he will attempt to mislead the heroes with "friendly" advice, then go alert Toede to set a trap.



Ladonna (Mistress of The Black Robes) LE

human female Wizard 17th Level

Str 9; Dex 18; Con 12; Int 18; Wis 16; Cha 18

AC 1 (robes, ring of protection +4, Dex); THACO 15; hp 41

Residence: Palanthus; **Ht 5'; Wt 115 lb; Mv 12"**

Preferred Weapon: Spells

Ladonna has a sultry voice that many men find irresistible. She impresses all who meet her with her wit and charm. A woman of striking beauty, Ladonna refuses to use magic to hide her age. Underneath her seductive exterior, however, she is ruthless and utterly dedicated to her position.

Ladonna routinely allows others to underestimate her. When conflicts arise, she crushes her enemies completely. She does not hesitate to use any means at her disposal, including assassination and murder, to deal with opposition to her power. The only person she fears is Raistlin. She knows that if he ever did challenge her for her position, he would not hesitate to kill her outright.

Ladonna was apprenticed as a teenager to Arianna—a sorceress of the Black Robes who became Chief Overseer of the library in Wayreth's Tower of High Sorcery. This position allowed her to gain a wealth of knowledge from materials to which she might otherwise have been denied access. When Arianna died at the age of 50, Ladonna was elevated to her position. She thus assumed a seat on the conclave at the age of 30.

During this time, Arianna had a brief affair with Par-Salian. They had a daughter, of whom Par-Salian never knew. Ladonna sent the child to a trusted family in Palanthus to be raised, but the ship on which she sent the baby disappeared without a trace. Ladonna sometimes feels guilt over this loss and hopes that the child is alive somewhere.

Future Adventures: Ladonna spends most of her time at the Tower of Wayreth. Any PCs summoned there will most certainly meet her. She may occasionally hire people for purposes other than assassination and the party can have contact with her that way. Alternately, a third party may wish to hire the PCs to protect them from one of Ladonna's assassination attempts.



Mandracore The Reaver NE

half-Ogre Male fighter 8th Level

Str 16; Dex 14; Con 15; Int 12; Wis 8; Cha 14

AC 4 (studded leather +2, shield); THACO 13; hp 68

Residence: Wanders; **Ht 6'10"; Wt 289 lb; Mv 12"**

Preferred Weapon: Dagger, long sword +1, belaying pin

Special Abilities: Infravision 60', Blind Fighting

This pirate-lord has a harsh voice, almost like the growling of a beast. He is a surly, abusive fellow with a great appetite for power. His tone is blustering and aggressive. If he thinks a certain person foments revolution, Mandracore challenges that person to a fight to the death. Those who refuse to fight him mysteriously disappear.

Mandracore rules his fleet through fear and strength. He bonds the pirates together by playing upon their fear and hatred of the minotaur pirate fleet. He is crafty and vicious, but has a good sense of politics. He has entered into a secret

agreement with the minotaur fleet and the Dragon Highlords, allowing their ships to pass safely in return for being allowed to freely rob other vessels.

Mandracore was a galley slave until the day a pirate ship attacked his vessel and offered the slaves freedom in return for allegiance. Mandracore repaid the captain's kindness by challenging and slaying him at the first opportunity. By the rules of the pirates, this made him the captain of the ship. He continued to cut a bloody swath through the pirates until he was in control of the entire fleet.

Future Adventures: Adventurers can interact with Mandracore in one of two ways. They can hunt him down for a reward, or they can defend themselves against him when he attacks a ship on which they sail.



Soth, Lord (The knight of The Black Rose) CE
death knight

Str 18(99); **Dex** 14; **Con** 17; **Int** 10; **Wis** 9;
Cha 17
AC 0 (plate mail +3); **THACO** 5 (+2/+5);
hp 89

Residence: Solamnia; **Ht** 6'5"; **Wt** 300 lb; **Mv** 12"

Preferred Weapon: *Two-handed sword +3*

Special Abilities: Has magic resistance 75% (if roll is 11% or less, spell reflects onto caster); affects undead as 6th-level priest; summons nightmare steed once every 4 years; projects *fear* 5' radius; **Magic:** *fireball* (20d6) once/day, *gate* twice/day, *power word (blind, stun, or kill)* once/day, *symbol (pain or fear)* once/day, *wall of ice* at will.

Lord Soth speaks with a hollow, chilling voice. His demeanor is terrifying, even to kender. Soth often behaves according to the Oath and the Measure in his daily routine. However, he adheres to the trappings of honor more as a mockery than as an ethos. Lord Soth fights according to the rules of chivalry, dismounting to fight a man afoot, sheathing his sword to fight one who is unarmed, and so forth. These gestures are bald-faced mockeries, for the death knight's awesome powers make these concessions worthless.

Lord Soth was considered a good and honorable knight by all, nearly a paragon of virtue. He was, however, a man of strong passions; these passions proved his downfall. Soth craved an heir, but his wife was barren and could not provide him one. Then, one day, he laid eyes upon an elf maiden, a disciple of the Kingpriest. He committed adultery with her and later, when he found that she was pregnant, participated in the murder of his wife so that he might marry the elf woman. Soth's crimes came to light and he suffered disgrace and condemnation.

When his new wife found out what had happened, she prayed to Mishakal that he be given a chance at redemption. Soth himself prayed to Paladine, and the two gods answered them. Soth was given the power to prevent the Cataclysm although it would cost him his life. Soth set out to accomplish this task. However, he was waylaid by elven women who wished him to fail. They planted lies in his heart, claiming his wife was unfaithful. He weakened and returned to his keep at Dargaard to confront her. The Cataclysm occurred and Soth's wife and child were burned to death before his eyes.

Soth sat down in the great hall of his keep, seared by the roaring flames. He waited for death. But death never came. He was transformed into a death knight. In mockery of his lost honor, his retainers were changed to skeletal warriors to serve him and the elven women who triggered his damnation became banshees, keening his crimes every night in the halls of Dargaard.

Soth's torment continued until the Blue Lady came to Dar-

gaard. She offered Soth the elf maiden Laurana for his bride if he would join with the dragonarmies. At first, Soth saw his lost bride in Laurana and believed her to be his chance at release from undeath. Later, he turned his desires to the Blue Lady and plotted her downfall so that she could rule beside him in undeath forever.

Future Adventures: Lord Soth is a terrible enemy for any party of adventurers. With his nightmare steed, skeletal warriors, and banshee companions, he truly is a force to be reckoned with. The destruction of Lord Soth is too grand a goal for a single adventure. Perhaps, however, it would make a suitable framework around which to build a heroic saga of adventures. The heroes could start out by thwarting Soth's plans in minor ways. Then, as they grow in power and learn more about him, they can eventually reach a point where they can challenge him face-to-face in a magnificent final battle.



Verminaard (Dragon highlord) LE
human Male Priest 8th Level

Str 14; **Dex** 10; **Con** 15; **Int** 12; **Wis** 16;
Cha 18

AC 1 (plate +2); **THACO** 16; **hp** 50

Residence: Wanders; **Ht** 6'2"; **Wt** 195 lb;
Mv 12"

Preferred Weapon: *Mace +3*

Special Items: *Nightbringer (mace +3, save vs. spell or be blinded for 2d6 turns)*

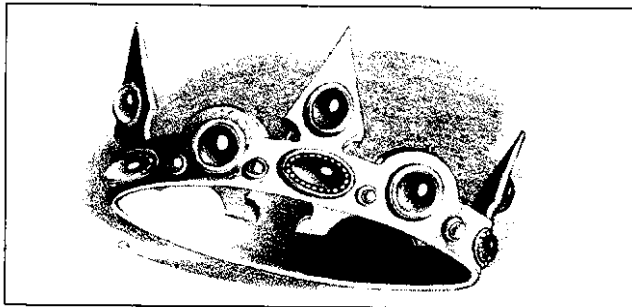
Verminaard speaks in a smooth, seductive voice that can charm and calm those around him. He is an extremely charismatic and diplomatic man—when he wants to be. He can also turn into a bloodthirsty beast when thwarted. Verminaard lives for the destruction of all that is good.

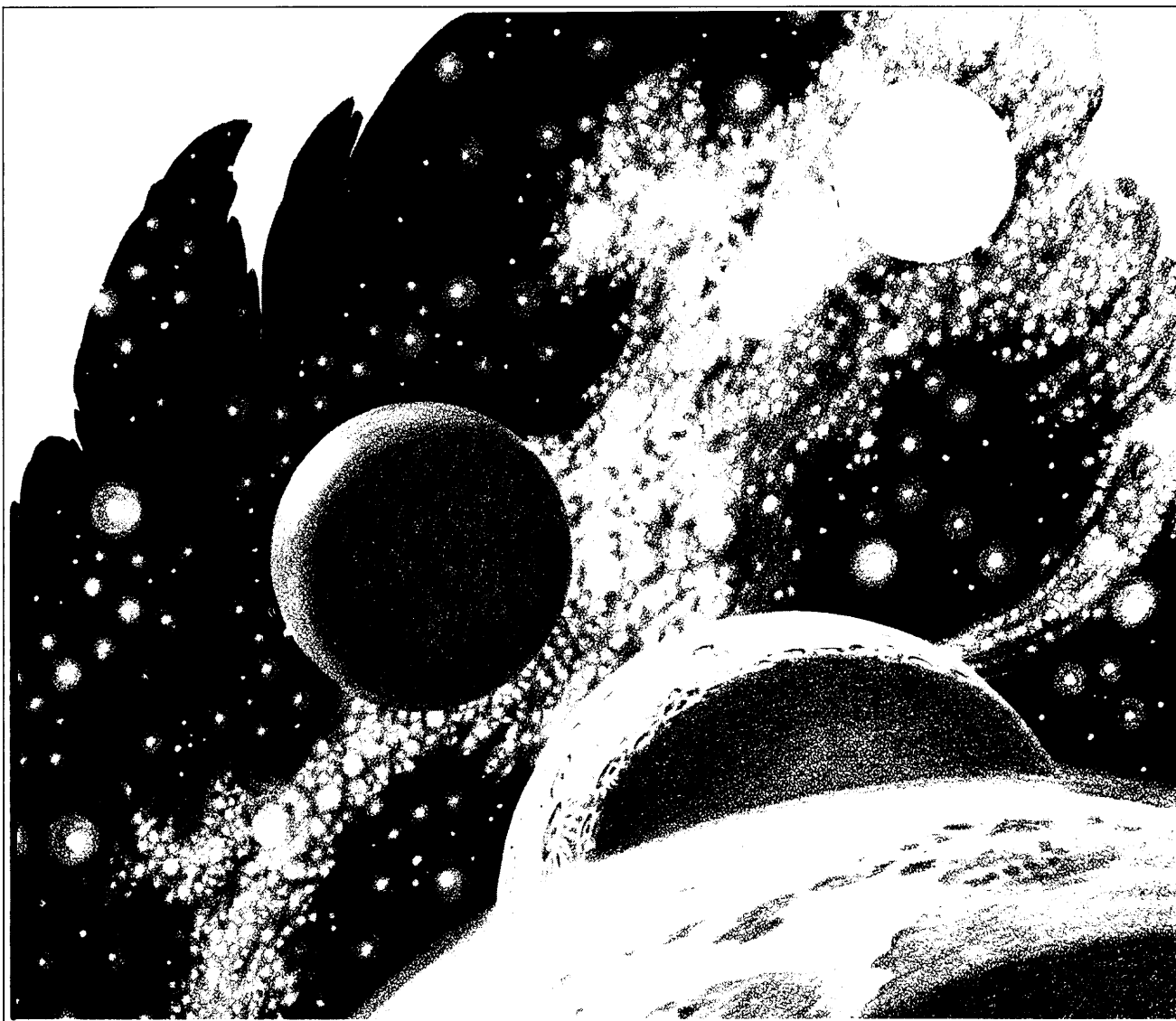
Like all other Dragon Highlords, Verminaard is completely ruthless in battle. He offers no quarter and only accepts surrender to make his job easier. As often as not, he kills those who surrender to him. He glories in bloodshed and slaughter. In short, he is the perfect commander for the dragonarmies.

Verminaard was just a minor mercenary when the Dark Queen first appeared to him and offered him power in return for service. He saw in her a leader who could offer him the power, blood, and destruction for which he hungered. She saw a man with no conscience or shred of mercy to weaken his actions in her cause.

Verminaard's only worry is the Blue Lady, whose ambition and hunger for power exceed even his own. He discounts his main minion, Toede, as too incompetent and cowardly to be a real threat. This could well be his undoing.

Future Adventures: Typically, PCs will deal with Verminaard only as opponents or victims. They might be hired to spy on Verminaard's forces and report his movements, or his troops might capture them for slave labor, forcing a daring escape from one of his construction camps.





Gods of Krynn

Krynn's pantheon of 21 true gods comprises creatures of awesome power, beauty, and will. Throughout recorded time, the antithetical families of gods—Good, Evil, and Neutrality—have battled for dominion over Krynn. But these immortal wars have spilled mostly mortal blood. The roots of this unending struggle lie in the very creation of the world.

Gods in Creation

In the heathen days following the Cataclysm, knowledge of the true gods and the true creation of Krynn all but fled the world. The creation stories that did survive are fragmentary and heavily colored by cultural biases. Even the Disks of Mishakal remain maddeningly vague about the creation. Tales such as the following still provide our best knowledge of the origins of Krynn.

Silvanesti Myth

"Before time and substance, there was nothing. The High God opened a door from another place and stepped through into the emptiness. But she sorrowed, for it was a desolate place. And she lay down in chaos like a woman asleep.

"Then Chislev, whom we call Nature, and Reorx, whom we call Manufacture, happened through the door to see the High God so distraught. And Chislev said, 'Make us a world, Reorx, that the High God needn't weep.' Grieved in kind, the rotund Reorx swung his mighty hammer to forge chaos into a world. Thus he created a ball of rock. Still the High God did not rise from grief.

"Chislev descended to walk upon the vast and barren ball of rock. It was more desolate than chaos itself, and its rough stones sliced her feet. Where her tears fell, rivers poured forth. Where her feet bled, the salty oceans rose. When Chislev saw the rivers and oceans, she was glad. She laughed and skipped and danced across the world. Where she laughed, beautiful meadowlands blanketed the stone. Where she skipped, forests grew. Where she danced, rocks piled into huge mountains.

"But still the world was lonely, for none lived in it. So Chislev stooped and fashioned from clay every creature of land, sea, and air. Once all were made, she laughed at their small and still forms. Hearing her laughter, the figures sprang to life.

"The ringing of Reorx's hammer and the sound of Chislev's

laughter awoke the slumbering High God. She, too, laughed. The sound brought all the other gods through the open door—Paladine and his six, Gilean and his four, and Takhisis and her six. They all were so struck by the new world that they began to bicker over who should rule it. Annoyed by the clamor in the heavens, the High God slammed the door and said, ‘Silence!’ And they were silent.”

Dwarven Myth

“In the days before history and before the world, everything was a jumbled chaos. Jumbled and useless it was. And the High God was flummoxed. He reached into his robe and pulled out the sticks he had brought from the other place and started whittling. He whittled one stick—a pleasantly stout stick with a stern expression—but still hadn’t thought what to do with the chaos. He whittled another. Still nothing. He whittled twenty-one sticks and in the end was all the more flummoxed. So the High God said, ‘What should I do with the chaos?’

“The stout stick, whom the High God called Reorx, said, ‘I’ll make a round and sturdy world in my own image.’ A lithe stick called Chislev said, ‘And I will make trees in my own image.’ A reedy stick called Zeboim said, ‘I will make oceans for me to live in.’ A beautifully carved stick named Paladine said, ‘I will make dragons in my own image.’ And all the other sticks cried out what they would make.

“The High God, pleased with all the ideas, asked the beautiful stick Paladine to create his dragons first. Paladine did so, clutching the elemental power of chaos in fistfuls and forming noble dragons in rainbow hues. Though this creation pleased the High God, a thorny stick called Takhisis was jealous: she wanted to be the first creator and have the first creation bear her image. So she corrupted the dragons, making them Evil in her likeness.

“Disturbed by the folly that had come of Paladine and Takhisis’s squabble, the High God turned to Reorx the Forger for a better creation. Reorx reared back with his mighty hammer and pounded the chaos as a blacksmith strikes red-hot iron. Each blow flung sparks into the ether, and each spark became a star. The other gods watched in awe, certain they could never forge such wonders. The last mighty blow of Reorx’s hammer created Krynn, a gloriously smooth and stout ball of iron.

“The High God applauded, but now the other gods were anxious to do their creating. They flooded down upon Reorx’s perfect world and proceeded to ruin it with deep gashes, high ridges, puddles and ponds and lakes and oceans. As though these were not insult enough, the gods filled the place with grasses, ferns, and trees, and infested it with all manner of wriggling, flapping, creeping, climbing, and flying beasts.

“Reorx’s wonderful creation of simplicity now burgeoned and teemed. Reorx stomped mightily upon the ground, raising a mountain in his anger. That mountain would later be called Thorbardin.

“The High God comforted Reorx, ‘This world is for all the gods. They must learn to live and work together. I am sorry your perfect world is ruined but, see, you are not the only one who grieves.’ And there, in a lovely glade, they saw Paladine weeping amidst statues of his lost dragons. He had fashioned one dragon statue for each of the rainbow hued dragons he lost. The statues were made of only the finest metals of Krynn: gold, silver, bronze, brass, and copper.

“The High God asked, ‘Paladine, have you created nothing more than these statues for my world?’ Paladine turned his sorrowing eyes toward the High God, ‘Yes, I am sorry. I can create nothing new. My heart lies with my lost children.’ Reorx pitied the poor god and said, ‘Your creations shall be

the greatest of all-five Good dragons for our world.’ And so saying, he struck each dragon statue with his hammer. The shuddering ring of the hammer blow quickened the metal into life, and the five metallic dragons took to wing above the world.”

Gnomish Myth

“Before everything else, there was a machine called chaos. It was infinitely large and infinitely complex. But it didn’t do anything. It just ran and ran. Reorx, great god of the forge, saw this and said ‘We have a design flaw. This machine doesn’t do anything. We need to make some improvements to the machine—add some accessories so that it will save labor and make life simpler.’

“Reorx’s first design modification was to put a giant cog at the center of the machine. With his mighty hammer, he struck part of the machine to forge the cog. The sparks from the forge flew up and became stars to light his work. At last the cog was finished. To make it truly efficient, he had made the cog not only round, but spherical. All cogs need teeth and grooves, so he made mountains and valleys.

“About this time, as always happens when one starts a big project out of doors, it started to rain. Irritated, Reorx cut channels into the spherical cog to control water flow. The channels became rivers. Soon, Reorx realized he needed some storage tanks for the water, so he hollowed out the basins we now call oceans.

“But the waters kept rising. Irritated, Reorx made sea creatures to drink the water. But water wasn’t enough for these creatures. They began eating the cog. So Reorx made plants for the sea creatures to eat. The plants crept up onto land and the sea creatures followed. And so came the flowers and trees, the beasts and birds. Reorx became truly flustered, thinking he should destroy his cog altogether.

“Just about that time, some other gods wandered over. ‘What’re you workin’ on Reorx?’ they asked, trying to sneak a peek at his invention. Reorx, ashamed of his plant-and-beast-infested cog, would not let them see. He said, ‘Go away. It’s not finished.’ One sly god named Takhisis looked at the stars that had flown up from the forge and said, ‘You aren’t using those sparks, are you Reorx? They’re just by-products, are they not? Give them to me.’ But Paladine said, ‘Don’t give them to her, she’ll only corrupt them. Give them to me instead’

“And so an uproar ensued over what god could have Reorx’s sparks. At last, the High God happened over and said, ‘If you are going to fight over them—by-products or no—none of you can have them. I will make them a people to live on Reorx’s beautiful world. If you wish, each of the families of gods—Good, Evil, and Neutrality—can bestow a gift on these spark creatures. But none can control them.

“Paladine, patriarch of the Good gods, gave the spirits bodies so they could manipulate the world as do the gods. Takhisis, matriarch of the Evil gods, gave the spirits pain—hunger, thirst, disease, and death—hoping that she could enslave them through their desires and fears. Gilean, patriarch of the Neutral gods, gave the spirits free will so that they could choose freely between Good and Evil. Once these gifts were bestowed, the High God set the races of Krynn on the world.

“The cog was clearly ruined. It would still spin, but it could clearly not drive a whole universe the way Reorx had hoped. He shook his head and sighed, wishing he had left the chaos machine alone.”

Kender Myth

“There was a big nothing called Void, and in it was a swirl-





ing thing called Chaos. Reorx, who made dwarves but also likes us, thought Chaos was interesting. He picked it up, borrowed a hammer Kiri-Jolith wasn't using, and pounded Chaos into a round world.

'Hmmm. Maybe it needs some decorations.' He took his hammer and made mountains, hills, and valleys. 'Better—but it's all sooty from the hammer. Perhaps if I wash it with that water Zeboim isn't using . . .' And so the thing came to have rivers and oceans.

"Then he found some seeds that Chisleb had thrown out. 'From seeds she doesn't even want, I will grow some flowers for her.' So, he took the seeds and planted them. Instantly, trees, grass, plants, and flowers sprang up.

"The world's looking better and better.' He found a few of Habbakuk's fish and threw them into his ocean to keep them from suffocating. He gathered in a stray flock of Sirrion's birds and placed them on the world for safe keeping. Soon, Reorx's world was thriving.

"The gods, seeing their discarded things put to such good use, grew jealous. They complained to Paladine, who studied Reorx's world. He said, 'You're mad because Reorx made something good with your throw-aways? Well, too bad for you. Anyway, everything's so mixed up down there, you couldn't get it back if you tried.'"

Mortals and The Gods

The first celestial war—as well as all those that followed—was fought for the hearts and souls of the mortals on Krynn. This was the All Saint's War. Each family of gods had its own motivation for wanting control of the mortals. The gods of Good wanted to instruct mortals in the ways of Good; the gods of Evil wished to subjugate mortals; and the gods of Neutrality desired to give mortals free will to choose their futures and suffer their own consequences. In addition, every family of gods needed the worship of mortals to empower them.

These motivations remain true to this day. The gods therefore reward mortals who have served them well in this life and the life to come. As well as granting spells and visions to priests, Good and Neutral gods bless their faithful in the after-life and grant boons to their descendants. Thus, when a hero dies or is killed, and this hero has faithfully served a Good or Neutral god, that god may bless one of the mortal's descendants (e.g., the replacement PC) in one of the following ways:

- The new character starts out at 2nd level instead of 1st.
- The character automatically receives one ability at 18.
- A prized magical item of the deceased PC is granted to the new hero to continue the fight.
- The new PC gains a +2 on all saving throws.
- The PC is visited by the dead hero's ghost and is told the exact circumstances of his demise. The new PC is given a token to summon the god's avatar to aid him, but it will work only once in the PC's lifetime.

If a hero sacrifices himself in order to serve the goals of his god, the DM should grant two such boons to the new PC.

The gods of Krynn rarely intervene directly. Something tremendously significant, which affects entire populations and the lands they dwell in, will bring a god to Krynn, but little less. Things like the War of the Lance and the restoration attempt of the Silvanesti homeland are two such examples. Even then, the god will come only to someone who has been faithful in following the god's tenets.

Descriptions of The True Gods

Each of the 21 true gods appears in the following pages, along with the High God, who is beyond creation. All of these gods are NPCs, and their involvement on Krynn should be limited to providing adventures for PCs.

The entries appear in a modification of the *Legends* and *Lore* format. The abbreviations used in these entries follow:

AL = god's alignment	AoC = area of control
WAL = worshippers' alignment	THAC0 = to hit armor class 0
PAL = priest's alignment	hp = hit points
SY = god's symbol	MV = movement
Str = Strength	#AT = number of attacks
Dex = Dexterity	Dmg = damage
Con = Constitution	AB = ability scores
Int = Intelligence	MR = magic resistance
Wis = Wisdom	WP = weapons allowed
Cha = Charisma	AR = armor restrictions
AC = Armor Class	SP = spheres of priest spells*
HD = Hit Dice	PW = powers per level**
SZ = size	TU = turn undead ability

* Spheres marked with an asterisk indicate minor access only.

** Unless otherwise noted, powers can be used once per day.

After a description of each deity appears a description of the god's avatar. An avatar is a physical projection of a god on the face of Krynn. These corporeal shadows have much less power than the god that casts them and, unlike the god, they can be killed. Remember, the avatar and the actual god are as different as a man and his shadow.

The gods are categorized as greater gods and intermediate gods, using the system presented in *Legends* and *Lore*. Both types of god are immortal, can teleport without error, gain automatic initiative against mortals, communicate with any being regardless of barriers, use any magic spell, and grant powers and spells to priests at appropriate levels.

Greater gods have the following powers:

- shapeshifting into any object from a pebble to a planet
- 100% resistance to mortal magic
- automatic success on saving throws
- omniscience, all-knowing
- omnipotence, creating anything (resting 1 turn per ton of mass created)
- control over life and death, can grant or destroy life at whim
- perform infinite actions simultaneously
- maintain ten avatars at once

Intermediate gods have the following powers:

- shapeshift into any animate or inanimate form at largest possible size for its species or type
- 95% resistance to mortal magic
- saving throws of 2 against all attack categories
- able to sense everything in 100-mile radius of self, any worshipper, or holy item
- create or summon duplicate of any held item (resting 1 turn per 100 lbs. of mass duplicated)
- raise any mortal being from death
- perform up to 100 actions simultaneously
- maintain five avatars at once

high God, all-father/mother (greater God)

Gender: Male or female

Home Plane: Unknown

Description: The songs of creation tell of the One, the High God, who came from beyond. The High God came when all was void, when there was neither Krynn nor sun, moons nor stars. Then it was that the High God stepped through a door from distant worlds. Being alone in this new place, the High God chose to make other, weaker gods. As to how these gods



were made, none know for certain. Some songs relate that the High God opened a door in her heart to release the gods from beyond. Others say the High God brought crude gods with him through the door and fashioned them like a man whittling wood. Still others hold that the gods arose from the High God's passions—love, hatred, joy, fear, contentment, rage, and so

forth. All stories agree, though, that the High God is mother and father to the other gods.

At the University at Palanthus, translations of the recently discovered Disks of Mishakal indicate that the High God was chief architect of Krynn. Staring into the void, the High God envisioned a fair and beautiful world—not a wholly Good world, but a beautiful world all the same. Then, gathering the company of gods, the High God set them to work in forming all things. Reorx forged the great, spinning sphere while the other gods crafted the world's marvelous intricacies, all according to the High God's plan.

With the world's completion, the High God was weary. Withdrawing from Krynn, the High God set creation into the charge of three other gods—Paladine of Good, Takhisis of Evil, and Gilean of Neutrality. Still the High God watches these three pillars of creation, content to remain withdrawn.

Most tales agree that the All-Mother/Father lives on, watching the events on Krynn, but few if any mortals worship this distant and silent creator. Some theologians believe the gods themselves pay homage to the All-Mother/Father. New tales and legends abound regarding the nature and fate of the High God as the folk of Krynn turn again to things unseen.

Role-Playing Notes: The High God should not be roleplayed. He or she has withdrawn from Krynn, allowing the world to play out its fate. The High God acts through the natural forces of conflict, fate, and coincidence, remaining otherwise distant from creation. Although apparently aloof, the High God loves creation and would act to prevent its final destruction.

Statistics: AL None; WAL Any Good; AoC All creative and destructive energies, the powers of true names and true forms, justice, and the vagaries of chance; SY A budding seed, a lump of clay, a pair of oddly shaped dice.

Artifacts: Three rumored artifacts may prove to be conduits to the High God.

Luckstones: Shaped like dice, coins, or runestones, these artifacts provide good or bad luck (DM's option) to the carrier. Up to three times per day, a good luckstone grants a bonus of 2 to any die roll, while a bad luckstone grants a penalty of 2. Good and bad luckstones are undistinguishable except that bad luckstones, when thrown away, reappear in the person's hand.

Chime of Creation: This chime of crystal and bone, when rung, reshapes up to 8 cubic feet of inanimate material or creates up to 4 cubic feet of inanimate objects. It functions up to three times per day.

Cymbals/Horn of Destruction: These instruments, when played, inflict 6d6 points of damage to all within 20 yards in front of the user, unless they save vs. breath. On a natural saving roll of 20, the power backlashes on the player.

High God's avatar

None known.

Gods of Good

Paladine, The Dragon's Lord (Greater God)



Gender: Male or genderless

Home Plane: Seven Heavens

Description: Paladine is Father of Good and Master of Law. He speaks for the gods of Good, leading them not by restriction but by example and encouragement. Paladine upholds the laws of Good, assisting the righteous and abjuring the Evil.

During the Age of Dreams, Paladine led the gods in creation. Before aught else was made, Paladine and Takhisis infused the raw fury of chaos with form and purpose. Thus they created the first material things—dragons. Takhisis, jealous that the first crea-

tions were not entirely hers, corrupted the chromatic dragons to make them Evil. Paladine replaced his fallen children with the Good, metallic dragons, but Takhisis's corrupting act began the rift between Good and Evil.

Takhisis then sought to dominate the newly-created star-spirits. Thus, the rift widened into a canyon. Paladine, in righteous anger, launched the All-Saints War against the Evil gods. The war ended with both sides wounded, but the battlefield, Krynn, was nearly destroyed. Paladine, saddened by the devastation, swore never again to make war on the world.

And so, Paladine learned the need for subtlety in his conflict with the Evil gods. By working through worshippers rather than in person, Paladine could bring about slow change without jeopardizing the fragile stuff of creation. Paladine counseled the other gods of Good to do likewise, and they have.

In one of history's darkest hours, though, when Takhisis loomed over the world like an inescapable plague, Paladine realized he needed a more powerful weapon in the fight for Good. Joining with his sons Kiri-Jolith—god of war, glory, honor, and duty—and Habbakuk—god of harmony and nature—Paladine created the Knights of Solamnia. They chose the human hero of liberty, Vinas Solamnus to establish the knighthood, basing it on the ideals of truth, justice, and honor. The Solamnic Knights proved weapon enough to thwart Evil's plots for over a millennium. Then, in the throes of the third Dragon War, Paladine honed the edge of this weapon by revealing the secret of the Dragonlance.

Many legends suggest that Huma, hero of the Dragonlance who exacted an oath from the Queen of Darkness herself, was Paladine's avatar. This is false. Huma was indeed a mortal, acting with divine guidance perhaps, but still mortal. Because this mere man's history-shattering sacrifice is difficult to accept, many prefer to consider him divine rather than aspire to his golden example.

Today, Paladine is honored by all orders of the Solamnic Knights. He is patron of the Order of the Rose.

Paladine's constellation guards Gilean's constellation (the Book of Knowledge). According to tradition, Paladine's constellation occupies this position because truth and knowledge are essential weapons in combatting Evil. During the War of the Lance, the constellations of Paladine and Takhisis both vanished from the heavens, a warning to the people of Krynn. Once the Dark Queen was defeated and banished, the constellations returned to their proper positions in the heavens.





At the Cataclysm, Paladine and his order, disillusioned with the arrogant people and bound by the Kingpriest's spells, ceased their intervention in the world. For 60 days, they permitted Evil to roll unchecked across the land. In this time, Paladine's tears glowed brilliant in the night sky.

Since that time, Paladine has turned his hand back to the weary and ceaseless work of guiding fickle mortals. Paladine rules from the Dome of Creation, which surrounds the heavens. These ethereal lands are infinite and beautiful.

Role-Playing Notes: Paladine often intervenes in apparently minor matters but he rarely, if ever, makes war in person—no matter how dire the cause. He pushes and prods, arms and inspires his folk, but never overrides their free will.

Motivations: Following the devastation of the War of the Lance, Paladine has two main goals—to keep Takhisis in her banishment and to bring light and hope again to the beleaguered nations of Krynn. Even in the lull following the war, Paladine has returned occasionally in avatar form to spur on the work of Good.

Statistics: AL LG; WAL Any Good; AoC Order, hope, light, rulership, guardianship; SY Silver triangle, pine tree (Silvanesti), anvil (Thorbardin); Colors silver and white.

Other Names: Draco Paladin (Ergoth), Skyblade (Goodlund), Dragonlord (Mithas), E'li (Silvanesti), Thak the Hammer (Thorbardin), Bah'Mut (Istar), the Great Dragon (Solamnia), Fizban (Goodlund).

Paladine's avatars (warrior, priest, or wizard; 25th-level)



After the dark days of the Cataclysm, Paladine reentered the world in the form of the befuddled old wizard Fizban the Fabulous. Fizban embodies Paladine's mage abilities. He wanders the world as a senile mage who forgets spells—and even his own name! Mishap upon mishap pile up around the flustered Fizban but, in the end, each mistake works together to form a startling victory. Fizban's true nature is mysterious: is he a heaven-touched true believer, a shell created in memory of a favorite worshipper, or merely a conduit for the god's voice? Such ontology matters little to dragons, though, for they instinctively sense the heavenly presence and show deference.

As a greater god, Paladine can maintain many avatars at once. One form is a perpetually smiling, rotund, hard-of-hearing priest who sees the best in everyone. Luckily, in his presence, the best is always drawn out. He also takes the form of an elderly warrior with a dragon on his crest. In this form, he wears a Solamnic mustache and no beard. Despite thinning hair and creaking joints, he remains youthfully nimble and intuitive when the need arises. Deadly in battle, he is even more skilled as a statesman, swaying crowds with his eloquent speeches.

In whatever form, the avatars of Paladine have the following abilities.

Str 15	Dex 18	Con 18
Int 23	Wis 22	Cha 14
MV 12	SZ 6'	MR 75%
AC -5	HD 25	hp 200
#AT 1	THAC0 -4	Dmg 1d6

Duties of the priesthood

Priests of Paladine uphold the law of Good in thought, word, and deed. They do not brow-beat evildoers, however, trusting self-destructive Evil to teach its own lessons.

Requirements: AB Standard; PAL Any Good; WPN Any; AR Any; SP All, Astral, Charm, Combat*, Guardian, Healing,

Protection, Sun, plus *reflecting pool*; PW *know alignment*; *flame strike*. TU Turn undead and Evil.

Mishakal, healing hand (greater God)



Gender: Female

Home Plane: Elysium

Description: Among most Good people of Krynn, Mishakal is worshipped as the "Healer." In pre-Cataclysm days, she

was the most revered of the ministering gods, with many temples that taught the art of healing. Nearly every community in Ansalon had a priest of Mishakal to tend to the populace's health and, in recent days, the new clergy of Mishakal is working to renew this custom.

Before the Cataclysm, Mishakal was known primarily as the "Healer," but in the War of the Lance she earned other appellations: "Light Bringer," "Bearer of Light," and "Queen Illumini." These names reflect the fact that it was Mishakal who revealed the true gods to a world in darkness. The legendary Disks of Mishakal, a set of platinum disks engraved with knowledge of the Good gods, brought this revelation in tangible form to the people of Krynn. Since then, her priesthood has understandably boomed.

Mishakal is Paladine's wife and advisor. The couple have twin sons, Habbakuk and Kiri-Jolith, as well as a third and younger son named Solinari.

Role-Playing Notes: Mishakal is gentle and compassionate. She seeks to heal ills and minister to all creatures through her servants on Krynn. Her gentleness should not be confused with weakness, however, for Mishakal touches every corner of Krynn with her power. If that power were ever roused to anger, she would doubtless prove unstoppable.

Motivations: Mishakal, like Paladine, manifested herself during the War of the Lance. She desires only to heal the wounded land and recruit compassionate priests to become new healers. These activities put Mishakal and her followers in direct conflict with Morgion and his worshippers. Mishakal wants to return her priesthood to its pre-Cataclysm glory, when every settlement had a priest of Mishakal.

Statistics: AL LG; WAL LG, CG; AoC Healing, knowledge, fertility, life, beauty, blessing; SY Blue infinity symbol; Color sky blue.

Other Names: Ka-Mel-Sha, Healer in the Home (Kharolis/Tarsis), Mesalax (Thorbardin), Meshal (Icewall), Mishas (Ergoth), Quenesti Pah (Silvanesti), Queen Illumini (Qualinesti), Skymistress (Goodlund), the Blue Lady (Balifor, Hylo), Empress (Mithas), Bearer of Light, Light Bringer (Solamnia).

Mishakal's avatars (priest 20)

Mishakal most commonly appears as a beautiful woman in excellent health and physical condition. Her flawless skin radiates a golden light unless she wishes to disguise herself. Even if she has dampened her radiance, her latent power often deepens the natural blues in objects around her—blue blossoms, blue lakes, blue eyes, and so forth. She wears a robe and carries no armor or weaponry except her glowing blue crystal staff.

Though this form is her favorite, she occasionally occupies vastly different avatars. In whatever form, her abilities follow.

Str 17	Dex 20	Con 19
Int 23	Wis 25	Cha 22
MV 24	SZ 5'	MR 40%
AC -1	HD 20	hp 160
#AT 1	THAC0 1	Dmg 1d6+1



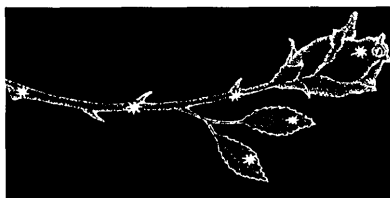
Special Att/Def: Mishakal is surrounded by a permanent *protection from evil* 10' radius.

Duties of The Priesthood

A priest of Mishakal seeks out those who are ill and heals them. Though some priests charge a nominal fee for healing spells, Mishakal demands that priests not overcharge or withhold healing from those who cannot afford it.

Requirements: AB standard, plus Int 13+; PAL LG, CG; WP Nonpiercing only; AR Any; SP All, Astral, Charm, Creation, Divination, Guardian*, Healing, Necromantic, Sun, plus *prayer, remove/bestow curse; PW animal friendship, bless/curse, endure cold/heat, resist cold; chant, silence* 15' radius; *stone shape, water walk; holy word*; TU Turn.

Majere, Master of Mind (Intermediate God)



Gender: Male and female

Home Plane: Elysium

Description: Majere is the god of organization, industry, and control, as well as meditation, faith, and

dreams. Majere creates and inspires the martial arts and all disciplines that lead to an honest confrontation of oneself. Majere's worshippers seek simple lives, devoid of luxurious trappings but filled with meditation, self-discipline, and deep thought.

Majere worked hand-in-hand with Paladine in creating and populating Krynn. According to some scholars, Majere's crowning creations are the insects of Krynn, who emulate the quiet god's unassuming grace, introspective complexity, and ceaseless industry. As Astinus once said, "Each of Majere's insects is an elegant complexity of legs and armor that no gnomish machine could ever match."

Role-Playing Notes: Majere is contemplative and thoughtful. A quiet god, Majere exercises an economy of speech that makes his pronouncements singularly profound. Like the countless insects, Majere has a humble aspect that can be easily overlooked. But, like the insects, Majere's wisdom is ubiquitous.

Majere does not compete for worshippers, but rather acts to rebuild the faith of the people in all the old gods of Good. The gods of Evil are another matter. Majere combats them with merciless precision, particularly Chemosh, lord of the dead.

Motivations: Majere is Paladine's friend, and is in no "competition" with him. He seeks only to live a simple life of loyalty, faith, and mercy. He wants followers who will do likewise.

Statistics: AL NG; WAL Any Good; AoC Meditation, control, thought, faith, mercy, inspiration; SY Copper spider, single rose (Qualinesti, Silvanesti), mantis (Solamnia); Colors copper and red.

Other Names: Manthus (Ergoth), Mantis of the Rose (Qualinesti), Matheri (Silvanesti), Nadir the Dreamsender (Mithas).

Majere's avatars (fighter or priest, 20th level)

On Krynn, this quiet god takes one of two forms. The first is that of a beautiful blind female oracle. Despite her youth and loveliness, the oracle is utterly bald. She has fine features, a thin, sloping nose, and full lips. Majere also assumes the form of an ancient man, equally bald. His stooped body is wrapped in a burlap robe and he carries no weapon. In this

form, Majere's perpetual smile of serenity proves unnerving to those who are not truthful with themselves. Either form has the following abilities.

Str 19	Dex 23	Con 18
Int 21	Wis 22	Cha 14
MV 18	SZ 5'	MR 25%
AC -5	HD 20	hp 160
#AT 4	THAC0 1	Dmg 1d3+7 (bare hands)

Special Att/Def: Despite a weak and helpless exterior, Majere's avatars are deadly in unarmed combat, relying on Punching and Wrestling. If using the called shots rule, Majere attempts to knock out his opponents with a blow to the head.

Duties of The Priesthood

Priests of Majere must not retain more than 10% of any wealth earned or found. They follow a simple lifestyle, seeking visions and contemplating every act and word before proceeding. Priests of Majere promote faith, mercy, and loyalty through example. The only indulgence allowed to priests of Majere is pursuit of an artistic endeavor.

Requirements: AB Standard plus Dex 15+; PAL Any Good; WPN Staff, club, bo stick, sling; SP All, Animal*, Astral, Charm, Divination, Summoning, Sun*, plus *charm person or mammal, silence* 75' radius, *summon insects*; PW Medallion of faith cast on ground becomes giant hornet to defend priest; *giant insect; repel insects, insect plague; creeping doom*; TU Nil.

Kiri-Jolith, Sword of Justice (Intermediate God)



Gender: Male

Home Plane: Twin Paradises

Description: Kiri-Jolith is the god of glory, honor, obedience, justice, and righteous warfare. Paladins and fighters who embrace Good revere Kiri-Jolith. His constellation threatens the Queen of Darkness's in the night sky.

Kiri-Jolith is oldest son of Paladine and Mishakal, though he preceded his twin brother Habbakuk by mere moments. The twins and Paladine appeared before Vinas Solamnius and inspired him to form the Knights of Solamnia. He did so, creating an order to follow the teachings of each of the three gods. Kiri-Jolith is patron of the Order of the Sword.

Role-Playing Notes: Kiri-Jolith is a war god, but not one possessed by bloodlust and needless violence. He represents righteous warfare, launched to right grievous wrongs. Kiri-Jolith's behavior reflects this orientation: though his temper is not swift, it is sure when combat is justified.

Kiri-Jolith has a strong sense of honor and fair play. He targets the guilty only and avoids involving innocents. Kiri-Jolith cannot tolerate tyranny, fighting it with tireless heroism and discipline. His zeal for the cause of Good is outstanding. He aggressively seeks to rebuild his power base, recruiting worshippers to the war for Good.

Motivations: Kiri-Jolith, Paladine's son, is far more aggressive than his father. As the war god of Good, he seeks to rebuild his power base to counter further threats from the Dark Queen. He sees the draconians and chromatic dragons as terrible threats. Kiri-Jolith actively recruits for the Knights of Solamnia, seeking warriors with courage, heroism, self-sacrifice, and obedience. Priests and Kiri-Jolith seek out Evil and bring the battle aggressively to them.

Statistics: AL LG; WAL LG; AoC War, battle, courage, and heroism; SY Bison's horns, also horned battle axe (Thorbardin, Kharolis); Colors brown and white.

Other Names: Corij (Ergoth), Kijo the Blade (Thorbardin),

Jolith (Kharolis/Tarsis), Qu'an the Warrior (Uigan), Emperor (Mithas).

Kiri-Jolith's avatars (paladin 25, priest 18)

Kiri-Jolith most commonly takes the avatar form of a Knight of Solamnia, resplendent in beautiful plate armor. He often wields a heavy lance in battle, the weapon bearing some semblance to the famed Dragonlance. Occasionally, Kiri-Jolith takes the avatar form of a huge minotaur wielding a battle axe. In either form, he has the following abilities:

Str 25	Dex 20	Con 25
Int 18	Wis 19	Cha 20
MV 12	SZ 7'	MR 25%
AC -5	HD 25	hp 200
#AT 2	THAC0 -4	Dmg 2d6 + 5 (lance) +12

Special Att/Def: Kiri-Jolith has all the special abilities of a 25th-level paladin.

Duties of The priesthood

Priests of Kiri-Jolith must use granted powers to lawfully and honorably combat Evil. Kiri-Jolith forbids use of powers to benefit only the priesthood. If a priest or paladin of Kiri-Jolith is in a retreating party, that character must be the last to retreat, covering the party's escape. Cowardice is blasphemy among Kiri-Jolith's worshippers. Offenders need an atonement and a quest to return to their god's graces.

Requirements: AB Standard; PAL LG; WP Any; AR Any; SP All, Charm*, Combat, Divination*, Guardian, Healing, Protection, Sun*, plus *detect magic*, *create food and water*; PW +1 bonus to attacks on Evil opponents; *detect snares and pits*; *find traps*, *heat/chill metal*; *magical vestment*; *cloak of bravery*; *quest*; *heroes' feast*; TU Turn undead.

Habbakuk, fisher king (Intermediate God)



Gender: Male
Home Plane: Happy Hunting Grounds
Description: Habbakuk created and rules all creatures of land and sea Rangers and sailors especially re-

vere him. He made the creatures in his likeness, and he is as feral and merciless as they. Still, in the furious cycle of predator and prey, there resides a natural harmony that also embodies Habbakuk. He is thus as fierce as a lion when dealing with Evil and as innocent as a doe when dealing with Good. Needless to say, Habbakuk is as much feared as he is loved. Because he represents the eternal cycle of nature, Habbakuk has become a symbol of eternal life beyond the world.

Son of Paladine and Mishakal, Habbakuk is Kiri-Jolith's younger twin. Together with his brother and father, Habbakuk established the Knights of Solamnia, creating the Order of the Crown to champion his ways.

Role-Playing Notes: Hale and hearty, Habbakuk is always immersed in and obsessed with the present moment. This obsession makes him care-free and noisome one moment and predatory and silent the next. Some confuse this latter aspect with cruelty or Evil, but Habbakuk unfailingly acts for Good. Just as he allows a hungry tribe of plainsmen to bring down a fattened buck, so too, Habbakuk does not flinch from other violent acts for the purpose of Good.

Motivations: Habbakuk, as Paladine's son and Kiri-Jolith's twin, wants to heal the scars on Ansalon itself, trying to reverse the damage done during the War of the Lance. Habbakuk specifically seeks to reclaim the Silvanesti homeland. To this end, he works with the Neutral gods of nature. Because Habbakuk founded the Knights of the Crown, their quests often help nature. In addition, Habbakuk works to keep the Evil Sea Queen Zeboim at bay.

Statistics: AL NG; WAL Any non-Evil; AoC Animal life, the sea, creation, passion; SY Blue bird, blue phoenix (Ergoth); Colors deep blue and white.

Other Names: The Blue Phoenix (Ergoth, Silvanesti, Qualinesti), Skylord (Balifor, Goodlund), Sea Lord (Mithas).

Habbakuk's avatars (ranger 15, druid 15)

Habbakuk occasionally appears as a large blue bird or phoenix aglow with blue flames. At sea, Habbakuk assumes the form of a giant blue dolphin. Purportedly, he has taken many other forms, including a badger, a wild elf, a serious but clever kender, a tall ranger with wildly black hair and intensely blue eyes, a wiry druid with white hair and beard, and many other creatures. In these guises, the color blue typically appears in the creature's coloration or clothing. Whatever avatar form Habbakuk assumes, he has the following abilities:

Str 19	Dex 22	Con 20
Int 18	Wis 24	Cha 23
MV 18/FI 38(A)/Sw 24	SZ 10'	MR 30%
AC -2	HD 20	hp 160
#AT 2 or 1	THAC0 1	Dmg 3d8+7/3d8+7 or 2d10+7

Note: The two attacks are for bird form; the single attack is for the dolphin and humanoid form.

Special Att/Def: Habbakuk can change form in one round, completely healing previous damage. He can activate this change once every five rounds.

Duties of The Priesthood

Priests of Habbakuk fiercely protect nature from those who would destroy or squander it. In many ways, Habbakuk's priests resemble the Heathen druids who also pay homage to this god.

Once during his lifetime, a priest of Habbakuk must leave friends and community to wander the land, taking nothing but a walking stick and the clothes he wears. This time purifies the priest and teaches the true ways of nature and of Habbakuk. The time ends when the priest has either done a great service for Habbakuk (usually protecting or restoring nature from a terrible threat), or Habbakuk sends a sign.

Requirements: AB Standard; PAL Any non-Evil; WP Non-metal only; AR Nonmetal only; SP All, Animal, Creation, Divination, Elemental, Healing*, Weather*, plus *locate animals*, *detect life*; PW *create food and water*; *commune with nature*; *heroes' feast*, *speak with animals*, *forbiddance*, *conjure animal*; TU Nil.

Branchala, Song of Life (Intermediate God)



Gender: Male

Home Plane: Gladsheim

Description: The Bard King Branchala is god of music. A companion of Habbakuk since the beginning of time, Branchala imbued Krynn's first creatures with the lyric and untamed melody of his immortal soul.

Branchala's music is the song of all living souls. His melodies evoke undeniable passion in every listener's ear. Branchala's music dwells to some extent in every creature of Krynn. Some even say that all hearts beat in time to the





mysterious melodies. Elves and kender consider Branchala the highest god.

Role-Playing Notes: Like all bards, Branchala loves music, singing, dancing, and merriment. He fills his days with quick-witted jokes, clever ruses, and songs to suit every occasion.

Motivations: Branchala seeks singers and storytellers to spread the news about the victories won by the Heroes of the Lance. Branchala hopes to repair the wounded spirits of Ansalon's folk, encouraging them to rebuild their world. Much remains to be done.

Statistics: AL NG, WAL Any non-Evil; AoC Elves, kender, music, forests, beauty; SY Bard's harp, flute (Goodlund, Qualinesti, Silvanesti); Colors yellow and green.

Other Names: Songmaster (Goodlund), Astra (Qualinesti), Astarin (Silvanesti), Bran (Ergoth), Gardener (Mithas), Bardilun (Thorbardin).

Branchala's avatars (fighter 17, bard 20)

Branchala's avatars assume the form of whatever folk he is visiting. When choosing to mingle with mortals, he dampens his deific glow. In this way, he can join in festivities without garnering bothersome adulation.

Branchala's avatars unfailingly display some association with the forest. He appears as a woodsman, a ranger, a bard from a great forest, or even a heathen druid—any guise associated with trees. Whatever form he takes, his abilities are as follows.

Str 17	Dex 25	Con 17
Int 20	Wis 21	Cha 25
MV 15	SZ Varies	MR 25%
AC -4	HD 20	hp 160
#AT 1	THAC0 1	Dmg By weapon +5 (magic) + 1 (Str)

Special Att/Def: Branchala arms himself with a weapon of the people with whom he visits. This weapon is invariably a +5 enchanted weapon, which appears at his summons.

Branchala also radiates an enchantment similar to a *cloak of displacement*.

Duties of The Priesthood

Branchala's priests must compose a song, write a poem, or create a dance once every season. Once during a priest's life, he must create a masterpiece dedicated to Branchala. This masterpiece must take years to create and represent the full flower of the bard's ability. It may be a song, poem, dance, work of art, practical joke, or tall tale.

Requirements: AB Standard, plus Cha 12+; PAL Any non-Evil; WP Any; AR Any nonmetal; SP All, Animal*, Charm*, Creation, Healing, Plants, Sun, Weather, plus *locate plants*; PW *detect snares and pits*; *slow poison*; *create food and water*; *neutralize poison*; *quest*; *aerial servant*, *heroes' feast*. In addition, all priests of Branchala gain +2 on any artistic proficiency.

Solinari, Might hand (Intermediate God)



Gender: Male

Home Plane: Seven Heavens (initially), Border Ethereal (currently)

Description: Solinari, third son of Paladine and Mishakal, is god of Good magic. Solinari loves Krynn deeply and has granted his Good magic to guard the land. He established the Order of the

White Robes to administer Good magic.

Like the other gods of magic, Solinari chose to remain close

to Krynn, residing on the Ethereal plane near his symbol, the silver moon. He no longer has a home plane.

Role-Playing Notes: Solinari, Krynn's first White Robed Wizard, lives for magic. He will happily discuss any topic of magic in infinite and boring detail. Aside from Krynn, Solinari treasures magic over every aspect of life, death, and afterlife.

Motivations: Solinari's passion for magic remains undimmed with the passage of time. Now he seeks to bring a great influx of worthy mages into the White Robes. He works with Lunitari to strengthen the presence of magic on Ansalon. Followers of Solinari seek out lost libraries, treasure vaults, and any ruin that may hold spell books or magical items.

Statistics: AL LG; WAL Any Good; AoC Good magic; SY White circle or sphere; Colors white or silver.

Other Names: Solin (Ergoth), White-eye (Goodlund, Balifor), God's Eye (Thorbardin), Ivory Disk (Hylo), Beacon (Mithas).

Solinari's avatar (wizard 25)

Because Solinari is closer to Krynn than the nonmagical gods, he rarely assumes his avatar form. Still, when he must directly intervene, he appears as an ancient, white-robed wizard. Unlike Fizban (avatar of Paladine), Solinari's avatar has a lucid, insightful, and recursive intellect. He eagerly engages in conversation about magic though his mumblings often become too phrenetic and cryptic to decipher.

Str 17	Dex 19	Con 17
Int 25	Wis 22	Cha 16
MV 12	SZ 6'	MR 75%
AC -3	HD 15	hp 90
#AT 1	THAC0 5	Dmg 1d6 + 5 (staff) + 1 (Str)

Special Att/Def: Solinari always knows what spells are being prepared against him. He carries a *quarterstaff* +5 that has the powers of a staff of the magi with unlimited charges. It cannot be used by any mortal.

Duties of The Priesthood

To become a priest of Solinari, an aspirant must first become a Wizard of the White Robes and advance to at least 5th level. The wizard must seek out a priest of Solinari for initiation into the priesthood at 1st level. From then on, the character uses the priest experience table, THAC0, saving throws, and all other statistics (except Hit Dice—he gains no additional hit points until he reaches 6th level). A priest of Solinari can continue to use wizard spells as a 5th-level mage. When the priest reaches 6th level, he rolls for hit points using the priest Hit Die.

Requirements: AB Standard, plus Int 15 +; PAL Any Good; WP Staff, dagger, darts; AR None allowed; SP All, Astral, Combat, Divination, Guardian, Healing, Protection*, Sun*; TU None. Priests of Solinari gain a +2 bonus against magical attacks.

Gods of Evil

Takhisis, queen of darkness (greater God)

Gender: Female

Home Plane: 1st Plane of the Infernal Realms (Nine Hells)

Description: Not even fools or children speak the name Takhisis lightly. Her name summons darkness, destruction, and death. Swathed in shadow and hatred, she desires only the domination and destruction of Krynn and its folk.

In the Age of Dreams, Takhisis was Paladine's mate and consort. The two gods were equals in every way. But when they forged the first beings of creation, the dragons built of



chaos, Takhisis grew jealous. She wished to be the only first creator; she wanted the first creatures to bear the stamp of her being. And she devised a way to make it so. The nascent Dark Queen corrupted the dragons, draining the nobility from their blood and installing savage fury instead. Paladine was deeply grieved, a sorrow that pleased his lover. By the

warping of these first creations, Takhisis forever divided the families of gods.

She quitted Paladine and consorted with Sargonnas, god of fury and vengeance. They had two offspring: Nuitari, god of black magic, and Zeboim, goddess of the sea and storms. The passion between Takhisis and Sargonnas has been intense and volatile, vacillating between insatiable lust and rancorous loathing. Takhisis bore one other child, Artha, demigoddess of wanton lust and greed. Originally believed to be a child from a passing liaison with Chemosh, Artha was in truth sired by Hiddukel masquerading as Chemosh.

But such dalliances did not distract Takhisis from her ultimate goal-domination. She turned her attention next to the star-spirits, wanting to form them into pawns to wage the deadly wars she planned against the other gods. Discovering her scheme, the other gods refused. The All-Saints War resulted. The war ended in a stalemate and Takhisis, furious that she could not own the star-spirits, bestowed upon them weakness, disease, and death.

She has not spent an idle moment since. All three Dragon Wars began as her ruses to seize power. Between these wars, she brought about countless plagues and senseless slaughters. Surely worse catastrophes would have befallen had not Huma used the Dragonlance to drive Takhisis from Krynn and banish her to the Nine Hells. Along with her, dragons both Evil and Good sank deep into the ground and slept. Soon they lived only in folktales and legends.

The Queen of Darkness made her home in Avernus, first layer of the Infernal Realms. Her domain was Abthalom, the Nether Reaches. During her rule, Abthalom was in a state of constant flux, mirroring the tempestuous moods of its mistress. While she awaited a chance to escape, she tortured the spirits of dead folk consigned to live in the Nine Hells because of their Evil.

At last, the Kingpriest's pride provided Takhisis a means of escape. Using the Kingpriest's vanity like the strings of a puppet, she ruled Istar through him. For one glorious, heinous century, Takhisis spread her power from Istar to the four corners of Ansalon. At last, the other gods could stand by no longer.

So came the Cataclysm.

The Cataclysm nearly destroyed Ansalon and all of Krynn, a result Takhisis little minded. Worse yet, she actually benefited from the Cataclysm. When the mountain fell, she drew the Temple of the Kingpriest down to the Nether Reaches. Then, using the Temple's innate connection to Krynn, Takhisis forged a gateway back to Krynn. Returning, she nullified Huma's banishment.

Since that time, Takhisis's Evil armies have massed and her wicked plans have advanced. Currently, she is worshipped by the Dragon Highlords, ogres, the goblin races, the draconian armies, and some despicable humans.

Role-Playing Notes: Takhisis is the embodiment of Evil. She enjoys preying upon the weaknesses of others, using their hearts' desires to enslave them. She is cold and brilliant; exploitation has become second nature to her. Takhisis hates

Good, loves cruelty, and hoards wealth. She still happily dwells in her former prison, the Nine Hells, served by abishai and Evil dragons.

Motivations: Takhisis does not take defeats easily. She still hopes to bring all of Krynn under her tyranny. She realizes that dragons and draconians will not be easily driven from Ansalon. They still control land and are able and willing to fight. What Takhisis needs now is a group of powerful lieutenants to replace losses like Kitiara and Lord Soth. She also seeks the eggs of Good dragons, to create more powerful draconians. Finally, to fill her thinned ranks, Takhisis has launched a campaign of seduction and temptation, offering great power in return for obedience. Some say Chemosh has even given her especially wicked undead to return to Ansalon in new bodies. Though Paladine is her long-time enemy, Kiri-Jolith causes her the most concern. She has ordered all her followers to slay worshippers of Kiri-Jolith and desecrate his temples on sight.

Statistics: AL LE; WAL Any Evil; AoC Night, Evil dragons, hatred, intrigue, chaos; SY Black crescent; Colors black and iridescent black.

Other Names: Dragon Queen (Ergoth, Silvanesti), Tii'Mhut (Istar), She of the Many Faces (Hylo), Mai-tat (Tarsis), Nilat the Corruptor (Icewall), Tamex the False Metal (Thorbardin), Lady Chaos (Mithas), Darklady (Ogre), Mwang (Hobgoblin).

Takhisis's avatars (wizard 25, priest 25)

Takhisis can assume any form, but her two favorites are a five-headed chromatic dragon and a beautiful temptress of human or elven stock. Rumors claim she also assumes avatar forms of a giant serpent and any multiheaded creature such as a hydra or leviathan. The abilities below represent her as a human. In other forms, refer to the beast type she has assumed and triple the statistics.

Str 20	Dex 24	Con 22
Int 23	Wis 20	Cha 24
MV 18	SZ 5'	MR 75%
AC -5	HD 25	hp 200
#AT 2	THAC0 -4 Dmg by weapon +8	

For three millenia after Huma's victory and also after the Whitestone Council that ended the War of the Lance, Takhisis's avatar was banished from Ansalon. Even so, she can act through agents and offspring, working to open a gate for her return. She can speak her will into dreams and through agents, though the latter typically die immediately upon completion of the message.

Duties of The Priesthood

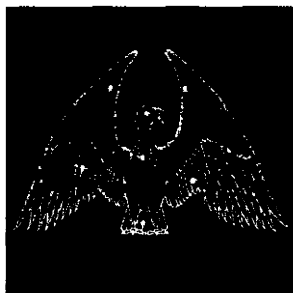
Priests of Takhisis serve as their mistress's eyes and ears, alert to any opportunity to further the goddess's ambitions. Priests also carry out her plans to sabotage the power of every god other than Takhisis.

The Dark Queen's chief directives to her priests are to use the desires of Good-aligned beings to enslave or destroy them and to destroy or steal the eggs of Good dragons. Every priest of Takhisis must take an oath of utter obedience. Those who break their oath receive a slow, painful death followed by an eternity of damnation.

Requirements: AB Standard, plus Str 13+, Con 12+; PAL Any Evil; WP Any; AR Any; SP All, Astral, Combat*, Creation*, Divination*, Guardian, Healing*, Necromantic*, Protection, Summoning, plus *animate object*; PW *detect good*, *spiritual hammer*; *create food and water*; *flame strike*; *unholy word*; TU Command.



Sargonnas, Dark Vengeance (Greater God)



Gender: Male

Home Plane: Gehenna

Description: Little is known of Takhisis's consort. Perhaps the Queen of Darkness casts intentional shadows on him. Thereby Takhisis keeps him obscure, little worshipped, and non-threatening. Or perhaps Sargonnas himself has wrought the obscurity. He is the brooding, sometime explosive god of

vengeance, rage, deserts, and volcanoes. Sargonnas embodies the destructive passion of fire. His greatest ally, Takhisis, is also his greatest enemy, and he routinely plots both for and against his Queen.

Role-Playing Notes: Sargonnas is a fuming and treacherous god. Occasionally, he works his revenge through insidious means, plotting for years or centuries to bring it about. During such times, he presents a calm and diabolically magnetic personality—a mask of the fires within. More often, though, Sargonnas erupts with fury, consuming everything in his path, before resuming his feigned quiescence. However he pursues his treacheries, he always anticipates similar deceits from his friends. He is, in a word, paranoid.

Sargonnas has no loyalty except to himself. He happily pursues plots and counterplots without concern for any side but his own.

Motivations: Sargonnas, Takhisis's consort, is enraged over the Dark Queen's infidelity. He has begun leaking Takhisis's plans to interested Neutral and Good powers. Also, Sargonnas sends his followers to destroy temples to other Evil gods and blackmails priests to follow Sargonnas. Sargonnas's final objective is ascendancy over his consort.

Statistics: AL LE; WAL Any Evil; AoC Vengeance, destruction, intrigue, volcanoes, fire, deserts; SY A stylized red condor, a red fist (Thorbardin, Istar); Colors red and black.

Other Names: Argon (Istar, Ergoth), The Firebringer (Hylo), Misal-Lasim (Tarsis), Gonnas the Willful (Icewall), Sargonax the Bender (Thorbardin), Kinthalas (Silvanesti), Kinis (Qualinesti), Destroyer (Mithas).

Sargonnas's avatars (priest 20, Thief 25, illusionist 14)

Sargonnas prefers the form of a red condor with a silky, enticing voice. He also appears as a fire elemental of lava with a roaring voice that sounds like a dwarven blast furnace. Occasionally, he takes the form of a human, kender, or minotaur warrior, but he is loath to do so. In any form, he has the following abilities:

Str 19	Dex 20	Con 18
Int 18	Wis 16	Cha 15
MV 14/Fl 24 (A)	SZ 6' (20' wing)	MR 35%
AC -2	HD 18	hp 144
#AT 3	THACO 2	Dmg 2d10+7/2d10+7/1d10

Special Att/Def: In condor form, a successful hit allows Sargonnas to grab one opponent in either of his two claws and fly off with him. Sargonnas is immune to any fire attack, normal or magical.

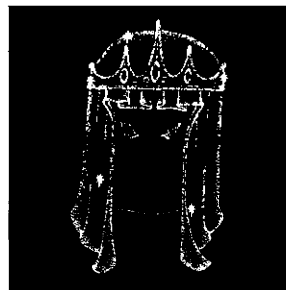
Duties of The priesthood

Priests of Sargonnas must actively seek revenge for the wrongs the world has committed against Sargonnas (including ignorance of his existence) as well as any wrong person-

ally suffered by the priest. Priests also act to further the convoluted plots of their god.

Requirements: AB Standard; PAL Any Evil; WP Any; AR Any; SP All, Astral, Charm, Combat, Creation*, Protection*, Summoning, Sun*, plus *resist fire*, *know/obscure alignment*; PW *protection from fire*; *animate object*; TU Turn. Priests of Sargonnas receive a +2 bonus to saving throws, attack rolls, and morale checks when on a mission of vengeance.

Morgion, Black Wind (Intermediate God)



Gender: Male and female

Home Plane: Hades

Description: Morgion, god of disease and decay, refuses the company of the other gods and does not discuss plans with them. Alone Morgion broods in a bronze tower at the edge of the Abyss, keeping thoughts secret from all but loyal minions. Those unfortunate enough to encounter this reclusive god

see a rotting humanoid corpse—neither male nor female—topped with a goat's head. Secrecy is Morgion's way, with distrust that rivals Sargonnas's.

Role-Playing Notes: Morgion despises all things healthy, striving to destroy or corrupt them with disease and decay. Morgion speaks little and rarely attacks directly.

Motivations: Morgion works to spread plagues and disease in the wake of the War of the Lance. He actively sabotages Mishakal's attempts to heal the people. His priests are ordered to infect Mishakal's priests whenever possible. For this task he needs more priests, and searches most diligently among the dark dwarves and the other creatures of under-earth.

Statistics: AL NE; WAL Any Evil; AoC Disease, decay, plague, weakness, plotting; SY A hood with two red eyes, an upside-down axe (Thorbardin), a rat's claw (Hylo); Colors deep brown and black.

Other Names: H'rar (Ergoth, Istar), Gormion (Tarsis), Morgi (Icewall), Morgax the Rustlord (Thorbardin), Pestilence (Mithas), Anthrax Goatlord (Hobgoblin).

Morgion's avatars (druid 20)

Morgion has two favorite avatars: a thick, roiling black cloud with two glowing red eyes, and a priestess or executioner wearing a black hood and veil. Morgion speaks in a harsh whisper. In whatever form, Morgion has the following abilities:

Str 17	Dex 18	Con 19
Int 20	Wis 21	Cha 3
MV 9, Fl 12(A)	SZ 10' diam	MR 20%
AC -4	HD 18	hp 144
#AT 1	THACO 3	Dmg Special

Special Att/Def: Morgion rarely attacks directly, relying upon rats, locusts, flies, and other minions to spread disease or rot. When attacking directly, a cloudy tendril snakes out from any avatar form and hits for 2d20 points of damage from a skin-rotting disease.

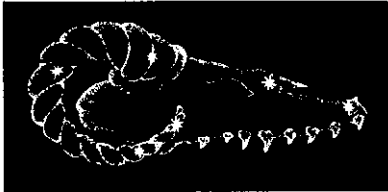
Each day after, the victim suffers another 1d20 points of rot damage until death or a *heal* or *cure disease* spell is cast. Even these spells do not restore lost hit points; they simply halt the progress of the disease. Subsequent spells and rest restore points normally.

duties of The Priesthood

Priests of Morgion meet in secret and dark places to worship and plan their Evil acts. They swear a mortal oath to keep doctrines and customs secret; little is known of them outside their order.

Requirements: AB Standard; PAL Any Evil; WP Sap, dagger; AR Restricted to armor made by priests of Morgion; SP All, Astral, Divination, Healing, Necromantic*, Plants; PW create food and water; TU Command.

**Chemosh, Lord of death
(Intermediate God)**



Gender: Male
Home Plane: Web/
Abyss—Fiendholme
Description: In the
Age of Dreams, Che-
mosh, lord of undead
was drawn by Takhisis
to Krynn. She needed

a lieutenant to marshal the legions of death.

As lord of false redemption, Chemosh offers "eternal life": recipients spend immortality in an undead and eternally corrupted body. Chemosh rarely explains this when making a pact with Evil undead. Before they can reconsider, they find themselves to be minions of Chemosh.

Role-Playing Notes: Dead and dying creatures fascinate Chemosh. The desperate, thrashing movements, the hoary rattle of water in the lungs, the smell of decay all delight him. Even so, he plans never to experience death himself, growing in power and longevity with each minion he gains. And his skill at telling convincing lies assures him many more minions.

Motivations: Chemosh works closely with Takhisis to raise undead leaders for her armies on Ansalon. In addition, Chemosh entices recruits with false promises of immortality. He seeks to corrupt potential heroes of Good.

Statistics: AL LE; WAL Any Evil; AoC Nemesis, ravager, undead; SY Yellow skull; Colors black and sickly yellow.

Other Names: Aeletth (Ergoth), Dron of the Deep (Tarsis), Chemos Joton (Icewall), Khemax (Thorbardin), Lifebane (Mithas), Orkrust (Hobgoblin).

Chemosh's avatars (priest 20, mage 20)

Chemosh appears as either a rakishly handsome man in a black robe or as a lich clad in rotting finery. In either guise, he bears a small obsidian sickle. The sickle always directs Chemosh to the target with the fullest life force (i.e., highest level). Chemosh's true form is that of bloated satyr with a goat skull for a head.

Str 19	Dex 18	Con 18
Int 20	Wis 19	Cha 24/4
MV 12	SZ 6'	MR 15%
AC -1	HD 15	hp 120
#AT 2	THACO 6	Dmg 1d4+5 (sickle) +7 (Str)

Special AttDef: Chemosh cannot be cursed, diseased, or affected by any death magic.

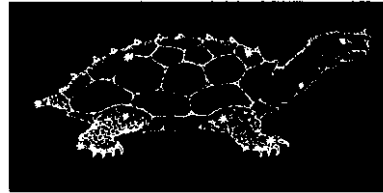
duties of The Priesthood

Priests of Chemosh wear white skull masks and black robes. They recruit followers using Chemosh's false promises of immortality. Because Chemosh's minions grant his power, priests consider the destruction of undead strictly taboo. They take vengeance on any who commit it.

Requirements: AB Standard; PAL Any Evil; WP Sickle; AR Any; SP All, Astral, Combat, Healing* (usually the reverse

spell forms), Necromantic, Plant*; PW animate object; TU Command. Priests of Chemosh gain a +2 on undead command attempts. They can also recognize all forms of undead on sight.

**Zeboim, darkling Sea
(Intermediate God)**



Gender: Female
Home Plane: Pandemonium
Description: Zeboim the Sea Queen is the impetuous and volatile daughter of Takhisis and Sargonnas.

Her unpredictable tempers make her a dangerous foe and a lethal friend.

As creator of the sea, tempests, and weather, Zeboim receives petitions and sacrifices from seamen wishing good weather and safe journey. Though some manage to avoid her rage, others who displease her through some real or imagined slight never see harbor again.

Dwarves know nothing of Zeboim. To pay back their ignorance, Zeboim delights in spilling dwarves from boats and watching their heavy-boned bodies sink to the bottom.

Role-Playing Notes: Zeboim is temperamental, fickle, and thoroughly unpredictable. Like the sea, which she created, she can shift from placidness to violence in mere moments. Also like the sea, she harbors unplumbed depths of utter blackness.

Despite her rebellious nature, Zeboim refuses to cross her mother Takhisis. Neither does she cooperate too fully unless in an uncommonly amiable mood. On the other hand, Zeboim ignores her father Sargonnas, considering him weak and unworthy of Takhisis's attentions.

Motivations: Zeboim has never had many priests. She little cares to change this fact. She wars against Habbakuk, god of marine life, for control over the seas. Habbakuk's control beyond the seas makes her mad with rage. Zeboim, therefore, offers rewards of extremely favorable weather to any who will kill followers of Habbakuk and hunt to extinction his people in the sea. She recruits Evil aquatic races and Evil coastal races. She provides her followers the vast wealth of lost treasure ships.

Statistics: AL CE; WAL any Evil, or sailors; AoC sea, storms, tempests, weather, undead sea races, jealousy; SY turtle shell pattern; Colors: green and red.

Other Names: Rann (Ergoth), Zyr (Tarsis), Zebir Jotun (Ice-wall), Bhezomix (Thorbardin), Maelstrom (Mithas).

Zeboim's avatars (druid 15, priest 20)

Though Zeboim can assume a human form, she favors the form of a giant sea turtle with a human female face. Either way, she has the following abilities:

Str 22	Dex 15	Con 23
Int 14	Wis 15	Cha 5
MV 9/Sw 48	SZ 20' long	MR 15%
AC -4	HD 15	hp 120
#AT 1	THACO 6	Dmg 1d20+10

duties of The Priesthood

Zeboim has few priests; most beings fear her capriciousness. Those who honor her at all do so by throwing offerings off the sides of their ships. Zeboim's few true priests are required to know how to swim.

Requirements: AB Standard plus Str 9 +; PAL Any Evil; WP



Trident, harpoon, dagger; AR None allowed; SP All, Animal, Creation, Elemental, Protection*, Sun, Weather, plus *create food and water, animate dead*; TU Command.

Hiddukel, Prince of Lies (Intermediate God)



Gender: Male
Home Plane: The WeblAbyss—Fiendholme
Description: Hiddukel, god of ill-gotten wealth and deals, is patron god of Evil businessmen and dishonest merchants. A cunning deal-maker, Hiddukel trades in living souls. Some say Hiddukel can even barter with Takhisis and come out ahead.

Hiddukel controls all ill-gotten wealth, using it to corrupt honest and greedy men alike. Greed and mischief drive all his transactions. One of his deals resulted in the creation of the Greystone, an artifact that wreaked havoc on Krynn.

Role-Playing Notes: Hiddukel constantly seeks good bargains, which generally entail the swapping of a material object for one's spirit. Although he is calculating and predatory, Hiddukel often takes the guise of a fawning and fumbling merchant. Those tricked into bargaining with him generally lose their lives.

Motivations: In the economic havoc after the War of the Lance, Hiddukel works to gain a choke hold on national economies. He directly opposes Shinare and, to a lesser extent, Reorx. Hiddukel offers great rewards to his followers for destroying the priests and temples of Shinare. Hiddukel, not being much of a fighter, fears Reorx and will not risk angering him.

Statistics: AL CE; WAL Any Evil; AoC Evil business practices, damned spirits, greed, slavery, betrayal; SY Broken merchant's scales; Colors red and bone.

Other Names: Betrayer (Mithas), Usk-Do (Hobgoblins), Hitax the Flaw (Thorbardin), M'Fistos (Istar).

Hiddukel's avatars (priest 14, mage 18)

Hiddukel prefers to appear as an obese man with cold, beady eyes and an oily smile. He drapes his expansive girth with the finest brocade and his knuckles are knobbed with false gemstones. Hiddukel avoids physical combat, relying on spells and hired monster bodyguards.

Str 12	Dex 15	Con 14
Int 19	Wis 21	Cha 7
MV 9	SZ 5'	MR 5%
AC 0	HD 14	hp 112
#AT 1	THAC0 7	Dmg 1d3 (fist)

Special Att/Def: None can read Hiddukel's mind, and he is immune to all divination spells.

Duties of The Priesthood

Priests of Hiddukel must greedily pursue and attain wealth through dishonest and (when all else fails) honest endeavors. They also must wear the finest clothes available.

Requirements: AB Standard; PAL Any Evil; WP Any blunt; AR Any; SP All, Divination*, Guardian, Necromancy*, Protection*, Summoning; TU Nil.

Nuitari, Devouring Dark (Intermediate God)



Gender: Male
Home Plane: Acheron (initially), Border Ethereal (currently)
Description: Nuitari, god of black magic, drew his Evil nature from his parents, Takhisis and Sargonnas. Like the other gods of magic, Nuitari left his home plane to orbit Krynn in the Ethereal plane. He resides just beyond the black moon

that is his symbol. This moon, also called Nuitari, cannot be detected unless it eclipses other stars and moons. From this smallest of all moons, Nuitari watches Krynn and fosters his greatest love—magic.

While wandering Krynn in avatar form, Nuitari founded the wizardly Order of the Black Robes. This order espouses Nuitari's belief that magic should be secret and coveted.

Role-Playing Notes: Nuitari is perhaps the most approachable of the Evil gods. His love for magic transcends his Evil nature. An intense and quiet god, Nuitari displays a scholar's love for the magical arts. He continually researches new spells to grant his priests and wizards, seeking the universe's arcane secrets. But black magic comes at a price; though it grants its users incredible power, it also slowly takes control of them. Nuitari observes in wry amusement as those who try to master his art are overcome by its dark power.

Motivations: Nuitari, like Solinari and Lunitari, seeks to increase the presence of magic on Ansalon. If he cannot recruit a mage to darkness, he may encourage him to go renegade, causing headaches for Solinari and Lunitari. He works distantly with the two other magic gods to bring more and better magic to Krynn. But Nuitari would love it all to be black magic.

Statistics: AL LE; WAL Any Evil; AoC Black magic; SY Black circle or sphere; Color black.

Other Names: Nightreaver (Mithas), Darkness (Elian), Black Hand (Balifor), Ungod (Thorbardin).

Nuitari's avatars (wizard 25)

Nuitari favors the form of a quiet, intense young man with jet-black hair and a long black robe. He also may appear as a wicked child.

Str 15	Dex 20	Con 20
Int 24	Wis 16	Cha 21
MV 12	SZ 6'	MR 75%
AC -5	HD 16	hp 128
#AT 1	THAC0 5	Dmg 1d6+3 (staff)

Special Att/Def: Nuitari always knows what spells are being prepared against him. He carries a *quarterstaff* +5 that acts as a *staff of power* with unlimited charges. It cannot be used by any mortal.

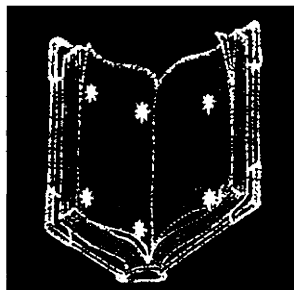
Duties of The Priesthood

To become a priest of Nuitari, an aspirant must first become a Wizard of the Black Robes and advance to at least 5th level. The wizard must seek out a current priest of Nuitari for initiation into the priesthood at 1st level. From then on, the character uses the priest experience table, THAC0, saving throws, and all other statistics (except Hit Dice—he gains no additional hit points until he reaches 6th level). A priest of Nuitari can continue to use spells as a 5th level wizard. When the priest reaches 6th level, he rolls for hit points using the priest Hit Die.

Requirements: AB Standard, plus Int 15+; PAL Any Evil; WP Staff, dagger, darts; AR None allowed; SP All, Astral, Combat, Divination, Guardian, Healing, Necromantic*, Protection*, Weather*; TU None. Priests gain a +2 bonus against any magical attack.

Gods of Neutrality

Gilean, Void (Greater God)



Gender: Male

Home Plane: Concordant Opposition

Description: Gilean, patriarch of the Neutral gods, guards the book of all knowledge and true names—the *Tobril*. Before creation, the High God wrote the *Tobril* to lay down the designs of the universe. After creation, none among the gods was trustworthy enough to guard the *To-*

bril, for its secrets were more powerful than the gods themselves. So the High God searched Krynn for a trustworthy mortal, searched through the depths of time. And he found only one trustworthy soul—Gilean, a scribe so scrupulous as to have never penned an error. The High God brought Gilean back to the dawn of creation and entrusted him with the *Tobril*, saying, “Read those passages you may. Their knowledge will make you a god equal with all others. But guard this knowledge from all gods and mortals, for on the day another reads of it, you shall surely die.” And so Gilean read the *Tobril* and has faithfully guarded it ever since. But even some passages are sealed to his eyes, and can be read only by the High God.

The High God made Gilean not only to guard the *Tobril*, but also to lead the Neutral gods in retaining the balance between the families of Good and Evil. The High God wrote this destiny for Gilean in the stars, setting his constellation in the night sky between Paladine’s and Takhisis’s. He holds them apart lest they war and destroy all creation.

Gilean resides in the Hidden Vale, a valley of perfection, peace, and serenity that exists everywhere and nowhere. Sometimes, devout followers of Gilean’s way find the Hidden Vale.

Role-Playing Notes: Gilean is modest in all things, never boasting of his knowledge or power. He takes a scholar’s delight in watching others discover truth and solve problems. To Gilean, knowledge and beauty are synonymous—worthy pursuits in their own rights without concern for Good or Evil. Even so, Gilean realizes that most mortals view knowledge as a mere tool of Good and Evil. But as long as mortals seek knowledge, Gilean is content to let them think so.

Gilean fears for the peace of the cosmos. He understands and appreciates both Paladine and Takhisis, and works to balance them through diplomacy and enlightenment. When one side grows too powerful, Gilean allies briefly with the other side or provides it a bit of knowledge like a merchant balancing a scale.

Motivations: Although Gilean knows Good had to win the War of the Lance for Krynn to survive, he fears that the forces of Good will tip the scales too far. The Good gods’ strength occasionally surpasses their wisdom. The militaristic Kiri-Jolith proves a special worry. Gilean is also worried about Takhisis who, stung by defeat, will doubtless rise again soon. Gilean’s priests have the doubly difficult task of watching both extreme factions, Good and Evil. Gilean seeks more worshippers and priests to help him safeguard the balance.

Statistics: AL N; WAL Any; AoC Knowledge; SY Open book; Color gray.

Other Names: Gilean the Book, Gray Voyager, the Sage, the Gate of Souls.

Gilean’s avatars (wizard 25)

Gilean takes the form of a book-toting scholar of middle age, intent on a particular topic and absent-minded about everything else. This male or female avatar may appear as a human, elf, dwarf, or kender. Although apparently self-absorbed, Gilean slyly tests the preconceptions of folk he encounters. Those who learn from such tests gain a bit of secret knowledge or an answer to a troubling question.

Str 17	Dex 16	Con 17
Int 25	Wis 25	Cha 22
MV 12	SZ 6'	MR 65%
AC -4	HD 25	hp 200
#AT 1	THAC0 1	Dmg 1d6+6 (staff) +1 (Str)

Special Att/Def: Gilean knows the true name and identity of any being. He knows its history, hopes, fears, and shortcomings, and will use this knowledge to his ends. Gilean carries a *staff* +6, which reveals the true nature and weakness of anything it touches, and can shine the *light of truth*, dispelling enchantments and Evil powers.

Duties of The Priesthood

Priests of Gilean serve a temple or university and insatiably seek knowledge. Once every four years, a priest of Gilean must write a long paper addressing some metaphysical or philosophical conundrum. Writing the paper takes 1d10 + 14 months minus the writer’s Int. This paper, called a thesis, must be presented to the temple or university the priest serves. If pleased by the paper, Gilean magically distributes it to the library of every temple of Gilean on Ansalon. If Gilean is displeased, the priest must rewrite the paper.

No priest of Gilean may ever burn a book. Such a transgression requires a quest and an *atonement* by the offending priest.

One month each year, a priest of Gilean must serve the public as an historian, counselor, judge, or arbiter. In so doing, the priest performs in the world the same peacemaking efforts Gilean performs in the heavens.

Requirements: AB Standard, plus Int 13+; PAL Any Neutral; WP Staff; AR Any; SP All, Animal*, Astral, Charm*, Combat*, Creation, Divination, Healing, Protection, Sun*; PW speak with animals; messenger; TU Turn/destroy Undead. Priests of Gilean gain a +1 bonus on any non-weapon proficiency check, and one extra non-weapon proficiency per level of experience.

Sirrion, flowing flame

(Intermediate God)

Gender: Male or none (fiery energy)

Home Plane: Limbo

Description: Sirrion, god of creative flame and natural power, sculpts fire into beautiful forms. He controls every flame, from the blazing sun to the low-burning wick, channeling and filtering the feral power into useful forms. But Sirrion is by no means tame: he sometimes sparks forest fires to clear old and rotten trees and allow young forests to grow; he also burns children who play with a candle flame, teaching them to respect fire. And though he desires to make fire useful, he wishes even more to make it beautiful.

Sirrion’s companion is Shinare, goddess of wealth and commerce. They quarrel because Sirrion is temperamental and artistic while Shinare is practical and opportunistic.

Sirrion does not have a readily recognizable constellation because his celestial symbol is his planet.





Role-Playing Notes: Like the flames he controls, Sirrion flares quickly into fiery passion and smolders long in quiescence. Although his moods may seem chaotic, his passions respond to fluxes in nature. Seasonal changes, solstices, and equinoxes bring violent emotional outbursts from Sirrion, a fact that irritates Shinare deeply.

Motivations: Sirrion cares little for mortal followers, though the beauty and power of fire draw many to him. If he happens to notice such hangers-on, he welcomes those who come sincerely and shuns those who seek only power. Only when his wife Shinare gains more followers (and thus more power) than he does Sirrion actively seek priests. Gnomes especially love Sirrion because of the steam power and smoke powder he provides.

Statistics: AL N; WAL Any; AoC Flame, natural power, change, transformation; SY Multi-colored fire; Colors bright reds and yellows.

Other Names: Firemaster, the Alchemist, the Wizard (Mithas).

Sirrion's avatars (fighter 15, druid 15)

Sirrion prefers to appear in fire and auguries of smoke or ash. When he does take an avatar form, Sirrion appears as a tall man with flaming hair, beard, and eyebrows. He wears a robe that periodically changes color, much in the fashion of flames. In battle, he wields a two-handed *flame tongue* sword that no mortal can touch. Any who touch it are attacked by the sword for double damage; the attack continues until the offender dies or drops the sword.

Str 22	Dex 21	Con 18
Int 17	Wis 23	Cha 16
MV 18	SZ 7'	MR 15%
AC -4	HD 16	hp 108

#AT 2 THAC0 5 Dmg 1d10+4 (sword) +10 (Str)

Special Att/Def: Sirrion is invulnerable to fire-based attacks, magical or normal. Every round, he can cast one fire-related spell, whether priest or mage, at 15th level.

Duties of The Priesthood

Priests of Sirrion have a great challenge. They must shape fire into beautiful and useful forms, never losing control so that its destructive power is released. Priests of Sirrion primarily serve nature with their fire handling. Sirrion occasionally grants small boons to priests who contain a destructive fire or use fire to promote the creative passions. He also looks favorably on those who disrupt Shinare's plans of industry and commerce.

Requirements: AB Standard plus Wis 17 +; PAL Any N; WP Any; AR Any; SP All, Combat, Elemental (heat and fire spells only), Guardian, Healing, Summoning, Sun*; PW +1 to saves vs. fire; *fireball*; *flame strike*; TU Nil. Priests of Sirrion gain a +1 bonus per die of damage for fire-based spells.

Reorx, forge (greater God)

Gender: Male

Home Plane: Arcadia

Description: The dwarves of Ansalon consider Reorx—god of manufacture, technology, and metallurgy—to be the greatest of gods. Although humans see Reorx as the rotund helper of Kiri-Jolith, dwarves and gnomes depict him as a powerful dwarf with arms well-muscled from smithing.

According to all creation myths, Reorx tamed chaos to forge the world. Most accounts also agree that the stars were sparks from his hammer when he struck chaos. Reorx's second greatest creation, the Greystone of Gargath, led to the creation of dwarves, gnomes, and kender. Many therefore consider the forge god to be father of these races.

Reorx does not have a readily recognizable constellation because his celestial symbol is his planet.

Role-Playing Notes: Dwarves report that Reorx displays many dwarven virtues. He is sober, pragmatic, and dispassionate. He seeks efficient solutions to any problems encountered. He is quiet, almost sullen, and unexcitable. The art of smithing occupies him primarily, though he also has a passing interest in mining.

Humans paint a very different picture. They see Reorx as a rotund, jolly dwarf given to excesses of gambling and drinking. His frivolity and jocularly make him a wandering festival, lightening the hearts of all who encounter him.

This vast difference in perception is attributable to one factor: drink. Dwarves have witnessed only the sober and powerful Reorx of creation; humans have witnessed only the drunken and carefree Reorx of the gambling table.

Motivations: Reorx has strong ties to the demihuman races of Krynn. Dwarves are his foremost followers, remaining faithful even through the Cataclysm. Because of their fidelity, Reorx works hard to restore the glory of the dwarven race. He has forged an alliance with Shinare to spur dwarven industry. Reorx also works closely with tinker gnomes, inspiring them to some of their grander inventions. And, despite their scatter-brained tendencies, Reorx loves kender, who were created by the Greystone of Gargath.

Humans are another matter. If they know of Reorx at all, they regard him as comical. Even so, Reorx occasionally tests humans to see if they are ready to return to faith.

Statistics: AL N; WAL Any; AoC Dwarves, weapons, technology; SY Forging hammer, dwarven hammer (Thorbardin); Colors slate gray and red.

Other Names: Anvil (Elian), the Weaponmaster (Mithas), Reorx the Master (Gnomes), Reorx the Craftsman (Kender).

Reorx's avatars (warrior 20, priest 20)

Reorx takes the form of a powerful dwarven warrior, magical hammer always in hand. Beneath his deeply-tanned skin rest massive muscles. His long beard contains numerous braids and is the blue-gray of tempered steel. Reorx carries a unique *dwarven throwing hammer* (all qualities—range, damage, etc.—are doubled), and wears a beautiful breastplate of adamantine. Dwarves see the avatar as the perfect dwarven warrior in all aspects.

Reorx may also assume the form of a blacksmith of any race or that of a wizened gnomish faerie who dwells in a forge. Regardless of form, he always carries a hammer or the symbol of a hammer and always has the following abilities:

Str 24	Dex 20	Con 24
Int 18	Wis 18	Cha 24 (16 to non-dwarves)
MV 12	SZ 4.5'	MR 75%
AC -5	HD 22	hp 176

#AT 3 THAC0 -2 Dmg 1d6 + 7 (hammer) + 12 (Str)

Special Att/Def: Reorx's weapons and armor never break.

Duties of The Priesthood

Every priest of Reorx of 5th level or higher must make a special artifact of renown with his own hands. The finished object must exhibit the finest workmanship possible by the priest. When the priest reaches 5th level, he must announce to the fellowship of believers what artifact he will create. From then on, the priest may work on the artifact as much or little as he wishes, but must finish it before leaving middle age (250 years old).

Requirements: AB Standard; WAL Any; WP Hammer, battle axe, hand axe; AR Only metal armor; SP All, Combat, Creation, Elemental, Guardian, Healing*, Protection, Summoning*, Sun; TU Turn creatures of darkness and

shadow. Priests of Reorx gain a +2 on any non-weapon craft proficiency.

Chislev The Beast (Intermediate God)

Gender: Female (usually), male (occasionally)
Home Plane: Happy Hunting Ground
Description: Chislev is nature incarnate. According to legend, the seasons change with the moods of her heart: her fear brings the fall, her despair the winter, her hope the springtime, and her joy the summer. As well as the worship of mortals, Chislev receives the praise of every beast of the field; every blade of grass turns toward her as toward the sun. She is served by the master spirits of each creature of Krynn, who animates wooden statues of their kind.

Chislev and her mate Zivilyn are said to dwell in Zhan, the grand forest beyond the world. Elves believe that when worthy elves grow ancient, they journey to Zhan to live with Chislev and Zivilyn. The love between these gods fills all of Zhan with profound bliss.

Chislev does not have a readily recognizable constellation because her celestial symbol is her planet.

Role-Playing Notes: Chislev's moods can vary wildly. One moment, she may be tempestuous, destructive, and harsh; but then she grows calm, nurturing, and kind. In rare moments of summer despair, the day grows cold and dark, and in brief glimpses of winter joy, the sun breaks through and snows begin to melt.

Motivations: Chislev feels each wound on Krynn's surface. She, more than any other god, works to restore the land in the wake of the War. She especially wishes to heal Silvanesti. To this end, her priests work in concert with Habbakuk's. As nature is healed, Chislev grows stronger. She does not want to dominate Ansalon, but to let nature thrive again. Chislev opposes rampant industry and disputes Shinare's notion that industry needs more attention than nature.

Statistics: AL N; WAL Any non-Evil; AoC Nature, wilds, the beasts; SY A feather of brown, yellow, and green; Colors brown, yellow, and green.

Other Names: Wild One (Mithas), the Wilds.

Chislev's avatars (Druid 25)

Chislev usually appears as a beautiful human or elven woman. In either form, her hair glows like golden sunlight, and her clothes appear to be made from living plants. She carries a living wooden staff. On occasions when she does not wish to speak with anyone, she appears as a unicorn. In any form, she has the following abilities:

Str 17	Dex 18	Con 19
Int 17	Wis 24	Cha 23
MV 24	SZ 5'	MR 10%
AC 0	HD 15	hp 90
#AT 1	THAC0 6	Dmg 1d6+5 (staff) +1 (Str)

Special Att/Def: No plant or animal will attack Chislev, regardless of such things as *charm* spells.

Duties of The Priesthood

Chislev priesthood consists of non-heathen druids, who care for nature much as druids do.

Requirements: AB Wis 12+, Cha 15+; PAL N; WP Sling, club, sickle, dart, spear, dagger, scimitar; AR Any nonmetal; SP All, Animal, Charm*, Combat*, Elemental, Guardian*, Healing, Plants, Sun, Weather; TU Nil.

Zivilyn, Tree of Life (Intermediate God)

Gender: Male
Home Plane: Everywhere and nowhere

Description: Zivilyn, god of all wisdom, is the celestial Tree of Life. His branches and roots extend into all times and places. Much as Gilean holds the knowledge of the universe, Zivilyn holds its wisdom. He acts not according to the dictates of his mind, but according to those of his heart.

Because wisdom is incomplete without knowledge and knowledge is incomplete without wisdom, Zivilyn and Gilean work closely together. Zivilyn is companion of Chislev; most mortals view this relationship as the perfect marriage of harmony and understanding.

Zivilyn does not have a readily recognizable constellation because his celestial symbol is his planet.

Role-Playing Notes: Despite Zivilyn's wisdom, many find him aloof. His concern with harmony and balance prevents him from approaching other gods or mortals. His wisdom also makes him imperturbably quiet. Many misinterpret these two traits as conceit, though Zivilyn is in truth one of the most approachable and sympathetic gods.

Motivations: Zivilyn works with Chislev to restore nature because he loves Chislev and because nature is the cradle of wisdom. He wants to teach the folk of Krynn a wisdom that transcends Good and Evil, wisdom unfettered by any order. Zivilyn occasionally sends worshippers in search of lost libraries and fonts of wisdom, though, often, he calls them to seek wisdom in themselves.

Statistics: AL N; WAL Any; AoC Wisdom; SY A great green or gold tree, sometimes a vallenwood; Colors green and gold.

Other Names: World Tree, Tree of Life (Qualinesti, Silvanesti), Wise One (Mithas).

Zivilyn's avatars (priest 18)

Zivilyn assumes many different forms. Some have seen him as an old, balding man with a long beard. Though sighted, his eyes appear as twin windows looking out into space. Any who gaze into those eyes will learn his future, including the circumstances of death. Others report Zivilyn as a prophetic child with black skin, white hair, and eyes of quicksilver. Recently, several scholars have even proposed that the ageless Astinus of Palanthus is a branch of Zivilyn. After all, Zivilyn may maintain several avatars at one time, and Astinus may be one of them. In whatever form, Zivilyn wields a simple wooden cane that will obey any command it is given.

Str 16	Dex 16	Con 19
Int 22	Wis 25	Cha 14
MV 9	SZ 6'	MR 15%
AC 0	HD 16	hp 108
#AT 1	THAC0 5	Dmg 1d6+5 (cane) +1 (Str)

Special Att/Def: Three times per day Zivilyn can cast *time stop* and *temporal stasis*. Once per day, Zivilyn can "erase" all actions and consequences that took place in one minute (round), though he can go back no more than ten minutes (one turn).

Duties of The Priesthood

Priests of Zivilyn devote themselves to wisdom in thought and deed. To the priests, committing a foolish act is worse than committing an Evil act.

Requirements: AB Standard plus Int 15+, Wis 16+; PAL any; WP Staff; AR None allowed; SP All, Astral, Divination, Necromantic, Plant; TU Turn.

Shinare, Winged Victory (Intermediate God)

Gender: Female (generally), male (to humans and dwarves)
Home Plane: Concordant Opposition
Description: Shinare—goddess of wealth, industry, and





commerce—has many dwarven worshippers, for they appreciate her love of wealth and industry. She also finds many followers among merchants, mercenaries, and profit-minded adventurers of other races. And all folk consider her the champion of freedom and self-destiny.

Shinare's companion is Sirrion, god of creative fire. Their relationship shows the stress of their opposite personalities: Sirrion is temperamental and artistic while Shinare is calm and pragmatic. Still, for some reason even they do not understand, they remain together.

Shinare does not have a readily recognizable constellation because her celestial symbol is her planet.

Role-Playing Notes: Shinare cannot tolerate laziness. She ascribes poverty to stupidity or sloth. In her eyes, those who are idle and unproductive are slowly dying.

Motivations: Shinare views war-torn Ansalon as a place that needs rebuilding. She calls her worshippers to work hard at reconstructing their ruined glory. She aggressively recruits followers, claiming that only industry and progress can save Ansalon. Though beleaguered by her capricious mate, Sirrion, Shinare considers her greatest foe to be Hiddukel, god of corrupt business.

Statistics: AI N; WAL Any; AoC Wealth, industry, freedom, power; SY Griffin's wing; Colors gold, silver, and brown.

Other Names: Winged One (Silvanesti, Qualinesti), Silver Master (Thorbardin), Walking Liberty (Ergoth), Balance or the Scales (Mithas).

Shinare's avatars (fighter 15, priest 15)

Shinare most often assumes the guise of a rich, portly matriarch or merchant. She wears expensive clothing and jewelry, and a belt of finest silver encircles her waist. When appearing to the dwarves, she takes the form of a male dwarven merchant, decked in rich clothing that drips with gems and precious metals. Because dwarves so espouse her philosophies, she acquiesces to their stubborn insistence that she is male. Minor concerns such as mortal gender should not stand in the way of progress. In either form, Shinare carries a solid silver mace +4.

Str 15	Dex 15	Con 18
Int 17	Wis 16	Cha 15 (20 to dwarves)
MV 9	SZ 6'(4' to dwarves)	MR 45%
AC 0	HD 15	hp 120
#AT 1	THAC0 6	Dmg 1d6+4 (mace)

Special Att/Def: Shinare cannot be harmed by any weapon made of or adorned with precious metals or gems.

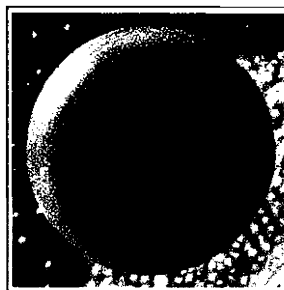
Duties of The Priesthood

Priests of Shinare are industrious. They work hard to amass wealth and prestige, but they must not be greedy. Their work must serve the greater community and they must wisely spend their money for the benefit of all. Shinare's priests must dress in the best clothing they can afford and adorn their weapons with gems and precious metals.

Shinare occasionally deposits gems or precious metals in the pockets of priests who oppose Sirrion's plans. Shinare seeks not to harm her mate, but to hamper his ambitious plans. But her truest enemy is Hiddukel, false merchant and perverter of contracts.

Requirements: AB Standard; PAL Any; WP Mace; AR Only armor made by priests of Shinare; SP All, Charm, Combat*, Creation, Guardian, Protection, Sun*; PW *locate/obscure object*; TU Nil. Priests of Shinare receive 1 experience point per 10 stl of treasure earned or legally acquired.

Lunitari, Veiled Maiden (Intermediate God)



Gender: Female

Home Plane: Limbo (originally), Border Ethereal (currently)

Description: Lunitari, goddess of Neutral magic and illusions, was born of Gilean and an unknown mother. (Some suggest she sprang full-grown from her father's thoughts.) She founded the wizardly Order of the Red Robes to promote Neutral magic. Most of Krynn's mages embrace her order because it allows them to practice magic without the moral shackles.

Lunitari and Solinari have long been friends and work well together. Like the other gods of magic, Lunitari chooses to remain close to Krynn to govern her order of mages. Lunitari's heavenly symbol, the small red moon, is called the "witching light."

Role-Playing Notes: Lunitari is a vivacious young woman with a mischievous streak. Her capriciousness has earned her homage even among the kender. She delights in all magic and illusions, but loves Neutral spellcasting most of all.

Motivations: Lunitari wants to bring a magical renaissance to Ansalon. To achieve this aim, she works closely with Solinari, though she also heavily promotes her Red Robed Wizards.

Statistics: AL N; WAL Any Neutral; AoC Neutral magic, illusions; SY Red circle or sphere; Colors red or magenta.

Other Names: Luin (Ergoth), Red-Eye (Goodlund), Night Candle (Thorbardin), Maid of Illusion (Mithas).

Lunitari's avatars (Wizard 25)

Lunitari usually takes the form of a beautiful, red-haired human woman clad in red robes. She has a cunning and capricious smile. Occasionally, Lunitari cloaks her avatar in a powerful illusion, which can be anything from a draconian to a gnome. Lunitari carries ruby red darts with her, which she uses only as a last resort.

Str 13	Dex 23	Con 19
Int 24	Wis 15	Cha 23
MV 18	SZ 5'	MR 75%
AC -4	HD 15	hp 90
#AT 1	THAC0 6	Dmg 1d6+5 (darts)

Special Att/Def: Illusions and phantasms are useless against Lunitari. Lunitari's clothing acts as a *cloak of displacement*.

Duties of The Priesthood

To become a priest of Lunitari, an aspirant must first become a Wizard of the Red Robes and advance to at least 5th level. The wizard must seek out a priest of Lunitari for initiation into the Holy Order of the Stars at 1st level. From that time on, the character uses the priest experience table, THAC0, saving throws, and all other game statistics (except Hit Dice—he gains no additional hit points until he reaches 6th level). A priest of Lunitari can continue to use spells as a 5th level wizard. When the priest reaches 6th level, he rolls for hit points using the priest Hit Die.

Requirements: AB Standard, plus Int 15+; PAL Any Neutral; WP Staff, dagger, darts; AR None allowed; SP All, Astral, Charm*, Combat, Divination, Guardian, Healing, Summoning*; TU None. Priests of Lunitari gain a +2 bonus to saving throws against magical attacks.

Beasts and Monsters of ansalon

The continent of Ansalon houses many bizarre animals. These beasts tend to be too retiring, too mystical, or too savage to be run by player characters. However, DMs constantly take up the role of these furtive and feral beasts, who provide Ansalon much of its variety and splendor.

The following section details the wild folk of Ansalon. The most important of these creatures are treated with in-depth discussions at the beginning of this chapter. After these descriptions, brief outlines of the other beasts and monsters follow. For a complete catalogue of the monsters of Krynn, consult *Monstrous Compendia*, Vol. 1, 2, and 4.

Although the following beasts were not intended to be played as PCs, the typical PC ability scores (e.g., Str, Dex, Con) appear for each creature to help the DM in role-playing them. Other vital statistics appear with each entry, listed in the order a DM will most likely need them—from the terrain and frequency of the beast to the combat abilities it may use in a confrontation with PCs. The abbreviations used for these statistics follow:

TR = Terrain; **FQ** = Frequency; **RAP** = Number Appearing;
SZ = Size; **HD** = Hit Dice; **ML** = Morale; **Str** = Strength;
Dex = Dexterity; **Con** = Constitution; **Int** = Intelligence;
Wis = Wisdom; **Cha** = Charisma; **MV** = Movement; **MR** = Magic Resistance; **TS** = Treasure; **AC** = Armor Class;
THACO = To Hit Armor Class 0; **AT** = Attacks.

Children of krynn

The children of Krynn are beautiful creatures of nature—centaurs, griffins, naga, pegasi, and satyrs. They are closest to the heart of Chislev.

CENTAURS



Appearance: The centaurs are gentle folk, appearing as a cross between a powerful horse and a human of near-perfect frame. The males have broad chests, rippling muscles, and handsome, angular faces. The females are lithe and graceful, and their visages are among the most beautiful seen on Krynn.

There are several varieties of centaurs. Abanasinian centaurs, the biggest and handsomest, are strong and sturdy (+2

to Strength and +2 to all saves). Crystalmir centaurs are leaner, sleeker creatures (MV 30 for short sprints), but still exhibit the renown strength of their race. They tend to be shy and reclusive. Endscape centaurs have long, shaggy coats and are nomadic and savage. These short, stocky beasts are skilled with weaponry (+1 to hit and dmg) and attacking with hooves (+2 to hit and dmg). The last group, Wendle centaurs, are odd, pony-sized beasts. Their ribs form a set of bony plates that protect them in battle (AC of 4). Wendle centaurs are the smartest of all centaurs (+1 to Int).

Personality and Powers: Centaurs are not especially intelligent, nor particularly virtuous. They think first of themselves and enjoy pleasures such as wine, art, and fine weather.

Although the centaurs of Krynn live in secluded woods and pasture lands, they freely associate with humans and demihumans, whom they consider less fortunate due to their dearth of legs. Centaurs, especially Wendle, avoid kender, however, who often try to ride them. Centaurs favor meetings with satyrs and other children of Krynn.

Centaur: Chaotic Good; **TR:** Temperate; **FQ:** Rare; **#AP:** 5d6;

SZ: L (7'-9'tall); **HD:** 4 (21 hp); **ML:** 12; **Str:** 16, **Dex:** 14, **Con:** 16, **Int:** 10-12, **Wis:** 12, **Cha:** 9; **MV:** 18; **MR:** Nil; **TR:** M/Q (DI I/T); **AC:** 5; **THACO:** 17; **AT:** 1d6 x 2 hooves or by weapon

GRIFFONS



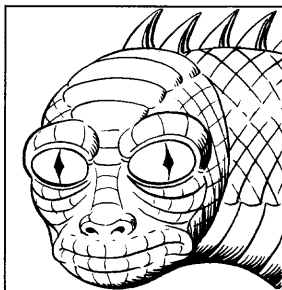
Appearance: These violent avians are a bane to small human and demihuman settlements. Griffons are ferocious carnivores, half-lion and half-eagle. Rarely more than a dozen will be found together. They prefer to lair in forests where trees offer perches and cover. Griffins are prized as mounts throughout Krynn. And trainers who acquire young griffins or

unhatched eggs command high prices.

Personality and Powers: Griffons enjoy the taste of horseflesh. They search for poorly-defended farms to find their prey. Even if a horse has a rider, a griffon can rarely resist trying to get a taste of it (attacks 90% of the horses it sees). Griffons use their weight and speed to great effect against ground targets, and are even more fierce in aerial combat. They always fight to the death, especially if there is horseflesh as a prize.

Griffon: Neutral; **TR:** Mills/mtns; **FQ:** Uncommon; **#AP:** 2d6; **SZ:** L (9'); **HD:** 7 (35 hp); **ML:** 12; **Str:** 19; **Dex:** 15; **Con:** 9; **Int:** 2-4; **Wis:** 7; **Cha:** 8; **MV:** 12, fly 30 (C, D if mounted); **MR:** Nil; **TS:** (C, S); **AC:** 3; **THACO:** 13; **AT:** 1d4/1 d4 claw, 2d8 bite

NAGA



Appearance: Nagas are snake-like creatures with humanoid heads. Nagas come in three varieties. Guardian nagas, who reach lengths of 20 feet, often protect nearby human settlements from the threat of draconians and other creatures. Spirit nagas, who are somewhat shorter than guardians, prey upon merchants, small groups of adventurers, and ill-

defended farmers. Water nagas, who are half the size of guardians, act in unpredictable fashion, vacillating between Evil and Good. Some of the people of Krynn believe that the three types of naga are not related at all—they are merely different creatures of similar appearance.

Personality and Powers: Naga possess high Intelligence and magical abilities. They prefer to set traps for trespassers, relying mostly on magical ability rather than melee skill. After their magic is expended, they use their poisonous bite to attack and defend. Good-aligned guardian nagas, on the rare times that they do attack, use deadly poison (save vs poison or die) and priest spells (as a 6th level priest). Evil-aligned spirit nagas utilize charm spells (save vs paralysis), wizard spells (as a 5th level wizard), and priest spells (as a 4th level priest) to handle foes. Neutral-aligned water nagas avoid combat, but cast wizard spells (as a 5th level wizard) when they must defend themselves.

Naga, Guardian: Chaotic Good; **TR:** Any; **FQ:** Very rare; **#AP:** 1; **SZ:** H (20'); **HD:** 11 (55 hp); **ML:** 15; **Str:** 19; **Dex:** 15; **Con:** 9; **Int:** 16; **Wis:** 16; **Cha:** 8; **MV:** 15; **MR:** Nil; **TS:** x (H);



AC: 3; THAC0: 9; AT: 1d6 bite, 2d4 constrict

Naga, Spirit: Chaotic Evil; **TR:** Underground; **FQ:** Rare; **#AP:** 1d2; **SZ:** H (15'); **HD:** 9 (45 hp); **ML:** 14; **Str:** 17; **Dex:** 12; **Con:** 12; **Int:** 13; **Wis:** 11; **Cha:** 6; **MV:** 12; **MR:** Nil; **TS:** x (B/T); **AC:** 4; **THAC0:** 11; **AT:** 1d3 bite

Naga, Water: (Neutral) **TR:** Fresh water; **FQ:** Uncommon; **#AP:** 1d3; **SZ:** L (10'); **HD:** 7 (35 hp); **ML:** 11; **Str:** 15; **Dex:** 9; **Con:** 13; **Int:** 11; **Wis:** 11; **Cha:** 9; **MV:** 9 Sw 18; **MR:** Nil; **TS:** x (D); **AC:** 5; **THAC0:** 13; **AT:** 1d4

Pegasi



Appearance: The winged horses of Ansalon are among the best-loved children of Krynn. Their broad-muscle backs can bear two to three riders, their satiny pelts are smooth to the touch, and the feral beauty of their eyes captivates humans and demihumans alike. Their fur is usually white, though some are brown or (rarely) black.

Personality and Powers: Although pegasi serve the cause of Good and are prized as mounts, they are not easily tamed. The wild nature and Intelligence of the pegasi makes them unwilling to be bridled. When angered, pegasi attack with their hooves and teeth. If someone is foolish enough to stand behind a Pegasus, they may receive a brutal kick (2d12 points dmg). Pegasi also make excellent aerial combatants, diving to attack from a height of 50' or greater (+2 to hit and double damage).

The great steeds' natural enemies are griffons.

Pegasi: Chaotic Good; **TR:** Woods; **FQ:** Very rare; **#AP:** 1 d 10; **SZ:** L (8'); **HD:** 4 (16 hp); **ML:** 11; **Str:** 15; **Dex:** 18; **Con:** 15; **Int:** 8-10; **Wis:** 17; **Cha:** 17; **MV:** 24, fly 48 (C, D if mounted); **MR:** Nil; **TS:** Nil; **AC:** 6; **THAC0:** 17; **AT:** 1d8/1d8 hooves, 1d3 bite

Satyr



Appearance: These natural folk appear to be a cross between humans and goats. They have cleft hooves for feet; goatlike legs; a human torso, arms, and head; and goat ears and horns. Satyrs' skin ranges from tan to light brown, and rarely red. Hair color is medium, reddish, or black. Satyrs dwell in woodlands across Ansalon. All satyrs are male.

Personality and Powers: Pleasure-loving satyrs are wild, carefree, and unpredictable. Although not malicious, satyrs are viewed with suspicion by the humans of Krynn, who fear the goat-men might steal their women. Despite such ludicrous claims, satyrs are relatively inoffensive. They want only to enjoy life, and therefore are fond of females of many races. Scholars believe dryads are the female counterparts to satyrs. **Satyr:** Neutral; **TR:** Sylvan; **FQ:** Uncommon; **#AP:** 2d4; **SZ:** M (5'); **HD:** 5 (19 hp); **ML:** 13; **Str:** 15; **Dex:** 18; **Con:** 15; **Int:** 11-12; **Wis:** 17; **Cha:** 17; **MV:** 18; **MR:** 50%; **TS:** I, S, X; **AC:** 5; **THAC0:** 15; **AT:** 2d4 head butt or by weapon

DRACONIANS

Appearance: Draconians have short, stubby tails, lizard snouts, and scaly bodies. They are the twisted creations of dark magic used to mutate the eggs of Good dragons. There are five draconian sub-races: the auraks from the eggs of gold dragons, the baaz from brass dragons, the bozak from bronze dragons, the kapak from copper dragons, and the sivaks from silver dragons. All draconians but auraks have wings that allow them to glide a distance equal to four times the height they begin from. Only sivaks can fly. Whenever a draconian dies, enchanted energy courses from their body and may harm bystanders.

Scholars believe that draconians do not have sexes and do not mate. Their near immortality (1,000 years) and their origin in magic make procreation unnecessary. Dragonmen are invulnerable to many diseases and can survive on little food and water. They love ale and spirits.

Personality and Powers: All draconians are Evil. Their heinous deeds and crude desires have won them hatred from humans and demihumans throughout Krynn. Corruption and perversity typify these folk. Draconians serve the Dark Queen and her generals faithfully and unquestioningly. They feel no fear in a dragon's presence, but rather awe (+1 to morale and attacks when within 120 feet). Humans and demihumans mercilessly hunt draconians. Some bands of adventurers even specialize in eliminating these offspring of Evil.

aurak DRACONIANS



Aurak are special agents of the Queen of Darkness. They can move among other races undetected. They are the rarest and most powerful of all draconians, and have an arsenal of attacks and defenses to choose from. Aurak cannot fly, but move swiftly on foot and can use a limited dimension door three times a day to teleport up to 60 yards away.

Aurak have very acute senses, with 60' infravision and the ability to detect hidden and invisible creatures within 40 yards. They can also see through illusions.

Aurak have several natural defenses that can be invoked at will. They can become invisible once a turn and *polymorph self* into any animal their size 3 times per day. They have a natural resistance to magic and special damage and gain a +4 bonus to all saves. Finally, aurak can *change self* to perfectly imitate the appearance and voice of any humanoid they have seen. They can retain this form for 2d6+6 rounds, thrice per day. The widespread rumors that aurak smell of sulfur are merely wishful thinking. Unfortunately, the Dark Queen's spies can be detected neither by sight nor smell.

Aurak engage in three modes of physical combat and two modes of mystical combat. They generate bursts of energy from each hand, striking targets within 6" and causing 1d8+2 points of damage with each. When using *change self*, these bursts appear to be attacks using the aurak's illusory weapon. Alternately, aurak can attack with claws and a bite. And thrice per day they can breathe a noxious cloud of gas with a 5' diameter. Victims caught in the cloud suffer 2d10 points of damage and are blinded for 1d4 rounds. A save vs breath halves damage and prevents blindness.

Auraks use magic spells and an innate ability for mystical attacks. Each day, an aurak can cast two each of 1st to 4th level wizard spells. Preferred spells include: *enlarge*, *shocking*

grasp, *ESP stinking cloud*, *blink*, *lightning bolt*, *fire shield*, and *wall of fire*. The auraks' most insidious power, however, is mind control. They can use suggestion once per turn if they concentrate. Once per day, they can use *mind control* on one victim of equal or fewer Hit Dice for 2d6 rounds. A save vs spells negates this attack. *Mind control* lets the aurak control another creature's body as though it were his own.

When an aurak is reduced to 0 hit points, he does not immediately die. The escaping magical energy causes him to burst into green flames and enter a fighting frenzy (+2 to hit and damage). Anyone within 3 feet suffers 1d6 points of flame damage per round, unless they save vs petrify.

After 6 rounds or when his hit points drop to -20, the aurak transforms into a whizzing ball of green lightning, attacking all within 10' radius as a 13 HD monster and causing 2d6 points of damage. Three rounds later, the ball of lightning explodes, causing 3d6 points of damage and stunning all within 10 feet for 1d4 rounds. Items must make a save vs crushing blow or be destroyed.

Draconian, Aurak: Lawful Evil; **TR:** Any; **FQ:** Rare; **#AP:** 1d2; **SZ:** M (7'); **HD:** 8 (41 hp); **ML:** 15; **Str:** 16; **Dex:** 15; **Con:** 12; **Int:** 15-16; **Wis:** 15; **Cha:** 15; **MV:** 15; **MR:** 30%; **TS:** K/L/N/V; **AC:** 0; **THACO:** 13; **AT:** 1d8 + 2 (x2) or spell

Baaz Draconians



Weak of mind and character, baaz appear as men with scaly, patterned skin. Small wings, which baaz often cover with cloaks or other clothes, protrude from their shoulder bones. Although the facial appearance of each baaz is as distinct as any man's, many of these draconians have doglike snouts. Baaz often masquerade as humans through the use of masks and bulky clothing. The most "human" appearing baaz are usually employed as spies.

Baaz were created by injecting a hardening liquid into the eggs of Good dragons. When alive, baaz remain fleshlike, despite the hardened liquid in their bodies. However, when the creatures are killed, they turn to a substance similar to stone-trapping inside them whatever weapon dealt the final blow. The attacker must make a Dex check at -3, or his weapon becomes stuck in the statue for 1d4 rounds, at which point the stone crumbles to dust.

Baaz are the smallest and most plentiful draconians. They are especially sadistic when drunk. They can attack twice in a round with their claws, or substitute their bite for one claw attack. They prefer to use easily concealed weapons when attempting to ambush prey; otherwise, they use long swords and spears.

Draconian, Baaz: Neutral Evil; **TR:** Any; **FQ:** Uncommon; **#AP:** 2d10; **SZ:** M (5-1/2'); **HD:** 2 (9 hp); **ML:** 13; **Str:** 12; **Dex:** 8; **Con:** 11; **Int:** 11-12; **Wis:** 6; **Cha:** 8; **MV:** 6, run 15, glide 18; **MR:** 20%; **TS:** M/Q; **AC:** 4; **THACO:** 19; **AT:** 1d4/1d4 or by weapon

Bozak Draconians

These offspring are typically 6 to 6-1/2 feet tall. They are covered with bronze-hued scales. The scales are small and fishlike on the draconian's face, hands, and feet, but are about the size of a copper piece on the remainder of the offspring's body. Although limited in flying ability, bozak have learned to glide indefinitely in strong winds. They prefer gliding at night, when they are safer from the eyes of humans.



Bozak were created by fouling the eggs of bronze dragons. When killed, a bozak's flesh becomes dry and brittle, turning to dust. The bones begin to vibrate, then explode violently, causing 1d6 points of damage to all within 10'.

Bozaks are the most cautious of the draconians, serving as special forces and commanders for their Dark Queen. Their

caution is reflected in their use of magic and of missile weapons, preferring to use these before charging into melee. They can cast spells as 4th level wizards (three 1st and two 2nd level spells), preferring such spells as **1st:** *burning hands*, *enlarge*, *magic missile*, *shocking grasp*, and **2nd:** *invisibility*, *levitate*, *stinking cloud*, and *web*. They gain a +2 to all saves.

Draconian, Bozak: Lawful Evil; **TR:** Any; **FQ:** Uncommon; **#AP:** 2d10; **SZ:** M (6' +); **HD:** 4 (19 hp); **ML:** 13; **Str:** 14; **Dex:** 10; **Con:** 8; **Int:** 13-14; **Wis:** 12; **Cha:** 10; **MV:** 6, run 15, glide 18, fly 6 (E); **MR:** 20% 12; **TS:** Q x 2; **AC:** 2; **THACO:** 17; **AT:** 1d4/1d4 or by weapon

Kapak Draconians



Kapaks look less humanlike than baaz do. Kapaks sport a short mane that hangs down to one side of their mouths. Their large, leathery wings make them fair at gliding. They disdain clothes, considering them worthless trappings of humans. However, they have been known to wear trophies of their kills—necklaces, bracers, and other shiny objects.

Kapaks are generally ignorant, ill-mannered, famished, and witless. They are best-suited to a military lifestyle, where their movements and actions are directed by more intelligent draconians, such as baaz or bozak. A force of kapak foot soldiers is dangerous, swift, and surprisingly strong. They prefer close fighting, where their venomous saliva and curving claws work to best effect.

Kapaks serve as skirmishers and assassins in the Dark Queen's army. They are notorious for their venomous bite. Before entering combat, they often lick their weapons to coat them with poisonous saliva. Anyone who receives damage from a venom-coated weapon or a bite must save vs poison or be paralyzed for 2d6 turns. The poison evaporates from a weapon in 3 rounds; reapplying the poison takes one round.

Kapaks were created from the eggs of copper dragons. When a kapak is slain, its body dissolves into a 10' pool of acid. This causes 1d8 points of damage per round to all caught in the pool. The acid evaporates in 1d6 rounds. All items exposed to the acid are rendered useless.

Draconian, Kapak: Lawful Evil; **TR:** Any; **FQ:** Uncommon; **#AP:** 2d10; **SZ:** M (6'); **HD:** 3 (13 hp); **ML:** 13; **Str:** 13; **Dex:** 10; **Con:** 10; **Int:** 8-10; **Wis:** 10; **Cha:** 10; **MV:** 6, run 15, glide 18; **MR:** 20%; **TS:** K/L/M; **AC:** 4; **THACO:** 17; **AT:** 1d4

Sivak Draconians

Sivaks are the largest and sturdiest draconians (+2 to all saves). They are the elite forces of the dragonarmies, shock troops wielding mighty flails and two-handed swords. Even so, like kapaks, they need direction. Their small minds have





trouble concocting long-range plans and elaborate tactics. BIRTHED from the eggs of silver dragons, sivaks gleam like polished coins. Their eyes are dark, however, as black as their corrupt souls. Their great Strength makes the accomplished fliers, and when they take wing during the day, the brilliance of their scales is dazzling.

The most devastating ability of the sivaks is their mastery of shapechanging into the form of someone they just killed and masquerading as that person. When they take the shape of a victim, they gain only the appearance and voice; they do not gain magic use or memories. They can change back to their normal form at will, but cannot change into humanoid form again until they kill another victim. This *shape changing* ability allows sivaks to function well as spies.

When they are slain by a humanoid, sivaks shapechange into the form of their slayer. They retain this death shape for 3 days. At the end of this time, their form bursts into flames and is reduced to black soot. If the slayer was not humanoid or was larger than the sivak, the slain draconian bursts into flames immediately, causing 2d4 points damage to all within 10' (no save).

Draconian, Sivak: Neutral Evil; **TR:** Any; **FQ:** Uncommon; **#AP:** 2d10; **SZ:** L (9'); **HD:** 6 (29 hp); **ML:** 14; **Str:** 18; **Dex:** 8; **Con:** 16; **Int:** 13-14; **Wis:** 10; **Cha:** 10; **MV:** 6, run 15, glide 18, fly 24 (C); **MR:** 20%; **TS:** Q/5V; **AC:** 1; **THACO:** 15; **AT:** 1d6/1d6/2d6 or by weapon

Draconian Society

Draconians progenitors dwelt upon the lower planes. Takhis, when looking for a way to bypass the barriers between the plains, selected tanar'ri and encased them in draconian bodies. This creation by magic means that draconians are sterile. Unless Takhis makes more of these creatures, they will someday fade from the face of Krynn.

Seeming to sense their inevitable demise, draconians turn to strong drink in large quantities. During the War of the Lance, inns and taverns became key strategic outposts. Takhis did nothing to stop this love of alcohol: without it, kapaks and sivaks were difficult to control.

Despite their inevitable demise, some baaz refuse to give up on their race. These crafty draconians seek to capture more eggs-from Good or Evil dragons. They know that one egg alone could yield dozens of draconians. Once they secure the eggs, the baaz intend to summon tanar'ri to occupy the forms, increasing their number on Krynn. These baaz hope one day to subjugate humans and demihumans and dominate Krynn. In hopes of absolute power, the baaz keep their vast armies of kapaks training.

Until the day of tyranny arrives, however, the draconians hide themselves. They are well aware of the bands of humans who hunt them for revenge. Some draconians, such as well-placed sivaks, entrench themselves in human and demihuman communities, listening, learning, and gathering precious information on the strengths and weaknesses of the soft-skinned enemy.

dragons

appearance

Dragons are unchallenged as the most powerful children of Krynn. These massive reptiles are covered with thick scales from their tail-tips to their toothy mouths. They have wings

strong enough to bear them aloft and to produce a devastating blast of air. The ten greater dragon types of Krynn belong to two families: the Evil chromatic dragons (black, blue, green, red, and white) and the Good metallic dragons (brass, bronze, copper, gold, and silver). These colors designate the various elemental forces from which the dragons were forged. In addition to differing in scale colors and alignments, the ten dragon types differ in size, appearance, spell use, and breath weapon. Descriptions of these differences appear in the text on each dragon.

Krynn also has unique, lesser dragons-sea dragons, amphi dragons, and others hinted in legends to exist.

Personality and Powers

All dragons are supremely intelligent and are feared by those who behold them. In addition to their massive size and brooding natures, dragons radiate an aura of fear that keeps lesser beings in check. Even so, Krynnish dragons have many dealings with humans. Evil dragons often ally with Evil humans, and Good dragons share an almost mystical bond with the humans who have won their trust.

Dragons' powers grow greater with age (see the dragon entries in *Monstrous Compendium*, Vol. 1). The **base** age for all the statistics that follow is young adult, (**age category:** 5; **age:** 51-100; **combat modifier:** + 5 to hit and dmg; **fear radius:** 15 yards; **save modifier:** +3). To create dragon characters of older or younger ages, consult *Monstrous Compendium*, Vol. 1.

Dragons have excellent senses. They can detect invisible or hidden objects and creatures within a 10' radius per age category. All dragons possess natural *clairaudience*; this ability has a 20' radius per age category. Dragons have an innate spell-casting ability. Which spells they may cast is determined by the DM.

The chief attack form for any dragons is its breath weapon: anything from a lightning bolt to a searing blast of fire. The type of breath weapon varies by subspecies of dragon. A dragon can use this weapon once every three combat rounds. A successful save vs breath will reduce damage by half.

Dragons have many other attack options also. They can fight by clawing, biting, snatching, kicking, tail slapping, and wing buffeting. Dragons can divide attacks among foes, using the more dangerous attacks against the more dangerous foes.

Claw: Dragons can attack creatures to the front and side with claws. If the dragon kicks with one rear leg, it can only attack with one claw.

Bite: Because of a dragon's long neck, it can bite creatures to the front and sides.

Snatch: Only dragons who are young adults or older can snatch while in flight. A snatch is performed by diving, grabbing a creature with claws, and carrying it into the air. There is a 50% chance the creature's arms will be pinned by this attack, leaving him unable to attack the dragon. The dragon can squeeze its victim for automatic claw damage or make a successful attack roll, transferring the victim to its mouth for automatic bite damage. Dragons can also drop their prey from great heights.

Kick: This attack is very effective against rear assaults. A kick inflicts claw damage and knocks those who fail Dex checks back 1d6 + 1' per age category of the dragon. The kicked target must save vs petrify or fall down.

Wing Buffet: Only dragons that are young adults or older can perform this attack. Targets must be at the dragon's side. Damage is the same as a claw attack, and those affected must make a Dex check or be knocked prone.

Tail Slap: Dragons that are adults or older can employ this attack against creatures behind them. It causes the same

damage as two claw attacks and affects a number of creatures equal to the dragon's age category (default is 6). Creatures within the sweep must save vs. petrify or be stunned for 1d4 + 1 minutes..

amphi dragons



This horrendous toadlike dragon is a crossbreed between a green dragon and a sea dragon. It has inherited the worst qualities of both. It cannot fly, and moves awkwardly on land. However, it can leap a distance of 18' or 6' vertically every other round, and cannot react in the round following such a leap.

Amphis most often attack ships, for they disdain land and avoid coastal communities. An amphi dragon will attack a ship without provocation. In combat, they first employ their spells, followed by their breath weapon. The breath weapon is a stream of acid 60' long and 3' wide, and it works well above and below water. The breath weapon can be used once every 3 rounds.

Amphi dragons avoid melee except when attempting to capsize a ship. If forced into melee, however, amphi dragons are protected by their acid-oozing warts. Whenever a creature attacks an amphidragon in melee, he must make a Dex check or suffer 1d6 points from the acid. Amphi dragons can also attempt a tongue grab from a distance of up to twice its age category in feet. If the tongue hits (rolled THAC0), the victim is stuck to the tongue and dragged to the creature's mouth. If the tongue takes 12 points of damage, the amphi-dragon will let the victim go. Otherwise, it will hit automatically with its bite each round thereafter until the victim or the dragon is dead.

Amphidragons can change their color to match their surroundings, and are thus 80% undetectable if they remain stationary.

Dragon, Amphi: Neutral Evil; **TR:** Temperate; **FQ:** Rare; **#AP:** 1d4; **SZ:** H (25' base); **HD:** 9 (base); **ML:** 16; **Str:** 18; **Dex:** 12; **Con:** 12; **Int:** 11-12; **Wis:** 10; **Cha:** 2; **MV:** 6, swim 24; **MR:** Varies; **TS:** Special; **AC:** 3 (base); **THAC0:** 11 (base); **AT:** 1d8/1d8 claws, 2d10 bite

Black Dragons



These great, slimy lizards usually make their homes in marshes and jungles. They prey upon animals for sustenance. Dark as the bogs they dwell in, black dragons are difficult to notice. Black dragons are impulsive and nervous, tending to act first and think later. Because of their independence, they are seldom used by Takhisis except in times of great need. Black dragons

are unpredictable in what they they hold precious. Some dragons have been known to amass and covet piles of coins and gems, while great wyrms have collected only weapons and items of men they cannot use.

Black dragons save their spells in combat until they believe they are in jeopardy. They initially attack with their breath weapon, a deadly stream of acid 60' long and 5' wide. They are quick to fight with their claws, wings, tail, and vicious bite. A black dragon can cast spells at 5th level. Their favorite

spell is darkness, because it allows them to attack under cover. Black dragons easily breathe water, and are immune to acid.

Dragon, Black: Chaotic Evil; **TR:** Swamp/jungle; **FQ:** Rare; **#AP:** 1 (1d4 + 1); **SZ:** G (30' base); **HD:** 12 (base); **ML:** 16; **Str:** 19; **Dex:** 12; **Con:** 15; **Int:** 8-10; **Wis:** 13; **Cha:** 5; **MV:** 12, fly 30(C), swim 12; **MR:** Varies; **TS:** Special; **AC:** 1 (base); **THAC0:** 9 (base); **AT:** 1d6/1d6 claws, 3d6 bite

Blue Dragons



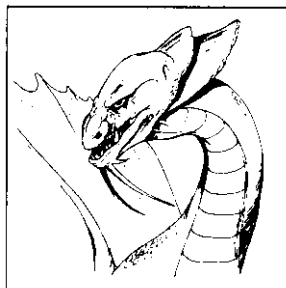
These immense, sapphire-hued lizards bask in deserts and arid lands, making their lairs in caves beneath the sand. Unlike most other Evil dragons, blues are quick to work together for a common goal. Their favored form of attack is their breath weapon-a lethal bolt of lightning 100' long and 5' wide. They consider their breath weapon superior to other dragons', as the bolt is precise, devastating and powerful.

Blue dragons are valued allies in times of warfare because they understand how to cooperate. Sometimes, the bond they share with their allies is such that they are plunged into deep depression when one of them dies, hindering their effectiveness in battle.

Blue dragons use spells and magical abilities at 7th level. They are immune to electricity.

Dragon, Blue: Lawful Evil; **TR:** Arid; **FQ:** Very rare; **#AP:** 1 (1d4 + 1); **SZ:** G (42' base); **HD:** 14 (base); **ML:** 16; **Str:** 20; **Dex:** 9; **Con:** 19; **Int:** 11-12; **Wis:** 15; **Cha:** 13; **MV:** 9, fly 30 (C), burrow 4; **MR:** Varies; **TS:** Special; **AC:** 0 base; **THAC0:** 8 (base); **AT:** 1d8/1d8 claws, 3d8 bite

Brass Dragons



Like blue dragons, brass favor arid, sandy regions where the hot sun can properly toast their shiny scales. Although good-natured, these dragons are selfish, boisterous, and overly proud. Their weakness is their desire for small talk. And because they know dozens of languages, it is easy for them to find other creatures with whom to converse. Despite their love

for gab, brass dragons have little interest in art or culture. They are benevolent and understanding, but they ultimately believe the weak should be weeded from the strong, and the superior allowed to flourish.

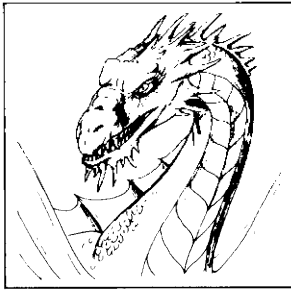
Brass dragons prefer to attack with their claws and teeth, saving their breath weapon and spells for dire situations. They have two forms of breath weapon. One is a sleep gas 70' long and 5' wide at its base and 20' wide at its end. Creatures caught in the gas must save vs breath or fall asleep for 10 minutes per age category of the dragon. Their other breath weapon is a wave of heat, 50' long, 40' wide, and 20' high.

A brass dragon can cast spells and use its magical abilities at 6th level.

Dragon, Brass: Chaotic Good; **TR:** Arid; **FQ:** Rare; **#AP:** 1 (1d4+1); **SZ:** G (30' base); **HD:** 12 (base); **ML:** 17; **Str:** 16; **Dex:** 12; **Con:** 15; **Int:** 13-14; **Wis:** 10; **Cha:** 12; **MV:** 12, fly 30 (C), burrow 6; **MR:** Varies; **TS:** Special; **AC:** 0 (base); **THAC0:** 9 (base); **AX** 1d6/1d6 claws, 4d4 bite



Bronze Dragons



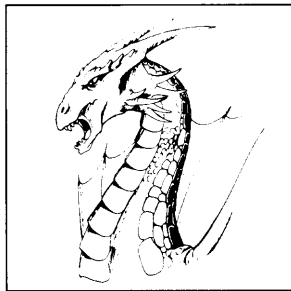
Bronze dragons lair near fresh or salt water, near settlements of humans and demihumans. They are fond of treasure, but only seek it from Evil communities and creatures.

Bronze dragons dislike killing, preferring to drive enemies away with repulsion gas. When confronted with intelligent opponents, bronze dragons use ESP to learn their intentions.

They are fond of war and fighting Evil, and are very curious about humans and demihumans. They prefer attacking creatures smaller than them with their tail, bite, and claws, reserving their spells for more worthy opponents. The bronze dragons will, however use their breath weapons on a significant number of foes. Their breath weapons are a stroke of lightning 100' long and 5' wide and a cloud of repulsion gas 20' long, 30' wide, and 30' high. Creatures caught in this cloud and failing a save vs breath must move away from the dragon for 1d6 minutes plus 2 minutes per age category.

Dragon, Bronze: Lawful Good; **TR:** Coastal; **FQ:** Very rare; **#AP:** 1 (1d4+1); **SZ:** G (42' base); **HD:** 14 (base); **ML:** 17; **Str:** 22; **Dex:** 9; **Con:** 13; **Int:** 15-16; **Wis:** 15; **Cha:** 15; **MV:** 9, fly 30 (C), swim 12; **MR:** Varies; **TS:** Special; **AC:** -2 (base); **THACO:** 8 (base); **AT:** 1d8/1d8 claws, 4d6 bite

Copper Dragons



Perhaps the most selfish of Good dragons, copper dragons are still very good-hearted. They easily give in to the decisions of others, and will often consult with other dragons before making important decisions. They are loyal to their friends, but distrust strangers.

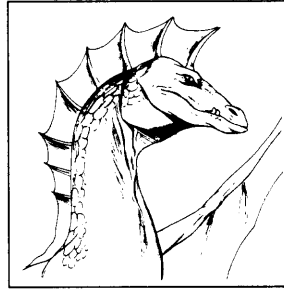
Although copper dragons are the smallest of the metallic dragons, they command magic well and are crafty fighters. They lair in rocky, mountainous regions, where they can look down upon their territories. Copper dragons resist fighting, attacking only when other creatures dear to them are in jeopardy. The dragons leap or fly to the top of their lairs in order to avoid antagonists. When forced to fight, an angry copper dragon will drive its foes into muddy mires using rock to mud. If enraged, the dragon will crush those so entrapped with a *wall of stone*.

In any combat situation, copper dragons begin their assault with their breath weapon—a cloud of slowness gas, 30' long, 20' wide, and 20' high (save vs breath or be slowed 3 min per age category), followed by any non-damaging spells they possess. If the targets still resist, they attack with their other breath weapon, a stream of acid 70' long and 5' wide.

Copper dragons cast their spells at 7th level. They are immune to acid. Copper dragons can jump 30 yards forward or sideways, reaching heights of over 30'.

Dragon, Copper: Chaotic Good; **TR:** Hills/mtns; **FQ:** Rare; **#AP:** 1 (1d4+1); **SZ:** G (36' base); **HD:** 13 (base); **ML:** 16; **Str:** 21; **Dex:** 9; **Con:** 16; **Int:** 13-14; **Wis:** 14; **Cha:** 10; **MV:** 9, fly 30 (C), jump 3; **MR:** Varies; **TS:** Special; **AC:** 1 (base); **THACO:** 9 (base); **AT:** 1d6/1d6 claws, 5d4 bite

Green Dragons



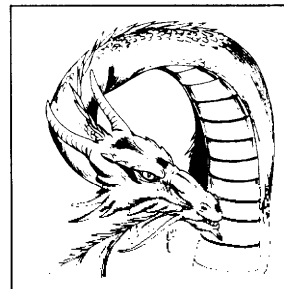
Green dragons are notorious even among Evil dragons for their cruel natures and vicious tempers. They are cunning opponents, and will only follow leaders whom they respect. They use trickery and magic instead of all-out combat, but can engage in melee if necessary. Green dragons lair in wild, forested areas, usually underground. There, in large

chambers, they pass the days counting their piles of treasure.

Those old enough to possess spells use their magic first in any encounter, followed by their breath weapons. They attack physically only when necessary, as they do not want to get their claws dirty. Their breath weapon is a cloud of chlorine gas 50' long, 40' wide, and 30' high. They cast their spells at the 6th level. Green dragons are immune to all gasses from birth.

Dragon, Green: Neutral Evil; **TR:** Woods; **FQ:** Very rare; **#AP:** 1 (1d4+1); **SZ:** G (36' base); **HD:** 13 (base); **ML:** 16; **Str:** 15; **Dex:** 9; **Con:** 17; **Int:** 11-12; **Wis:** 13; **Cha:** 13; **Mk** 9, fly 30 (C), swim 9; **MR:** Varies; **TS:** Special; **AC:** 0 (base); **THACO:** 7 (base); **AT:** 1d8/1d8 claws, 2d10 bite

Gold Dragons



These are the most magnificent of Krynn's dragons. Priding themselves on their great Intelligence, many golds have become scholars, mathematicians, philosophers, and artists. Like silvers, they can polymorph three times a day into human and demihuman form and walk freely in the communities of men. However, golds are arrogant, and they do not become as

attached to "lessers"—humans—as do their silver brethren. Golds can dwell in any climate, although they prefer mountainous regions.

Gold dragons are extremely skilled in combat, and prefer to use spells over all other methods of attack. They cast spells at 11th level, and often seek formal magical schooling. They own spell books and always have useful spells. Like other Good dragons, they have two breath weapons. One is a cone of fire 90' long, 5' wide at the base and growing to 30' wide at the end. The other is a cloud of chlorine gas, 50' long, 40' wide, and 30' high.

By touch, a gold dragon can enchant a gem to bring good luck. (When the dragon carries it, the dragon and all creatures in a 10' radius per age level gain a +1 to all saves.) If given to someone else, the gem's power lasts for 3 hours per age level, plus 1d3 hours.

Dragon, Gold: Lawful Good; **TR:** Any; **FQ:** Very rare; **#AP:** 1 (1d4 + 1); **SZ:** G(54' base); **HD:** 16 (base); **ML:** 17; **Str:** 24; **Dex:** 14; **Con:** 18; **Int:** 17-18 ; **Wis:** 16; **Cha:** 18; **MV:** 12, fly 40 (C), jump 3, swim 12 (15); **MR:** Varies; **TS:** Special; **AC:** -4 (base); **THACO:** 5 (base); **AT:** 1d10/1d10 claws, 6d6 bite

Red Dragons

The most powerful of Evil dragonkind, red dragons are greedy and covetous. They begrudgingly cooperate with other dragons, but refuse to obey orders with which they disagree. They

love death and destruction, and are fanatically loyal to the Dark Queen.



Red Dragons lair high in hills and mountains where they can watch the goings-on around them. The dragons know they are the strongest among their multi-hued brethren, and when encountering other types of dragons they quickly point out their superiority. Like greens, they avoid physical contact with their quarry.

These dragons begin a combat assault with spells, especially those that will leave a foe's valuable possessions intact. The dragons will resort to their breath weapon as a last resort. Their breath weapon is a fiery cone of white-hot flames 90' long, 5' wide at the base and ending 30' wide. This weapon melts all coins and destroys magic and gems.

Red dragons cast spells as 9th level. They are born immune to fire.

Dragon, Red: Chaotic Evil; **TR:** Hill/mtns; **FQ:** Very rare; **#AP:** 1 (1d4+1); **SZ:** G (48' base); **HD:** 13 (base); **ML:** 18; **Str:** 21; **Dex:** 13; **Con:** 14; **Int:** 15-17; **Wis:** 12; **Cha:** 16; **MV:** 9, fly 30 (C), jump 3; **MR:** Varies; **TS:** Special; **AC:** -3 (base); **THACO:** 7 (base); **AT:** 1d10/1d10 claws, 3d10 bite

Sea Dragons



Sea dragons appear to be a cross between a giant turtle and a dragon. They dwell in the oceans of Krynn. Evil in nature, they are quick to attack ships and small coastal communities. A sea dragon's territory covers several hundred square miles. The dragons are loathe to leave their territory. Few creatures and men who trespass into such a territory live to tell of it.

The sea dragon's breath weapon is a cone of steam 50' long, 5' wide at the base and ending 30' wide. From birth it can breathe both water and air. Sea dragons can detect creatures man-sized or larger 360' away in the water.

Dragon, Sea: Neutral Evil; **TR:** Seas; **FQ:** Rare; **#AP:** 1d6; **SZ:** G (35' base); **HD:** 15 (base); **ML:** 18; **Str:** 23; **Dex:** 12; **Con:** 15; **Int:** 13-14; **Wis:** 9; **Cha:** 9; **MV:** 3, swim 12; **MR:** Varies; **TS:** Special; **AC:** -2 (base); **THACO:** 5 (base); **AT:** 1d12/1d12 claws, 3d12 bite

Silver Dragons



Nearly equal in power to red dragons, silvers are the most beloved by the people of Krynn. Silver dragons, among the largest of dragonkind, can easily *polymorph* into human and demihuman form. These dragons are fond of human company and visit cities and towns frequently. Unfortunately, silver dragons also have been known to fall in love with their human

companions, which has created awkward—and sometimes tragic—relationships.

Silver dragons usually construct their lairs near favorite human communities. This allows the dragons to visit their human friends easily and to protect them.

Silver dragons believe that the purpose of life is to devote themselves to the cause of good and justice. They will go to war only reluctantly, but will give their lives for a cause in which they believe.

The most famous silver dragon in Krynn is Silvara, who took the form of a Kagonesti elfmaid. The dragon fell in love with the lord of the Qualinesti elves, Gilthanas. The elf could not accept Silvara's form, however. It is suspected a great misfortune befell the two, as they disappeared from the face of Krynn many years ago.

Silver dragons have two breath weapons: a cone of cold 80' long, 5' wide at its mouth and ending 30' wide, and a cloud of paralyzation gas 50' long, 40' wide, and 20' high. Creatures in the gas who fail their save vs breath become paralyzed for 1d8 minutes plus 1 minute per age level of the dragon.

A silver dragon casts spells at 6th level, plus its combat modifier. At birth, they are immune to cold, and can *polymorph self* three times a day. They can also cloud walk if they wish, or tread on clouds or fog as if they were solid ground.

Dragon, Silver: Lawful Good; **TR:** Mountains; **FQ:** Very rare; **#AP:** 1(1d4+1); **SZ:** G (48' base); **HD:** 15 (base); **ML:** 17; **Str:** 23; **Dex:** 15; **Con:** 13; **Int:** 15-16; **Wis:** 18; **Cha:** 16; **MV:** 9, fly 30 (C), jump 3; **MR:** Varies; **TS:** Special; **AC:** -3 (base); **THACO:** 5 (base); **AT:** 1d8/1d8 claws, 5d6 bite

White Dragons



Although physically and mentally the weakest of the evil reptiles, white dragons are terrible foes who rarely associate with their malicious, other-colored cousins. These palest of dragons are extremely haughty, preferring solitude, as they consider no other dragon their intellectual match. They consider all other creatures beneath dragonkind.

White dragons enjoy cold climates, land coated with snow and ice and unsullied by men. White dragons served Takhisis as scouts in the defense of the Icewall. White dragons collect little treasure, as they are loathe to bother themselves with inferior possessions. However, most of what they do own is nearly flawless-gems of the purest quality and jewelry of unrivaled beauty.

White dragons will always use their breath weapon before landing to engage opponents. Their breath weapon is a cone of frost 70' long, 5' wide at the dragon's mouth and 25' wide at its end. White dragons often pursue creatures underwater, where they are just as effective.

White dragons cast their spells at 5th level. From birth, they are immune to cold.

Dragon, White: Chaotic Evil; **TR:** Arctic; **FQ:** Rare; **#AP:** 1 (1d4 + 1); **SZ:** H (24' base); **HD:** 11 (base); **ML:** 15; **Str:** 19; **Dex:** 12; **Con:** 15; **Int:** 5-7; **Wis:** 8; **Cha:** 12; **MV:** 12, fly 40 (C), burrow 6, swim 12; **MR:** Varies; **TS:** Special; **AC:** 1 (base); **THACO:** 9 (base); **AT:** 1d6/1d6 claws, 2d8 bite or breath

Goblins

appearance

Goblins are short, flat-nosed creatures with bright red skin; they stand about 4' feet tall and weigh about 80 lbs. Hobgoblins bear the same bad traits of their little cousins on a larger scale. These angle-faced, fanged horrors grow as much as





6-1/2' tall and weigh about 240 pounds. Bugbears are large versions of hobgoblins, 7' tall and covered with fur. A stalking bugbear carries his 300 pounds in a shambling (but deceptively stealthy) walk. All goblins have fangs, and (reputedly) poisonous blood.

Goblins wear whatever they can find, but they all enjoy uniforms and badges of rank (often stolen).

Personality

Goblins are on the whole unpleasant and brutal creatures. Although some folk have known non-Evil goblins, or even intelligent ones, these examples are clearly exceptions. Most goblin folk are honorless brutes who want only to kill, eat, sleep, and pass gas.

Born Killers: What do goblins do for a living? Kill! Kill! And kill again! All goblins are vicious fighters with no sense of honor or justice, and they have no compunction about using anything as a weapon, no matter how dangerous it may prove to be. They revel in glory, reject fear and cowardice in battle, and have very good reasons for giving ground when they themselves retreat.

Snivelling: Although fierce in battle, among themselves goblinkin can be world-class grovelers, bootlickers, and whiners, able to flatter shamelessly and deflect blame almost as an unconscious reaction. Superiors expect this treatment and bully their inferiors, and they in turn appease their masters in the same way. Much of this snivelling is simply a cover for the backstabbing, double-crossing, and treachery each goblin holds in his heart.

Shortsightedness: As a group, the goblin races rarely look beyond their next meal, battle, or plunder. This makes them excellent troops for Evil leaders who need a quick army. Fortunately, this character flaw also limits goblins' ability to carry out extended campaigns against civilized lands. Goblins aggressively take what they want but have little patience for long-term sieges and marches.

Mighteousness: The goblin races believe in force. Consequently, their leaders are the strongest and fiercest members among them. Merging separate tribes into an army is nearly impossible because goblins from other tribes may as well be elves.

Honorlessness: Goblins have no shame and will lie, cheat, or steal to get what they want. No contract with a goblin is binding unless one is in a position to enforce it. This doesn't mean that goblins never cooperate or that they steal constantly. They cooperate if they must or if it serves their own interests, and they steal only when they think they can get away with it.

History

The goblin nations cannot match human empires, elven magic, dwarven forge-craft, gnomish technology, or even kender wanderlust. Goblins, however, are matchless pillagers:

they have the strength to take from others. And stealing suits them because goblins are poor cousins to the other sentient races of Ansalon. Though they have the same spark of soul and spirit as the other races, they have yet to capitalize on it. They are lucky to get from one meal to the next—triumphs of civilization are beyond them. Their history is a long and complicated recitation of violence.

The goblin races of Krynn include only goblins, hobgoblins, and bugbears. (Krynn has no orcs.) Kobolds, often noted as a goblin race, are reptilian by nature and are therefore related to lizard men. All the goblin races are the descendants of the ogres, changed by the Graystone into smaller, twisted forms that reflect their corrupted inner nature. For ages, goblins have been raiders on the outskirts of civilization, little more than scavengers of fallen nations. The Cataclysm has created many fallen nations—a rich field for harvest. Some goblin shamen are preaching that the time of the goblin races is at hand.

Recently, goblin races prospered under the leadership of the Dragon Highlords and a few exceptionally charismatic goblin leaders. Fewmaster Toede is one such leader, a hobgoblin able to command fanatical loyalty from his followers. Although rumors say that Toede died in the great War of the Lance at the hands of either a kender or a dragon, no firm evidence confirms his death. His habit of dressing troops to resemble him makes it quite possible that his assassin killed someone else.

Lifestyle

The goblin's life centers around the tribe, where they are born and will most likely die. The high mortality rate among young goblins is balanced by a massive breeding rate. However, goblins suffer from their continual inbreeding. Deformities are common. Some unusual features or marks are considered lucky—many shamen are deformed this way. Other defects, such as blindness or lameness, which leave an infant goblin unable to fight, are dealt with barbarically: the infants are left exposed to the elements. Even as adults, goblins do not suffer the weak to live. The strong rule, and the strong are not always the bright.

Military ranks among goblins correspond directly to political power; warchiefs and generals are goblins' princes and nobles. The only exceptions to this are the shamen and witch-doctors, who are held in respect for their power although they are rarely given direct command over troops or raiders.

Most goblin tribes are semi-nomadic, wandering from place to place like a plague of bandits, stripping an area until it is despoiled or the local militia rouses itself. Some few tribes have managed to wrest small villages from their previous inhabitants. Goblin rule over these villages rarely outlasts a moon cycle, but such "goblin towns" are the highest form of goblin civilization.

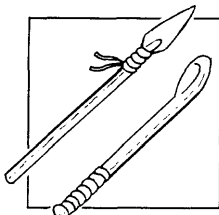
Tools, Weapons, and Technology

Goblins have almost no native technology. They lack the basic ability to forge weapons and tools, relying instead on scavenging and impressing slaves to get what they want. They do, however, excel at making things stop working.

Although goblins make very few original items, some tribes have developed complicated signaling codes for use in battle. Goblin horns and drums can relay orders quickly and efficiently, allowing goblins who possess them to respond in unison to any attack.

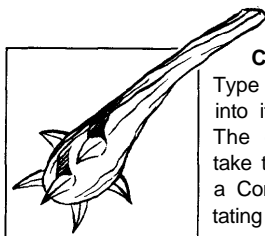
Goblins and hobgoblins wear either leather armor or piece-meal armor, including scavenged splint and chain mail pieces. They most often carry medium wooden shields.

Goblins wield any weapon available to them; since their weapons are usually captured rather than made by goblin smiths, goblins frequently use the same weapons as the surrounding civilized races. Goblins also use a number of dangerous and unusually cruel weapons of their own devising. If a goblin rolls a natural "1" when attacking with one of the weapons in the following list, that goblin injures himself instead of his opponent. Goblins suffer only half damage from these attacks.

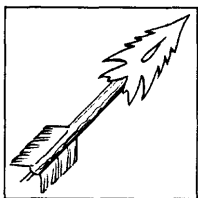


spasms in victims (penalty of 1 to all rolls) and might cause paralysis if a save vs poison fails. The throwing stick can double as

Atl-Atl: (Dmg: 1d4+2/1d6+2; Spd 4; Type P; Range 3/6/9) This is a 1-1/2' long spear-throwing stick used to fling 3' short spears with great leverage and power. The throwing stick has a cupped indentation at one end that cradles the spear. The handle is wrapped in leather. The spears are

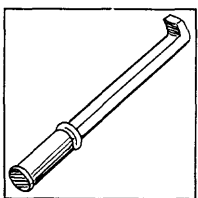


Club, Spiked: (Dmg: 1d8/1d4 +2; Spd 5; Type PB) This club has bone spikes fitted into its nether end and is dipped in dung. The dung infects wounds, making them take twice as long to heal. If the victim fails a Constitution check, he contracts a debilitating disease for 3d6 days and must make a system shock roll or die.



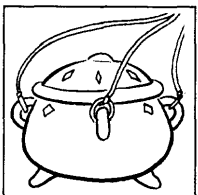
Dart, Viper: (Dmg: 1d4 + 1/1d4; Spd 3; Type PC; Range 1/3/5) The viper dart is only 2" long. its barbed head has a hollow channel stuffed with cotton, which is soaked in mandrill root poison. The victim must save vs. poison at +2 or suffer an additional 1d6 rounds of 1d6 points of damage. A failed Wisdom check makes

the victim experience delirium and hallucination for 2d6 rounds. Hallucinations cause a penalty of 2 to all rolls and result in disorientation that may involve seeing an imagined danger, a friend as a foe, and so forth. Each round until success, the PC can make a Wisdom check to drive off the delusions.



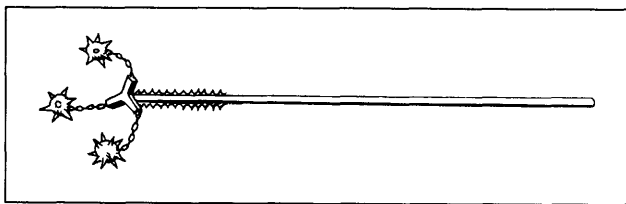
Firebrands: (Dmg: 1d6/1d4; Spd 6; Type F) Firebrands are short, pointed iron rods with wooden handles. The rod is kept red hot in a pot of coals until battle and then is used to jab and brand opponents. Anyone burned for more than 2 points of damage must make a system shock roll or pass out for 1d6 rounds

from the pain. Firebrands will ignite flammable items that fail a save vs. normal fire.

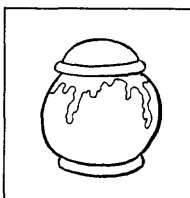


Hot Coals: (Dmg: 1d4+2/1d4 + 2; Spd 5; Type B; Range -1/2) Hot coals are carried in a double-walled punk pot, insulated so that they can be carried slung over a shoulder. Hot coals are used to heat firebrands, or the entire pot may be hurled like a grenade, causing fire damage to anyone struck by the coals. The

pot must fail a save vs. crushing blow to burst when thrown. Anyone burned for more than 2 points of damage must make a system shock roll or pass out for 1d4 rounds from the pain. Hot coals will ignite flammable items that fail a save vs. normal fire.



Pole Tri-Flail: (Dmg: 3d4/3d6; Spd 10; Type B) A tri-flail is 7-1/2' long. Three spiked balls hang on chains that dangle from a triangular crosspiece at its end. The tri-flail may either be swung, inflicting three attacks simultaneously, or spun to attack all within reach in front of the target with a wind-milling action. Once a goblin starts spinning, he may have trouble stopping (Dex check).



Slimejars: (Dmg: Varies; Spd 8; Type Varies; Range 1/2/3) Perhaps the most insidious and deadly of all goblin inventions is the slimejar, a sealed ceramic jar containing a small version of one of the deadly scavenger slimes, oozes, jellies, puddings, or molds. Upon impact, the jar must fail a save vs crushing blow to

burst open. The scavenger then attacks the victim each round until he escapes or is slain. If a goblin drops the jar at his feet or cracks the seal the slime escapes. Slimes and related scavengers cannot tolerate bright sunlight and will die within 8 hours of exposure to sun.

Black Pudding: (AC 6; HD 3; THAC0 17; Dmg 1d8; hp 12) Black pudding dissolves wood and flesh as well as metal. It is immune to acid, cold and poison. Weapons and lightning cut it in two. Fire causes normal damage.

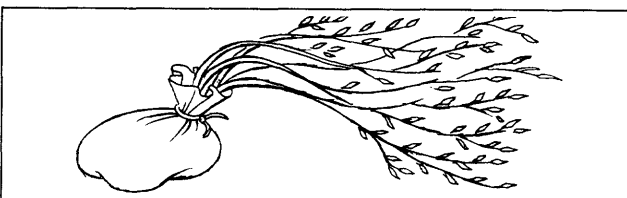
Crystal Ooze: (AC 8; HD 1; THAC0 19; Dmg 1d6; hp 4) Crystal ooze dissolves wood, cloth, and flesh. It is immune to acid, cold, heat, or fire. Lightning and magic inflict full damage. Weapons inflict only 1 point. Save vs. poison or be paralyzed for 2d4 turns.

Gray Ooze: (AC 8; HD 1+1; THAC0 19; Dmg 1d4; hp 5) Gray ooze dissolves metal and flesh. It is immune to magic, cold, and fire. Weapons and lightning cause full damage.

Green Slime: (AC 9; HD 1-1; THAC0 20; Dmg 10%; hp 3) Green slime dissolves metal quickly and wood slowly. it is immune to weapons and spells. It converts organic matter to green slime. Green slime can be scraped off, frozen, or burned, but the same damage inflicted on the slime is inflicted on the victim.

Ochre Jelly: (AC 8; HD 2; THAC0 19; Dmg 1d4+1; hp 8) Ochre jelly dissolves flesh and organics. Lightning and weapons divide it in two. Fire and cold cause normal damage.

Yellow Mold: (AC 9; HD 0; THAC0—; Dmg 1d8; hp 8) Yellow mold explodes in 2-1/2' radius spore cloud, requiring a save vs poison or die. An ignited cloud explodes for 2d8 hp damage. It is immune to weapons and most magic. Cold and poison will drive it into dormancy for 1d6 rounds. Fire and acid cause full damage. Contact with enzymes causes 1d8 damage.



Tanglenet: (Dmg: 1d4+1/1d3+1; Spd 8; Type C) Tanglenets are made of living choke creeper (AC 6; HD 3; THAC0 17;



hp 13). This net is kept bound in a bundle until used, then it is flung at a target, and all within 8' are automatically caught in the constricting vines. Tangelnets are immune to small fires. Cold inflicts 1 point per die and immobilizes the plant for 1d4 rounds. Electricity doubles the attack rate of the plant.

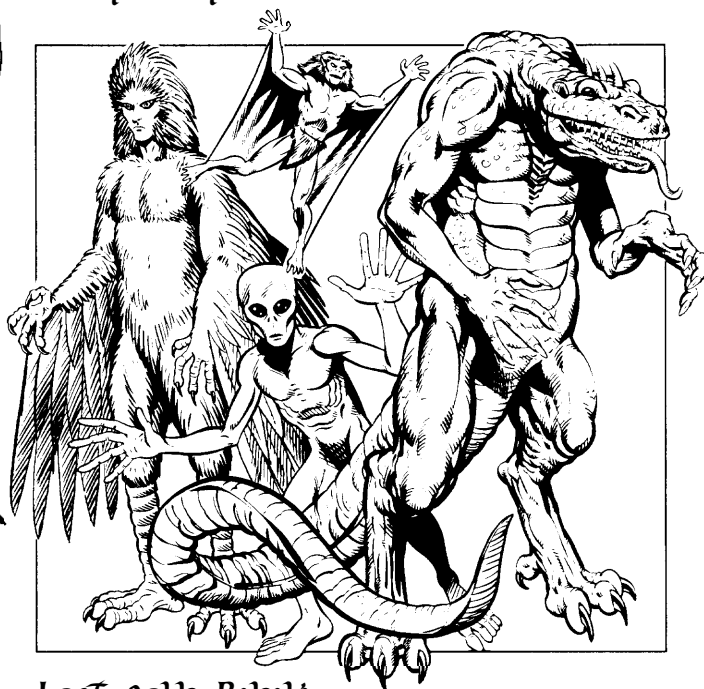
Game Information

Goblins: Lawful Evil; **TR:** Swamp/wastes; **FQ:** Uncommon; **#AP:** 4d6; **SZ:** S (4'); **HD:** 1 – 1 (5); **MI:** 10; **Str:** 9; **Dex:** 8; **Con:** 8; **Int:** 5-10; **Wis:** 6; **Cha:** 5; **MV:** 6; **MR:** Nil; **TS:** C (K); **AC:** 6 (10); **THACO:** 20; **AT:** 1d6 or by weapon

Hobgoblins: Lawful Evil; **TR:** Any; **FQ:** Uncommon; **#AP:** 2d10; **SZ:** M(6-1/2'); **HD:** 1+1 (6 hp); **MI:** 12; **Str:** 9; **Dex:** 9; **Con:** 9; **Int:** 8-10; **Wis:** 7; **Cha:** 7; **MV:** 9; **MR:** Nil; **TS:** J/M/D (Qx5); **AC:** 5 (10); **THACO:** 19; **AT:** By weapon

Bugbears: Chaotic Evil **TR:** Any subterranean; **FQ:** Uncommon; **#AP:** 2d4; **SZ:** L (7'); **HD:** 3+1 (13); **ML:** 12; **Str:** 13; **Dex:** 9; **Con:** 12; **Int:** 5-10; **Wis:** 8; **Cha:** 8; **Mk:** 9; **MR:** Nil; **TS:** J/K/L/M (B); **AC:** 5 (10 hp); **THACO:** 17; **AT:** 2d4 or by weapon

Lost folk of ansalon



Lost folk—Bakali

appearance



Bakali look like lizards and walk like men. They are stoop-shouldered, thick-bodied, long-tailed creatures. They range from 6'-8' tall. Their scaly hides vary from yellow-green to mottled brown. They wear few or no clothes. Some have been known to wear belts and girdles as well as bandoliers. Bakali are just as comfortable walking on all fours with their tail hunched

in the air, as they are walking upright.

Bakali are relatively long-lived, reaching over 100 years old. Their females can only lay a clutch of eggs every five

years. Males are bigger, with larger mouths and blunter snouts. As with all reptiles, bakali outgrow and shed their skins (once every ten years). Older bakali display a yellowing of their hide and a production of smaller scales.

Bakali language consists of short hisses, growls and smacks. Only about 15-25% of bakali can understand Common or use barbarian Hand Talk.

Personality

Bakali are distrustful and suspicious, a trait that comes from their vulnerability to cold and the fragility of their eggs. They keep to themselves and avoid all the civilized races of Ansalon. Though they may seem cruel and savage, having no compunctions against violence, individual bakali are often tolerant. Bakali are hostile to most civilized races, but they have a strong sense of honor and remember the good, as well as the ill done to them. They place great store in friendships once they are made.

A lesser race, the jarak-sinn, are a throwback to a more violent past. The jarak-sinn were more aggressive and fecund. Their involvement in the Third Dragon War nearly caused the other folk of Ansalon to drive lizardmen into extinction. Vulnerable to the ravages of heat and dehydration, the jarak-sinn fell back to their marshes, which were then drained and burned, killing hundreds of thousands. Most surviving jarak-sinn live in the Great Moors or on the offshore islands of the Blood Sea. They quietly raid coastal villages and farms for sacrifices, leaving none alive to reveal their existence.

History

Bakali legend states that before there were men, before elves or ogres, there were the First People. Creations of the gods, they were made in the gods' own image that they might know their creators and worship the gods' first born, the dragons. And these people named themselves the bakali.

The first and only people during the Age of Starbirth, an age of reptiles and lizards, they themselves were lizards, and yet they were men. The gods called them lizardmen.

And they were loved by the gods, but they were primitive, and to them the dragons were gods, and so they worshipped the child when they should be praising the parent. The gods were angered and they sent a time of cold and fear upon the lands that their children might know their anger and be chastised. But Chislev and Sirrion hurt for their creations and taught them the way of fur and fire that they might survive the long cold night.

When the Queen of Darkness stole the Five from the King of Light, and he in turn gave birth to the five dragons of Good, then did they choose sides and fight as the elements laid waste to the world. With the close of the Age of Starbirth came the end of the age of lizards and the bakali crawled deep into the earth with their brethren. They left the land to the starborn three races that would follow.

Untold ages passed. The bakali knew little of the First Born, of what they were or where they had gone. Then the Dark Queen came seeking them in the Age of Right, seeking to make them once again her pawns. From the depths of the earth did the bakali bring forth the eggs of her children, the spawn of the dragons. Thus did dragons return to the world.

But again, the bakali took sides. Some fought for Light, though most embraced the Dark. So, when at last Huma, the golden knight, defeated the Queen of Darkness and received her oath to withdraw from the world, so too did those lizardmen leave the land for a last time.

Who can say where they are today? What has become of them? Some believe that they traveled north, across the waters with their exiled masters. Others say they once again crawled away into the depths of the ground, never to return.

Yet, perhaps they left their mark on the world. The only people to ever crossbreed with that poisonous race, the goblins, sired the dark-blooded trolls who make their home in the marsh and swamps, once home to this lost race of wyrm.

Lifestyle

Bakali live in primitive, swamp villages or near muddy hot springs beneath the earth. Their buildings have oddly squat doors and triangular corridors with reeds or woven mats underfoot. Pools of mud, shallow warm waters, and mounds of dried reeds are their favorite resting places. Their villages are often burrows in river banks with their entrance below the surface of the water. Bakali are tribal in this age, and rarely unite with other tribes.

Bakali are omnivores but prefer meat—either carrion that has softened on the bone, or small fish, rats, birds and frogs that they can swallow in one gulp.

Bakali eggs are leathery shelled and are buried in mounds of warm sand or rotting vegetation to keep them warm until they hatch. The young bakali must survive for a year, battling siblings for food, space, and nests, before they reach maturity.

Bakali lead very basic lives: hunting, eating, basking in the sun and warm waters, or lazing in pools of mud. As warriors, bakali are ferocious, able to fight with tooth, claw and tail, or with primitive weapons. Their greatest weakness is that they become sluggish in the chill of night and they cannot venture far from their life-sustaining water.

Religion

If bakali choose to worship gods they worship first the images of the Five Great Dragons, before the gods themselves. Bakali shaman can cast 1st through 3rd level priest spells. Among the gods that they do deign to worship, the two most prevalent are Chislev (Krik'k lettz) and Sirrion (Sirr'ushush); these two gods aided their people during the Cold Season and taught them the way of survival. Bakali revere the flame and covet the fur of mammals.

Jarak-sinn, that misbegotten race, worship Chislev by offering her sacrifices (thus offending the giver of life). Few if any gain powers and blessings from her. Those who live on the outlying islands have found another goddess more willing to accept their sacrifices and violent nature: Zeboim.

Tools, Weapons, and Technology

Bakali are natural hunters and ferocious fighters. They have not mastered technology and view all technology with suspicion. Bakali are distrustful of wizard magic, calling instead on the elemental earth magic of old-ancient and eldritch embodiments of the raging elements.

Bakali weapons tend to be fire-hardened spears of wood, tooth-edged clubs, short thrusting swords, and bone-tipped javelins. Bakali wear no armor, though some may carry shields of hide.

Bakali are said to be able to command other serpents and lizards as others command horses and dogs, and make them their mounts and guardians.

Bakali have only the most primitive tools—pottery, baskets, and short axes for chopping and shaping wood.

Gaming Notes

Bakali: Neutral to Neutral Evil; **TR:** Tropical swamp; **FQ:** Uncommon; **#AP:** 1d10; **SZ:** M (6'-8'); **HD:** 2+1 (9 hp); **MI:** 15; **Str:** 14; **Dex:** 7; **Con:** 13; **Int:** 8-10; **Wis:** 8; **Cha:** 8; **MV:** 6; **MR:** Nil; **TS:** J/K (Qx5); **AC:** 7 (10); **THAC0:** 19; **AT:** 1d/1d2 claw, 1d6 bite, 1d4 tail, or by weapon

Special Abilities

Bakali do not possess infravision, but they do have a heightened sense of smell and heat detection from pits behind their eyes. With these, they can sense the presence of intruders within 60' even if they cannot pinpoint the location.

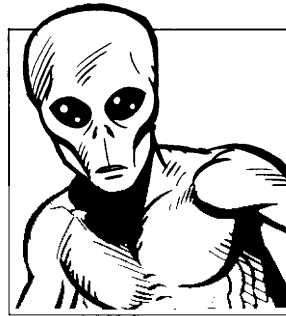
Bakali possess a nictating membrane to shield their eyes, giving them a +1 bonus on saves against blinding attacks.

Bakali can swim in water and slide through mud on their bellies, as fast as they can walk on land (MV 9).

Being cold-blooded, bakali are vulnerable to cold and suffer 1 extra point per die of cold-based damage.

Lost folk—huldrefolk

appearance



Faerie tales describe the huldrefolk or "faerie" as small, ranging in size from 1'-4' tall. They are humanoid in shape, naked and gray-skinned. They have bald heads, large eyes, sharp teeth, and no ears. Their long-fingered hands are broad and large for their size. They can appear to be male or female at will, perhaps due to a natural *alter shape* ability.

Huldrefolk may assume a variety of physical forms to manifest themselves in our reality. They may appear as a spectre-like figure of witch-fire, which is closest to their true natures. They may appear in their shadow-gray natural form. They may *alter self* at will to resemble a vision of a specific element, for all huldrefolk control some aspect of creation. An insect lord of the huldrefolk might have a fly's head, for example. Lastly, and most commonly, huldrefolk may animate a physical form comprised of the element they command (the insect lord would form a body from a swarm of creeping, crawling bugs).

Huldrefolk may appear youthful or aged, beautiful or ugly as suits their purpose.

PERSONALITY

Huldre appear to reflect the elements emotionally even as they do physically. Each huldre has both a light and a dark side. A huldre of grain wields both bounty and famine. Furthermore, a huldre's personality largely reflects the manner in which they are approached. When approached with respect, huldre respond in kind; when approached with scorn or anger, huldre reflect this nature as well. Still, huldre do not mimic the actions of others. Their responses are always capricious and individual, whether they respond in respect or rage.

history

Although no one has seen huldrefolk for ages, an abundance of physical artifacts suggest that they once lived. They left remnants such as rings of monolithic stone on lonely hill-tops and mammoth stone arches found across the face of Krynn (which are said to be gateways to a gray realm, where the faerie huldre now dwells).

Taladas is home to elves who bear the name of "huldrefolk," folk who avoid contact with others even as the bakali and shadowfolk do. Yet, the faerie huldrefolk are not elves. They are creatures of pure power. Faerie, they are called, and the Unseen, the invisible, the Unknown.

History of the huldrefolk remains pure speculation. Clearly, their monolithic rings come from an age before history—the Age of Dreams. This was an age before magic, when the peo-





iples of Krynn were as newborn as the gods. In those days, priests and shamans could tap the forces of the very elements. This power was called "nature magic."

The huldrefolk may have descended from ogres, elves, humans, or Smiths—no one knows. Scholars do agree, however, that the huldre embraced the passion of the elements, became one with them, and were forever changed.

When human civilization arose, the huldrefolk recognized that their time in the world had reached an end. They sought a new place for their own, a gray realm, untouched by civilization. They built a dozen mighty portals, aligned to the stars and the moons, that they might open a door into the realms beyond. Wizards speculate that the huldre failed, for in the present day, the portals are merely cold stone.

If faerie tales hold more wisdom than wizards, however, the huldrefolk now live beyond the portals and stone rings (or faerie rings) in kingdoms they have built in the gray. Some tales even claim that the huldrefolk still walk the world, unseen, untouching, and untouchable in the light of day. At night, they may take forms of wood, stone, metal, and earth that cavort about the land. But, if the dawning sun catches them in these solid forms, tales say, the huldrefolk are frozen within their elemental bodies, trapped forever.

Lifestyle

A huldre's lifestyle reflects its native element. Those elements that are cruel and violent breed cruel and bestial huldre. Those that are light and joyous create pleasant and entertaining huldre. Faerie tales variously describe huldre as engaging in wild festivals, patrolling winsome woods, and stalking gloomy moors. Whatever their lifestyle, the huldres' passions are extreme and manic: one moment they are clutched in melancholy, the next, they rave with passion.

Huldre bear offspring infrequently. Huldre will often steal a mortal child and replace it with one of their changelings, so they can refresh their bloodlines. But if the changeling is exposed, the child mystically returns to its kin.

Tools, Weapons, and Technology

Huldre rely upon magic rather than technology. Because they come from a time before wizardly magic, they are often immune to it (50% chance that a magical effect will fail). Priestly spells, however, have full effect. Huldre have little or no use for modern magic or tools, though they are fascinated by toys and animated machines.

Game Notes

Faerie Huldrefolk: Neutral Good and Evil (simultaneously); **TR:** Any natural, the gray realm; **FQ:** Very rare; **#AP:** 2d12; **SZ:** T-S (1' -4'); **HD:** 7 + 7 (50 hp); **MI:** 10; **Str:** 7; **Dex:** 18; **Con:** 8; **Int:** 15-20; **Wis:** 16; **Cha:** 18; **MV:** 18; **MR:** 50%; **TS:** Nil; **AC:** -5 (5 when corporeal); **THACO:** 13; **AX** 1d4/1d4 claws, 1d8 bite, or elemental magic.

Special Abilities:

Faerie Sight: Huldrefolk can see beyond the realm of light and dark, recognizing things by their nature, spirit, aura, and emotions. They can also see invisible objects and people.

Limited Telepathy: Huldrefolk are usually silent, though some tales say they have honeyed voices and others say their voices are as stones grating. Most huldre communicate through empathic projection. This empathy can be tuned to include all creatures in the area or targeted at just one.

Sensitivity to Light: Most huldrefolk are sensitive to bright lights. Bright lights turn the huldre's actual form transparent. In bright lights, they fight as if blind (-4 to hit) and are attacked as if invisible. Sunlight diffuses their energy and dis-

perses their physical form. When exposed to sunlight, huldre must make a save vs petrify or be expelled from their material form for 3d6 days. If a huldre is caught in the sun when its spirit is animating an elemental shell, the spirit is trapped forever in the shell.

Ability Drain: The huldrefolk have the power to drain life energy from a living creature and revitalize themselves with that stolen energy. For the drain to occur, the victim must either be touched by the physical form of the huldre, willingly enter a pact with the huldre, or accept the huldre's hospitality. When attacked in this manner, the mortal loses 1d4 points from the ability score of the huldre's choice. The huldrefolk gains 4 hit points for every point drained. The victim must make a system shock roll after all attacks cease. If he fails, 1d6 ability points are permanently lost. Other lost ability points are recovered at the rate of 1 per day. If a victim drops to 0 in any ability score, he dies. His form may be animated by the huldre and used as another helper.

Elemental Magic: Elemental magic uses a wide range of natural forces. Each huldre specializes in one elemental sphere, such as insects, earth, trees, or weather. These schools of magic include, but are not limited to the following:

Air	Earth	Fire	Stone	Water
Birds	Animals	Lizards	Insects	Fish
Weather	Plants	Light	Darkness	Dreams

Each huldre can manipulate his element, controlling or reshaping any one object up to 20 cubic feet or any creature up to 8 Hit Dice. Descriptions for each manipulation follow, listed from simplest to most complex:

Move Element (Spd: 1): Moves element up to 60 feet in one round.

Element Walk (Spd: 1): Allows huldre to step into element and step back out 120 feet away.

Shrink Element (Spd: 2): Reduces element size by 10% per round to a maximum of 90% reduction.

Swell Element (Spd: 2): Increases element size by 20% per round up to a maximum of 200% increase.

Shape Element (Spd: 3): Alters element into desired shape.

Element Talk (Spd: 3): Allows huldre to question element about events in its area in the past 7 days-and receive answers.

Summon Element (Spd: 4): Summons object or creature of the huldre's element, which appears one round later if in area (DM's option).

Animate Element (Spd: 4): Shapes a physical form from the elemental, animates it with the huldre's spirit, and allows manipulation. In animate form, the huldre's Str triples (+4 to hit, +9 to dmg), Con triples, and AC becomes 2.

Awakening (Spd: 5): Grants any huldre ability to any living creature. The recipient must make a system shock check at -20% or die. If he survives he may use the granted ability whenever he concentrates on it. When the faerie sight ability produces a horrifying image to a non-huldre creature, however, the creature must make a save vs paralysis or lose 1d4 points of Int. These points return at a rate of 1 per day. Huldre may revoke an awakened talent at any time.

Vulnerability: All huldre possess a vulnerability to the element opposed to the one they control. These oppositions are earth to air, fire to water, birds to fish, animals to plants, light to darkness, lizards to insects, and so forth. When confronted by their nemesis, a huldre will cower or flee unless already enraged. Huldre suffer 2 extra points of damage per die from attacks by their nemesis.

In addition, because huldre are enchanted creatures, they are affected by attacks of cold iron (+1 to hit and damage) and holy water, and attempts to turn undead/eldritch.

Lost folk—kyrie

appearance



Kyrie are a bizarre mix of hawk and man. They have a human torso and head with feathery hair. Their bodies are covered with feathers and their arms are actually wings, though they possess rudimentary hands at the end of each wing. They have a birdlike tail for maneuvering and wiry legs with talons on the end.

Kyrie possess large lungs and hollow bones, adults weighing often less than 100 pounds despite their 7' height. Their plumage is most often brown and gold, though rare ones have had black or white wings.

Personality

Kyrie are a quiet, passive, generally peaceful folk, unless provoked. They have a fierce pride and low tolerance for invaders or trespassers, and will defend their nests and personal freedom with their lives, preferring death to subjugation.

Kyrie are the mortal enemies of minotaurs who stole their Northstone and have, since the Cataclysm, waged an ongoing war for the extermination of kyrie. Kyrie have raided remote minotaur villages and hunting parties to steal food and weaponry. Despite the continuing struggle with the bull-headed ogres, kyrie will not abandon their nesting lands in the Dragon's Spine in exchange for a more peaceful clime.

history

Minotaurs name the ancient race of birdmen the kyrie. The origins and nature of these mystical creatures are shrouded in mystery. However, as with the origin of many other races of Ansalon, some scholars suggest that kyrie came into being due to the Graystone of Gargath. Perhaps they were mountain folk who longed to take wing.

Tales relate that the kyrie at one time dwelt in all the mountains and outlying islands of Ansalon. A nomadic people, they migrated across the waters of Krynn from isle to isle, it is said, with the aid of a magical artifact known only as the Northstone. Perhaps, this stone in some way enabled them to track the endless waves to find each isle in turn.

Lifestyle

Kyrie live together in lairs called "aeries": a series of nests and caves in the cliffs of isolated mountain peaks. Their society is based on mutual protection and survival, centered around family units. Whether kyrie have a leader or not is unknown.

Kyrie eat rodents, small birds, fish, seeds, and fruit. They have a special fondness for wine, but do not overindulge, preferring to sip it in small quantities.

Kyrie eggs are said to be tough and leathery, and generally held to be inedible, save by minotaurs who mix the yolks with mutton fat to form a custard (probably out of spite).

The greatest weakness of the kyrie is that their young cannot fly for the first few years of life. Thus they cannot easily avoid raids of predators and must be protected by the adults.

Tools, Weapons, and Technology

As noted earlier, Kyrie are versed in the ancient world magic of animal kind and are one with nature and the winged

creatures. No reports exist of kyrie wizards and it is suspected that they reject the magic of the three moons.

Those who have visited and lived to escape a kyrie nest report that they have little in the way of possessions, except for stone-headed axes and spears. They do collect bright and shiny things, such as coins, gems, shells and glass, but appear to put them to no purpose.

Gaming Notes

Kyrie: Neutral; **TR:** Tropical mountain; **FQ:** Very rare; **#AP:** 2d12; **SZ:** M (7'); **HD:** 4 (13 hp); **ML:** 11; **Str:** 17; **Dex:** 16; **Con:** 12; **Int:** 8-10; **Wis:** 12; **Cha:** 10; **MV:** 6, fly 18 (B); **MR:** 25%; **TS:** B; **AC:** 5; **THACO:** 17; **AT:** 1d6 talons, or by weapon

Special Abilities

Flight: Kyrie can fly at a rate of 18 and are extremely maneuverable. On the ground they move at a rate of 6 and have an odd, skipping gait.

Languages: In addition to their own language of song and warbles, 80% of all kyrie can speak clipped Common.

Combat: While kyrie can attack with their raptorlike claws, causing 1d6 points of damage, they prefer to fight with weapons and stones. They carry two fist-sized stones aloft and drop them on targets for 1d8 damage each. They have also been known to fight with spears and axes clutched in their talons.

Magic: Kyrie are capable of casting spells as 3rd level druids, using spells like animal friendship, invisibility to animals, predict weather, charm mammal, warp wood, and hold animal.

Lost folk—Scions

appearance

Scions are dwarven stock with golden skin and eyes and silver hair with a bald circle on top. They wear simple cloth tunics and pants that somehow resist soil, cold, heat, and wear. Scions can make themselves appear to be any other creature, including a dead friend. This appearance is purely illusory, however, for Scions can manipulate creatures' perceptions of reality.

Scions are said to be sterile due to their deep immersion in magic. Even so, reports of the involvement of Scions spans at least two millenia of Ansalonian history. This fact implies that they are immortal. Perhaps they are.

Personality

Not much is known of the personality of Scions except that they are dwarvish folk with a phenomenal propensity for magic. Beyond this point, speculations abound. Apparently Scions are meddlers, interested in change for change's sake. They are most likely beneficent, or at least neutral, for they could devastate the land in an instant if they so chose. In addition, the fact that so little is known about the Scions indicates that they are an evasive folk. Their history certainly gives them reason to avoid their thoroughly non-magical cousins, the dwarves. Scions therefore, reputedly move through the world only in disguise.

history

The history of the Scions is the history of the dwarves and gnomes of Ansalon. Tales say that when the Graystone turned all of Taladas against the Smith folk, the Scions saved the people by building mighty barges to brave the seas. They even made the land rife into bulwarks to hold back the angry armies. After storm-tossed months at sea, in which only thirteen of the barges survived, the Smiths and Scions made





landfall. The Smiths, grieved by their harrowing journey, seized the Scions and drowned all but thirteen—leaving one for each barge that had survived the trip. Then the thirteen were given the last barge and told to set out to sea and never return. The Smiths promised to kill any that ventured back.

The histories of Krynn tell of the Scions' return in the saga of the Second Dragon War. During this time, the thirteen Scions landed upon the shores of Ansalon. They each went their separate ways, gathering those who had grown adept at commanding wild magic. The Scions taught them its proper use.

Some scholars speculate that the Scions made landfall on the Dairly Plains. They claim that Claren Elian (now in ruins) was the first creation of the mages that had gathered to the Scions. Scholars who espouse this view, point to strange god-marks upon the landscape, set up almost like a trail to lead wild mages to the cloister of Scions.

One splinter group of scholars has spent long years studying an apocryphal cannon dubbed the Dairly Tablets. These tablets claim that "one of these sad creatures [Scions] fell into the hands of the madman [the Kingpriest]. He heaped abuse upon abuse on that venerable head. The madman blinded and hamstrung him, even took his manhood, hoping torture might loosen his tongue. But never did the sad one speak. Somehow still, the madman drew the powers from him, and became a mighty tower of mystical arts. Commoners falsely believed this power a god gift, but it was not.

"At last, seeing but one end to his torment, the sad one tricked his tormenter to call down the curse that men call the Cataclysm. The sad one perished in the devastation, but his spirit might yet walk the land."

Although these passages are highly criticized by conservative historians, they raise interesting questions about the Scions. In any case, if Scions are immortal, as is supposed, some may still exist. If one died in the Cataclysm, perhaps the other twelve still dwell in Ansalon. Or perhaps, five of them. Or perhaps, one.

Gaming Notes

Scions: Neutral Good; **TR:** Any; **FQ:** Very rare; **#AP:** 1d4; **SZ:** M (4'5"); **HD:** 7 + 7 (55 hp); **MI:** 15; **Str:** 12; **Dex:** 11; **Con:** 12; **Int:** 20; **Wis:** 20; **Cha:** 10; **Mk:** 6; **MR:** 75%; **TS:** M (x5), Q; **AC:** 7; **THAC0:** 17; **AT:** 1d10 or by spell

Special Abilities

Magic: Scions can use any spell at will, up to seven of each level per day.

Infravision: Scions can see 120' in the dark.

Pass Unnoticed: Scions can pass unnoticed if they choose. Once they allow someone to see them, that creature will always be able to see them unless they are blinded or their memory is erased.

Enchant: Scions can use their magical energies to enchant items and creatures, giving them magical bonuses or penalties that will last for 1d6 days. Each point bestowed is treated as one level of spell expended.

Telepathic: Scions can communicate with anyone at will.

Lost folk—Shadowpeople

appearance



A race of apparent mammals, shadowpeople have been mistakenly described as slim apes. They actually bear a striking resemblance to humanized bats more than anything, though their "wings" are mere gliding membranes.

Shadowpeople have large, hairy heads with flattened, upturned noses, wide flaring ears and large green or amber eyes. They have two pairs

of curved fangs, the lower pair protruding when their wide mouths are closed. A shadowperson yawn is actually a sign of challenge and aggression, baring their fangs. Shadowpeople's hands and feet bear long claws. Smooth gray, black, or dull-brown fur covers their bodies. A long patagium, or gliding membrane, connects their arms to their flanks.

They do not wear clothes, except for hooded robes when moving in the outside world beneath the sun. However, they may appear to wear fur bandoliers, ruffs and belts. In reality, these are small animals—ferrets, minks, marmots, chinchillas, and other rodents—clinging to their fur. Shadowpeople have *ESP* with animal friends, who act as their hands and living weapons. (Rodent HD 1-1; hp 3; AC 8; THAC0 20; AT 1d2).

Shadowpeople communicate with a series of squeaks, hoots, and growls, but more often use their natural talent at *ESP* to send and receive messages. All shadowpeople can send and receive thoughts telepathically to and from creatures within 60' if they share a common language and are not blocked by more than 3' of stone or 3" of metal. They can employ *ESP* to sense thoughts within 50 yards.

Personality

To the surface dwellers of Krynn, shadowpeople are regarded as creatures of myth. Cherishing their privacy, shadowpeople seldom interact with other races, maintaining communities far from civilization. Shadowpeople are kind and benevolent and will unite with others in the cause of promoting good.

Rarely seen above ground, shadowpeople occasionally appeared to aid lost children and the elderly. The very young and very old are the most open to shadowpeople's *ESP*. Shadowpeople have an affinity with children, often speaking to them in the guise of imaginary companions.

History

The saga of the War of the Lance tells how the heroes encountered hidden allies within the very heart of the enemy's stronghold, Sanction. The heroes named these creatures the shadowpeople. They were the first citizens of Sanction before the humans came and before the Dread Queen established her City of Doom. Believed extinguished by their conquerors, the patient shadowpeople rallied to the cause of good, helping the heroes escape with word of the deceit of the Dark Queen's plot with the Good dragon eggs.

Where the shadowpeople dwell now, none knows. Where they came from, many have guesses. Some say the shadowpeople are children of the Scions. They claim that before Istar and Ergoth, shadowpeople were born when wild magic mingled with the blood of primitive men. They became children of the moons and of the night.

Lifestyle

Shadowpeople communities are built in catacombs and warrens underground and in the subterranean reaches of ruined cities. A typical settlement is made of a series of underground chambers linked by a labyrinth of narrow tunnels and crawl-ways. Passages leading to the main living quarters are lined with traps for unwary intruders. The main living quarters consist of private dens, which are furnished with nests of cloth and fur, woven mats, and stone furniture. All chambers are well-vented and a series of carved channels bring a fresh stream of water. Other caverns are used to raise mushrooms and molds for food.

Shadowpeople do not covet gold and gems, but they are lovers of art and are masters of sculpting and painting.

Shadowpeople are organized in close-knit clans and family units. They are divided into two classes, counselors

and shadow warriors. Counselors are non-combatants given to the raising of food and caring for young. Shadow warriors are skilled and able fighters, striking swiftly and silently and then fading back into the shadows.

The elusiveness of shadowfolk is legendary. They seem to appear and disappear at will, climb sheer walls, pass through solid stone, and stand in no place and two places at once. Shadowfolk's pale fur helps camouflage them and their ESP warns them to fade into and out of shadows. Their long claws and ability to glide explains their power to climb sheer walls. And though they seem bulky in form, their nimbleness and small frame allows them to squeeze through very narrow holes. And because all shadowfolk look alike to non-shadowpeople, two shadowfolk working in unison might present the illusion one person in two places.

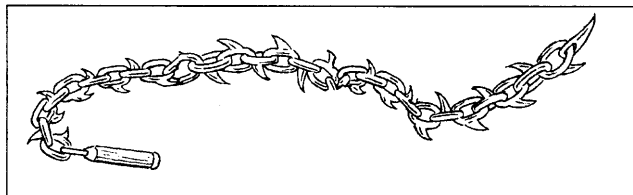
Counselors can perform a ceremony that mindlinks them to each other. The result is the summoning of the spirit of the Revered Ancient One. This joined mind is possessed of genius Intelligence and is always beneficent. It can cast *cure serious wounds* an unlimited number of times, and can also cast *teleport without error* on anyone in its presence. Further, the Revered Ancient One can answer any question (95% chance) within its collective intelligence. It cannot, however, predict the future.

Shadowfolk's diet consists of mushrooms and molds, insects and worms, rodents and blind cave fish.

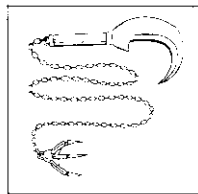
Shadowpeople have no natural enemies save for the jarak-sinn. To these violent marauders, shadowpeople show no mercy. It is perhaps the resemblance of draconians to these fabled lizardmen that united the shadowfolk in defense of the Heroes of the Lance.

Shadowpeople Weapons

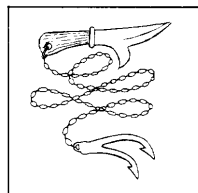
Only grim reports from the raid on Sanction give any veracity to the existence of the shadowpeople and their weapons.



Chain-Blades: (Dmg: 1d6+1/2d4; Spd 6; Type: B) Many of the shadowfolk's weapons use hooks and the cords or, in this case, chain. This 6-1/2' length of chain has a curved, hooked blade attached to one end. It can function as a flail or can entangle a foe. The hook blade can be held by its hilt and used as a sickle (Dmg: 1d4+1/1d4; Spd 4; Type: C) while the chain is used to parry and snare the opponent's weapon.

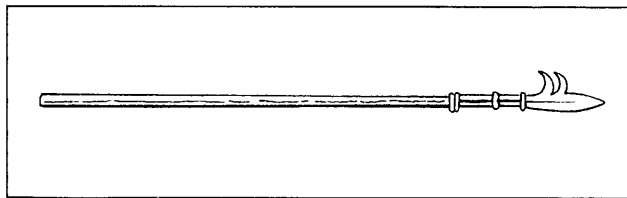


may be held in one hand to cut, while the other end swings the rope to tangle. Two attacks may be made each round at no additional penalty.



Spikecord: (Dmg 1d3+1/1d2 + 1; Spd 5; Type: P) This is both a tool and a weapon. It is an 8' length of spidersilk rope with a grapple at one end and a weighted spike at the other. It can be used for climbing or as a weapon in a fashion similar to the sicklecord (attacking and using to entangle).

Shadowstaff: (Dmg: 1d8/1d8; Spd 2; Type: PB) The shadowstaff is a wickedly curved hook mounted on a 4' wooden haft. It is used both to attack and restrain. Shadowpeople can impale foes on the hook and then continue to cause damage as they twist to get free. Victims act at a -2 on all rolls while impaled. This staff can also be used to climb, trip foes and parry weapons. Shadowfolk can perform two actions with this weapon each round.



Gaming Notes

Shadowpeople: Neutral Good; **TR:** Any/subterranean; **FQ:** Rare; **#AP:** 2d20; **SZ:** M (5'); **HD:** 3+1 (13 hp); **MI:** 11; **Str:** 9; **Dex:** 15; **Con:** 10; **Int:** 11-12; **Wis:** 16; **Cha:** 9; **MV:** 12, fly 18 (C); **MR:** Nil **TS:** Nil; **AC:** 2; **THAC0:** 17; **AT:** 1d2/1d2 claws, 1d4 bite, 1d8 (shadowstaff)

Special Abilities

Infravision and Acute Hearing: 240' range.

Limited ESP: Enables shadowfolk to anticipate the actions of a foe. They cannot be surprised by any sentient being within 60' whose thoughts they sense..

Mindweave: A ceremony that allows a party of shadow warriors to link their minds with each other for 1d4+4 hours so that they might act in unison from a collective awareness. Other people may enter the mindweave if they succeed at an Int check with a penalty of -5 to their score.

Light Sensitivity: Hampered by sunlight, shadowpeople suffer a penalty of -2 to all attack rolls in overcast daylight and -4 in bright sunlight. Shadowpeople will become blinded for 2d6 hours after being exposed to direct sunlight for 2d6 turns.

Gliding: Shadowfolk can glide 10' for every foot of distance they drop. They can also soar on heat currents and the wind.

Contortion: Shadowfolk can twist and bend so as to slip their supple form through many a narrow opening.

Lost folk—Thanoi

appearance



Thanoi appear to be a cross between a walrus and a human. They have barrel-thick torsos with humanoid arms and legs, and walruslike heads. Their head sports two-foot-long tusks and rows of blunt teeth strong enough to crush bone and shells. Their eyes are small and black or deep blue in color. They have wide nostrils and a coarse set of bristles lines their upper lips. These bristles are used to sweep aside snow and to strain water when drinking.

Thanoi have broad feet that are clawed and webbed, providing excellent traction on ice and snow as well as propulsion when swimming. Their fingers are blunt and stubby, too awkward to handle a bow or crossbow, but well-suited to wrap around an axe or spear.

Thanoi hide is a tough leather atop three layers of blubber. Their coloration varies from dark gray to tan. Their hide hangs in blubbery folds, and the thick layers of fat beneath insulate them from the arctic temperatures.

Female thanoi are smaller than the male (6' tall to their 8').





Their tusks are shorter and their hides are usually softer brown fur. Females may adopt the role of the "kagog" or "medicine giver", similar to a herbalist in role. Kagogs wear a crown of fish spines.

These walrus folk move on land with a shuffling, waddling gait. Thanoi are swift in water, able to hold their breath for up to 30 minutes.

Thanoi speech is a cacophony of grunts, snarls and barks, supplemented by facial expression and chest slaps. Only 5% of all heroes with Intelligence of 16 or more can learn the language. Minotaurs have a 25% chance. Up to 20% of thanoi speak Common.

PERSONALITY

Thanoi are a brutal, barbaric, primitive, hostile race bent on destruction. Thanoi kill for the sheer joy of the battle. They are fiercely territorial and mercilessly slaughter trespassers. Thanoi sport themselves with the slaughter of the weak and innocent. They distrust strangers, but will cooperate with other Evil creatures if it should help the thanoi become more powerful. Even so, thanoi are too independent to maintain an alliance for long.

Lifestyle

Thanoi live only in subarctic and arctic regions, on ice floes and glaciers. They dwell in tribes, which consist of many families. The tribes have no permanent home, but are nomadic, moving from one hunting and fishing ground to the next. Thanoi homes are built from blocks of ice and snow, and are heated and lighted with small pots of burning oil.

Thanoi diet consists of fish, seals, whales, and sea birds. Though they are not above eating carrion, they prefer their meat raw and warm.

Tribes consist of 17-24 (1 d8 + 16) adults and an equal number of young (HD 2; Dmg 1d4). Young thanoi reach their maturity in 20 years. Their lifespan is about 60 years.

Thanoi are led by the meanest, most aggressive male in the tribe. They have 5 HD and add +4 to all attacks. The eldest female serves as the "kagog," or "medicine giver." She can cure serious wounds three times a day. The kagog can also predict weather for a 30-mile radius for the next 24 hours with a 90% accuracy.

Thanoi make constant war with the barbarian Ice Folk, and will abandon all other duties to wreak havoc on their enemy. Thanoi are not skilled combatants, preferring to rely on their brute strength (+2 to dmg) and their stability on the ice instead of discipline and precision. They can use either weapons or tusks when attacking.

Thanoi are not treasure hoarders. They use shiny coins and gems only as fishing lures. Thanoi often raise and train polar bears as trackers, mounts, and beasts of burden.

Tools, Weapons, and Technology

Thanoi produce only heavy weapons: long daggers of bone, stone clubs, axes, maces, and harpoons. Other tools and weapons of metal they steal from their prey, or demand as pact price from would-be allies. Thanoi may also fling pots of flaming oil at enemies.

Thanoi view magic with distaste. They responded to spellcasters with berserker rage, hoping to overwhelm the spellcaster and slay him. Thanoi view priests with the same distrust they accord wizards.

Gaming Notes

Thanoi: Lawful Evil; **TR:** Arctic; **FQ:** Uncommon; **#AP:** 1d20; **SZ:** L (8'); **HD:** 4 (24 hp); **MI:** 13; **Str:** 16; **Dex:** 12; **Con:** 14; **Int:** 5-7; **Wis:** 7; **Cha:** 7; **MV:** 9, swim 15; **MR:** Nil; **TS:** M (lair

C); **AC:** 4; **THACO:** 17; **AT:** 1d8/1d8 tusks, or by weapon

Special Abilities

Tusks: They can use their tusks to attack (Dmg 1d8/1d8 each). They also use them to dig.

Cold Adaptation: Thanoi are immune to cold and cold-based attacks. However, they suffer 1 extra point of damage per die of fire-based attacks. In temperatures higher than 40 degrees (F), thanoi lose 1d4+1 hit points per day.

Monsters of ansalon

The task of cataloguing every last creature of Ansalon is insurmountable. On the following pages, many of Ansalon's most important beasts and monsters appear. Creatures were chosen for inclusion here according to their uniqueness to Ansalon, their central role in adventures upon Krynn, or their sheer splendor.

Each creature's name is followed by statistics that indicate its abilities. Afterward appears text that summarizes the creature for quick game use. Three generic categories provide statistics for common animals: game animals, pests, and varmints. DMs may use these statistics for any animal not covered in the following list. The statistics used in the entries that follow are defined at the beginning of this chapter. Creatures with an asterisk (*) beside their names have aquatic counterparts that dwell in oceans, lakes, or rivers. For more complete information on these beasts, see *Monstrous Compendia*, Vols. 1, 2, and 4.

anemone, Giant (Neutral)



TR: Seas; **FQ:** Very rare; **#AP:** 3d6; **SZ:** L(10'); **HD:** 16 (64 hp); **MI:** 11; **Str:** 16; **Dex:** 3; **Con:** 12; **Int:** 1; **Wis:** —; **Cha:** —; **MV:** ¼; **MR:** Nil; **TS:** Special; **AC:** 2; **THACO:** 5; **AT:** 10 × 1d4 per tentacle

The anemone is a mobile, plantlike creature that dwells in deep seas. This tree-shaped, multicolored polyp is a voracious carnivore, devouring all creatures that cross its path. The anemone's tentacles have poisonous nematocysts used to paralyze its victims and drag them to its mouth. Anyone hit by a tentacle must save vs. paralysis or suffer an additional 1d6 points of damage and be paralyzed for 3d6 rounds. Anyone saving once is immune to that anemone's poison for the duration of the encounter.

Bear, Ice (Neutral)



TR: Arctic; **FQ:** Uncommon; **#AP:** 1d4; **SZ:** L (12'); **HD:** 6+2 (29 hp); **MI:** 10; **Str:** 18; **Dex:** 12; **Con:** 19; **Int:** 5-7; **Wis:** 8; **Cha:** —; **MV:** 12, Sw 3; **MR:** Nil; **TS:** Nil; **AC:** 6; **THACO:** 15; **AT:** 1d8/1d8 claw, 2d8 bite, 2d6 hug

The ice bear is a cross between a cave bear and a polar bear. It inhabits the southern lands of Ansalon. Due to keen senses, ice bears gain a -3 to their surprise roll. On an attack roll that exceeds the needed number by at least 5 (or is at least an 18), the ice bear hugs a foe for 2d6 additional points of damage. Ice bears fight for 1d4 rounds after reaching 0 to -8 hp, and die immediately when they reach -9 hp. They can track prey across snow, with a 100% chance of following a trail that is less than a day old (assuming that no snow has fallen). This chance decreases by 10% per day and per inch of snow that has fallen.

Black Willow (Neutral Evil)

TR: Any; **FQ:** Very rare; **#AP:** 1; **SZ:** L (9' diameter); **HD:** 16 (59 hp); **MI:** 19; **Str:** 20; **Dex:** 6; **Con:** 20; **Int:** 3-5; **Wis:** —; **Cha:** —; **MV:** ¼; **MR:** Nil; **TR:** Incidental; **AC:** 2; **THACO:** 5; **AT:** 1d4 each tentacle

This carnivorous plant is the size of a small tree or log. Related to the giant anemone, the black willow's branches are really tentacles. These tentacles may be hidden in the willow's hollow cavity so that it looks like a log, or extended to look like a willow. The black willow prefers to lull its prey into a stupor before attacking, radiating an aura of drowsiness in a 20' radius (save vs spells to avoid). Those caught and swallowed will be digested at the rate of 1d4 points per round. The black willow regenerates 1 hit point per round and is immune to most electrical attacks.

Cooshee (Neutral)

TR: Woods; **FQ:** Rare; **#AP:** 1d8; **SZ:** M (4'); **HD:** 3+3 (17 hp); **MI:** 16; **Str:** 9; **Dex:** 18; **Con:** 13; **Int:** 2-4; **Wis:** 15; **Cha:** 13; **MV:** 18" or sprint 24"; **MR:** Nil; **TS:** Nil; **AC:** 5; **THACO:** 17; **AT:** 2d4 bite

Also known as the elven hound, cooshee are large, green and brown dogs. They are deadly foes when aroused. They can move at great speed, sprinting for several rounds. A cooshee will leap at humanoid foes, using its weight to knock them down (Str check). Prone foes are then easier to bite (no Dex bonuses and +2 to hit). The cooshee's natural coloration helps camouflage it so that it is 75% undetectable in woodlands and tall grasses.

Death knight (Neutral Evil)



TR: Any; **FQ:** Very rare; **#AP:** 1; **SZ:** M (6'-7'); **HD:** 9 (54 hp); **MI:** 17; **Str:** 16; **Dex:** 16; **Con:** 12; **Int:** 17-18; **Wis:** 11; **Cha:** 1; **MV:** 12; **MR:** 75%; **TS:** Nil; **AC:** 0; **THACO:** 8; **AT:** 1d10+2 or by weapon

Death knights are the tragic corruption of a knight who has betrayed his honor and vow. The most famous example is

Lord Soth, but others have committed equally terrible crimes and been similarly cursed. A death knight retains the fighting skills he had in life. He also retains some tortured sense of nobility: he will not attack from ambush, nor attack an unarmed person. Death knights have Strengths of 18(00). Their weapon of choice is a sword (80% of the time, a magical sword of +2 or better).

A death knight constantly generates fear within a 5' radius. He can cast detect magic, detect invisibility, and wall of ice at will. Twice per day, he can cast dispel magic. Once per day, he can cast one power word blind, power word stun, or power word kill. He can also cast a symbol of fear or symbol of pain once per day, and one 20-die fireball. All spells function at 20th level.

Death knights are 75% resistant to magical spells (if an 11 or less is rolled when checking to resist a spell, the spell will rebound onto the caster). A death knight cannot be turned, but can be dispelled by a holy word spell. Death knights can command undead as if they were 6th-level priests.

Dolphin (Lawful Good)

TR: Seas; **FQ:** Uncommon; **#AP:** 2d10; **SZ:** M (5'); **HD:** 2+2 (12 hp); **MI:** 11; **Str:** 10; **Dex:** 18; **Con:** 12; **Int:** 11-12; **Wis:** 14; **Cha:** 12; **MV:** 30; **MR:** Nil; **TS:** Nil; **AC:** 5; **THACO:** 16; **AT:** 2d4 butt

Dolphins are friendly toward humans and humanoids, only attacking in self-defense. Otherwise, dolphins often aid those

who are lost at the sea. Dolphins almost always attack sharks. Highly intelligent, they attack as an organized group, responding to their leader's commands.

Fetch (Chaotic Evil)

TR: Any; **FQ:** Very rare; **#AP:** 1; **SZ:** M (4'-7'); **HD:** 9 (43 hp); **MI:** 14; **Str:** 17; **Dex:** 9; **Con:** 13; **Int:** 13-14; **Wis:** 13; **Cha:** 13; **MV:** 6; **MR:** Nil; **TS:** Nil; **AC:** 4; **THACO:** 11; **AT:** Drains 2 levels

These Evil death-dealers exist on the planes of the Abyss, and can only enter Krynn through reflective surfaces such as mirrors or ponds. Fetch look like haggard, pale imitations of the person gazing into the reflective surface. A fetch cannot emerge until it meets the eyes of the person it is trying to kill. The fetch must be able to fit its entire body through the mirroring surface to attack its chosen target. It is invisible to all but its chosen, even when attacking. *True seeing* (but not detect invisible) spells will detect it. Its victim can always see the fetch in the reflective surface. The fetch makes two attacks per round; each successful attack causes the victim to lose 2 levels (including THACO, hit points, and all other level-associated powers). If the victim dies, the fetch drags him or her into the Void to become another fetch.

Fire Minion (Lawful Evil)

TR: Volcanoes; **FQ:** Very rare; **#AP:** 1d4; **SZ:** L (7'-9'); **HD:** 6 (30 hp); **MI:** 15; **Str:** 14; **Dex:** 12; **Con:** 10; **Int:** 11-18; **Wis:** 10; **Cha:** 15; **Mk:** 12; **MR:** Nil; **TS:** Nil; **AC:** 3; **THACO:** 15; **AT:** 2d6

Fire minions are powerful warriors composed of living flame. In combat, they wield large swords, although the type of weapon makes no difference to damage inflicted to their opponents. Fire minions must be in flames to survive. Outside of flames, they last only 1d6 hours, after which they lose their flame aura; in another 1d6 hours, they lose 1d2 points a turn, until they return to the flame or perish.

Fire-minions are immune to flame-based attacks. In fact, magical fires restore the amount of damage that would ordinarily have been caused. Fire-minions suffer 1 extra point of damage per die from water-based attacks, and suffer double damage from cold-based attacks. In any event, water-or cold-based attacks halve the amount of time fire minions can remain away from their flame.

Fireshadow (Chaotic Evil)



TR: Any; **FQ:** Very rare; **#AP:** 1; **SZ:** G (30'); **HD:** 13+3 (61 hp); **MI:** 16; **Str:** 21; **Dex:** 9; **Con:** 18; **Int:** 17-18; **Wis:** 13; **Cha:** -3; **MV:** 6; **MR:** 50%; **TS:** Nil; **AC:** 0; **THACO:** 7; **AT:** 1d6/1d6 claw, 3d6 bite or 4d4 ray

These dread creatures are denizens of the Infernal Realms of the Abyss, composed of cold, green flame. They can be summoned to the Prime Material plane only by an 8th-level or higher Evil priest, and even then only if the priest's deity approves the summoning. A fireshadow can make 3 attacks per round. Opponents who are not resistant to fire suffer 1d6 points of damage each round they remain within 10' of the fireshadow. Any victim touched by a fireshadow must save vs spell or have his flesh begin to turn to green flame at the rate of 1d8 points a round. The spread of the flame can be stopped by a *cure* spell or holy water, which cures 1d6+1 points. Unless all of the flame is cured, it will continue to spread at the rate of 1d8 points a turn. Those destroyed by the flame become smaller fireshadows under the command of the original. The fireshadow can also absorb its victims, restoring 1d20 hit points to itself.





As well, the fireshadow can attack with its *ray of oblivion* every other round, causing 4d4 points of damage to all within its 5' x 130' area of effect. A save vs breath reduces damage by half; any opponents who are slain by the fire are instantly disintegrated. Fire shadows are immune to fire, mental attacks, and nonmagical melee weapons. Magical weapons inflict normal damage, and a *mace of disruption* has a 50% chance of utterly destroying it. Fire shadows can be destroyed by a single blow from the *Hammer of Kharas*.

Game* (Neutral)

TR: Any; **FQ:** Common; **#AP:** 2d4-1; **SZ:** S-M (2'-5'); **HD:** 2d8; **MI:** 7; **Str:** 4; **Dex:** 12; **Con:** 10; **Int:** 1; **Wis:** —; **Cha:** —; **MV:** 12; **MR:** Nil; **TS:** Nil; **AC:** 9; **THACO:** 19; **AT:** ½ hp

These are generic statistics for game animals such as turkeys, ducks, fish, rabbits, wild pigs, and mule deer. Adjust the hit points based on the size of the animal.

hag (Neutral Evil)

TR: Any; **FQ:** Very rare; **#AP:** 1d3; **SZ:** L (8'); **HD:** 9 (38 hp); **MI:** 15; **Str:** 16; **Dex:** 15; **Con:** 13; **Int:** 1-12; **Wis:** 9; **Cha:** 4; **MV:** 12 Sw 12; **MR:** 35%; **TS:** D; **AC:** -2; **THACO:** 9 (12); **AT:** 1d8/1d8+8 claws, 2d4+1 bite

There are three types of hags: the annis, the green hag, and the sea hag. All are nasty, withered creatures, appearing as wretched old women. Though they appear frail, their Strength is truly amazing. All hags have a Strength of 18100 or greater. In addition, they all have the ability to change self at will, which they use to lure weak victims into their clutches, or stronger opponents into prearranged traps.

Hags are even more powerful when formed into a covey of three of any combination of hags. They gain the following powers when they do so: *curse*, *polymorph other*, *animate dead*, *dream*, *control weather*, *veil*, *forcecage*, *vision*, *mindblank*, and the ability to cast these spells at the 9th level of ability. To use these spells, the three members of the covey must be within 10' of each other, and the spell being cast is in lieu of all other attacks by any member of the covey. However, hags very rarely use the spells in combat, preferring to use them against nearby settlements.

Individually, each type of hag has its own area of specialty in combat. The annis attacks uses its talons and teeth. Any annis that scores all three attacks in a single round has grappled with its opponent, and the next round all the annis' attacks automatically succeed unless the victim can kill the hag or escape (*teleport*, break free due to superior Strength, etc.). The hard skin of annis hags makes them deduct 1 point of damage when they are hit by piercing or slashing weapons. Blunt weapons, however, cause an extra point of damage.

Greenhags impose a -5 penalty to their opponents' surprise rolls, due to the hag's natural coloration and ability to move absolutely silently. Due to their ogrelike strength, greenhags gain a +3 to hit and a +6 to damage. They can cast the following spells at will, once per round: *audible glamor*, *dancing lights*, *invisibility*, *pass without trace*, *change self*, *speak with monsters*, *water breathing*, and *weakness*. They can also imitate the voice of any human or demihuman, mature or immature.

Sea hags are the most wretched of all hags. They hate beauty and will attempt to destroy it anywhere they find it. The true appearance of a sea hag, carefully disguised until victims draw near, is so ghastly that anyone viewing one must save vs. spell or lose ½ their Strength for 1d6 turns. Even worse, they have a deadly gaze attack, which they can use 3 times a day. It affects one creature within 30'. The victim must save vs. poison or die immediately from fright (25%) or become paralyzed for 3 days (75%). Either way, a failed save usually spells doom for the unlucky one, for the hag will quickly de-

vour him. Sea hags, like other hags, gain a +3 to hit and a +6 to damage.

hydra* (Neutral)

TR: Swamp; **FQ:** Uncommon; **#AP:** 1; **SZ:** G (30' long); **HD:** 1d8+4 (8 hp) per head; **MI:** 10; **Str:** 17; **Dex:** 9; **Con:** 10; **Int:** 2-4; **Wis:** —; **Cha:** —; **MV:** 9, swim 12; **MR:** Nil; **TS:** Nil; **AC:** 5; **THACO:** 15; **AT:** 1d8 each head

This immense reptile somewhat resembles a dragon, excepting that it lacks wings and has multiple heads. Hydra generally have 5 to 12 heads (1d4+8), all of which must be severed before the hydra is slain. Hydra receive all 8 hit points on each of their HD. The number of heads a hydra has is equal to its HD; thus, a 5 headed hydra has 5 HD. A hydra can bring four of its head against a single opponent at a time, biting once with each. Hydrae with 5-6 HD cause 1d6 points per bite; those with 7-10 cause 1d8 per bite, and those with 11-12 cause 1d10 points. Every time a hydra takes 8 hp of damage, one of its heads is assumed to be cut or torn from its body. The hydra continues to attack with its original HD, no matter how many heads are lost. Attacks on the body have no effect unless a single attack inflicts damage equal to the hydra's original hit points.

Imp, Blood Sea (Chaotic Evil)

TR: Tropical ocean; **FQ:** Very rare; **#AP:** 10d4; **SZ:** T(2'); **HD:** 5+3 (28 hp); **MI:** 11; **Str:** 13; **Dex:** 17; **Con:** 10; **Int:** 11-12; **Wis:** 8; **Cha:** 9; **MV:** 12, fly 24 (A), swim 6; **MR:** Nil; **TS:** E; **AC:** 4 (1 in mist form); **THACO:** 15; **AT:** 1d6 or 1

These vicious creatures can *polymorph* between two forms at will, although the process takes a full turn. One form is that of a cloud of red mist, with two eyes hovering in the center of the cloud. The other is a red humanoid with claws, horns, and a tail. In this form, it has an AC of 4 and attacks with a chilling touch for 1d6. However, Blood Sea imps cannot fly in their physical form. In mist form, the Blood Sea imp has an AC of 1 and can fly, but inflicts only 1 point of damage with its touch. Imps cannot be turned, nor can they be hurt by nonmagical weapons. If struck by lightning, there is a 10% chance that the imp will generate a copy of itself.

Kani doll (Chaotic Evil)



TR: Any; **FQ:** Rare; **#AP:** 2d6; **SZ:** T (6"); **HD:** 2 (9 hp); **MI:** 20; **Str:** 6; **Dex:** 9; **Con:** 6; **Int:** 0; **Wis:** 0; **Cha:** 13; **MV:** 9; **MR:** Nil; **TS:** Nil; **AC:** 10; **THACO:** 19; **AT:** 1d4

These primitive dolls occasionally take on life, seeking to enact the evil instructions of the person who enchanted them.

Kani dolls always attack with mouth or beak, causing 1d4 points of damage if they hit. They can then continue to chew, causing an additional 1 point until the doll is destroyed or its purpose achieved. Each doll varies in shape, movement, and AC, but no doll exceed a MV of 15 on any surface, nor does their AC ever descend below 8.

kingfisher (Neutral)



TR: Coastal; **FQ:** Uncommon; **#AP:** 4d6; **SZ:** M (4' wingspan); **HD:** 1 (5 hp); **MI:** 7; **Str:** 9; **Dex:** 18; **Con:** 9; **Int:** 1; **Wis:** 9; **Cha:** —; **MV:** 1, fly 36 (C); **MR:** Nil; **TS:** Q; **AC:** 5; **THACO:** 19; **AT:** 1d4

Its deep blue feathers, white crest, and shrill cry are unmistakable signs of the kingfisher. This large raptor lives off of

fish and rodents and builds its nests high on the inaccessible sea cliffs and promontories.

kobolds (Lawful Evil)

TR: Any; **FQ:** Uncommon; **#AP:** 5d4; **SZ:** S (3'); **HD:** 1/2 (1d4 hp); **ML:** 9; **Str:** 7; **Dex:** 6; **Con:** 8; **Int:** 8-10; **Wis:** 5; **Cha:** 6; **MV:** 6; **MR:** Nil; **TS:** J/O (Qx5); **AC:** 7 (10); **THACO:** 20; **AT:** 1d4 or by weapon

Barely 3' tall, these sadistic humanoids always attack gnomes on sight; their hatred for gnomes knows no bounds. However, they do not hesitate to attack other foes, as long as they have overwhelming odds. They prefer not to close with enemies until the enemy has been sufficiently weakened. They enjoy setting pits and snares for the larger humanoids. Like goblins, they suffer a -1 when attacking outdoors.

Lizard, Giant (Neutral)

TR: Any warm; **FQ:** Uncommon; **#AP:** 1d4; **SZ:** H (15'); **HD:** 3+1 (14hp); **ML:** 9; **Str:** 12; **Dex:** 11; **Con:** 9; **Int:** 1; **Wis:** —; **Cha:** —; **MV:** 15; **MR:** Nil; **TS:** Nil; **AC:** 5; **THACO:** 17; **AT:** 1d8

These huge reptiles are used as war mounts by desert nomads and sligs. On an attack roll of 20, the target is caught in the lizard's mouth and suffers double damage.

Pests* (Neutral)

TR: Any; **FQ:** Common; **#AP:** 1(1d6); **SZ:** T (1/2'-2'); **HD:** 1 (1d8 hp); **ML:** 12; **Str:** 2; **Dex:** 15; **Con:** 8; **Int:** 1; **Wis:** —; **Cha:** —; **MV:** 15 (fly 18, swim 18); **MR:** Nil; **TS:** Scavenged; **AC:** 8; **THACO:** 20; **AT:** 1/2 hp

These generic scores may be used to play pesky animals who steal food and snoop in characters' gear. Pest would include small monkeys or lemures, squirrels and chipmunks, skunks or couscous, raccoons, ravens, and small lizards. Hit points would vary by size of the animal.

Rat, Giant (Neutral)

TR: Any; **FQ:** Uncommon; **#AP:** 1 (2d8); **SZ:** T (2'); **HD:** 1/2 (1d4 hp); **ML:** 6; **Str:** 4; **Dex:** 12; **Con:** 8; **Int:** 2-4; **Wis:** —; **Cha:** —; **MV:** 12, swim 6; **MR:** Nil; **TS:** C; **AC:** 7; **THACO:** 20; **AT:** 1d3, disease

Giant rats are very aggressive and territorial. They live in ships, tunnels, graves, and dump yards. They are brown or black, with white bellies. There is a 5% chance that a rat is diseased. A bite from a diseased rat requires a save vs poison to avoid infection. A failed save brings a disease that debilitates for 2d6 days, during which the character must rest. At the end of that time, the victim must make a system shock roll. Failure results in disfigurement or death; success indicates healing.

Sandling (Neutral)

TR: Sand; **FQ:** Rare; **#AP:** 1; **SZ:** L (10' diameter); **HD:** 4 (21 hp); **ML:** 7; **Str:** 12; **Dex:** 6; **Con:** 9; **Int:** 0; **Wis:** —; **Cha:** —; **MV:** 12, burrow 6; **MR:** Nil; **TS:** Nil; **AC:** 3; **THACO:** 15; **AT:** 2d8

These creatures look like amorphous masses of sliding sand. They are not aggressive unless provoked. However, they are very territorial. They protect their territory by slashing with an abrasive pseudopod. If at least 10 gallons of liquid are splashed on the sandling, it will have the same effect as a slow spell, and the sandling hits for only half damage. Sandling are invisible to infravision and immune to sleep, charm, hold, and other mind-influencing spells.

Scorpion, Giant (Neutral)

TR: Arid; **FQ:** Uncommon; **#AP:** 1d4; **SZ:** M (6'); **HD:** 5+5 (28 hp); **ML:** 11; **Str:** 9; **Dex:** 15; **Con:** 11; **Int:** 0; **Wis:** —; **Cha:** —; **MV:** 15; **MR:** Nil; **TS:** D; **AC:** 3; **THACO:** 15; **AT:** 1d10/1d10

pincers, 1d4 sting, poison

The giant scorpion is 95% likely to attack any creature that approaches it. The monster attacks by grabbing prey with its two huge pincers, each causing 1d10 point damage, while it lashes forward with its tail to sting. Thus, it can fight three opponents at once. If it can latch onto a foe with one pincer, it causes 1d10 points of damage with this pincer each round thereafter. The victim has one chance to escape: a successful *bend bars/lift gates* roll. This can only be tried once per character per combat. A sting against a trapped character is automatically successful. The sting inflicts 1d4 points, and the victim must save vs poison or die the next round. A scorpion with 1d2 hit points remaining gains 2 attacks per round with its tail because it goes into a stinging frenzy.

Shadow Mastiff (Neutral Evil)

TR: Underground; **FQ:** Rare; **#AP:** 4d4; **SZ:** M (5' long); **HD:** 4 (23 hp); **ML:** 17; **Str:** 12; **Dex:** 18; **Con:** 18; **Int:** 2-4; **Wis:** 9; **Cha:** —; **MV:** 18 (9 in light); **MR:** Nil; **TS:** Nil; **AC:** 6; **THACO:** 17; **AT:** 2d4 bite

These shadowy hounds are the ultimate hunters in the dark. They can hide in shadows 40% of the time, striking and then blending back into the shadows so that foes must attack as if in the dark. The baying of a shadow hound brings terror and blind flight if a save vs death magic is failed. Affected creatures will flee for 2d6 rounds or until out of hearing range of the hounds.

Sirine (Neutral)

TR: Seas/coasts; **FQ:** Very rare; **#AP:** 1 (2d4); **SZ:** M (5'); **HD:** 4-7 (4 hp/HD); **ML:** 12; **Str:** 12-15; **Dex:** 17; **Con:** 12; **Int:** 13-18; **Wis:** 9-12; **Cha:** 13-18; **MV:** 12 Sw 24; **MR:** 20%; **TS:** L/M/N/Q X; **AC:** 3; **THACO:** 13; **AT:** 1d6 by weapon

Sirines are an amphibious race of humanoid females. A sirine song can charm any who hear it. Sirines can use the following spells: *suggestion*, *polymorph self*, *fog cloud*, and *improved invisibility* once per day. Any creature touched by a sirine must save vs poison or be reduced to an Intelligence of 2. Intellect can be regained through a dispel magic or at the Sirine's offer. Sirines are immune to all gasses.

Skeleton* (Neutral)

TR: Any; **FQ:** Rare; **#AP:** 1d10; **SZ:** M (6'); **HD:** 1 (7 hp); **ML:** 15; **Str:** 9; **Dex:** 6; **Con:** 16; **Int:** 0; **Wis:** —; **Cha:** —; **MV:** 12; **MR:** Undead; **TS:** Nil; **AC:** 7; **THACO:** 19; **AT:** 1d6 or by weapon

Skeletons are mindless animated bones. Although blunt, crushing weapons inflict full damage against skeletons, all attacks with slashing or piercing weapons only cause 1 point of damage plus bonuses. Skeletons act only by the commanded of a high-level priest, wizard, or enchantment. Skeletons may be turned. Skeletons are immune to *sleep*, *charms*, and *mind control*, as well as poison and paralysis.

Skeleton Warrior* (Neutral Evil)



TR: Any; **FQ:** Very rare; **#AP:** 1; **SZ:** M (6'-7'); **HD:** 9+2 (79 hp); **ML:** 15; **Str:** 13; **Dex:** 6; **Con:** 16; **Int:** 15-16; **Wis:** —; **Cha:** —; **MV:** 6; **MR:** 90%; **TS:** A; **AC:** 2; **THACO:** 11; **AT:** By weapon +3

These undead lords were created when their life essences were trapped within their *golden circlets*. Skeleton warriors continually look for their circlets. Anyone possessing one of these circlets can control the warrior, but those not aware of how to control the warrior risk disaster. Skeleton warriors will not rest until they and their circlets are de-



stroyed. To establish control, the character must wear the circlet on his bare head. Circlets do not work through helms, and wearing any sort of headgear negates the control. The wearer must also be able to see the skeleton warrior, concentrate for one full round on establishing control, and then roll a successful Wisdom check; if he fails, he can attempt control again. However, the warrior will continue to advance to the owner of the circlet at twice its normal movement, intent on destroying the owner of the circlet and gaining possession. Skeleton warriors usually fight with two-handed swords, but they can also use any other weapon. They gain a +3 on all attack rolls. Only magical weapons affect them, and they cannot be turned by priests. Any creature of less than 5 HD must flee in panic unless a save vs spell is made.

Skyfisher (Neutral)

TR: Coastal; **FQ:** Uncommon; **#AP:** 1d20; **SZ:** L (7' wingspan); **HD:** 4 (16 hp); **ML:** 9; **Str:** 12; **Dex:** 13; **Con:** 10; **Int:** 13-14; **Wis:** —; **Cha:** —; **MV:** 3 Fl 24 (C); **MR:** Nil; **TS:** L/M/N/Q; **AC:** 3; **THACO:** 17; **AX** 1d8+2 beak or 1d6x2 talons

These hideous birds of prey appear to be a cross between a bat and a vulture. They are black or gray in color, with a naked body and scaly head. The skyfisher lives mostly along the coast of the Blood Sea. They are not picky about prey, diving on lone travelers as well as sheep and mule deer. A skyfisher's dive adds +2 to its attack and doubles damage inflicted on the first round. When the skyfisher strikes, its prey must make a Dex check to evade the grip or be lifted aloft for 1d4 rounds and then dropped. Damage from the fall equals 1d6 points for every round airborne. Skyfishers can lift up to 200 pounds. Skyfishers drop their prey if they sustain 10 points of damage.

Slig* (Lawful Evil)



TR: Subtropical; **FQ:** Uncommon; **#AP:** 6d6; **SZ:** M (6'); **HD:** 3+3 (17 hp); **ML:** 12; **Str:** 9; **Dex:** 9; **Con:** 14; **Int:** 8-10; **Wis:** 14; **Cha:** 4; **MV:** 9; **MR:** Nil; **TS:** L/M (lair B); **AC:** 3; **THACO:** 17; **AT:** 1d4 or by weapon +2

Distant cousins of goblins and hobgoblins, sligs are larger and more ferocious than their brethren. They love combat and hate weakness, and look to find inventive ways to destroy their opponents. Their traps are so well disguised that those searching for them have only half the normal chance of discovering them. The walls of slig traps are coated with slime to make them difficult to climb from. The sligs avoid attacking opponents who are obviously stronger than they are, preferring to lure prey into ambushes. Weaker enemies are attacked outright, without mercy.

Sligs can bite to inflict damage but prefer to use weapons. Their Strength allows them to add 2 to their damage. In addition, slig can squirt venomous spittle three times a day, up to a distance of 10'. The spittle causes 1d6 points of damage. Furthermore, an attack roll is made against AC 10 to determine whether the poison landed in the eyes. If so, the victim must save vs poison or be blinded for 1d4+1 rounds.

Slig are immune to normal fire. Magical fires against slig do 1 less point per die of damage.

Spectral Minion* (al. Varies)

TR: Any; **FQ:** Very rare; **#AP:** 1d20; **SZ:** M (5'-7'); **HD:** Varies; **ML:** 13; **Str:** 5; **Dex:** 15; **Con:** 3; **Int:** 8-10; **Wis:** 7; **Cha:** 7; **MV:** 30; **MR:** 20%; **TS:** Nil; **AC:** 2; **THACO:** Varies; **AT:** Varies

These are the spirits of humanoid who died before they could fulfill a task they had vowed to perform. Spectral min-

ions have all the abilities in death that they had in life, although their alignment may have changed. Each of the six types of spectral minions has its own quirks: berserkers, guardians, philosophers, revelers, searchers, and warriors. None of these can inflict damage unless they were holding weapons when they died. They cannot be disarmed because their weapons have become an integral part of their being. The speed of a spectral minion grants them a -1 on all initiative rolls. They can only be hit by weapons of +1 or greater enchantment. They can be released from their dooms by a *remove curse*, or if someone can fulfill their quest for them. They cannot be turned.

Berserkers: These are minions who have given up hope of ever being released from their state. They are Chaotic Evil. They attack and pursue any intruders with frightening single-mindedness. All are armed, take two attacks per round, and gain +1 to attack and damage. They cannot be vanquished by fulfilling their vows; they will fight to the death.

Guardians: All of these are armed, and are usually of Chaotic or Neutral Good alignment. They vanish when they are destroyed or if they guard their posts for 100 years and a day. They defend themselves if necessary, or if they need to defend their posts, but otherwise are not particularly dangerous.

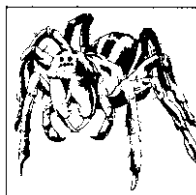
Philosophers: These spectral minions can be of any alignment. They spend their time in study and contemplation. They are often found in groups of two or more, engaged in endless discussion. Philosopher minions can only be released from their vows if they manage to resolve an unfulfilled issue. They attack only when their honesty is called into question, or if they need to defend themselves.

Revelers: These are foolish minions doomed to revel through eternity. They are Chaotic Evil, and are quite dangerous although they are unarmed. They often surround intruders and urge them to join in the spectral revelry. If the character joins the party for 3 or more rounds, he must save vs spell. If he fails, he falls into a deep sleep which can only be broken by a wish or similar spell. His spirit leaves his body to join the party, and each turn he loses 1 level. If awakened, or the revelers disperse, he regains lost levels at the rate of 1 every four hours.

Searchers: These are always armed, and stalk through their territory searching for the item that will allow them to fulfill their quest. They are Lawful Evil, and will attack those who stand between them and their unreachable goal.

Warriors: These are the spirits of those locked in combat at the time of death. They are typically encountered in a ghostly battle, with both sides represented. Their combat is eternal, since they cannot seriously damage one another. Only the intervention of mortals will allow them to end their battle.

Spider, Giant* (Chaotic Neutral)



TR: Any; **FQ:** Rare; **#AP:** 1d2; **SZ:** L (8'); **HD:** 4+4 (25 hp); **ML:** 13; **Str:** 14; **Dex:** 12; **Con:** 12; **Int:** 2-4; **Wis:** —; **Cha:** —; **MV:** 15, web 6; **MR:** Nil; **TS:** C; **AC:** 4; **THACO:** 13; **AT:** 1d8

Giant spiders sometimes spin big webs and snares, create a concealment or trapdoor to attack from, or lair in deep woodlands. Spider poison is powerful (save vs poison at -2) and paralyzes victims for 2d8 hours. Victims must make a system shock roll or die if not rescued within one day.

Stag, White (Neutral Good)

TR: Mountains; **FQ:** Unique; **#AP:** 1; **SZ:** M (7'); **HD:** 10 (77 hp); **ML:** 16; **Str:** 18; **Dex:** 21; **Con:** 15; **Int:** 13; **Wis:** 13; **Cha:**

13; **MV:** 24; **MR:** Nil; **TS:** Nil; **AC:** -5; **THAC0:** 11; **AT:** 1d6/1d6 hooves or 1 d 12 antlers

The White Stag is a messenger of the Gods of Good. The White Stag is a unique creature, and often uses special abilities to aid those of Good alignment. It can cast find the path and *speak with animals* at will. It can also bless three times a day. It cannot be captured, and will fight to the death if necessary. If it is killed, its body disappears, and black clouds hover over the killers, giving them a -1 penalty to their AC.

Treant (Chaotic Good)

TR: Woods; **FQ:** Very rare; **#AP:** 1d20; **SZ:** H (18'); **HD:** 12 (60 hp); **ML:** 15; **Str:** 20; **Dex:** 9; **Con:** 12; **Int:** 11-12; **Wis:** 15; **Cha:** 11; **MV:** 12; **MR:** Nil; **TS:** Qx51X; **AC:** 0; **THAC0:** 9; **AT:** 4d6 or animate trees

Treants are woodland giants that are more tree-like than they are humanoid. They are guardians of the woodlands and will move to thwart wanton destruction. Fire-based attacks have a +4 to hit against treants, who also suffer 1 extra point of damage per die from fire-based attacks. Treants can animate up to two trees to fight for them (AC 2, MV 3, HD 12, 48 hp, THAC0 9, AT 4d6x2).

Troll* (Chaotic Evil)

TR: Wilds; **FQ:** Uncommon; **#AP:** 1d12; **SZ:** L (9'); **HD:** 6+6 (35 hp); **ML:** 14; **Str:** 18; **Dex:** 12; **Con:** 13; **Int:** 5-7; **Wis:** 5; **Cha:** 5; **MV:** 12; **MR:** Nil; **TS:** Q (D); **AC:** 4; **THAC0:** 13; **AT:** 1d4+4/1d4+4 claws, 1d8+4 bite

The troll is a horrid, green carnivore that is found nearly everywhere in the world. Since they are almost always hungry, they are always on the prowl, and therefore are always dangerous. Their skinny frame hides strength that can bend iron bars. They have a poor sense of hearing, but their sense of smell is highly superior. They attack with claws and bite, and can direct all these attacks against different opponents. When using a weapon, they gain a +5 to damage due to their Strength.

An edged weapon can sever a troll's limbs on a natural 20. However, this is not always a desirable thing, for the limbs can continue to fight on their own. After the fight is over, they scuttle back to rejoin with the main body. Trolls can regenerate damage three rounds after they suffer it. They regenerate at the rate of 3 hit points a round. If they reach 0 hit points, they fall to the ground, but they are not slain. Only fire and acid can permanently damage a troll; any other attack will result in the eventual regeneration of the troll.

Undead Beast, Stahnk* (Neutral)



TR: Wilds; **FQ:** Very rare; **#AP:** 1; **SZ:** H (20'); **HD:** 12+12 (81 hp); **ML:** 14; **Str:** 22; **Dex:** 9; **Con:** 13; **Int:** 0; **Wis:** —; **Cha:** —; **MV:** 9, swim 9; **MR:** 20%; **TS:** G; **AC:** 6; **THAC0:** 7; **AT:** 1d6+2/1d6+2 tusks, 3d8 trample

This mindless horror is brother to the gholer, a rotting monster of flesh and bone. The size of a small dragon, it has a great horned head, with twin tusks and bare barbed ribs forming a hideous cage. The stahnk attacks with its tusks and razor claws. Any foe struck by a massive claw must save vs death or be flung for 1d20 additional points. It may also trample foes for 3d8 points of damage (save vs death for only 1d8 points). If the save is failed, a second save vs death must be made. If it fails, the victim is caught in the rib-cage and suffers 1d4 points of damage each round thereafter. Victims may attack at -3 and can be freed by reducing the beast to half his hit points. Stahnk cannot be turned and are immune to fire. They only

suffer 1 point plus bonuses from edged weapons while blunt weapons cause full damage.

Vermin* (Neutral)

TR: Any; **FQ:** Common; **#AP:** 1 (2d6); **SZ:** T-S (1'-3'); **HD:** 2d6 hp; **ML:** 10; **Str:** 3; **Dex:** 9; **Con:** 9; **Int:** 1-2; **Wis:** —; **Cha:** —; **MV:** 9 (fly 15, swim 15); **MR:** Nil; **TS:** Scavenged; **AC:** 7; **THAC0:** 19; **AT:** ½ hp

These are generic statistics for vermin and rodents such as snakes, lizards, rats, and woodchucks. Select hit points and scores based on the size of creature.

'Wari (Neutral)

TR: Hills/plains; **FQ:** Common; **#AP:** 6d10; **SZ:** M (6' tall); **HD:** 3 (15 hp); **ML:** 5; **Str:** 11; **Dex:** 15; **Con:** 15; **Int:** 1; **Wis:** —; **Cha:** —; **MV:** 15; **MR:** Nil; **TS:** Nil; **AC:** 6; **THAC0:** 17; **AT:** 1d2 head butt, 1d6 kick, 1d4 bite or 3d4 trample

'Wari are stupid, flightless birds found throughout the temperate climes of Ansalon. Their plumage is usually green or bronze, but occasionally they have gold or blue feathers. Too stubborn to domesticate, 'waris are hunted for their feathers and supple leather hides. These birds are so stupid that they will allow a predator to wander among their flock. However, sudden loud noises, musk, or the smell of blood will drive them into a panic and they will stampe, trampling all in their path for 3d4 points of damage. 'Wari will eat anything, from stones and hats to fruit and lizards.

Wemic (Neutral)

TR: Plains; **FQ:** Very rare; **#AP:** 2d8; **SZ:** L (7'); **HD:** 5+8 (33 hp); **ML:** 12; **Str:** 15; **Dex:** 12; **Con:** 12; **Int:** 8-10; **Wis:** 13; **Cha:** 10; **MV:** 12; **MR:** Nil; **TS:** B; **AC:** 6; **THAC0:** 15; **AT:** 1d41 claws, weapon

Wemics are the leonine counterparts to centaurs. They are humanoid from the waist up, but have the body of a lion supporting them. Males develop a mane of long black hair. They can use both their forepaws and a weapon to attack. They are so fast that they gain a bonus of -2 to their initiative.

Wichtlin (Chaotic Evil)

TR: Any; **FQ:** Very rare; **#AP:** 1; **SZ:** M (5'); **HD:** 4+4 (22 hp); **ML:** 12; **Str:** 9; **Dex:** 9; **Con:** 9; **Int:** 2-4; **Wis:** —; **Cha:** —; **Mk:** 9; **MR:** As undead; **TS:** Nil; **AC:** 2; **THAC0:** 15; **AT:** Special

Wichtlin are elven undead. They appear as a pair of floating eyeballs and a pair of skeletal hands, although those with the ability to see invisible things will see a blackened elven skeleton draped with rotting flesh. Wichtlin have the typical undead immunities. In addition, they can only be hit by a+1 or better weapon. Holy water causes 2d4 points per vial. Anyone who cannot see invisible objects attacks with a-2 penalty to hit; others roll normally. Wichtlin are turned as spectres. Their left hand paralyzes victims for 2d4 rounds unless the victim saves vs paralysis. The right hand causes 2d6 points of poison damage to those who fail their save vs poison. In addition, those who could cast spells in life can cast them at half their level when they die. If a wichtlin paralyzes an elf, the wichtlin can implant a *suggestion* unless the elf saves vs spell. When a wichtlin slays an opponent, the wichtlin becomes visible for 1d4 rounds. An elf killed by a wichtlin becomes like his slayer in seven days.

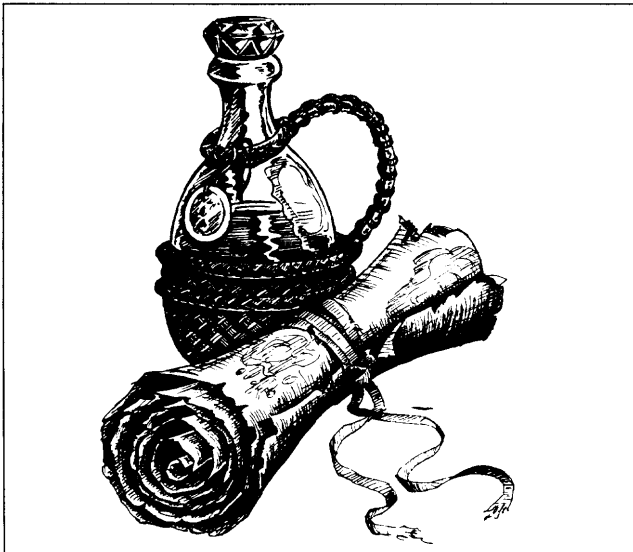


Special artifacts of ansalon

Magic, as much as any other force, has shaped the history of Krynn. Many artifacts of power were crafted. But as the end of the Age of Might neared, the Kingpriest feared the power of magic and persecuted wizards and their creations. Magic was sealed away from the knowledge of mortals, and with it, most of these wondrous devices were lost. The following list of magic items presents those that heroes will most likely encounter.

Many of the following items are artifacts, unique items that are superior in potency to more mundane magic items. The names of such items are capitalized, to show their uniqueness. Each artifact results from mystical research and highly arcane craft. Every artifact has its own story, a history of its creation and use, and the role destiny has set for it. Use each history to create further adventures: finding the artifact, slowly learning of its powers and past, and having the heroes relieve the conflicts and destiny of the device.

Be miserly in letting heroes discover the powers and potential of these treasures; struggle sweetens the final victory. Powers often require *command words* to trigger. By saying aloud a specific arcane word or phrase while rubbing, pointing, or otherwise manipulating the artifact, a PC can activate the effect. The caster must be able to speak aloud to use a *command word*. DMs should feel free to invent arcane-sounding *command words* for the following items.



SCROLL

Scroll of The Stellar Path

Used by: Wizards of High Sorcery

Description: This scroll overcomes the natural wax and wane of magic with the phases of the moon. The scroll siphons the magic of the moons through passing time.

Power: Reading this scroll creates a magical conduit through time that duplicates the effects of the wizard's moon at high sanction. This effect works for the caster only, despite the actual position of the moon. The effect lasts for 48 hours, when the effects of the true cycle return. If, during this time, the other moons move into conjunction with the wizard's illusory moon, the conjunction causes the usual effects, but for the one wizard only. Using this scroll exhausts the wizard for 1d4 days after the 48-hour effect, causing him to suffer a penalty of -2 on all rolls and requiring him to move at half speed.

Defenses: Interruption

XP Value: 1,000



Rings

Golden Ring of healing

Used by: Wizards; Dalamar

Description: This ring appears as a band of gold braided into an intricate knot. It provides a wizard's last defense, saving him from death. The schools of sorcery still produce such rings to this day. Dalamar, the dark-elf black mage, used just such a ring to survive the deadly attack of his mentor Raistlin.

Power: The ring only affects the wearer. It can cure up to 6 points of damage once per day. Furthermore, it can save a wizard from one mortal blow by healing him to 1 hit point. After saving a mage's life, a particular ring will never work again for him, but may be passed on to another wizard.

Defenses: Damage

XP Value: 3,000

Ring of Nature's Love

Used by: All; Tika Waylan

Description: This ring appears common: it is a simple pewter ring carved to resemble twining branches with a blossoming rose at its heart.

A long history ties this ring to the Age of Dreams. It passed to Lady Ellyth, who gave it to her son Arin for his bride. Sadly, fair Marissa, Arin's love, had also melted the cold heart of Kryl Shadestalker, a vampiric creature. Master Kryl stole Marissa's life-breath, making her one of his ilk. To seal the pact, he forced her to slay Arin. Although eternally damned, fair Marissa would never bow to Kryl's lust. Decades later, she threw herself on the witch hunter's stake both to spite Master Kryl and to end her torment. Kryl saved the ring to remind him of his loss.

Then Master Kryl retired to a manor in the desolate Crumbled Spine of Abanasinia. He swore never to love again. One day his travels took him to the ramshackle port of Dering's Way. While gauging the cattle for his next repast, Kryl fell prey to a common thief, a small girl (Tika) who slipped the ring from his finger while deigning courtesy. Outraged, Kryl sent his minions to locate the girl. They never returned. After a fortnight, a mage named Waylan knocked at Kryl's door. Waylan said that his daughter had the vampire's ring and he proposed a game of chance to decide ownership. Intrigued, Kryl agreed. If he lost, he would leave the mage and girl-child alone. If he won, he would claim both the ring and their lives.

How the game ended none knows. Some say Waylan won and Kryl, loathe though he was, honored the bargain. Others say the con man cheated Kryl, and the furious vampire swore to exact revenge one day. The unliving can be patient. Whatever happened, Waylan lived. The lord of deceit did eventually return to challenge the mage, but Waylan had teleported Tika and the ring away to a new land.

Tika wears the ring on a chain about her neck as a memento of her father. She does not know of its power, but in times of stress she will slip on the ring asking for her father's guidance. This activates the ring. Where fate will lead her is unknown. A fortune-teller once said to her, "Nature's love will one day find its true heart and healing hands."

Powers: This ring detects only as minor magic. It acts as a *ring of protection* +2, improving AC by -2 and adding a +2 bonus to all saves. It also protects against the elements, halving damage from fire, cold, lightning, air, and water-making the wearer immune to up to 3 dice of nonmagical damage from the natural elements.

Lastly, the ring makes the wearer immune to the ravages of time. It slows the aging process and quickens healing to double normal rates. Only catastrophe or violence will slay the wearer. Otherwise, the wearer is undying.

The ring is one of three artifacts that make up the Circle of Love. These artifacts were created in ancient days by the god Mishakal to end a war between two noble families. The spirit of the earth mage, Heris Jerrold, inhabits the Ring of Nature's Love. Heris's brother Trae and Trae's betrothed Mirri inhabit the other two artifacts in the Circle of Love. One day, destiny will reunite these artifacts, and the spirits within them. The Ring of Nature's Love is opposed by the Circlet of Pride in the Triad of Betrayal, three artifacts created by the Evil God Hidukel.

Defenses: Removal, *Circlet of Pride*

XP Value: 7,700

Ring of Projection

Used by: Wizards; Serinda

Description: This ring is a simple bronze band enamelled in black. It bears a round, silver set—a rosy crystal encircled by eight amber chips. The gem setting may be raised to reveal a hidden compartment beneath. The origin of this ring remains a mystery, although it is said to come from other lands. Serinda received a *ring of projection* from the black sea mage, Mellick as a memento of a battle against Mandracore the Reaver's pirates off Endscape. The ring was said to wield the mirage magic that projects the image of an island out across the sea.

Powers: When the gem is raised and the *command word* spoken, an illusion of the wearer is projected up to 60 yards away. This exact duplicate of the wearer copies the actions of the original, or performs other actions at the caster's command if the caster limits his own actions to half movement with no attacks. The caster must be able to see the image to maintain it. This effect can be summoned once per hour, and lasts up to 5 rounds.

Defenses: *Dispel magic*, distract

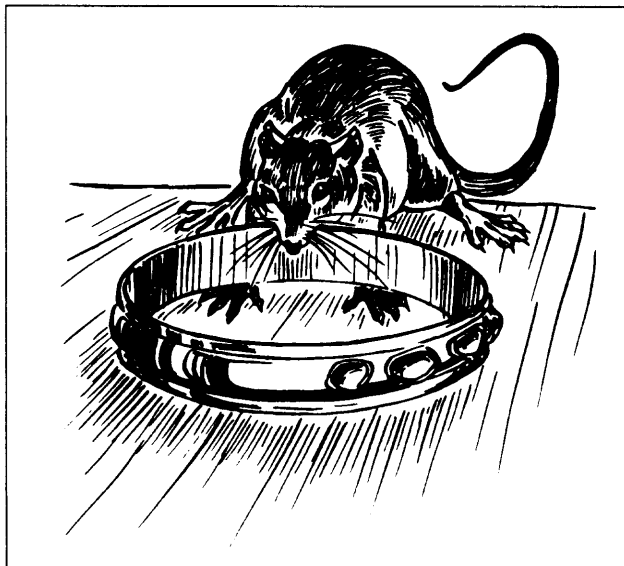
XP Value: 500

Ring of Shapechanging

Used by: All; Tasslehoff

Description: This ring allows the wearer to change into the form of a specific creature. Each device produces one natural animal form. These shapechanging powers may also be infused into belts, robes, gauntlets, or circlets.

Tasslehoff found one such ring: an ivory ring shaped like a mouse head. It had two red stones for eyes. When worn, Tas could change into a small white mouse.



Powers: Wearers of the ring may transform into a specific animal either with a *command word*, or by simply willing it. Each device is limited to one form. All clothing and gear is abandoned when the person transforms except for the ring itself, which fuses with the new body. If the user remains in animal form more rounds than his Wisdom score, he may begin to forget that he is not an animal. He must make a Wisdom check each round. After three failed checks, the user forgets his true form. As long as a user remembers his form (or is reminded by a comrade), he can regain it by merely willing it so.

Defenses: *Detect magic*

XP Value: 1,500

Rods, Staves, and Wands

Dalamar's Wand of Lightning

Used by: Mages

Description: Although there have been many *wands of lightning*, this particular wand carries its own curse. Because the wand was used by Dalamar to kill the Blue Lady, the undead Dragon Highlord unceasingly hunts for the wand and its current owner.

Powers: This device works only for wizards. The wand casts *lightning bolts* (10d6) at 15th level power. It normally carries seven charges and recharges itself at the rate of one charge for every week in which a thunderstorm occurs.

Each time the character uses the device, there is a 5% chance that his location is noted by Lord Soth, who comes to take the wand to his mistress. The death knight appears in 1d10 rounds to claim the prize.

Defenses: Save vs wands

XP Value: 4,000

Staff of Magus

Used by: Wizards; Raistlin, Palin

Description: This polished mahogany staff is topped with a crystal ball grasped in a bronze dragon claw. its powers are limited only by its user; once the mage's learns the staff's true nature, great power may be summoned.

Legend say the wizard Magius aided Huma in his quest to drive dragons from the face of Krynn. Magius's staff of legend still bears the wizard's spirit and lends it to save the world Magius loved. Many mages of renown have used this staff and added to its powers.

Powers: The staff acts like a *ring of protection* + 3, improving the wearer's AC by -3, and adding a + 3 bonus to all saves. The staff strikes with a +2 to hit, inflicting 1d8 points damage. Once per day, it can create *continual light*, 60'





radius; it can save its owner with a *feather fall*.

When used by a mage of 6th level or higher, the staff doubles spell durations, adds +2 points damage per die rolled, and maintains spells for 1 round after concentration is broken. Other powers may exist.

Secrets: This staff has hidden powers. Only a master mage can summon them. If a mage of 6th level or higher uses the staff, the DM rolls 1d10. On a 1, a random effect occurs. The DM should select the effect from the list below. Once an effect has occurred 3 times, the mage may attempt to master the power by making a ½ Intelligence check.

The following powers cost 1 charge each.

<i>continual light</i>	<i>feather fall</i>
<i>darkness, 75' radius</i>	<i>hold portal</i>
<i>detect magic</i>	<i>protection vs Evil/Good</i>
<i>enlarge</i>	<i>strike at double damage</i>

The following cost 2 charges each.

<i>entangle</i>	<i>gust of wind</i>
<i>jump</i>	<i>magic missiles (x 3)</i>
<i>knock</i>	<i>spider climb</i>
<i>levitate</i>	<i>telekinese (25 ft)</i>

The following powers cost 4 charges each. The user must make a Constitution check or become exhausted for 2d6 rounds, suffering a -2 on all rolls and moving only half rate.

<i>dispel magic</i>	<i>lightning bolt (6d6 points dmg)</i>
<i>feign death</i>	<i>locate object</i>
<i>fire shield</i>	<i>paralyze</i>
<i>invisibility</i>	<i>summon swarm</i>

The staff recharges 1 charge per hour in the light of Solinari (up to 8 points per eve). The staff can carry up to 20 charges.

Defenses: *Dispel magic*, *distract* **XP Value:** 13,000

Staff of Mishakal

Used by: Priests; Goldmoon

Description: The first gift of Mishakal to the people of Krynn upon her return to the world was the blue crystal *Staff of Mishakal* given to Riverwind. Carved from crystal, its crown is topped with a bladed cap with a blue gem. Mishakal granted Riverwind the staff to bring Goldmoon to her and to the *Disks of Mishakal*.

Powers: This staff is sentient and of Lawful Good alignment. Its Intelligence equals 13 (empathic with user) and its Ego is 10. It can control the actions of a user whose combined Intelligence, Charisma, and level (-1 per 5 wounds) is less than 23. Only Lawful Good characters may use the staff; others suffer 4d6 points of electrical damage if they try.

The staff strikes as a +3 weapon, adding +3 to all attack rolls. For each attack the user can choose to spend 1, 2, or 3 charges to inflict +3, +6, or +9 (respectively) to damage.

The staff can cast any of the following priestly spells (cost of 2 charges per spell level).

1st: *command*, *cure light wound*, *remove fear*

3rd: *continual light*, *cure blindness*, *cure disease*, *remove curse*

5th: *cure critical wound*, *raise dead*, *teleport* (15 charges)

7th: *restoration*, *resurrection*

deflect dragon breath (10 charges)

The staff holds up to 20 charges and regains 1 charge per day in moonlight.

Defenses: None

XP Value: 5,000

Staff of Striking/Curing

Used by: Priests; Goldmoon

Description: These staves were common among priests during the Age of Might. They were used for defense and as a means to further the cause of the gods. The staff is polished maple with a silver or bronze cap bearing the symbol and secret names of one's god.

In the Cataclysm, the magic of healing was lost to all. Mishakal gave Goldmoon the first *staff of striking/curing* from the vaults of fallen Xak Tsaroth. Since then, others have been discovered by followers of the true gods.

Powers: This staff has two powers. As a staff of striking, it adds a +3 bonus to all attack rolls and causes 1d6+3 points of damage. This use does not drain a charge. However, if the user drains 2 charges, the staff can cause 1d6+6 points of damage. The staff cannot heal until an hour has passed for each double-damage blow struck.

As a *staff of curing*, this magic item can heal 3d6 + 3 points of damage for every 2 charges spent. The cure may be performed up to 6 times per 24 hours, but no recipient may be healed more than once a day.

The staff recharges itself in sunlight at a rate of 1 charge per 2 hours, as long as it is not used. The staff can hold up to 50 charges.

Defenses: None

XP Value: 9,000

Miscellaneous Magic Items

amulet, hands of The healing Spirit

Used by: All; Huma, Dargent, Dalamar, Gilthanas

Description: This elegant amulet is made of white gold. The amulet is a circle formed by three crooked arms, with three hands clasped together at its center.

This amulet was crafted during the Age of Dreams by Sirion and given to Mishakal so that she would intercede with Shinare for him. In time, the amulet came into the possession of Trae Jerrold, who gave it to Mirri Witikell upon their betrothal. The wicked schemes of Hiddukel betrayed these young loves, entrapping Mirri's life force in the amulet itself. According to a mystic prophecy, "Mirri shall one day find rest with the spirits of her lover and his brother."

Eventually, the *Hands of the Healing Spirit* fell into the possession of Huma of the Lance, given to him by his uncle. When Huma at last admitted his love for the elf maid Gwynneth (the silver dragon El'liolle or "Silver Heart") he gave her this amulet as a pledge. Gwynneth wisely gave the amulet to her younger sister Dargent before she followed Huma through death's doorway. Dargent honored Gwynneth by taking the name of Silvara when she moved among mortals in the form of a wild elf.

Centuries passed before the amulet again changed hands. This time it was given to a wild ogre of unexpected wit and

compassion, who tried to lead his people away from darkness and into harmony. After the Cataclysm, the amulet was held by a mad gnome named Fractore Gearslip, the dark mage Dalamar, and the kender Glendoll Allseer. At last, it returned to the dragon Dargent. Fate has decreed that the amulet will one day be given to another mortal who captures Dargent's heart.

Powers: This amulet detects only as minor magic, for its might comes from the spirit of Mirri trapped within. The ring adds a +3 bonus to saves versus all poisons and disease and adds a +3 bonus to the wearer's Wisdom, allowing spell bonuses to priests. It continuously radiates an aura equal to a *protection from Evil*, 10' radius spell.

Once per day, the wearer can cast one of every healing spell: *cure light wounds*, *cure blindness/deafness*, *cure disease*, *cure serious wounds*, *neutralize poison*, *cure critical wounds*, and *heal* and can evoke *continual light* as well. However, each time a spell-like effect is invoked, the user must make a system shock roll or become exhausted for 1d6 turns.

The *Hands of the Healing Spirit* promotes harmony and cooperation, and grant a +3 to all reaction rolls made by the wearer. Further, the wearer will slowly begin to shift alignment toward Neutral Good, being drawn again and again to provide succor for the oppressed and aid for the injured. This artifact doubles the healing rate of the wearer and protects against the infirmities of time and age, keeping the body healthy and vibrant. The wearer is undying.

The *Hands of the Healing Spirit* is one of the three artifacts in the Circle of Love, created by Mishakal to end the war between two noble families. The spirit of Mirri's love Trae and his brother Heris are trapped in the other two artifacts: the *Ring of Nature's Healing* and the *Armband of Trueheart's Warding*. The *Hands of the Healing Spirit* are opposed by the *Coin of Greed* in the Triad of Betrayal, artifacts created by Hiddukel.

Defenses: *Coin of Greed*

XP Value: 5,500

ARMAND, TRUEHEART'S WARDING

Used by: All; Vanderjack, Gregor, Kitiara, Caramon

Description: This armband of bronze is etched with a hawk who bears arrows in its talons and four roses upon its breast. Its tale is a twisted web of intrigue and tragedy.

The armband's origins are clouded in mystery to mortal inquirers. Eventually, it passed into the hands of Khantal Krellick "Oathbreaker," who maintained a bloody feud with his brother. At last, weary of war, Khantal bequeathed the armband to his brother Novace to end their feud. Among the ranks of mercenaries, however, Novace's magic armband became coveted by many. A soldier who desired the armband used a peculiar *dagger of venom* to slay Novace from behind. While the coward looted the body, the warrior Vanderjack, who had witnessed the betrayal, confronted the villain with his crime. In the ensuing skirmish, Vanderjack slew the man. Vanderjack swore an oath to one day return the armband to its family.

In the years that followed, Vanderjack's path crossed that of the legendary Gregor Uth Matar. Seeing a similarity in the crests on the armband and Sir Gregor's armor, Vanderjack passed the armband to Sir Gregor, who promised to return it to his relatives, who had that very crest. Whether Gregor ever intended to honor the bargain remains uncertain. Gregor bequeathed the armband to his daughter Kitiara. She wore it proudly and began her own career as a warrior. As time passed, she bid farewell to her family and gave the armband to her warrior brother Caramon, who still holds it.

Powers: This artifact detects only as simple magic, for the depths of its powers are drawn from the spirit bound within

the metal. The armband provides its wearer with several enchantments. The wearer receives *protection from normal missiles* and a +3 bonus to saves versus magic and special attacks. Thrice per day, the armband lets the wearer automatically avoid a special attack or reduce it to its minimal effect (DM's option).

The armband also works much like a *ring of protection +3*, improving the wearer's Armor Class by 3. Further, only +2 weapons or better can strike the wearer for full damage. Other weapons will only inflict 1 point of damage plus Strength and magical bonuses.

The armband can heal the wearer of all wounds once per day. With all of these abilities, *Trueheart's Warding* is proof against the blight of age, ill-will, and curses. The wearer is undying.

This artifact is the third in the Circle of Love, created by Sirrion for the goddess Mishakal during the Age of Dreams. To prove the strength of love over deceit, Mishakal drew the girl Mirri to the young enemy warrior Trae. They fell in love. Allied with Trae's brother Heris, the lovers set to establishing peace between their warring nations. The evil god Hiddukel, however, betrayed the lovers, imprisoning each of their spirits in one artifact from the Circle of Love. Trae is bound in the *Trueheart's Warding*. The armband opposes the *Dagger of Vengeance* in Hiddukel's Triad of Betrayal.

Defenses: *Dagger of Vengeance*

XP Value: 6,900

BLOODSTONE OF FISTANDANTILUS

Used by: Evil mages; Fistandantilus, Gader, Raistlin

Description: Legends state that no one can possess the *Bloodstone of Fistandantilus*; one is possessed by it. Such is the bloodstone's power; such is its Evil. Even if the artifact itself does not turn its user mad, it offers prizes that just may: a new body, a new mind, and immortality. In mortal combat, Raistlin wrested this artifact from Fistandantilus. Some say the bloodstone wanted Raistlin to win. Some say it drove him mad.

The *Bloodstone of fistandantilus* has survived from the early days of magic, crafted from the blood-speckled jasper found at the Ravaged Heart valley of the Khalkist Mountains. A three-inch long teardrop gem, the bloodstone takes its name from the scarlet speckles that run through it. The gem rests in a plain silver setting that is worn about the neck on a silver chain.

Powers: Once per day, the wearer can speak a *command word* to cause the bloodstone to cure 2d8+1 points of damage to himself. The stone cannot cure systemic damage such as that caused by poison or petrification.

A separate *command word* causes the bloodstone to activate in the following turn, attacking anyone in a 40-foot radius. When successfully used, the bloodstone dislodges the victim's spirit and transfers the mage's spirit into the victim's body. Use of the bloodstone in this fashion automatically shifts the character one full alignment toward Evil (i.e., Good becomes Neutral, Neutral becomes Evil). In the round after this second *command word* is spoken, both victim and wielder roll a save vs. spell with the following results:

- *If both fail*, each loses 1d10+5 hit points. The victim can make one attack. The wizard can elect to receive the attack, hoping to use the *bloodstone* again in the next round, or may break concentration and try to avoid the attack.
- *If both save*, the victim's spirit is firmly entrenched and has battled back the attack. Both roll saves again.
- *If victim saves and wizard fails*, the wizard suffers 1d10+5 points of damage and cannot perform an action in the next round. The victim takes a free action that round.



- If wizard saves and victim fails, the victim's spirit dislodges and departs to the gods. The wizard's spirit inhabits the emptied body and his old body crumbles to dust. The wizard keeps his old ability scores (Str, Dex, Con, etc.) except where the victim's scores are higher. For such abilities, the wizard raises his scores to match those of his victim. If the victim exceeded the wizard in level, the wizard attains the higher level, gaining the experience points and powers of his new level.

Defenses: Save vs. spell

XP Value: 15,000

Brooch of Imog

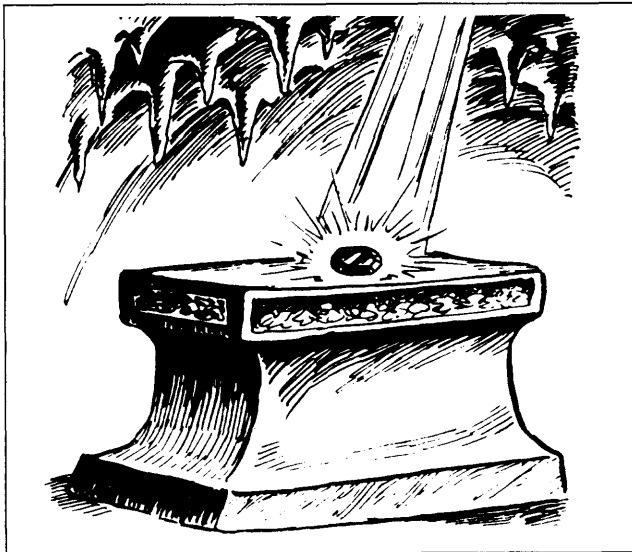
Used by: Wizards; Alhana

Description: Made of gold leaf, these brooches are fashioned as a ring of mistletoe with white-gold berries. They are a traditional reward given to mages who served the elven nations well. No new brooches have been crafted since the Catclysm, though the skill to create them survives.

Powers: When worn by a wizard who knows the command word, a brooch of imog can (once per day) create a minor globe of invulnerability: a shimmering, magical, 5' wide sphere that prevents all 1st, 2nd, and 3rd level spells from affecting those within. Magic may still be cast by those within the sphere on targets beyond. The effect lasts for 1 turn.

Defense: Disruption

XP Value: 5,000



Bupu's Emerald

Used by: Gully dwarves, gnomes, kender

Description: A gully dwarf named Bupu bestowed this emerald upon Raistlin as they wandered the ruins of Xak Tsaroth. She hoped it would heal his infirmities. It did not. But neither did it strike him dead, as it has done to others since. Although some adamantly claim that Raistlin imbued the stone with its killing power, others say the emerald was so enchanted before Raistlin acquired it. Regardless, after Raistlin's death, the emerald somehow appeared in the pocket of a gully dwarf who was cornered by draconians. The miserable creature offered the emerald to his tormentors as a bribe for his life. They accepted, intending to slay the wretch anyway. The stone killed the draconians and the gully dwarf escaped.

Powers: Bupu's Emerald works only for gully dwarfs, gnomes, and kender. When they offer the gem as a bribe in a life-threatening situation, it evokes an insane fascination and possessiveness in the attackers. The attackers must roll a save vs. spell to avoid this effect. If the roll is failed, the attackers must do everything in their power to clasp the emerald. The

stone wounds or kills them on contact. Those who touch the emerald must roll a save vs. death. Success causes 2d20 points of damage; failure causes death. Draconians call this lethal fascination "Bupu's Revenge."

At any time, the owner of the gem may touch it harmlessly. Outside of a life-threatening situation, the gem remains inert, having the standard value of a similar gem.

Defenses: Saving throw vs. death

XP Value: 5,000



Coin of Luck (Coin of Greed)

Used by: Hiddukel's minions; Balcombe and Tasslehoff

Description: This innocent-looking copper coin has two faces, both depicting a fat-jowled merchant. One side smiles ingratiatingly and the other side sneers in open-mouthed scorn.

The coin grants luck indeed: good luck for Hiddukel and bad luck for any mortal who comes across it. One encounter with the *Coin of Luck* occurred when Balcombe, an initiate into the Order of the Red Robes, failed the Test of Sorcery and ended up a splintered and smoldering pulp outside the Tower of High Sorcery. The *Coin of Luck* appeared in his hand, and his ruined body was renewed with life. Then Hiddukel, speaking through the coin, offered a deal: Balcombe could remain alive and avenge himself on the wizards who slew him if he promised to serve Hiddukel. Balcombe agreed, only then discovering that Hiddukel required him to trap the life forces of Krynn's folk in magic jars and feed them to the insatiable god. Hiddukel planned, at the next opportune stellar conjunction, to draw the life forces from the jars and feast upon them.

As might be expected, Balcombe was killed in the commission of his duties, and the coin found its way into the pack of one Tasslehoff Burrfoot. It could be anywhere now.

Powers: The *Coin of Luck* acts as a luckstone, occasionally adding a bonus of +2 to any die roll (roll 1d6: odd = +2, even = +0).

Through the coin's opposite faces, Hiddukel can speak to the bearer. The grinning side speaks when Hiddukel is in a good mood and the sneering side when he feels foul. The coin periodically flips sides in the bearer's hand when Hiddukel's mood changes. Hiddukel grants the *Coin of Luck* only to those with whom he knows he has a bargain that cannot be refused.

Once the coin reveals itself as a tool of Hiddukel and the owner agrees to enter into a pact with Hiddukel, however, all the *Coin of Luck's* powers activate. Once per day, the bearer of the coin can cast *continual darkness*, 15' radius. Once per

turn the bearer can also cast suggestion on anyone. These suggestions are used to sow dissent and discord. The coin can create an anti-magic area with a 20 foot radius at Hiddukel's will. Hiddukel summons this ability to place his minion at a disadvantage so that he must bargain further with the god of betrayal for his life. Once per day, the coin also casts *blight* and *bestow curse*, the reverse of *bless* and *remove curse*.

Anyone invoking one of the greater powers of the coin must make a system shock roll each time or become scarred and lose 1 point of Charisma. The user of the coin becomes more corrupted, jealous, or greedy. Eventually the coin brings downfall to any using it.

This *Coin of Greed*, is part of a Triad of Betrayal created and inhabited by Hiddukel. Although Reorx forged the coin, Hiddukel imbued it with magic to thwart the designs of the goddess of love, Mishakal. The *Coin of Greed*, like the other artifacts of the Betrayal Triad, pursues an artifact of the Circle of Love all around the face of Krynn. The *Coin of Luck* seeks to destroy the *Amulet of the Healing Spirit*.

Defenses: Refuse the deal

XP Value: 15,000

Dalamar's Bracelet

Used by: Evil and Neutral folk; Dalamar, Tanis

Description: The true name of this ancient artifact is lost to time. It received its current (and misleading) name when Dalamar took it from its resting place in the Tower of High Sorcery and presented it to Tanis. Dalamar did so to offer Tanis some small protection against the magic of the death knight, Lord Soth.

Powers: The bracelet contains an Evil taint that prevents those of Lawful or Chaotic Good alignments from using it. If such folk touch the bracelet, they are struck by lightning that arcs from the artifact, causing 3d10 points of damage.

Those of any character class may wear the bracelet. It provides limited protection against magic. It offers 10% magic resistance against spells of 3rd to 5th level, 20% against those of 6th to 7th level, and 30% against those of 8th to 9th level. The wearer can, using a *command word*, summon this magic resistance thrice per day for each of these three spell ranges. The *command word* must be uttered just as the opponent casts the spell.

Sadly, this benefit comes at a cost. The Evil taint of the bracelet causes the user's alignment to slowly slide toward Chaotic Evil. Every nine uses (equivalent to a full day's use of the magic resistance) causes the character to slip one alignment downward. From the top, the progression runs as follows: Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, Chaotic Evil. The DM should keep track of the number of uses of the bracelet and, after each nine, slip the player a note indicating his new alignment. The PC will soon discover the cause of this shift.

Defenses: None

XP Value: 7,000

Disks of Mishakal

Used by: Priest of Mishakal and scholars of Good gods; Goldmoon, Elistan

Description: The once-lost *Disks of Mishakal*, are steeped in legend. These disks, crafted during the Age of Might, provide a treatise on the rituals and worship of the gods of Krynn. Each of the 160 disks are made of hammered platinum, thin as a quith-pa wafer and 3 hand-spans wide. A rod of steel pierces one edge of each disk, binding the disks together. Arcane glyphs engraved on both sides of the disk tell the secrets of the gods. As with any sacred text, the disks answer a multitude of questions, but raise a many more.

The disks are said to have been commissioned by Karthay

Pah, though the actual work was completed at the hands of Eriel Caladon nae Tempus and a triumvirate of Silvanesti scholars. When the Kingpriests arose, the elves feared for the loss of this divinely inspired work. They therefore sent it secretly across the land to their brethren in Qualinesti. Barbarians from New Sea massacred the caravan and the disks were lost.

In 255 PC, the disks were rediscovered in Zhakar: the ogres wanted to melt the disks and forge them into coin. The disks somehow escaped melting (perhaps by divine intervention or a unique magical property). Later, the gray dwarf Forlorn Ironbeard summoned the gods to aid his folk, the Zhakar, in repelling Khurian raiders. The ungrateful Zhakar abandoned Forlorn to his doom in the final siege of Ransom's Gate. The gods sent the mold plague to punish the unfaithful dwarves.

Word reached the Kingpriest of the lost disks and a kingly bounty was set for their recovery. In addition to the glory and power the disks would provide him, the Kingpriest knew that quests for the disks would preoccupy the Knights of Solamnia. Many valiant knights sought the holy disks, but none ever found them. At last, the brash plainsmen Clearbrook set out upon the quest. His travels took him to world's end and beyond into the mists of the Abyss. When Clearbrook returned to Xak Tsaroth, he bore the disks in a robe of bison skin. He delivered the relic to the priests of Mishakal, and then led his pursuers (spies of the Kingpriest) into the Darken Woods. None returned.

In Xak Tsaroth, the disks lay hidden. After the Cataclysm, the barbarian priestess Goldmoon recovered the disks from the ruins. At war's end the fabulous disks were ensconced in the temple of Mishakal at Palanthus for the most devout and pure souls to study and learn the teachings of the gods of Good.

Powers: Anyone with Good alignment may touch the disks, and folk with the Ancient Languages proficiency may read them. Those of Neutral or Evil alignment, when attempting to touch or read the disks, are struck by a lightning bolt that arcs from the disks, doing 3d10 points damage. Although priests of Paladine strongly warn petitioners that "they must be at peace with Mishakal and Paladine to read the disks safely," one or two unworthy readers die every year. To the worthy, however, patient and penitent study of the disks can unfold the mysteries of death, creation, and life.

Defenses: None

XP Value: 100,000

Dragonorb (Orb of dragonkind)

Used by: Mages; Raistlin, Dalamar, Fistantantilus, Lorac

Description: The orbs of dragonkind, also called dragonorbs, are fragile, etched globes of crystal, 20" in diameter when in use. When not in use, the orbs shrink to a more manageable 10" diameter. The orbs expand when a mage speaks the command words carved in elven runes on the globes' surface.

The five dragonorbs were created by the alliance of wizards during the Third Dragon War. These orbs were designed after the five godstones that imprisoned the original dragons of darkness during the First Dragon War. Because each orb contains the spirit of a mighty wyrm of evil, the orbs lured other dragons to their doom, much as moths are lured to a flame. At least three dragonorbs survive on Ansalon in this age: one in haunted Silvanesti, one in the cold fastness of Icewall, and the third somewhere in northern Solamnia, perhaps even Palanthus or the High Clerist's Tower.

Powers: Legends said that in pre-Cataclysm days, the orbs destroyed dragons. Unfortunately, these legends were terribly inaccurate. In fact, the orbs summon Evil dragons. Before the Cataclysm, powerful wizards used the orbs to summon Evil dragons, then destroy them with powerful spells.





Any character attempting to use an orb must gaze into it and speak the *command words*. Afterward, the DM secretly rolls a save vs spells for the character. If the save fails, the character is *charmed* by the dragon that inhabits the orb. A character charmed by the orb acts to further the cause of evil, but will avoid alerting companions to his new nature. DMs should discreetly inform the player that his PC has been *charmed*, but should act no differently until the right circumstances arise.

If, however, the character made the save vs spell, any Evil dragons in 1d4 x 10 miles wing their way to the orb. These dragons try to kill any non-Evil creatures they find within sight of the orb. If current gaming locations do not specify nearby dragons, the DM rolls a d6. On a 1 or 2, an Evil dragon of random age and color shows up.

Each orb has a variety of other magical powers that may be invoked. These powers vary from orb to orb. The best-known orb, the *orb of Silvanesti* has the following minor abilities, usable thrice daily: *clairvoyance* on anything within a 60 mile radius for up to three turns, *invisibility*, 10' radius if the caster concentrates, legend lore with a 25% chance of success, *speak with dead*, and water breathe cast on one creature for up to six turns. The following major abilities function once per day: *airy water* with a duration of one day, *heal* one creature per day, *control dragon* for 1d20 turns (during which the dragon attempts to pervert commands), and *teleport without error* to any location the orb or the caster knows.

Each summoned ability requires a save vs spells; failure means the caster becomes *charmed* by the orb. If the save is successful, the DM must still check to see if any Evil dragons answer the call of the orb. Any character who gazes into the orb and utters the *command words* and avoids the *charm* will learn of one of the orb's other abilities.

Detect magic or *detect Evil* show a positive result if cast upon the orb or the charmed character. For purposes of removing the spell effect by *dispel magic* or *remove charm*, the charm is treated as if it were cast by an 11th level wizard.

Defense: *Dispel magic*, *remove charm* **XP Value:** 25,000

Flute of Wind Dancing

Used by: Musicians; Riverwind

Description: These flutes sing with sea magic and are given to favored mariners by sirens of the depths. *Flutes of wind dancing* occasionally find their way into royal courts of the land. Legend says the art of crafting these flutes was taught by Branchala to Habbakuk.

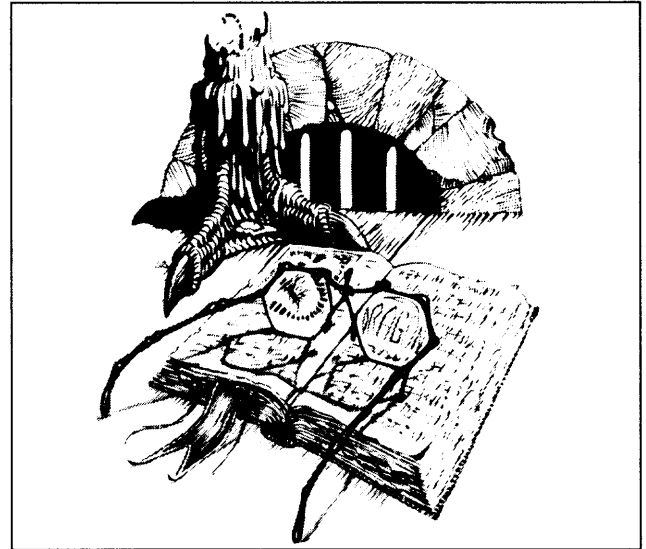
Powers: Only skilled musicians can evoke the magic of the

flute. With the proper tune, the user can control a normal breeze within 2 rounds, causing it to blow in any direction: blowing clouds 10 feet per round, reducing the duration of magical clouds by half, and fanning flames hotter (+1 per die of damage). The flute also stirs up a light breeze for sailing. With 3 rounds spent playing a lively tune, the player can summon a *gust of wind* that doubles sailing speed, disperses clouds, blows away light items, and slows (or speeds) flying creatures by half. If the musician plays for an entire turn, a *dust devil* is created (HD 2, AC 0, MV 180', THAC0 19, Dmg 1d4, hp 13), which snuffs all nonmagical flames it passes, holds gaseous creatures at bay, blows grit into a 10' wide blinding cloud, and triples sailing speed.

These effects last as long as the flautist plays. He may play 1 round per point of Constitution, after which he must make an ability check each additional round to continue.

Defense: Disrupt, *dispel magic*

XP Value: 1,500



Glasses of Arcanist

Used by: All; Tasslehoff, Dalamar

Description: These magical rose-colored lenses have narrow platinum frames, best suited for the smaller heads of elves and kender. Created by the mage Arcanist centuries before the Cataclysm, these glasses have been lost through the ages. For a time, Dalamar had possession of them.

Powers: These spectacles allow wearers *true seeing* on anything within 2 feet. The glasses enable the wearer to read and comprehend all writings no matter what the language, but do not guarantee understanding of the topic. Magical scrolls and books may be read, but the glasses do not automatically enable non-spell casters to cast spells. Rogues and fighters have a 5% chance to use a magical scroll, but have a 25% chance of reversing the spell. Low-level spell-casters can cast high-level spells without error.

The wearer may also use the glasses to detect forgeries, find hidden items, see through mundane magic illusions, and see invisible objects or creatures in range. The DM rolls 1d20. On a 1, the user misinterprets what is seen or sees an illusory image.

Defense: Distance, artifacts

XP Value: 2,000

Golden Circlet

Used by: Priests and wizards; Serinda

Description: Over the generations, the *Golden Circlet* (*Circlet of Pride*) has brought about some of the great tragedies of Krynn. Some tales say it brought an end to the proud

kingdom of Ergoth. All tales agree that it contributed to the Kingpriest's madness. Even so, the mind-warping and dominating powers of the Golden Circlet have shrouded its history in malaise. Sadly, only those with the malevolent power to use this item know its true operations.

Powers: Worn upon the brow, the *Golden Circlet* can command up to 8 Hit Dice of creatures, once per turn. Commands must be only 1 word spoken aloud in a language the creature understands. Each command lasts 1 round. Alternately, the wearer once per turn may concentrate on one creature of up to 4 Hit Dice who is within 60'. This focus allows the wearer to control the actions of the creature as long as he concentrates. This is not a charm spell and the creature will not intentionally harm itself.

The Evil god Hiddukel takes this mind control one step further. He uses the circlet to place a *suggestion* in the mind of the wearer, offering him a deal that will be hard to refuse. If the person agrees, the circlet's full range of powers becomes available to him.

The circlet can be used at will to *heat* or *chill metal* and to cast a modified *command* spell that may use sentences of seven words or less. It also adds a +2 bonus to the wearer's Charisma, and supplies a -2 penalty to Wisdom.

Each use of these dark powers permanently drains one hit point from the wielder. These points may be recovered by draining life energies from another creature as if an undead creature. When the wearer strikes with hands, teeth, or feet, he may drain two experience levels (like a spectre) from his target and gain 1 hit point per level drained (up to his maximum). Each time he drains a level in this manner, however, the character must make a system shock roll or permanently lose 1d3 points of Constitution. If the character's Constitution falls to zero, he becomes a mindless spectre, abandoning the *Circlet of Pride* to another.

This artifact ultimately corrupts the wielder, making him conceited, arrogant, boastful, and vain. He can then only attract monstrous minions and others that share his prejudices and hatreds.

The *Golden Circlet* belongs to the Triad of Betrayal: three artifacts created by Reorx and the gods of magic and imbued with the essence of Hiddukel. The circlet's true name is the *Circlet of Pride*. It opposes the *Ring of Nature's Healing*, created by Mishakal to end a war between two great families.

Defense: Distract, *remove curse* **XP Value:** 3,500

Icon of Truth

Used by: Priests of Neutrality

Description: This item is a jewel-encrusted white-marble rectangle carved into the shape of a book. It radiates magic. The icon represents the Tobril, the book that Gilean holds, which contains all the knowledge of the gods. In the days of the Kingpriest, the *Icon of Truth* was used to verify the truth in a person's words and oaths in the courts of the land. The questioned person would place his hand on the icon and swear that his words were the truth.

Power: The *Icon of Truth* can *detect lie* up to six times a day by pulsing white when the truth is spoken and glowing red (and invoking pain) when a lie is spoken by a person touching it. Three times per day, a priest with the *Icon of Truth* can cast true seeing. A priest also can utter the *command word* "Tobril" to generate a field that dispels all illusions in a 30' radius.

Defense: Conceal lie, *dispel magic* **XP Value:** 7,000

Keys of Quinarost

Used by: Elves; Alhana Starbreeze



Description: These six-inch long keys are made of fine crystal twined with strands of platinum. They are of elven origin, and are attuned to the life forces of the owners.

Powers: The *Keys of Quinarost* have the power to open the tower at the center of the city of Silvanost. The keys can be re-attuned to the life of a new owner as long as the old owner is alive and voluntarily makes the change.

These keys are highly sought after by the Silvanesti elves, who will pay 25,000 stl for the safe return of one key.

Defense: None **XP Value:** 5,000

Medallion of Faith

Used by: Priests; Goldmoon, Elistan

Description: The *medallion of faith* is a Good priest's holy symbol. This relic is essential to invoking the miracles of one's god and to mark the devout. Without a medallion, a priest is cut off from his god, and at best can only evoke spells from the 1st through 3rd levels of discipline. These silver medallions bear the symbol and mystic signs of one's god.

Powers: In the hands of a priest of 5th level or higher, the medallion can create other medallions for converts to the true gods.

In addition, a medallion in the hand of a priest of 9th level or higher allows him to *detect Evil* — the medallion glows a pale blue and chimes when touched by an Evil thing. Once per day, the following powers may also be used:

- *Bless:* Add +1 to attack and morale rolls of all allies within 60 yards for 6 rounds.
- *Protection vs Evil, 10' radius:* All allies within 10' of priest cannot be touched by an Evil or enchanted creature as long as the priest does not attack. This effect improves the priest's AC by -2, and gives a +2 bonus to all saving throws for as long as the caster concentrates.
- *Slow poison:* As long as a poison victim wears the medallion, he suffers no ill effects from the poison for up to one day.

Defenses: Distract

XP Value: N/A

Nightjewel

Used by: Anyone; Dalamar, Tanis

Description: Black as an Evil dragon's blood, this jewel protects any who enter the Shoikan Grove as long as they have the courage and will to use it. The *Nightjewel* helps to alleviate the fear generated by the Grove, though it does not cancel it completely. The *Nightjewel* can be used in defense against the undead who stalk the Grove, but the person using





it must have the courage to touch the undead with the jewel if the undead attacks. No other weapon can be used with the *Nightjewel*.

The *Nightjewel* is black, unlovely to look at, and cold to touch. It can hang about the neck on a silver chain, but must be held in the hand, high in the air, when entering the Grove. A character who uses the jewel must remove his helm and hood so that the light of the jewel shines on his face and in his eyes. This light can be seen only by the undead. To all others, the jewel looks as black and ugly as a lump of coal.

Powers: When a party of adventurers enters the Grove, the *Nightjewel* must be held high by the leader of the party. It modifies the fear roll for everyone in the group so long as no weapon is drawn or spell is cast. Once a weapon is drawn or a spell is cast, the *Nightjewel* instantly loses all power, leaving the adventuring party at the mercy of the Shoikan Grove. Those properly presenting the *Nightjewel* may ignore the -10 penalty to saving throws while, in the grove. Characters must still roll their normal saves. If the character fails, he loses the benefit of the *Nightjewel* until he succeeds in a subsequent saving throw (with the -10 penalty).

The wielder of the *Nightjewel* may turn undead as a 14th-level priest by touching the undead (rolls THAC0).

Defenses: Knock out of hand **XP Value:** 3,000

Raistlin's (Fistandantilus') Cursed Money

Used by: Merchants; hill dwarves

Description: During the Dwarfgate Wars, Raistlin (or Fistandantilus) made a deal with the dark dwarves. They betrayed their king and left the gates of Pax Tharkas open when Raistlin's army attacked. A victorious Raistlin paid the dark dwarves 100,000 steel coins.

These coins were cursed, however, to prevent the dark dwarves from double-crossing the wizard. If the owner of one of these coins goes back on his spoken word, the flesh of his hands begins to turn black and rot away. This dread curse spreads slowly and inexorably to the rest of the body until the victim dies.

Powers: The legendary effect of this money occurs only when the money is actually part of a promise. (If an NPC pays a PC in *Raistlin's cursed money* to guard him, and the PC flees with the money, the curse will claim him.) A person under the curse suffers 1d4 points of damage from rotting each day until he either makes good on his promise, receives a *remove curse*, or dies.

Defenses: Remove curse **XP Value:** 10 per coin

Silver arm of Ergoth

Used by: One-armed humanoids; Theros Ironfeld

Description: The *Silver Arm of Ergoth* was created by the men, elves, dwarves, and Good dragons during the Third Dragon War. It was used to forge the original dragonlances, and was used again during the recent war against the Dragon Empire.

Powers: The arm must be attached to a humanoid with a Strength of at least 17. The person must be of Good alignment and be missing his right arm. When a proper wearer places the arm to his right shoulder, the arm grafts itself to the character and becomes a normal arm for all common tasks.

When used with the *Hammer of Kharas*, however, the *Silver Arm of Ergoth* has the power to properly forge dragonlances from dragonmetal. Only with the *Hammer of Kharas*, the *Silver Arm of Ergoth*, pure dragonmetal, and the skill of a blacksmith or weaponsmith can *true dragonlances* be crafted.

The arm acts as a *ring of regeneration* for the character wearing it.

Defenses: Death, dismemberment **XP Value:** 9,000

Singing Statue

Used by: Anyone; Crysania

Description: These hollow statues of gold were smithed into their form by the goddess Mishakal, the Healer. Each statue stands about 6" tall.

If water is poured into the hole at the statue's top, the statue begins to hum a peaceful tune. When the statue "sings," it acts as a *chime of opening* against any locked or held door, it prevents undead from approaching within 20' of the wielder, and it heals 1d6 points of damage to all people within 10' (including the wielder). This last power is usable only once per day.

The duration of the singing is 4d4 turns. If the water is prematurely spilled, the singing stops.

These statues were common in pre-Cataclysmic times. Now that the clergy of Mishakal has been restored, the singing statues have begun to reappear with increasing frequency.

Defense: Spill water, *dispel magic* **XP Value:** 3,750

Webnet

Used by: Wizards; Apoletta

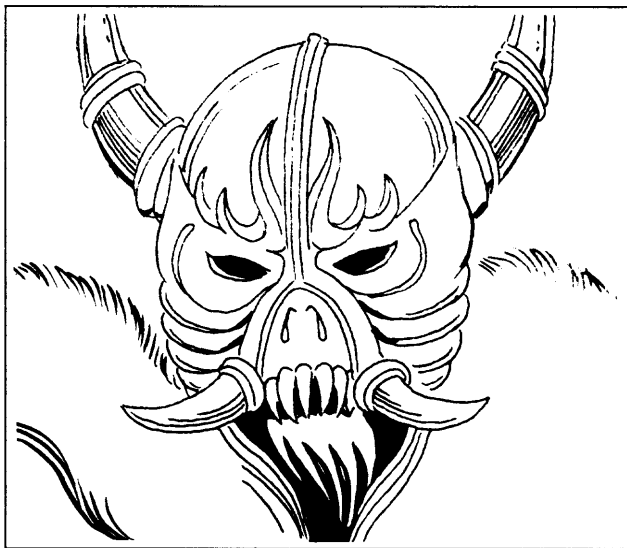
Description: Dimernesti sea mages; wealthy women

Powers: These delicate and beautiful hair ornaments are spun by Dimernesti sea mages and are treasured by wealthy ladies of the land. In the hands of a wizard who knows the *command word*, *webnets* are clever weapons. When spun before the eyes of up to 12 Hit Dice of intelligent creatures, *webnets* cause the creatures to save vs spells or be hypnotized. A hypnotized subject obeys reasonable verbal suggestion only, either responding immediately or according to a trigger (e.g., "When you hear a clap, stab Amos."). If the subject is hostile or wary, the DM should add +1 to +3 to the subject's saving throw. This power may be used 3 times per day.

With a second *command word*, the user may throw the *webnet* at a foe. It grows into a 10' round *net of entrapment* (treat as AC -10; 5 points of damage are needed to cut a strand). The net can only be ripped by a person with a Strength of 20. Upon command the net will shrink again. This power may be used 6 times per day.

Defense: Save vs spells **XP Value:** 3,000

Magic armor and Shields



Dragonarmor

Used by: Warriors and priests; Dragon Highlords

Description: This armor consists of a padded tunic and leggings topped by breast and shoulder plates made of dragon

scale and plate mail. The thighs and shins are protected by additional plates, these attached separately. The full-sized helm is a two-pieced arrangement, which grants protection to the back of the neck as well as the face.

Dragonarmor is custom-fitted to its wearer, who suffers no encumbrance penalty when wearing it. Others may find a particular suit either too loose or too tight, suffering a -1 penalty on all attacks and all proficiency checks that depend on Dexterity. Dragonarmor was the invention of Sargonnas for his Dark Lady during the War of the Lance.

Powers: Dragonarmor is considered *scale armor* +2. Those who wear the tunic and leggings subtract 1d6 points from any cold-or fire-based attacks against them.

Defense: None

XP Value: 3,000

Plate of Solamnus

Used by: Warriors and Knights of the Rose; Solamnus

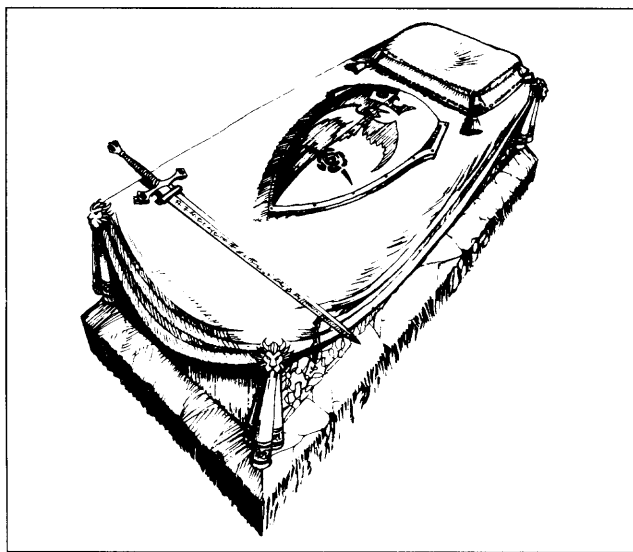
Description: These suits consist of field plate armor that has been beautifully tooled with the markings of all three Solamnic orders. The sigil of the Order of the Rose shows prominently on the breastplate. The suits, made when the Knighthood was first formed, have been used by certain Knights of the Rose ever since. Vinas Solamnus wore the first such suit, as did Huma, although he never became a Knight of the Rose. Currently such suits are scarce.

Powers: This armor carries a +5 enchantment (AC -3). Wearers must strictly follow the tenets of the Lawful Good alignment or the armor loses its magical bonus. Neutral or Evil characters suffer an additional 1d10 points of damage from any damage received while wearing this armor.

DMs must remember that this armor is very rare. It is no longer made. One suit could be the goal of a long, dangerous quest.

Defense: None

XP Value: 5,000



Shield of Huma

Used by: Warriors; Huma

Description: Huma is most famed for his use of the original *dragonlances* to banish the Queen of Darkness from the face of Krynn. His shield, however, figures quite prominently in many of his lesser tales. It never failed him, saving his life during many battles against dragons before the *dragonlance* was employed.

The shield appears to be a medium shield, carved with intricate symbols of the Knights of the Crown.

Powers: Huma's shield is considered a medium *shield*+3

(+5 vs. dragons). It magically protects its wielder against breath-weapon attacks so that a successful save vs. breath weapon causes no damage and a failed save results in only half damage.

Defenses: None

XP Value: 7,000

Solamnic armor

Used by: Warriors and Knights of Solamnia

Description: All Knights of Solamnia gain this suit of armor when they attain the title of Lord and prove themselves worthy as true and noble knights. Each suit is engraved with the symbols of the knight's order and (for Sword and Rose Knights) any knighthoods previously held by the knight. Production of Solamnic armor has resumed in the aftermath of the War of the Lance.

Powers: The armor is a suit of *field plate* +1.

Defense: None

XP Value: 3,000

Magic Weapons

Axe of Brotherhood and Sword of Friendship

Used by: Warriors

Description: During the Dwarfgate Wars, Caramon proposed a contest to bring the two quarreling factions of hill dwarves and plainsmen together. Caramon raised a tall wooden post in a sea of mud, placing the *Axe of Brotherhood* and the *Sword of Friendship* at the top. Whoever climbed the post could claim these as prizes. There was a catch, of course. Not only was the post greased, but Caramon had the contest rigged so that the dwarves and men had to work together to reach the prizes.

Powers: The *Axe of Brotherhood* has a +2 bonus to hit and damage. The *Sword of Friendship* has a +3 bonus to hit and damage.

Defenses: Armor

XP Value: 2,000 and 3,000

The Brightblade

Used by: Warriors; Sturm, Angriff, Bedal, Galen

Description: This two-handed sword is among the finest weapons ever crafted by dwarves for humans. Rumored to be over 2,900 years old, the *Brightblade* remains keen and vital, showing no wear from the long, wearying ages. Legends regarding the sword remain few, lost with the death of the last of the Brightblades.

In the time of Vinas Solamnus, a warrior named Berthel defended a lone dwarven traveler from the savagery of blood-thirsty hobgoblins. As a reward, the dwarven noble crafted a beautiful shining sword for his savior. The sword bore the name of the *Brightblade*.

In the years that followed, Berthel wielded the *Brightblade* in the service of Vinas Solamnus during the Rose Rebellion. Afterward, Berthel's son Bedal took up the honor, and proved himself as heroic as his father. He single-handedly defended a strategic pass from fierce desert nomads.

The *Brightblade* continued in the service of Berthel's line until its owner was slain and it was lost to ogres. After the Cataclysm, a descendant of Bedal's, Bayard Brightblade, recovered his family's sword, which he then passed on to Galen Pathwarden di Caela Brightblade, his adopted son. Although Galen's beginnings were humble, he became known as a knight of great virtue and prowess.

Through history the sword passed to Emelin Brightblade, grandsire of Sturm, and thence to Angriff Brightblade. The sword was lost during the peasant rebellion called the Out-crying, but Sturm at last reclaimed his heritage when he came of age and faced down Lord Wilderness' challenge of the heart. The *Brightblade* defended Sturm to the last, when he





fell at the High Clerist's Tower during the War of the Lance. The sword's current locale is unknown.

Powers: The *Brightblade* is a *two-handed sword* +3 of dwarvish make. It resists rust and corrosion and its edges never lose their sharpness. Strong dwarven runes of protection cover it, forbidding those unworthy to use it. Only those of noble heart, virtue, and courage can command its full powers. If used by one of dark purpose, weak beliefs, or Evil will, it will shatter, and may only be restored by the grace of the gods.

The sword's runes of friendship and peace grant the wielder +2 to all response checks from others. Further, this two-handed sword has the speed and swiftness of a long sword. Finally, the *Brightblade* can summon *light* and provide *protection from Evil* once per day.

Defenses: Armor

XP Value: 2,700

Dagger of Magius

Used by: Wizards; Raistlin

Description: Raistlin Majere purchased this dagger from the Tower of High Sorcery, giving in exchange a valuable magical item he found in his early days of mercenary service. He carried the dagger on his right forearm by means of a cunningly designed leather thong of his own making. This allowed the dagger to slip into his hand with a simple movement of his wrist.

Six inches long, this silver dagger is carved in the shape of a dragon with the tail as the blade. It is slender and lightweight and can easily be hidden upon the person of the mage.

Powers: The dagger has a +3 bonus to hit and damage. It also has the ability to remain undetected in a search of the mage's person.

Defenses: Armor

XP Value: 1,500

Dagger of Vengeance

Used by: All

Description: This double-edged dagger has a nasty barb at its tip and a blood groove that runs its length. The pommel of the dagger is wrapped in serpent skin and bears a flaming red garnet. Legends praise this weapon as the bringer of righteous revenge.

From the time of its mysterious beginnings, the *Dagger of Vengeance* has wandered Krynn, wreaking terrible tragedies and advancing the cause of evil. Ever it has followed in the path of the magic item *Trueheart's Warding*; often has it slain the wearer of the armband. No one knows who now bears the *Dagger of Vengeance*.

Powers: The *Dagger of Vengeance* appears to be a *dagger of venom*. It secretes its own extremely virulent poison (save vs poison -2). If employed in what the wielder perceives to be an act of vengeance, the blade backstabs at +4 to hit, and causes 1d4+2 points of damage and requires a save vs poison at -2. On a roll of 18-20 on 1d20, the dagger injects a second dose of poison, requiring a second save vs poison at -4.

The *Dagger of Vengeance* slowly gains control over anyone who wields it, especially those who harbor anger or jealousy. With each use, the dagger gradually shifts the wielder's thoughts to Chaotic Evil. The ranks shift as follows: Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, Neutral, Chaotic Evil, Lawful Evil, Neutral Evil, Chaotic Evil. The dagger makes the wielder paranoid, temperamental, and quick to anger. Whenever a PC or NPC performs an action that the character might consider a threat, the DM should have the bearer of the *Dagger of Vengeance* make a Wisdom check minus the number of times the player has used the dagger. If the check fails, the player goes into a paranoid rage

and must attack the offender. "Vengeance will be mine!"

If the dagger is stolen, it continues to call out to previous owners across the miles. Any owner who has a combined Intelligence and Wisdom of less than 27 must pursue the dagger fanatically, seeking its return.

This dagger is one of the three artifacts in the Triad of Betrayal created by Reorx and imbued with the essence of Hiddukel. He created the *Dagger of Vengeance* as a foil to Mishakal's *Trueheart's Warding*. The dagger seeks out the owner of *Trueheart's Warding* and strives to destroy him or her.

Mishakal bestowed the three artifacts of the Circle of Love on the lovers Trae and Mirri, and Trae's brother Heris. These artifacts bound them together, bringing about a peace between their feuding families. Hiddukel plotted to destroy that peace. He bestowed the *Dagger of Vengeance* upon Lady Dobal, who lusted after the heart of the mage Heris. Lady Dobal feared the impending alliance between the feuding families. She planned to slay the warrior and his bride to free Heris' heart for her alone. Through treachery, Lady Dobal shattered the newfound alliance. But when Trae and Mirri lay dead, Heris took his own life, leaving Lady Dobal again alone.

Defenses: Armor and *remove curse*

XP Value: 1,300

Dragonlance, Lesser

Used by: Warriors and Knights of Solamnia

Description: These beautiful weapons come in two types: footman's lances and mounted lances. Each type is made of a silvery metal that gives off a healthy, powerful glow of silver. The head is sharpened to a fine edge, with small barbs protruding from the sides.

How well the lance was made and under what conditions it was forged determines the lance's performance in battle. The forging of a true *dragonlance* requires two artifacts: the *Silver Arm of Ergoth*, and the *Hammer of Kharas*. Legend says that only *dragonlances* forged by these two artifacts can work properly.

A *dragonlance* forged with only one of the two above artifacts receives only a +2 enchantment to hit and damage. A lance forged by both artifacts gains a +4 enchantment.

Dragonlances were first created at the end of the early Dragon Wars, and they brought about the downfall of the Evil dragons. Twenty *dragonlances* survived inside the Stone Dragon of Ergoth—10 footman and 10 mounted lances. Others lie in sunken Istar.

More lances were forged during the War of the Lance. With the end of the War, the Knights of Solamnia have overseen the production and distribution of the lances. *Dragonlances* are never sold, nor distributed lightly. Characters who are not demonstrably Good cannot use the lances. (The lance burns the hand or mount of a non-Good character for 4d6 points of damage per round held.) The Knights keep close track of the actions of those who are given a lance.

Footman's Dragonlance: This lance is 6 feet long. It can be thrown as a spear, although with a -2 to hit. The lance causes 1d6 points of damage on man-sized or smaller opponents, and 1d8 points against larger than man-sized opponents. Against any dragon, the *dragonlance* inflicts damage equal to the total remaining hit points of its wielder.

Mounted Dragonlance: The mounted lance is 12 feet long and is most effective when mounted on a Good dragon. The weapon is buttressed by a harness mount that enables the wielder to bring the weapon's point to bear at any arc around its balance point.

The mounted lance does 2d4+1 points of damage against foes that are man-sized or smaller, and 3d6 points against larger than man-sized opponents. Against a dragon, the lance inflicts damage equal to the total remaining hit points of the

wielder and his mount.

If the lance is not mounted on a dragon, the weapon causes normal lance damage, with the magical enchantment to hit and damage.

Defense: Armor

XP Value: 1,800 and 3,900

Dragonlance, True

Used by: Warriors and Knights of Solamnia

Description: True dragonlances are very rare. Their creation must include all the elements common in dragonlance creation—the *Silver Arm of Ergoth*, the *Hammer of Kharas*, and pure dragonmetal. Beyond that, the forging of a *true dragonlance* must be overseen by the Master of the White Robes and the Chosen Prophet of Paladine. Furthermore, the lance must be completed on a night of the Grand Conjunction of the moons. As the molten dragonmetal solidifies, the Master of the White Robes imbues it with awesome spell power and the Chosen Prophet evokes Paladine. If the workmanship is worthy and the lance is truly needed, Paladine will appear in avatar form and lay his hands on the white-hot metal. In a flash, he will be gone, but a true dragonlance will have been created.

The *true dragonlance* uses the lance mount and saddle to draw the dragon's power and essence into the weapon. Upon a *command word* uttered by the rider, the tip of the true dragonlance unleashes the dragon's breath weapon to double its usual range and damage and half the usual THAC0. The dragon can also use its breath weapon simultaneously, with its original range, damage, and THAC0.

Unfortunately, because the dragon's essence is drawn upon so heavily, a *true dragonlance* (if used incautiously) may destroy a dragon. No dragon can withstand more than 1d4+10 uses of the *true dragonlance* per day, and every use requires the dragon to rest one day to recover to full strength. After five uses, the breath weapon's range and damage are halved and the THAC0 is doubled. After the total number of uses (11-14), the dragon drops dead to the ground.

A rider who has destroyed a Good dragon through incautious use of a *true dragonlance* will be hunted down by the Master of the White Robes and the Chosen Prophet of Paladine and slain. Nothing can save him.

Defense: Armor

XP Value: 20,000

Frostreaver

Used by: Ice Barbarians; Harald Haakon, Raggart Klug

Description: A *frostreaver* is a heavy battle axe made of ice gathered from a secret location on Icewall Glacier. The ice at the glacier is unusually dense, a result of tremendous pressure exerted for centuries.

The knowledge needed to create a *frostreaver* is known only to the Revered Priests of the Ice Folk, the barbarian tribes that struggle for control of Icewall Glacier. The blades are formed by using the oil from slain thanoi and other ingredients in a mystical process that hones and flattens the sheet of ice. The priest must work for an entire month to create the weapon, and even then, there is only a 33% chance that the weapon will turn out correctly.

Powers: A *frostreaver* functions as a *battle axe +4*. Because of the weight and size of the weapon, the wielder must have a Strength of 13 or greater to wield it.

The weakness of the weapon is its material. Temperatures above freezing cause the ice to melt and render the weapon useless. One full day of above freezing causes a *frostreaver* to become useless as a weapon. In a warm (50+ degree) environment, the axe becomes useless in 1d6 hours.

Defense: Armor

XP Value: 900



hammer of kharas

Used by: Warriors; Kharas

Description: The *Hammer of Kharas* is a mighty artifact. Only with the hammer can true dragonlances be formed.

The hammer is twice the size of a normal warhammer. Its name comes from the great dwarven hero Kharas, (meaning "knight") who fought in the Dwarfgate Wars after the Cataclysm. Kharas is most remembered, however, for the heroic deeds he performed prior to that time. The hammer was given to him by the Kayolin dwarves in recognition for his deeds on their behalf.

Kharas' legend began in the Shadow Years, which followed the Cataclysm. He was ashamed when his lord, King Derkin, shut the gates of the mighty realm of Thorbardin, barring out the starving hill dwarves and men who came for aid. When famine deepened across the lands, the dispossessed dwarves and men united under the dark wizard, Fistandantilus, and attacked Thorbardin. Brother slew brother. Many died. Kharas carried the slain sons of Derkin back to their father the king. The great devastation of Fistandantilus occurred as he was gone, laying waste to the Plains of Dergoth.

Overcome with grief at the sight of his sons, Derkin sealed the gates for all time and fell into endless despair. Knowing that Derkin was dying and no heirs remained, the Thanes each plotted to become king. Many came to Kharas to solicit his support. Kharas was angry with the Thanes and he left to wander Ansalon. He returned just before Derkin's death and proclaimed, "Too late our lord found that we must live together in this world or perish apart. It will be many years before we ourselves shall 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." Then Kharas left the mountain. He was never seen again.

Powers: The *Hammer of Kharas* has a +2 bonus to hit and damage. It inflicts 2d4 +2 points of damage on a normal hit. It cannot be lifted by a character with Strength below 12, and anyone with a Strength below 18/50 suffers a -2 penalty to hit with it (cancels out the +2 bonus).

The hammer acts as a *mace of disruption* against undead and creatures from the Abyss. It turns undead as a 12th-level priest. The hammer is intelligent (Int 11, Ego 11) and can control anyone who touches it and has a combined Intelligence and Wisdom less than 22. The hammer seeks to preserve the security of the dwarven race and further the cause of Good.





The hammer chooses when to activate its powers, although a wielder with enough Intelligence and Wisdom can resist the hammer's will and, in turn, command it.

The *Hammer of Kharas* has the following special abilities, at the 20th level of magic use:

- *Detects Evil* as a paladin.
- Gives wielder immunity to fear, both normal and magical.
- Protects wielder from 1st-4th level spells.
- Casts prayer once per day.
- Provides *protection from normal missiles* once per day.
- Acts as a potion of fire giant strength once per day.
- Cures serious wounds once per day.
- Inspires awe in all dwarves and derro, preventing them from taking action against the hammer or its wielder.

Defenses: Armor, willpower

XP Value: 7,700



Mantooth

Used by: Rogues and warriors; Caramon

Description: Silvanesti legends tell of this warrior's blade that could shatter enchantments and turn spells-the true wizard's bane. It is known by many names: *Spellcleaver*, *Darkstar*, *Magefool*, and *Mantooth*. Folktales credit this blade with the undoing of the sorceress Silvyana 500 years ago and binding of the ogremage, Shril. The sword's origin and purpose are unknown, as is its current location. *Mantooth* last appeared in the treasury of Silvanost.

Powers: *Mantooth* is a long sword +1 (+2 vs wizards and magic creatures). It deflects a magical attack back on the attacker by rolling to hit AC 0 (without bonuses). The spell-caster may still save to dodge the attack.

Mantooth also may sever magical barriers. Roll to hit AC 0. Every point of damage inflicted on the barrier causes a 1% cumulative chance that the barrier will fall.

Defense: Disarm

XP Value: 2,700

Nightbringer

Used by: Evil warriors and priests; Verminaard

Description: *Nightbringer* was forged in the Tower of Ergoth. It was here that the power of the Black Robe wizards forged many Evil weapons in the days when their kind were hunted by the corrupt church of Istar.

After the Cataclysm, *Nightbringer* fell into the possession of Verminaard, who received it from other Evil priests.

Powers: *Nightbringer* is a footman's mace +3. It is a powerful tool of evil. When the mace strikes a victim and the com-

mand word is uttered, the victim must make a saving throw vs. spell or become blind for 2d6 turns. The mace also inflicts its normal damage. If a character of Good alignment tries to pick up *Nightbringer*, that character must roll a successful saving throw vs. spell with a -2 penalty to the roll. Failure means that the character is blinded permanently until a *cure blindness* spell is cast on him.

Defenses: Remove curse, armor

XP Value: 5,600

Rabbitlayer

Used by: All; Tasslehoff

Description: Tas brags about how his lucky knife always finds its way back to him. Called *Rabbitlayer* (because Caramon said it would only be of use against ferocious rabbits), the dagger's origin remains unclear. Tas claimed he found in the cursed lands near Xak Tsaroth. Goldmoon once pronounced the blade "blessed by the gods" and "more powerful than imagined." Others scoffed.

Powers: *Rabbitlayer* is a dagger +4. It always returns to its owner's hands within 1d20 hours after it is lost or stolen. Only if it is willingly given away does *Rabbitlayer* gain a new owner.

Defenses: Armor

XP Value: 300

Wyrmbsane (Redeemer)

Used by: Warriors; Tanis

Description: This sword has had many owners and many names. To most it is *Wyrmbsane*, sister sword to Kith-Kanan's *Wyrmslayer*. It was forged in Silvanesti during the Second Dragon War, but was given to the kingdom of Thorbardin and from thence to Ergoth. The sword's blade is etched with elvish script, and its crosspiece bears the likeness of a falcon's beak.

Powers: *Redeemer* functions as a long sword +2. When wielded against dragons, draconians, serpents, or lizard kin, it inflicts double damage. Against serpent spawn of the sea and marsh (e.g., black dragons) *Redeemer* causes triple damage. It cannot be harmed by wyrm breath weapons, and cannot be trapped in the stony form of a dead draconian.

Redeemer can also *locate objects* if the object is known and within 180 yards. The sword will point in the direction of the desired object (if the item is not shielded by lead or gold). This power functions 3 times per day.

Defenses: Distance, lead or gold

XP Value: 800

Wyrmslayer

Used by: Warriors; Kith-Kanan

Description: This mighty blade was the weapon of the ancient elven hero, Kith-Kanan. It was forged in Silvanesti during the second Dragon War and remained in the royal house until Kith-Kanan led his people to Qualinesti. He is said to have been buried with the sword.

Powers: This weapon looks very much like *Wyrmbsane (Redeemer)*, except that it is a little larger. It normally functions as a two-handed sword +3. Like *Wyrmbsane*, *Wyrmslayer* is immune to the imprisoning effect of a dying Baaz draconian. The sword causes double damage against any dragon or draconian.

In addition, a character holding *Wyrmslayer* by the hilt gains a +3 bonus to all saves against dragon breath attacks and spells cast by dragons or draconians.

Wyrmslayer does have the disconcerting tendency to buzz aggressively whenever it is brought within 3' of a true dragon (not a draconian). This buzzing sound is loud enough to be heard clearly and always awakens a sleeping dragon.

Defenses: Armor

XP Value: 9,000

Random Treasure Determination

Type	Treasure Type							
	Iron or Copper	Silver	Gold	Bronze*	Steel	Plat.	Gems	Magic Item
A	1K-3K 25%	2H-2K 30%	1K-6K 40%	3H-18H 35%	2H-8H 25%	1H-4H 15%	10-40 60%	Any 3 10%
B	1K-6K 50%	1K-3K 25%	2H-2K 25%	1H-1K 25%	1H-1K 25%	1H-8H 20%	1-8 30%	Arm/wpn 10%
C	1K-10K 20%	1K-6K 30%	1H-6H 10%	- -	- -	- -	1-6 10%	Any 2 10%
D	1K-6K 10%	1K-10K 15%	1K-3K 50%	1H-6H 10%	1H-1K 10%	1H-4H 10%	1-10 30%	2 and 1 potion 15%
E	1K-6K 5%	1K-10K 25%	1K-4K 25%	3H-16H 25%	2H-12H 25%	1H-1K 20%	1-12 15%	3 and 1 scroll 25%
F	- -	3K-18K 10%	1K-6K 40%	1K-4K 15%	1K-3K 15%	3H-16H 10%	2-20 20%	5 and ex. wpns 30%
G	- -	- -	2K-20K 50%	1K-10K 50%	1K-6K 45%	1K-4K 40%	3-18 30%	Any 5 35%
H	3K-18K 25%	2K-20K 40%	2K-20K 55%	1K-10K 40%	1K-8K 30%	1-6K 25%	3-30 50%	Any 6 15%
I	- -	- -	- -	1H-6H 30%	1H-4H 30%	- -	2-12 55%	Any 1 15%

Individual and Small Lair Treasures

J	3-24	-	-	-	-	-	-	-
K	-	3-18	-	-	-	-	-	-
L	-	-	-	2-12	1-3	-	-	-
M	-	-	2-8	-	1-4	-	-	-
N	-	-	-	1-6	1-6	-	-	-
O	10-40	10-30	1-10	-	-	-	-	-
P	-	10-60	2-20	1-20	1-10	1-8	-	-
Q	-	-	-	-	-	-	1-4	-
R	-	-	2-20	10-60	2-8	1-6	2-8	-
S	-	-	-	-	-	-	-	1-8 Pot.
T	-	-	-	-	-	-	-	1-4 ser.
U	-	-	-	-	2-8	-	2-16	1 (70%)
V	-	-	-	-	-	-	-	Any 2
W	-	-	5-30	1-8	1-6	1-4	2-16 (60%)	Any 2 (60%)
X	-	-	-	-	-	-	-	2 Pot.
Y	-	-	2H-12K	-	2-20	1-10	-	-
Z	1H-3H	1H-4H	1H-6H	1H-4H	1H-4H	1H-3H	1-6 55%	Any 3 50%

H = Hundreds; K = Thousands; * = DM's choice

Modifications To Standard Magical Items

This information supersedes the *Dungeon Master's Guide*.

Potions

Potion of Dragon Control: Does not exist on Ansalon.

Scrolls

Protection from Dragon Breath: Does not exist on Ansalon.

Protection from Lycanthropes: Does not exist on Ansalon.

Rings

Ring of Djinni Summoning: Does not exist on Ansalon.

Staves

Staff of the Magi: Does not exist on Ansalon.

Staff of the Woodlands: Does not exist on Ansalon.

Miscellaneous Magic

Amulet of the Planes: Does not exist on Ansalon.

Apparatus of Kwalish: Does not exist on Ansalon.

Boccob's Blessed Book: Renamed *Spellmaster's Blessing*.

Boots of the North: Now called boots of the south.

Bucknard's Everfull Purse: Does not exist on Ansalon.

Candle of Invocation: Dedicated to one of the three main ethos: Good, Evil, Neutrality.

Daern's Instant fortress: Does not exist on Ansalon.

Efreeti Bottle: Does not exist on Ansalon.

Eversmoking Bottle: Does not exist on Ansalon.

Girdle of Giant Strength: Now called *girdle of strength*.

Heward's Handy Haversack: Renamed *haversack of order*.

Horn of Valhalla: Renamed *horn of Kiri-Jolith*. All warriors summoned by the horn will be Chaotic Good.

iron Bands of Bilarro: Does not exist on Ansalon.

Keoghtom's Ointment: Renamed *Mishakal's healing balm*.

Murlynd's Spoon: Does not exist on Ansalon.

Necklace of Prayer Beads: Bead of summons brings the priest's deity in avatar form.

Nolzur's Marvelous Pigments: Renamed *Branchala's paints*.

Quaal's Feather Token: Renamed *Habbakuk's blessed tokens*.

Quiver of Ehlonna: Does not exist on Ansalon.

Talisman of Zagyg: Now called the *talisman of Lunitari*.


Magical Weapons

Arrows of Slaying: *Arrow of dragon slaying* do not exist on Ansalon.

Sword, Dragon Slayer: These are extremely rare. Only 5% of those indicated on treasure charts in the *Dungeon Master's Guide* actually appear in the treasure (1-5 on 1d100).



Using The adventure Map and Talis Cards



On the back side of the map of Ansalon (see the first map sheet) is an adventure map. This map allows PCs to explore the areas in and around Solace and the Seeker Lands. The following pages describe how to generate AD&D® role-playing adventures using the adventure map, the Talis card deck, the character cards, and the fold-up figures enclosed. The adventure map provides a campaign-base, showing all the important sites in the homeland of the heroes.

how To Read The Map

Layout: The map has two main sections: the adventure map and the battleground. Characters will move their stand-ups across the adventure map to go to locations and have encounters. When a battle begins, however, the players remove their stand-ups to the battleground portion of the map to resolve combat.

The adventure map is divided into hexes of two varieties: adventure locations and terrain areas. Adventure locations are marked with numbers, which correspond to their descriptions in the following text. Some adventure locations are shown in detail on the border maps. These border maps contain red card symbols that indicate encounter sites. At these encounter sites, cards are drawn to generate encounters and events.

All hexes on the adventure map that are not adventure locations are terrain areas. The ten terrain area types appear on the map key. The numbers on the key correspond with the numbers on the terrain descriptions that follow.

Scale: The map has two different scales. Within Solace and the fair grounds, one hex = 100 yards. Outside of Solace and the fair grounds, one hex = 2 miles.

Movement: Character movement rates appear on the character cards. A character's maximum move on the map is one third of their movement rate in hexes. Humans, who have a movement rate of 12, have a maximum move of 4 hexes at a time through clear terrain, while demihumans, whose movement rates 6, have a maximum move of 2. Characters move at these rates whether they are in Solace or outside it. Terrain also affects movement, as will be described following. Characters can always move at least one hex during their move.

Time: If a character is in Solace, his maximum movement takes one turn (10 minutes of game time) to complete. Outside of Solace, a character's maximum move takes him 8 hours to complete (three maximum moves take one day). In any of the small border maps, a character spends a full move to go from one encounter site (red card-draw symbol) to another. This movement equals one turn (or 10 minutes of game time).

Getting Started

The DM should have each player choose a character card and a fold-up counter. The characters place their fold-ups on the map at adventure location 45—the *Inn of the Last Home* in Solace. Here, the adventure begins. Noting that the Inn is number 45, the DM should turn to description number 45 in the following pages.

Adventure locations: The following descriptions of the Inn and all other adventure locations are arranged in this fashion:

Number and Name: The number of each adventure location on the map corresponds with the number of each description here in the book. The *Inn of the Last Home* is adventure location number 45.

Mood: A short phrase appears after the adventure location's name to help DMs establish the mood at the site. The *Inn*

has a welcoming mood.

Response: The disposition of creatures encountered at an adventure location appears here. DMs should refer to **Table 59: Encounter Reactions** in the *Dungeon Master's Guide* to determine how creatures encountered here respond to the PCs' dispositions. Folk in the *Inn* tend to have a friendly response.

SUN or MOON: The nature of a site is defined using two symbols: a SUN represents non-harmful encounters and a MOON represents dangerous encounters. A combination of the two symbols means the DM may determine the nature of an encounter. At the *Inn*, the DM can choose which kind of encounter occurs.

Description: This brief section describes the location. DMs may read this section aloud or paraphrase. The *Inn* has a cheerful and busy tap room.

DM's Notes: This section indicates to DMs what sort of events might occur at the location. At the *Inn*, PCs might get hired for adventure.

Residents: This entry appears when PCs will likely find a specific person or beast at a location. If an encounter is indicated in such a site, the DM may either use those listed as residents or draw a card to determine the creature encountered. Game stats for resident creatures appear as follows:

Name (Character Class and Level or Hit Dice, Ability Scores [for important NPCs], Armor Class, Movement Rate, THAC0, Attack Damage, hit points, and special notes).

In the *Inn*, PCs will likely encounter Otik, a 3rd level fighter, and Tika, a 3rd level thief and 2nd level fighter (among others).

Event: This number indicates the chance that an event will occur when a hero ends his movement on this hex. The DM rolls 1d10, and if the number rolled is equal to or less than the Event number, an event occurs. At the *Inn*, the DM would need to roll a 1 for an event to occur. If a 1 appears, the DM may either draw a card from the Talis deck or roll 2d10 and consult encounter tables of his own devising (see the DMG chapter on encounters).

Card: If an event or encounter is indicated for an area, this number indicates how many Talis cards the DM should draw for the adventure location. At the *Inn*, the DM would draw 1 card.

Some adventure locations have fully-detailed border maps, which indicate the number of cards for each location on the map by a red card symbol with a yellow arrow.

Once a card is drawn, the DM should consult the Chance of Event Chart on the back cover of the *World Book*. He should find the type of terrain that surrounds the adventure location, roll 1d20, and consult the chart to see what type of event occurs. Then the DM turns to the appropriate Adventure Card table at the end of this chapter, noting whether the Talis card was drawn revealing the "Light" or "Dark" side. This table will indicate the event that occurs.

When an encounter occurs, the DM decides how many creatures are encountered depending on how challenging he wants the encounter to be. A fair match has the total Hit Dice or Levels of the creatures equal those of the heroes.

Terrain Areas: Hexes on the map that do not contain numbers are terrain areas: fields, hills, marshes, mountains, and so forth. Players move across terrain areas when they go from location to location. Terrain types, like adventure locations, have entries indicating Mood, Response, SUN/MOON, Description, DM's Notes, Events, and Cards. Terrain areas also

have the following statistics.

Move: This number indicates how many movement points a character must spend to enter one hex of this terrain type. The maximum move for a PC is calculated by dividing the PC's move rating (on the character card) by 3. For example, a human with a move rating of 12 can move 4 hexes (12/3=4) in open terrain, which has a movement cost of 1 point per hex. Hills, however, have a higher movement cost of 2 points per hex. A human with a move of 4 can only move into two hill hexes at a time. A character can always move at least 1 hex during his or her movement.

Lost: This number indicates the chance that a PC will become hopelessly lost in this terrain type. The DM rolls 1d10 when the PC ends movement on a terrain area hex. If the number rolled is equal to or less than the Lost number, the PC's turn ends.

Descriptions of Terrain and Locations

The first ten entries are the terrain areas. The remaining entries are adventure locations.

1. CROSSROAD/PASS *Mood:* Possibility; *Response:* Indifferent (SUN/MOON)

Description: The trail wanders ever on. The song of birds and insects stills at your passing.

DM's Notes: This is a place where heroes often encounter strangers or events for the first time. Roll 1d10 and check the Event chance to find if an encounter or event occurs. The DM may select an encounter or draw cards from the Talis deck to determine

- what creature is encountered,
- what the creature's goals are, and
- what personality it has.

The DM may decide to use an Event as defined by a card, rather than an encounter.

In crossroads, PCs often encounter farmers, vendors, Seeker's Guards (seeking taxes), beggars, pilgrims, wandering wizards, con men, brigands, or even monsters.

Move: 1, **Lost:** 1, **Event:** 5, **Card:** 1

2. FIELDS *Mood:* Curious; *Response:* Friendly (SUN)

Description: Fields of grain carpet the plains. Farms and trees divide the land into neat little bundles.

DM's Notes: These cultivated lands are home to friendly farmers, working their fields. They will quickly aid strangers in need during the day, but become evasive at night. They will not leave their lands to fight beside strangers, but will defend their homes.

Farmers may freely offer heroes a place to rest and heal (1 hp per day) or may request aid of heroes. Heroes may trade or negotiate to obtain information, food, equipment, or weapons: spears, staves, polearms, clubs, axes, long swords, slings, and short bows. Armor is limited to shields, padded leather, and studded leather. Here, weapons and armor cost twice as much as in town.

Farmers (Com4, AC 9, MV 12, THAC0 19, AT 1d6, hp 12)

Move: 1, **Lost:** 1, **Event:** 2, **Card:** 1

3. GRASSLANDS *Mood:* Playful; *Response:* Indifferent (SUN)

Description: Green prairie graces the rolling plains and a playful breeze dances through the tall grass.

DM's Notes: The plains are idyllic and tranquil. Small herds of buffalo graze in the distance. Bands of barbarians sometimes hunt the windswept plains. The buffalo will challenge an incautious hunter. The barbarians distrust strangers. The tall grasses may conceal a creature lying in ambush or an unknown treasure or ruin. Thunderstorms, stampedes, and brush fires may catch the unwary (Dmg 2d6; Wis check to

avoid).

Barbarian (Ftr4, AC 7, MV 12, THAC0 17, AT 1d6, hp 16)

Buffalo (HD 3, AC 9, MV 12, THAC0 17, Dmg 1d6, hp 15)

Move: 1, **Lost:** 1, **Event:** 2, **Card:** 1

4. HILLS *Mood:* Watchful; *Response:* Hostile (SUN/MOON)

Description: The hills crowd anxiously together like fearful cattle. Unfriendly eyes seem to be watching.

DM's Notes: The hills are covered with gray gorse and purple heather. Beech and birch trees mantle the valleys in green and gold. Firs and pines dress the ridge-line in subtle grays and olives. Flocks of wild 'waris—large flightless birds—forage on the slopes, and bands of bandits are known to hide in the hills.

The 'waris may be hunted for their feathers, hides, and meat. However, 'waris panic and stampede at the smell of blood or pungent odors (Dmg 4d4, Dex check to avoid).

Brigands may wait in ambush or pose as injured travelers to draw the heroes near. Monsters also build their lairs in burrows and on lonely hilltops or shadowed vales in the hilly countryside.

Brigands (Ftr3, AC 7, MV 12, THAC0 18, AT 1d8, hp 16)

'Wari (HD 3, AC 6, MV 15, THAC0 17, AT 1d2/1d4, hp 13)

Move: 2, **Lost:** 2, **Event:** 3, **Card:** 1

5. LAKE *Mood:* Unpredictable; *Response:* Indifferent (SUN/MOON)

Description: The blue sky darkens the deep waters. Wind kicks up whitecaps in the distance.

DM's Notes: Lake Crystalmir is capricious, calm and glassy, wind-tossed and playful, stormy and threatening. Early morning finds fishermen working nets from boats near the shore. An occasional boat puts out to carry passengers to the lonely island in the center, or to the far shore.

Rain and windstorms may spring up suddenly over the lake, delaying travel (MVx1/3) and capsizing boats of the unwary (Dex check), spilling passengers into the choppy waters so that they must swim to the shore (Str check per hex plus Con check if the Str check fails. See swimming rules in the PHB).

Fishermen (Com2, AC 10, MV 12 SW 6, THAC0 20, AT 1d4, hp 6)

Boatman (Mars, AC 6, MV 12 SW 9, THAC0 16, AT 1d6+1, hp 27)

Move: 2, **Lost:** 0, **Event:** 1, **Card:** 1

6. MARSH *Mood:* Malevolent; *Response:* Hostile (MOON)

Description: Under the ironclaw trees, black waters swarm with flies and conceal dangers of the swamp.

DM's Notes: A fetid mist swirls and eddies above the rank, black waters. Pools and channels of stagnant water divide the muddy hummocks and briar-covered islets. Movement is treacherous through the muck and mire. These swampy lands harbor vicious goblins, voracious trolls, haunted undead and other dark creatures.

Hazards: The persistent clinging mist of the marsh and meandering waterways increases the chances of becoming lost. Dangers lie everywhere: crocodiles, poisonous vipers, and quicksand (Int check to avoid). A character who is trapped in quicksand must make a Wis check to stay afloat, otherwise he will sink in 1d3 rounds. A floating victim must try to swim free (½ Dex check) or be pulled free by friends (Str check -2 per round).

Goblins (HD 1-1, AC 6, MV 6, THAC0 20, AT 1d6, hp 5)

Trolls (HD 6+6, AC 4, MV 12, THAC0 13, AT 1d4/1d4+4+1d8+4, hp 35)

Vipers (HD 1+1, AC 8, MV 9, THAC0 19, AT 1d3 + poison, hp 6)

Crocodiles (HD 3, AC 5, MV 6 SW 12, THAC0 16, AT 2d4 +



1d12, hp 11)

Move: 8, **Lost:** 6, **Event:** 5, **Card:** 1

7. MOUNTAINS *Mood:* Cold; *Response:* Hostile (MOON)

Description: An angry mountain towers ahead, casting giant shadows across the land.

DM's Notes: Mountain brooks tumble in muddy sluices down the rocking cliff face. Crooked cedars cling precariously to piles of cracked and fallen rocks. In the distance, goats caper nimbly from rock to rock. The lonely cry of a hungry wolf summons a chorus from his canine brothers. Here too dwell small bands of cruel but stupid ogres.

Hazards: Rockslides and avalanches are an everpresent danger in these ragged mountains. A character caught in the midst of one must have a hearty Constitution to survive. Each character is attacked 1d4 times (THAC0 15, Dmg 1d6, Con check reduces damage to half). To cross a fallen rockslide requires two Dex checks; failure results in the character's receiving an additional attack.

Goats (HD 1+2, AC 7, MV 15, THAC0 19, AT 1d3, hp 6)

Ogres (HD 4+1, AC 5, MV 9, THAC0 13, AT 1d10, hp 19)

Wolves (HD 2+2, AC 7, MV 18, THAC0 19, AT 1d4+1, hp 11)

Move: 6, **Lost:** 5, **Event:** 4, **Card:** 1

8. RIVER *Mood:* Moody; *Response:* Threatening (SUN/MOON)

Description: Muddy waters sluice through steep cliffs, in one place calm, in another churning and crashing.

DM's Notes: Solace Stream crashes through a narrow gorge southward to join with the White Rage River. Sunken rocks tear at the hulls of boats and the shoulders of swimmers (make Wis check or suffer 2d4 dmg). At times the water forms calm pools, dammed by a fallen rock, only to suddenly drop away in falls and rocky rapids (Dmg 2d4; Dex check to reduce to half). Above the swirling waters, kingfishers wheel and dive, searching for food.

Kingfisher (HD 1, AC 5, MV 1, FI 36, THAC0 19, AT 1d4, hp 5)

Move: 2, **Lost:** 0, **Event:** 1, **Card:** 1

9. ROAD *Mood:* Calm; *Response:* Indifferent (SUN/MOON)

Description: The road is steady and sure, winding past towering trees and brooding hills.

DM's Notes: Relatively safe during the day, the nighttime road teems with bandits and bugbears, looking for easy prey. Bandits are swift, taking money, not lives, and leaving heavily armed folks alone. Bugbears move silently on padded feet, often attacking with surprise. They seek to steal horses, food, and weapons. Bugbears are cowardly.

During the day, PCs may encounter merchants, fellow travelers, Seeker Guards, pilgrims, or wandering wizards.

Bandits (HD 1, AC 7, MV 12, THAC0 19, AT 1d8, hp 4)

Bugbears (HD 3+1, AC 5, MV 9, THAC0 17, AT 2d4, hp 13)

Move: 1, **Lost:** 0, **Event:** 3, **Card:** 1

10. Woods *Mood:* Brooding; *Response:* Cautious (SUN/MOON)

Description: Deer paths wind furtively through dark trees. Shadows dapple the leafy carpet.

DM's Notes: Elves, hunters, and their prey—deer and other game animals—are frequently encountered here. Elves are cautious and affect an air of disinterest. Hunters are often suspicious, but indifferent. Deer and other game animals will freeze when they sight an intruder, and then bolt, startling the hunter.

Hazard: Occasionally, the unwary (Wis check) will stumble into a hunter's snare and be whisked into the air by one leg.

Elves (HD 1+1, AC 5, MV 12, THAC0 18, AT 1d8, hp 7)

Hunters (HD 1, AC 7, MV 12, THAC0 17, AT 1d6, hp 5)

Deer (HD 3, Stag, AC 7, MV 18, THAC0 17, AT 1d3/1d3 or 2d4, hp 15)

Game Animal (HD 2, AC 9, MV 12, THAC0 19, AT 1d6, hp 12)

Move: 3, **Lost:** 4, **Event:** 2, **Cards:** 1

11. SANGUINE MANOR *Mood:* Haunting; *Response:* Threatening (MOON)

Description: A lonely manor perches on a craggy hill. Reclusive and cold, it warns travelers away. Torn drapes and crumbled masonry tell of its age and abandonment.

DM's Notes: Sanguine Manor, also called "Eld Manor" was once the home of Thenil and Karyn Eld, a young lord and his lady whose only son was lost to the Red Death. Lady Eld went mad and was locked in a lonely tower. Lord Eld took to drinking and arcane studies looking for a cure to his wife's malady. At last Lady Eld broke free and strangled her husband. Their ghosts still wander this manor. It had been otherwise abandoned until the vampire Lord Kryl Shadestalker, arrived. Originally the owner of the *Ring of Nature's Love* (which young Tika stole), Kryl broods and plans his vengeance. His manor is a tomb of many undead horrors, but few are more than phantoms or restless spectral minions. The true terror is Kryl, if and when he is at home.

Adventure Idea: Someone challenges the PCs to spend the night at Eld Manor. This adventure should terrify the PCs but cause minimal harm, chasing the heroes about with phantoms and two brigands masquerading as undead until they fall victim to the house's horrors.

Kryl (Wiz9, Str 18, Dex 18, Con 16, Int 17, Wis 15, Cha 17 AC 1, MV 12 FI 18, THAC0 13, AT 1d6+4, hp 52, daunting)

This vampire can drain 2 levels with his bite, and can *charm* foes. Vampires are immune to *charm*, *sleep* and hold spells, and can only be harmed by +1 weapons or better or magic. Vampires can turn to gaseous form, command bats, rats, wolves, and other undead. Holy water burns them (dmg 1d6) and they avoid holy symbols and mirrors. A stake through the heart or immersion in running water for 3 rounds will slay them. Vampires regenerate 3 hit points a round.

Vampiress (HD 8+3, AC 1, MV 12 FI 18, THAC0 13, AT 1d6+4, hp 39)

Skeleton (HD 1, AC 7, MV 12, THAC0 19, AT 1d6, hp 7)

Zombie (HD 2, AC 8, MV 6, THAC0 19, AT 1d8, hp 11)

Ghost (HD 10, AC 0 or 8, MV 9, THAC0 11, AT ages, hp 45)

Haunt (HD 5, AC 0, MV 6, THAC0 15, AT 1 dex, hp 25)

Spectral minion (HD 5, AC 2, MV 30, THAC0 15, AT 1d6, hp 21)

Poltergeist (HD 2, AC -2, MV 6, THAC0 19, AT 1d8, hp 11)

Haunt (HD 5, AC 0, MV 6, THAC0 15, AT 1 Dex, hp 25)

Events: 4, **Cards:** 1 per symbol

12. HOLLOW HILLS *Mood:* Sad; *Response:* Cautious (MOON)

Description: Heather and gray gorse mantle the stony, huddled hills. The wind moans through the vale. Trees huddle together in twisted groves as though to comfort each other.

DM's Notes: These hills were an ancient battleground during the Age of Light; thousands died here. Now hundreds of phantoms and spirits remain bound to the site of their death until their bones can be laid to rest. During the day there is naught but a feeling of despair. But with twilight the wind begins to moan and shadows flicker, sometimes forming phantom battles of the past, or the sound of distant clang of weapons. At other times, the very air seems alive with thousands of eyes, flickering open and shut.

Hazards: If an encounter is rolled, a wraith or a haunt appears. The DM should consult the random adventure list to learn what the wraith or haunt seeks. The wraith will drain at least one life level before negotiating. He will retreat to save

himself if reduced to ¼ hp.

A greater danger still is the Whispering Madness—the voices of thousands of displaced spirits. Each hero must make a Wis check at +2. Those who fail draw one card and look at the location card listing. The hero cannot rest until he visits the indicated location and has an encounter there.

Wraith (HD 5+3, AC 4, MV 12 FI 24, THACO 15, AT 1d6 + drains 1 level, hp 41)

Haunt (HD 5, AC 0, MV 6, THACO 15, AT 1 Dex, hp 25)

Events: 3, **Cards:** 1d3

13. SEA OF GRASS *Mood:* Mischievous, *Response:* Indifferent (SUN/MOON)

Description: Tall, winsome grasses blanket the hills. Lazily it bends and ripples before the wind. The breeze trills like a flute, and birds, soaring and diving, echo the song.

DM's Notes: This meadow seems pleasant and unthreatening. Any creatures encountered here will not be hostile (treat all responses as the next better one). If characters spend the night in this location they may fall under the spell of playful satyrs or be challenged to a race by a drunken centaur. (See rules about chases at the end of this sections.) The satyrs play a music that *charms* (save vs spells) causing those who fail to save to dance with these children of Krynn. Those caught up in the dance will either suffer 2d4 points of damage or fall unconscious and be relieved of half of their possessions.

Hazards: Insect Swarm (3 Wis checks to avoid), log (Dex check or fall, Dmg 1d4), crevice (Dex check or fall; Dmg 1d4-1), stream (Str check or slowed to half), steep slope (Con check or half move).

Satyr (HD 5, AC 5, MV 18, THACO 15, AT 2d4, hp 29)

Centaur (HD 4, AC 5, MV 18, THACO 17, AT 1d8, hp 18)

Events: 2, **Cards:** 1

14. ANCIENT TOMB *Mood:* Despair; *Response:* Threatening (MOON)

Description: High atop a lonely hill stands a pile of tumbled stone—an ancient cairn of a fallen warrior. With noble melancholy, it marks a site of despair and loss.

DM's Notes: This was the tomb of Lord Byron Haekell a Knight of Solamnia who was grievously wounded when he rescued fourteen children from a rabid lion. Unable to heal the hero, priests and mages placed him here in suspended animation until a healer would come. A series of mazes and wardings were created to keep tomb robbers out.

If the PCs awaken but do not cure Lord Byron, he must return to the tomb and fall again into the sleep of the ages after only one week. If awakened and cured, Lord Byron will join the heroes for the duration of this entire adventure. Draw cards to determine the nature of the hazards and traps that must be overcome to reach the heart of the tomb. A guardian blocks the deadpool, in addition to the other hazards, To cure Lord Byron, the PCs must regain his sword *Redeemer* or *Magefool* (see the treasure section for details). Draw a card and consult the appropriate chart to determine where the sword is hidden.

Lord Byron (Ftr10, AC 1, MV 6, THACO 11, AT 1d12x2, hp 60)

Wight (HD 4+3, AC 5, MV 12, THACO 15, AT 1d4 + drain 1 level, hp 21)

Events: 6, **Cards:** 1 per symbol

15. MINES OF MYSTERY *Mood:* Mysterious; *Response:* Cautious (SUN/MOON)

Description: A weathered mine lies half buried in the hillside. Its gray timbers are dried and cracked. Cobwebs and dust veil the secrets within.

DM's Notes: Built on the site of a huldrefolk mound, this mine has suffered many tragic accidents and mysterious van-

ishings. At times, windows in the mine opened into the gray realm where the huldre live. The huldres' response to intrusions is based on how the heroes approach them. If they are reverent and giving, the huldre return favors or are indifferent. If the heroes are boastful or hostile, the huldre grow angry or violent. Huldre often use illusions of monsters to chase intruders away.

Adventure Ideas: The PCs meet a young and beautiful woman who says her lover is trapped within the mines. She is really a ghost, and somewhere within are the bones of her lover beneath a cavein. The PCs must battle illusions (by the huldre), shadows, and spectral minions to recover the bones so the woman ghost can rest.

Huldrefolk (HD 7 + 7, AC -5/5, MV 18, THACO 13, AT 1d4/1d4, hp 49)

Illusions (HD 1, AC 7, MV 12, THACO 19, at 1d6, hp 7)

Shadows (HD 3+3, AC 7, MV 12, THACO 17, AT 1d4+1, hp 12) shadows are 90% invisible, immune to charm, sleep and hold and can be turned as undead.

Ghost (HD 10, AC 0 or 8, MV 9, THACO 11, AT ages, hp 45)

Spectral Minion (HD 5, AC 2, MV 30, THACO 15, AT 1d6, hp 21)

Events: 6, **Cards:** 1 per symbol

16. TEMPLE *Mood:* Peaceful; *Response:* Friendly (SUN/MOON)

Description: Sunlight glimmers through a shattered dome of marble. Limestone walls bear vines and soft tapestries of moss. The forest murmurs as though with prayers.

DM's Notes: This ancient temple has been long abandoned, though legend says that the gods or at least ancient powers still haunt its hallowed halls. By day this place is refuge of peace. Under the night sky, it takes on the aspects of whichever moons or constellations is in high sanction. A mystical barrier that looks like a gray, impenetrable mist bars entrance to the Chamber of Celestial Light. To pass the barrier, the heroes must pass three tests. If they do so, they may enter the Chamber and be healed of all wounds.

Adventure Idea: Mishakal's helix is in high sanction. The temple becomes an animate thing. Hidden in one of its chambers is a large, blood-red garnet that pulses with life. The garnet is cracked, and blackened blood seeps from it. If the heroes can pass the tests Mishakal places before them (consult the Talis cards) the "heart" is healed. Mishakal allow all the heroes into the Chamber of Celestial Light and will give the savior a reward. If the heart is destroyed, the temple will crumble, and the perpetrators must make 3 Str checks to escape. For each failed check the person suffers 2d4 points of damage.

Events: 5, **Cards:** 1 per symbol

17. CRYSTALMIR LAKE *Mood:* Unpredictable; *Response:* Indifferent (SUN/MOON)

Description: The blue waters are clear and deep, marked by the silver flash of darting fish. The lake's mirrored surface ripples with small motion, a calm before the storm.

DM's Notes: Friendly fishermen and doughty boatmen ply these waters during the daylight hours. Wicked winds whip up waves during the evening. The fisherman willingly share rumors or a bite to eat, but will not join an expedition. The boatmen will negotiate the PCs' services in return for payment.

Tales tell of a monster dwelling in the depths of the lake (in truth, a huldrefolk with mastery over water). She is capricious by nature, enamored by handsome men, tipping their boats so that they may join her in the depths. She may masquerade as any monster made of water, mist or ice. She also summons storms on a roll of 3 or less on 1d10. A storm may capsize a boat (Wis check) or wash someone overboard (Str or Dex





check). Anyone in the water must make 1 Str check per hex swum to reach the shore. Failure results in 1d6 points of damage and another Str check must be made before he can move forward again.

Huldre (HD 7+7, AC -5/5, MV 18, THAC0 13, AT 1d4/1d4, hp 49)

Constructs (HD 3, AC 7, MV 12, THAC0 17, AT 1d6, hp 18)

Events: 2, **Cards:** 1

18. ISLE *Mood:* Impish; *Response:* Cautious (SUN/MOON)

Description: A tiny, wooded isle hovers on the sky-colored lake. Its dark shores and tranquil glades offers a haven for adventurous youth, playful lovers, and tired fishermen.

DM's Notes: This idyllic isle seems the perfect place for those seeking isolation. All who visit its shores feel light-hearted and carefree. An imp hides on the isle. With puckish humor he challenges visitors with imagined omens or illusory dangers that are easily overcome. If the imp's hideout is discovered (seek out and overcome 3 of the imp's challenges and then make a Int check) then the imp can be forced to either give the heroes a reward or provide them some information. Imp (HD 5+3, AC 4, MV 12 FI 24, THAC0 15, AT 1d6, hp 28)

Illusion (HD 1, AC 8, MV 12, THAC0 19, AT 1d6, hp 7)

Events: 3, **Cards:** 1 per hour

19. SAFE CAVE *Mood:* Safety; *Response:* Friendly (SUN)

Description: Behind the cliffs of Lake Crystalmir, a narrow crevice widens into a sandy floor. Humming breezes whirl through a crack in the ceiling.

DM's Notes: This cave seems safe against the ravages of wild beast and violent men. No one Evil or cruel creatures cannot find this cave. Resting here doubles healing rates. Any encounters here will tend toward negotiation, not combat.

Events: 1, **Cards:** 1

20. GADAR'S TOWER *Mood:* Dread; *Response:* Hostile (MOON)

Description: Deep in a mountain cleft, a turreted tower points accusingly at the heavens. Its walls are black, built from the stone of the brooding peaks. The wind whimpers as it passes the Evil tower.

DM's Notes: Danger and dread hang thick in the air about the tower. The tower is built on the foundation of a place of power from the Age of Dreams, (-2 to all saves vs spells, and +2 per die of spell damage). The dark mage Gadar summons ancient eldritch powers to obey his commands.

Gadar is a melancholy mage, despairing the fate he has made for himself. He is nevertheless an addict to power. He will negotiate to advance his own power. Guardian spectral minions and elementals answer his call.

Adventure: Gadar has kidnapped Daryn and Karel, the brother and the lover of Rianna. They were carried off by spectral warriors, leaving Rianna to wander lost and terrified. Gadar is preparing to drain the life from his captives, as he has so many others, leaving their husks in the lower towers. Spectral minions bar the heroes, wielding a magic despair that makes those who fail to save vs spells hopeless and resigned to death. (A new save may be attempted if Gadar tries to harm them.) Gadar's power is at an ebb and he is denied 4th, 5th, and 6th level spell use.

Gadar (Wiz 13, Str 9, Dex 10, Con 8, Int 17, Wis 16, Cha 11, AC 2, MV 12, THAC0 16, AT 1d6, hp 39, melancholy)

Spells: 1st *change self, charm person, hypnotism, magic missile, unseen servant*, 2nd *darkness, 15' radius, ESP, invisibility, stinking cloud, summon swarm*, 3rd *dispel magic, fireball, feign death, hold person, slow*

Elemental (HD 8, AC 2, MV 9 FI 36 SW 12, THAC0 9, AT 3d8, hp 48) Elementals are immune to damage from their own element. They suffer 1 extra point per die of damage from

opposing elements (Earth to Water to Fire to Air to Earth). Elementals can be harmed only by opposing elements or +2 weapons or better.

Spectral Minion (HD 5, AC 2, MV 30, THAC0 15, AT 1d6, hp 21)

21. DARKEN WOOD *Mood:* Fearsome, *Response:* Threatening (SUN/MOON)

Description: Overhead, the leafy canopy thickens. Sunlight dims, then fades. Gnarled trees, armored in blackened bark, stand sentry. A presence lingers here, a presence dark and fearful.

DM's Notes: This is a fearsome place. Dark shadows slink beneath the tall gray firs, and dread fills the air. The spirits of ancient warriors guard these forests from all intruders. If heroes invade these woods, the spirits will either seek to drive them out, lead them to the unicorn called the Forest Master (who will ask them to undertake a random quest), or lead them to a random event before letting them leave these darkened woods.

Spectral Warriors (HD 3, AC 4, MV 12, THAC0 17, AT 2d8, hp 17)

Centaur (HD 4, AC 5, MV 18, THAC0 17, AT 1d6/1d8, hp 20)

Events: 6, **Cards:** 1 per move

22. PRAYER'S EYE PEAK *Mood:* Awesome, *Response:* Friendly (SUN)

Description: White-capped peaks soar in the distance. Barely visible from here, a fault splits the peak so that it appears two hands are folded reverently in prayer.

DM's Notes: This is the legendary home of the White Stag, embodiment of the god Paladine's love. When the white stag appears, the hand of Paladine is present to guide travelers away from harm or toward good fortune. The lower slopes of this mountain are favored by picnickers and the upper slopes offer hunters true challenges. But the mountain is not without its secrets, hidden in dark caves and beneath crashing waterfalls. The adventure areas can only be approached in order along the trail; the sequence may not be jumped save that the cavern and the waterfall are linked via a tunnel.

Tales tell that the one who captures the legendary white stag will be granted eternal peace in life. The heroes may be hired to help the Merchant Glofell catch the stag. The early hours of the hunt will be spent casting about the lower slopes looking for spoor to follow. After the first encounter, the stag will appear and lead the chase. All encounters will be Events only. The stag will appear after each challenge is bested. At the last challenge, the stag will be captured. Glofell's true desire is to slay the stag and eat its heart. If the heroes allow this to happen, they will be cursed (-2 on all rolls until each PC performs three selfless acts). If Glofell eats the heart, he transforms into the stag he once hunted and is bound (unwillingly) into the eternal cycle.

White Stag (HD 10, AC -5, MV 24, THAC0 11, AT 1d12, hp 77) The stag leads a wild chase. See rules about the chase at the end of this section. Lost = 5.

Game Animals (HD 2, AC 9, MV 12, THAC0 17, AT 2d4, hp 9)

Events: 2, **Cards:** 1 per Symbol

23. GORGE *Mood:* Rash, *Response:* Challenges (SUN/MOON)

Description: Water tumbles and roars at the base of these stony cliffs, then flows south to the New Sea. Gulls dive into the foam and soar forth with minnows in their beaks.

DM's Notes: This rickety rope bridge sways 50 feet above the raging river. It is hazardous to cross (2 Dex checks or suffer 1d4 and remain hanging onto an edge; 1 Str roll to crawl back up; if a PC fails 2 Str rolls in a row he falls to the water for 5d6 points of damage). **Events:** 3, **Cards:** 1

24. WINDY VALE *Mood:* Courteous, *Response:* Friendly (SUN)

Description: A mountain village nestles in the Sentinel Peaks. A wooden stockade keeps out the wild beasts and violence of men. For honest travelers, though, this vale holds hospitality.

DM's Notes: This little hamlet opens its gates to all travelers during the day. But at night the gate is securely barred and none may pass until the dawn. Wolves and ogres maraud across the mountain valleys in the dark, hunting any who are caught outside. Within the vale, lamplights and hearth fires glow warmly, giving a false sense of security. The peoples are courteous but evasive, speaking with horror about the wretched monsters who prowl the land at night. They all wish the Seekers in Haven would send someone to drive the ogres from the land once and for all.

These people however are hiding some terrible secret and it should be apparent to the heroes that something is not right. If the heroes succeed at the following adventure they receive two rewards.

Changeling Child: When the heroes arrive, they are greeted and asked to attend a meal at the Keep. There they hear a tale of woe. The lord's infant son has taken ill and none seem able to cure him. Strange boils and lesions have formed on his body. When the heroes investigate, any use of priestly magic or cold steel will cause the child to transform into the imp it really is. Then it challenges the heroes to find it three times in order to get the child back. The "imp" is actually two imps working in cahoots. If injured, they transform to gas and fade away before they can die. The heroes should search each location and wherever they go, draw an encounter card to see what they discover. Whatever is found is really the imp polymorphed into the form. The third time the PCs make a discovery, both imps will be present—one as the encounter and the other impersonating the child. When the PCs finish battling the first imp, the second will transform into a new monster to surprise and fight the heroes. If both imps are slain, the child reappears in his cradle.

Guard (HD 1, AC 7, MV 12, THAC0 19, AT 1d8, hp 7)

Imp (HD 5+3, AC 4 (1), MV 12, THAC0 15, AT 1d6, hp 28)

Townfolk (Com2, AC 10, MV 12, THAC0 20, AT 1d4, hp 7)

Wolves (HD 2+2, AC 7, MV 18, THAC0 19, AT 1d4+1, hp 11)

Ogre (HD 4+1, AC 5, MV 9, THAC0 17, AT 1d10, hp 21)

Events: 1, **Cards:** 1 per symbol

25. CAVES OF REFUGE *Mood:* Solitude, *Response:* Indifferent (SUN)

Description: In the cliffs of the Comb, these caves offer refuge from fires, famine, and war. They are stocked with supplies in preparation for such troubled times.

DM's Notes: These dry, small caves are cut into the cliffs some 30' above the ground. The cliff must be climbed to reach them. Within, dozens of cavelets hold a few fresh supplies. Roll 1d10. The following rolls or less reveal these supplies: 5—Food or one type of equipment; 3—a weapon or armor; 1—a dose of healing herbs (Heals 1d8+1 points). Occasionally some pest or vermin has taken up residence in one of the caves. Other creatures are most normally encountered at the base of the cliffs.

Pest (HD 1, AC 8, MV 15, THAC0 19, AT 1d4, hp 5)

Vermin (HD 1+3, AC 7, MV 9, THAC0 19, AT 1d6, hp 9)

Events: 1, **Cards:** 1

26. KIRI VALLEY *Mood:* Ancient, *Response:* Hostile (MOON)

Description: The forest darkens and thickens. A stillness hangs in the air. The gnarled, bent trees seem to be waiting and watching for something.

DM's Notes: The PCs sense someone watching over this area. An evil wizard built a tower at one end of this valley but

he and his tower were destroyed in the aftermath of the Cataclysm. Now his spirit is in all things in this valley. This area is a place of random adventures.

Hazard: The mad mage's spirit will possess one PC (whom-ever fails a Wis roll) to lead others into danger. The DM should treat this like a *charm*.

27. XAK TSAROTH *Mood:* Dangerous, *Response:* Hostile (SUN/MOON)

Description: Ruins of a once-graceful city rise above the swamp. Vines clutch the walls and columns, dragging them down into the black waters.

DM's Notes: This is the domain of the black dragon, Onyx and her draconian minions. Danger also abounds in the swampy lands all about. Despite the current danger, this was once once a place of the gods, and Mishakal's temple still stands here. Any who adventure into the catacombs beneath her temple and succeed in whatever encounters and event occur will be rewarded with the blue crystal Staff of Mishakal or a *Medallion of Faith* (DM's option).

Baaz (HD 2, AC 4, MV 6 GI 18, THAC0 19, AT 1d6, hp 9)

Dragon (HD 12, AC 1, MV 12 FI 30, THAC0 9, AT 1d6/1d6 +3d6, hp 60)

28. Barbarians *Mood:* Suspicious, *Response:* Challenges (SUN/MOON)

Description: Hide-covered huts and lodges crowd within an earthen rampart. Thin spirals of smoke twist into the sky. From the heart of the village, a horn sounds.

DM's Notes: This is a village of the barbarian plainsmen. They are suspicious of strangers, but will aid those who can either best the village champion in simple combat or complete an obstacle course of dangers. Adventures in the barbarian village center around their traditions and their long war with draconians.

Plainsman (HD 1, AC 7, MV 12, THAC0 19, AT 1d6, hp 8)

Champion (Ftr5, Str 17, Dex 16, Con 10, Int 9, Wis 10, Cha 9 AC 7, MV 12, THAC0 16, AT 1d8, hp 23, confident)

Events: 1, **Cards:** 1 per symbol

29. GOLDEN FIELDS *Mood:* Helpful, *Response:* Friendly (SUN)

Description: Farmers in fields harrow the earth or reap an early harvest as you approach.

DM's Notes: These farmers are isolated and hungry for information. They will willingly trade common weapons, food and supplies as well as horses, for information. They do not trade armor. Those seeking aid and refuge will always find it here. Healing rates are doubled while resting here (2 points per day). A veteran warrior can be recruited from here to aid the heroes if needed.

farmers (Com3, AC 9, MV 12, THAC0 20, AT 1d6, hp 12)

Veteran (Ftr5, AC 6, MV 9, THAC0 15, AT 2d4+1, hp 30)

Horse (HD 3, AC 7, MV 24, THAC0 17, AT 1d4/1d4, hp 15)

Events: 1, **Cards:** 1

30. QUIET GLEN *Mood:* Restful, *Response:* Indifferent (SUN)

Description: Tall pines and quaking aspens climb the mountain walls. The valley floor is carpeted with tall grass and golden needles. A silvery stream bubbles southward, alive with trout and dragonflies.

DM's Notes: This tranquil vale is home to the phaethon, a tribe of flame-winged people who pride honesty above all other virtues. They will drive out or slay dishonest intruders. Their homes are built on high mountain spires, so the casual traveler will rarely notice them. Phaethons look like normal men when their wings are extinguished. They will watch intruders from afar and determine their intent before they give them a chance to see if they will answer honestly or not. They





use an herbal truth tea to detect lies. The secret of this vale is a magical loam that, when applied to wounds, heals 3 points of damage once per day. The phaethons know where it is.

In a cavern in the far end of this valley is a series of chambers and a conjure ring used to commune with the ancient gods and eldritch powers. Ownership of this cavern periodically changes hands. (Draw 1 card for its occupant.) Mages may use the conjure ring to magically teleport the party to any other location on the map.

Phaethons (HD 4, AC 8 (3), MV 12 FI 18, THACO 17, AT 1d8, hp 16) Phaethons may wrestle with foes and, if they get a successful pin, may use their wings to hug for 3d6 points dmg.

Events: 2, Cards: 2

***31. CASTLE TANTALLON** *Mood: Proud, Response: Cautious (SUN/MOON)*

Description: Mighty granite walls rise into the sky. Bright banners fly from the battlements high above. On the dead grasses below, the banners cast mournful shadows.

DM's Notes: This castle houses Lord Curston, a knight of Solamnia, his son Rostrevor, and their mage, Balcombe. Tantalion is more than just a castle. Beyond the walls, an entire village has sprung up and Lord Curston administers to the land with a firm but just hand. Rostrevor honors his father and seeks to follow in his footsteps, but he distrusts the wizard Balcombe.

Balcombe is in league with Hiddukel, the god of betrayal. In return for his life, Balcombe has agreed to provide Hiddukel with a soul to feast upon. He attempts to make off with strangers in the night and *magic jar* their souls into a ruby. When the black moon reaches full sanction, Balcombe flies to the Quiet Glen, and there in the caverns, opens a window to Hiddukel so that he may claim the souls.

Balcombe dislikes Rostrevor and wants to do away with him, but needs someone else he can frame with the crime. If the heroes are caught up in this intrigue, they will likely be thrown in the dungeon from which they must escape. From there, they must track down the location of the magical gem and bring it in contact with the former bodies of the victims to restore the souls. This adventure may take them in pursuit of the wizard to the Quiet Glen.

Curston (Ftr9, Str 15, Dex 13, Con 12, Int 13, Wis 9, Cha 13, AC 3, MV 6, THACO 12, AT 2d8/2d8, hp 63, cautious)

Rostrevor (Ftr6, Str 14, Dex 12, Con 15, Int 11, Wis 8, Cha 9, AC 4, MV 9, THACO 15, AT 1d8, hp 27, energetic)

Balcombe (Wiz9, Str 8, Dex 13, Con 10, Int 17, Wis 9, Cha 9, AC 8, MV 12, THACO 18, AT 1d6, hp 19, schemer) Spells 1st: *charm person, burning hands, magic missile, detect magic*, 2nd *blindness, invisibility, pyrotechnics, web*, 3rd *fire ball, fly, lightning bolt*, 4th *fire shield, minor globe*, 6th *animate dead, magic jar*

32. SOLACE BRIDGE *Mood: Carefree, Response: Indifferent (SUN/MOON)*

Description: A stream sparkles beneath the sturdy stone bridge. Water tumbles from the northern forest and southward through the gorge. Vallenwoods form a thick canopy above.

DM's Notes: This bridge is where many adventures begin. The only way across the Solace Stream, the bridge is ideal for an ambush (random encounter). The PCs otherwise might meet someone on his way to town with news of the lands beyond. Everyone appears ready to begin an encounter by negotiating, but sooner or later their own personality takes over.

Events: 4, Cards: 1

SOLACE TOWN: Here lies the tree town of Solace. Many of

its buildings rest high in the spreading vallenwoods, though a few huddle on the ground beneath the trees. In Solace, 1 hex= 100 yards and maximum movement accounts for one turn (10 minutes). Solace spreads from the bridge in the south to the dump in the north, and from the docks in the west to the posting tree in the east, on the faire grounds.

While many different types of adventures may take place in Solace, they are usually neutral or benign during the day. Monsters do not readily roam these streets, except during the wee hours of dark. Instead, the heroes will encounter the various peoples who live here. The DM should substitute a human, or elf, dwarf or kender in place of any monster indicated during the day, though the encountered individual will exhibit a similar personality to the monster. Each adventure site in Solace describes the location and the residents of that place, as well as any benefits the heroes may negotiate there. The DM should emphasize role-playing when adventuring in town, not battle.

Instead of drawing a card only when events occur, the DM may draw a card to discover the mood or situation taking place when the heroes visit an area.

The faire grounds are open only during the daylight hours. Use the time track and a penny or some other marker to keep track of the hours. There are six 10-minute turns per hour.

33. MILLERS *Mood: Boastful, Response: Cautious (SUN/MOON)*

Description: A creaking water-wheel turns beside a white-washed mill. Workers move about the docks, dwarfed by the mighty mill.

DM's Notes: This mill is always busy except on Gileadai. Heroes can raise some money by working for a wage of 1d6 silvers a day, depending on the burden they undertake. The masters of this place are Harak Frendren and his son Emil, boastful snobs who can be shamed into doing right.

Harak and Emil once insulted a traveling wizard. Now, once a year, a plague of rats descends on the mill, fouling the grain and chewing holes in everything. These rats seem to be led by a gigantic king rat, whose Intelligence is very high. The rats are not easily trapped and often turn a trap back on the hunter, to the hunter's embarrassment. The giant rat is a servant of the old warlock. If the heroes solve the problem with minimal damage to the mill, Harak will give them 10 steel a piece, plus a reward.

Harak (Com8, Str 11, Dex 10, Con 9, Int 13, Wis 8, Cha 14, AC 9, MV 12, THACO 19, AT 1d6-1, hp 24, haughty)

Emil (Com5, Str 12, Dex 11, Con 10, Int 8, Wis 7, Cha 10, AC 10, MV 12, THACO 20, AT 1d8-2, hp 14, braggart)

King Rat (HD ½, AC 7, MV 12 SW 6, THACO 20, AT 1d3 + 5% diseased, hp 3)

Rat Pack (HD 1 hp, AC 8, MV 15 SW 8, THACO 20, AT 1d10, hp 1d100) The rats attack all creatures within the area, slow movement by 1/4th, and require a Dex check from moving PCs, who otherwise fall prone.

Events: 1, Cards: 1

34. DOCKS *Mood: Tempting, Response: Friendly (SUN/MOON)*

Description: A well-repaired boardwalk juts into still waters. Moored boats line the docks.

DM's Notes: These docks are kept in good repair, and it is from here that the heroes may learn rumors or may charter a boat to carry them to the other shores. The docks are owned by Master Kaval Pukal (a renown philanthropist) and his ne'er-do-well son Carlotti. Kaval is unhappy with his son, but will protect his image by having those who abuse this braggart thrown in jail for the night or lashed at the stocks in the town square (Dmg 1d4; halves PC's die rolls for 1d4 days). The Pukal's home is a multilevel tree manor.

Local tale has it that Carlotti once broke the heart of a young maiden, who threw herself into the choppy waters of Crystalmir and drowned. Now, when Solinari is full, her watery ghost visits the Pukal manor, drenching everything with water and leaving her hosts with a nasty cold. Kaval's fortunes run deep, but he is perplexed what to do to drive the ghost away forever. If the heroes can complete a random quest, the reward of that quest will lay the ghost to rest.

Carlotti causes trouble for the heroes. His bully henchmen block the heroes path, steal the reward of a quest, and taunt and insult them. Embarrassing Carlotti and seeing that he gets his just deserts can be a counterpoint to any adventure.

Kaval (Ftr9, Str 15, Dex 10, Con 12, Int 10, Wis 14, Cha 14, AC 4, MV 9, THAC0 12, AT 1d6x2, hp 54, commanding)

Carlotti (Ftr5, Str 14, Dex 13, Con 16, Int 13, Wis 8, Cha 8, AC 5, MV 9, THAC0 16, AT 1d8, hp 31, insulting)

Bullies, Blodger and Leek (Ftr3, Str 15, Dex 11, Con 15, Int 10, Wis8, Cha9, AC 7, MV 12, THAC0 18, AT 1d4+2, hp21, stupid)

Ghost (HD 5, AC 0, MV 18, THAC0 15, AT 1d4 + special, hp 23) This ghost drenches everything within 30' radius, causing paper and cloth to save vs acid at +2 or be ruined. Characters must make a system shock roll every hour or come down with a cold (-2 to all rolls for 1d6 days). Everything becomes slippery in the ghost's presence (Dex check to move or hold something). She is Emelyn Trelgaard; she is very lonely.

Events: 1, **Cards:** 1

35. SEEKERS *Mood:* Blustery, *Response:* Cautious (SUN/MOON)

Description: An immaculate manor house hangs in the trees. Lanterns glow warmly in the boughs.

DM's Notes: The Seekers are not lords, but have as much power if not more than the elected officials of town. The Seekers claim to be clergy seeking the new gods, but they are unable to perform any priestly miracles, and can only rely on their proficiencies and their political clout. The town guard answers to the Seekers and so this false clergy often has dissidents taxed, arrested, fined, jailed, or even whipped (Dmg 1d6-1). The Seekers are puffed up with self-importance and are not above seeking aid from goblins, minotaurs, ogres and their ilk.

The Seekers provide a starting point for many adventures: they hire heroes to undertake dangerous quests for minimal pay (1 stl per character level plus a reward at the completion of the quest). However, if the PCs' actions embarrass the Seekers, they will send the Town Guard or one of their monster cohorts to punish the heroes.

Hederick and Pryze can be embarrassed and forced to stick to the law and pay an equitable settlement.

Hederick (Pr7, Str 14, Dex 12, Con 15, Int 17, Wis 15, Cha 16, AC 5, MV 12, THAC0 16, AT 1d6+1, hp 41, snobbish)

Pryze (Pr7, Str 10, Dex 12, Con 14, Int 10, Wis 14, Cha 9, AC 10, MV 12, THAC0 16, AT 1d8, hp 26, prideful)

Goblin (HD 1-1, AC 7, MV 6, THAC0 20, AT 1d6, hp 4)

Minotaur (HD 6 + 3, AC 6, MV 12, THAC0 13, AT 2d4, hp 33)

Ogre (HD 4+1, AC 5, MV 9, THAC0 17, AT 1d10+2, hp 19)

Events: 1, **Cards:** 1

36. TOWN GUARD *Mood:* Bully, *Response:* Challenging (SUN/MOON)

Description: A white-painted constabulary stands beside the town jail.

DM's Notes: The Town Guard are in the employ of the Seekers and only uphold the law when it suits them, as they are often bullies and scoundrels. Any character who insults them may be arrested and imprisoned for 1d4 days, fined up 1d10 steel, or placed in the public stocks in the town square and

whipped (1d6-1). If a culprit is unable to pay a fine, he will be taken before the Seekers, who will assign a random quest to compensate.

One of the heroes may be framed for theft, mugging, destruction of property, or murder and jailed to await judgement. The other heroes may attempt a jailbreak and then work to complete a random quest to gain the evidence against the real culprit. There are two guards and a wardog to overcome. The PCs must prevent the alarm from being sounded until they are safely away.

Town guard (Ftr5, Str 12, Dex 9, Con 9, Int 10, Wis 8, Cha 9, AC 6, MV 9, THAC0 16, AT 2d4, hp 25, bullies)

Hound (HD 2+2, AC 7, MV 15, Track 15, THAC0 19, AT 2d4, hp 12)

Events: 1, **Cards:** 1

37. BLACKSMITH *Mood:* Cheerful, *Response:* Friendly (SUN)

Description: The clang of hammers echoes through the smithy.

DM's Notes: Theros Ironfeld was once a hater of elves because he believed that his mother died at their hands. He later realized the elves were not to blame and has since attempted to atone by becoming a friend to elves and the down-trodden. He hates injustice and will knock bullies' heads together to protect the weak. He is a favorite of the mayors and Master Pukal and thus protected from the wrath of the Seekers and Town Guard. Theros will become a ready friend of any hero who is friendly in return.

Weapons and armor are only available for purchase in town from the Ironfeld forge. Theros is a pleasant, cheerful and robust fellow who enjoys a good round of bargaining. While he is loathe to leave town, Theros' aid can be recruited to most local quests in the cause of justice. Theros is also secretly a leader of an underground movement that smuggles innocents out of town through the sewers and in the back of supply wagons. Work can be found at the forge by those with minimal Strengths of 13. Theros pays 1d4 silver a day.

Theros (Ftr3, Str 17, Dex 12, Con 13, Int 12, Wis 16, Cha 9, AC 9 (2), MV 12, THAC0 17, AT 1d4+1, hp 27, cheerful)

Events: 1, **Cards:** 1

38. CITY HALL *Mood:* Demanding, *Response:* Indifferent (SUN/MOON)

Description: Stained sky-blue, the hall is high and lofty.

DM's Notes: Master Merrick Tinworth is mayor and chief magistrate of this town. He holds his office due to the support of Lord Egil, who believes him to be an honest man, and the Seekers, who believe him to be easily intimidated. Tinworth is really just a practical man, who takes his responsibilities seriously, but does what he must to survive in office. Merrick will acquiesce to any threats until he can summon the town guard to arrest the culprits and throw them in prison. Two young militia men, Khelli and Aaron, stand ready to defend him if necessary. Further, Merrick's court clerk, old Haegamon, is really an accomplished wizard, though he will conceal his use of his talents and the ability to divine lies for Merrick.

If the heroes are brought before Master Tinworth for supposedly breaking the law, allow the players to role-play their own defense. Tinworth will attempt to give the heroes the benefit of a doubt, but if they fail to adequately argue their defense he will mandate either a fine, jail time, a whipping (Dmg 1d6-1) or a service for the court (random quest).

Heroes may also visit here to research historical records, study maps of the countryside and town buildings, and seek legal advice or service, such as a contract. They may also witness other cases in court and attempt to get involved. The DM should invent whatever cases he desires using the random quest system that appears after this section to define the





history of an event.

Tinworth (Com9, Str 9, Dex 10, Con 8, Int 17, Wis 15, Cha 9, AC 10, MV 9, THAC0 19, AT 1d4, hp 31, judgmental)

Guards (Ftr2, Str 14, Dex 11, Con 12, Int 9, Wis 11, Cha 12, AC 7, MV 12, THAC0 19, AT 1d8, hp 11, pleasant)

Haegemon (Wiz9, Str 7, Dex 9, Con 16, Int 18, Wis 16, Cha 8, AC 10, MV 9, THAC0 18, AT 1d6, hp 27, absent-minded)

Spells: 1st *comprehend languages*, *charm*, *phantasmal force*, *sleep*, 2nd *detect evil*, *invisibility*, *stinking cloud*, 3rd *dispel magic*, *bold person*, *slow*, 4th *emotion*, *minor globe*, 5th *wall of force*. Can also detect lies via amulet of ESP

Events: 1, **Cards:** 1

39. THE TROUGH *Mood:* Rowdy, *Response:* Hostile (MOON)

Description: This disreputable tavern gathers scoundrels.

DM's Notes: A dingy, filthy bar, the *Trough* huddles on the ground. The barkeep is Martyn Hacksilver (known for his tendency to shave coins). This is the favorite gathering place for rogues and ruffians and goblins. PCs looking for disreputable character or nasty rumors should look here. Martyn is unscrupulous and will do anything for the right amount of money. Indeed, some folk say that after he is hired to steal from someone, he may approach the target for protection money.

The heroes may hire henchman here, but in any given encounter they must make a Wis check. If they fail, the henchmen either flee the battle or turn against their employers. Rumors may also be discovered in abundance here, but there is 1 chance on 1d6 that the rumor is false or misleading.

Whenever a hero visits this locale, some patrons will try to pick a fight. If this happens, stage a battle with 3 goblins, 10 ruffians, Martyn and his half-ogre bouncer, Branzill, and one kender thief.

Martyn (Ftr6, Str 15, Dex 16, Con 14, Int 12, Wis 9, Cha 7, AC 8, MV 12, THAC0 15, AT 1d6, hp 37, conniving)

Branzill, *Half-ogre* (Ftr5, Str 17, Dex 9, Con 12, Int 8, Wis 7, Cha 13, AC 9, MV 9, THAC0 16, AT 1d8+1, hp 29, mean)

Ruffians (Ftr4, Str 13, Dex 12, Con 11, Int 9, Wis 12, Cha 8, AC 7, MV 12, THAC0 17, AT 2d4, hp 25, vicious)

Rogues (Thf5, Str 9, Dex 16, Con 9, Int 11, Wis 11, Cha 13, AC 8, MV 12, THAC0 18, AT 1d4+1, hp 17, cautious) Thieving Percentages: PP 45, OL 35, FT 40, MS 35, HS 30, HN 40, CW 85, RL 25.

Hobgoblin (HD 1+1, AC 5, MV 9, THAC0 19, AT 1d6, hp 7)

Events: 1, **Cards:** 1

40. FIREFORGE *Mood:* Gruff, *Response:* Indifferent (SUN)

Description: A simple lodging stands bedecked with wood carvings.

DM's Notes: This is the home of the master craftsman Flint Fireforge. His friend, the half-elf Tanis, can often be found here as well. Flint is a gruff, but kindly dwarf. His wood carvings and metal craft are outstanding and bring top coinage at the market. Tanis is a competent hunter and woodsman, as well as a charismatic negotiator. Both Flint and Tanis will rally to the cause of justice and friendship. Flint knows a lot about hill dwarves and Tanis knows a lot about elves.

This house is filled with mechanical cuckoo clocks, all crafted by Flint and available for sale at a price of 1d10x10 silver pieces.

Flint (Ftr4, Str 16, Dex 10, Con 18, Int 7, Wis 12, Cha 13, AC 6, MV 6, THAC0 17, AT 1d6, hp 42, crotchety)

Tanis (Ftr4, Str 16, Dex 16, Con 12, Int 12, Wis 13, Cha 15, AC 4, MV 12, THAC0 17, AT 1d8, hp 28, quiet)

Events: 1, **Cards:** 1

41. EGIL'S GROCER *Mood:* Patient, *Response:* Friendly (SUN/MOON)

Description: The smell of fresh-baked goods wafts through the air.

DM's Notes: This is the general store of Gerann and Leatha Egil. Gerann is a retired soldier and is noble and patient, though the wars have left their scar and he walks with a limp and a cane. Mistress Egil is pleasant and motherly, encouraging all who visit the store and always giving a bargain once a sale is struck (adding one extra to a dozen, etc.). Mistress Egil's hand-person is the gully dwarf, Magpie (called Maggoty by the vulgar). Magpie is gregarious to a fault, and a bit scatterbrained. She is puppy-dog loyal and does not recognize when people are being mean to her.

Born in the year 377 PC to a now-legless Gerann and old Leatha, the fair-haired child Lor is a latent prescient. At times he can predict the future and anticipate danger. He always speaks with a childlike and cryptic air. He never knows what he says in one of his prescient trances. This innocent is a lover of animals and is prone to wandering off into the wilds on his own. Somehow, though, he avoids the many dangers present. The heroes may be called on to find him.

Gerann (Ftr7, Str 14, Dex 15, Con 17, Int 14, Wis 9, Cha 8, AC 10 (5), MV 9, THAC0 13, AT 1d6+1, hp 57, patient)

Leatba (Com5, Str 6, Dex 15, Con 11, Int 13, Wis 14, Cha 15, AC 10, MV 12, THAC0 18, AT 1d3, hp 17, understanding)

Magpie, *Gully Dwarf* (Thf2, Str 15, Dex 17, Con 15, Int 6, Wis 7, Cha 10, AC 7, MV 6, THAC0 20, AT 1d3, hp 7, friendly)

Thief Percent: PP 25, OL 30, FT 30, MS 30, HS 30, HN 20, CW 75, RL 0.

Lor (Com1, Str 6, Dex 13, Con 13, Int 11, Wis 8, Cha 18, AC 10, MV 9, THAC0 20, AT 1d2, hp 5, endearing)

Events: 1, **Cards:** 1

42. MAJERE'S *Mood:* Uncertain, *Response:* Indifferent (SUN/MOON)

Description: This quiet cottage is painted gray and white.

DM's Notes: This is the home to Gilon and Rosemun Majere, Kitiara Uth Matar (Rosemun is her mother, Gilon her stepfather), and Caramon and Raistlin Majere. Gilon is a quiet, honest woodcutter; Rosemun is a dreamy noble lady given to swooning and trances. Kitiara is a driven warrior-maiden, who will do whatever it takes to gain power. Caramon is a merry lad and brawny warrior. Raistlin is a cynical, sickly runt of a mage.

In the year 342 AC, Gilon dies in a tragic accident, and Rosemun, shattered by the loss, soon follows after. A special bond of love and loyalty grows between Kitiara and her brothers, but Kit believes everyone must learn to stand on his or her own. Kit undergoes abrupt mood shifts, and often takes off with no advance notice.

After the death of Rosemun, few people visit the Majere's. Neighbors swear that on nights of the red moon, they see an apparition that looks like Rosemun wandering the house. Indeed, those gifted with second sight believe the spirit of Rosemun remains to watch over her children and care for the home as she never did during her life. Heroes may be asked to help lay the spirit to rest by performing a random quest.

Gilon (Com5, Str 15, Dex 12, Con 13, Int 11, Wis 12, Cha 9, AC 10, MV 12, THAC0 18, AT 1d6, hp 16, kind)

Rosemun (Com3, Str 5, Dex 11, Con 9, Int 19, Wis 7, Cha 8, AC 10, MV 9, THAC0 19, AT 1d2, hp 9, dreamy)

Kitiara (Ftr7, Str 14, Dex 18, Con 14, Int 13, Wis 7, Cha 14, AC 1, MV 12, THAC0 14, AT 1d6, hp 42, impatient)

Caramon (Ftr4, Str 18, Dex 18, Con 17, Int 12, Wis 11, Cha 15, AC 3, MV 12, THAC0 17, AT 1d8, hp 43, cheerful)

Raistlin (Wiz3, Str 10, Dex 16, Con 10, Int 17, Wis 14, Cha 10, AC 5, MV 12, THAC0 20, AT 1d8, hp 8, cynical) *Spells:* 1st *burning bands*, *magic missile*, 2nd *invisibility*

Events: 1, **Cards:** 1

43. BRIGHTBLADE'S *Mood:* Noble, *Response:* Indifferent (SUN)

Description: This yellow and white cottage rests high aloft.

DM's Notes: This is the home of Lady Ilys Brightblade and her son, Sturm. Lady Ilys is quiet and melancholy. Wife to the knight Lord Angriff Brightblade, Lady Ilys and her son fled into exile when the peasants revolted and laid siege to Castle Brightblade. Word has come that Angriff died in that battle, sacrificing his life for his men, but none are certain.

Sturm is proud of his heritage and has lionized his father's memory. He fervently desires to live up to the strict ideals of the Knights and to one day become a knight himself.

Lady Ilys receives a sizeable stipend from the knights and may be willing to loan up to 20 steel to finance a quest, in return for 21 steel and a tale of the adventure. Sturm will be anxious to join any noble quests to prove himself.

Lady Ilys (Com4, Str 8, Dex 13, Con 9, Int 12, Wis 9, Cha 15, AC 10, MV 9, THAC0 19, AT 1d4, hp 12, melancholy)

Sturm (Ftr4, Str 17, Dex 12, Con 16, Int 14, Wis 11, Cha 12, AC 2, MV 9, THAC0 17, AT 1d10, hp 34, chivalrous)

Events: 1, **Cards:** 1

44. FARLEY'S *Mood:* Crotchety, *Response:* Indifferent (SUN/MOON)

Description: This rundown, decrepit hut barely clings to its tree.

DM's Notes: Old Farley is a short-tempered old man, given to telling tall-tales and legends of adventure. He does not like gully dwarves, goblins, or any of the Evil races, and is very open in his disgust. Farley is a great source of information on folktales. The DM may use the random quest generation to create a story for Farley to talk about. His tales attribute many events to supernatural beings and spirits (such as faerie huldrefolk, ogresses, and wizards). The DM can then decide how much to reveal. Farley talks with an slow drawl.

Farley (Ftr4, Str 8, Dex 10, Con 13, Int 16, Wis 7, Cha 12, AC 9, MV 9, THAC0 18, AT 1d4, hp 18, storyteller)

45. INN OF THE LAST HOME *Mood:* Welcoming, *Response:* Friendly (SUN/MOON)

Description: Warm laughter tumbles from this inn.

DM's Notes: This friendly inn is the largest building in all of Solace, and a frequent gathering place for heroes of all sorts. Lodging and meals can also be had here as well as drink and company. The owner is Otik Sandath, an amiable and agreeable middle-aged chap who loves his business. He is quick to offer a helping hand, a listening ear and insightful observations. Otik retains a variety of barmaids, though the most famous is the child, Tika Waylan. Otik once caught her trying to rob him, and instead of having her arrested, he offered her a job. Tika is talkative and friendly, full of the energies of youth. She is also a bit of the rogue, interested in seeing bores and cruel people get their comeupance. Tika is fascinated with magic and champions underdogs. While Tika appears very worldly and knowledgeable, this is just an act of hers. She is an innocent. Not so the other sharp-tongued, quick-witted barmaids that assist Otik. Carla is a man-chaser, while Diane is a know-it-all prankster. The cook is a gruff old man, Woodrow. He is fairly close-mouthed and appears understanding (though he is really feeble-minded).

The heroes can often find someone to hire them for an adventure here, paying 3d6x20 silver pieces. They can also learn the latest gossip or hire a man-at-arms. However, anyone who hires workers here must make a Wis check at each encounter. If they fail, the hired help flees.

Residents:

Otik (Ftr3, Str 15, Dex 12, Con 18, Int 12, Wis 16, Char 15, AC 9, MV 12, THAC0 18, AT 1d4, hp 22, tolerant)

Tika (Thf3/Ftr2, Str 14, Dex 16, Con 13, Int 9, Wis 12, Cha 14,

AC 6, MV 12, THAC0 19, AT 1d6, hp 12, energetic), Thief Percentages: PL 30, OL 25, FT 20, MS 25, HS 35, HN 30, CW 60, RL 15

Carla (Com3, Str 6, Dex 11, Con 10, Int 13, Wis 8, Cha 16, AC 10, MV 12, THAC0 19, AT 1d4, hp 11, wise-mouthed)

Diane (Com4, Str 7, Dex 10, Con 13, Int 16, Wis 7, Cha 15, AC 10, MV 12, THAC0 19, AT 1d4, hp 15, know-it-all)

Woodrow (Com5, Str 13, Dex 10, Con 8, Int 9, Wis 9, Cha 8, AC 10, MV 12, THAC0 17, AT 1d4+1, hp 17, gruff)

Events: 1, **Cards:** 1

46. STABLE *Mood:* Helpful, *Response:* Friendly (SUN/MOON)

Description: Horses stamp and whinny within these stables.

DM's Notes: Calin Rose tends travelers' horses here. He is filled with youthful exuberance and is extremely friendly. He keeps several horses for rent at 50% of cost. He is also a source for local gossip about the town and the other residents of Solace. Calin would love to be a hero, but he is not at all versed in the way of the sword. He must rely on his wits to overcome a situation.

Calin (Com2, Str 12, Dex 11, Con 10, Int 15, Wis 14, Cha 13, AC 10, MV 12, THAC0 20, AT 1d4, hp 8, clever)

Horse (HD 3, AC 7, MV 24, THAC0 17, AT 1d4/1d4, hp 15)

47. CHURCH *Mood:* Pious, *Response:* Indifferent (SUN/MOON)

Description: Gleaming maple and cedar adorn this building.

DM's Notes: This Church of the Seekers is a grand building and the domain of the Seekers priest. Converts gather here every Soldai and Gileadai morning to sing paeans, asking for the arrival of the new gods. The priest is proficient in the Healing (Wis -2) and Herbalism (Int -2) proficiencies as well as scholarly proficiencies such as History, Ancient Languages, Reading and Writing, and Music. However, he is unable to cast spells because he does not worship the true gods.

Periodically, the priest is replaced by another. Seeker priests are very charismatic and can rouse a crowd to act in their behalf by making a Cha check at -4. An occasional priest will resort to trickery and fraud to seemingly perform miracles of healing or talking to the gods. Seeker priests will only aid converts who attend services regularly.

The town turns abuzz when Seeker Lockley Despare' arrives in town and performs miracles of healing. He heals many supposedly-sick strangers before the townfolks' eyes and then begins a policy of taxation to keep up the good works. If any doubts his powers, the character is branded a sinner and unclean, and is either discredited publicly, framed for a crime, or vanishes mysteriously. The PCs must expose this charlatan.

Rense (Pr5, Str 11, Dex 11, Con 12, Int 12, Wis 15, Cha 15, AC 7, MV 12, THAC0 18, AT 1d6, hp 22, pretentious)

Despare' (Pr9, Str 13, Dex 13, Con 13, Int 16, Wis 18, Cha 18, AC 6, MV 12, THAC0 16, AT 1d8, hp 41, intimidating)

Events: 1, **Cards:** 1

48. PARK *Mood:* Wistful, *Response:* Friendly (SUN/MOON)

Description: Dappling shadows fill the spaces between the towering vallenwoods in this quiet park.

DM's Notes: Children gather here during the day to play games of tag and to fight mock battles, or to simply pretend. Occasionally a gully dwarf or kender will join in the fun.

Children (Com1, Str 8, Dex 9, Con 13, Int 11, Wis 13, Cha 15, AC 10, MV 9, THAC0 20, AT 1d2, hp 3, taunting)

Gully Dwarf (Com3, Str 9, Dex 13, Con 9, Int 5, Wis 8, Cha 7, AC 10, MV 6, THAC0 19, AT 1d4, hp 10, childish)

Kender (Thf3, Str 13, Dex 15, Con 12, Int 11, Wis 15, Cha 17, AC 7, MV 9, THAC0 19, AT 1d6, hp 12, curious)

Events: 2, **Cards:** 1



49. PICNIC GROUND *Mood:* Happy, *Response:* Friendly (SUN)

Description: Surrounded by beach and vallenwood trees, this grassy hillock hosts picnics and town festivals.

DM's Notes: This is a retreat for family picnics as well as for lovers and children practicing their archery.

A bear has been attracted to a picnic and the terrified folk are cowering in a tree as the eldest is being chased by the bear. The PCs' assistance would be appreciated.

Children (Com1, Str 8, Dex 9, Con 13, Int 11, Wis 13, Cha 15, AC 10, MV 9, THAC0 20, AT 1d2, hp 3, taunting)

Adults (Com3, Str 12, Dex 11, Con 14, Int 13, Wis 10, Cha 9, AC 10, MV 12, THAC0 19, AT 1d4, hp 10, terrified)

Bear (HD 3+3, AC 7, MV 12, THAC0 17, AT 1d3/1d3, hp 16)

Events: 3, **Cards:** 1

50. HEALER *Mood:* Caring, *Response:* Friendly (SUN)

Description: This simple wooden cottage is surrounded with bright flowers.

DM's Notes: This is the house of the healer and midwife, Minna. She is helpful, but motherly and chiding. Many people seek her out for her skills. She has both the Healing (Wis -2) and Herbalism (Int -2) proficiencies. She also has Weather Sense and can predict the weather. The cost of her services is negotiable up front but averages 5d4 silver pieces.

At one time, Minna the Healer is kidnapped. No one knows where she has gone. The heroes must complete a random quest to rescue her. In reward, she will treat the heroes for free for the next three adventures.

Minna (Com7, Str 7, Dex 10, Con 13, Int 16, Wis 13, Cha 9, AC 10, MV 12, THAC0 17, AT 1d4, hp 24, motherly)

Events: 0

51. TIKA'S *Mood:* Brash, *Response:* Threatening (SUN)

Description: This small cottage is simply appointed.

DM's Notes: Tika began life as the daughter of a con-man named Alleran, who made a living traveling from town to town and performing illusions and sleight of hand tricks as if a magician. Tika was taught to work the crowds as a pick-pocket during the performance. At the age of 8, she lifted a ring on a chain from a dark man she later learned was Lord Kryl, the vampire. That night, several wolves chased her home. A dark lady with sharp teeth came visiting. Alleran intercepted her and the wolves. Tika is uncertain what became of them, knowing only that they did not return.

After a time, Tika's father departed on an overnight trip. When he returned, he was shaken and pale, but told Tika she had nothing to worry about. Alleran changed habits and began having Tika burglarize homes while he performed, but a bad fall broke Tika's arm and made her afraid of heights.

Several weeks later, while her arm was still mending, Lord Kryl came visiting. Alleran hid Tika from him. But the vampire returned again. With each visit Kryl sought his precious ring. As Tika's 9th birthday approached, Kryl became more insistent, till one night Alleran told Tika he was going to settle matters with Kryl once and for all. She was to keep the ring to remember her father in case something went wrong. Alleran never returned from that fateful meeting. Lord Kryl's drowned, thousand-year-old corpse was later found washed up by the Solace Stream in Gateway.

Tika took to thieving to survive, and found this small cottage to rent on the pittance she could fence. Tika is crafty for a child, and will run from strangers and hide if she is chased. If harassed too much, she will make it a vendetta to steal something and frame her persecutors. Tika is wild and energetic, full of the brashness of youth. She is fascinated by magic and will do all in her power to support the oppressed.

Tika (Thf3/Ftr2, Str 14, Dex 16, Con 13, Int 9, Wis 12, Cha 14, AC 6, MV 12, THAC0 19, AT 1d6, hp 12, energetic) Thief

Percent: PP 30, OL 25, FT 20, MS 25, HS 35, HN 30, CW 60, RL 15

52. PRODUCE *Mood:* Talkative, *Response:* Friendly (SUN/MOON)

Description: "Fresh Vegetables, Fruits, and Grains." Mounds of produce spill from baskets.

DM's Notes: This is the stall of Mistress Edill Mertryn. She is a talkative soul who likes to tell tales of the wee folk (huldres) and is perhaps the town authority on the supposed powers and weaknesses of Faerie. She sells her produce at market prices.

Edill (Com2, Str 8, Dex 13, Con 10, Int 11, Wis 9, Cha 13, AC 10, MV 12, THAC0 20, AT 1d4, hp 9, talkative)

53. CORRAL *Mood:* Matter of Fact, *Response:* Indifferent (SUN/MOON)

Description: "Cattle, Pigs, & Horses-Chickens, & 'Wari'" Clucks, snorts and mooing fills the air.

DM's Notes: Here, livestock is sold. The owners of the corral are Klem and Fran Wendling, a couple that speaks matter-of-factly and a little obtusely. Their skill at trading is masked by this unassuming facade. The Wendlings are likely to answer questions with an odd logic. For example, "Your tent is leaking, you should patch it." "Can't. S'rainin'" "Then patch it when its sunny." "Why? Doesn't leak then."

Klem (Com5, Str 14, Dex 12, Con 13, Int 10, Wis 9, Cha 13, AC 10, MV 12, THAC0 18, AT 1d4, hp 12, stubborn)

Fran (Com3, Str 9, Dex 11, Con 10, Int 11, Wis 13, Cha 15, AC 10, MV 12, THAC0 19, AT 1d4, hp 11, thoughtful)

54. STAGE *Mood:* Entertaining, *Response:* Friendly (SUN/MOON)

Description: "Next Show Within the Hour" Magicians, jugglers, and salesmen tromp the boards of this small stage.

DM's Notes: A wide variety of performers use this stage. Local singers, dancers, and musicians perform for coins dropped in their hats. Jugglers, stage magicians, and politicians do also. One common performer here is Waylan the Magician (before his disappearance). Waylan always plays to the kids, letting them help with sleight-of-hand tricks, which he occasionally enhances with an actual spell. Waylan is the ultimate con-man, slick, sincere, and endearing. Another performer is Galfield the Alchemist, purveyor of elixirs guaranteed to remove hair, grow hair, add muscle, reduce weight, soothe muscle, cure distemper and flatulence, and more. Galfield is a shyster, a greasy merchant who promises anything to get his hands on a few coins.

Waylan (Wiz3/Thf5, Str 12, Dex 18, Con 15, Int 17, Wis 15, Cha 16, AC 6 (10), MV 12, THAC0 20, AT 1d4+1, hp 13, clever) Spells: 1st *audible glamer*, *cantrip*, *phantasmal force*, 2nd *blur*, *fool's gold*, Thief Percent: PP 45, OL 50, FT 30, MS 35, HS 20, HN 25, CW 70, RL 20.

Galfield (Com4, Str 8, Dex 13, Con 8, Int 11, Wis 9, Cha 13, AC 10, MV 12, THAC0 19, AT 1d4, hp 14, sleazy)

55. ORACLE *Mood:* Cryptic, *Response:* Cautious (SUN/MOON)

Description: "Seeking Guidance? Destiny Awaits." This rude tent is covered with mystic sigils.

DM's Notes: This is the tent of Madame Ghutan le Rue, an oracle and seer, or so she claims. She is mysterious and vague in her readings, but several important people in town—including Mistress Egil—swear by her second sight. Madame is not all fraud; indeed at times (50%) she can see into the future. But she cannot control this talent and so sometimes speaks in vague riddles.

If the DM desires, he can have Madame Ghutan read the Talis cards to predict the heroes' future. The DM may use

these predictions to determine the adventure to come, or may let them be a red herring.

Madame (Com7, Str 9, Dex 10, Con 10, Int 8, Wis 9, Cha 17, AC 10, MV 12, THAC0 17, AT 1d4, hp 20, mysterious)

56. WEAVER *Mood:* Dreamer; *Response:* Indifferent (SUN/MOON)

Description: "Finest Cloths, Shawls, Scarfs and Rugs." Mounds of rugs and bolts of cloth fill the tent.

DM's Notes: Aesther Tittlelot is the merchant here. She and her husband Herm sell carpets and cloth at reasonable rates. However, Aesther is a dreamer and longs for high adventure. In fact, she can recite much of the *Iconocronos* by heart, having studied in Palanthus before her family fell on hard times.

Aesther may hire the PCs to journey to a far land to buy some rare cloth for her. Or she may take the heroes into her confidence, and tell them that she is looking to recover a Khurulean family treasure that was stolen—a flying carpet. She will pay the heroes three rewards if they are able to find and retrieve the carpet for her.

Aesther (Com3, Str 9, Dex 12, Con 10, Int 11, Wis 9, Cha 10, AC 10, MV 12, THAC0 19, AT 1d4, hp 11, dreamy)

Herm (Com2, Str 10, Dex 13, Con 9, Int 12, Wis 9, Cha 13, AC 10, MV 12, THAC0 20, AT 1d4, hp 9, nervous)

57. FLINT'S *Mood:* Sober; *Response:* Indifferent (SUN)

Description: "Fine Carvings and Jewelry for Sale." The craftsman's outshines the plain tent.

DM's Notes: Flint Fireforge, a gruff-but-kindly dwarf, sells and crafts items of wood, leather, metal and jewelry here. His friend, Tanis often works as his salesman, talking with customers, and bargaining on the sale price.

One day a kender called Tasslehoff stops by this booth to admire the fine work. He finds a plain copper bracelet that fascinates him. Not seeing the salesman, Tas walks off in search of him. Flint, spotting the kender, accuses him of stealing, and the heroes must help sort it all out.

Unknown to both Flint and others, the bracelet is magical and can predict the immediate future with a vision of what might happen. The bracelet grows warm when warn. Flint crafted it for a mysterious elven maiden who is coming back to claim it. Unfortunately, before that happens, the bracelet is stolen again. Flint will hire the heroes to pursue the criminal to get it back.

Flint (Ftr4, Str 16, Dex 10, Con 18, Int 7, Wis 12, Cha 13, AC 6, MV 6, THAC0 17, AT 1d6, hp 42, crotchety)

Tanis (Ftr4, Str 16, Dex 16, Con 12, Int 12, Wis 13, Cha 15, AC 4, MV 12, THAC0 17, AT 1d8, hp 28, quiet)

58. BASKETS *Mood:* Clever; *Response:* Indifferent (SUN/MOON)

Description: "Baskets, Hats, Chairs, and Fans!" Stacks of baskets and chairs totter precariously here.

DM's Notes: Winsell and Mistress Marin are the merchants at this booth. They are clever negotiators, pretending they know more than they do. They are masters at selling their goods. However, the couple is plagued by uncommon accidents: their baskets suddenly fall, their tent pole collapses, a chair pulls itself out from under a sitting person, and so forth. These events occur because of a poltergeist, the spirit of their 13-year-old son who died mysteriously one night. The heroes may complete a random quest to solve the problem.

Winsell (Com2, Str 8, Dex 9, Con 10, Int 8, Wis 9, Cha 14, AC 10, MV 12, THAC0 20, AT 1d4, hp 9, clever)

Mistress (Com1, Str 7, Dex 13, Con 8, Int 11, Wis 9, Cha 14, AC 10, MV 12, THAC0 20, AT 1d4, hp 5, sly)

Poltergeist (HD 5, AC 0, MV 18, THAC0 19, AT 1d4, hp 26)

59. POTTERS *Mood:* Outspoken; *Response:* Threatening (SUN/MOON)

Description: "Solamnic Glaze and Ergothian Blue Pots." Neatly lined rows of pottery greet all who wander by.

DM's Notes: Hallan Farnstall is the master here. He travels far and wide with the Merchant Glofell to buy and trade pottery from all over the world. Hallan offers opinions on most any subject, no matter how foreign the topic to him.

Hallan possesses an ornate Khurulean bottle with a silver seal. He rarely talks about it. Those who study it closely may see some eyes staring back from within (½ Int check). There is a djinni in the bottle, and who will grant his rescuer two wishes in return for his freedom. However, the djinni is very vocal about the damage he will visit on the merchant and the entire town who dared to imprison him, thinking that Solace is that town. The djinni will summon a hurricane to devastate the region and the hero will be responsible for all this destruction. The djinni must be defeated or tricked so that he must swear not to harm Solace.

Hallan (Com8, Str 14, Dex 12, Con 15, Int 14, Wis 9, Cha 13, AC 6, MV 12, THAC0 17, AT 1d8, hp 36, outspoken)

Events: 1, **Cards:** 1

60. TINKER *Mood:* Defensive; *Response:* Indifferent (SUN/MOON)

Description: "Knives and Shears Sharpened, Pots Patched" The scratch of a grindstone fills the air.

DM's Notes: Gaesil Bishop is a henpecked husband. His home lies at Gateway but he prefers to travel to get away from his wife. Gaesil sharpens weapons, repairs armor, and makes pots and pans and shoes. Since the time when he accidentally stumbling into the Darken Wood one night, Gaesil has been finding his work finished for him every morning when he arrives at the shop. He suspects that wee folk are performing the labors but he is very evasive when asked about his work.

The truth is that an imp has followed him and replaced his deaf horse, Bella. At night, it changes form and completes the tinker's work, then changes back. If discovered, the imp will attempt to mislead the heroes into thinking that performing a quest will reward them, and that the imp will go away. Instead it will just refrain from changing form for several days, until the matter is dropped.

Gaesil (Com4, Str 8, Dex 14, Con 11, Int 9, Wis 13, Cha 10, AC 10, MV 12, THAC0 19, AT 1d6, hp 18, quiet)

Events: 1, **Cards:** 1

61. POSTINGS *Mood:* Gossip; *Response:* Indifferent (SUN/MOON)

Description: Sundry bills are tacked to an ancient oak. A wastrel is posting new bills.

DM's Notes: Young Karl Fairnuff posts bills here, noting work for hire, announcements of upcoming festivals or new laws and advertising sales booths. Karl is a gossip and is full of rumors (50% are truth the rest are fabrications of an overactive mind).

Karl (Com2, Str 8, Dex 11, Con 13, Int 11, Wis 16, Cha 9, AC 10, MV 12, THAC0 20, AT 1d4, hp 9, gossip)

Events: 1; **Cards:** 1

62. BEER TENT *Mood:* Drunken; *Response:* Hostile (SUN/MOON)

Description: "BeeR & DrInKs TO LIft YUR SPiRiTs" This red-and-white striped tent is soiled and worn.

DM's Notes: Martyn Hacksilver is the owner of this establishment and his nephew "Snaggletooth" Garyn runs the business. This bar is as filthy and disgusting as the *Trough*. Garyn serves watered beer and vinegar wine, plus a greasy stew made of duck and whatever odds and ends are at hand. Any-



one eating here must make a Con check or become ill for 1d3 days.

Despite the bad reputation, this beer tent is a prime place to recruit mercenaries and guides to the countryside. Those who hire these characters need only make one Wis check per adventure location to see if they desert. If they desert, those who see the heroes afterward apologize for getting lost.

Unfortunately, muggers, pickpockets, and thugs abound here too. The visitor must beware what he says and where he goes or he may find himself short some coin and some breath (35%). Brawls may also occur here if the DM wishes.

Garyn (Ftr5, Str 16, Dex 10, Con 12, Int 8, Wis 11, Cha 7, AC 9, MV 9, THAC0 16, AT 1d6, hp 29, ugly)

Ruffians (Ftr4, Str 13, Dex 12, Con 11, Int 9, Wis 12, Cha 8, AC 7, MV 12, THAC0 17, AT 2d4, hp 25, vicious)

Rogues (Thf5, Str 9, Dex 16, Con 9, Int 11, Wis 11, Cha 13, AC 8, MV 12, THAC0 18, AT 1d4+1, hp 17, cautious) Thief Percent: PP 45, OL 35, FT 40, MS 35, HS 30, HN 40, CW 85, RL 25.

Events: 1, **Cards:** 2

63. DUMP *Mood:* Crazy; *Response:* Friendly (SUN/MOON)

Description: The sour odor of rotting vegetables and offal chokes the air.

DM's Notes: This is the town dump. Though it may be hard to believe, there is a thriving village of gully dwarves living among these mountains of stink. They sort the garbage into usable and unusable piles. One usable pile contains compost. They burn what can be burned once a week and haul the rest to the marsh and dump it. The village includes about 50 gully dwarves and their leader, *Brracchk*. In addition to salvaging some of the good garbage for themselves, the gully dwarves tinker at repairing furniture, clothing, and tools and resell them at a small junk market at the front of the dump for one-tenth the original cost.

Anyone visiting the dump will be astounded at both the silliness of the setting and its bizarrely organization. Gully dwarves have no sense of possessions, so they pay little attention to others wandering the dump looking for useful salvage. However, there are several hazards in the dump. Hidden pits, tottering rubbish piles, and explosive gas may harm PCs (each causing 2d6 points dmg; save vs. paralysis halves). Even if the gas is not ignited, it may put PCs to sleep (Con check).

The Seekers have lost a chalice from their temple and fear that it was hauled away with the rubbish. They will pay 5 silvers apiece to those who will go to the dump and search for it. However, a random monster has built a nest in the dump, as the heroes will discover. The gully dwarves will make a grand quest out of searching for the item. They climb the highest trash heaps (Dex check). They delving deep into a pile of wooden refuse, which others set aflame (1d6 damage per round). They seek out the wisest gully dwarf of all for his guidance,

Brracchk, Gully Dwarf (Thf5, Str 15, Dex 17, Con 15, Int 6, Wis 7, Cha 12, AC 7, MV 6, THAC0 18, AT 1d3, hp 14, friendly) Thief Percent: PP 35, OL 40, FT 50, MS 40, HS 50, HN 30, CW 75, RL 10.

Gully Dwarf (Com2, Str 8, Dex 17, Con 9, Int 5, Wis 7, Cha 6, AC 7, MV 6, THAC0 20, AT 1d3, hp 4, friendly)

64. WILDERNESS CAMP *Mood:* Threatening; *Response:* Hostile (SUN/MOON)

Description: The smell of burning pines drifts from the crackling bonfire. Bed rolls surround the crude tents and lean-tos.

DM's Notes: This wilderness camp may serve a DM as a number of sites. The DM should first draw an Encounter card to discover what race is using the camp. After that, all encounters will be with that race or one of their minions. Possible adventures which may occur here include finding a barbari-

an hunting party, an ogre raiding party, a rebel hideout, the remains of a lost patrol, or a draconian base of operations.

Hazard: Snare traps and nets around the camp capture intruders (Int 8 check to avoid).

65. FAERIE RATH *Mood:* Enticing; *Response:* Indifferent(SUN/MOON)

Description: Fireflies and moonbeams glow among the ancient stones. Distant revelry and haunting music whisper on the wind.

DM's Notes: This is a gate to the rumored land of Faerie—actually part of the Ethereal Plane. Huldrefolk are the primary creatures here, as well as creatures made from the element the huldre has mastery over. Huldrefolk are an uncertain people and their response may be random (1-3 friendly, 4-8 indifferent, or 9-0 hostile). Those who please and entertain the huldrefolk are granted great rewards (3), but those who displease them either lose half their gear or are struck ill for 2d6 days (-2 to all rolls).

66. MONSTER LAIR *Mood:* Brutal; *Response:* Hostile (MOON)

Description: Decay and ruin hang palpably in the air. A gaping cave opens to the lair of some beast.

DM's Notes: Monster lairs can exist anywhere and this generic lair is presented for the DM to use whenever he desires to throw a new twist into the adventure. Draw a Talis card or select one of the following types of creatures for the lair: a changeling imp who retreats and changes form every time he is defeated, a hive of giant bees, an ogress' witch lair, a strange hermit with a menagerie of creatures (the hermit is really a rakshasa), or a dragon's nest. A lair should only hold one reward, though this may be a clue as well as a treasure.

67. CARAVAN *Mood:* Guarded; *Response:* Cautious (SUN/MOON)

Description: Cracking whips and the creaking wheels herald a line of wagons. Some are gaily colored, others are simple wains with weathered tarps tied down.

DM's Notes: This caravan may belong to any number of races and serve any number of persons. Draw one Talis card to determine the race, and a second to define its goal. Possibilities include a brigand merchant, who appears to be friendly but will waylay and attempt to slay paying customers at night; kender entertainers, who are bound and determined to show the heroes a good time; a merchant caravan led by *Glofell*, who is actually looking for some artifact of legend; gypsy troubadours and fortune tellers; or a draconian supply train for the war.

Secret: The PCs may receive a random aid if they pay a price = 1d6x10 stl.

68. THE GROVE *Mood:* Sleepy; *Response:* Indifferent (SUN/MOON)

Description: Large moths flutter in the leafy foliage of this quiet grove, almost faerielike. They dance here, alight there. Gray shadows veil the quiet refuge beneath the trees.

DM's Notes: Throughout the day this area seems empty and serene. As the moons rise, the shadows darken and take on a life of their own. They will slip into camp, waiting for the right moment and then they will quietly begin to leach the party members' Strength points. A shadow drains up to 6 points a night and then is sated. There are always two more shadows than there are heroes, so some heroes will be more drained than others. Lost Strength is recovered at the rate of 1 point every 2d4 turns, up to the hero's maximum.

Shadow (HD 3+3, AC 7, MV 12, THAC0 17, AT 1d4+1, hp 12) Also drains 1 Str point per attack. Victims reduced to 0 Str will be transformed into shadows. A shadow is immune

to *charm*, *sleep*, and *bold* spells, but can be turned as undead. They are attacked as if fighting in the dark unless there is a very bright light illuminating the area.

69. THE MEWLINGS *Mood*: Eerie; *Response*: Hostile (MOON)

Description: A twisted claw of broken stonework reaches out of the mud and vine-draped muck. The structure stands tall and dark in the midst of the swamp. It is silent. Patient. Waiting.

DM's Notes: This swamp is the domain of a troll-kin called a mewling. Goblins or some other creatures may lair nearby, holding a shaky truce with the mewling. The mewling's treasure is merely illusion, which will fade away the first time it is used.

Mewling (HD 6+6, AC 4, MV 12, THAC0 13, AT 1d4+4/1d4+4 claws 1d8+4 bite, hp 35) Regenerates 3 hit points per round, 3 rounds after suffering damage; fire and acid alone cause permanent damage.

Creating Chases

Chases. An exciting part of all adventure stories is the *chase*. The following basic rules allow DMs to track chase scenes.

First, determine the terrain where the chase will take place. Lists ten different obstacles that may be encountered in the terrain. For example, in the woods, players may encounter fallen logs, gopher burrows, streams, boulders, and so forth. You may use the Talis cards to determine such obstacles, modifying results for the terrain type. Number the list of ten obstacles 1 to 10.

Next, determine how far apart the two parties in the chase are when the chase begins. Roll 2d6 and add the lead party's maximum move (4 for humans, 2 for demihumans). Place two stand-ups (or pennies) on the time track on the adventure map. Place a stand-up representing the rear party at number 1 and a standup representing the forward party a number of spaces ahead equal to the distance between the parties. Place a marker on the adventure map to indicate the locations where the chase is taking place. Obstacles may change if the chase moves into a new location.

The **goal** of the chase is for either the chasing party to catch up to the lead party, or for the lead party to extend its lead to the 24th space. If the chasing party catches up, the chase ends and an encounter occurs. If the lead party extends its lead to 24 spaces, the chasing party has one round to catch up or to slow the lead party down (reducing the gap to fewer than 24 spaces). Otherwise, the lead party escapes.

During the chase, several actions may be taken by both parties to slow their opponent or to move faster. These actions include delaying or distracting opponents, encountering obstacles, running combat, performing stunts to tackle or close with opponents, and taking short-cuts.

Note the difference in movement speed between both parties. Each round, adjust the distance between the parties according to this difference in speed. If the lead party is faster, subtract the trailing party's speed from the lead's and add the difference to the gap between parties. If the pursuing party is faster, subtract the lead party's speed from the pursuing party and subtract the difference from the gap between the parties.

Delays and distractions are the result of throwing something into the opponent's path or causing damage to the opponent, his mount, or vehicle. To successfully throw or knock something into an opponent's path the leading character must make a successful THAC0 roll versus AC 5. The opponent must then make a Dex check with a penalty of minus 0 to 5 points, based on the DM's determination of how difficult the distraction is to avoid. Causing damage to an opponent

requires the opponent to be in an adjacent space or that the attacker has a ranged weapon. The attacker must roll a normal THAC0 roll with a -3 penalty to hit and damage. This attack slows the attacker by 1 point. If an opponent takes damage, he must make a Dex check minus 1 point per point of damage inflicted to determine if he is delayed. Delayed opponents lose 2d4 spaces.

Each round, the DM should roll on the encounter table on the back cover, based on the terrain the chase is taking place in. A roll of an event or an encounter means an obstacle has occurred in the path of the chase. The DM rolls 1d10 and selects an obstacle from the obstacle list he prepared. A roll of a warning means an opportunity has occurred for a short-cut (the DM decides just what the shortcut is). A roll of uneventful or sighting means nothing occurred.

Obstacles require an Ability check; the DM determines which ability is appropriate. Success means the party gains 1d4 spaces. Failure slows the party by 1d4 spaces.

Running combat suffers a penalty of -3 to all attack and damage rolls. Further, each attack launched delays the party by 1 space. If the driver of a wagon or other vehicle takes damage, or if the vehicle or harnessed beast takes damage, the vehicle may lose control (Dex or proficiency check for driver). Loss of control slows movement by 1d4 spaces and each round until a successful check is made.

If a vehicle or mount is out of control, the chase does not end until the vehicle or mount crashes or the involved party comes to a halt. A crash may occur as a result of a failed check to avoid an obstacle. Crashes cause 3d6-4 points of damage, and the crashing party cannot move for one round. The opponent moves his full speed that round. In the next round, the crashed party may move again.

A party may attempt a stunt to lengthen or shorten the gap. Stunts include leaping onto an opponent's mount or vehicle, or making a flying tackle. The person performing the stunt must make a Dexterity check with a penalty of 0 to 5 points (DM's option). If successful, the opponent must make a ½ Dex check to avoid the action. If the action fails or the attack is avoided, the acting party loses 2d4 spaces.

Shortcuts are determined by the DM. The party taking the short cut must make a Dex check minus a difficulty penalty of 0 to 5 (DM's option). Success adds 2d4 spaces to the party's movement. Failure subtracts 2d4 spaces.



adventure Generation with Talis Cards

To keep your adventures new and different every time you play, the Talis adventure cards are used to change encounter details. A card may be drawn every time the DM wants to define a specific detail of an adventure. To fully understand the organization and meanings of the cards, read the Talis card information sheet, on the back of the card with Lord Soth's Charge on the front. Each card may help generate adventures in two ways.

- 1. Light and Dark:** Each card has a meaning in its Light and Dark aspects, depending on the nature of the encounter location. A "SUN" after the name of the location indicates that only Light aspects occur here. A "MOON" indicates that only Dark aspects occur at this location. If the symbol is a "SUN/MOON" the Dungeon Master may decide which aspect he wants to use in the adventure, or let the card define it, based on whether it was revealed rightside-up or upside-down.
- 2. Numbers and Suits:** If a DM wishes to limit the number of possibilities available, he may note only a specific card's number or its suit. This limits the choices to 1 to 9 or 1 to 6, respectively.

Talis Cards Define The following

- 1. Motivation/Goal of Encountered Creature:** A card can indicate what an NPC or creature hopes to accomplish.
- 2. Personality of Encountered Characters:** When an NPC or creature is encountered, a card can define the creature's personality for purposes of role-playing.
- 3. Locations on the Adventure Map:** A card can determine where a person, an item, or adventure clue is hidden.
- 4. Encounter General Description:** A card can provide a general descriptive term of the appearance or mood of a location.
- 5. Obstacle/Hazard/Trap:** A card can indicate what hazards the PCs may run into in an adventure location.
- 6. Events:** A card may define the nature of a random event.
- 7. Encounters:** A card can define the type of creature encountered.
- 8. Reward or Treasure:** A card may tell what PCs gain by completing a quest.

To determine any of these factors of an adventure, the DM merely draws a card and consults the appropriate column in either the role-playing notes table below, or the events table on the following page.

Role-Playing fortune-Tellings

The Talis cards can be used to forewarn PCs about an adventure as well as to create adventures at random. Two methods of using these cards as an imaginary fortune-telling device follow.

To make a reading, the PCs must first state what they wish to discover. One player then shuffles the cards, inverting half the deck each time they are shuffled so that the Light and Dark aspects of the cards are randomized. Next, the cards are dealt in one of two patterns (see the following) from the top of the deck. Each card should be turned over in the same manner so that Light and Dark aspects can be determined.

The DM should consult the Talis cardsheet for the phrases associated with each card. After the DM explains the significance of a specific position within the card pattern (see below), he reads the meaning of the card in its Light and Dark aspects. The DM should allow players to assign significance to these random meanings, only suggesting interpretations when the PCs are flummoxed.

Using the Sash: The sash on the cardsheet beside the cards can be used to store the cards and to organize a reading. The DM lays it out with the tassels to his right. The symbols on the sash represent the four elements, eternity, the past, the present, and the future. The side away from the DM represents challenges; the side nearest the DM represents supporting forces. Cards are always placed from the left to the right. The 55th card of the Talis deck represents the Seeker, the character seeking an answer. It is placed at the start of the reading.

Methods of Reading:

Yes/No-Weal/Woe: This is the fastest method. It simply indicates a good or bad response to the PCs' inquiry. The DM spreads the shuffled deck and draws three cards. He then looks at how many cards are in the rightside up position—the Light aspect.

Three: The prospects are positive—good fortune.

Two: The prospects are hesitantly positive.

One: The prospects include some ill-fortune.

None: The prospects are definitely negative or harmful.

The Journey: With this method, a more detailed answer may be obtained. Deal ten cards in the pattern shown below. If a Fate or Star card is drawn, place it on the side of the sash nearest the seer, and then draw another card to replace it. Interpret the cards according to their orientations, with the 0 card representing the most imminent consequences of the PCs actions, and the 8, 9, and 10 cards being possible destinies.

	S								
F								5	8
a	A					4			
t		0	1	2			6	9	
e	S				3				
s							7	10	
	H								

Talis deck: Random Role-Playing Notes

Card	Motivations	Adventure Goals	Rumors	Warnings
1	Injured/fleeing	Explore a site	Dark war in the north	Black birds
2	Advised/disguised	Escort a party	Ogres have gone mad	Dark clouds
3	Hiding/spying	Rescue a prisoner	Rebels led by ghost	White stag
4	Lairing/hunting	Find a lost artifact	Haunted manor in hills	Dead bird
5	Leading captives/looting	Fight a fell beast	White stag is Good	Faerie fire
6	Hidden motivations	Carry a message	Magic won't work here	Broken corpse
7	Intimidating/fearing	Discover a treasure	Fabulous treasure	Rainbow
8	Ambushing/stealing	Seek revenge	Eternal life to be gained	Moons eclipsed
9	Capturing/misdirecting	journey to receive honor	Hidden horrors await	Dog huddles

Talis deck: Random Event Notes

#	Mood	Location	Descrp.	Hazard	Event	Encounter (Lt/Dk)	Reward *
Star (Fates)							Miscellaneous
1	Nervous	Golden fields	Bare	Contact poison	Storm	Dragon/dragon	Artifact* *
2	Evasive	A pass	Silent	Acid	Windstorm	Stag/treant	Bag of holding
3	Defensive	The mews	Hollow	Gas	Ice	Gnome/troll	Boots of levitation
4	Servile	Darken Wood	Windy	Deadfall	Rain	Mtn bar./dragonlord	Bracers, AC 4
5	Forlorn	Faerie rath	Whispering	Quicksand	Fog	Silvanesti/aurak	Cloak +2
6	Solemn	Oracle	Sad	Cavein	Hail	Hylar/giant	Necklace of missiles
7	Furtive	Quiet glen	Odd	Mudslide	Meteor	Huldre/huldre	Periapt: poison +2
8	Pensive	Mountain	Strange	Fire	Heat wave	Minotaur/spider	Robe of useful items
9	Suspicious	Lost temple	Haunting	Spike trap	Calm	Priest/spectre	Rope of climbing
Flames (Fire)							Wealth
1	Mindless	Castle	Abandoned	Catapult trap	Eruption	Griffon/behir	Relic** (2d6 x 100 stl)
2	Imposing	Manor	Gloomy	Bog	Flash fire	Bear/black willow	Art Object (2d10 x 50 stl)
3	Rude	Gadar's	Stained	Dart trap	Flash flood	Gnome/bugbear	Coin (10d 10 sp)
4	Arrogant	Tomb	Burnt	Slippery spot	Lightning	White/black mage	Coin (2d8 stl)
5	Bullying	Xak Tsaroth	Cracked	Explosive	Avalanche	Qualinesti/sivak	Coin (4d10 stl)
6	Tough	Monster lair	Crumbling	Blinding light	Earthquake	Hylar/irda	Coin (3d6 pp)
7	Brutal	Camp	Forbidding	Net	Tornado	Korred/elemental	Fur/spice (5d4 x 10 stl)
8	Angry	Kiri Valley	Scary	Snare	Locusts	Shadowfolk/scorpion	Gems (1d100 x 5 stl)
9	Violent	Hollow Hills	Dangerous	Blocked path	Faerie fire	Guard/wraith	Jewels (6d6 x 10 stl)
Winds (Air)							Minor magic
1	Lazy	Seekers	Plain	Pit	Frame-up	Pegasus/wyvern	Potion: extra-healing
2	Hungry	Town Guard	Rustic	Lime	Welcoming	Lion/mewling	Potion: ogre strength
3	Silly	City Hall	Tiled	Sleep gas	Confusion	Kender/slig	Potion: invisibility
4	Frantic	Church	Pristine	Smoke	Romance	Ice bar./ghost	Scroll: protection
5	Drunk	Postings	Fine	Muddy slough	Tragedy	Sea elf/bozak	Ring: protection +2
6	Precise	Docks	Tidy	Cavein	Madness	Neidhar/ogre mage	Ring: shocking grasp
7	Stubborn	Trough	Well-lit	Quicksand	Mystery	Faerie drag./stank	Rod of smiting
8	Pious	Beer Tent	Noisy	Dart trap	Rescue	Satyr/gt. spider	Staff of curing/striking
9	Scholarly	Dump	Bustling	Fire	Fortune	Merchant/wight	Wand of magic missiles
Waves (Water)							Boon
1	Cursed	Picnic	Restful	Deadfall	Lost way	Kingfisher/wyrm	Allies/aid* *
2	Moody	Farley's	Quaint	Slippery spot	Illness	Lion/archer bush	Bless (1d6 days)
3	Driven	Tika's	Honest	Flood	Cursedness	Kender/hobgoblin	Heal
4	Courteous	Brightblades's	Warm	Cliff	Accident	Sea bar./dark elf	Negate 1 spell
5	Cheerful	Majere's	Alive	Geyser	Angry mob	Kagonesti/kapak	Negate 1 trap
6	Helpful	Fireforge's	Laughing	Mob	Delay	Neidar/ogress	Remove curse
7	Caring	Stables	Cheery	Wall	Betrayal	Knight/imp	Resurrect
8	Patient	Grocer	Friendly	Wild beast	Broken tool	Centaur/gt. ant	Speed (double move)
9	Noble	Inn	Welcoming	Snare	Wolf pack	Craftsman/ghoul	Strength (+4)
Leaves (Earth)							Information
1	Stupid	Blacksmith's	Empty	Poison ivy	Chasm	Kyrie/serpent	Foresee encounter
2	Careless	Flint's	Vacant	Pit	Cliff	Boar/mantrap	Good luck (+1 to rolls)
3	Rash	Tinker's	Untouched	Mudslide	Quicksand	Gully dwarf/goblin	Immune to one thing
4	Nosy	Potter's	Rough	Broken ground	Raging river	Desert bar./brigands	Learn foe's goal
5	Taunting	Weaver's	Worn	Chasm	Rockslide	Druid/baaz	Learn history of story
6	Mischiev.	Baskets	Damp	Pungi sticks	Briars	Daewar/ogre	Learn location of item
7	Haggling	Produce	Littered	Slashing blade	Lava	Knight/spectral min.	Learn foe's motives
8	Giggling	Corral	Crusted	Beast pit	Enemy	Thanoi/swarm	Learn foe's weakness
9	Talkative	Miller's	Buried	Snakes	Flood	Townfolk/zombie	Rumor/legend
Claws (Beasts)							Weapons
1	Cowardly	Mines	Eerie	Wild beast	Fallen sign	White stag/lizard	Armor**
2	Dandified	Grove	Brooding	Cavein	Misdirection	Eagle/strangle vine	Bow +1
3	Boastful	Isle	Ominous	Arrested	Fog	Gully dwarf/kobold	Dagger +2
4	Contrary	Sea of grass	Overgrown	Gas	Unclear path	Plainsman/gnolls	Mace +1, light
5	Snobbish	Solace Bridge	Buckled	Swarm	Lost path	Half-elf/bakali	Sling +2
6	Shifty	Caves	Dark	Cliff	Darkness	Daewar/half-ogre	Shield +1, +4 vs missiles
7	Lying	Caravan	Strangled	Enemy camp	Delirium	Mercenary/gt slug	Sword +1
8	Greedy	Barbarians	Collapsed	Monster lair	Stampede	Harpy/gt. centipede	Sword +2 vs magic
9	Nasty	Windy Vale	Ruined	Hot mud	Washout	Farmer/skeleton	Sword +2 vs reptiles
Seeker (PCs)							
	Mysterious	Lonely hut	Chancy	Deathtrap	Faerie rath	God avatar	Chance (+2 or -2/roll)

* Rewards are either never dark, or else they suffer from some negative feature. For instance, information is slightly wrong, a weapon that is drawn in rage cannot be sheathed until blood is drawn, etc.

** There are many varieties available; the DM should select which to use.



ansalonian Calendar

Days	Ergoth	Plainsmen	Solamnic	Dwarven	Elven	Kender	Goblin	God-days
Sun	Gileadai	Friend Day	Linaras	Brenzik	Gateway	Praise Day	Guard	Gilean
Mon	Luindai	Hunt Day	Palast	Mithrik	Bright Eye	Light Day	Pain	Lunitari
Tue	Nuindai	Share Day	Majetag	Adamachtis	Night's Eye	Fire Day	Fear	Nuitari
Wed	Soldai	Gather Day	Kirinor	Aurachil	Dead Eye	Winds Day	Rout	Solinari
Thu	Manthus	Barter Day	Misham	Cuprig	Dream Dance	Waters Day	Strife	Majere
Fri	Shinarai	Worship Day	Bakukal	Ferramis	Winged Trade	Ground Day	Feint	Shinare
Sat	Boreadai	Council Day	Bracha	Agorin	World Tree	Shadow Day	Flank	Zivilyn

Mon	Ergoth	Plainsman	Solamnic	Dwarven	Elven	Kender	Goblin	Godtime
Jan	Aelmont	Ice Glaze	Newkolt	Dark-Crypt	Winter Night	Snowfun	Famine	Chemosh
Feb	Rannmont	Snow Deep	Deepkolt	Dark-Deep	Winter Deep	Darktime	Madness	Zeboim
Mar	Mishamont	Mountain Thaw	Brookgreen	Damp-Mood	Spring Dawning	Windsong	Girding	Mishakal
APr	Chislmont	Earth Wakes	Yurthgreen	Damp-Chisel	Spring Rain	Raindrum	Scouting	Chislev
May	Bran	Flower Blooms	Fleurgreen	Dry-Anvil	Spring Blossom	Flowerfield	Campaign	Branchala
Jun	Corij	Home Hearth	Holmswelt	Dry-Axe	Summer Home	Homefriends	Siege	Kiri-Jolith
Jul	Argon	Raging Fire	Fierswelt	Dry-Heat	Summer Run	Wander-time	Flame	Sargonnas
Aug	Sirriment	Dying Ember	Paleswelt	Dry-Forge	Summer End	Summerlaze	Sack	Sirrion
Sep	Reorxmont	Harvest Home	Reapember	Cold-Hammer	Autumn Harvest	Harvestfete	Loot	Reorx
Oct	Hiddumont	Leaf Gild	Gildember	Cold-Steel	Autumn Twilight	Leafplay	Betrayal	Hiddukel
Nov	H'ramont	Dark Cold	Darkember	Cold-Rust	Autumn Dark	Bleakcold	Pestilence	Morgion
Dec	Phoenix	Frost Eve	Frostkolt	Cold-Lode	Winter Come	Blessings	Reward	Habbakuk

allowable Clerical Spells

The following are the gods of Ansalon and the Spheres open to their Priests of the Holy Orders of the Stars. Spells with an asterisk (*) are minor spheres, and access is limited to spells no higher than third level.

Paladine: All, Astral, Charm, Combat*, Guardian, Healing, Protection, Sun

Mishakal: All, Astral, Charm, Creation, Divination, Guardian*, Healing, Necromantic, Sun

Majere: All, Animal*, Astral, Charm, Divination, Summoning, Sun*

Kiri-Jolith: All, Charm*, Combat, Divination*, Guardian, Healing, Protection, Sun*

Habbakuk: All, Animal, Creation, Divination, Elemental, Healing*, Weather*

Branchala: All, Animal*, Charm*, Creation, Healing, Plants, Weather

Solinari: All, Astral, Combat, Divination, Guardian, Healing, Protection*, Sun*

Gilean: All, Animal*, Astral, Charm*, Combat*, Creation, Divination, Healing, Protection, Sun*

Sirrion: All, Combat, Elemental, Guardian, Healing, Summoning, Sun

Reorx: All, Combat, Creation, Elemental, Guardian, Healing*, Protection, Summoning, Sun*

Chislev: All, Animal, Charm*, Combat*, Elemental, Guardian*, Healing, Plants, Sun, Weather

Zivilyn: All, Astral, Divination, Necromantic, Plant

Shinare: All, Charm, Combat*, Creation, Guardian, Protection, Sun*

Lunitari: All, Astral, Charm*, Combat, Divination, Guardian, Healing, Summoning*

Takhisis: All, Astral, Combat*, Creation*, Divination*, Guardian, Healing*, Necromantic*, Protection, Summoning

Sargonnas: All, Astral, Charm, Combat, Creation, Protection*, Summoning, Sun

Morgion: All, Astral, Divination, Healing, Necromantic*, Plant

Chemosh: All, Astral, Combat, Healing* (usually reversed), Necromantic, Plant

Zeboim: All, Animal, Creation, Elemental, Protection*, Sun, Weather

Hiddukel: All, Divination*, Guardian, Necromancy, Protection*, Summoning

Nuitari: All, Astral, Combat, Divination, Guardian, Healing, Necromantic*, Protection*, Weather*

Exchange Rates Upon Krynn

Following the Cataclysm, the steel piece became the standard monetary unit for Ansalon, replacing the gold piece. Steel had become scarce and was needed for making weapons and tools, and for reforging the war-torn continent of Ansalon. Gold, because it was too soft for either of these applications, became nearly worthless except for ornamentation. The following table shows the exchange rates generally employed throughout Krynn. Regional variations (DM's option) do occur.

Coin	Exchange Value					
	Copper	Gold	Silver	Iron/Bronze	Steel	Platinum
Copper (cp) =	1	215	115	1/50	1/100	1/500
Gold (gp) =	2-112	1	½	1/20	1/40	1/200
Silver (sp) =	5	2	1	1/10	1/20	1/100
Iron/bronze (ip/bp) =	50	20	10	1	½	1/10
Steel (stl) =	100	40	20	2	1	1/5
Platinum (pp) =	500	200	100	10	5	1

chance of event

While traveling, roll 1d10 to see if the party gets lost. A roll that is less than or equal to the number on the following table means that the party gets lost. Also, during travel, check for encounters. Roll 1d20 and check the range on the table that follows. Description of each column follow the table.

Terrain	Lose Way	Uneventful	Sighting	Warning/Omen	Event	Encounter
Village	(1)	1-6	7-11	12-14	15-16	17-20
City	(3)	1-3	4-6	7-10	11-15	16-20
Fort/Keep	(2)	1-3	4-7	8-12	13-14	15-20
Dungeon	(3)	1-3	4-6	7-12	13-16	17-20
Mountain	(5)	1-3	4-9	10-12	13-17	18-20
Hills	(2)	1-5	6-9	10-13	14-16	17-20
Wood	(3)	1-5	6-10	11-13	14-15	16-20
Jungle	(8)	1-3	4-9	10	11-14	15-20
Wilds	(6)	1-4	5-6	7-9	10-16	17-20
Grassland	(1)	1-8	9-12	13-14	15-17	18-20
Desert	(2)	1-4	5-10	11-15	16-18	19-20
Wasteland	(4)	1-7	8-12	13-16	17-18	19-20
Swamp	(6)	1-3	4-8	9-12	13-15	16-20
Marsh	(6)	1-5	6-10	11-12	13-17	18-20
Tundra	(3)	1-6	7-11	12-15	16-18	19-20
Glacier	(4)	1-2	3-8	9-11	12-19	20
Lair	(2)	1-6	8-9	10-16	17	18-20
Cavern	(4)	1-5	6-9	10-15	16-18	19-20
Ruin	(3)	1-2	3-6	7-12	13-16	17-20
AQUATIC EVENTS						
Cave	(5)	1-2	3	4-6	7-17	18-20
Lake	(2)	1-8	9-11	12-13	14-18	19-20
River	(1)	1-5	6-12	13-14	15-17	18-20
Coast	—	1-4	6-13	14-16	17-18	19-20
Ocean	(2)	1-8	9-10	11-12	13-19	20

encounter Types

The following text describes the encounter columns on the table above. For the lose way column, if the roll is on or below the number listed in the table, the party becomes lost. On all other columns, if a 1d20 roll falls within the listed range, the following results occur.

Lose Way: The heroes become lost and wander in a random direction or in circles, delaying forward movement.

Modifiers to the Chance of Becoming Lost

Navigator in party	-3	Raining	+1
Landmark sighted	-2	Overcast	+2
Poor trail	-1	Fog or mist	+3
Local guide	Varies	Featureless land	+5
Directions	Varies	Darkness	+7

Uneventful: The heroes have no significant encounters. Describe location, weather, animals, and impressions. Roll 1d10. Uneventful travel may be pleasant (1-4), distracting (5-7), tiring (8-9), or hazardous (0) due to weather or terrain.

Sighting: The heroes discover signs of creatures in the area or experience an odd omen of an upcoming event. heroes to get lost or have another encounter.

Warning/Omen: The heroes discover signs of creatures in the area or experience an odd omen of an upcoming event.

Event: The heroes discover signs of creatures in the area or experience an odd omen of an upcoming event. location. Events occur where heroes can witness them.

Encounter: The heroes have an encounter. Encounters are challenges in a specific location. Encounters include obstacles, creatures, and puzzles.

Obstacles: Obstacles block the hero's path. They include lava, quicksand, chasms, craters, fallen trees, traps, and so forth.

Creature: Creatures are beasts or NPCs with individual personalities and motivations, determined by the DM. These elements influence the creature's reaction to the heroes. PCs may resolve encounters through negotiation, trickery, or combat.

Puzzles: Puzzles includes physical puzzles, mysteries, tricks, and deceptions. They require problem-solving.

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The Talis Cards: Tale of The Cards

The Talis deck serves many functions. The deck allows DMs to generate adventures, role-play fortune-telling scenes, and play popular card games that rely upon suits and numbers. Instructions for using the Talis deck appear with the beginning adventure in the *World Book*.

Using the Talis deck in role-playing games requires a creative Dungeon Master who understands the meanings of each card. This special screen outlines the meanings of the cards, providing a ready reference for DMs. Once a DM understands the meanings of the cards, uses of the Talis deck in role-playing follow naturally.

Carefully detach the staple that holds this screen to the other cards and read all of the entries that follow. Then consult the *World Book* for ways to incorporate the Talis deck in your role-playing game.

Note: Talis cards are **not** Tarot cards. The meanings ascribed to each card are fictitious. The predictions drawn from the cards have no real-world significance.

Organization of Talis Cards

Each Talis card has a suit and a number. Each card also has a specific orientation and game use. Descriptions of these follow.

Suits: Talis cards have six suits of 10 cards each: flames (orange), winds (white), waves (blue), leaves (green), beasts (brown), and powers (purple). These suits represent the elemental forces of the universe: fire, air, water, earth, animals, and fates, respectively. Each of these suits is represented by a different character type: dwarves for flames, elves for winds, sea barbarians for waves, kender for leaves, plains barbarians for beasts, and gods for powers. The seeker card represents all six suits.

Numbers: Each suit is numbered, from 10 (an ace that stands for 1 and 10) to 9. Each number has a specific figure representing it. These are detailed in the list that follows.

Orientations: The orientation of each card when placed is important. If the card is right-side up to the dealer, the card's orientation is light; if it is upside-down to the dealer, the card's orientation is dark. This orientation affects the meaning of the card.

Game Use: Every Talis card has a special game use that adds a new twist to familiar card games. Players should choose only one or two special uses for a specific game.

Meanings of The Talis Cards

The following list details each card number and its significance in terms of suit, orientation, and game use.

10. DRAGON/orb cards represent both great beginnings and great challenges. These cards depict a Good and an Evil dragon in conflict around a dragon orb of might.

Game Use: Played as a DRAGON, this card **conquers** any card except the CHAMPION. Played as an ORB, this card nullifies any DRAGON card.

Beasts: A copper dragon battles a black dragon.

light: Fair dealings; trust

Dark: Greed; avarice

Earth: A brass dragon battles a green dragon.

light: Trueheartedness; friendliness; alliance

Dark: Envy; sloth; malice

Waves: A bronze dragon battles a blue dragon.

light: Steadfastness; faithfulness

Dark: Betrayal; deceit

Winds: A silver dragon battles a white dragon.

light: Loving; caring; loyalty

Dark: Coldheartedness; emotionlessness

Flames: A gold dragon battles a red dragon.

Light: Opportunity; control; calm

Dark: Anger; rage; hatred

2. peasant cards represent the common man and his relations with the beasts of the Krynn.

Game Use: PEASANT cards can **meld** with all other cards.

Beasts: A barbarian girl confronts a cornered badger.

light: Hidden dangers; deceits

Dark: Hidden secrets; hopes

Earth: A young kender watches industrious mice.

light: Patience; rest

Dark: Impatience; action

Waves: A sea barbarian child fishes in a bountiful stream.

light: Peace; blessings

Dark: False peace; curses

Winds: An elven child sings as she herds sheep to market.

light: Contentment; control

Dark: Daydreams; frustration

Flames: A dwarven maid in a cave is startled by bats.

light: Guidance; surefootedness

Dark: Lost way; clumsiness

3. Steward cards represent those who tend the land and master the fields.

Game Use: STEWARDS can **steal** other cards.

Beasts: A barbarian whips an ox to plow a field.

light: Brutes; louts

Dark: Fair labor; strength of purpose

Earth: A kender maid harvests a bounty of grapes.

light: Cooperation; joyful help

Dark: Carelessness; selfish aid

Waves: A sea barbarian irrigates a growing field.

light: Deeds rewarded; kindness

Dark: Barrenness; selfishness

Winds: An elven maid stands in a golden field of grain.

light: Innocence; good news

Dark: End of innocence; bad news

Flames: A dwarven lad fights to control a forest fire.

light: Courage; tenacity

Dark: Surrender; failure

4. artisan cards represent craftspersons plying some trade or art for the love of beauty.

Game Use: ARTISAN cards can **trade** for other cards.

Beasts: A barbarian woman makes a saddle for her horse.

light: Dire warning; omens sought

Dark: Preparation; mustering for war

Earth: A kender youth whittles a statue beside a pond.

light: Inspiration; worthwhile deeds

Dark: Fool hardiness; wasted time

Waves: A sea barbarian paints beside a waterfall.

light: Great beauty; firm resolve

Dark: Fraud; misplaced step

Winds: An elven youth plays a flute as rain approaches.

light: Competition; success

Dark: Rivalry; anxiety

Flames: A dwarf tempers a blade in a tub of water.

light: Pride; careful work

Dark: Jealousy; flawed character

5. Scholar cards represent students of lore and the lessons from the past.

Game Use: SCHOLAR cards **reveal** other cards' identities.

Beasts: An aged barbarian spins a tale to a wise old owl.

light: Superstitions; false stories

Dark: Legends; lessons of history

Earth: A kender student ignores treasures to watch wind.

light: Curiosity; lessons of nature

Dark: Slothfulness; cunning

KITARA UTH MATAR

Human Female Fighter, 7th Level

ABILITY SCORES:			
Str: 14	Dex: 18	Con: 14	
Int: 13	Wis: 7	Cha: 14	
AL: LE	AC: 1	hp: 42	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Kitara is slender, with curly black hair and soft, brown eyes.			
Creed: Trust only those you control.			
Ht.: 5'9"	Wt.: 105 lb		
Hair: Black	Eyes: Brown		
Age: 24	Birthday: 31 Hidd. 318		
PROFICIENCIES		NPP: -3	
Weapon: Short Sword (sp), Dagger, Spear, Short Bow			
Nonweapon: Swimming (Str), Rope Use (Dex), Riding Land-Based (Wis +3), Cooking (Int), Disguise (Cha -1), Read/Write Common/Qualinesti (Int +1)			
Language: Common, Plainsman, Solamnic			
SAVING THROWS			
Paralysis/Poison/Death		10	
Rods/Staves/Wands		12	
Petrify/Polymorph		11	
Breath Weapons		12	
Spells/Magic		13	
Dex gives +4 to Dex-based saves.			



"TANIS" TANTHALAS HALF-ELVEN

Half-Elf Male Fighter, 4th Level

ABILITY SCORES:			
Str: 16	Dex: 16	Con: 12	
Int: 12	Wis: 13	Cha: 15	
AL: NG	AC: 4	hp: 28	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Tanis looks human.			
Creed: Control of self is true strength.			
Ht.: 5'10"	Wt.: 145 lb		
Hair: Rust red	Eyes: Hazel		
Age: 93	Birthday: 9 Mish. 249		
PROFICIENCIES		NPP: -3	
Weapon: Long Sword, Long Bow (sp), Dagger, Staff			
Nonweapon: Read/Write Comm./Qualin. (Int +1), Bowyer (Dex-1), Hunt (Wis-1), Riding Land-Based (Wis +3)			
Language: Common, Qualinesti, Hill Dwarf, Plainsman, Gnome, Kender, Goblin, Hobgoblin			
SAVING THROWS			
Paralysis/Poison/Death		13	
Rods/Staves/Wands		15	
Petrify/Polymorph		14	
Breath Weapons		16	
Spells/Magic		16	
Dex gives +2 to Dex-based saves.			



FLINT FIREFORGE

Hill Dwarf Male Fighter, 4th Level

ABILITY SCORES:			
Str: 16	Dex: 10	Con: 18	
Int: 7	Wis: 12	Cha: 13	
AL: NG	AC: 6	hp: 42	
Move: 6	Jog: 12	Run: 18	
Swim: Never!	Quiet: 4	Climb: 2	
APPEARANCE: Gruff, aging dwarf with a full beard and a scar over his right eye.			
Creed: Fighting is bad for business.			
Ht.: 4'7"	Wt.: 148 lb		
Hair: Gray	Eyes: Hazel		
Age: 139	Birthday: 11 Ael. 203		



SAVING THROWS			
Paralysis/Poison/Death		13	
Rods/Staves/Wands		15	
Petrify/Polymorph		14	
Breath Weapons		16	
Spells/Magic		16	
Con gives +5 to Poison, Rod/Staff/Wand, and Spell saves.			

KALIN "TASSLEHOFF" BURRFOOT

Kender Male Handler, 3rd Level

ABILITY SCORES:			
Str: 13	Dex: 16	Con: 14	
Int: 9	Wis: 12	Cha: 11	
AL: NG	AC: 6	hp: 11	
Move: 9	Jog: 18	Run: 27	
Swim: 5	Quiet: 6	Climb: 3	
APPEARANCE: Kender with top-knot.			
Creed: There's always more to see.			
Ht.: 3'9"	Wt.: 85 lb		
Hair: Brown	Eyes: Brown		
Age: 29	Birthday: 2 Phoe. 313		

SAVING THROWS			
Paralysis/Poison/Death		13	
Rods/Staves/Wands		14	
Petrify/Polymorph		12	
Breath Weapons		16	
Spells/Magic		15	
Dex gives +2 to Dex-based saves.			
Con gives +4 to Poison, Rod/Staff/ Wand, and Spell saves.			



COMBAT:	7th level Human Fighter	hp 42
Armor: Chain mail	AC: Front 1; flank 5; rear 5	
Combat Bonus: Hit +2 w/missiles	THAC0 (base): 14	
Weapon/Skill	THAC0	#AT
Short sword +2	11	2
Dagger (thrown)	14 (12)	3/2 (2)
Spear	14	1
Short bow	12	2
GEAR: Backpack, bedroll, daggers (2), spear, short bow, chain mail, spices, disguise kit, waterskin, rations (1 week)		
MAGIC ITEMS: Short sword +2		
SPELLS: None		
HISTORY: (Begin play at 342 AC) Kitiara's father, Gregor, left her and her mother when Kit was young. Even so, Kitiara has always loved her father, who taught her the ways of a warrior. At age 7, Kit dressed as a boy and went with her father to battles. After he left, she trained herself for life on the road and set out to find him. She has looked ceaselessly since. Despite word that Gregor was betrayed in battle and slain, Kit continues her hunt.		
FAMILY: Kitiara is the half-sister of Caramon and Raistlin Majere, and the daughter of Rosamun Aelan and Gregor Uth Matar, a well-known mercenary general and disowned knight.		
PERSONALITY: Kitiara longs to gain her father's approval and make him proud of her. One day, she believes, she will find him. She lives by the three lessons her father taught. One, be ruthless: give no quarter and ask for none. Two, winning is everything and ends justify means. Three, the only worthwhile goal in life is power. Single-minded in her quest for power, Kitiara's only weakness is her love and loyalty to the Heroes of the Lance-especially her brothers.		

COMBAT:	4th level Half-Elven Fighter	hp 28
Armor: Leather +2	AC: Front 4; flank 6; rear 6	
Combat Bonus: Hit +1 w/missiles	THAC0 (base): 17	
Weapon/Skill	THAC0	#AT
Long sword +2	15	3/2
Long bow	15 (14)	2
Dagger (thrown)	17 (16)	1 (2)
Quarterstaff	17	2
GEAR: Backpack, bedroll, quarterstaff, long bow, quiver with 20 arrows, throwing daggers (4), hand daggers (2), heavy cloak, rations (1 week), waterskin, high soft boots		
MAGIC ITEMS: Long sword +2, leather armor +2		
SPELLS: None		
HISTORY: (Begin play at 342 AC) Tanis was born to an unknown human father and an elven woman who died in childbirth. He was raised by the Speaker of Suns in Qualinost. After a conflict with his adopted family, he left Qualinesti to try to learn about his human heritage. Thanks to his diplomatic skills, he became a business partner with Flint Fireforge. Gradually a group of adventurers formed around him.		
FAMILY: Tanis is the son of the elf woman Elansa and an unknown human brigand. The brigand slew Elansa's husband Kethrenan (the Speaker of the Sons' younger brother) and left Elansa for dead. Tanis was raised as a ward of Solostaran, the Speaker of Suns in Qualinost.		
PERSONALITY: Tanis works through an inner struggle. Neither human nor elven, he feels out of place in either world. He is a natural leader, though he regrets the burden of leadership. Tanis is always friendly and trusting; none but his closest companions know of his internal turmoil.		

COMBAT:	4th level Dwarven Fighter	hp 42
Armor: Studded leather/small shield	AC: Front 6; flank 7; rear 8	
Combat Bonus: Dmg +1 (Str)	THAC0 (base): 17	
Weapon/Skill	THAC0	#AT
Club	17	1
Hand axe +1 (thrown)	16	1
Dagger	17	1
Battle axe	16	3/2
GEAR: Backpack, bedroll, daggers (2), battle axe, club, studded leather armor, small shield, wood carving knives, skin of ale, waterskin, rations (1 week)		
MAGIC ITEMS: Hand axe +1		
SPELLS: None		
HISTORY: (Begin play at 342 AC) After learning wood and metal craft from his father, Flint left his clan to work in a more lucrative region. He honed his skills to the point that his wood carvings and metal works made him one of the few dwarves welcome in Qualinost. There, he met Tanis, the half-elf. A lasting friendship began.		
FAMILY: Upon reaching adulthood, Flint left his family lands. He has had little contact with family since. His closest familial relation is his nephew, Jasper, son of one of his many sisters.		
PERSONALITY: Outwardly gruff and crotchety, Flint truly loves his young friends. He feels extremely protective of them, for they are all too young and idealistic to really take care of themselves.		

COMBAT:	3rd level Kender Handler	hp 11
Armor: Leather armor	AC: Front 6; flank 8; rear 8	
Combat Bonus: None	THAC0 (base): 19	
Weapon/Skill	THAC0	#AT
Hoopak +2 (staff)	17	1
Hoopak +2 (sling)	14	1
Dagger (thrown)	20 (19)	1 (2)
GEAR: Backpack, bedroll, daggers (2), leather armor, leather map case (stuffed), belt pouch, thieves' tools, waterskin, pen, ink and paper, rations (1 week), dozens of odds and ends		
MAGIC ITEMS: Hoopak +2		
THIEF ABILITIES: Pick Pockets 50%; Open Locks 47%; Find/Remove Traps 40%; Move Silently 43%; Hide in Shadows 40%; Detect Noise 20%; Climb Walls 73%; Read Languages 15%; Backstab = Hit +4; Dmg x2.		
HISTORY: (Begin play at 342 AC) Tasslehoff was born in northern Kendermore (Goodlund) where he gained his skills as a handler (he considers the word "thief" extremely rude). He was stricken with wanderlust at the age of 16 and left home to complete the "great map." He met Flint and Tanis when he was examining a bracelet from their market stall and "forgot" to put it back before leaving.		
FAMILY: Tasslehoff, a member of the Stoat clan, was born when his parents were studying the plansmen.		
PERSONALITY: Tasslehoff is insatiably curious and almost entirely fearless. He is often as amazed as anyone at the variety of objects he finds in his pockets. Tas has a 5% chance to have some information on any subject.		

GOLDMOON of the QUE-SHU

Human Female Priest, 5th level

ABILITY SCORES:			
Str: 12	Dex: 14	Con: 12	
Int: 12	Wis: 16	Cha: 17	
Al: LG	AC: 8	hp: 19	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Goldmoon is a ruddy-skinned beauty with golden hair. She projects an aura of authority.			
Creed: Faith is our true strength.			
Ht.: 5'7"	Wt.: 115 lb		
Hair: Blond	Eyes: Blue		
Age: 29	Birthday: 5 Rann. 322		
PROFICIENCIES		NPP: -3	
Weapon: Staff, Sling (sp)			
Nonweapon: Healing (Wis-2), Animal Handling (Wis-1), Animal Lore (Int), Musical Instrument (Lye) (Dex-1)			
Language: Common, Qualinesti, Plainsman			
SAVING THROWS			
Paralysis/Poison/Death		9	
Rods/Staves/Wands		13	
Petrify/Polymorph		12	
Breath Weapons		15	
Spells/Magic		14	
Wis gives +2 to Wis-based saves.			



RIVERWIND

Human Male Ranger, 5th Level

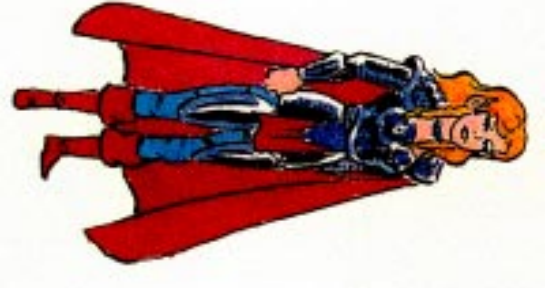
ABILITY SCORES:			
Str: 18(35)	Dex: 16	Con: 13	
Int: 13	Wis: 14	Cha: 13	
Al: LG	AC: 5	hp: 34	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Riverwind appears stern He wears his hair long and is never far from Goldmoon's side.			
Creed: Loyalty and duty are all.			
Ht.: 6'7"	Wt.: 175 lb		
Hair: Auburn	Eyes: Brown		
Age: 32	Birth: 2 Bran 319		
PROFICIENCIES		NPP: -3	
Weapon: Long Sword (sp), Short Bow (sp), Dagger			
Nonweapon: Tracking (Wis), Survival (Int), Running (Con-6)			
Language: Common, Plainsman, Qualinesti, Hill Dwarf			
SAVING THROWS			
Paralysis/Poison/Death		11	
Rods/Staves/Wands		13	
Petrify/Polymorph		12	
Breath Weapons		13	
Spells/Magic		14	
Dex gives +2 to Dex-based saves.			



"LAURANA" LAURALANTHALASA

Elven Female Fighter, 4th level

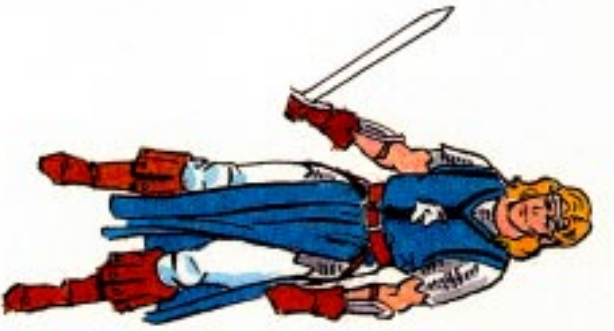
ABILITY SCORES:			
Str: 13	Dex: 17	Con: 14	
Int: 15	Wis: 12	Cha: 16	
AL: CG	AC: 0	hp: 24	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This childlike woman has vast inner strength.			
Creed: Love conquers all.			
Ht.: 5'6"	Wt.: 110 lb		
Hair: Blonde	Eyes: Hazel		
Age: 71	Birth: 7 Argon 271		
PROFICIENCIES			
Weapon: Short Sword (Sp), Short Bow, Spear, Dagger		NPP: -3	
Nonweapon: Dancing (Dex), Read/Write Common/Qualinesti (Int +1), Singing (Cha)			
Language: Common, Qualinesti, Silvanesti, Gnome, Kender, Goblin, Hobgoblin			
SAVING THROWS			
Paralysis/Poison/Death		13	
Rods/Staves/Wands		15	
Petrify/Polymorph		14	
Breath Weapons		16	
Spells/Magic		16	
Dex gives +3 to Dex-based saves.			



GIL THANAS

Elven Male Fighter 5th/Wizard 4th Level

ABILITY SCORES:			
Str: 12	Dex: 16	Con: 12	
Int: 14	Wis: 10	Cha: 13	
AL: CG	AC: 2	hp: 17	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This slender, handsome elf has a ready smile and a glib tongue.			
Creed: Privilege brings responsibility.			
Ht.: 5'8"	Wt.: 120 lb		
Hair: Blonde	Eyes: Hazel		
Age: 101	Birthday: 4 Cor. 241		



5th level Human Ranger					hp 34
COMBAT:					
Armor: Leather/small shield					
Combat Bonus: Hit +1; Dmg +3 (Str)					
AC: Front 5; flank 7; rear 7					
THAC0 (base): 16					
Weapon/Skill					
<i>Long sword</i> +2					
Short bow					
Dagger +1 (thrown)					
THAC0					
#AT					
Ranges					
Dmg (S-M/L)					
Long sword					
Short bow					
Dagger					
GEAR: Backpack, bedroll, short bow, quiver and arrows (20), leather armor, small shield, waterskin, rations (1 week)					
MAGIC ITEMS: <i>Long sword</i> +2, <i>dagger</i> + 1, <i>Staff of Mishakal</i>					
SPELLS: None					

HISTORY: (Begin play at 350 AC) Riverwind's family was cast out of the Que-Shu tribe for believing in the old gods. When he reached adulthood, the tribe received him back because of his hunting skill. He fell in love with the chief's daughter, Goldmoon, and challenged for her hand, as is the right of any warrior. His quest of worthiness was to recover evidence of the old gods. He brought back the *Staff of Mishakal*, but the people declared him a fraud and sought to stone him. When Goldmoon shielded him from the stones, both were transported away by the staff.

FAMILY: Riverwind's family was cast out of the Que-Shu tribe because of their faith in the true gods. He is now a member of the Que-Shu tribe.

PERSONALITY: Riverwind, called "far hunter," is a man of few words and quick action. His is an imposing figure. He distrusts strangers but is a loyal friend and swiftly helps a comrade in need. He harbors an abiding distrust of magic. He is extremely protective of Goldmoon and loves her deeply, but is filled with gnawing doubts about his own worthiness.

5th Level Human Priest					hp 19
COMBAT:					
Armor: Leather					
Combat Bonus: None					
AC: Front 8; flank 8; rear 8					
THAC0 (base): 18					
Weapon/Skill					
<i>Quarterstaff</i> +2					
<i>Sling</i> +7					
THAC0					
#AT					
Ranges					
Dmg (S-M/L)					
<i>Quarterstaff</i>					
<i>Sling</i>					
GEAR: Backpack, belt pouch, bedroll, sling bullets (20), leather armor, <i>Medallion of Faith</i> (Mishakal), golden circlet, waterskin, lyre, rations (1 week)					
MAGIC ITEMS: <i>Sling</i> +1, <i>quarterstaff</i> +2					
SPELLS: 1st level (5), 2nd level (5), 3rd level (1)					

HISTORY: (Begin play at 350 AC) Goldmoon belongs to the Que-Shu tribe of plainsmen. She fell in love with the shepherd Riverwind although she was betrothed to another. Riverwind was sent to prove himself worthy, but when he returned with the *Staff of Mishakal*, he was proclaimed a fraud and ordered stoned. Goldmoon tried to shield him with her body, and the staff teleported them to safety.

FAMILY: Goldmoon is the daughter of the chieftain of the Que-Shu tribe.

PERSONALITY: Goldmoon is pure of heart and gentle. As a princess, however, she is accustomed to being obeyed. She deeply loves Riverwind and has a strong sense of duty. She is charming, brave, and extremely religious. Although she is very much in love with Riverwind, at times he seems distant, which makes her sad.

5th Level Elven Fighter/4th Level Mage					hp 17
COMBAT:					
Armor: Chain mail/shield					
Combat Bonus: Hit + 1 w/sword and bow					
Hit +2 w/missiles (Dex)					
AC: Front 2; flank 4; rear 4					
THAC0 (base): 16					
Weapon/Skill					
<i>Long sword</i> +1					
Long bow					
Staff					
Dagger					
THAC0					
#AT					
Ranges					
Dmg (S-M/L)					
<i>Long sword</i>					
Long bow					
Staff					
Dagger					
GEAR: Backpack, bedroll, long bow, quiver and arrows (20), daggers (2), chain mail, shield, spellbooks (1st and 2nd levels), waterskin, rations (1 week)					
MAGIC ITEMS: <i>Long sword</i> +1					
SPELLS: 1st level (3): <i>detect magic</i> , <i>enlarge</i> , <i>magic missile</i> , <i>read magic</i> , <i>shocking grasp</i>					
2nd level (2): <i>knock</i> , <i>levitate</i> , <i>pyrotechnics</i> , <i>web</i>					

HISTORY: (Begin play at 342 AC) Gilthanas is second in line for the throne of Qualinost and has always felt his responsibilities very strongly. He became a friend of Tanis's as a child, but still opposed Tanis's love of Laurana. He confronted Tanis with his feelings-a painful but necessary episode. Due to atrocities Gilthanas has witnessed, he bears a great hatred for Verminaard.

FAMILY: Gilthanas is the second son of the Solostaran, Speaker of Suns in Qualinost. His elder brother is Porthios and his sister is Laurana.

PERSONALITY: Gilthanas is brave and charming and has a great love of adventure. His concern with correct protocol sometimes becomes onerous to those around him, but he is otherwise a steadfast companion. Although he tends to be short-sighted and narrow-minded, he is basically honest, just, sensitive, and well meaning. He has an optimistic, heroic, and friendly nature.

4th Level Elven Fighter					hp 24
COMBAT:					
Armor: <i>Chain</i> +1/shield					
Combat Bonus: Hit + 1 w/sword and bow					
AC: Front 0; flank 3; rear 3					
THAC0 (base): 17					
Weapon/Skill					
Short sword					
Short bow					
Spear					
Dagger					
THAC0					
#AT					
Ranges					
Dmg (S-M/L)					
Short sword					
Short bow					
Spear					
Dagger					
GEAR: Backpack, belt pouch, bedroll, short bow, quiver and arrows (20), short sword, shield, waterskin, rations (1 week)					
MAGIC ITEMS: <i>Chain mail</i> +1					
SPELLS: None					

HISTORY: (Begin play at 342 AC) Laurana met Tanis when he was a ward of her family. She gradually fell in love with him. When she confided her feelings to her brother, Gilthanas, he became enraged and stormed out to find Tanis. As much as Gilthanas respected Tanis, he did not feel that a half-elf was a suitable match for his sister.

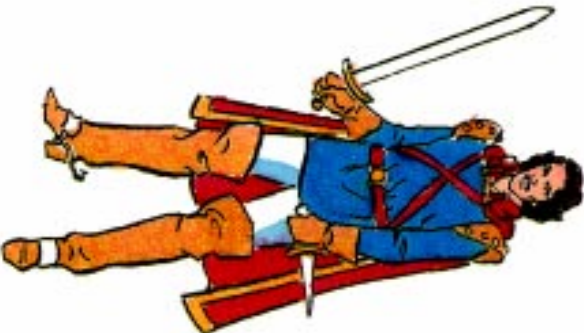
FAMILY: Laurana is the daughter of the Solostaran, Speaker of Suns. Her brothers are Gilthanas and Porthios.

PERSONALITY: Laurana seems almost childlike at times, but she has inner resources that surprise even her. Her inner strength shows in times of crisis; then she displays an astonishing aptitude for leadership. She deeply loves Tanis and knows that he will return her feelings in time.

EBEN

Human Male Fighter, 5th level

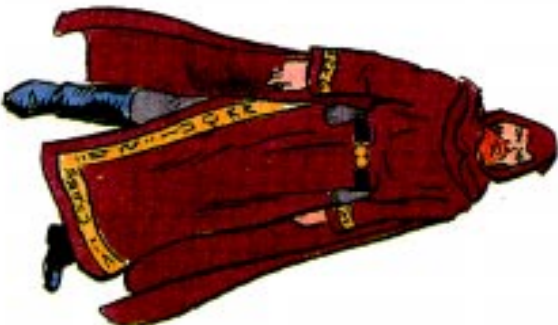
ABILITY SCORES:			
Str: 14	Dex: 13	Con: 8	
Int: 15	Wis: 7	Cha: 15	
AL: CN	AC: 4	hp: 28	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Eben is a ruggedly handsome man who usually dresses in fine, though worn, clothes. He projects an air of confidence.			
Creed: Look out for number one.			
Ht.: 5'10"	Wt.: 165 lb		
Hair: Black	Eyes: Blue		
Age: 25	Birth: 23 Rann. 325		
PROFICIENCIES			
Weapon: Long Sword (sp), Dagger, Throwing Dagger			
Nonweapon: Dancing (Dex), Read/Write Common (Int +1), Cooking (Int), Direction Sense (Wis +1)			
Language: Common			
SAVING THROWS			
Paralysis/Poison/Death		11	
Rods/Staves/Wands		13	
Petrify/Polymorph		12	
Breath Weapons		13	
Spells/Magic		14	



RIEVE

Human Male Wizard, 8th level

ABILITY SCORES:			
Str: 12	Dex: 14	Con: 10	
Int: 16	Wis: 16	Cha: 13	
AL: LE	AC: 7	hp: 21	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Rieve has long, thick hair, dark robes, and a sullen look on his swarthy face.			
Creed: Might makes right.			
Ht.: 5'7"	Wt.: 147 lb		
Hair: Brown	Eyes: Green		
Age: 36	Birth: 2 Strr. 288		
PROFICIENCIES			
Weapon: Dagger			
Nonweapon: Spellcraft (Int-2), Read/Write Common, Qualinesti, and Solamnic (Int+1)			
Language: Common, Qualinesti, Silvanesti, Solamnic, Plainsman			
SAVING THROWS			
Paralysis/Poison/Death		13	
Rods/Staves/Wands		9	
Petrify/Polymorph		11	
Breath Weapons		13	
Spells/Magic		10	
Wis gives +2 to Wis-based saves.			



SEVIL

Human Male Priest, 9th level

ABILITY SCORES:			
Str: 14	Dex: 10	Con: 15	
Int: 12	Wis: 16	Cha: 18	
AL: NE(L)	AC: 5	hp: 64	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Sevill (Verminaard) is a tall, imposing man.			
Creed: Survival at all costs.			
Ht.: 6'2	Wt.: 195 lb		
Hair: Black	Eyes: Green		
Age: 37	Birth: 12 Reonx. 313		
PROFICIENCIES			
Weapon: Sap, Warhammer, Spiked Chain			
Nonweapon: Spellcraft (Int-2), Religion (Wis), Direction Sense (Wis +1), Read/Write Common and Solamnic (Int +1)			
Language: Common, Solamnic, Draconian, Qualinesti, Hill Dwarf, Goblin, Ogre			
SAVING THROWS			
Paralysis/Poison/Death		7	
Rods/Staves/Wands		11	
Petrify/Polymorph		10	
Breath Weapons		13	
Spells/Magic		12	
Wis gives +2 to Wis-based saves.			



DALAMAR

Elven Male Wizard, 13th level

ABILITY SCORES:			
Str: 16	Dex: 16	Con: 12	
Int: 17	Wis: 16	Cha: 14	
AL: CE	AC: 0	hp: 41	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This handsome man has long hair and a muscular frame.			
Creed: Knowledge and magic above all.			
Ht.: 5'9"	Wt.: 145 lb		
Hair: Brown	Eyes: Brown		
Age: 28	Birth: 22 Arvon 354		
PROFICIENCIES			
Weapon: Dagger, Staff			
Nonweapon: Spellcraft (Int-2), Read/Write Common and Silvanesti (Int +1), Ancient History (Int- 1), Running (Con-6)			
Language: Silvanesti, Qualinesti, Common, Solamnic			
SAVING THROWS			
Paralysis/Poison/Death		11	
Rods/Staves/Wands		7	
Petrify/Polymorph		9	
Breath Weapons		11	
Spells/Magic		8	
Dex gives +2 to Dex-based saves.			
Wis gives +2 to Wis-based saves.			



COMBAT:	4th level Human Wizard	hp 11		
Armor: <i>Ring of protection</i> +3	AC: Front 7; flank 7; rear 7			
Combat Bonus: None	THAC0 (base): 18			
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Dagger	18	1	—	1d4/1d3
GEAR: Backpack, bedroll, dagger, robes, spellbook (Rieve's books are extensive; he always has at least one <i>polymorph other</i> in memory), waterskin, rations (1 week)				
MAGIC ITEMS: <i>Ring of protection</i> +3				
SPELLS: 1st level (4), 2nd level (3), 3rd level (3), 4th level (2)				
HISTORY: (Begin play in 324 AC) Rieve is an Evil mage who delights in turning enemies into animals. He was thwarted once when one of his "pets" escaped and convinced Raistlin to use his magic to outplay the Evil mage. Dispirited and angry from his defeat, Rieve has recovered fully and has returned to his old tricks.				
FAMILY: Unknown				
PERSONALITY: Rieve cannot stand to have his will thwarted. If anyone frustrates Rieve's desires in any way, he transforms them into some foul and loathesome creature, whether immediately or at some time convenient to the wizard.				

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COMBAT:		5th level Human Fighter	hp 28	
Armor: Chain/shield		AC: Front 4; flank 5; rear 5		
Combat Bonus: Hit + 1; Dmg + 2 w/long sword		THAC0 (base): 16		
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Long sword	15	3/2	—	1d8+2/1d12+2
Dagger, held	16	1	—	1 d4/1d3
Dagger, thrown	16	2	1/2/3	1d4/1d3
GEAR: Backpack, belt pouch, bedroll, long sword, dagger, chain mail, shield, waterskin, wineskin, rations (1 week), signet ring, extra clothing				
MAGIC ITEMS: None				
SPELLS: None				
HISTORY: (Begin play in 350 AC) Although Eben was born to wealth, his parents eventually lost it all to taxation and bad management. Even so, Eben received an excellent education. He became a handsome, charming, and proud young man. Although proud of his past, he is ashamed of his current situation.				
FAMILY: Eben's father was a minor noble and land owner.				
PERSONALITY: Eben is charming and friendly, but his pride often gets in his way. He thinks he is irresistible to women and superior to most people he meets. He is wrong on both counts.				

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COMBAT:		13th level Elven Wizard		hp 41
Armor: Bracers AC 2; -2 (Dex)		AC: Front 0; flank 2; rear 2		
Combat Bonus: None		THAC0 (base): 16		
Weapon/Skill		THAC0	#AT	Ranges
Dagger +3		13	1	—
Staff +2		14	1	—
GEAR:		Backpack, belt pouch, bedroll, black robes, rations (1 week), traveling spell books, waterskin		
MAGIC ITEMS:		Bracers AC 2, dagger +3, staff +2		
SPELLS:		1st level (5), 2nd level (5), 3rd level (5), 4th level (4), 5th level (4), 6th level (2)		
HISTORY:		(Begins play in 382 AC) In his search for knowledge and power, Dalamar chose the Black Robes. His first task after completing the Test of High Sorcery was to serve as Raistlin's apprentice and spy on him for the conclave. Although eager at first, Dalamar little likes his assignment now. He fears that Raistlin is tampering with forces beyond his power. Mortals were not meant to challenge the gods.		
FAMILY:		Dalamar has no family since being cast out by the elves.		
PERSONALITY:		Dalamar's first love is magic. He is an extremely knowledgeable and charming person, and has a winning personality.		

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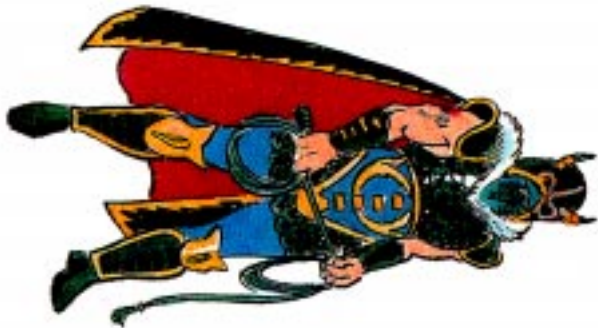
COMBAT:		9th level Human Priest		hp 64
Armor: Ring mail		AC: Front 5; flank 5; rear 5		
Combat Bonus: None		THAC0 (base): 16		
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Sap	16	1	—	1d2 (70% KO)
Warhammer	16	1	—	1d4+1/1d4
Spiked chain +2	14	1	—	2d6 + 2/2d4 + 2
GEAR: Backpack, belt pouch, bedroll, sap, warhammer, ring mail, rations (1 week), waterskin				
MAGIC ITEMS: Spiked chain +2, amulet of spell turning (glows when a spell is cast)				
SPELLS: 1st level (6), 2nd level (6), 3rd level (3), 4th level (2)				
HISTORY: (Begin play in 353 AC) Sevil is actually Verminaard unmasked. He claims to be a fighter but is in truth a fallen priest. He keeps his abilities a secret by claiming that he casts spells from his amulet. The weapons and the information he sells are inferior, for his heart is not in trading or in espionage. Sevil desires more than anything else to recover his status with the Dark Queen. He nurses a particular hatred of the foul hobgoblin Fewmaster Toede, who remains in the Dark Queen's good graces.				
FAMILY: None known.				

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VERMINAARD

Human Male Priest, 8th level

ABILITY SCORES:				
Str: 14	Dex: 10	Con: 15		
Int: 12	Wis: 16	Cha: 18		
AL: LE	AC: 1	hp: 50		
Move: 12	Jog: 24	Run: 36		
Swim: 6	Quiet: 8	Climb: 4		
APPEARANCE: This man always appears in shining blue plate mail.				
Creed: Glory in destruction.				
Ht.: 6'2"	Wt.: 195 lb			
Hair: Black	Eyes: Green			
Age: 37	Birth: 12 Reorx. 313			
PROFICIENCIES				
Weapon: Mace, Flail, Whip				
Nonweapon: Riding Airborne (Wis-2), Spellcraft (Int-2), Read/Write Common (Int +1), Direction Sense (Wis +1), Religion (Wis)				
Language: Common, Red Dragon, Draconian				
SAVING THROWS				
Paralysis/Poison/Death 7				
Rods/Staves/Wands 11				
Petrify/Polymorph 10				
Breath Weapons 13				
Spells/Magic 12				
Dex gives +2 to Wis-based saves.				



FEWMASTER TOEDE

Hobgoblin Male Fighter, 4th Level

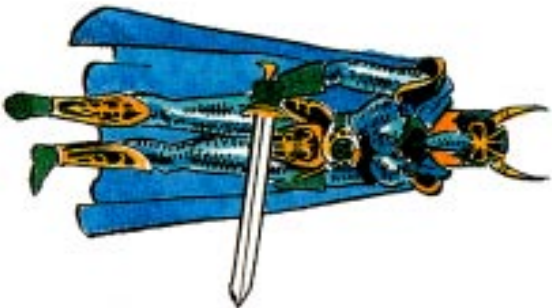
ABILITY SCORES:				
Str: 16	Dex: 10	Con: 16		
Int: 8	Wis: 11	Cha: 6		
AL: LE	AC: 6	hp: 22		
Move: 12	Jog: 24	Run: 36		
Swim: 6	Quiet: 8	Climb: 4		
APPEARANCE: Fewmaster Toede is an obese, short, middle-aged hobgoblin. His ugliness exceeds even that of other hobgoblins.				
Creed: Toede comes first.				
Ht.: 5'5"	Wt.: 210 lb			
Hair: White	Eyes: Red			
Age: 29	Birth: 17 Reorx. 321			
PROFICIENCIES				
Weapon: Short Sword, Dagger				
Nonweapon: Read/Write Common (Int+1)				
Language: Common, Goblin, Hobgoblin				
SAVING THROWS				
Paralysis/Poison/Death 13				
Rods/Staves/Wands 15				
Petrify/Polymorph 14				
Breath Weapons 16				
Spells/Magic 16				



BLUE LADY

Human Female Fighter, 14th Level

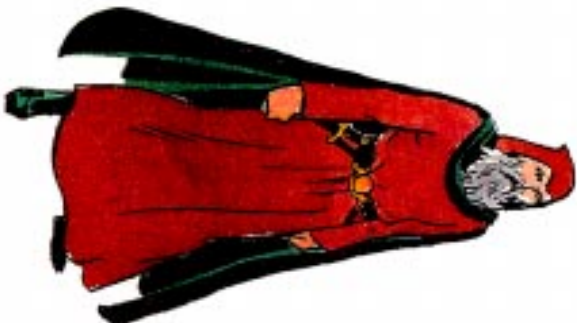
ABILITY SCORES:				
Str: 14	Dex: 18	Con: 14		
Int: 13	Wis: 7	Cha: 14		
AL: LE	AC: -2	hp: 65		
Move: 12	Jog: 24	Run: 36		
Swim: 9	Quiet: 8	Climb: 4		
APPEARANCE: The Blue Lady is Kitlara. Creed: Trust only those you control.				
Ht.: 5'9"	Wt.: 105 lb			
Hair: Black	Eyes: Brown			
Age: 32	Birth: 31 Hidd. 318			
PROFICIENCIES				
Weapon: Short Sword (sp), Spear, Dagger Throwing Dagger, Flail				
Nonweapon: Riding Airborne (Wis-3), Cooking (Int), Riding Land-Based (Wis +3), Disguise (Cha- 1), Read/Write Common and Qualinesti (Int +1)				
Language: Common, Plainsman, Solamnic, Draconian, Qualinesti, Kender				
SAVING THROWS				
Paralysis/Poison/Death 5				
Rods/Staves/Wands 7				
Petrify/Polymorph 6				
Breath Weapons 5				
Spells/Magic 8				
Dex gives +4 to Dex-based saves.				



GADAR

Human Male Wizard, 13th Level

ABILITY SCORES:				
Str: 9	Dex: 10	Con: 8		
Int: 17	Wis: 16	Cha: 11		
AL: CN	AC: 2	hp: 39		
Move: 12	Jog: 24	Run: 36		
Swim: 6	Quiet: 8	Climb: 4		
APPEARANCE: This wizened, feeble, old man in red robes wears his years with little grace and much pain. Creed: Feed upon the powerless as upon cattle.				
Ht.: 5'4"	Wt.: 127			
Hair: Gray	Eyes: Blue			
Age: 342	Birth: 12 Phoe. 279			
PROFICIENCIES				
Weapon: Dagger				
Nonweapon: Spellcraft (Int-2), Read/Write Common and Qualinesti (Int +1)				
Language: Common, Qualinesti, Solamnic, Plainsman				
SAVING THROWS				
Paralysis/Poison/Death 11				
Rods/Staves/Wands 7				
Petrify/Polymorph 9				
Breath Weapons 11				
Spells/Magic 8				
Wis gives +2 to Wis-based saves.				



COMBAT:		8th Level Human Priest				hp 50
Armor:	Plate mail +2	AC: Front 1; flank 1; rear 1				
Combat Bonus:	None	THAC0 (base): 16				
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)		
Nightbringer +3	13	1	—	1d6+1/1d6+3		
Flail	16	1	—	1d6+1/1d6+1		
Whip	16	1	—	1d2/1		
GEAR: Backpack, belt pouch, bedroll, flail, whip, water flask, heavy leather gloves, rations (1 day), blue wool cloak, dragon goad, dry meat						
MAGIC ITEMS: Plate mail +2, eyes of the eagle, Nightbringer (mace +3, must save vs. spell or be blinded for 1d6 turns);						
SPELLS: 1st Level: curse, cure light wounds x2, detect good, cause fear						
2nd Level: hold person, chant, augury, snake charm, spiritual hammer						
3rd Level: animate dead, cause disease, prayer						
4th Level: cause serious wounds, cure serious wounds						
HISTORY: (Begin play at 350 AC) When still a young child, Verminaard slew his parents and set out on his own. The world taught him cruelty and mercilessness. Verminaard grew up without the slightest shred of conscience. He served as a mercenary until the day he was touched by Takhisis. She saw in him the cold and ruthless nature she needed in a servant. He has become the perfect Dragon Highlord.						
FAMILY: Verminaard has no familial feelings except toward his red dragon, Ember.						
PERSONALITY: Verminaard glories in the destruction of good in all its forms. He is completely loyal to Takhisis only because he sees her as his path to power. He also realizes that in her service, he will be able to surround himself with the bloodshed and pain that is meat and drink to him. He has not a shred of mercy, decency, or morality in him. Any attempt to sway or manipulate him by appealing to his better nature is doomed from the start.						

COMBAT:				14th Level Human Fighter		hp 65
Armor: <i>Plate mail +1</i>		AC: Front -2 ; flank 2 ; rear 2				
Combat Bonus: Hit + 1; Dmg +2		<i>w/short sword +2</i>		THAC0 (base): 7		
Weapon/Skill		THAC0	#AT	Ranges	Dmg (S-M/L)	
<i>Short sword +2</i>		4	5/2	—	1d6/1d8+4	
<i>Spear +3, held</i>		4	2	—	1d6/1d8+3	
<i>Spear +3, thrown</i>		1	1	1/2/3	1d6/1d8+3	
<i>Dagger +1, held</i>		6	2	—	1d4/1d3+1	
<i>Danger + 7, thrown</i>		3	2	1/2/3	1d4/1d3	
GEAR: As a consequence of her position as a Dragon Highlord, Kitiara has (in addition to the items listed below) nearly any specialized equipment she might need while on a mission. She normally carries the following: throwing daggers (4), a chain-weighted sash that she wears and uses as a horseman's flail (when not in armor), one skin of watered wine, and rations (1 week).						
MAGIC ITEMS: <i>plate mail + 7, short sword +2, spear +3, dagger + 1, ring of spell storing, ring of telekinesis</i>						
SPELLS: None						

COMBAT:	4th Level Hobgoblin Fighter				hp 22
Armor:	Studded leather/shield	AC: Front 6; flank 7; rear 7			
Combat Bonus:	Dmg +1	THAC0 (base): 17			
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)	
Short sword	17	1	—	1d6/1d8	
Dagger	17	1	—	1d4/1d3	
Short bow	17	2	5/10/15	1d6/1d6	
GEAR:	Backpack, bedroll, daggers (2), short sword, short bow, quiver and arrows (20), studded leather armor, small shield, rations (1 week—2 weeks for anyone else), waterskin, skin of ale				
MAGIC ITEMS:	None				
SPELLS:	Innate ability to mass-charm goblin races				

HISTORY: (Begin play at 350 AC) Toede was born in a hobgoblin village in southern Neraka. He began his career by murdering several other children of his tribe and blaming it on his mother. This event initiated Toede's career of lying and bullying. Over time, Toede's brutality and longevity won him high positions, despite his incompetence. By the end of it, Toede gained a prominent post in the Dragon Queen's goblin hordes.

FAMILY: Toede's mother was the chief cook of his tribe.

PERSONALITY: Toede comes off as a bully if given the chance. Any show of superior force, however, transforms him into a groveling and bootlicking toad. Toede is a coward who will go to any lengths to save his own skin.

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COMBAT:	13th Level Human Wizard				hp 39
Armor:	Bracers of Defense AC2	AC: Front 2; flank 2; rear 2			
Combat Bonus:	None	THAC0 (base): 16			
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)	
Dagger	16	1	—	1d4/1d3	
GEAR:	Red robes, spellbooks, dagger, belt pouch, wine flask				
MAGIC ITEMS:	Bracers AC2				
SPELLS:	1st level (5), 2nd level (5), 3rd level (5), 4th level (4), 5th level (4), 6th level (2)				

HISTORY: (Begin play at 342 AC) Gadar lives by preying on others. He steals the life force from young people and fills his body with the life energy, much as Fistandantilus does. This, he has done thousands upon thousands of times. He thus remains young forever.

FAMILY: Any relatives are unknown, for they would be long dead.

PERSONALITY: Gadar is selfish and ruthless. His heinous deeds cause him occasional twinges of melancholy and regret, distressed by the necessity that he kill. However, like a drunkard who cannot refuse the next drink, he does not care whom he destroys as long as his unnatural existence continues. He is truly terrified only by death.

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JASPER FIREFORGE-GNEISSFELD

Hill Dwarf Male Priest, 4th level

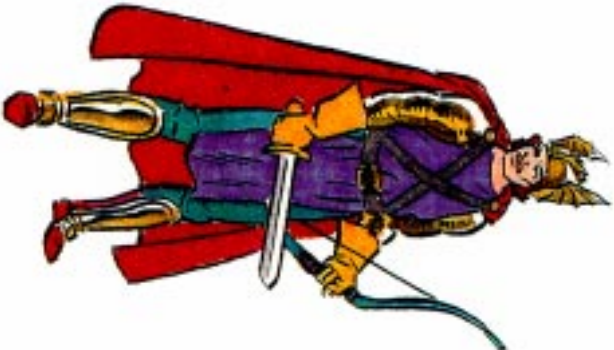
ABILITY SCORES:			
Str: 12	Dex: 10	Con: 16	
Int: 13	Wis: 16	Cha: 14	
AL: NG	AC: 5	hp: 29	
Move: 6	Jog: 12	Run: 18	
Swim: 3	Quiet: 4	Climb: 2	
APPEARANCE: The wise eyes of this simple, honest dwarf spark with humor. Creed: Judge with heart and mind, if at all. Ht.: 3'11" Wt.: 145 lb			
Hair: Trim brown	Eyes: Hazel		
Age: 75	Birth: Year Day, 307 AC		
PROFICIENCIES		NPP: -3	
Weapon: Warhammer, Staff, Chain			
Nonweapon: Engineering (Int); Religion (Wis)			
Language: Common, Hill Dwarf, Ogre, Gnome, Plainsman			
SAVING THROWS			
Paralysis/Poison/Death		9	
Rods/Staves/Wands		12	
Petrify/Polymorph		13	
Breath Weapons		15	
Spells/Magic		14	
Wis gives +2 to Wis-based saves.			
Con gives +4 vs Poison, Rod/Staff/Wand, and Spell saves.			



STURM ARLIS ELROHAN MAJERE

Human Male Fighter, 4th level

ABILITIES			
Str: 18/35	Dex: 13	Con: 17	
Int: 12	Wis: 10	Cha: 13	
AL: CG	AC: 5	hp: 31	
Move: 9	Jog: 18	Run: 27	
Swim: 5	Quiet: 6	Climb: 3	
APPEARANCE: This robust and sturdy fellow has a mischievous smile.			
Creed: Paladin; he seeks knighthood.			
Ht: 6'2"	Wt: 210 lb		
Hair: Curly red	Eyes: Green		
Age: 23	Birthday: 15 Hld. 359		
PROFICIENCIES		NPP -3	
Weapon: Lance, Bastard Sword (sp), Short Bow, Boar Spear			
Non-Weapon: Endure (Con), Land-Based Riding (Wis +3), Swim (Str), Tracking (Wis)			
Language: Common, Solamnic, Hill Dwarf, Plainsman			
SAVING THROWS			
Paraly/s/Poison/Death:		13	
Rods/Staves/Wands:		15	
Petrify/Polymorph:		14	
Breath Weapon:		16	
Spells/Magic:		16	



PALIN RINTALAIN MAJERE

Human Male Wizard, 4th Level

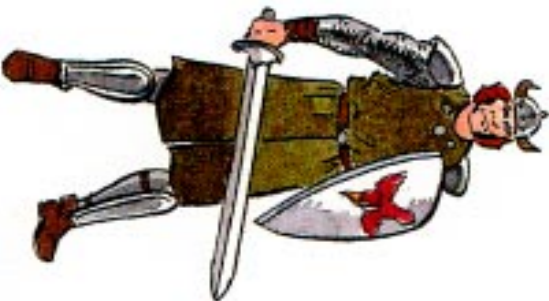
ABILITIES			
Str: 13	Dex: 16	Con: 15	
Int: 17	Wis: 16	Cha: 13	
AL: LG	AC: 7	hp: 16	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This fine-boned lad has penetrating eyes and slim fingers.			
Creed: Paladin; power is responsibility.	Weight: 185 lb		
Ht: 6'0"	Eyes: Green		
Hair: Auburn			
Age: 21	Birthday: 17 Cor. 361 AC		
PROFICIENCIES		NPP -5	
Weapon: Staff			
Non-Weapon: Artistry (Wis), Astrology (Int), Read Istar (Int), Sailing (Dex +1)			
Language: Common, Solamnic, Hill Dwarf, Qualinesti, Plainsman, Silvanesti			
SAVING THROWS			
Paralysis/Poison/Death:		14	
Rods/Staves/Wands:		11	
Petrify/Polymorph:		13	
Breath Weapon:		15	
Spells/Magic:		12	
Dex gives +2 to Dex-based saves.			
Wis gives +2 to mental attack saves.			
Staff gives +3 to all saves.			



TANIN ALONTIER MAJERE

Human Male Fighter, 5th Level

ABILITY SCORES:			
Str: 17	Dex: 15	Con: 15	
Int: 13	Wis: 15	Cha: 14	
AL: LN	AC: 4	hp: 35	
Move: 9	Jog: 18	Run: 27	
Swim: 5	Quiet: 6	Climb: 3	
APPEARANCE: This tall, robust warrior has a grim face and keen eyes.			
Creed: Paladin; he seeks knighthood.			
Ht.: 6'1"	Wt.: 225 lb		
Hair: Curly red	Eyes: Green		
Age: 24	Birthday: 5 Argon 358		
PROFICIENCIES			
Weapon: Lance, L. Sword (sp), S. Bow		NPP: -3	
Nonweapon: Animal Lore (Int), Hunting (Wis-1), Land-Based Riding (Wis +3), Swimming (Str)			
Language: Common, Solamnic, Hill Dwarf, Plainsman, Qualinesti (some)			
SAVING THROWS			
Paralysis/Poison/Death		11	
Rods/Staves/Wands		13	
Petrify/Polymorph		12	
Breath Weapons		13	
Spells/Magic		14	
Dex gives +1 to Dex-based saves.			
Wis gives +1 to Wis-based saves.			



COMBAT:	4th level Human Wizard				hp: 17
Armor: None	AC: Front 8 (Dex -2 bonus); flank 8; rear 10				
Combat Bonus: None	THAC0 (base): 19				
Weapon/Skill	THAC0	#AT	Ranges	Damage (S-M/L)	
Dagger	19	2	-1/2/3	1d4/1d3	
<i>Staff of Magius, +3</i>	17	1		1d8/1d8	
GEAR: Backpack, bedroll, dagger, flask of oil, bread and cheese, extra clothes, water flagon, lantern, cooking pot, flint/steel, iron spikes (12), rations (3 days), herbs, hand axe, money (20 sp)					
MAGIC ITEMS: <i>Staff of Magius, ring of warmth</i>					
SPELLS: 1st level (3): detect magic, magic missile, read magic, sleep, unseen servant					
2nd level (2): <i>ESP mirror image, stinking cloud, web</i>					

HISTORY: (Begin play in 382 AC) Palin belongs to the Wizards of the White Robes, unlike his Black Robed uncle Raistlin World-Render. Even so, Palin admires the power his uncle once commanded. Palin possesses the *Staff of Magius*, bequeathed by his uncle. Its power remains somewhat mysterious to him. Palin wants to turn his uncle's staff to the service of Good, but fears the darker side awakened when Palin sojourned into the dark realm. The staff has proven unpredictable on several occasions-reason enough for caution.

FAMILY: Palin is middle son of Caramon and Tika Majere. He has two older brothers, Tanin and Sturm, and two much younger, Leaf and Kalin. He has one older sister, Dezerell, and two younger, Melody and Kaitlin.

PERSONALITY: With his keen mind and questioning intellect, Palin is very innovative. His wits and common sense succeed even when his spells fail. Palin loves his older brothers dearly, but chafes under Tanin's demands. For his part, Sturm avoids responsibility and is overprotective. Even so, Palin swells with pride when either asks for his help or advice. Whether or not he agrees with his brothers' decisions, Palin abides by them. If he knows a decision is wrong, his brothers must cajole him long and hard before he acquiesces.

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COMBAT:	5th Level Human Fighter				hp 35
Armor: Chain mail (Dex -1)	AC: Front 4; flank 5; rear 7				
Combat Bonus: Hit + 1; Dmg +1	THAC0 (base): 16				
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)	
Hunting dirk	15	2	-1/2/3	1d4/1d3 (+1)	
Long sword	14	3/2	—	1d8/1d12 (+3)	
Spear	15	1	-1/2/3	1d6/1d8 (+1)	
GEAR: Backpack, bedroll, hunting dirk, long sword, spear, chain mail, fishing line and hooks, mead flagon, can of crickets (20), dice/cup, seasoning herbs, rations (3 days), rain cloak, cards (TALIS™ deck), money (50 sp)					
MAGIC ITEMS: <i>potion of superheroism</i>					
SPELLS: None					

HISTORY: (Begin play in 382 AC) Tanin is the eldest of eight children. His father, Caramon Majere has taught him to be a clever, strong warrior, and he plans to join the Knights of Solamnia after he gains a reputation for himself. He understands his father's anguish over the loss of Raistlin and believes his uncle sacrificed himself for the greater good of the world. Tanin takes pride in his family and will fight to protect family honor.

FAMILY: Tanin is son of Tika Waylan and Caramon Majere. He has four younger brothers, Sturm, Palin, Leaf, and Kalin and three younger sisters, Dezerell, Melody, and Kaitlin.

PERSONALITY: Tanin is a giant man. As eldest son, he tries to be serious and practical but often gets into wrestling bouts with his brother Sturm. He is quick-tempered, like his mother Tika, but also quickly forgets and forgives.

Tanin has a passion for games and often lets gambling override his common sense. He believes a man must accept what life doles out and live with the hard knocks. He longs for grand adventures, tires of mundane work, but at times likes his peace and quiet as well.

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COMBAT:	6th Level Dwarven Priest				hp 52
Armor: Chain mail	AC: Front 5; flank 5; rear 7				
Combat Bonus: +1 vs goblins	THAC0 (base): 18				
-4 to be hit by ogres and giants					
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)	
Warhammer	17	1	-1/2/3	1d4+2/1d4+1	
Walking stick	18	1	—	1d6/1d6	
GEAR: Backpack, bedroll, warhammer, walking stick, chain mail, lodestone (lifts up to 2 lb), holy water, woven journey bag, parchment (6 sheets), eating knife, pen and writing board, <i>watered wind</i> (2 qts), honey cakes (6), bear-tallow lamp, knotted rope belt, walnuts (12)					
MAGIC ITEMS: <i>Medallion of Faith; potion of plant growth and cure disease</i>					
SPELLS: 1st level (5); 2nd level (4)					

HISTORY: (Begin play in 382 AC) Jasper worships Reorx the Forge, chief god of the dwarves. After the War of the Lance, the church of Reorx sent Jasper north to seek those ready for the faith of Reorx.

In Solace, Jasper adventured with the three sons of Tika and Caramon Majere. Although he loves his friends, Jasper knows he must resume his missionary journey, traveling for a score of years before returning to report to the patriarchs of his faith.

FAMILY: Flint Fireforge was Jasper's uncle, his mother's brother.

PERSONALITY: Jasper is not a pushy or preachy priest. He attempts to demonstrate his faith through actions and parables. He often invents a parable on the spur of the moment and then swears that it comes from the *Annals of the Anvil*.

Despite Jasper's devotion and kind-heartedness, he speaks in a voice like gravel.

Thankfully, he listens more than he speaks, waiting until he has something of value to say. He always helps others in distress, even at personal risk. Although dwarves often detest kender, Jasper enjoys kender antics.

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COMBAT	4th Level Human Fighter				hp: 31
Armor: Chain mail	AC: Front 5; flank 5; rear 7				
Combat Bonus: Hit + 1; Dmg + 3	THAC0 (base): 17				
Weapon/Skill	THAC0	#AT	Ranges	Damage (S-M/L)	
Bastard sword	15	3/2	—	1d8/1d12 (+5)	
Boar spear	16	1	-1/2/3	1d6+1/2d4+1 (+3)	
Short bow	16	2	-5/10/15	1d6/1d6 (+3)	
GEAR: Backpack, bedroll, bastard sword, boar spear, short bow, chain mail, cloak and hunting hat, lantern and oil flask, flint/steel, frying pan/pot, hand axe, wool scarf (5' long), rations (3 days), waterskin (5 qt.), money (5 stl)					
MAGIC ITEMS: <i>boots of elvenkind</i>					

HISTORY: (Begin play in 382 AC) Sturm was named after his parent's dear friend, Sturm Brightblade, who died during the War of the Lance. At the age of 15 Sturm II went adventuring with his "little uncle" Tas to explore the lost realms of New Sea. Since his return, Sturm and older brother Tanin have been on many adventures as Tanin builds his reputation as a warrior. Sturm and Tanin hope to take the oath of allegiance with the Knights of Solamnia.

FAMILY: Sturm's parents are Caramon and Tika Majere. He has an older brother, Tanin, three younger brothers, Palin, Leaf, and Kalin, and three younger sisters, Dezerell, Melody, and Kaitlin.

PERSONALITY: Sturm has broadly-muscled shoulders and stands nearly as tall as Tanin. He is personable, fun-loving, and frequently impractical. However, he does not have fun at another's expense. He loves to drink and carouse, and engages in mock battles with his brother Tanin.

Sturm has always been the defender and protector of his little brother, Palin. He is impressed and proud of Palin's skill with magic. Sturm tries to moderate Tanin's grim, do-or-die attitude. Sturm and Tanin make an excellent fighting team: Tanin provides the Plan and Sturm provides the muscle.

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Damage To materials, items, and Structures

Although role-playing adventures center around the fates and fortunes of specific characters, occasionally the fate of a specific item or structure may be very important. If a flask of acid crushes atop a mariner's treasure map or a giant ogre is pummeling a castle's walls with his fists, the DM must know what happens to the map or the wall. Although this information is only occasionally used, it is crucial when it comes up.

Separate this card panel from the others and keep it with your DM's screen for occasions in which the fates of items and structures are critical.

materials and items saving Throws

Material	Acid	Crush. Blow	Disint.	Thrown/ Fall	Normal Fire	Magic Fire	Cold	Lightning Bolt	Elec.
Bone/ivory	11	16	19	6	3	9	2	8	2
Cloth	12	—	19	—	13	16	2	18	2
Glass	5	20	19	14	4	7	6	17	2
Leather	10	3	19	2	4	6	3	13	2
Metal	13	7	17	3	2	6	2	12	2
Oils	16 ¹	—	19	—	17	19	5	19	16
Paper	16	7	19	—	19	19	2	19	2
Potions	15 ¹	—	19	—	14	17	13	18	15
Pottery	4	18	19	11	2	3	4	2	2
Rock/crystal	3	17	18	8	2	3	2	14	2
Rope	12	2	19	—	6	10	2	9	2
Wood, thick	8	10	19	2	5	7	2	12	2
Wood, thin	9	13	19	2	9	11	2	10	2

¹Even if the save is made, the oil or potion is probably hopelessly mixed with acid.

Structural Damage

Normal Weapons: attacking structures with normal weapons inflicts 1 point of structural damage for every 4 points rolled.

Slashing weapons can damage only earthworks, thatching, wooden structures, glass, and other soft or fragile materials.

Piercing and bashing weapons can damage only earthworks, wooden structures, stoneworks, glass, and similar materials.

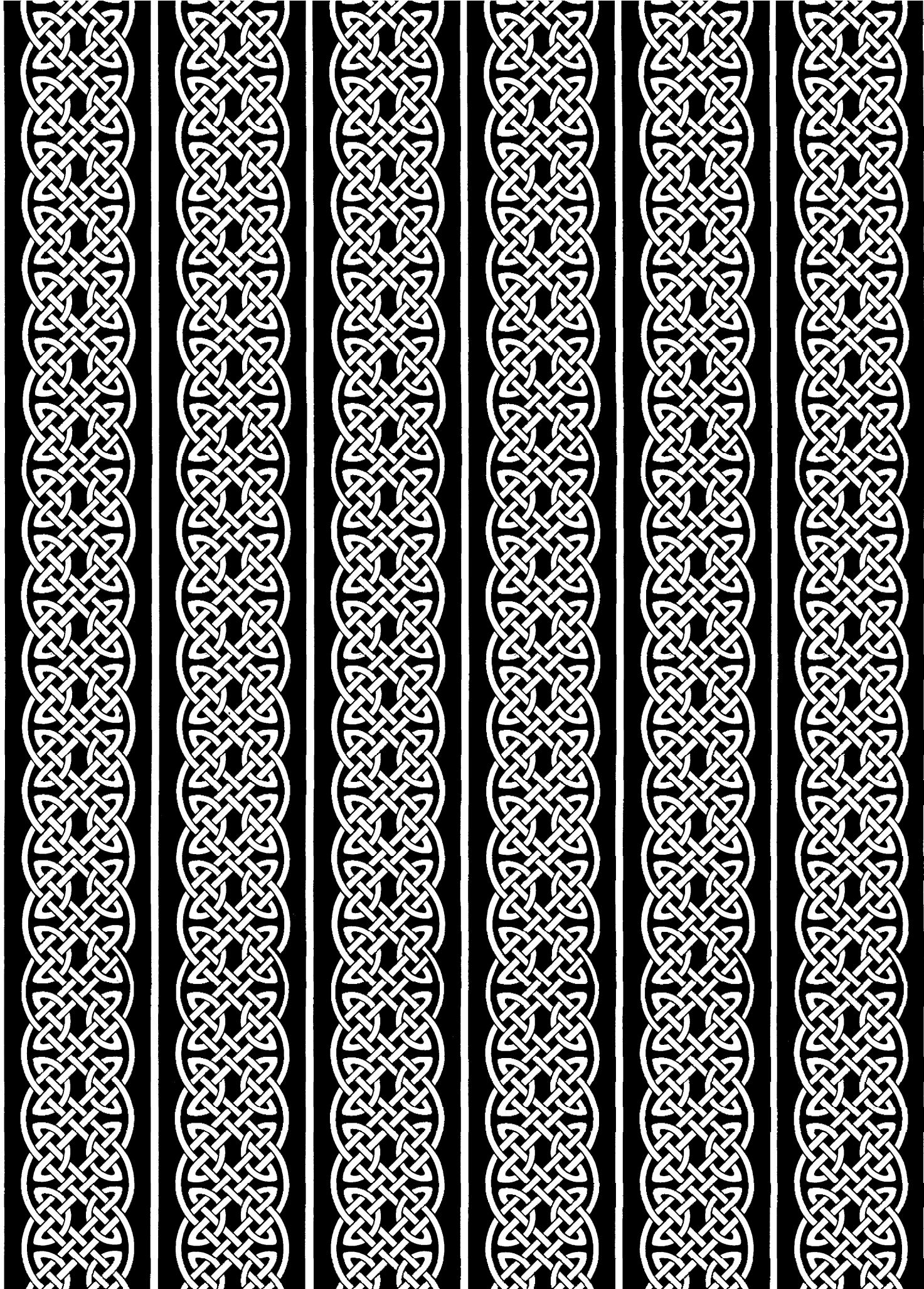
Siege Weapons: Siege weapons do not do normal damage. When a structure is hit by a siege weapon, the DM makes a structural saving throw (rolls 1d20) for the material type of the structure. If the number rolled equals or exceeds the required save, the attack does no damage. If the number rolled is less than the required save, however, each point below the save indicates loss of 1 cubic foot of the structure. Thus, if a 10-foot-thick wall of earth is hit by a giant ogre's fist and the DM rolls a 1 on the save, the wall loses 6 cubic feet (the saving throw of 7 minus the die roll of 1 equals 6 cubic feet of wall lost). Thus, the giant ogre's fist breaks a hole 2 feet wide, 3 feet high, and 1 foot deep.

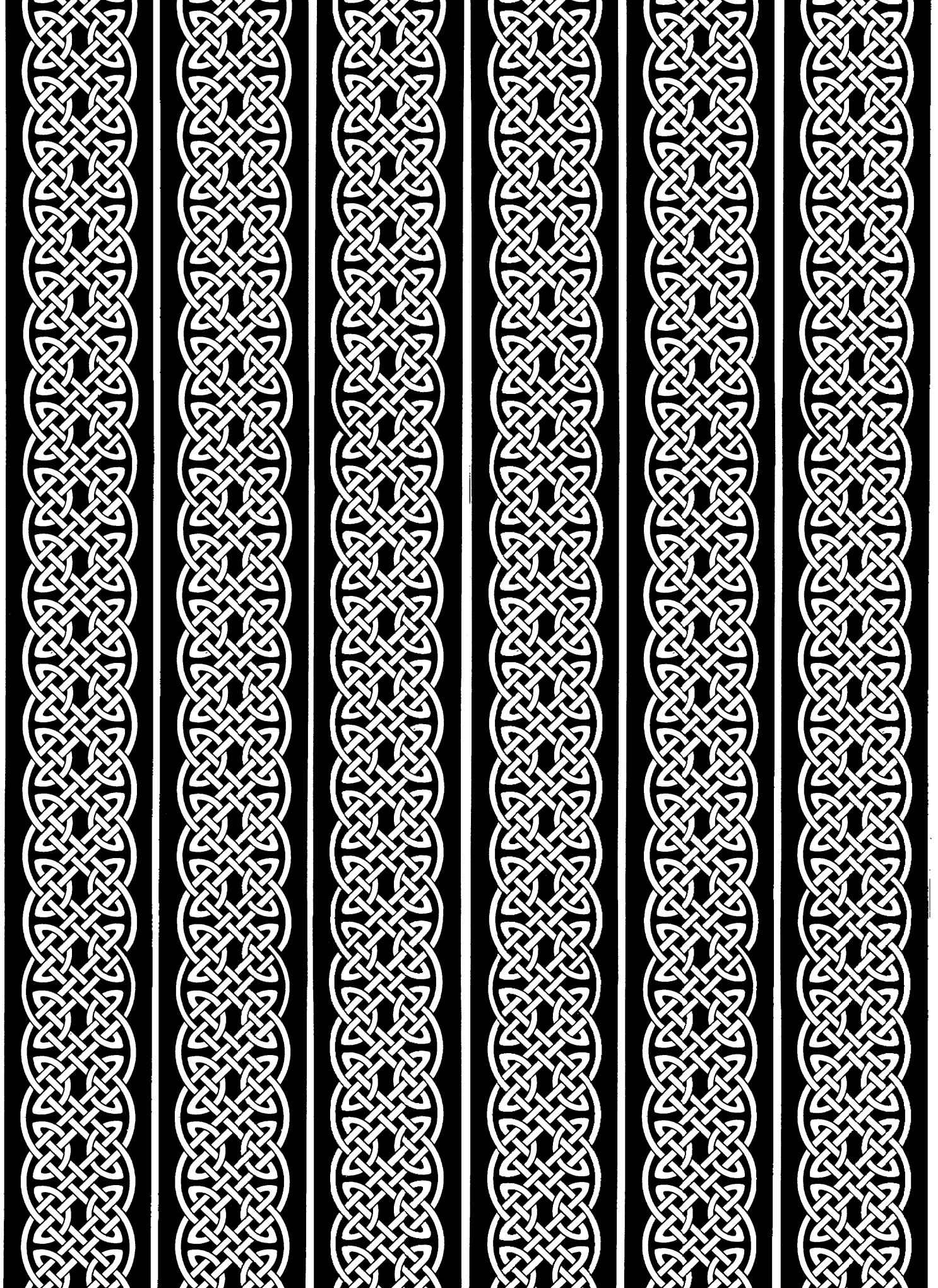
See the following table for the saving throws of each structure type.

Siege structure saving Throws

Weapon	Hard Stone	Soft Stone	Earth	Thin Wood	Thick Wood
Ballista	2	3	4	10	5
Bore	12	15	16	20	12
Catapult, arrow	5	7	9	19	12
Catapult, light	4	6	5	17	9
Catapult, medium	6	9	8	19	11
Catapult, heavy	8	11	10	20	13
Giant fist	3	4	7	16	9
Ram, hand-carried	4	7	3	19	15
Ram, great	6	10	4	20	17













COMBAT:	9th level Human Fighter	hp 76
Armor: Plate mail/shield	AC: Front 0; flank 3; rear 3	
Combat Bonus: +1/+3 (Str)	THAC0 (base): 12	
	+1/+2 w/long sword	
Weapon/Skill	THAC0	#AT Ranges Dmg (S-M/L)
Long sword	10	2 — 1d8/1d12+5
Dagger, stab	11	1 — 1d4/1d3+3
Dagger, thrown	10	2 1/2/3 1d4/1d3+3
Long bow	11	2 7/14/21 1d6/1d6
GEAR: Backpack, bedroll, long sword, daggers (2), long bow, quiver and arrows (20), plate mail, shield, local maps, wood-carving knives, waterskin, rations (1 week)		
MAGIC ITEMS: None		
SPELLS: None		

HISTORY: (Begin play in 337 AC) Gregor leads a wandering life. A mercenary by trade and practice, he has no true home to speak of. On a lay-over in Solace, he fell in love with Rosamun Aelan. They married and had a daughter, Kitiara. Although Gregor traveled continually, whenever he came near Solace, he visited his darling daughter and taught her the ways of warriors. One day he left his wife and daughter to join a campaign in the north country. He never returned. To this day, Kitiara searches for him.

FAMILY: Gregor is father of Kitiara by Rosamun Aelan, a woman of Solace.

PERSONALITY: Off the battlefield, Gregor is a soft-spoken man, given to drinking and long silences. Around men, he is brooding; around women he is charming; and in battle he is terrifying and merciless. None loves him so well as his daughter, Kitiara.

COMBAT	2nd Level Human Thief	hp 13		
Armor: None	AC: Front 6; flank 10; rear 10			
Combat Bonus: None	THAC0 (base): 20			
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Sling	18	1	5/10/20	1d4+1/1d6+1
Dagger	20	1	—	1d4/1d3
Short sword	20	1	—	1d6/1d8
GEAR: Backpack, belt pouch, bedroll, sling, bullets (20), spellbooks (1st and 2nd level), waterskin, 2 days rations				
MAGIC ITEMS: None				
SPELLS: Specialist in illusion; 1st level (3): cantrip, audible glamer, phantasmal force				
2nd level (2): blur, fool's gold				

HISTORY: (Begin play in 337 AC) Waylan began making his living at carnivals and fairs with his sleight of hand. He then met up with a traveling spellcaster who, in return for the extra security of a traveling companion, taught him some minor spell abilities. Waylan and his young daughter (his wife died in childbirth) now travel the countryside putting on shows for whatever they can collect.

FAMILY: Waylan's only family is his daughter Tika.

PERSONALITY: Waylan is a charming rogue. He always leaves acquaintances smiling, with their purses a little bit lighter. He never takes more than his victims can afford, and they're usually grateful for the entertainment.

COMBAT:	14th Level Human Fighter	hp 106
Armor: <i>Plate mail +1</i> ; -1 (Dex)	AC: Front 1; flank 2; rear 2	
Combat Bonus: Hit +1; Dmg +1 (Str)	THAC0 (base): 7	
	Hit + 1; Dmg +2 w/ <i>two-handed sword</i> +3	
Weapon/Skill	THAC0	#AT Ranges Dmg (S-M/L)
<i>Two-handed sword</i> + 3	2	5/2 — 1d10/3d6+6
Long sword	6	2 — 1d8/1d12+1
Mace	6	2 — 1dh/1d4+1
GEAR: Backpack, bedroll, belt pouch, mace, long sword, waterskin, 1 weeks rations		
MAGIC ITEMS: <i>Two-handed sword</i> +3, <i>plate mail</i> +1		
SPELLS: None		

HISTORY: (Begin play in 337 AC) Brightblade, father of Sturm, was High Justice of the Rose Knights of Solamnia. When the common folk of his region declared the knights enemies of the state and brigands to be slain, Brightblade knew that the knights could not stand against the masses. He sent his wife and his child Sturm away to the south as he stood to defend their home. The family has not heard of Brightblade since.

FAMILY: Brightblade is father to Sturm Brightblade.

PERSONALITY: Brightblade's honor truly is his life. He chose neither to abandon his duty nor to let his family perish with him. If he still lives, he does so by the honor that has upheld him throughout his life.

COMBAT:		9th Level Kender Handler	hp 47	
Armor: Leather/ Ring +2		AC: Front 2; flank 6; rear 6		
Combat Bonus: None		THAC0 (base): 16		
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Hoopak	16	1	—	1d6/1d4
Sling	14	1	5/10/20	1d4+1/1d6+1
Dagger	16	1	—	1d4/1d3
GEAR: Backpack, belt pouch, bedroll, hoopak, sling, bullets (20), dagger, leather armor, map case, waterskin, rations (2 days)				
MAGIC ITEMS: Ring of protection +2				
THIEF ABILITIES: Pick Pockets 95%; Open Locks 95%; Find/Remove Traps 30%; Move Silently 65%; Hide in Shadows 65%; Detect Noise 60%; Climb Walls 60%; Backstab Hit +4; Dmg x4				

HISTORY: (Begin play in 337 AC) Trapspringer has always been a kender's kender. If there is trouble to find, he finds it; if any excitement occurs, he is in the center of it. He does things that even kender think are foolish. Although some say that Trapspringer embellishes liberally when he tells of his exploits, his close friends know that he habitually tames his stories for younger and more sensitive listeners.

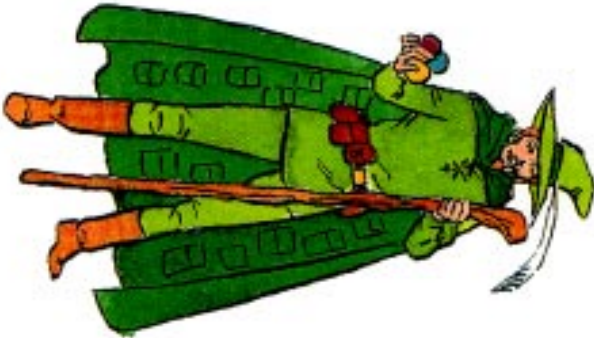
FAMILY: Trapspringer is Tasslehoff Burrfoot's uncle.

PERSONALITY: Trapspringer is as charming and unconcerned about the concept of personal property as any kender can be. If he weren't so innocent in performing his larcenies, he would be hanged three times a day.

ALLERAN WAYLAN

Human Male Wizard 3rd/Thief 5th Level

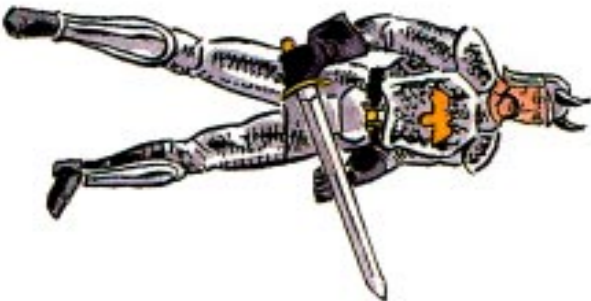
ABILITY SCORES:			
Str: 12	Dex: 18	Con: 15	
Int: 17	Wis: 15	Cha: 16	
AL: N	AC: 6	hp: 13	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This wiry man has curly hair, twinkling eyes, and a ready smile.			
Creed: Freedom lies on the open road.			
Ht.: 5'7"	Wt.: 135 lb		
Hair: Auburn	Eyes: Green		
Age: 25	Birth: 16 Chisl, 312		
PROFICIENCIES			
Weapon: Sling, Dagger, Short Sword			NPP: -3
Nonweapon: Gaming (Cha), Sleight of Hand (Dex-1), Juggling (Dex-1), Rope Use (Dex), Fast Talk (Cha)			
Language: Common, Solamnlic, Plainsman, Kender			
SAVING THROWS			
Paralysis/Poison/Death		13	
Rods/Staves/Wands		11	
Petrify/Polymorph		12	
Breath Weapons		15	
Spells/Magic		12	
Wis gives +1 to Wis-based saves.			
Dex gives +4 to Dex-based saves.			



GREGOR UTH MATAR

Human Male Fighter, 9th Level

ABILITY SCORES:			
Str: 18(42)	Dex: 16	Con: 15	
Int: 15	Wis: 13	Cha: 16	
AL: LN	AC: 0	hp: 76	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This tall, muscular man has short curly hair, a quick smile, and a full moustache. Creed: Maintain loyalty to each contract. Ht.: 6' Wt.: 187 lb Hair: Black Eyes: Brown Age: 38 Birth: 4 Mish, 299			
PROFICIENCIES			
Weapon: Long Sword (sp), Long Bow, Dagger, Throwing Dagger			
Nonweapon: Riding Land-Based (Wis +3), Animal Handling (Wis-1)			
Language: Common, Solamnlic, Plainsman, Minotaur, Silvanesti			
SAVING THROWS			
Paralysis/Poison/Death		8	
Rods/Staves/Wands		10	
Petrify/Polymorph		9	
Breath Weapons		9	
Spells/Magic		11	
Dex gives +2 to Dex-based saves.			



TRAPSPRINGER

Kender Male Handler, 9th Level

ABILITY SCORES:			
Str: 12	Dex: 18	Con: 15	
Int: 16	Wis: 8	Cha: 17	
AL: N	AC: 2	hp: 47	
Move: 9	Jog: 18	Run: 27	
Swim: 5	Quiet: 6	Climb: 3	
APPEARANCE: This elder kender has bright eyes and a long red top-knot. He appears where least wanted. Creed: Cheap locks invite intruders. Ht.: 3'6" Wt.: 62 lb Hair: Red Eyes: Blue Age: 75 Birth: 17 H'rar, 275			
PROFICIENCIES			
Weapon: Hoopak, Dagger			
Nonweapon: Gaming (Cha), Read/Write Common, Kender, and Gnome (Int +1), Riding Airborne (Wis-2)			
Language: Common, Solamnlic, Kender, Gnome, Qualinesti, Plainsman			
SAVING THROWS			
Paralysis/Poison/Death		11	
Rods/Staves/Wands		10	
Petrify/Polymorph		10	
Breath Weapons		14	
Spells/Magic		11	
Dex gives +4 to Dex-based saves.			



BRIGHTBLADE

Human Male Fighter, 14th Level

ABILITY SCORES:			
Str: 17	Dex: 15	Con: 17	
Int: 12	Wis: 14	Cha: 15	
AL: LG	AC: 1	hp: 106	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This impressive man is tall and strong. He projects security and confidence to all. Creed: My honor is my life. Ht.: 6'3" Wt.: 265 lb Hair: Brown Eyes: Hazel Age: 33 Birth: 8 Mish, 304			
PROFICIENCIES			
Weapon: Two-Handed Sword (sp), Long Sword, Horseman's Mace			
Nonweapon: Heraldry (Int), Etiquette (Cha), Read/Write Solamnlic and Common (Int +1)			
Language: Common, Solamnlic, Qualinesti			
SAVING THROWS			
Paralysis/Poison/Death		5	
Rods/Staves/Wands		7	
Petrify/Polymorph		6	
Breath Weapons		5	
Spells/Magic		8	
Dex gives +1 to Dex-based saves.			



COMBAT:	10th Level Human Fighter	hp 80
Armor: Plate mail +2	AC: Front 0; flank 0; rear 0	
Combat Bonus: Hit +1; Dmg +1 (Str)	THACO (base): 11	
Weapon/Skill	THACO	#AT Ranges Dmg (S-M/L)
Long sword +2	8	3/2 — 1d8+3/1d12+3
Dagger +1	9	3/2 — 1d4+2/1d3+2
Long bow	11	2 7/14/21 1d6/1d6
Sling	10	1 5/10/20 1d4+1/1d6+1
GEAR: Backpack, belt pouch, bedroll, sling, sling bullets (20), rations (1 week), dice (honest), dice (loaded), deck of cards, waterskin		
MAGIC ITEMS: Lifecleaver—long sword +2 (Nine-Lives Stealer), dagger +1, ring of feather falling, plate mail +2		
SPELLS: None		
HISTORY: (Begin play in 337 AC) Vanderjack has worked for both the Solamnic armies and Dragonarmies in the past. Currently he searches for the treasure of the Great Dragon while the rest of the world fights the war.		
FAMILY: Vanderjack has revealed nothing about his family, except to say that he bought his sword, Lifecleaver, from his mother on her death bed.		
PERSONALITY: Vanderjack is neither Good nor Evil. He is just greedy. He is the type of person who is sure that anyone will understand him if he speaks loudly and slowly enough, and crosses the person's palm with some dirty money.		

COMBAT:	5th Level Gnome Fighter	hp 39		
Armor: Chain/ring of protection +2	AC: Front 3; flank 3; rear 3			
Combat Bonus: None	THAC0 (base): 16			
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Guisarme	16	1	—	2d4/1d8
Bardiche	16	1	—	2d4/3d4
Trident	16	1	—	1d6+1/3d4
GEAR: Backpack, bedroll, bardiche (gnome sized), trident (gnome sized), guisarme (gnome sized), chain mail, blueprints, waterskin, rations (4 weeks), tools, 50' rope				
MAGIC ITEMS: <i>Ring of protection +2, bag of holding</i>				
SPELLS: None				
HISTORY: (Begin play in 350 AC) Although Agate prefers tinkering to fighting, he performs the latter with much greater ease. The current war provides him with plenty of opportunities to do both. He does not align himself against one side or the other and does not seek out a fight. When a band of scouts from either side attacks him, however, he is prepared with his gnome-sized polearms. Often, battles erupt around him. Various groups currently pursue him because they are angered that he fixed a Dragon Highlord's saddle. Agate does not understand the furor. After all, the saddle was much too tight.				
FAMILY: Agate has lost track of his family over the years, but whenever he encounters a gnomish clan, he discovers some distant relation.				
PERSONALITY: Agate, like every other gnome on Ansalon, is a respected authority on any subject. Just ask him. He can fix almost anything. Of course, it may not work again later.				

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COMBAT:		2nd Level Gully Dwarf Thief			hp 7
Armor: -3 (Dex)		AC: Front 7; flank 10; rear 10			
Combat Bonus: None		THACO (base): 20			
Weapon/Skill	THACO	#AT	Ranges	Dmg (S-M/L)	
Knife	20	1	—	1d3/1d2	
GEAR: Belt pouch, knife, something unidentifiable (just as well), nice rocks (3), chicken bone, dead rat					
MAGIC ITEMS: None					
THIEF ABILITIES: Pick Pockets 25%; Open Locks 40%; Find/Remove Traps 25%; Move Silently 50%; Hide in Shadows 45%; Detect Noise 15%; Climb Walls 50%; Backstab Hit +4;					
Dmg x2					
HISTORY: (Begin play at 342 AC) Magpie was lost and wandering around when she found some ruins. A nice lady said the place was Xak Tsaoroth. The lady gave her a job cleaning up; not only does Magpie get paid, but she gets to keep any good stuff she finds. Some people make fun of her and call her names, but she doesn't realize it so she doesn't get upset.					
FAMILY: Somewhere					
PERSONALITY: Magpie is as inoffensive a creature as exists anywhere. She loves her job, and honestly doesn't realize people are being mean to her.					
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COMBAT:		2nd Level Human Fighter		hp 16
Armor: Leather		AC: Front 8; flank 8; rear 8		
Combat Bonus: None		THACO (base): 19		
Weapon/Skill		THACO	#AT	Ranges
Long sword		19	1	—
Long bow		19	2	7/1 4/21
Dagger		19	1	—
GEAR: Backpack, bedroll, long sword, long bow, quiver and arrows (20), dagger, leather armor, 50' rope, waterskin, rations (2 days),				
MAGIC ITEMS: None				
SPELLS: None				
HISTORY: (Begin play at 350 AC) While Ravens-Eye scouted beyond the encampment of his plainsmen tribe, an army of draconians descended and slaughtered the folk. Ravens-Eye returned to find a scene of smoldering desolation. The whole settlement was razed. He alone survived. He has pledged his life to slaying the beasts responsible for this massacre. This pledge will surely take him far beyond the plains of Abanasinia.				
FAMILY: Ravens-Eyes father was a proud warrior and mother had birthed, raised, and taught four children. Ravens-Eye, alone, survives.				
PERSONALITY: Raven-Eye is a quiet man who seldom expresses his emotions. His hatred of the draconians is only heightened by his shame at surviving his people.				

MAGPIE

Gully Dwarf Female Thief, 2nd Level

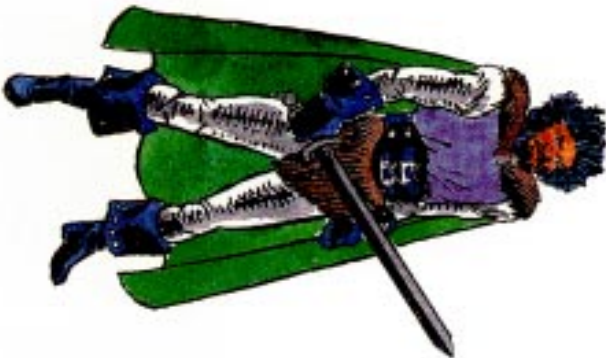
ABILITY SCORES:			
Str: 15	Dex: 17	Con: 15	
Int: 6	Wis: 7	Cha: 10	
AL: CN	AC: 7	hp: 7	
Move: 6	Jog: 12	Run: 18	
Swim: 3	Quiet: 4	Climb: 2	
APPEARANCE: Magpie, a typical gully dwarf, is scrawny and unattractive. She spends most of her time trying to remain unnoticed, which she does well.			
Creed: When stuff goes bad, say sorry lots.			
Ht.: 3'10"	Wt.: 85 lb		
Hair: Black	Eyes: Hazel		
Age: 15	Birth: 7 Argon 327		
PROFICIENCIES			
Weapon: Knife			
Nonweapon: None.			
Language: Common, Gully Dwarf			
SAVING THROWS			
Paralysis/Poison/Death			
Rods/Staves/Wands			
Petrify/Polymorph			
Breath Weapons			
Spells/Magic			
Dex gives +3 to Dex-based saves.			



VANDERJACK

Human Male Fighter, 10th Level

ABILITY SCORES:			
Str: 17	Dex: 13	Con: 18	
Int: 13	Wis: 9	Cha: 10	
AL: N	AC: 1	hp: 80	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Vanderjack is a tall, slender man who always wears a smile. His smile boasts, "I just rooked an old lady out of her last copper."			
Creed: The golden rule: Vanderjack gets all the gold.			
Ht.: 6'	Wt.: 165 lb		
Hair: Black	Eyes: Green		
Age: 32	Birth: 17 H'rar. 305		
PROFICIENCIES			
Weapon: Long Sword, Dagger, Long Bow, Sling			
Nonweapon: Gaming (Cha), Read/Write Common (Int +1)			
Language: Common, Silvanesti, Solamnic			
SAVING THROWS			
Paralysis/Poison/Death			
Rods/Staves/Wands			
Petrify/Polymorph			
Breath Weapons			
Spells/Magic			



RAVENS-EYE

Human Male Fighter, 2nd Level

ABILITY SCORES:			
Str: 14	Dex: 14	Con: 12	
Int: 12	Wis: 9	Cha: 12	
AL: CG	AC: 8	hp: 16	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 45	
APPEARANCE: Ravens-Eye has the classic plainsman features: bronze skin, long black hair, and an alert gaze.			
Creed: The ground and the sky live forever.			
Ht.: 5'10"	Wt.: 165 lb		
Hair: Black	Eyes: Blue		
Age: 25	Birth: 14 Bran 325		
PROFICIENCIES			
Weapon: Long Sword, Long Bow, Dagger			
Nonweapon: Running (Con-6), Animal Handling (Wis-1), Leatherworking (Int)			
Language: Common, Plainsman			
SAVING THROWS			
Paralysis/Poison/Death			
Rods/Staves/Wands			
Petrify/Polymorph			
Breath Weapons			
Spells/Magic			



AGATE

Gnome Male Fighter, 5th Level

ABILITY SCORES:			
Str: 15	Dex: 10	Con: 17	
Int: 17	Wis: 6	Cha: 14	
AL: CG	AC: 3	hp: 39	
Move: 6	Jog: 12	Run: 18	
Swim: 3	Quiet: 4	Climb: 2	
APPEARANCE: Agate has capricious, gnomish eyes, a winning smile, and an unassuming stature.			
Creed: I could fix that if you'd like.			
Ht.: 3'1"	Wt.: 47 lb		
Hair: Brown	Eyes: Brown		
Age: 40	Birth: 3 Cor. 310		
PROFICIENCIES			
Weapon: GUISARME, Bardiche, Trident			
Nonweapon: Engineering (Int-3), Metalworking (Int-2), Gem Cutting (Dex-2), Read/Write Common and Gnome (Int +1)			
Language: Common, Gnome, Kender			
SAVING THROWS			
Paralysis/Poison/Death			
Rods/Staves/Wands			
Petrify/Polymorph			
Breath Weapons			
Spells/Magic			



COMBAT:

Armor: Leather; -3 (Dex)
Combat Bonus: None

Weapon/Skill
Long sword
Dagger, held
Dagger, thrown
Sling

THAC0
16
16
14
14

#AT
1
1
2
1

Ranges
—
—
1/23
5/10/20

Dmg (S-M/L)
1d8/1d12
1d4/1d3
1d4/1d3
1d6+1/1d6+1

5th Level Human Fighter

hp 43

AC: Front 5; flank 8; rear 8
THAC0 (base): 16

GEAR: Backpack, belt pouch, bedroll, long sword, throwing daggers (4), held dagger, sling, bullets (20), leather armor, waterskin, rations (1 week)

MAGIC ITEMS: None

SPELLS: None

HISTORY: (Begin play in 324 AC) Ursa is a mercenary through and through. He fights for money. He betrays for money. For a time, Ursa fought for mercenary general Gregor Uth Matar. Eventually Ursa betrayed his general. The blood on his hands was nothing a little soap could not clean off. Ursa is always sure that his next score will be the big one. He has heard rumors that Kitiara, the daughter of Uth Matar, sedrches for him. These rumors concern him little. What can a puny little girl do against mighty Ursa?

FAMILY: Unknown

PERSONALITY: Ursa is amoral. He is not truly Evil. He does not set out to injure anyone, only to make money. He cares little if people get injured along the way, however. Ursa is a charming rogue, but cares only for himself.

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COMBAT:

Armor: Bracers AC4; -3 (Dex)
Combat Bonus: None

Weapon/Skill
Dagger
Short sword
Club

THAC0
17
17
17

#AT
1
1
1

Ranges
—
—
—

Dmg (S-M/L)
1d4/1d3
1d6/1d8
1d6/1d6

7th Level Human Thief

hp 39

AC: Front 1; flank 4; rear 4
THAC0 (base): 17

GEAR: Backpack, belt-pouch, bedroll, dagger, short sword, club, wineskin, rations (2 days), useless trinkets, fake jewelry, phony magic items

MAGIC ITEMS: Bracers AC4

THIEF ABILITIES: Pick Pockets 65%; Open Locks 62%; Find/Remove Traps 37%; Move Silently 72%; Hide in Shadows 52%; Detect Noise 47%; Climb Walls 75%; Backstab Hit +4; Dmg x3

HISTORY: (Begin play in 324 AC) Glofell is the ultimate con-man. He has sold ice cubes on the frozen wastes. No one knows where Glofell comes from or where he goes. He seems to have been around forever, and perhaps he has.

FAMILY: Glofell has the largest extended family in the world. Aunts, uncles, and cousins of his run the same cheap scams everywhere across Ansalon.

PERSONALITY: Glofell is glib and charming, but beneath that exterior is something dark. No matter how charming he is, those who cross him risk a knife in the back. Many who resented his easy banter have been found dead in an alley.

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COMBAT:

Armor: None
Combat Bonus: Hit +3; Dmg +6 (Str)

Weapon/Skill
Hands

THAC0
13

#AT
1

Ranges
—

Dmg (S-M/L)
1d6+6/1d6+6

9 Hit Die Monster

hp 52

AC: Front 1; flank 1; rear 1
THAC0 (base): 13

GEAR: Fine clothes are all Kryl carries with him; these are all he needs; his spellbooks are too extensive to detail; assume he has access to whatever spell he needs in a given situation.

MAGIC ITEMS: None

SPELLS: 1st level (4), 2nd level (3), 3rd level (3), 4th level (2), 5th level (1)

HISTORY: (Begin play in 324 AC) The vampire Kryl once fell in love with a human woman who would not return his affections. He changed her into a vampire, thinking that she would then be his for eternity. She thwarted his schemes by giving herself up to the first vampire hunters to come along.

FAMILY: Kryl's family and background are unknown. Any natural relations would be long dead in any case.

PERSONALITY: Since the loss of his beloved, Kryl has been a bitter destructive beast. He jealously hates all humans for the life they hold, especially beautiful young women who resemble his love.

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COMBAT:

Armor: Chain mail
Combat Bonus: None

Weapon/Skill
Mace
Footman's flail

THAC0
18
18

#AT
1
1

Ranges
—
—

Dmg (S-M/L)
1d6+1/1 d6+1
1d6+1/2d4

5th Level Human Priest

hp 41

AC: Front 5; flank 5; rear 5
THAC0 (base): 18

GEAR: Backpack, belt pouch, bedroll, footman's flail, chain mail, waterskin, rations (1 week)

MAGIC ITEMS: None

SPELLS: None

HISTORY: (Begin play in 324 AC) Seeker Hederick ascended through the church hierarchy through hard work and a certain ruthlessness. He and the other Seekers rule the theocracy of the Seeker Lands. Hederick has proven a special irritation to the folk of Solace, who are under his rule. Colleagues also find him offensive: he has no compunctions about reporting them for the most trivial offenses. After all if they were competent to rule, they would not be caught so easily.

FAMILY: None

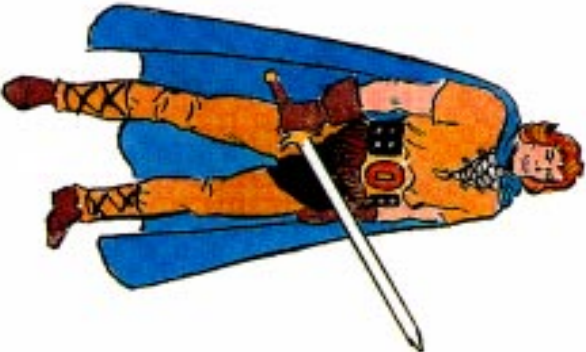
PERSONALITY: Seeker Hederick truly believes in some twisted way that if everyone were content to obey the church (i.e., Seeker Hederick) the world would be a happier place.

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URSA IL KANTH

Human Male Fighter 5th/Thief 7th Level

ABILITY SCORES:			
Str: 15	Dex: 17	Con: 15	
Int: 17	Wis: 9	Cha: 16	
AL: N	AC: 5	hp: 43	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: A well-muscled man.			
Creed: Gold has no master.			
Ht.: 5'11"	Wt.: 157 lb		
Hair: Dark blonde	Eyes: Black		
Age: 25	Birth: 9 Rann, 299		
PROFICIENCIES			
Weapon: Long Sword, Dagger, Throwing Dagger, Sling			
Nonweapon: Singing (Cha), Gaming (Cha), Dancing (Dex), Disguise (Cha-1), Riding Land-Based (Wis +3), Read/Write Common (Int +1)			
Language: Common, Plainsman, Solamnic, Kender			
SAVING THROWS			
Paralysis/Poison/Death		11	
Rods/Staves/Wands		12	
Petrify/Polymorph		11	
Breath Weapons		13	
Spells/Magic		13	
Dex gives +3 to Dex-based saves.			



VAMPIRE KRYL

Human Male Vampire Wizard, 9th Level

ABILITY SCORES:			
Str: 18(00)	Dex: 18	Con: 16	
Int: 17	Wis: 15	Cha: 17	
AL: CE	AC: 1	hp: 52	
Move: 12	Jog: 24	Run: 36	
Fly: 18 (C)	Quiet: 8	Climb: 4	
APPEARANCE: A tall, handsome figure.			
Creed: I choose to feed on blood.			
Ht.: 6'	Wt.: 185 lb		
Hair: Black	Eyes: Black		
Age: 80	Birth: 1 Str, 244		
PROFICIENCIES			
Weapon: Kryl attacks with his hands if forced to attack physically.			
Nonweapon: Musical Instrument (flute) (Dex-1), Read/Write Qualnesti, Silvanesti, Solamnic, and Common (Int +1)			
Language: Common, Silvanesti, Qualnesti, Solamnic			
SAVING THROWS			
Paralysis/Poison/Death		13	
Rods/Staves/Wands		9	
Petrify/Polymorph		11	
Breath Weapons		13	
Spells/Magic		10	
Dex gives +4 to Dex-based saves.			
Wis gives +1 to Wis-based saves.			



MERCHANT GLOFELL

Human Male Thief, 7th Level

ABILITY SCORES:			
Str: 12	Dex: 17	Con: 15	
Int: 16	Wis: 14	Cha: 17	
AL: CE	AC: 1	hp: 39	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This pleasant-looking merchant has an open and innocent face.			
Creed: A fool and his money were lucky to get together in the first place.			
Ht.: 5'9"	Wt.: 147 lb		
Hair: Blond	Eyes: Blue		
Age: 42	Birth: 28 Chisl, 282		

PROFICIENCIES			
Weapon: Dagger, Short Sword, Club			
Nonweapon: Gaming (Cha), Appraising (Int), Read/Write Common (Int +1)			
Language: Common, Gnome, Dwarfven, Solamnic, Plainsman			
SAVING THROWS			
Paralysis/Poison/Death		12	
Rods/Staves/Wands		12	
Petrify/Polymorph		11	
Breath Weapons		15	
Spells/Magic		13	
Dex gives +3 to Dex-based saves.			



SEEKER HEDERICK

Human Male Priest, 7th Level

ABILITY SCORES:			
Str: 14	Dex: 12	Con: 15	
Int: 17	Wis: 15	Cha: 16	
AL: LN	AC: 5	hp: 41	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Seeker Hederick projects an aura of authority that makes people follow him naturally.			
Creed: Order is the greatest good.			
Ht.: 5'6"	Wt.: 145 lb		
Hair: Gray	Eyes: Blue		
Age: 44	Birth: 27 Argon 280		

PROFICIENCIES			
Weapon: Footman's Mace, Footman's Flail			
Nonweapon: Read/Write Common and Solamnic (Int +3)			
Language: Common, Solamnic, Plainsman, Qualnesti			
SAVING THROWS			
Paralysis/Poison/Death		9	
Rods/Staves/Wands		13	
Petrify/Polymorph		12	
Breath Weapons		15	
Spells/Magic		14	
Wis gives +1 to Wis-based saves.			



COMBAT:	4th level Kender Fighter/5th level Thief			hp 33
Armor: Studded leather	AC: Front 6; flank 7; rear 7			
Combat Bonus: Dmg +1 (Str)	THAC0 (base): 17			
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Chapak +2	14	3/2	-1/12/3	1d6/1d4+4
Slingshot	18	1	-2/4/6	1d4/1d4
Blow gun	18	2	-1/12/3	1/1
Darts	18	3	-1/2/4	1d3/1d1+1
GEAR: Backpack, bedroll, studded leather armor, blow gun, darts (12), blow gun needles (6), rations (1 week), 50' silk rope, stones (6), waterskin				
MAGIC ITEMS: Chapak +2				
THIEF ABILITIES: Pick Pockets 55%; Open Locks 47%; Find/Remove Traps 45%; Move Silently 50%; Hide in Shadows 46%; Detect Noise 25%; Climb Walls 75%; Backstab Hit +4; Dmg x3				
HISTORY: (Begin play at 350 AC) Kronn left his home many years ago to prove himself to his father. When the war began, he tried to return home to help out but could not find his way. He teamed up with Serinda because he enjoyed her sense of humor. He moves constantly from place to place. Kender seem less popular these days.				
FAMILY: Kronn's father is Kronin, a famous Kender hero.				
PERSONALITY: Kronn delights in devious battle tactics but gets carried away once the battle starts. He is eager to please but easily bored. Kronn wants to prove his worthiness to his father with daring deeds.				

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COMBAT:	5th Level Elven Fighter/ 6th Level Wizard			hp: 22
Armor: <i>Splint/Robe +3</i>	AC: Front 1; flank 1; rear 1			
Combat Bonus: Hit +1 w/sword and bow	THAC0 (base): 16			
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Long sword +3	12	1	—	1d8/1d12+3
Short bow	14	2	1/5/10/15	1d6/1d6
Hookshaft	18	1	—	1d6/1d4
Dagger +2	14	1	-1/2/3	1d4/1d3+2
GEAR: Backpack, bedroll, short bow, quiver and arrows (20), splint mail, rations (1 week), flute, elven cloak, waterskin, elven boots				
MAGIC ITEMS: Long sword +3, dagger +2, ring of projection, robe +3				
SPELLS: 1st level (4): burning hands, charm person, detect magic, feather fall, hold portal, light, magic missile, spider climb				
2nd level (2): alter self, bind, ESP knock, stinking cloud, web				
3rd level (2): dispel magic, gust of wind, lightning bolt, protection from missiles				
HISTORY: (Begin play at 350 AC) Serinda was away on a sea journey when her family was killed by the dragonarmies. She returned to find that her elven people had become hunted fugitives. She is constantly on the move. She has joined with the kender Kronn. They seek to return to his homeland, but have lost their way.				
FAMILY: Serinda's family was slain by the dragonarmies.				
PERSONALITY: Serinda is cool and somewhat aloof but has developed a puckish sense of humor that sometimes shines through. She is extremely generous, always willing to help those in need.				

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COMBAT:	3rd Level Human Fighter			hp 27
Armor: Chain/ shield +2	AC: Front 2; flank 5; rear 5			
Combat Bonus: Hit +1/Dmg +1 (Str)	THAC0 (base): 18			
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Warhammer	16	3/2	—	1d4+1/1d4+3
Spear	17	1	-1/2/3	1d6/1d8+1
Club	17	1	-1/2/3	1d6/1d8+1
Dagger	17	1	—	1d4/1d3+1
GEAR: Backpack, bedroll, warhammer, spear, club, dagger, chain mail, smithy tools, 50' rope, waterskin, rations (1 week)				
MAGIC ITEMS: Shield +2, Silver Arm of Ergoth				
SPELLS: None				
HISTORY: (Begin play at 342 AC) When Theros was 18, his parents were poisoned by tainted oysters. Nearby elves sought to aid the Ironfelds but the medicine reacted badly with the oysters and killed them. Young Theros fled, fearing that the elves had poisoned his parents. Later, when he discovered the true cause of their deaths, Theros offered his services to the elves as a peace offering.				

FAMILY: Theros is the only child of Farrin and Shiela Ironfeld.
PERSONALITY: A fear of loss keeps Theros distant in his relationships; some consider him cold. To his friends, however, this quiet, thoughtful man is utterly loyal. He has sympathy with the oppressed and disabled and hates the dragonarmies passionately.

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COMBAT:	7th Level Human Priest			hp 40
Armor: Chain mail	AC: Front 5; flank 5; rear 5			
Combat Bonus: None	THAC0 (base): 16			
Weapon/Skill	THAC0	#AT	Ranges	Dmg (S-M/L)
Warhammer, thrown	16	1	-1/2/3	1d4+1/1d4
Staff	16	1	-1/2/3	1d6/1d6
Sling	16	1	-4/8/16	1d4+1/1d4
GEAR: Backpack, bedroll, warhammer, chain mail, Medallion of Faith (Paladine), waterskin, rations (1 week)				
MAGIC ITEMS: None				
SPELLS: 1st level (5), 2nd level (5), 3rd level (3), 4th level (1)				
HISTORY: (Begin play at 350 AC) Elistan was a scholar who became a Seeker priest upon graduation. He devoted himself to the search for new gods, and was the youngest Highseeker ever. When Verminaard came to Haven to demand service from the Seekers, Elistan refused. He was tortured and sent to Pax Tharkas to serve in the mines. He later met Goldmoon and read the <i>Disks of Mishkal</i> , becoming a true priest of Paladine.				
FAMILY: Elistan was born to a family of minor gentry but has no knowledge of their present whereabouts or condition.				
PERSONALITY: Elistan is a man of great Charisma, dedicated to the cause of good. Although a man of peace, he does not hesitate to defend his faith.				

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SERINDA EI DERWOOD

Elf Female Fighter 5th/Wizard 6th level

ABILITY SCORES:			
Str: 9	Dex: 13	Con: 10	
Int: 16	Wis: 15	Cha: 15	
AL: LG	AC: 1	hp: 22	
Move: 12	jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This slender woman's regal stature is difficult to hide.			
Creed: Be generous to those in need.			
Ht.: 5'9"	Wt.: 105 lb		
Hair: Lt. brown	Eyes: Hazel		
Age: 68	Birthday: 7 Msh. 283		
PROFICIENCIES			
NPP: -3			
Weapon: Dagger, Long Sword, S. Bow (sp)			
Nonweapon: Swimming (Str), Navigation (Int-2), Set Snares (Dex-1), Read/Write Silvanesti and Qualinesti, Healing (Wis-2)			
Language: Common, Silvanesti, Qualinesti, Draconian, Kender			
SAVING THROWS			
Paralysis/Poison/Death		11	
Rods/Staves/Wands		9	
Petrify/Polymorph		11	
Breath Weapons		13	
Spells/Magic		10	
Wis gives +1 to Wis-based saves.			
Robe gives +3 to all saves.			



KRONN-ALIN THISTLEKNOT

Kender Male Fighter 4th/Thief 5th level

ABILITY SCORES:			
Str: 16	Dex: 15	Con: 16	
Int: 10	Wis: 8	Cha: 12	
AL: N	AC: 6	hp: 33	
Move: 9	Jog: 18	Run: 27	
Swim: 5	Quiet: 6	Climb: 3	
APPEARANCE: Kronn is slightly stocky for a kender and wears his hair in a ponytail to one side. He looks slightly bored.			
Creed: Courage and glory are everything.			
Ht.: 3'7"	Wt.: 85 lb		
Hair: Dark brown	Eyes: Blue		
Age: 34	Birthday: 18 Chisl. 317		
PROFICIENCIES			
NPP: -3			
Weapon: Chapak (sp), Slingshot, Blow gun, Darts			
Nonweapon: Flute (Dex-1), Endurance (Con), Read/Write Kender (Int +1)			
Language: Common, Kender, Goblin, Ogre			
SAVING THROWS			
Paralysis/Poison/Death		12	
Rods/Staves/Wands		12	
Petrify/Polymorph		11	
Breath Weapons		15	
Spells/Magic		13	
Dex gives +1 to Dex-based saves.			



ELISTAN

Human Male Priest, 7th level

ABILITY SCORES:			
Str: 13	Dex: 12	Con: 12	
Int: 14	Wis: 17	Cha: 16	
AL: LG	AC: 5	hp: 40	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: This regal man's Charisma makes him appear taller than he is.			
Creed: Faith, duty, and honor are key.			
Ht.: 5'9"	Wt.: 160 lb		
Hair: Brown	Eyes: Brown		
Age: 45	Birthday: 9 Chisl. 306		
PROFICIENCIES			
NPP: -3			
Weapon: Warhammer, Staff, Sling			
Nonweapon: Religion (Wis), Ancient History (Int-1), Read/Write Common, Seeker, and Qualinesti (Int +1), Carpentry (Str), Local History (Cha), Navigation (Int-2)			
Language: Common, Seeker, Qualinesti			
SAVING THROWS			
Paralysis/Poison/Death		7	
Rods/Staves/Wands		11	
Petrify/Polymorph		10	
Breath Weapons		13	
Spells/Magic		12	
Wis gives +3 to Wis-based saves.			



THEROS IRONFELD

Human Male Fighter, 3rd Level

ABILITY SCORES:			
Str: 17	Dex: 12	Con: 13	
Int: 12	Wis: 16	Cha: 9	
AL: NG	AC: 2	hp: 27	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: Theros is a large, gruff man with black skin and a silver arm.			
Creed: Life without freedom is death.			
Ht.: 6'4"	Wt.: 240 lb		
Hair: Gray	Eyes: Gray		
Age: 39	Birth: 6 Reorx. 303		
PROFICIENCIES			
NPP: -3			
Weapon: Hammer (sp), Club, Spear, Dagger			
Nonweapon: Blacksmithing (Str), Weaponsmithing (Int-3)			
Language: Common, Qualinesti, Solamnic			
SAVING THROWS			
Paralysis/Poison/Death		13	
Rods/Staves/Wands		15	
Petrify/Polymorph		14	
Breath Weapons		16	
Spells/Magic		16	
Wis gives +2 to Wis-based saves.			



COMBAT:	4th level	Human Fighter	hp 43
Armor: Bronze plate/small shield	AC: Front 3; flank 4; rear 5		
Combat Bonus: Hit +2; Dmg + 3 (Str)	THACO (base): 17		
Weapon/Skill	THACO	#AT	Dmg (S-M/L)
Long sword	14	3/2	1d8/1d12+4
Spear, thrown	15	1	1d6/1d8+3
Staff	15	1	1d6/1d6+3
Dagger	15	1	1d4/1d3+3
GEAR: Backpack, bedroll, long sword, daggers (2), spear, bronze plate, small shield, extra clothes, waterskin, rations (1 week), raisins (2 lb)			
MAGIC ITEMS: None			
SPELLS: None			

HISTORY: (Begin play at 342 AC) Because of their mother's illness, the fraternal twins Caramon and Raistlin were raised by their half-sister Kitiara. Caramon is still deeply devoted to Kitiara. He joined the other heroes due to his friendship with Tasslehoff. He has traveled with Flint and Tanis on several occasions, becoming a powerful fighter. His bond with his twin Raistlin has always been strong, but Raistlin's Testing will strengthen it further-and make it darker.

FAMILY: Caramon is the twin of Raistlin Majere and the half-brother of Kitiara Uth Matar. His parents were Gilon Majere and Rosamun Aelan-Uth Matar.

PERSONALITY: Although easy-going and extremely friendly, Caramon is still a bit shy around women. He is open and trusting and loves adventure. His trustworthiness often leaves him holding the breach while all others have fled. Caramon has no secrets of his own, but excels at keeping secrets of others. Although Caramon feels responsible for Raistlin, he doesn't understand his brother's cynicism. Caramon also lavishes concerned on Tika, who acts recklessly and needs someone to watch out for her.

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COMBAT:	3rd Level	Human Thief	hp 12
Armor: Leather	AC: Front 6; flank 8; rear 8		
Combat Bonus: Hit +2 w/missiles	THACO (base): 19		
Weapon/Skill	THACO	#AT	Dmg (S-M/L)
Short sword	19	1	1d6/1d8
Dagger (thrown)	19 (17)	1 (2)	1d4/1d3
GEAR: Backpack, bedroll, small sack, short sword, daggers (2), leather armor, father's ring on chain around neck, grapple and rope (30'), trained squirrel (AC 8; HD 1/2; hp 2), waterskin, thieves tools, rations (1 week)			
MAGIC ITEMS: None			
THIEF ABILITIES: Pick Pockets 40%; Open Locks 38%; Find/Remove Traps 30%; Move Silently 27%; Hide in Shadows 20%; Detect Noise 15%; Climb Walls 87%; Backstab Hit +4; Dmg x2			
HISTORY: (Begin play at 342 AC) Tika tells people she ran away from home at the age of 10 to live on the streets of Solace. In reality, her father trained her as a cat burglar-a poor one due to her fear of falling. Sadly, a nobleman discovered that she had stolen his ring. Tika's father Alleran interceded, meeting the dark lord and leaving the ring in Tika's hands. Alleran never returned; nor did the lord. Tika was left to live on her skills as a thief. One day, she tried to rob Otik Sandath, who offered her a job instead. She thus became barmaid of the <i>Inn of the Last Home</i> . There, she will meet the companions destined to become the Heroes of the Lance.			
FAMILY: Tika's father was Alleran Waylan, a first-rate con-man and third-rate magician. The identity of Tika's mother is unknown. Tika's only family now is Otik Sandath, who befriended the orphan girl.			
PERSONALITY: Tika tries to project a tough exterior, but is more vulnerable than she would like to admit. She has a fascination with magic, and knows a few sleight of hand tricks she picked up as a child. She is confused by romance, dislikes boastful men, and prefers thoughtful, silent ones.			

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COMBAT:	4th Level	Human Fighter	hp 34
Armor: Plate mail/medium shield	AC: Front 2; flank 3; rear 4		
Combat Bonus: Hit +1; Dmg +1 (Str)	THACO (base): 17		
Weapon/Skill	THACO	#AT	Dmg (S-M/L)
Two-handed +3	13	3/2	1d10/3d6+6
Dagger (thrown)	16	1(2)	1d4/1d3+1
Spear	16	1	1d6/1d8+1
Lance	16	1	1d6/1d8+1
GEAR: Backpack, bedroll, daggers (2), spear, plate mail, shield, extra clothing, father's signet ring, scissors, waterskin, rations (1 week)			
MAGIC ITEMS: Two-handed sword +3			
SPELLS: None			

HISTORY: (Begin play at 342 AC) Sturm's father, a noble Knight of Solamnia, sent his wife and child to safety when their settlement was overrun in battle. Sturm's mother taught him the Knight's code. When Sturm reached manhood, he had one goal: to regain his father's heritage. Traveling to the north, Sturm recovered his father's sword and armor. Then he vowed to restore the Knights of Solamnia to their former glory.

FAMILY: Sturm's Father was High Justice of the Order of the Rose.

PERSONALITY: Sturm's honor means everything to him. He fears most that he might dishonor himself and bring shame to his father's name. He is loyal and brave, and would gladly give his life for his ideals or those he loves.

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COMBAT:	3rd Level	Human Mage	hp 8
Armor: Staff of Magius +3; -2 (Dex)	AC: Front 5; flank 7; rear 7		
Combat Bonus: None	THACO (base): 20		
Weapon/Skill	THACO	#AT	Dmg (S-M/L)
Staff of Magius +3	18	1	1d8/1d8
Sling	20	1	1d4/1d4
GEAR: Backpack, bedroll, sling, small sack, herbs, ration (1 week), waterskin, extra clothes, marbles (1 doz), pepper and salt, sweetmeats, magnifying glass			
MAGIC ITEMS: Staff of Magius +3, (continua/ light and feather fall once per day)			
SPELLS: 1st level (2): burning hands, charm person, detect magic, hold portal, magic missile, read magic, sleep, floating disk			
2nd level (1): blur, darkness 15'r detect invisibility, ESP invisibility, web			
HISTORY: (Begin play at 342 AC) Born in Solace, Raistlin and his fraternal twin Caramon were raised by their half-sister Kitiara because their mother was sickly. Raistlin retains a lasting devotion to Kitiard. At the age of five, after seeing an illusionist at a local fair, Raistlin repeated every spell the mage performed. Raistlin's father enrolled him in a local school of magic, where he outstripped all the other students.			
FAMILY: Raistlin is the twin brother of Caramon Majere, and half-brother of Kitiara Uth Matar. His parents were Gilon Majere and Rosamun Aelan-Uth Matar.			
PERSONALITY: Raistlin values Caramon's love, but rails against his overprotectiveness. Because Raistlin was born sickly and lacked his brother's might, he learned to use his mind to compensate. Raistlin is cynical and not overly fond of people; he prefers his own company. He has a strong sense of justice and sympathy for the downtrodden. He likes Tika's spunk and her efforts to prove herself and, despite himself, he hopes she likes him.			

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STURM BRIGHTBLADE

Human Male Fighter, 4th Level

ABILITY SCORES:				
Str: 17	Dex: 12	Con: 16		
Int: 14	Wis: 11	Cha: 12		
AL: LG	AC: 2	hp: 34		
Move: 12	Jog: 24	Run: 36		
Swim: 6	Quiet: 9	Climb: 4		
APPEARANCE: Tall and imposing, Sturm appears older than he is due to his full moustache and solemn bearing.				
Creed: My honor is my life.				
Ht.: 6'1"	Wt.: 190 lb			
Hair: Long brown	Eyes: Brown			
Age: 20	Birthday: 5 Str. 322			
PROFICIENCIES			NPP: -3	
Weapon: Two-Handed Sword (sp), Lance, Spear, Dagger				
Nonweapon: Etiquette (Cha), Heraldry (Int), Local History (Solamnic Knights) (Cha), Read/Write Common and Solamnic (Int +1), Swimming (Str)				
Language: Common, Qualinesti, Solamnic				
SAVING THROWS				
Paralysis/Poison/Death		13		
Rods/Staves/Wands		15		
Petrify/Polymorph		14		
Breath Weapons		16		
Spells/Magic		16		



CARAMON MAJERE

Human Male Fighter, 4th Level

ABILITY SCORES:				
Str: 18(63)	Dex: 11	Con: 17		
Int: 12	Wis: 11	Cha: 15		
AL: LG	AC: 3	hp: 43		
Move: 12	Jog: 24	Run: 36		
Swim: 6	Quiet: 9	Climb: 4		
APPEARANCE: This sturdy, handsome fighter allows his feeling to play clearly across his face.				
Creed: Strength solves any problem.				
Ht.: 6'	Wt.: 200 lb			
Hair: Brown	Eyes: Brown			
Age: 16	Birthday: 17 Cor. 326			
PROFICIENCIES			NPP: -3	
Weapon: Long Sword (sp), Spear, Staff, Dagger				
Nonweapon: Read/Write Common (Int +1), Survival (Int), Swimming (Str), Riding Land-Based (Wis +3)				
Language: Common, Plainsman, Qualinesti (a little)				
SAVING THROWS				
Paralysis/Poison/Death		11		
Rods/Staves/Wards		3		
Petrify/Polymorph		12		
Breath Weapons		13		
Spells/Magic		14		



RAISTLIN MAJERE

Human Male Wizard, 3rd Level

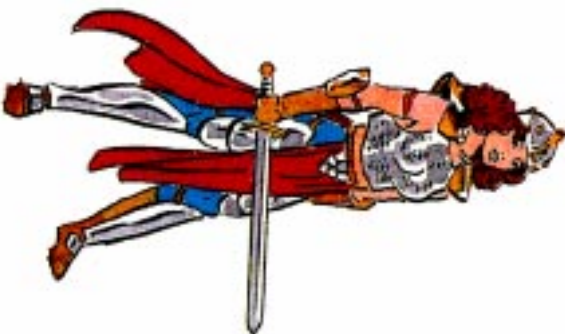
ABILITY SCORES:			
Str: 10	Dex: 16	Con: 10	
Int: 17	Wis: 14	Cha: 10	
AL: N	AC: 5	hp: 8	
Move: 12	Jog: 24	Run: 36	
Swim: 6	Quiet: 8	Climb: 4	
APPEARANCE: A sickly man with gold skin, silver hair, and hourglass pupils.			
Creed: Knowledge is strength.			
Ht.: 5'9"	Wt.: 135 lb		
Hair: Brown/silver	Eyes: Hazel/amber		
Age: 16	Birthday: 17 Cor. 326		
PROFICIENCIES		NPP: -5	
Weapon: Staff			
Nonweapon: Read/Write Comm., Qualin., and Magic (Int +1), Spellcraft (Int-2), Ancient History (Int-1), Herbalism (Int-2)			
Language: Common, Qualinesti, Magius, Plainsman, Solamnic, Hill Dwarf			
SAVING THROWS			
Paralysis/Poison/Death		14	
Rods/Staves/Wands		11	
Petrify/Polymorph		13	
Breath Weapons		15	
Spells/Magic		12	
Dex gives +2 to Dex-based saves.			
Staff gives +3 to all saves.			



TIKA WAYLAN

Human Female Thief 3rd/Fighter 2nd

ABILITY SCORES:				
Str: 14	Dex: 16	Con: 13		
Int: 9	Wis: 12	Cha: 14		
AL: NG	AC: 6 (8)	hp: 12		
Move: 12	Jog: 24	Run: 36		
Swim: 6	Quiet: 8	Climb: 4		
APPEARANCE: This wiry, freckled girl looks innocent, though she tries to look worldly.				
Creed: I don't need anyone's protection!				
Ht.: 5'8"	Wt.: 140 lb			
Hair: Curly auburn	Eyes: Green			
Age: 10	Birthday: 23 Hidd. 332			
PROFICIENCIES				
Weapon: Short Sword, Dagger			NPP: -3	
Nonweapon: Cooking (Int), Read/Write Common (Int +1)				
Language: Common, Plainsman				
SAVING THROWS				
Paralysis/Poison/Death		13		
Rods/Staves/Wands		14		
Petrify/Polymorph		12		
Breath Weapons		16		
Spells/Magic		15		
Dex gives +2 to Dex-based saves				



Waves: A sea barbarian plots his course beneath a rainbow.

Light: New goals; careful plans

Dark: Dissatisfaction; hasty plans

Winds: An elfen maid surveys the blowing snow.

Light: Sound advice; perception

Dark: Foolish decisions; deception

Flames: A dwarven priest writes by a lamp despite a fog.

Light: Enlightenment; hard study

Dark: Confusion; misdirection

6. Warrior cards show warriors defending their home.

Game Use: WARRIOR cards can **protect** a hand of cards.

Beasts: A barbarian and wolves stand guard by torchlight.

Light: Accusation; demand

Dark: Judgment; understanding

Earth: A kender maid defies passage in a desert.

Light: Duty; caution

Dark: Thievery; thorny problems

Waves: A sea barbarian blocks the way past a geyser.

Light: Protection; adaptation

Dark: Capture; defeat

Winds: An elf warrior wearily watches a smoldering town.

Light: Freedom; victory; waiting

Dark: Bondage; despair; brooding

Flames: A dwarven warrior attacks before a burning town.

Light: Champion; costly freedom. **Game Use:** This card, the CHAMPION, defeats DRAGON cards.

Dark: Adversary; threat passes.

7. Mage cards represents mastery over the elements.

Game Use: MAGE cards can cause play to **skip** a player or can force a **change** (discard one card and draw another).

Beasts: A shaman and baboon dance an arcane ritual.

Light: Dishonesty; treachery

Dark: Wariness; dark forces

Earth: A kender druid grows a plant in a misty graveyard.

Light: Rebirth; renewal; healing

Dark: Fear; rejection; infection

Waves: A sea barbarian sorceress summons marshy mists.

Light: Friendliness; charm

Dark: Hatred; seduction

Winds: An elfen warlock summons the fury of the cyclone.

Light: Self-control; mastery

Dark: Turbulence; cruelty

Flames: An ogress feeds a cauldron before volcanoes.

Light: Imminent trouble; festering wounds

Dark: Unfounded fears; false rumors

8. Lady cards represent matriarchs of their people.

Game Use: LADY cards **preserve** peace, negating an action.

Beasts: A barbarian woman and bear look on from a hill.

Light: Recalcitrance; stubbornness

Dark: Dependability; support

Earth: A kender matron surveys the earth's bounty.

Light: Rewarded work; reaped bounty

Dark: Ignored work; poor harvest

Waves: A sea barbarian meditates over the still sea.

Light: Health; tranquility

Dark: Illness; doubt

Winds: An elfen matron presides over dancing dreams.

Light: Faith; hope; charity. **Game Use:** This is FAITH, (Majere, the 21st god); she can **complete** any court.

Dark: Disillusion; despair; nightmare

Flames: A dwarven matron tends the hearth.

Light: Hospitality; warmth; welcome

Dark: Overindulgence; chill; refusal

9. Lord cards represent the lords of the lands.

Game Use: LORDS can **command**, increasing the value of each of his suit's card in a hand by one.

Beasts: A noble barbarian is enthroned before a stag.

Light: Injustice; tyranny; corruption

Dark: Justice; democracy; fairness

Earth: A kender lord drinks wine beneath an oak tree.

Light: Prosperity; fortune

Dark: Slothfulness; misfortune

Waves: A sea barbarian lord reigns before a stormy sea.

Light: Council; purpose

Dark: Bad council; misdirection

Winds: An elf lord commands before the borealis.

Light: Command; leadership

Dark: Tyranny; monomania

Flames: A dwarf lord rules before a rising phoenix.

Light: Triumph; fulfillment

Dark: False victory; loss of vision

Powers Suit

Each of the ten Power (Fate) cards represents two distinct gods. All told, the Power suit represents 20 of the 21 lesser gods of Ansalon.

10. DragonLord/magic Paladine opposes Takhis and the white moon Solinari opposes the black, Nuitari.

Game Use: DRAGONLORD cards **control** a foe's action; MAGIC cards **select** another's next play.

Light: Order; consequence; mercy; control; beacon

Dark: Chaos; self-service; evil; deceit; rampage

2. BALANCE: Shinare opposes Hiddukel.

Game Use: SHINARE cards **borrow** 1 card from another hand; HIDDUKEL cards **betray**, exchanging 1 card of 2 foes.

Light: Wealth; freedom; peace

Dark: Greed; slavery; betrayal

3. GROVE: Branchala opposes Chislev.

Game Use: BRANCHALA cards **parley**, guarding the holder from attack; CHISLEV cards **coerce** two foes to battle each other.

Light: Nature; bounty; abundance

Dark: Wilds; bestial nature; chaos

4. SEA: Habbakuk opposes Zeboim.

Game Use: HABBAKUK cards **recover** a discarded card; ZEBOIM cards **reverse** the order of play.

Light: Sea; creation; passion

Dark: Violence; repressed rage; jealousy

5. WISDOM: Zivilyn opposes Gilean.

Game Use: ZIVILYN cards **reveal** another's hand; GILEAN cards **demand** all players to tell the truth.

Light: Wisdom; hidden treasure

Dark: Superficiality; numbness

6. WEAPON: Reorx opposes Sargonnas.

Game Use: REORX cards **defeat** other cards (1 is discarded); SARGONNAS cards **slay** a hand (draw new cards)

Light: Forge; tool; shaping

Dark: Vengeance; weapon; destruction

7. WIZARD: Sirrion opposes Lunitari.

Game Use: SIRRION cards **transform** one card into a wild card; LUNITARI cards **reflect** an attack back on any foe.

Light: Change; transformation; Graystone

Dark: Illusion; phantasms; misdirection

8. EMPRESS: Mishakal opposes Morgion.

Game Use: MISHAKAL cards **strengthen** a hand (draw 2 cards); MORGION cards **weaken** a hand (discard 2 cards).

Light: Life; blessings; beauty; abundance

Dark: Decay; disease; weakness; barrenness

9. EMPEROR: Kiri-Jolith opposes hemosh.

Game Use: KIRI-JOLITH **leads**, increasing a hand's value to the next highest; CHEMOSH cards **destroy** an entire hand.

Light: Hero; justice; general

Dark: Bane; enemy; ravager







NONWEAPON EQUIPMENT

Item	Cost	Lb
Backpack (6 cu ft)	2 stl	2
Barrel, cask (2 gal)	2 stl	10
Barrel, huge (50 gal)	25 stl	50
Barrel, lg (10 gal)	8 stl	40
Basket, lg (4 cu ft)	6 sp	1
Basket, sm (1 cu ft)	5 cp	.1
Blanket	1 stl	3
Block and tackle	5 stl	5
Bolt quiver	1 stl	1
Bucket (2 gal)	10 sp	3
Candle	1 cp	.1
Canvas (1 sq yd)	8 sp	1
Chain, hvy (per ft)	4 stl	3
Chain, lt (per ft)	3 stl	1
Chalk (stick)	1 cp	—
Chest, lg (12 cu ft)	2 stl	25
Chest, sm (2 cu ft)	1 stl	10
Cloth, fine (1 sq yd)	5 stl	1
Cloth, plain (1 sq yd)	14 sp	1
Cloth, rich (1 sq yd)	10 stl	1
Crampons	4 stl	2
Fishhook	1 sp	—
Fish net (10' sq)	4 stl	5
Flint and steel	10 sp	.1
Glass bottle	10 stl	.1
Grappling hook	16 sp	4
Holy item	25 stl	.1
Hourglass	25 stl	1
Iron pot	10 sp	2
Ladder 10'	5 cp	20
Lantern, bullseye	12 stl	3
Lantern, hooded	7 stl	2
Lock, good	100 stl	1
Lock, poor	20 stl	1
Magnifying glass	100 stl	.1
Mallet	7 cp	2
Mirror, metal	10 stl	.1
Oil, lamp (flask)	12 cp	1
Oil, lubricant	6 cp	1
Paper (per sheet)	2 stl	—
Papyrus (per sheet)	16 sp	—
Parchment (per sheet)	1 stl	—
Perfume (per vial)	5 stl	.1
Piton	6 cp	.5
Pouch, lg (.5 cu ft)	1 stl	1
Pouch, sm (.1 cu ft)	14 sp	.5
Pry bar	5 sp	4
Puppet	2 sp	.2
Quill	5 cp	—
Quiver	16 sp	1
Rope, hemp (50 ft)	1 stl	20
Rope, silk (50 ft)	10 stl	8
Sack, lg (4 cu ft)	4 sp	.5
Sack, sm (.75 cu ft)	1 sp	.1
Scale	2 stl	.5
Scroll case	16 sp	.5
Seal/signet ring	5 stl	.1
Sealing wax (1 stick)	1 stl	.1
Sewing needle	10 sp	—
Soap (1 lb)	10 sp	1
Spyglass	200 pp	1
Stake	1 cp	.1
Tent, lg (4-person)	25 stl	20
Tent, pav. (6-person)	100 stl	50
Tent, sm (2-person)	5 stl	10
Thieves tools	30 stl	1
Tool (e.g., hammer)	5 sp	1
Torch	2 cp	1
Vial (4 oz)	4 sp	.1
Whetstone	2 cp	1
Wine/waterskin	16 sp	1
Writing ink (4 oz)	1 stl	1

Animal	Cost
Boar ¹	15 stl
Bull	30 stl
Calf	8 stl
Cat ¹	2 sp
Chicken	5 cp
Cow	15 stl
Dog, companion ¹	10 stl
Dog, guard ¹	25 stl
Dog, hunting ²	40 stl
Dog, war ²	40 stl
Donkey/mule	12 stl
Duck	6 cp
Goat	5 stl
Goose	1 sp
Hawk ²	250 stl
Horse, draft	350 stl
Horse, heavy war ²	700 stl
Horse, light war ²	250 stl
Horse, medium war	400 stl
Horse, nag	250 stl
Horse, pony	110 stl
Horse, riding ¹	275 stl
Llama	75 stl
Ox	23 stl
Partridge	1 sp
Pig	6 stl
Pigeon	2 cp
Pigeon, homing ²	100 stl
Sheep	4 stl
Songbird	1 stl
'Wari	30 stl

¹Semi-intelligent or ²trainable animals can be trained to obey one command per 2 hp at a cost of 50 stl per command.

Transport	Item (passengers)	Cost	Lb
	Barding, chain	450 stl	70
	full plate	400 pp	85
	half brigandine	450 stl	45
	half padded	100 stl	25
	half scale	550 stl	50
	leather/padded	150 stl	60
	scale	200 pp	75
	Bit and bridle	2 stl	3
	Canoe, small (2)	30 stl	200
	Canoe, war (4)	75 stl	300
	Caravel ¹ (40)	2000 pp	180 ⁱⁿ
	Carriage (4)	250 stl	300
	Cart (3)	75 stl	100
	Cart harness	2 stl	10
	Chariot, light (2)	360 stl	200
	Chariot, war (3)	630 stl	300
	Coach (7)	1400 pp	500
	Coaster (30)	1000 pp	100 ⁱⁿ
	Curragh (8)	500 stl	4 ¹ⁿ
	Dromond ¹ (200)	5000 pp	100 ⁱⁿ
	Dugout (2)	15 stl	100
	Galley ¹ (160)	6000 pp	150 ⁱⁿ
	Halter	1 sp	.1
	Horseshoes, 4	1 stl	10
	Oar, galley	10 stl	15
	Oar, rowboat	2 stl	5
	Raft/keel boat (6)	100 stl	1000 ⁱⁿ
	Rowboat (4)	25 stl	250
	Saddle, pack	5 stl	15
	Saddle, riding	15 stl	35
	Saddle blanket	6 sp	4
	Saddlebags, large	4 stl	8
	Saddlebags, small	3 stl	5
	Sail	20 stl	25
	Sailboat (3)	58 stl	250
	Wagon, large (14)	350 stl	2.5 ⁱⁿ
	Wagon, small (6)	210 stl	2000
	Wagon wheel	5 stl	40
	Yoke, horse	7 stl	15
	Yoke, oxen	5 stl	20

¹ Open sea craft; ⁱⁿ Cargo tonnage

Clothing	Cost
Apron, leather	9 stl
Baldric, belt sash	8 stl
Belt, broad	6 stl
Belt, girdle	5 stl
Blouse, furred	3 stl
Blouse, linen	1 stl
Boots, hobnailed	8 stl
Boots, riding	6 stl
Boots, soft	2 stl
Breeches	2 stl
Cap, hat	3 sp
Chemise, linen	2 stl
Cloak, fur	5 stl
Cloak, linen	15 sp
Cloak, travel	3 stl
Cloak, wool	4 stl
Dress, common	4 stl
Dress, fancy	8 stl
Gloves	1 stl
Gown, common	7 stl
Gown, fancy	15 stl
Hose	6 sp
Jacket, leather	30 stl
Jacket, linen	4 stl
Jacket, silk	70 stl
Jacket, wool	15 stl
Knife sheath	1 sp
Leggings, deerskin	15 stl
Leggings, leather	10 stl
Leggings, linen	1 stl
Loincloth/lappet	2 sp
Mittens	5 sp
Moccasins/slippers	3 stl
Nightshirt	1 stl
Parka	35 stl
Robe, common	3 stl
Robe, fancy	20 stl
Sandals	1 sp
Sash	4 sp
Shirt, deerskin	15 stl
Shirt, linen	8 sp
Shirt, silk	20 stl
Shoes	1 stl
Surcoat	15 sp
Sword scabbard	2 stl
Tabard/cape	2 stl
Tunic, furred	35 sp
Tunic, leather	20 stl
Vest, leather	15 stl
Tunic, linen	15 sp
Vest, sheepskin	12 stl
Vest, wool	10 stl

Household Provisions	Cost
Beans, dried (1 lb)	1 sp
Butter (1 lb)	2 sp
Cabbage (1 head)	1 cp
Eggs (1 dozen)	2 sp
Firewood (1 day's worth)	5 cp
Fish, pickled (1 lb)	2 stl
Fish, salted (1 lb)	1 stl
Fish, smoked (1 lb)	5 sp
Herbs/garlic (1 bunch)	5 cp
Honey (1 cup)	2 stl
Nuts (1 lb)	2 stl
Onions (1 lb)	5 cp
Potatoes (1 lb)	4 cp
Raisins (1 lb)	5 sp
Rice (1 lb)	5 sp
Salt (1 lb)	2 sp
Sausage (1 long)	1 stl
Spice, exotic (1 oz)	15 stl
Spice, rare (1 oz)	2 stl
Sugar, coarse (1 lb)	1 stl
Venison (1 haunch)	2 stl
Yams (1 lb)	4 cp

Food and Lodging	Price
Ale, mug	1 sp
Beer, mug	2 cp
Bread, flat	2 cp
Bread, journey	1 sp
Bread, loaf	1 sp
Cheese (1 lb)	8 sp
Cider, mug	3 cp
Egg	2 cp
Kiffle, sweetcake	2 cp
Lodging (per week)	
cityroom, common (wk)	5 stl
cityroom, poor (wk)	5 sp
hut (wk)	15 sp
house (wk)	20 stl
innroom, common (day)	15 sp
innroom, poor (day)	2 sp
innroom, private (day)	2 stl
stable floor (day)	2 cp
stable loft (day)	5 cp
Meals, common (1 day)	7 sp
Meals, good (1 day)	12 sp
Meals, poor (1 day)	3 sp
Meat (1 meal)	2 sp
Meatpie	1 sp
Porridge and bread	1 sp
Soup, cup	7 cp
Stable and feed (day)	5 sp
Trail mash, cup	1 sp
Trail rations (wk)	5 stl
Wine, common (qt)	2 sp
Wine, good (qt)	2 stl
Wine, mulled (mug)	3 sp

Service	Cost
Clerk	2 sp/letter
Common labor	2-20 sp/day
Craftsman	5-100 sp/day
Entertainer	1-6 stl/show
Guide	2 stl/day
Handiwork	1-20 cp
Laundry	2 cp/load
Messenger	3 sp/note
Personal service	10-60 sp/day
Professional	DM's choice
Repair work	1-10 sp/day
Servant	2-20 sp/day
Teamster w/ wagon	1 stl/mi

Trade Goods	Value
Ale (barrel)	1-10 stl
Baskets (doz)	2-12 stl
Beer (barrel)	2-20 sp
Books/scrolls/maps	50-500 stl
Collectibles	200-4000 stl
Fish (20 lb)	1-6 stl
Fruit (1 bushel)	10-60 sp
Furs (1 pelt)	1-100 stl
Game meat (20 lb)	1-12 stl
Glass (1 chest)	10-40 stl
Herbs (1 bushel)	2-12 sp
Incense (1 lb)	20-120 stl
Ivory (20 lb)	100-2000 stl
Metalware	5-50 sp
Native art	1-100 stl
Oil (1 cask)	10-80 stl
Pottery	2-8 sp
Produce (1 bushel)	10-30 stl
Spices (1 bushel)	1-20 stl
Statuary	10-1000 stl
Tapestries/Rugs	10-200 stl
Textiles (bolt)	2-8 stl
Wine (barrel)	4-20 stl
Wood (per cord)	1-30 stl

SEQUENCES OF PLAY

Adventure Steps

- 1. **Learn** the adventure goals.
- 2. **Research** the adventure's history.
- 3. **Prepare** strategy, buy supplies, select spells, plan battles.
- 4. **Travel** to site of adventure.
- 5. **Complete goal or retreat** to recover and regroup for return.
- 6. **Recover** lost hit points, reprovision, divide treasure/experience points.

Game Actions

- 1. **Observe** current location and destination.
- 2. **Plan actions** for each of the heroes.
- 3. **Move** to the next destination; check for Encounters.
- 4. **Encounter** creature/situation: check type, surprise, motive, and distance.
- 5. **Interact** with creature, event, hazard, obstacle, situation, or puzzle.
- 6. **Act or combat** to overcome encounter challenge.
- 7. **Search or question** encountered location or creature.
- 8. **Heal** wounds, recover tools, study discoveries.

Searching: Make an Int check with modifier from -0 to -5 to the die roll (DM's option). If an item is well hidden, such as a secret door, roll ½ Int.

OBSERVATION RANGES

Detail of What Can be Identified (yds/ft)					
Condition	Movement	Spot	Type	Identity	Details
Clear sky	1,500	1,000	500	100	10
Fog, dense/blizzard	10	10	5	5	3
Fog, light/snow	500	200	100	30	10
Fog, moderate	100	50	25	15	10
Infravision	60	55	50	40	20
Mist or light rain	1,000	500	250	30	10
Night, full moon	100	50	30	10	5
Night, no moon	50	20	10	5	3
Twilight	500	300	150	30	10

Light	Time	Radius	Light	Time	Radius
Beacon lant.	2 hr/pint	240' cone	Hooded lantern	6 hr/pt	30'
Bonfire	.5 hr/armload	50'	Light spell	Varies	20'
Bullseye lant.	6 hr/pt	60' cone	Light, Cont.	Indef.	60'
Campfire	1 hr/armload	35'	Magic weapon	If used	5'
Candle	10 min/in.	5'	Torch	30 min	15'

HEARING RANGES

Condition (Mod.)	Range of Hearing (yds)			
	Shouts	Noises	ID	Details
No noise (0)	300	150	100	30
Echoes, murmurs, through curtain (0)	200	100	60	20
Droning, brook, through door (-1)	100	50	30	10
Crowds, windy, rain, rapids, thin wall (-2)	50	25	20	5
Clamor, battle, storm waterfall, wall (-3)	30	15	10	3

Chance to Hear Noise	Roll less		Roll less
Race	than on 1d20	Race	than on 1d20
Human dwarf half-elf	3	Gnome, ogre	5
Elf, kender	4	Dragon, draconian	13

MOVEMENT: Base rate for humans, half elves, and elves is 12; base rate for dwarfs, gnomes, and kender is 6.

ANIMAL MOUNT MOVE RATES

Beast	Rate	Beast	Rate	Beast	Rate
Bears	12 Sw 3	Horse, draft	12	Lizard, strider	15
Bison	15	Horse, light	24	Lizard, swimmer	6 Sw 12
Boar	15	Horse, medium	18	Mastodon	15
Bull	15	Horse, wild	24	Otter	12 Sw 18
Dog wolf	15/18	Horse, nag	x ½	Ox	12
Donkey	12	Horse, heavy/war	15	Pegasi	24 Fl 48
Dolphin	Sw 30	Llama	15	Pony	12
Dragon	9 Fl 30	Lion	12	Stag	24
Griffin	12 Fl 30	Lizard, behemoth	9	Yak	15
Hippogriff	18 Fl 36	Lizard, armored	12	'Wari	15

LAND VEHICLE MOVEMENT RATES

Vehicle	Rate ¹	Vehicle	Rate ¹	Vehicle	Rate ¹
Carriage	x 2/3	Chariot, war ²	x ½	Sledge ²	x 1/2
Cart, sm	x ½	Coach ²	x 1/2	Snow walkers	x 2
Cart, lg	x ½	Dog sled ²	x ½	Wagon, lt	x ½
Chariot, lt ²	x 3/4	Ice boat ³	S4	Wagon, hvy	x 1/3
Chariot, med ² x 2/3		Skis	x 4	Wagon, wind ³	R5/S3

¹Modifier for the movement rate attainable when loaded to capacity; ²Add 1 point of movement per added beast; ³R = Row/S = Sail base move per hour.

Move Method	Modifier ¹	Move Method	Modifier ¹
Walking	in yards	Hard/hazardous	x 1/3
Carefully/cautious	x 2/3	Jogging (Con = #rounds)	x 2
Climbing	x 1/3 ²	Running (Con check/rd)	x 3 (Str check)
Crawling	x ¼	Swimming, trained	x ½
Exploring	in feet	Swimming, untrained	x 1/6
¹ Modifier to base move x 10. ² See <i>Player's Handbook</i> for a detailed system.			

TERRAIN EFFECTS ON COMBAT MOVES

Condition	Mod	Condition	Mod
Darkness, ice or slippery	x 2/3	Soft sand, knee-deep snow	x 2/3
Heavy brush or forest	x 1/3	Water/snow, waist-deep	x ½
Rugged or rocky	x ½	Water/snow, shoulder-deep	x 1/3

¹May risk moving faster, but must make Dex check or fall.

TERRAIN EFFECTS ON OVERLAND TRAVEL

Overland travel is measured in miles: creatures may travel twice their movement rate in miles per day (e.g., humans can travel 24 miles/day). Some terrains are more difficult to traverse. In such terrains, one mile of movement may deduct several points from a creature's movement allowance, as shown below.

Terrain	Move ¹	Terrain	Move ¹	Terrain	Move ¹
Barren/wasteland	2	Forest, med	3	Marsh/swamp	8
Brushland	2	Glacier	2	Moor/mtns, low	4
Clear/farmland	½	Grassy/steppe	1	Mtns, high	8
Desert, rocky	2	Hills, rolling	2	Mtns, med	6
Desert, sand	3	Hills, steep	4	Road	1/4 ²
Forest, deep	4	Jungle, deep	8	Trail	x 1/2 ³
Forest, light	2	Jungle, med	6	Tundra	3

¹Movement cost per mile; ²In mountains, as per trail; ³Halves terrain move.

TERRAIN OBSTACLES

Situation	Mod ¹	Situation	Mod ¹	Situation	Mod ¹
Chasm/cliff	+3	Rain, heavy	x2	River, no ford	+1
Dust-/sandstorm	x3	Rain, light	+1	Scorching heat	+1
Freezing cold	+1	Rain, torrent	x3	Snow, blizzard	x4
Gale/ice storm	+2	Ravine	+ 1/2	Snow, normal	x2
Heavy fog	+1	Ridge	+1	Stream, no ford	+ 1/2

¹Modifier increases the normal movement cost by addition or multiplier.

BASE CLIMBING SUCCESS RATES

Skill	Rate	Skill	Rate
Unskilled	40%	Thief	Climb Walls %
Mountaineer	50%	Thief w/Mountaineering	Climb Walls + 10%
Mountaineering	40% + 10%/slot		

MOVEMENT ON WATER

Vessel (SW)	Row ¹	Sail ¹	Vessel (SW)	Row ¹	Sail ¹
Barge (60%)	1	3	Dromond (40%)	9	2
Canoe, small (25%)	2	—	Dugout (20)	1	—
Canoe, war (30%)	2	—	Dwarf channel runner (10%)	6	—
Caravel (70%)	—	4	Great galley (45%)	6	3
Coaster (50%)	—	3	Keelboat/raft (65%)	1	3
Cog (65%)	—	3	Outrigger (40%)	4	—
Coracle (25%)	1	3	Rowboat (25%)	1.5	—
Curragh (55%)	3	2	Sailboat (30%)	.5	3
Drakkar (50%)	4	2			

¹Speeds are listed in average miles per hour. (SW)=Seaworthiness: chance ship suffers 10% dmg in storm or rough water

SEAFARING SPEED MODIFIERS DUE TO WEATHER

Cause	Row	Sail	Cause	Row	Sail
Becalmed	x1	NA	Gale	x 1/2 ¹	x 4 ¹
Breeze, light	x1	x1	Hurricane	x 1/4 ²	x 5 ²
Breeze, medium	x1	x2	Rapids/choppy	x1	x 1/2
Breeze, strong	x1	x3	Storm	x 1/2 ¹	x 3 ¹
Current	+/- curr.	+/- curr.			

¹Must make Seaworthiness check; ²Must make Seaworthiness check at 45%.

AERIAL MOVEMENT MODIFIERS

Condition	Modifier	Condition	Modifier
Headwind	-windspeed	Snow	x ½
Hurricane	Not allowed	Storm	x ¼
Gale	x ¼	Strong crosswinds	x ½
Rain	x ½	Tailwind	+windspeed

Combat

ORDER OF EVENTS

- 1. DM decides action of NPCs and monsters
- 2. Players declare heroes actions.
- 3. All roll initiative: Find who goes first
- 4. All complete actions in initiative order.
 - a. Stand and fire missiles
 - b. Resolve moves (up to 10 x move rate).
 - c. Melee or throw weapons if chosen.
 - d. Roll for effect of combat
 - e. Next person's turn.
- 5. Those capable of a second attack in the round must wait until foe completes first actions.

DETERMINING INITIATIVE:

Each side rolls 1d10 and adds applicable modifiers. The side with the lowest total acts **first**. Players may roll individually, but this slows play.

Situation	Modifier
Called shot	+1
Charging	+2
Foreign environment	+6
Hasted	- 2
Higher ground	- 1
Hindered (tangled, climbing)	+3
Set to receive charge	- 2
Slowed	+2
Wading in deep water or snow	+4
Wading or on slippery ground	+2
Waiting	+1
Optional Modifiers:	
Breath weapon	+1
Demoralized	+5
Magic ability, innate	+3
Magic item	
Potion	+4
Ring	+3
Rod	+1
Scroll	Casting time
Staff	+2
Wand	+3
Miscellaneous	+3
Magic spell	Casting time
Size of weaponless attacker	
Tiny	0
Small or Medium	+3
Large	+6
Huge	+9
Gargantuan	+12
Weapon speed	Speed score

¹Drastically different environment: underwater, flying, another dimension, etc.

RESOLVING AN ATTACK

- 1. Find Armor Class (AC) of target.
- 2. Subtract AC from your THAC0 to find the score needed "To Hit".
- 3. Total any defense and situation modifiers. *For missile combat*, add range to modifier; cross off one round of ammunition.
- 4. Roll 1d20. Add or subtract modifiers. The total must equal or exceed score to hit. *If you threw a grenade and missed*, roll scatter to see where it lands.
- 5. Roll for damage on each target hit.
 - a. Determine target size.
 - b. Roll the appropriate dice.
 - c. Add weapon, strength, and magic bonuses.

MONSTERS ATTACKING IMMUNE

MONSTERS

HD of Attacker	Attacks As
4+1 or more	+1 weapon
6+2 or more	+2 weapon
8+3 or more	+3 weapon
10+4 or more	+4 weapon

ARMOR CLASS RATINGS

Armor Type	AC
None	10
Shield only	9
Leather or padded	8
Leather or padded + shield; studded leather or ring mail	7
Studded leather or ring mail + shield; brigandine, scale mail, or hide	6
Brigandine, scale, or hide + shield; chain mail	5
Chain mail + shield; banded, bronze plate, or splint	4
Banded, bronze plate, or splint + shield; plate mail	3
Plate mail + shield; field plate	2
Field plate + shield; full plate	1
Full plate + shield	0

COMBAT MODIFIERS TO ATTACK ROLL

Situation	Modifier
Attacker buffeted; unsteady; prone	- 2
Attacker called shot	- 4
Attacker charging (+50% move)	+2
Attacker climbing or precarious	- 4
Attacker higher or mounted	+1
Attacker uses weapon specialty	+1
Attacker wading or mired	-1
Attacking rear or from above	+2
Attacking unshielded flank	+1
Darkness; blindness; invisible target	- 4
Defender dodging (Dex check)	-¼ lvl
Defender higher or mounted	-1
Defender off-balance	+2
Defender parrying	-½ lvl
Defender sleeping; held	SV: Death
Defender stunned; prone	+4
Defender surprised	+1
Moonlight mist, camouflage	-1
Starlight, fog, light in eyes	- 3
Underwater	- 4

COMBAT THAC0s (To Hit Armor Class 0)

Subtract target's AC from THAC0 (add negative ACs). Roll this number or above on 1d20 + modifiers.

Class	Character										Level									
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14
Monster Hit Dice																				
Up to ½	1-1	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+			
20	20	19	19	17	17	15	15	15	13	13	11	11	9	9	7	7	5	5		

NUMBER OF ATTACKS PER ROUND

Most creatures receive 3 (claw, claw, bite, and/or special) attacks per round despite level.

Rogues, Priests, and Wizards receive 1 attack per melee round despite level.

Warriors receive 1 attack per round at levels 1 to 6, 2 at levels 7 to 12, and 3 at levels 13+.

XP Level	Weapon Specialist	Light	Heavy	Weapon Thrown	Specialist Dagger	Missile Thrown	Other All
	Melee	X-bow	X-bow	Dagger	Dart	Bows	Missile
1-6	3/2	1	1/2	3	4	2	3/2
7-12	2	3/2	1	4	5	2	2
13+	5/2	2	3/2	5	6	2	5/2

3/2—1st round=1 2nd=2, 5/2—1st round=2, 2nd=3, extra attacks occur at end of round.

ADDITIONAL MISSILE COMBAT MODIFIERS

Situation	Mod.	Situation	Mod.	Situation	Mod.
Range, point blank	+2	Target concealed 25%	- 1	Attacker levitating	-1/rd
Range. short	0	Target concealed 50%	- 2	Mount still; hovering	()
Range medium	- 2	Target concealed 75%	- 3	Mount moved ½ rate	-1
Range, long	- 5	Target concealed 90%	- 3	Mount moved ½-¾ rate	- 3
Target moved ½ rate	0	Target covered 25%	- 2	Mount moved 3/4 rate	- 5
Target moved ½-¾ rate	- 1	Target covered 50%	- 4	Target size = T	- 2
Target moved ¾ rate	- 2	Target covered 75%	- 7	Target size = S, M, L	0
Target weaving/dodging	-¼ lvl	Target covered 90%	-10	Target size = H or G	+2

NONLETHAL COMBAT TO SUBDUE

- 1. A defender with a weapon strikes first at +4 to hit and damage.
- 2. Attacker without weapon rolls to hit. Damage is 75% temporary. Check for knock out (%KO).
- 3. Attacker using a weapon nonlethally has a -4 penalty to hit and does 50% dmg—half is temporary.

PUNCHING, WRESTLING, AND OVERBEARING

Roll Punch	Dmg	%KO	Wrestle	Roll Punch	Dmg	%KO	Wrestle
20+ Haymaker	2	10	Bear hug*	9 Combination	1	10	Leg lock*
19 Wild swing	0	1	Arm twist	8 Uppercut	1	9	Headlock*
18 Rabbit punch	1	3	Kick	7 Combination	2	10	Throw
17 Kidney punch	1	5	Trip	6 Jab	2	8	Gouge
16 Glancing blow	1	2	Elbow smash	5 Glancing blow	1	3	Kick
15 Jab	2	6	Arm lock*	4 Rabbit punch	2	5	Arm lock*
14 Uppercut	1	8	Leg twist	3 Hook	2	12	Gouge
13 Hook	2	9	Leg lock	2 Uppercut	2	15	Headlock*
12 Kidney punch	1	5	Throw	1 Wild swing	0	2	Bearhug*
11 Hook	2	10	Gouge	1 Haymaker	2	25	Bearhug*
10 Glancing blow	1	3	Elbow smash				

* Can maintain hold round to round until broken.

ARMOR

Type	AC	Modifier	Cost	Wt (lb)
Banded mail	4	- 6	200 stl	35
Breastplate, cuirass ¹	—	- 3 f	60 stl	8
Breastplate, full ¹	—	- 3	90 stl	15
Brigandine	6	- 4	120 stl	35
Bronze plate mail	4	- 6	400 stl	45
Chain mail	5	- 5	100 stl	40
Epaulets + armguards ¹	—	- 2	24 stl	5
Field plate mail	2	- 8	2,500 stl	60
Full plate mail	1	- 9	4-10,000 stl	70
Furs or silk ¹	9	- 1	50 stl	2-12
Half plate	4	- 6	350 stl	65
Helmet/basinet ¹	—	- 1 / - 2 r	24 stl	5
Helmet, cap ¹	—	- 1 r	6 stl	1
Helmet, cap +coif ¹	—	- 1	12 stl	3
Helmet, great ¹	—	- 2	30 stl	10
Hide/carapace ²	6	- 4	20/160 stl	30
Kirtle/skirt ¹	—	- 1	36 stl	8
Leather	8	- 2	12 stl	15
Leg greaves ¹	—	- 1 f	18 stl	4
Leg guards + boots ¹	—	- 1	72 stl	12
Padded	8	- 2	8 stl	10
Padding, chain ¹	—	- 3	72 stl	35
Padding, quilted ¹	—	- 1	12 stl	15
Padding, studded ¹	—	- 2	36 stl	16
Plate mail	3	- 7	600 stl	50
Ring mail	7	- 3	100 stl	30
Scale mail	6	- 4	120 stl	40
Shield, body ¹	—	- 1 m / - 2 f	12 stl	15
Shield, buckler ¹	—	- 1 vs 1 atk	4 stl	3
Shield, medium ¹	—	- 1 f	8 stl	10
Shield, small ¹	—	- 1 vs 2 atk	6 stl	5
Splint mail	4	- 6	90 stl	40
Studded leather	7	- 3	30 stl	25

¹Armor piece may combine with other pieces; ²Slows move by 2; ³Slows move by 3, adds +1 to Initiative; ⁴Slows move by 4, adds +2 to Initiative
f = front attacks only; **r** = rear attacks only; **m** = missile attacks.

GRENADLIKE MISSILE EFFECTS

Weapon	Area	Radius	Dmg	Splash
Acid, 1 cup		½'	2d4	1 hp
Burning oil ¹ , flask		3'	2d6	1d3 hp
Canister, acid ¹ GN		3'	2d8	1d4
Canister, blister ² GN		5'	3d4	1d4
Canister, chains ³ GN		2'	2d4	2 hp
Canister, cinders ⁴ GN		2'	1d4	1 hp
Canister, foam ⁵ GN		5'	—	—
Canister, naptha ¹ GN		3'	3d6	1d4
Canister oil ² GN		5'	—	—
Canister, water ⁷ GN		5'	1d2	—
Catapult boulder		1 ⁶	1d12	2d8
Catapult, firebale ¹		1-1/2 ⁶	1d8	1d4
Catapult, shrapnel		3 ⁶	2d4	1d3
Grenade fire ¹ GN		1'	1d6	1 hp
Grenade, flash ⁸ GN		5'	—	—
Grenade gas ⁵ GN		3'	1d4	1 hp
Grenade, ice ^{1B}		3'	1d12	1d4
Grenade, pepper ² GN		3'	1	—
Grenade, smoke ^{GN}		5'	—	—
Grenade, thunder ⁹ GN		5'	1d4	1 hp
Hot coals ⁴ GB		1'	1d4+2	2 hp
Holy water		1'	1d6+1	2 hp
Slime jar, black pudding ¹⁰ GB		1'	1d8	—
Slime jar, crystal ooze ¹⁰ GB		1'	1d6	—
Slime jar, gray ooze ¹⁰ GB		1'	1d4	—
Slime jar, green slime ¹⁰ GB		1'	10% hp	—
Slime jar, ochre jelly ¹⁰ GB		1'	1d4+1	—
Slime jar, yellow mold ¹⁰ GB		2-1/2'	1d8	1 hp

Splashes—all within 5' of splashed at -2.

¹Second round damage 1d6; ²Save vs Breath or Incapacitated 1d6 rounds; ³Save vs Paralyze or be entangled; ⁴Save vs Normal Fire or ignites; ⁵Save vs Breath or unconscious for 1d4 turns; ⁶Light catapult x 1, Medium x 2, Heavy x 3, Trebuchet x 4; ⁷Extinguishes 4d6 points of fire; ⁸Save vs Spell or blinded for 1d4 rounds; ⁹Save vs Rod or stunned and deafened 1d4 rounds; ¹⁰See monster description for special effects; ^{GN}Gnome invention; ^{GB}Goblin invention.

SUBSTITUTING ARMOR MATERIAL FOR TYPICAL METAL

Material	Modifier	Cost/Wt
Adamantite ^D	- 3	x 100/x 1½
Bone/Stone ^{GB}	+1	x ½
Bronze ^{SB}	+1	x 2/3
Hide/Carapace ^M	+ 1 / - 2 ^L	x 1 / x 1 ½ ^L
Iron	0	x 1
Leather	+ 2/0 ^L	x ½ or x 1 ^L
Silver ^{GN}	+2	x 10/x 1
Steel ^E	- 1	x 10/x ½
Studded leather	+ 1 / - 1 ^L	x 1/x 1½ ^L
Manufacturer ^D =dwarf, ^E =elf, ^{GB} =goblin, ^{GN} =gnome, ^M =minotaur, ^{SB} =sea barbarian. ^L Use this modifier when substituting for leather.		

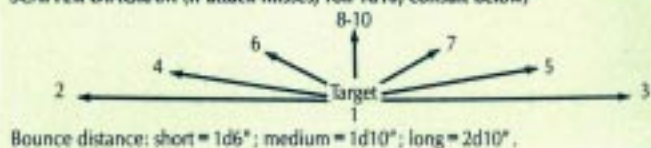
MISSILE WEAPON RANGES (tens of yards)

Weapon	#AT	S	M	L
Atlatl-at ^{GB}	2/3	3	6	9
Ballista ¹	½	1/27	—	—
Battak ^K	2	5	10	15
Belcher ¹ GN	1/3	3/36	—	—
Blowgun	2	1	2	3
Blunder musket ^{GN}	1/3	5	15	21
Blunder pistol ^{GN}	½	3	6	12
Bolas ^{PB}	1	2	4	6
Bollik ^K	1	3	6	9
Bow, composite long	2	6	12	21
Bow, composite short	2	5	10	18
Bow, long	2	7	14	21
Bow, pellet ^{MB}	1	6	12	18
Bow, short	2	5	10	15
Catapult, light ¹	1	11	—	24
Catapult, medium ¹	½	15	—	30
Catapult, heavy ¹	1/3	18	—	36
Catapult, arrow ¹	1/3	6	—	18
Chapak ^K	1	2	4	8
Crossbow, hand	1	2	4	6
Crossbow, heavy	½	8	16	24
Crossbow, ice ^{1B}	1	4	8	12
Crossbow, light	1	6	12	18
Dagger or dirk	2	1	2	3
Dart, military	3	1	2	4
Dart, viper ^{GB}	2	1	3	5
Grenades	1	2	4	8
Hachak ^K	2	2	4	8
Harpoon	1	1	2	3
Hoopak	1	3	6	12
Javelin	1	2	4	6
Knife	2	1	2	3
Polpak ^K	3	½	1	2
Sashik ^K	4	½	1	2
Sithak ^K	2	4	8	16
Sling	1	4	8	16
Spear	1	1	2	3
Springal	½	18	—	—
Staff sling	2	—	3-6	9
Throwing axe	2	2	4	6
Throwing sticks ^{PB}	1	2	5	10
Throwing stones, rings ^{1B}	2	1	3	5
Thrown item ² (Str chk)	1	1	2	3
Trebuchet ¹	¼	24	—	48
Warhammer	1	1	2	3
Whipik ^K	2	4	8	12

¹Siege weapon; these have only minimum and maximum ranges. Thrown weapons add Str modifier to distance (in yards).

Manufacturer: ^{GN}=gnome, ^{GB}=goblin, ^{1B}=ice barbarian, ^K= kender, ^{MB}=mountain barbarians, ^{PB}=plains barbarians

SCATTER DIAGRAM (If attack misses, roll 1d10; consult below)



ADVENTURE XP AWARDS

Divide these among all heroes.

Action	XP Value
Clue recovered	25 XP per
Foe conned	½ XP value
Foe defeated	Full XP value
Foe defeats PCs	¼ XP value
Rescue NPC	50 XP/Level
Surviving	200 XP
Treasure obtained	1 per 10 stl
Victory, total	1,000-6,000
Victory, partial	½ XP value
Victory, marginal	¼ XP value

INDIVIDUAL PLAYER XP AWARDS

Clever ideas/actions	10-50 XP
Cooperate with DM	50 XP
Cooperate with PCs	100 XP
Encourage other PCs	50 XP
Role-play well	50-150 XP
Save the party	100-400 XP

INDIVIDUAL CLASS XP AWARDS*

Warrior:	
Defeat creature	10 XP/HD
Priest:	
Use granted power	100 XP
Use spell for ethos	100/level
Wizard:	
Use spell well	50 XP/level
Research spell	500 XP/level
Rogue:	
Use special ability	10 XP
Obtain treasure	2 XP/stl value

* These only result from success.

DEFEATED FOE XP VALUE

Foes may be defeated without being slain.

Level or HD	XP	Level or HD	XP
< 1 - 1	7	6+1 to 7	420
1 - 1 to 1	15	7+1 to 8	650
1 + 1 to 2	35	8+1 to 9	975
2 + 1 to 3	65	9+1 to 10+	1,400
3 + 1 to 4	120	11 to 12+	2,000
4 + 1 to 5	175	each HD up	+1,000
5 + 1 to 6	270		

XP BONUSES: OPPONENT HD BONUSES

Special Ability	+ HD
Armor Class less than 1	+1 HD
Blood-drain ability	+1 HD
Breath weapon	+2 HD
Damage 20 + on one attack	+2 HD
Damage 30 + on multiple attacks	+2 HD
Disease inflicting	+1 HD
Energy-drain ability	+3 HD
Flying ability	+1 HD
Four or more attacks per round	+1 HD
Hit only by magic or silver	+1 HD
Hit points greater than average	+1 HD
Intelligence above 11	+1 HD
Invisible at will	+1 HD
Magic item useful against party	+1 HD
Magic resistance	+2 HD
Missile weapons	+1 HD
Paralysis	+2 HD
Petrification	+3 HD
Poison	+2 HD
Regeneration	+1 HD
Special defense	+1 HD
Special magic attack	+2 HD
Special nonmagic attack	+1 HD
Spell immunity, any	+1 HD
Spells at level 2 or below	+1 HD
Spells at level 3 or above	+2 HD
Swallows whole	+2 HD
Weakness or fear emitted	+2 HD
Weapon-type immunity, any	+1 HD

SPELL USE SYNOPSIS

- A. Spell is memorized or on a scroll.
- B. Must be able to speak and use both hands.
- C. Must have needed components on hand.
- D. Must be able to see target.
- E. Target must be in casting range.
- F. Must be able to stop and stand still.
- G. Must concentrate and not be distracted.

SAVING THROW MODIFIERS

Dwarves vs Poison, Rod, or Spell: +1 per 3-1/2 Con
Gnomes vs Rods or Spells. +1 per 3-1/2 Con
Magical defense vs Mental-Control Spells:
Check Wis for modifier

CHARACTER SAVES (roll of 1d20 plus modifiers must equal or exceed score)

Character Class and Level	Paral., Death	Poison, Magic	Rod, Staff, Wand	Petrification Polymorph ¹	Breath Weapon ²	Magic Spell ³
Priests and Undead (undead are not affected by poisons)						
1-3	10		14	13	16	15
4-6	9		13	12	15	14
7-9	7		11	10	13	12
10-12	6		10	9	12	11
13-15	5		9	8	11	10
16-18	4		8	7	10	9
19+	2		6	5	8	7
Rogues and Pests/Varmints						
1-4	13		14	12	16	15
5-8	12		12	11	15	13
9-12	11		10	10	14	11
13-16	10		8	9	13	9
17-20	9		6	8	12	7
21+	8		4	7	11	5
Warriors and Ferocious Animals/Beasts						
0	16		18	17	20	19
1-2	14		16	15	17	17
3-4	13		15	14	16	16
5-6	11		13	12	13	14
7-8	10		12	11	12	13
9-10	8		10	9	9	11
11-12	7		9	8	8	10
13-14	5		7	6	5	8
15-16	4		6	5	4	7
17+	3		5	4	4	6
Wizards and Spell-Casting Monsters						
1-5	14		11	13	15	12
6-10	13		9	11	13	10
11-15	11		7	9	11	8
16-20	10		5	7	9	6
21+	8		3	5	7	4

¹Excludes polymorph wand. ²Excludes those that petrify or polymorph. ³Excludes any for which another saving throw might apply.

Converting Monster Hit Dice to Save Level

Intelligent Monster: 1 Hit Die = 1 Level. Unintelligent: 2 Hit Dice = 1 Level, round up.
Any vs Poison and Death: 1 Hit Die = 1 Level. Bonus hp: +1 to +4 = +1 HD; +5 to +8 = +2 HD.

TURNING/COMMANDING UNDEAD OR PALADINS (the latter by evil priest)
Equal to or above the number on 1d20 turns 2d6 monsters, lower HD monsters first.

Type/Hit Dice	Level of Priest/Hit Dice of Eldritch Being												
of Undead	1	2	3	4	5	6	7	8	9	10-11	12-13	14+	
Skeleton/1HD	10	7	4	T	T	D	D	D ¹	D ¹	D ¹	D ¹	D ¹	
Zombie/—	13	10	7	4	T	T	D	D	D ¹	D ¹	D ¹	D ¹	
Ghoul/2HD	16	13	10	7	4	T	T	D	D	D ¹	D ¹	D ¹	
Shadow/3-4HD	19	16	13	10	7	4	T	T	D	D	D ¹	D ¹	
Wight/5HD	20	19	16	13	10	7	4	T	T	D	D	D ¹	
Ghast/—	—	20	19	16	13	10	7	4	T	T	D	D	
Wraith/6HD	—	—	20	19	16	13	10	7	4	T	T	D	
Mummy/7HD	—	—	—	20	19	16	13	10	7	4	T	T	
Spectre/8HD	—	—	—	—	20	19	16	13	10	7	4	T	
Vampire/9HD	—	—	—	—	—	20	19	16	13	10	7	4	
Ghost/10HD	—	—	—	—	—	—	20	19	16	13	10	7	
Lich/11+HD	—	—	—	—	—	—	—	20	19	16	13	10	
Special ²	—	—	—	—	—	—	—	—	20	19	16	13	

T = Turns 2d6 automatically. D = Destroys 2d6 automatically. ¹2d4 additional creatures are turned.

²Unique undead, negative-energy creatures, godlike powers. **Paladins** turn at 2 levels lower.

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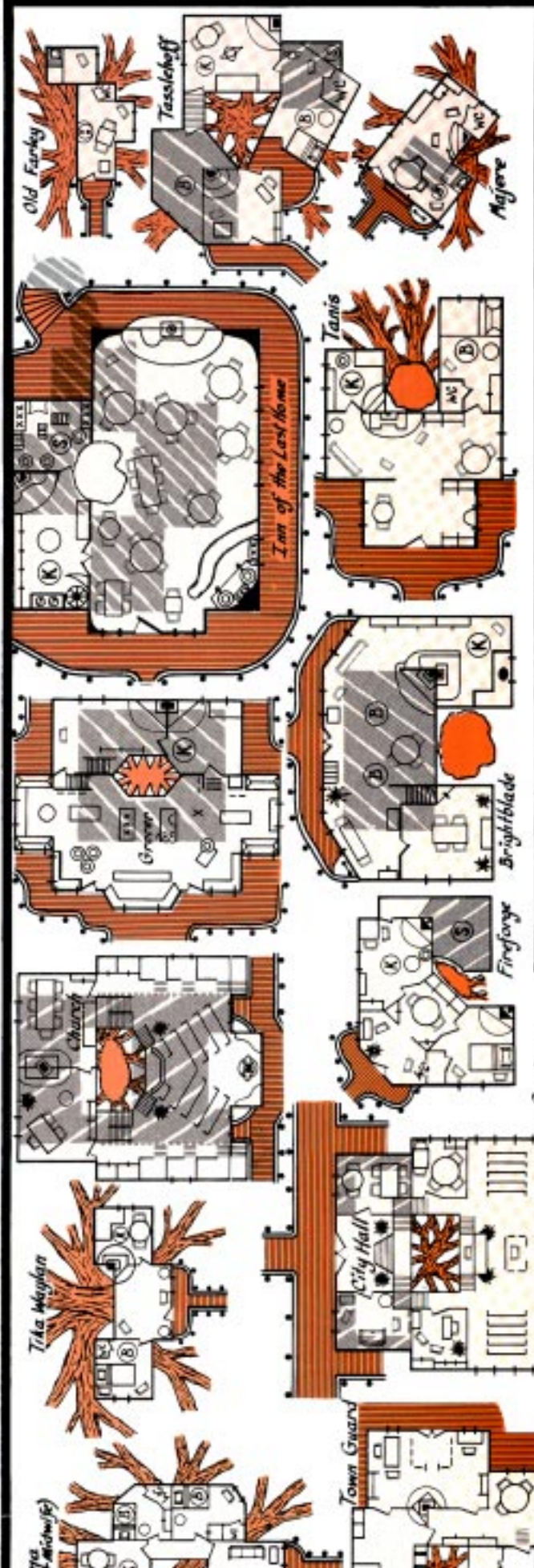
²Unique undead, negative-energy creatures, godlike powers. Paladins turn at 2 levels lower.

WEAPON DAMAGE AND COST (Roll damage versus target size)

Weapon	Dmg S-M	L	Cost	Spd/ Type	Wt. (lb.)	Size ⁷
Arrow, armor piercer ^E	1d4+1	1d4	1 stl	V/P	.2	2.5'S
Arrow, blunt ^E	1d4	1d4	2 cp	V/P	.2	2.5'S
Arrow, flight	1d6	1d6	4 cp	V/P	.1	2.5'M
Arrow, forked ^E	1d6	1d3	1 stl	V/P	.1	2.5'S
Arrow, leaf ^E	1d8	1d6	1 stl	V/P	.1	2.5'S
Arrow sheaf	1d8	1d8	1 sp	V/P	.1	2.5'M
Arrow, singing ^E	1d2	1	3 stl	V/P	.2	2.5'S
Atlatl ^{GB}	1d4+2	1d6+2	7 (+5) stl	4/P	2	4.5'M
Ballista ¹	2d6	3d6	150 stl	15/P	45	4 x 3'(3)
Battak: slapstick ^K	1d8	1d8	12 stl	7/B	7	4'M
Battak bullets	1d4+2	1d6+2	5 cp	7/B	.1	1" T
Battle axe	1d8	1d8	5 stl	7/S	7	3'M
Bear claws ^{MB}	1d4	1d3	6 stl	2/S	1	1'S
Belaying pin ^{SB}	1d3	1d3	2 sp	4/B	2	1.5'S
Belcher bombard ^{SG GN}	Spec.	Spec.	5000 stl	20/G	2500	3'X9' (2)
Blowgun	—	—	7 stl	5/—	2	5.5'L
Blowgun, barbed dart	1d3	1d2	2 sp	—/P	.1	4"S
Blowgun, needle	1	1	4 cp	—/P	.1	3"S
Blunderbuss ^{1 GN}	1d10+2	1d10	500 stl	15/P	10	4'M
Blunderbuss pistol ^{1 GN}	1d6+2	1d6	250 stl	10/P	3	1.5'S
Bolas ^{2 3 PB}	1d4	1d3	1 stl	6/B	2	3'M
Bollik: bola belt ^K	1d4+2	1d3+2	12 stl	6/B	6	4'M
Bollik: bolas ^K	1d4	1d3	—	6/B	2	3'M
Bollik: blades ^K	1d6	1d4	—	4/S	.1	4" T
Bore ^{SG}	2d6	2d8	1,000 stl	10/P	2000	6 x 12' (6)
Bow, long composite	—	—	100 stl	7/—	3	5.5'L
Bow, short composite	—	—	75 stl	6/—	2	4'M
Bow, long	—	—	80 stl	8/—	3	6'L
Bow, pellet ^{MB}	1d4	1d4	50 stl	5/B	4	3.5'M
Bow, short	—	—	40 stl	7/P	2	4'M
Catapult, light ^{SG}	1d12	2d8	300 stl	15/G	500	3X6'(2)
Catapult, medium ^{SG}	2d12	4d8	450 stl	20/G	1000	4 X 8'(4)
Catapult, heavy ^{SG}	3d12	6d8	900 stl	25/V	2000	6 X 12'(6)
Catapult, arrow ^{SG}	2d8	1d8	750 stl	20/P	800	3 X 4'(3)
Chain, barbed ^{PB}	1d6+1	2d4	1 stl	7/B	3	8'L
Chain-blade ^{PB}	1d6+1	2d4	6 stl	6/B	4	6.5'L
Chain: blade ^{PB}	1d4+1	1d4	—	4/S	2	2'S
Chapak: snapper ax ^K	1d6+1	1d4+1	8 stl	4/S	5	2.5'5
Chapak: snapper ^K	1d4	1d4	—	4/B	5	2.5'S
Club	1d6	1d3	5 stl	4/B	3	3'M
Club, spiked ^{GB}	1d8	1d4+2	8 stl	5/PB	2.5	4'M
Club, war	1d6+2	1d3+2	3 stl	4/PB	5	3.5'M
Crook blade ^{MB}	1d8	1d8	3 stl	4/S	5	2'S
Crossbow, hand	—	—	300 stl	5/—	3	1.5'S
Crossbow, hand bolt	1d3+1	1d2	1 stl	—/P	.1	1'S
Crossbow, heavy	—	—	75 stl	10/—	14	3.5'M
Crossbow, heavy bolt	1d4+1	1d6+1	5 sp	—/P	1	2'S
Crossbow, ice ^B	—	—	150 stl	6/—	10	4'M
Crossbow, ice bullet ^B	1d6	1d4+1	NS	—/B	.1	6"S
Crossbow, light	—	—	50 stl	7/—	7	3'M
Crossbow, light bolt	1d4	1d4	2 sp	—/P	.2	2'S
Dagger or dirk	1d4	1d3	2 stl	2/P	1	1.5'S
Dart, military	1d3	1d2	1 stl	2/P	.5	2.5'S
Dart, viper (poison) ^{GB}	1d4+1	1d4	15 sp	3/PS	.3	2'S
Dragonlance, footman	1d6+1	1d12	NS	10/P	8	8'L
Dragonlance, mounted	2d4+1	3d6	NS	8/P	15	12'H
Fang/gaffhook ^{SB}	1d6	1d4	2 stl	4/PB	3	2.5'S
Firebrands ^{GB}	1d8	1d4	1 stl	6/F	3	2'S
Footman's flail	1d6+1	2d4	15 stl	7/B	15	4'M
Footman's mace	1d6+1	1d6	8 stl	7/B	10	3'M
Footman's pick	1d6+1	1d4+1	8 stl	7/P	6	4'M
Forpann ^{4 M}	1d8+1	3d6	25 stl	8/P	12	8'L
Frostreaver ^{IB}	1d8+4	1d8+4	NS	8/S	10	4'M
Gnome pick ^{GN}	2d4+2	1d6+1	53 stl	5/P	4	4.5'L
Grenades	Spec.	Spec.	Varies	5/V	3	6"S
Hachak: pole axe ^K	2d4+1	2d6+1	15 stl	8/PS	12	6'L
Hachak: hammer ^K	2d4	1d6	15 stl	8/B	12	6'L
Hachak: shaftdart ^K	1d4	1d4	2 stl	5/P	.2	2'S
Hand/throwing axe	1d6	1d4	1 stl	4/S	3	1.5'S
Harpoon	2d4	2d6	20 stl	7/P	6	6'L
Hookshaft ^{6 SB}	1d6	1d4	2 stl	4/B	2.5	6'L
Hoopak: slingstaff ^K	1d6+2	1d4+2	3 stl	2/PB	3	5'L
Hoopak: slingstone ^K	1d4+1	1d6+1	—	2/B	.1	3" T
Horseman's flail	1d4+1	1d4+1	8 stl	6/B	5	3'M
Horseman's mace	1d6	1d4	5 stl	6/B	6	2.5'S

Horseman's pick	1d4+1	1d4	7 stl	5/P	4	3'M
Hot coals ^{GB}	1d4+2	1d4+2	NS	5/B	5	6"S
Javelin	1d6	1d6	5 stl	4/P	2	4'M
Kausin ^M	1d8+2	1d6+2	8 stl	6/B	15	6'L
Knife or stiletto	1d3	1d2	12 sp	2/PS	.5	1'S
Lance, heavy horse ^{6 4}	1d8+1	3d6	25 stl	8/P	15	7'L
Lance, light horse ^{6 4}	1d6	1d8	11 stl	6/P	5	6.5'L
Lance, med. horse ^{6 4}	1d6+1	2d6	17 stl	7/P	10	7'L
Lasso ^{6 3 PB}	Spec. + 1	Spec.	10 sp	10/X	3	12'L
Mancatcher ⁶	1d2	1d2	30 stl	7/—	8	7.5'L
Mandoll ^M	1d4+2	1d3+2	2 stl	2/PB	2	1'S
Morning star	2d4	1d6+1	10 stl	7/PB	12	4'M
Net, weighted ³	1d4	1d3	5 stl	10/B	10	10'M
Pole tri-flail ^{6 3 GB}	3d4	3d6	11 stl	10/B	10	7.5'L
Polpak: swordstaff ^{6 K}	1d8	1d10	9 stl	6/PS	5	8'L
Polpak: staff ^K	1d6+1	1d6+1	—	4/B	5	7'L
Polpak: stars ^K	1d4	1d3	1 sp	4/S	.1	1" T
Polearm, awl pike ⁵	1d6	1d12	10 stl	13/P	12	12'L
Polearm, bardiche	2d4	2d6	13 stl	9/S	12	5.5'L
Polearm, fauchard	1d6	1d8	10 stl	8/PS	7	7'L
Polearm, glaive ⁵	1d6	1d10	11 stl	8/S	8	7'L
Polearm, guisarme	2d4	1d8	10 stl	8/S	8	6'L
Polearm, halberd	1d10	2d6	15 stl	9/PS	15	5.5'L
Polearm, lajang ^M	1d10+1	d10+1	9 stl	6/SB	9	7'L
Polearm, military fork ⁵	1d8	2d4	11 stl	7/P	7	7'L
Polearm, spetum ⁵	1d6+1	2d6	10 stl	8/P	7	7.5'L
Polearm, voulege	2d4	2d4	12 stl	10/S	12	8'L
Quarterstaff	1d6	1d6	NS	4/B	4	6'L
Quarterstaff, ironshod	1d8	1d8	6 stl	6/B	6	6.5'L
Ram ^{SG}	2d8	2d6	1000 stl	15/B	2500	6 X 10'(8)
Razor blade	1d3+1	1d2+1	1 sp	2/S	.1	4" T
Sanguine ^M	1d8+1	d10+1	20 stl	6/PSB	15	7'L
Sashik: sash whip ^{3 K}	1d6+1	1d4+1	5 stl	5/SB	2	5'M
Sashik: pellets ^K	1d3	1d2	5 cp	5/B	1.5	4'M
Scourge	1d4	1d2	1 stl	5/S	2	2.5'S
Shatang: barb spear ^M	1d6+2	1d8+2	5 stl	6/PS	4	5'M
Sicklecord ^{3 SB}	1d6	1d4	6 stl	5/SB	3	4'M
Sickle	1d4+1	1d4	15 sp	4/S	3	2'S
Sithak: sword bow ^K	d4/d4	d6/d6	90 stl	3/PS	3.5	4'M
Sithak: bolt ^K	1d4+2	1d4+1	1 sp	7/P	.1	2'S
Slime jars ^{GB}	Spec.	Spec.	NS	8/V	2	8"S
Sling	—	—	3 sp	6/—	.1	2'S
Sling bullet	1d4+1	1d6+1	2 cp	—/B	.2	2"S
Sling stone	1d4	1d4	NS	—/B	.2	3"S
Soris	Spec.	Spec.	NS	5/PB	6	6.5'L
Spear	1d6	1d8	16 sp	6/P	5	6'+L
Spike cord ^{3 SB}	1d3+1	1d2+1	5 sp	5/P	1	8'L
Staff sling	1d4+2	1d6+2	4 stl	11/B	2	4.5'M
Sword, bastard: 1 hand	1d8	1d12	25 stl	6/S	10	4.5'M
bastard: 2 hand	2d4	2d8	25 stl	8/S	10	4.5'M
Sword, broad	2d4	1d6+1	10 stl	5/S	4	3.5'M
Sword, clabbard ^M	2d6+2	1d8+2	30 stl	5/S	8	6'L
Sword, katar	1d6+2	1d4+2	5 stl	3/PS	2	1'S
Sword, long	1d8	1d12	15 stl	5/S	4	3.5'M
Sword, scable ^{SB}	1d6+1	1d8+1	17 stl	4/S	5	4'M
Sword, scimitar	1d8	1d8	13 stl	5/S	4	3'M
Sword, short	1d6	1d8	10 stl	3/P	3	2.5'S
Sword, two-handed	1d10	3d6	50 stl	10/S	15	6'L
Tanglenet ^{3 GB}	1d4+1	1d3+1	NS	8/S	1.5	8'M
Tessto ^M	1d8+2	1d8+2	6 stl	6/B	11	6'L
Throwing sticks ^{PB}	1d3+1	1d4+1	5 stl	3/B	1	1.5'S
Throwing stones ^B	1d6-1	1d6-1	4 stl	3/B	3	6"S
Torch	1d6	1d4	1 sp	4/F	1	2.5'S
Trebuchet ^{SG}	4d12	8d8	200 pp	30/B	2500	12x20'(8)
Trident	1d6+1	3d4	15 stl	7/P	5	7'L
Warhammer	1d4+1	1d4	3 stl	4/B	6	2'S
Warpipe ^{MB}	1d4+2	1d3+2	8 stl	3/B	5	2'S
Whip ³	1d2	1	1 stl	8/S	2	5'M
Whipik: whip bow ^K	1d2+2	1d2	3 stl	4/PS	2	2+2'S
Whipik: dart ^K	1d4+1	1d6+1	5 cp	5/P	.1	1.5'S

¹Available at DM's option. ²%KO = Dmg x 5%. ³Entangles target who fails save vs paralyze. ⁴Dmg x 2 from charging mount. ⁵Set vs charge inflicts double dmg. ⁶Dismounts rider who fails save vs petrify. ⁷Crews are in parentheses.
P= Pierce, **S=** Slash, **B=** Bludgeon, **F=** Fire, **G=** Grenade, **V=** Varies, **X=** Special.
NS= Not sold. ^{SG} Seige weapon.
Designed for use by the race noted; others suffer -2. ^E Elves, ^{GN} gnomes, ^{GB} goblins, ^K kender, ^M minotaurs, ^{IB} ice barbarian, ^{PB} plains barbarian, ^{SB} sea barbarian, ^{MB} mountain barbarian.

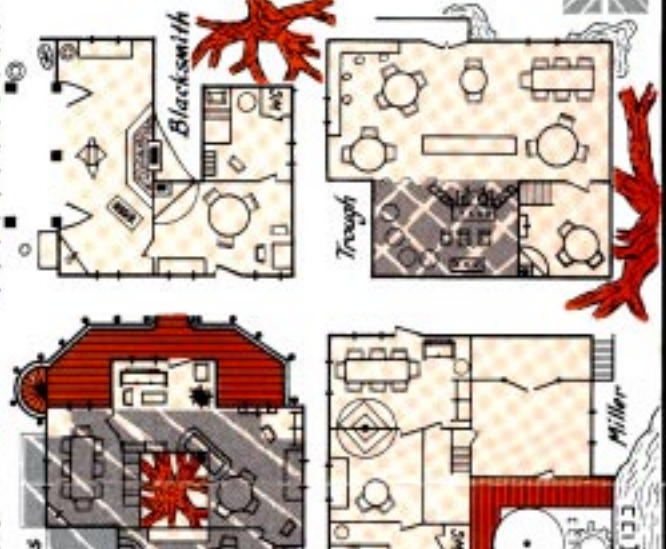


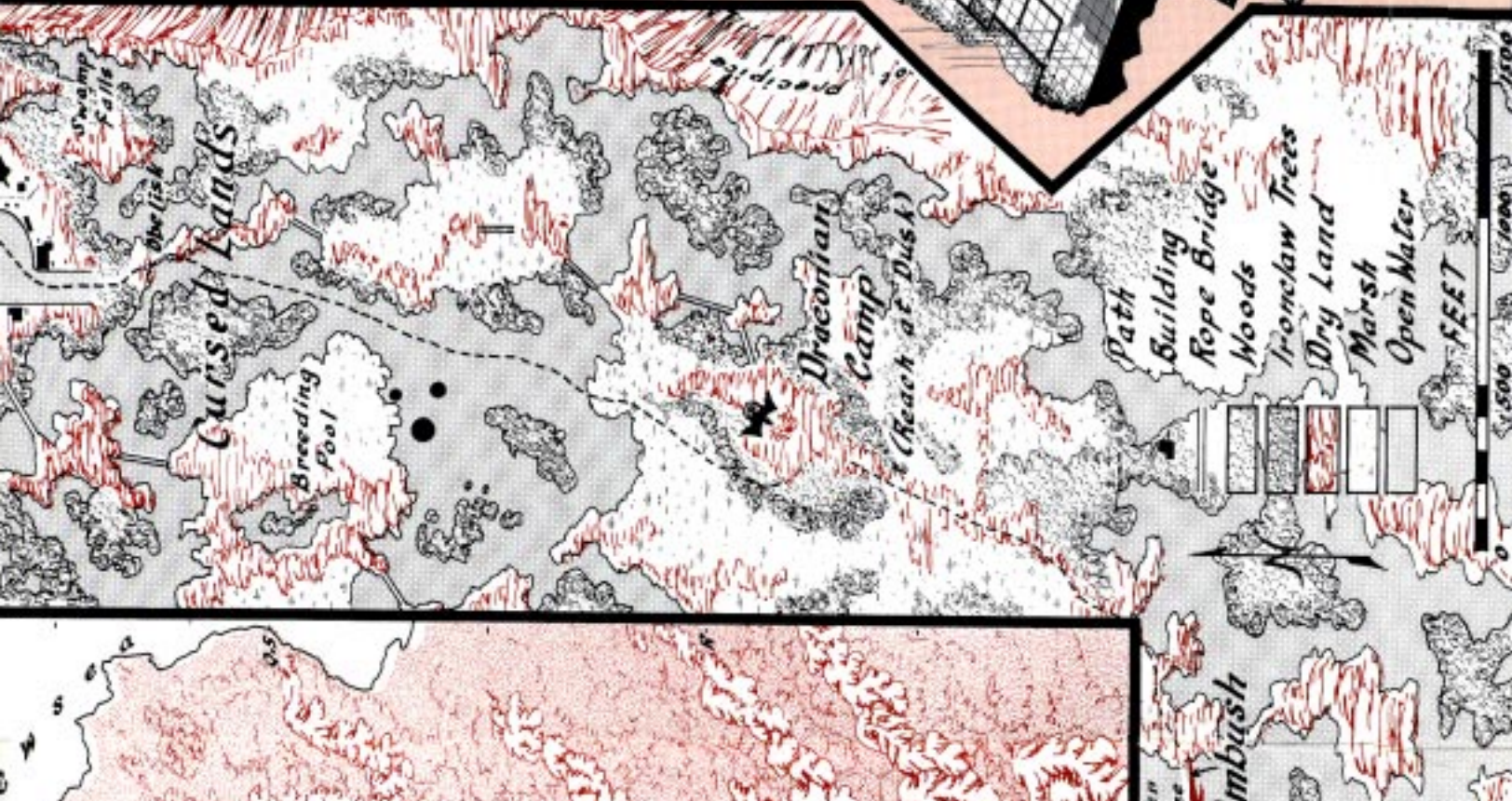
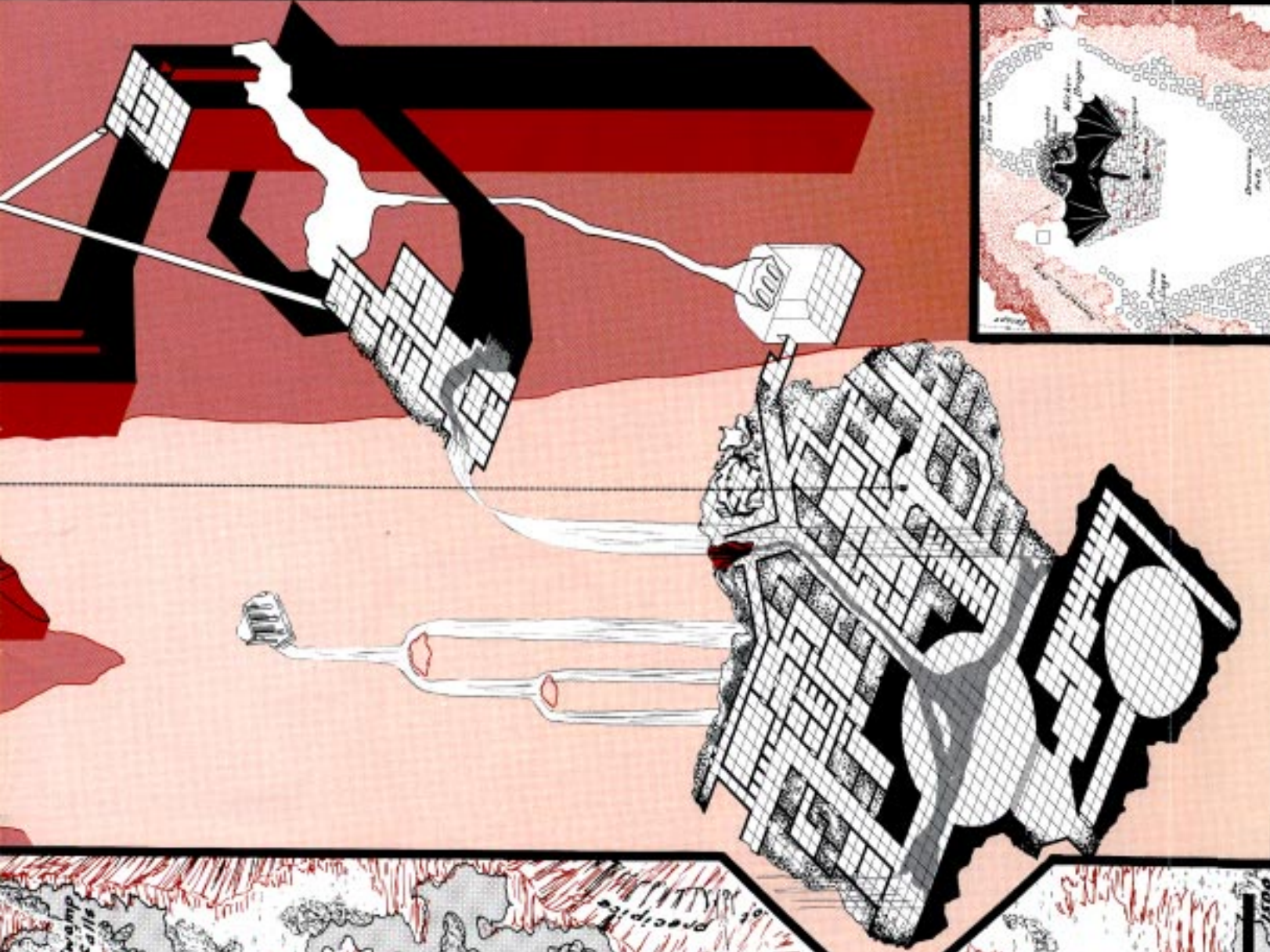
Xak Tsaroth

- DOOR
- BOULDER DOOR
- SECRET DOOR
- WALL
- ENTRANCE
- CHAIR
- SEALING
- SPIRAL STAIRS

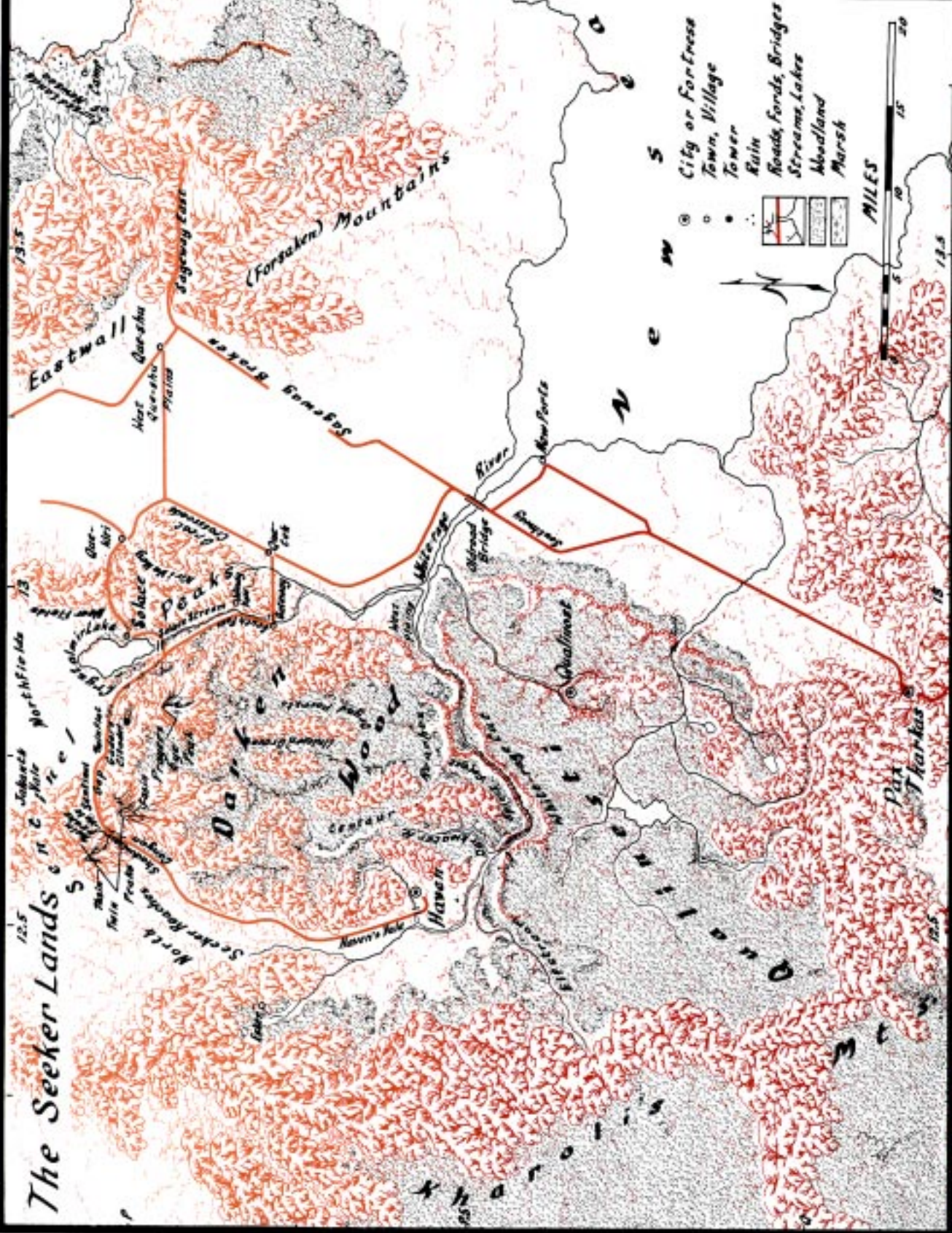


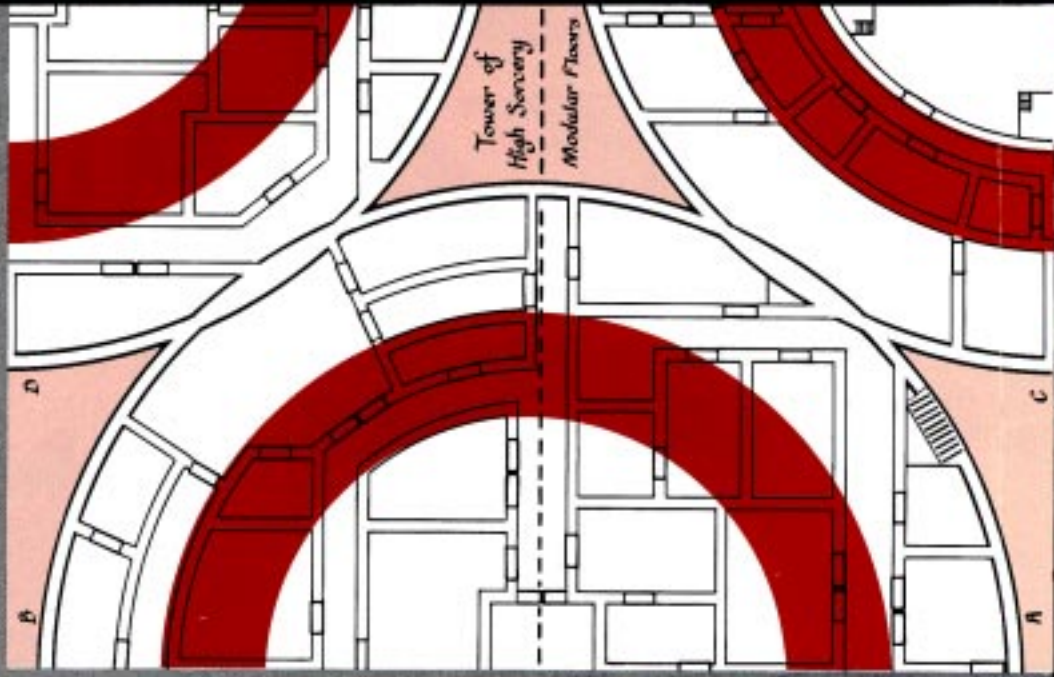
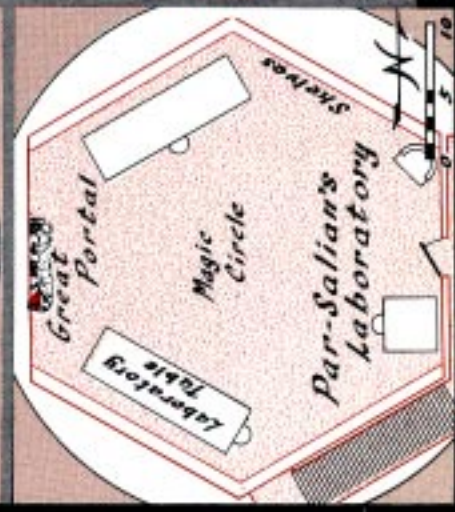
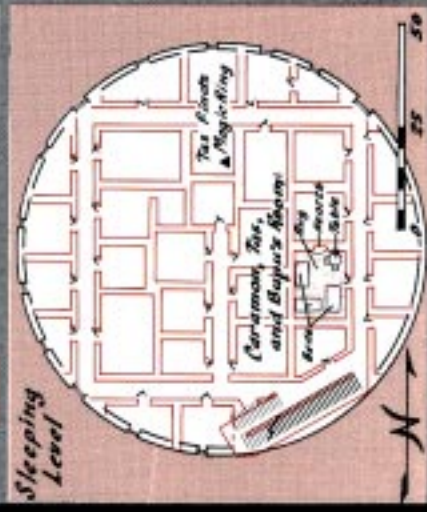
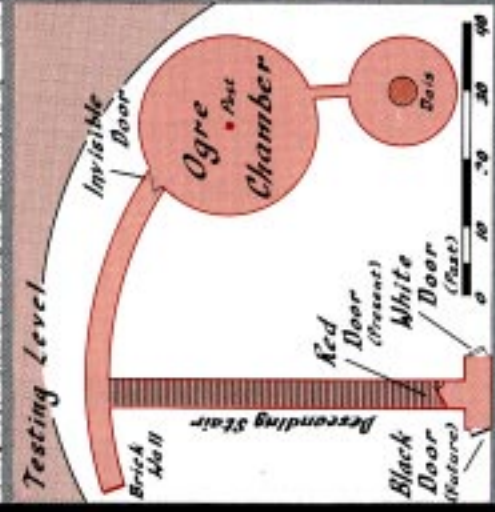
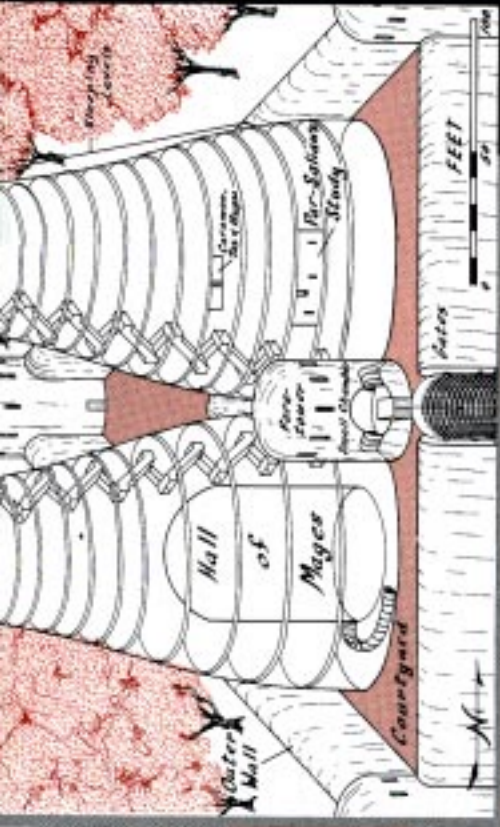
- Solace
- Buildings
- 1/4 inch = 5 feet
- (S) Storeroom
- (K) Kitchen
- (C) Chest
- (B) Barrel
- (W) Winery
- (T) Table
- (H) Holodown
- (B) Bed
- (C) Chair
- (WC) Latrine
- (P) Plants
- (B) Bedroom
- (R) Room
- (R) Rack
- (F) Fireplace
- (L) Lower Level
- (U) Upper Level



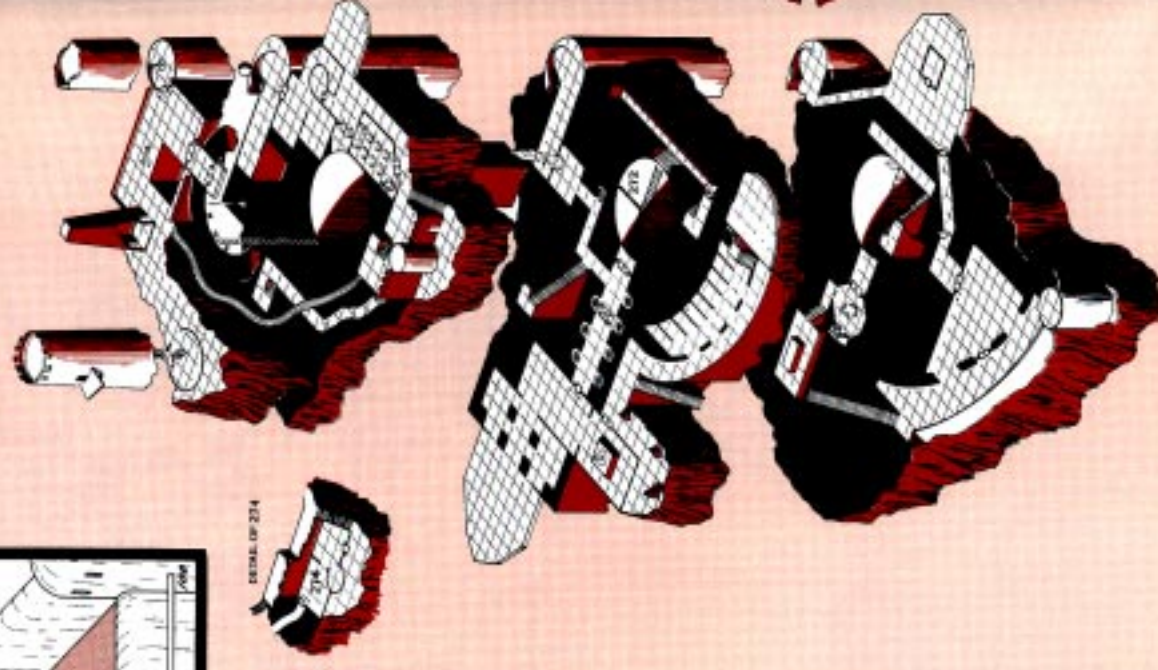


The Seeker Lands

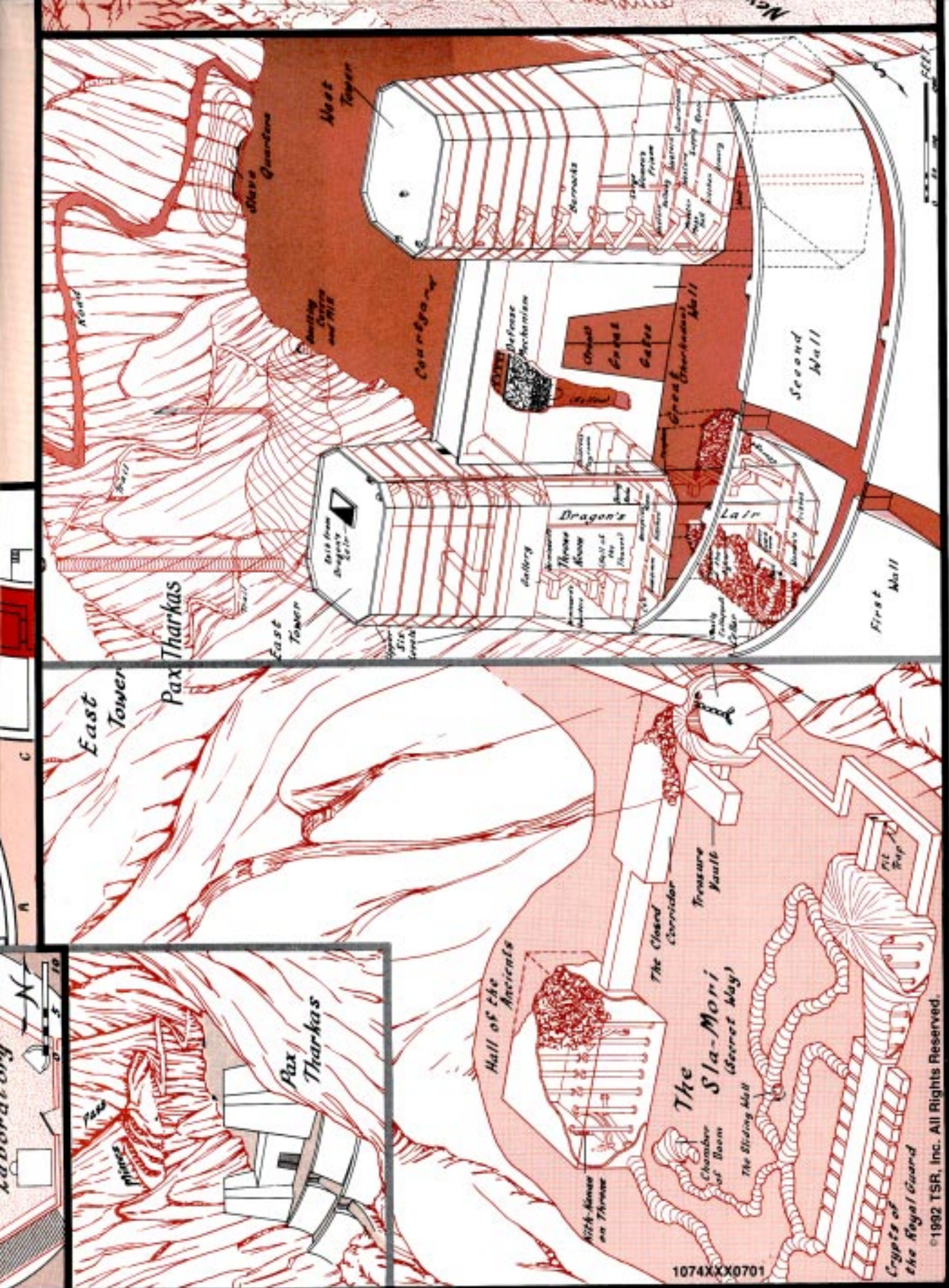


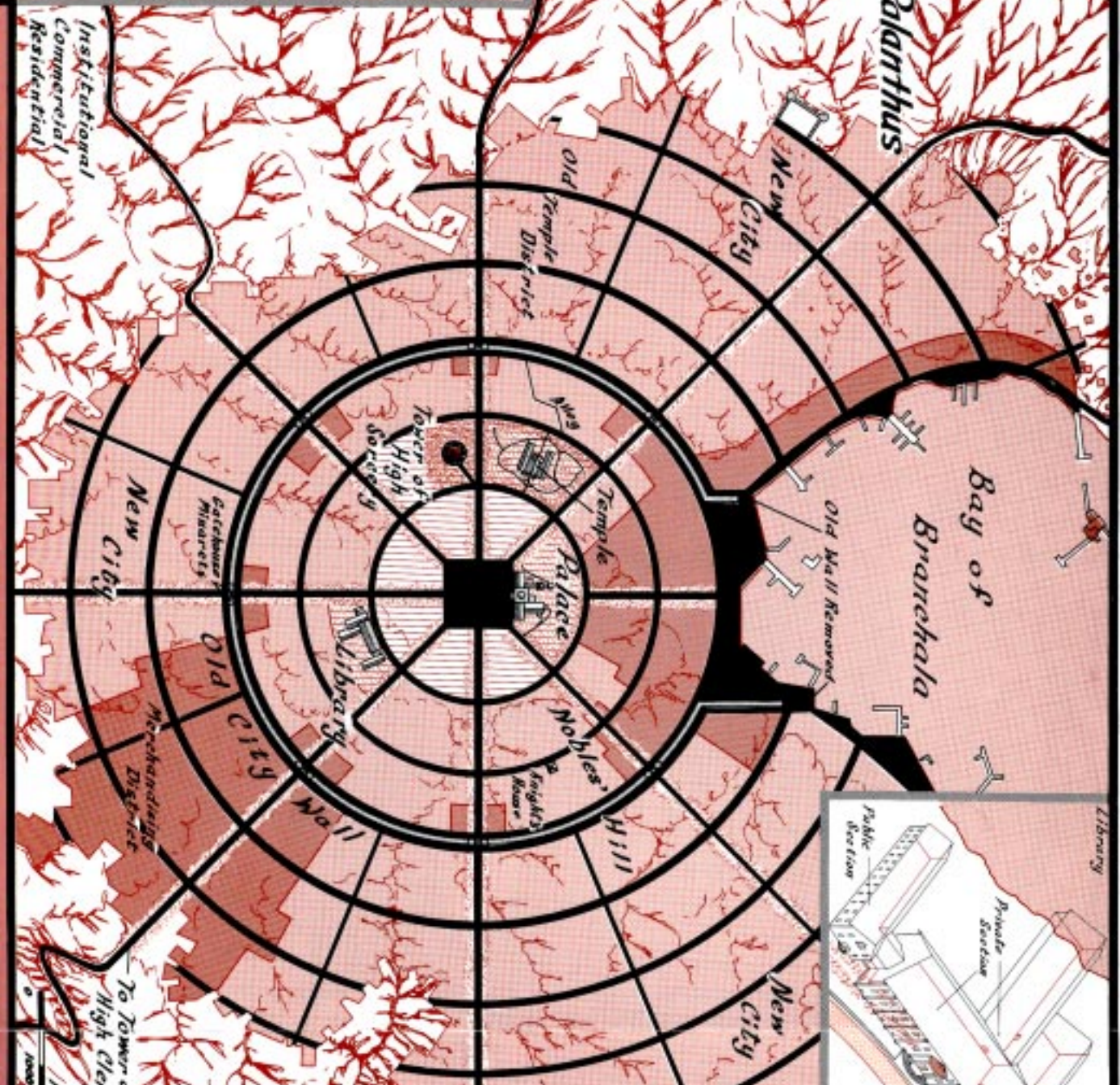
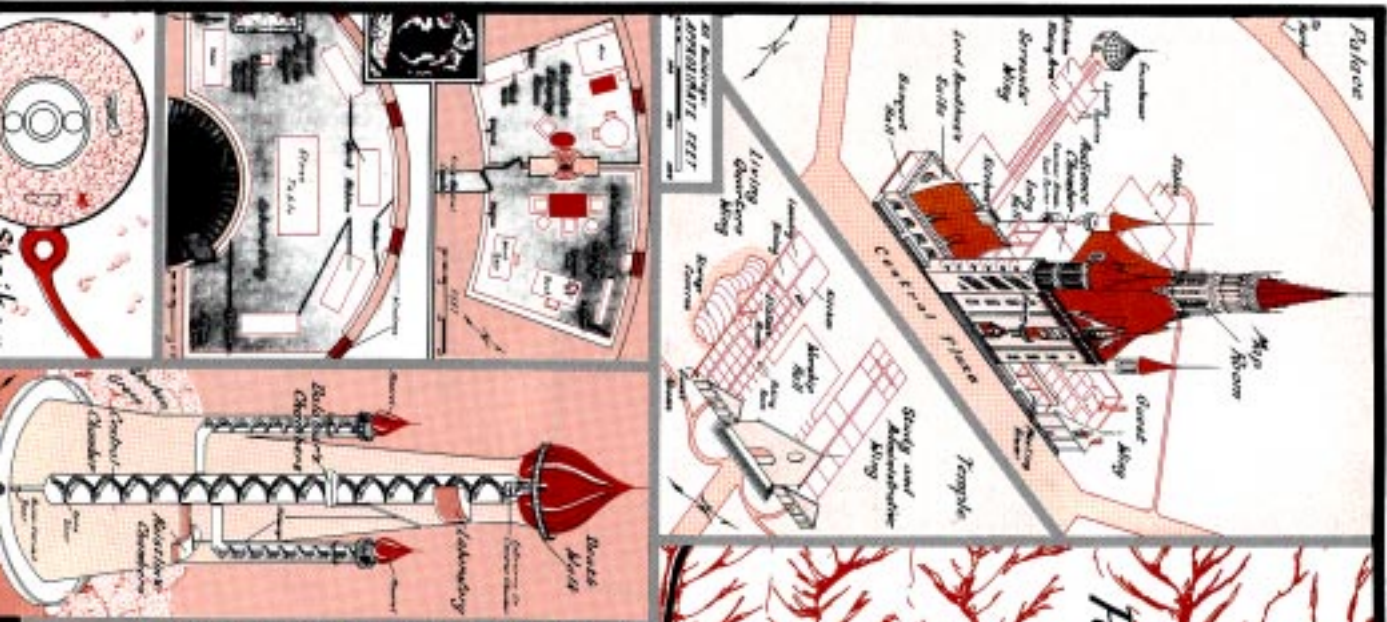


The floor



DETAIL OF 214



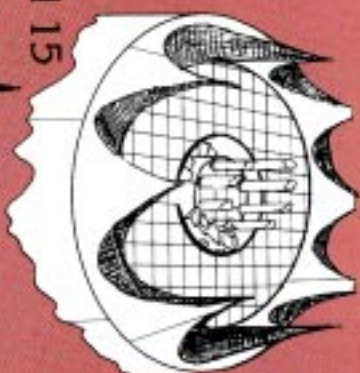




*Institutional
Commercial
Residential*

High Clerist Tower

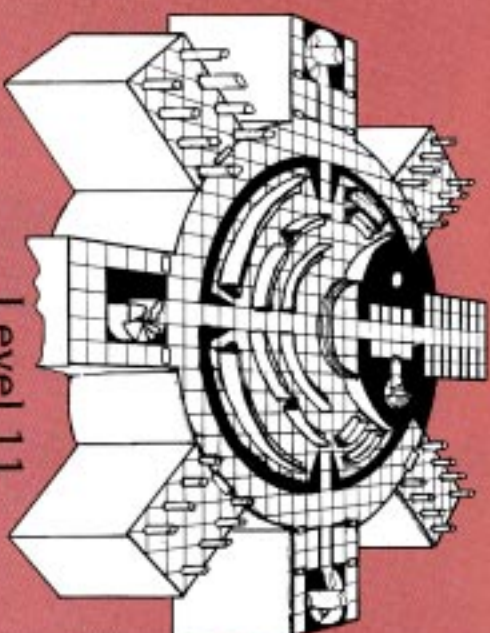
Level 15



Level 16



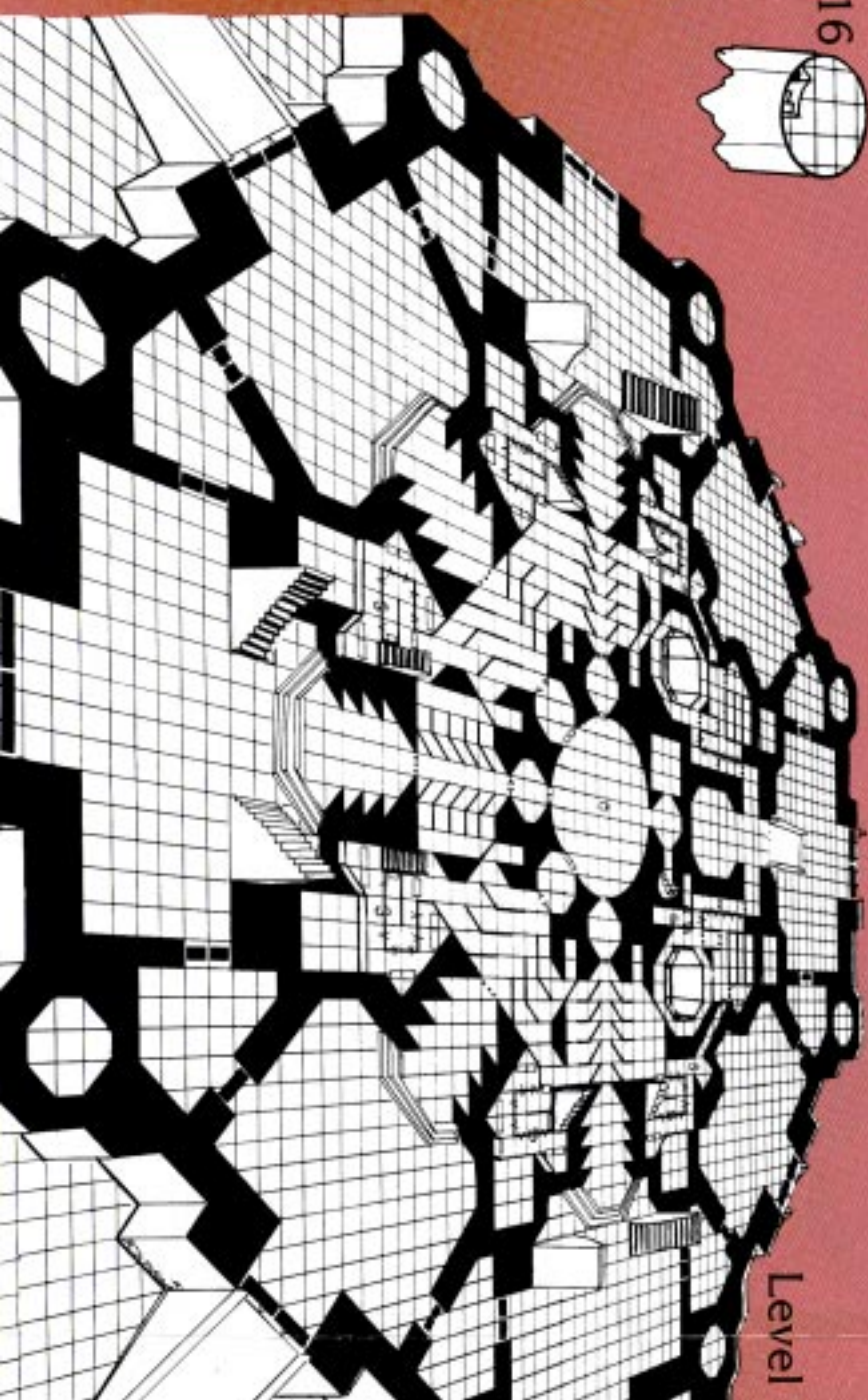
Level 11

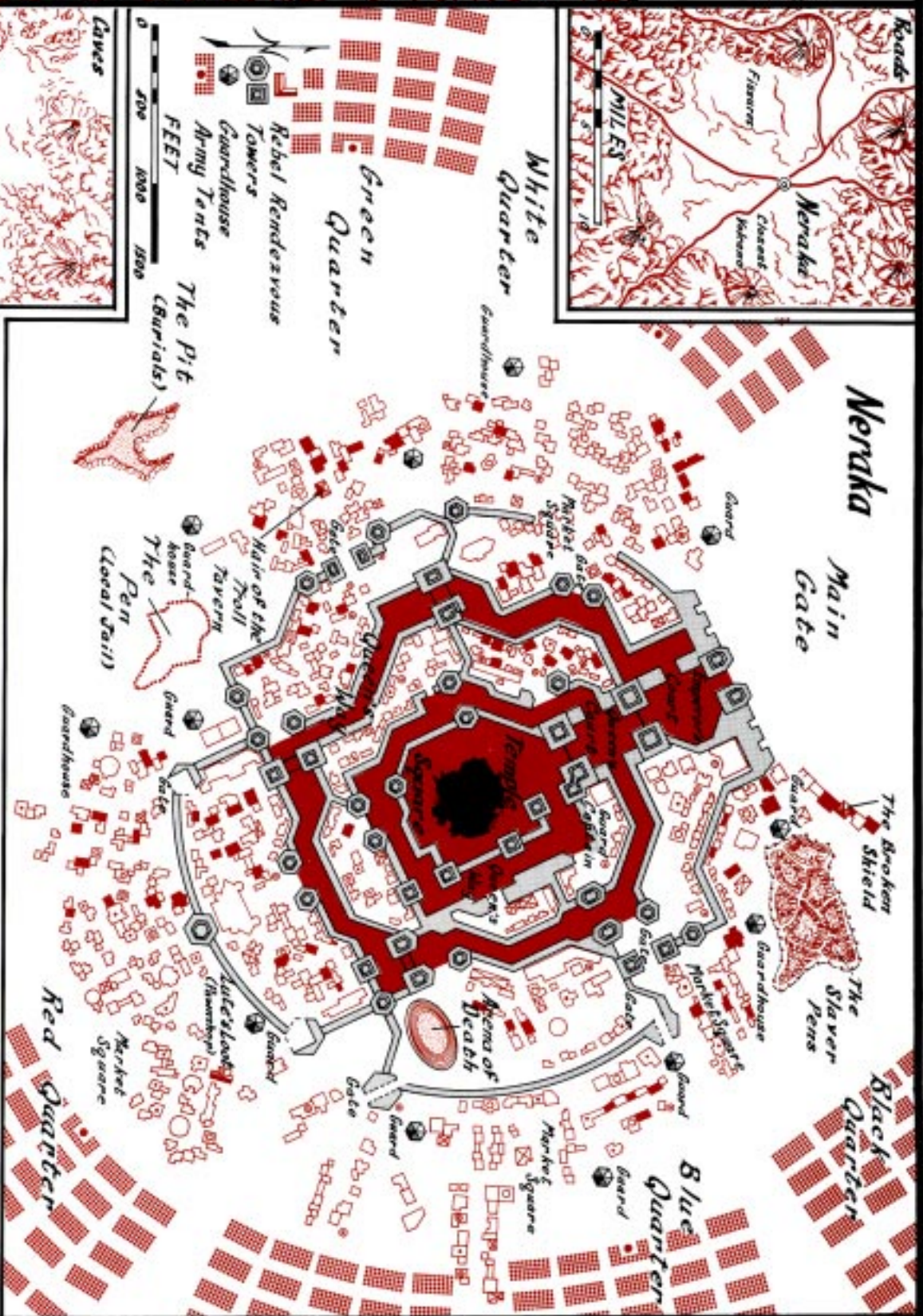


Level 6

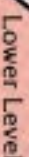


Level



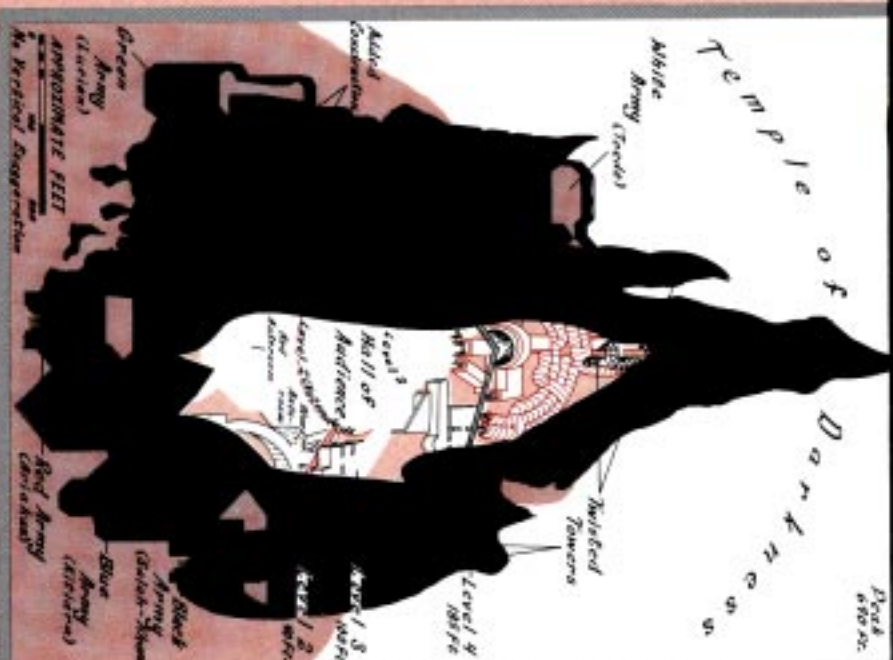


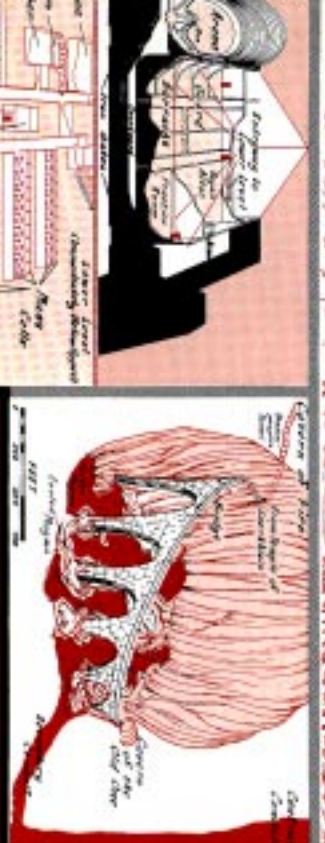
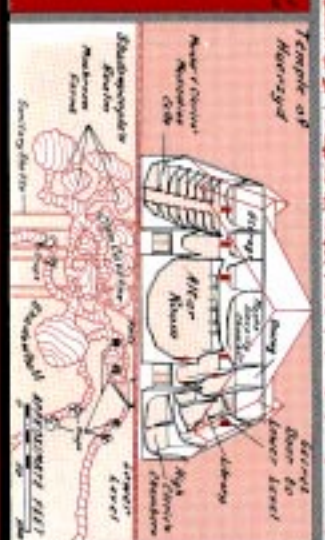
Upper Level



Scale: one square = 10 feet

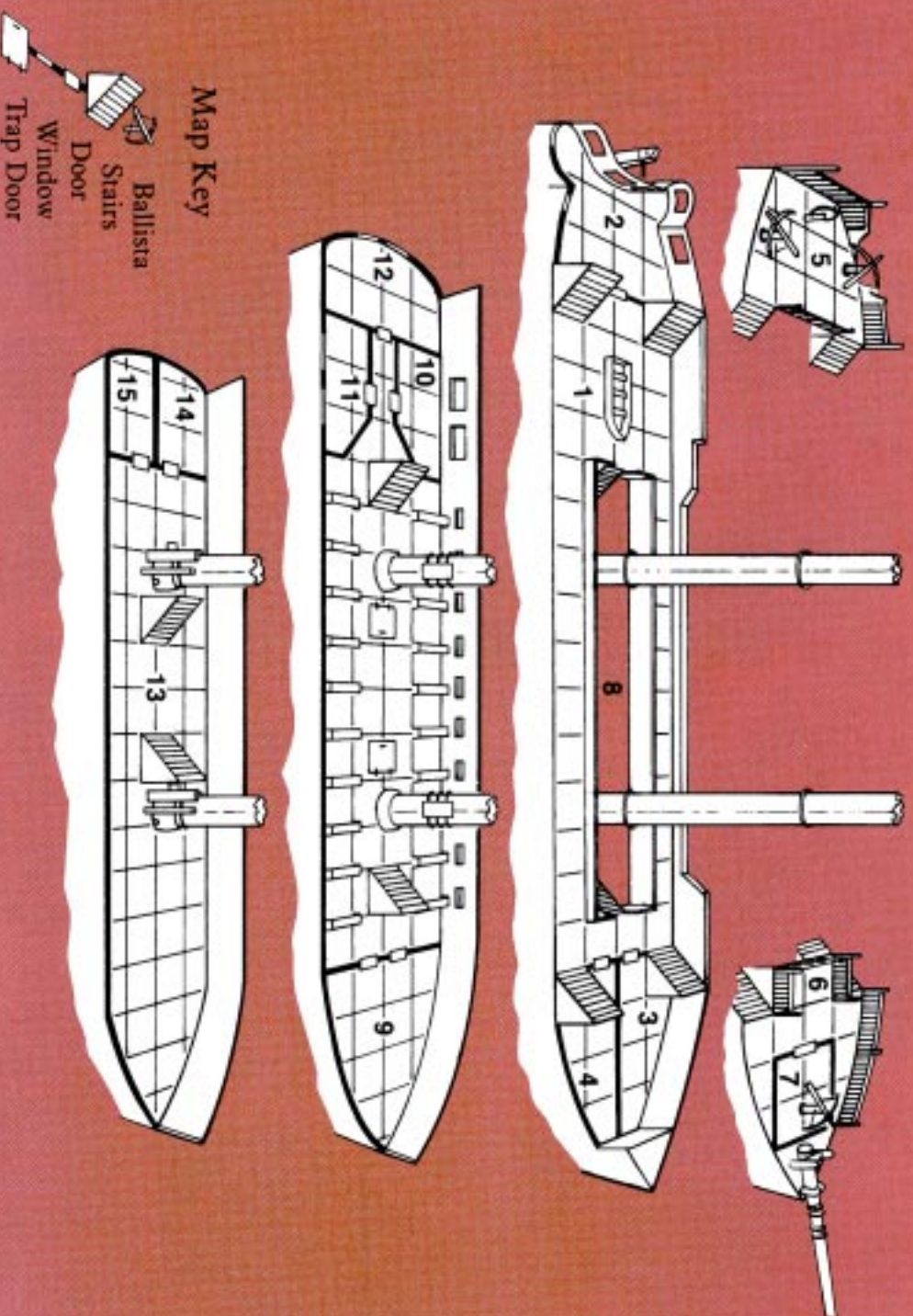
- Stairs
- Rubble
- Bars
- Secret Door
- Door





The Perechon

one square = 6 feet



Map Key



1. Main Deck
2. Maqueta's Room
3. Kitchen
4. Armory
5. Upper Aft Deck
6. Upper Bow Deck
7. Combat Turret
8. Lower Deck
9. Crew's Quarters
10. Passengers' Cabin - Port
11. Passengers' Cabin - Starboard
12. Passengers' Cabin - Stern
13. Cargo Hold
14. Prison Cell
15. Storage Area



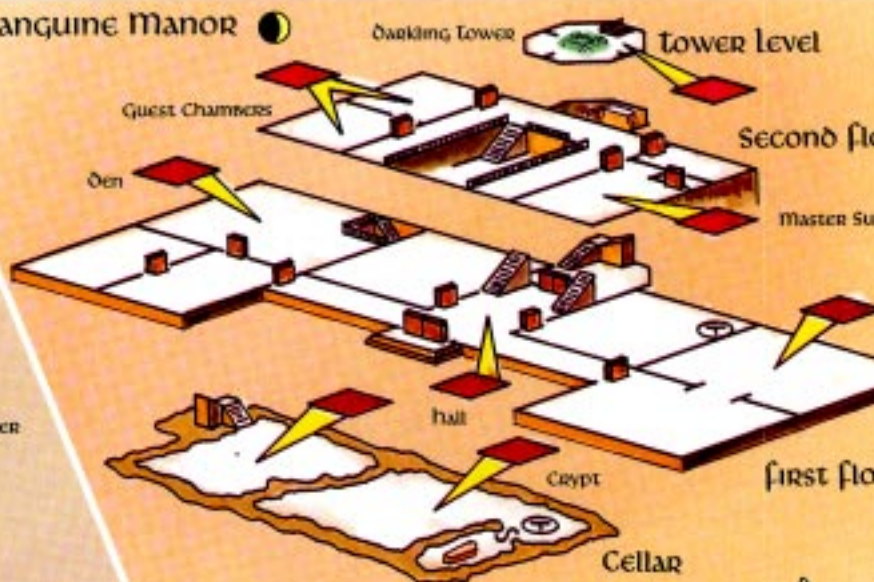
64. Wilderness Camp



15. Mines of Mystery



11. Sanguine Manor



0. Adventure Site: (sun/moon)

Inhabited
A specific encounter location, see the map and adventure for a detailed description.

1. Crossroad/Pass: (sun/moon)

Encounter
The trail wanders on, songs of birds and insects stills.
lost: 1; Event: 1

2. Fields: (sun) friendly

A yellow field of grain sweeps across the plain.
farm houses and trees dot the land.
lost: 1; Event: 2

3. Grasslands: (sun) playful

Green prairie spreads out ahead and a playful
breeze dances through the grass.
lost: 1; Event: 2

4. Hills: (sun/moon) watching

Hills crowd anxiously together like fearful
cattle.
lost: 2; Event: 2

5. Lake: (sun/moon) unpredictable

Deep waters darken beneath the blue sky.
Wind kicks up whitecaps in the distance.
lost: 2; Event: 1

Scale: 1 hex =

level

cond floor

Master Suite

Salon

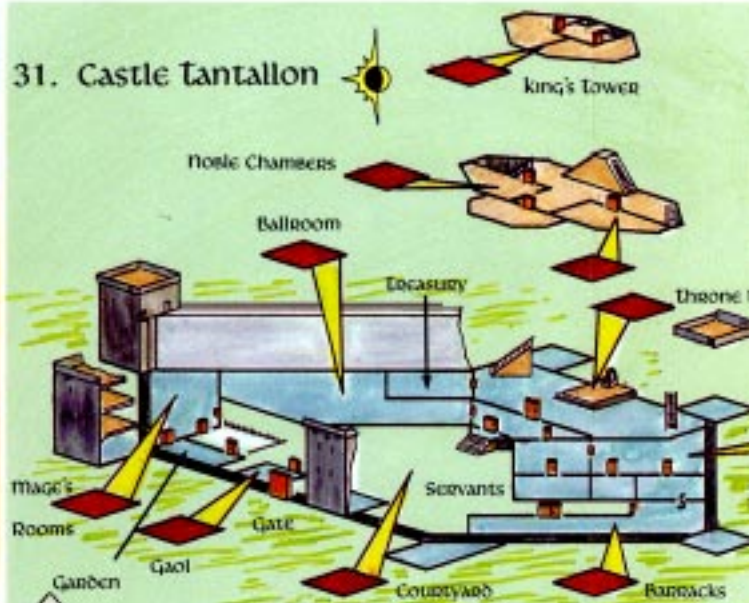
First floor

14. Ancient Tomb

Cutaway View



31. Castle Tantallon

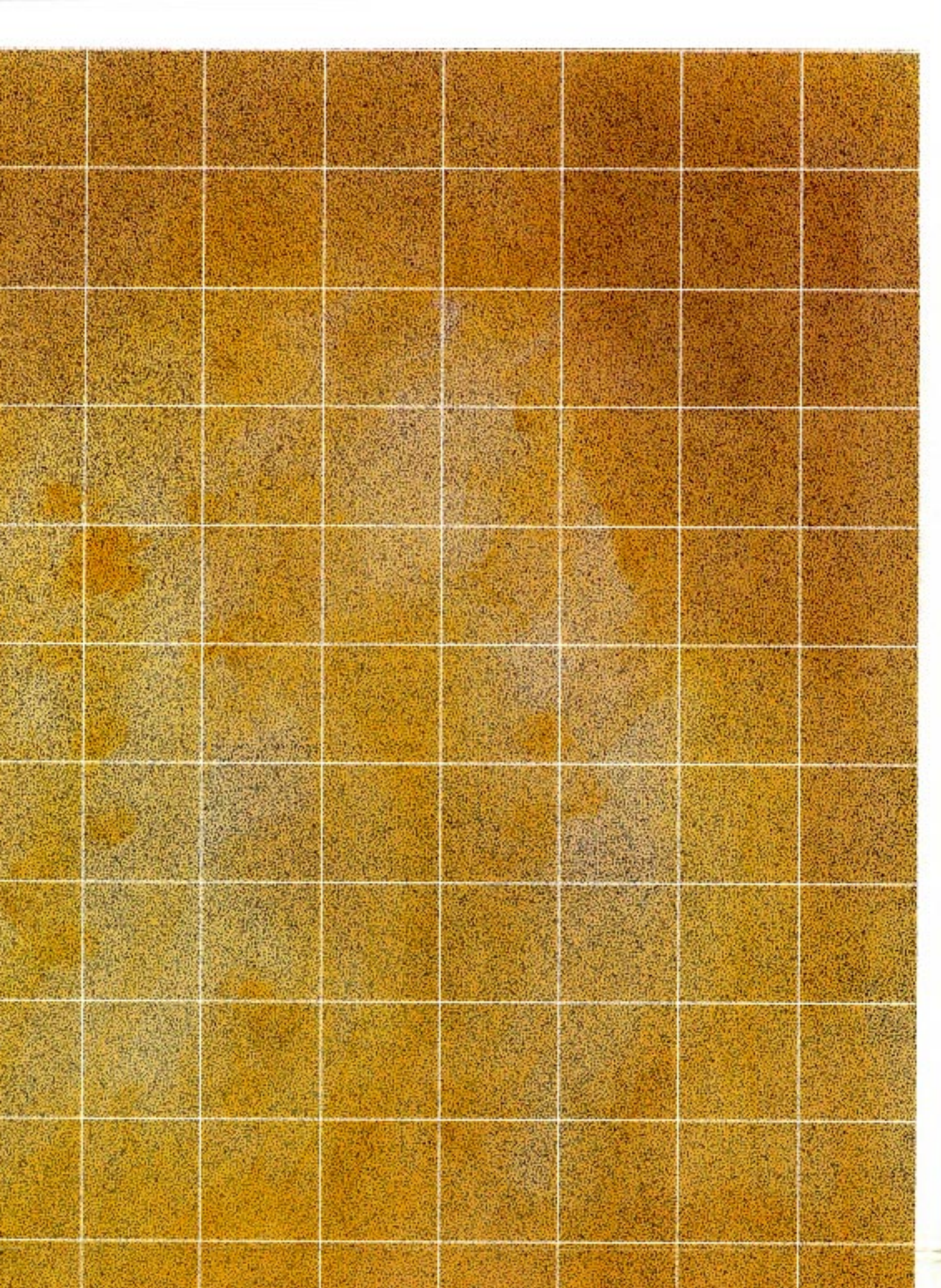


hex = 100 feet in Solace



Story Track		Time Track		
Chapter		1-8	9-16	17-24
1		1	9	17
Chapter				
2		2	10	18
		3	11	19
Chapter				
3		4	12	20

20		
19		
18		
17		
16		
15		
14		
13		
12		
11		



Deep waters darken beneath the blue sky.
Wind kicks up whitecaps in the distance.
lost: 2; Event: 1

6. Marsh: (moon) malevolent
Under the ironclaw trees, black waters pox
the spongy swamp.
lost: 6; Event: 5

7. mountains: (moon) hostile
An angry mountain towers ahead, casting
giant shadows on the land.
lost: 5; Event: 4

8. River: (sun/moon) moody
Muddy waters sluice through steep cliffs, in
once place calm, in another churning.
lost: 0; Event: 1

9. Road: (sun/moon) calm
The road is steady and sure, winding past
towering trees and brooding hills.
lost: 0; Event: 3

10. Woods: (sun/moon) brooding
Deer paths wind furtive through dark trees.
Shadows dapple the leafy carpet.
lost: 4; Event: 2

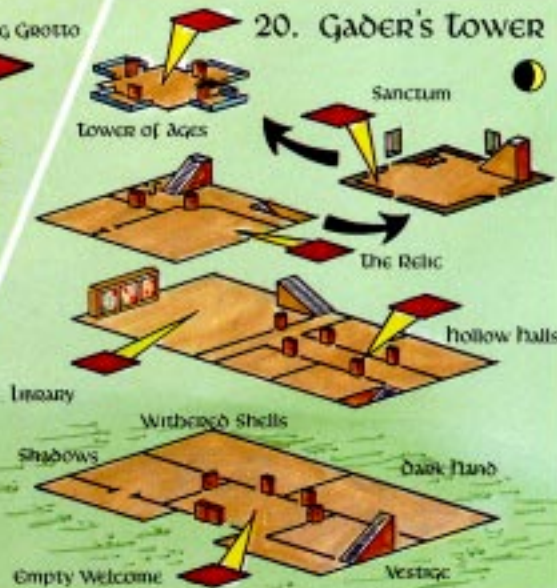
16. Temple



65. Faerie Rath



20. Gader's Tower



22. Pray

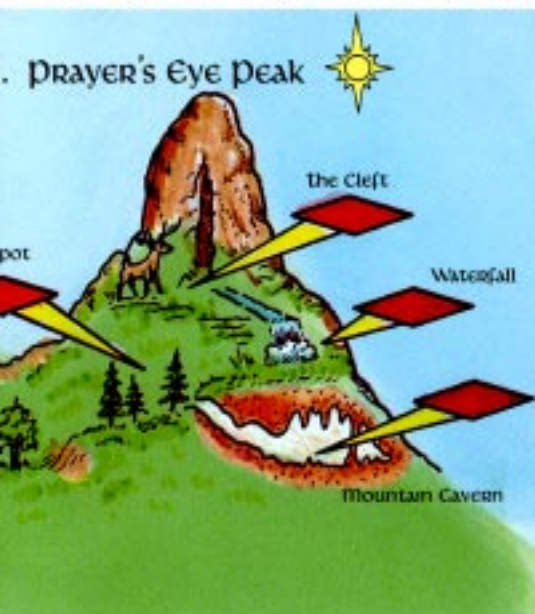


Scale: 1 hex =

1 hex =

hex = 100 feet in Solace

hex = 2 miles Country





3

Chapter

4

Chapter

5

4 12 20

5 13 21

6 14 22

7 15 23

8 16 24

10

9

8

7

6

5

4

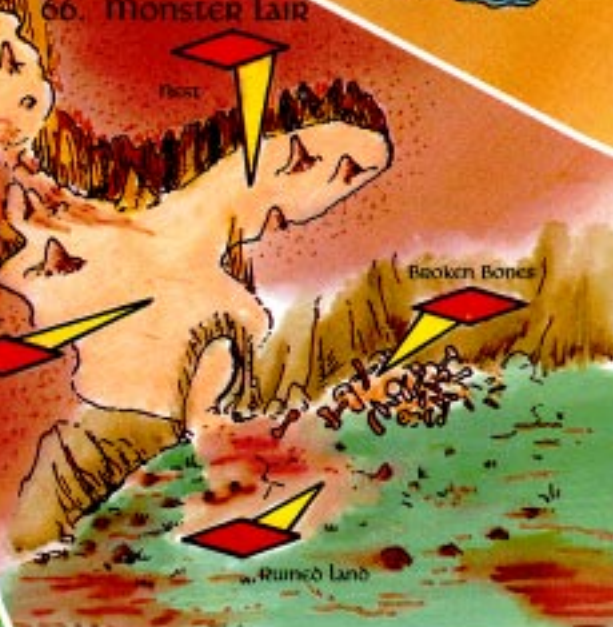
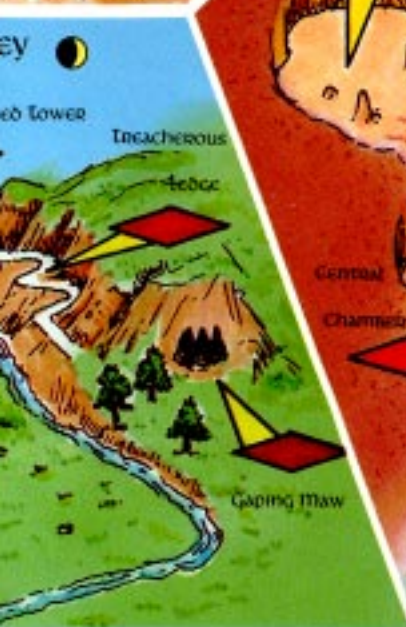
3

2

1

2

3



B

Battleground

3

4

5

6

7

8

9

0

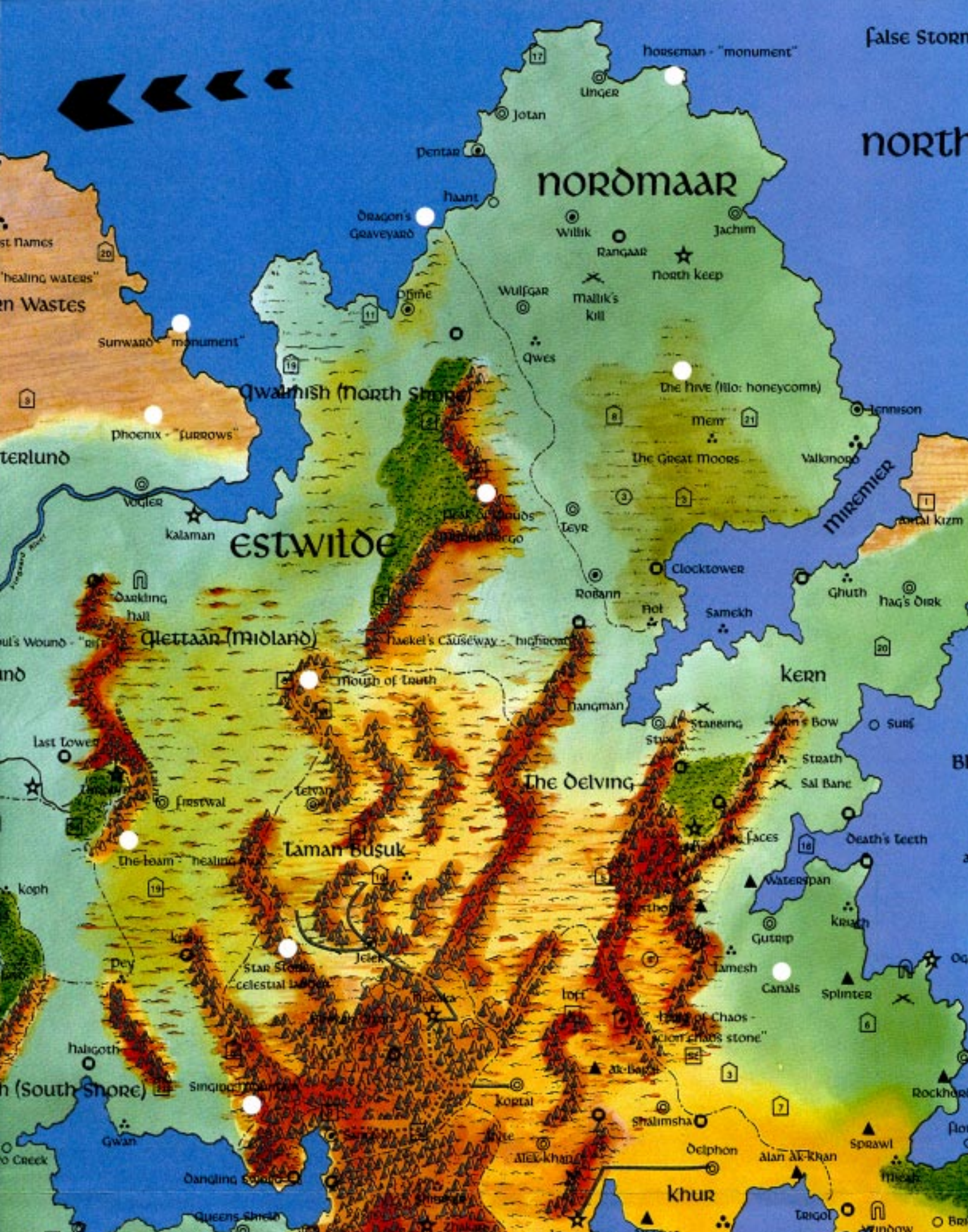
Map Legend:

Population Centers	
★	Capital
⊙	City
○	Village
▲	Village, Barbarian

Terrain	
	Barren
	Desert
	Forested
	Glacier
	Grasslands
	Hills
	Moors/Marsh
	Mountain
	Mountain Volcano
	National Boundary
	Ocean Current
	Ocean, Deep
	River
	Road, high
	Road, Normal
	Trail
	Submerged Area
	Sites
	Battlesite
	Bridge
	Dolmen Ring
	Ford

⊙	Fortress
⌂	Lair
①	Locale of the Unknown
✂	Mine
▼	Ore-Rich Mountain
⚓	Pass
⌂	Portal
B	Relic, Bakah
I	Relic, Ioda
H	Relic, Hulbrefofke
K	Relic, Kyrie
Sc	Relic, Scion
S	Relic, Shadowfolk
⚓	Ruin, Major
⚓	Ruin, Minor
⚓	Shipwreck
⊙	Tower/Castle
■	University





To Selasia and Taladas

NORTHERN COURRAIN



Lair Inhabitants

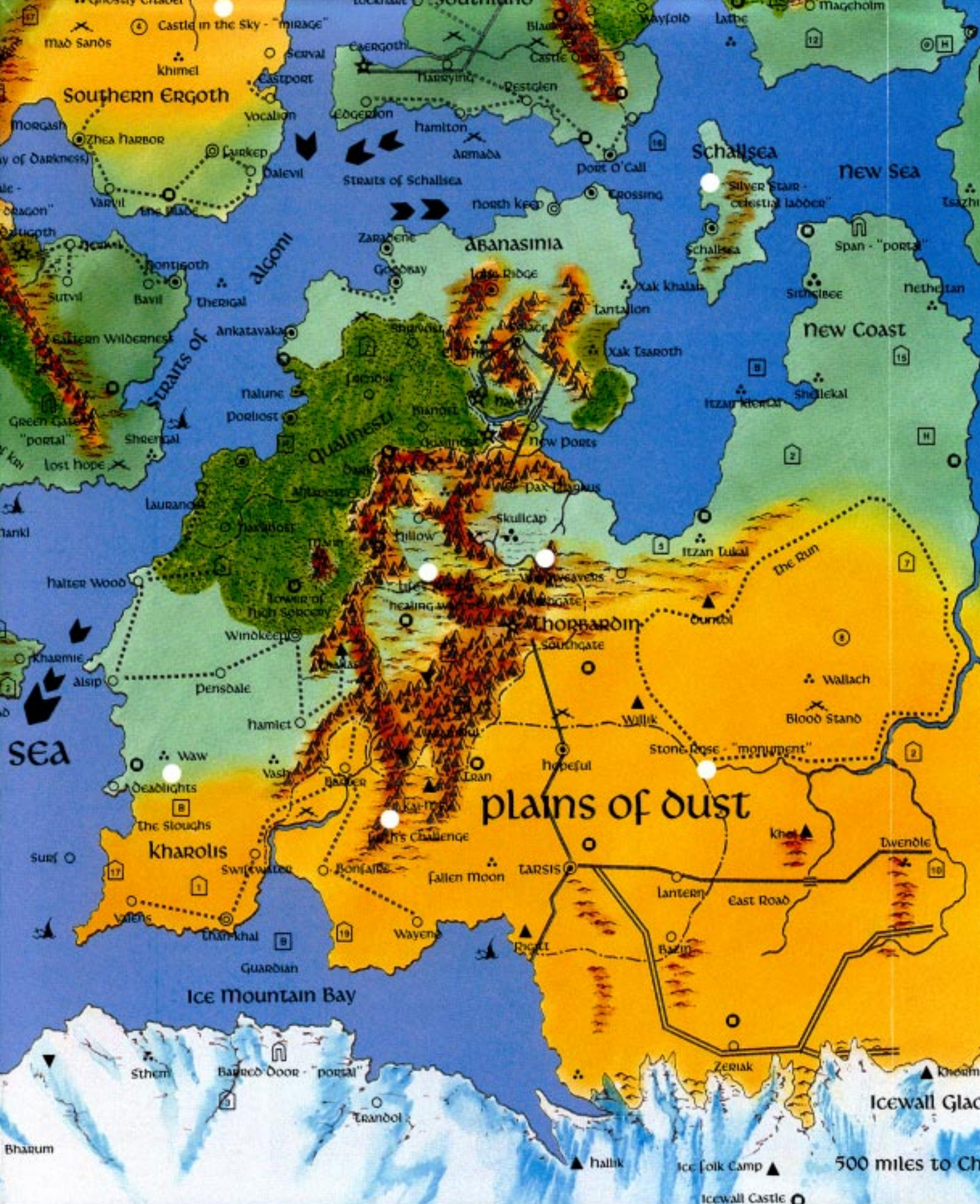
Lairs are regions where a certain category of beast is often found. A symbol keyed to each lair marker indicates the creature category. These markers can help the DM select a beast for possible encounters.

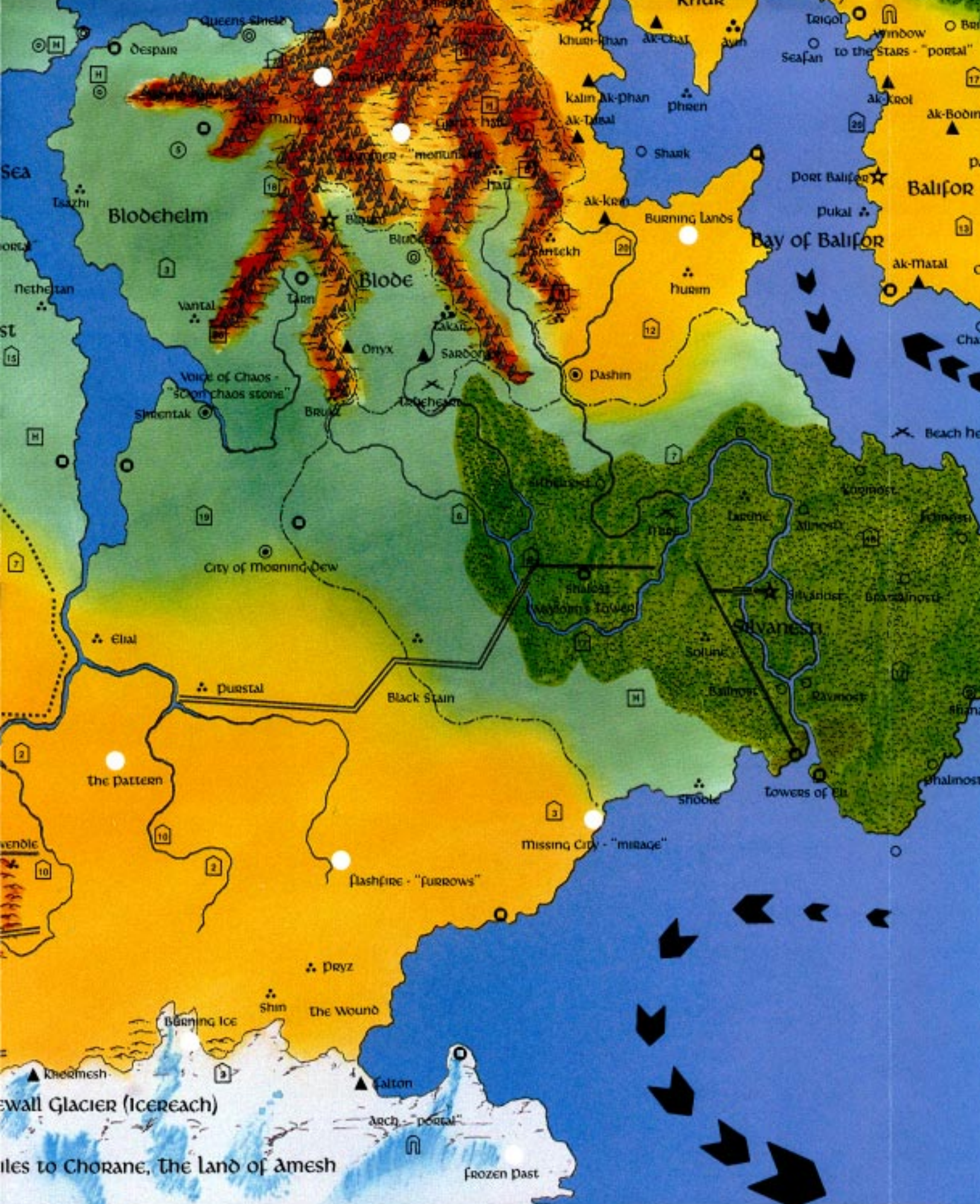
- 1 **Avian:** any winged creature such as a griffon, roc, harpy, pegasus, kyrie, or skyfisher
- 2 **Bestial:** any animal type, but bigger, deadlier, and more crafty than usual
- 3 **Darkness:** unknown creature of evil
- 4 **Dwarf:** hill, mountain, dark or gully dwarf
- 5 **Earth Child:** any protector of nature, such as a satyr, faun, or centaur
- 6 **Elemental:** the unnatural embodiment of a living element, such as earth, mud, water, lava, fire, air, storm, or plant
- 7 **Enchanted:** an unnatural magical creature such as a fairy, an ogress, or a nighthound
- 8 **Fungus:** any mobile fungoid, such as a myconid, basidiomorph, phycomid, black pudding, or gray ooze
- 9 **Giant:** any ogre, ogremage, ettin, and giant
- 10 **Gnome:** occasionally a gnome; more often a runaway gnomish contraption
- 11 **Goblin:** any goblin race, such as kobolds, goblins, hobgoblins, and bugbears
- 12 **Insectoid:** any insectoid race in either gant or hive form
- 13 **Lizard:** any lizard or turtle
- 14 **Man:** typically a hermit, trapper, or madman; can be any type
- 15 **Minotaur:** any half-man/half-animal creature
- 16 **Sea Monster:** any hideous fish, octopus, squid, clam, or other creature from the cold depths
- 17 **Serpent:** any size serpent, worm, slug, or similar creature
- 18 **Spiders:** any size and type of spiders
- 19 **Troll:** trolls and other regenerating bestial man-things
- 20 **Undead:** any ghost, haunt, ghoul, skeleton, or similar creature
- 21 **Wyrm:** any winged serpent, dragon, draconian, or similar creature

Lands of the Unknown ① - ②①

These mystic sites appear to wander the face of keyrn at will. Either the discoveries are untrustworthy or they unknowingly passed through a portal that led to one of these sites. DMs may determine chance of discovering one such location.

1. The Neverending Road (Mishakal)
2. The Refuge/Groove (Branchala)
3. Fountain of Renewal (Hannakuk)
4. Road of Time (Solman)
5. Celestial Forge (Reorx)
6. The Lost Mountain (Reorx)
7. The Column of Change (Zvityn)
8. The World Tree (Zvityn)
9. Ithak, the Alchemist's Stone (Sionion)
10. The Enlightened Veil (Sionion)
11. Pillar of Flame (Sionion)
12. Killikal's Vale (Cheslev)
13. Insect Kingdom (Shinawee)
14. The Hidden Path (Lunitari)
15. Quicksilver Sea (Mongion)
16. Ironvale (Hidbukel)
17. Fount of Wisdom (Hidbukel)
18. The Forgetting (Nurtari)
19. Sands of Time (Nurtari)
20. Hyemthen, Lost Kingdom (Hulbaer)





Blodehalm

Blode

Bay of Balifor

Balifor

City of Morning Dew

Silvanesti

the Pattern

Missing City - "mirage"

flashfire - "furrows"

Wall Glacier (Icereach)

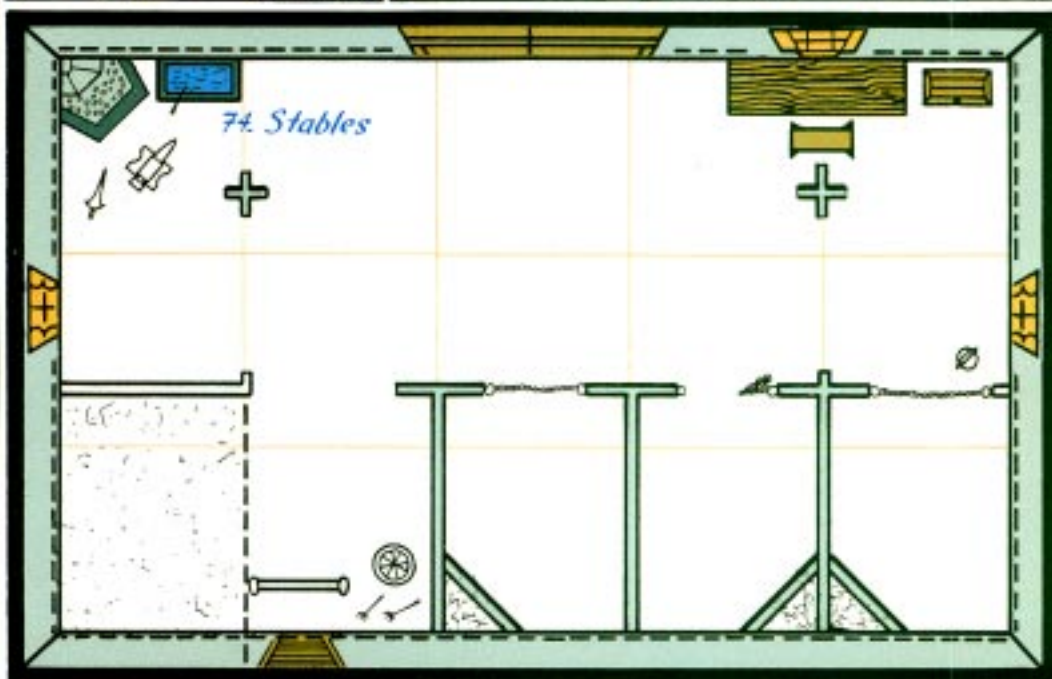
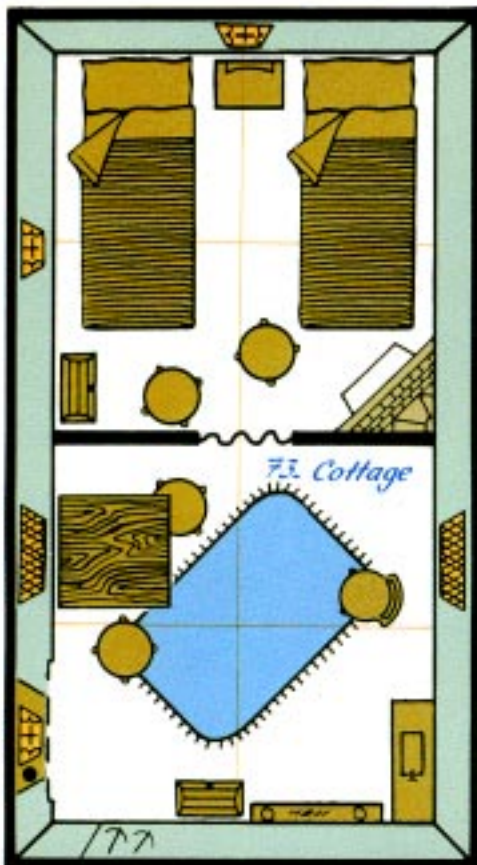
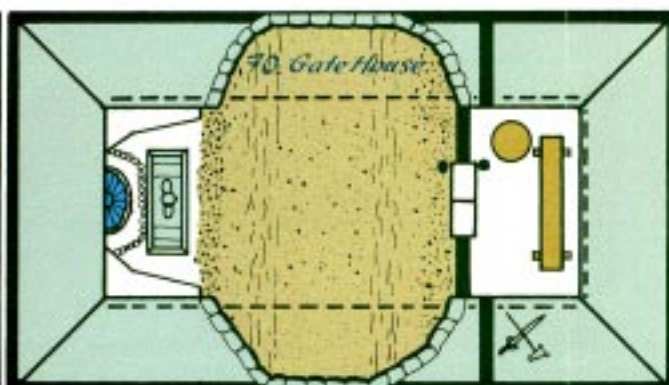
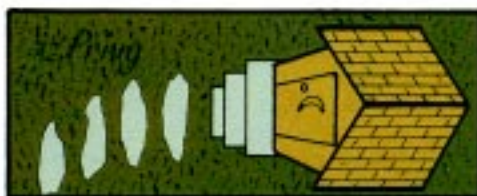
iles to Chorane, The land of amesh

frozen past



southern COURRAIN

0 Scale in Miles 100

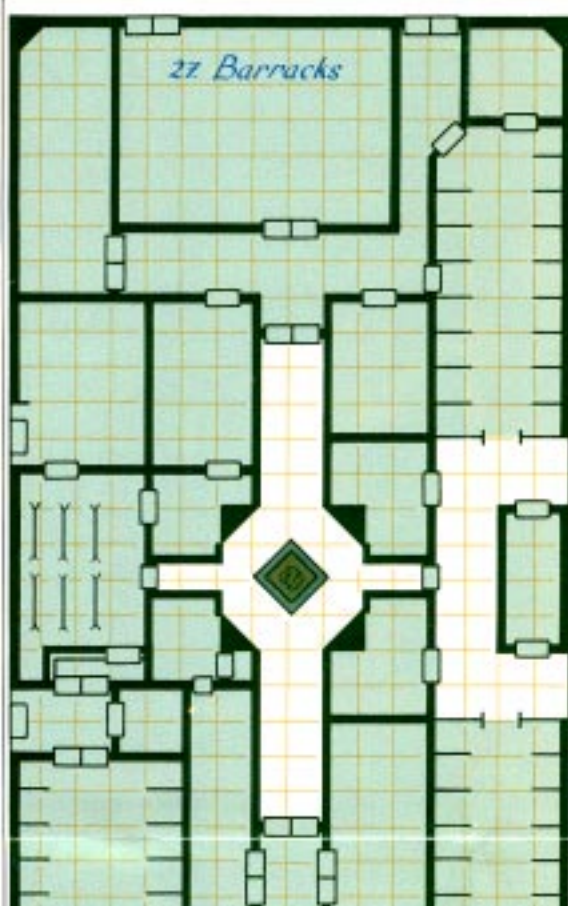


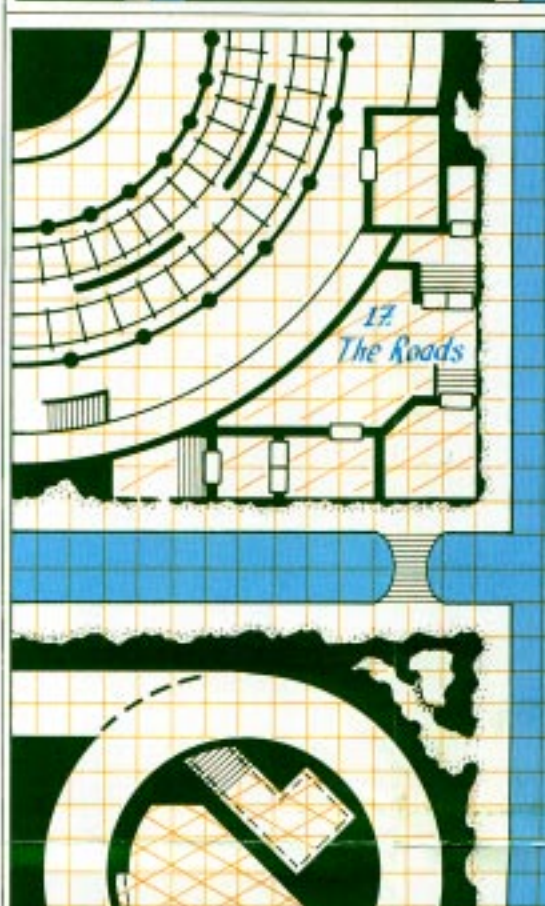
1-32 One Square = 10 Feet 69-74 One Square = 5 Feet One Hex = 30

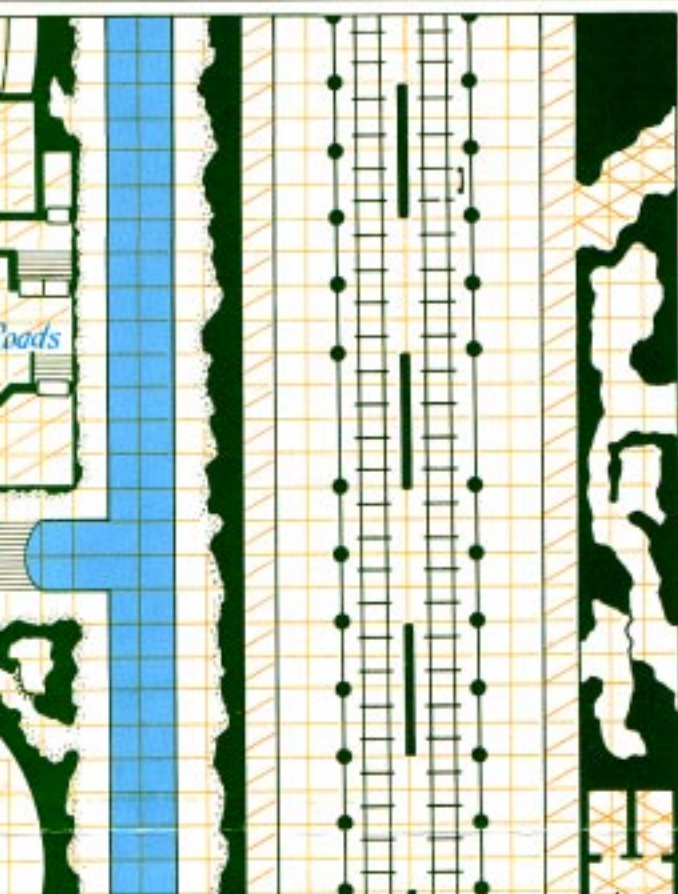


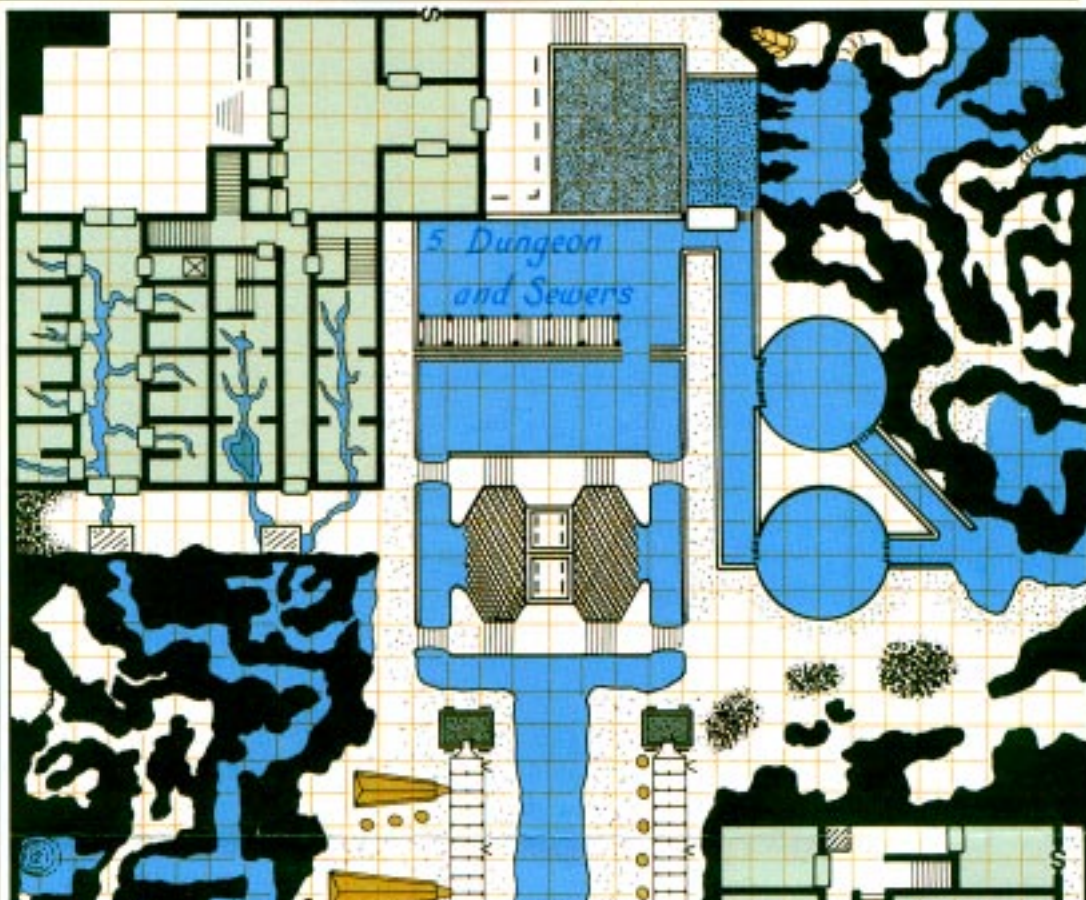
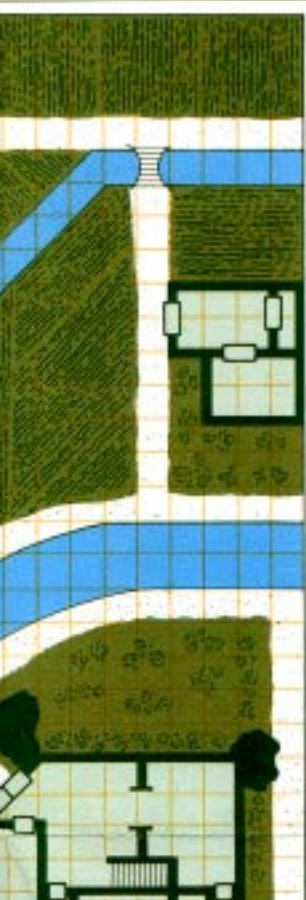
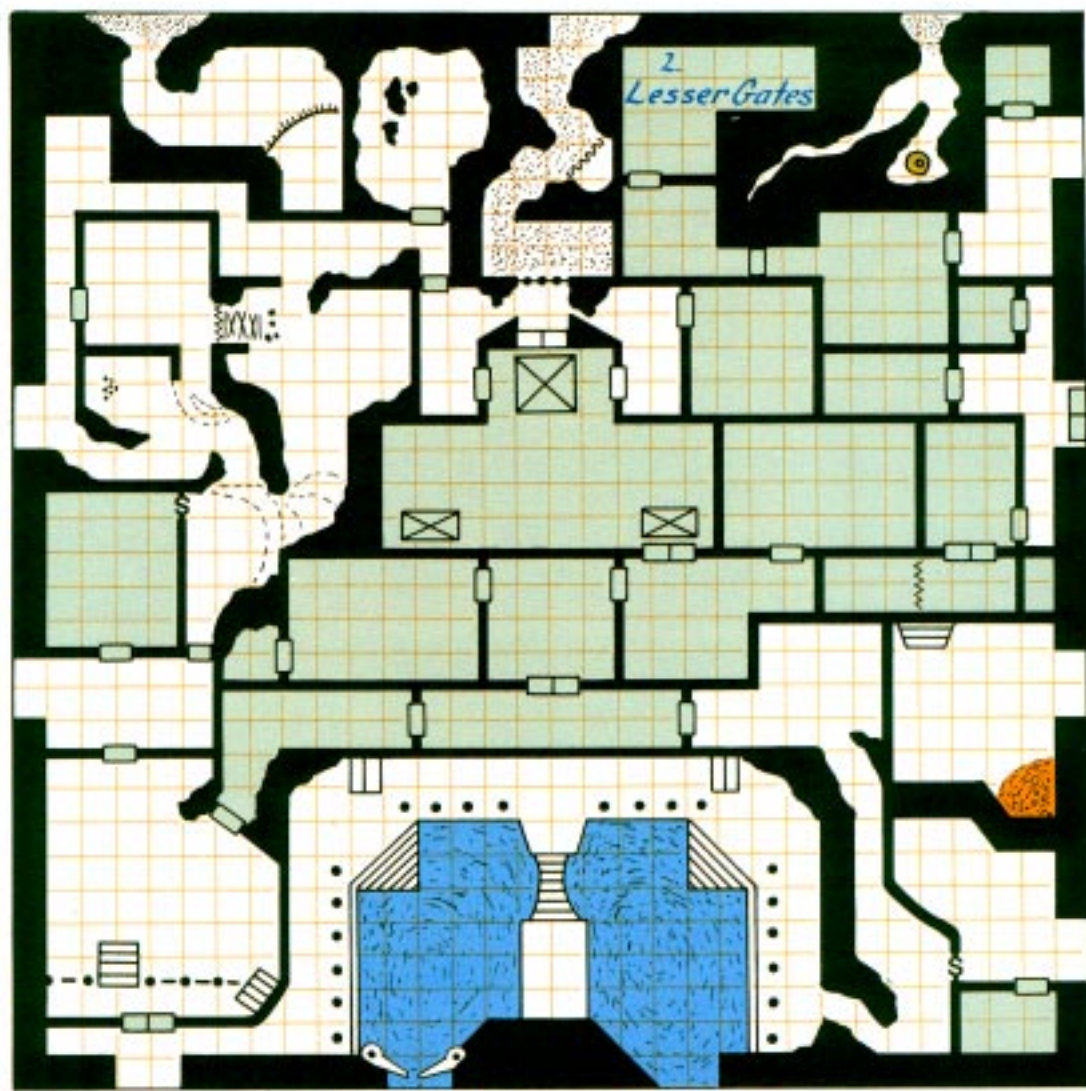
- Lower Level
- Rubble/Ore
- Crevice/Pit
- Door
- Secret Door
- Trapdoor
- Tree/Bush
- Legumes/Vegetables
- Cableway
- Hot Coals

- Upper Level
- Gentle Slope
- Columns
- Ladder
- Portcullis
- Traps/Pits
- 6 to 10' cliff
- Awning
- Farm
- Water



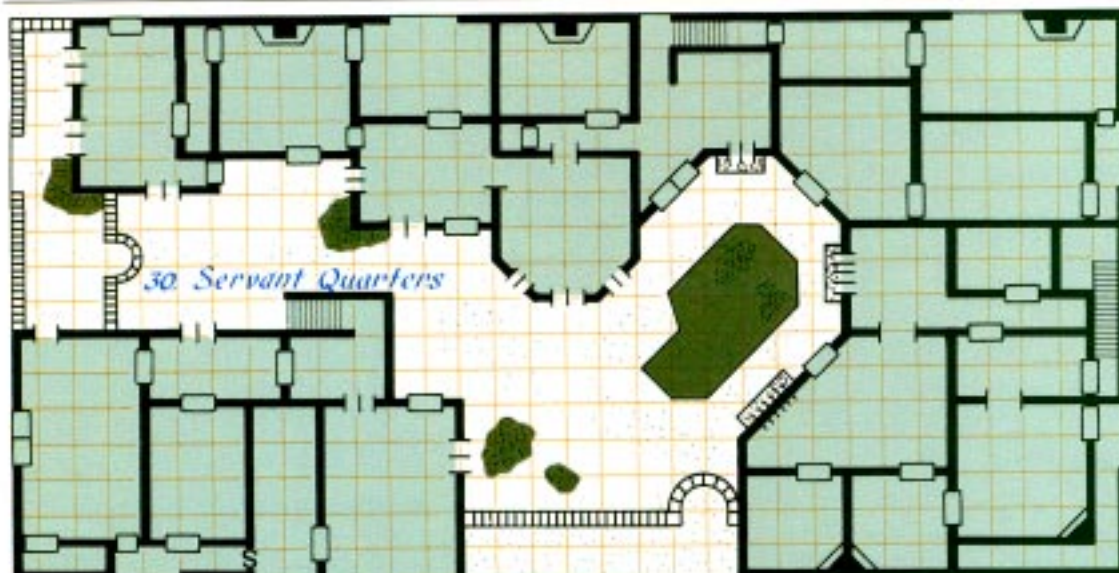
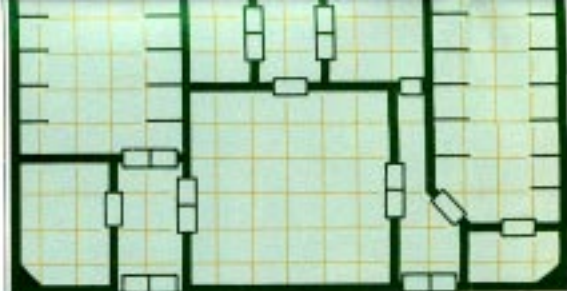




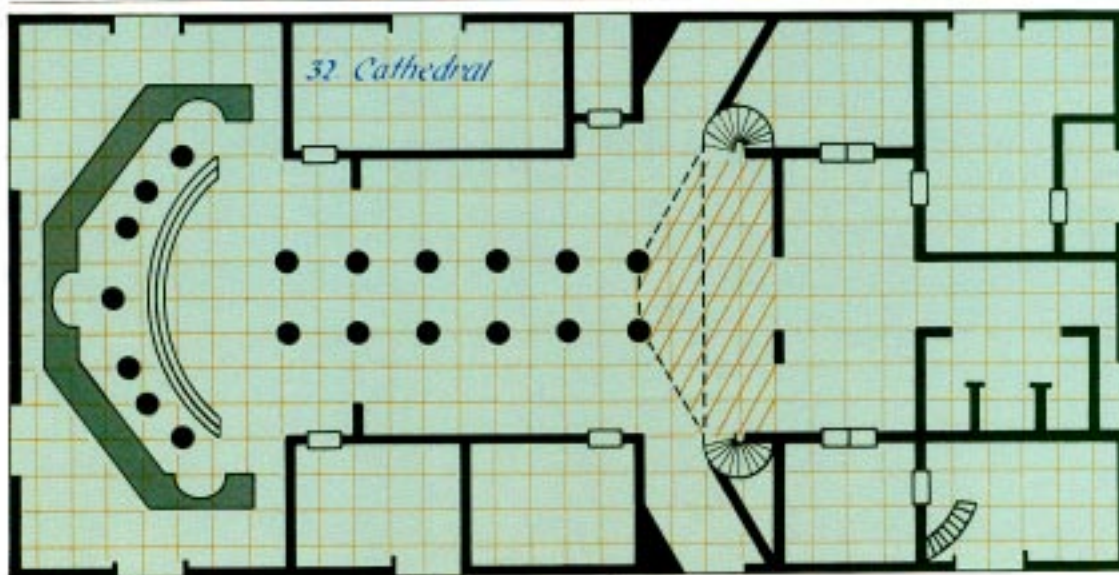




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75. Small Tree



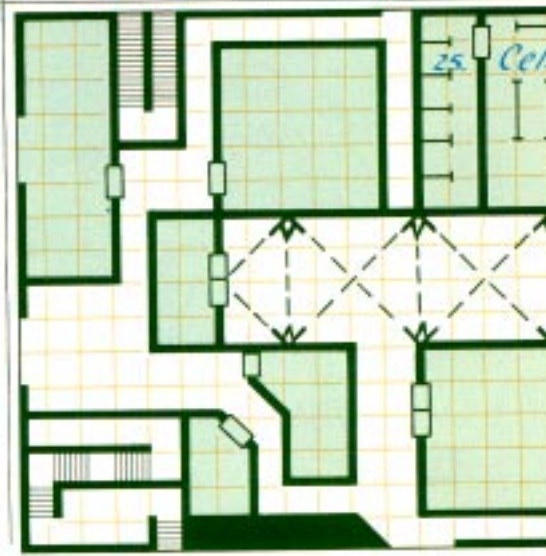
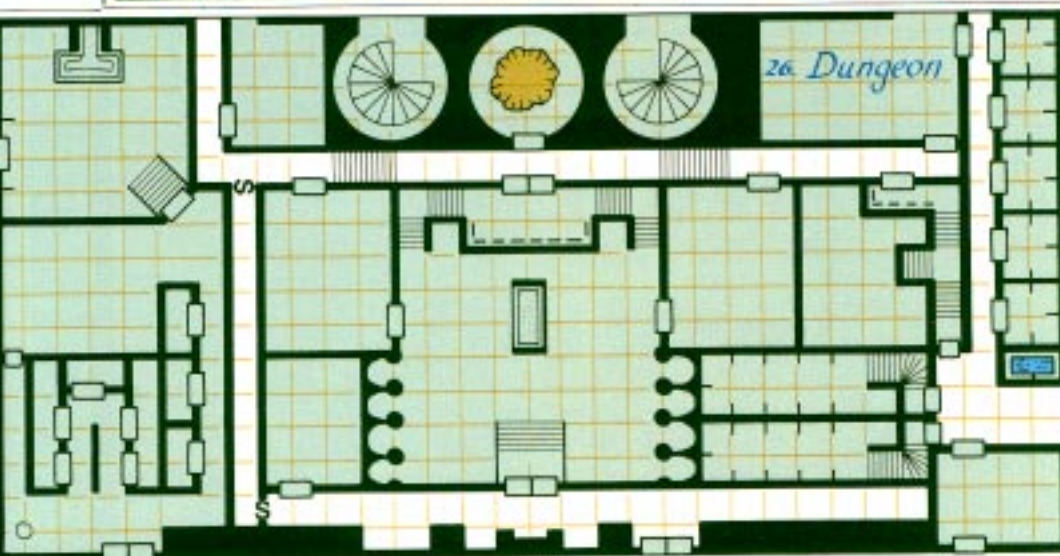
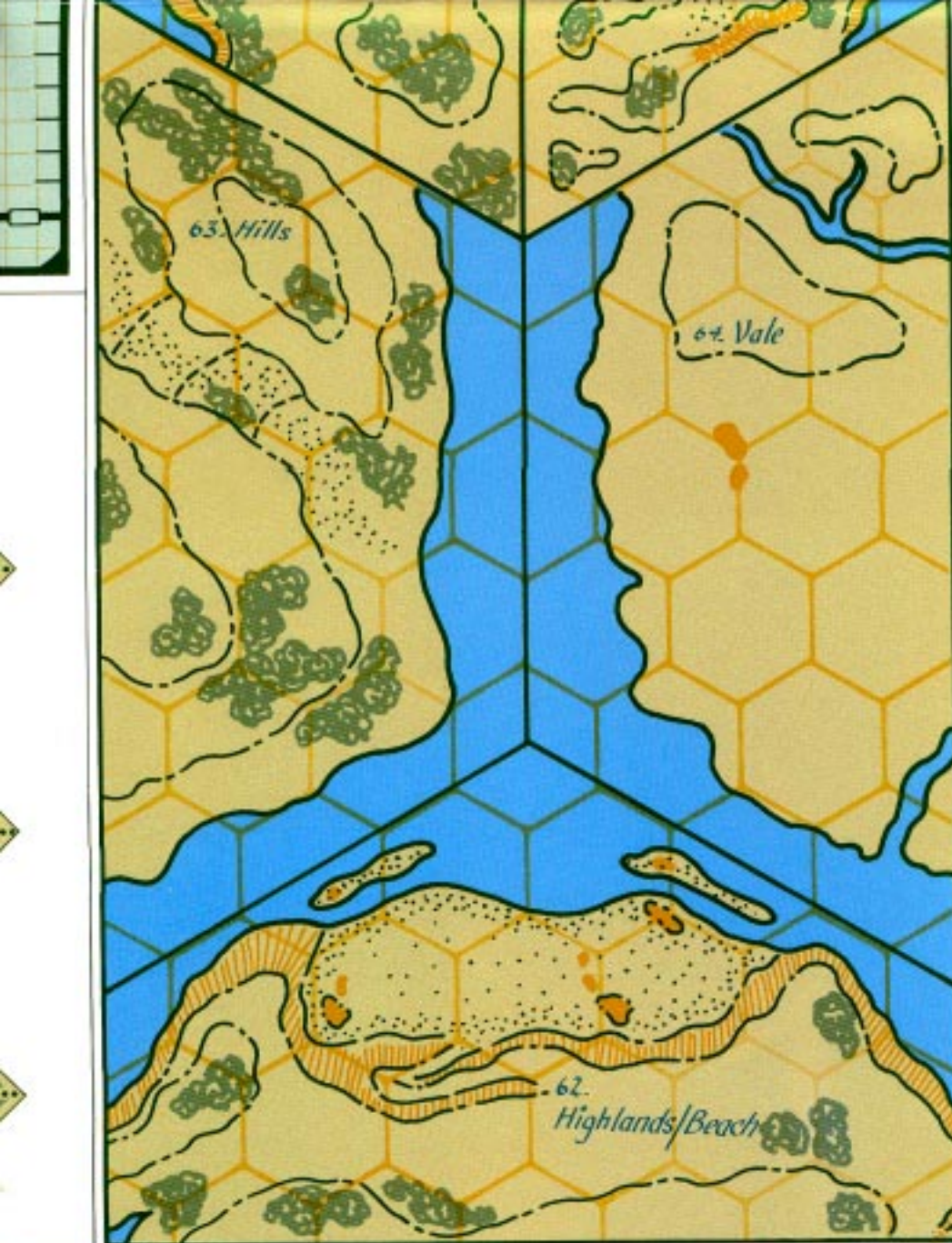
Modulars

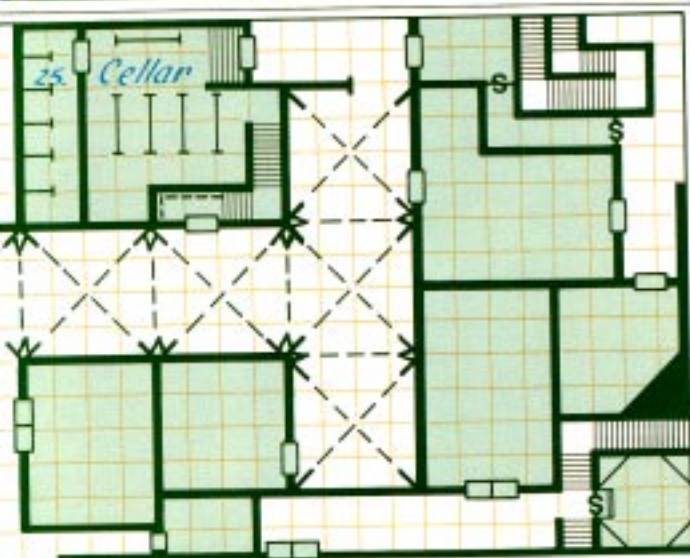
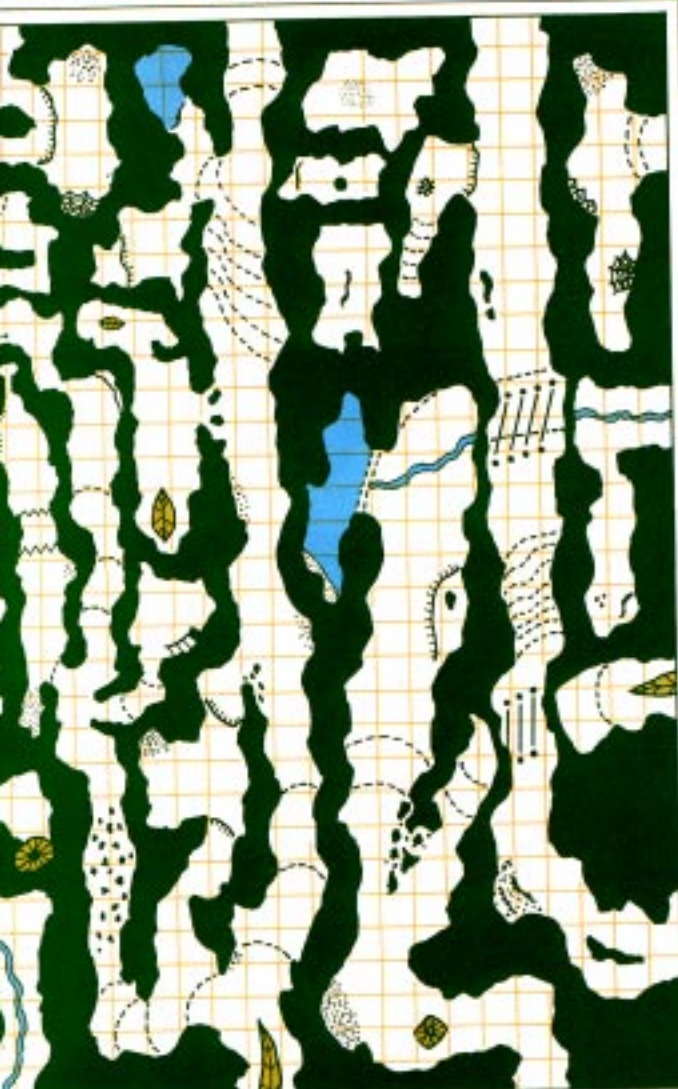
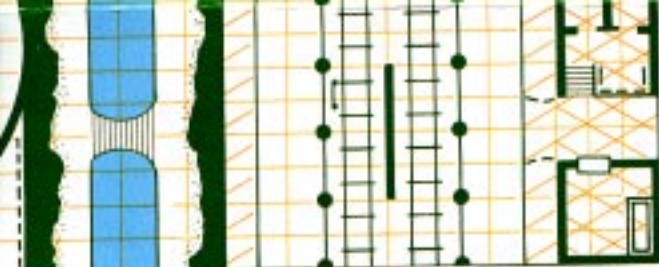
Most of the maps on this mapsheet are meant to be cut out and used to build other maps. Cut along the solid black lines. Orient the individual maps any way you want to build dwarven kingdoms, roadways, high halls, and so forth.

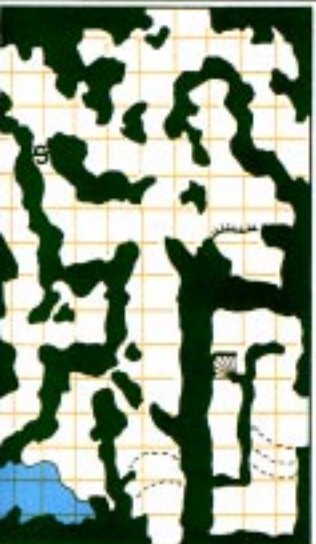
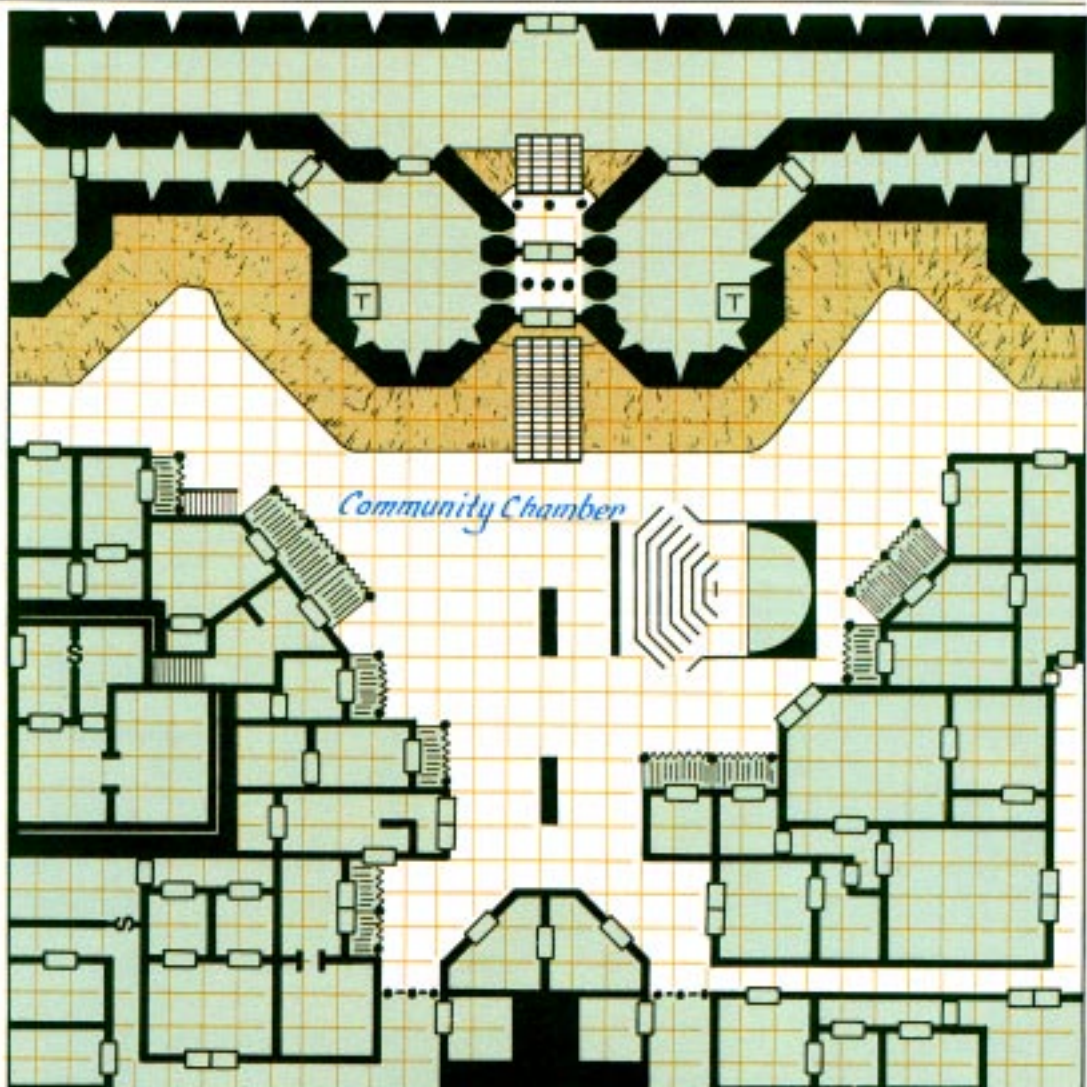
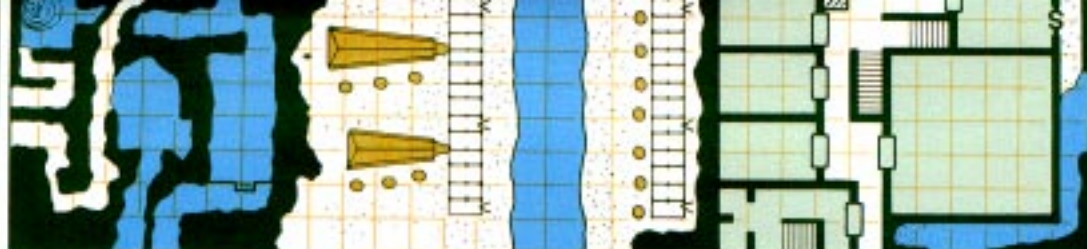
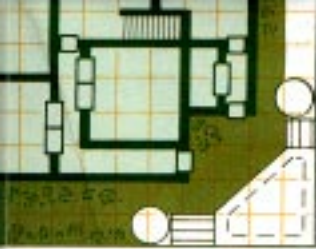
Cut the trees on the solid black lines. Fold the dotted lines in and the dot-dashed lines out.

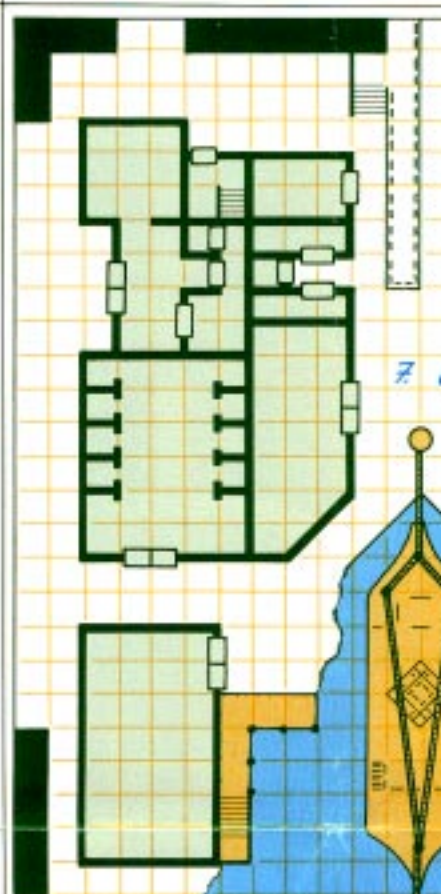
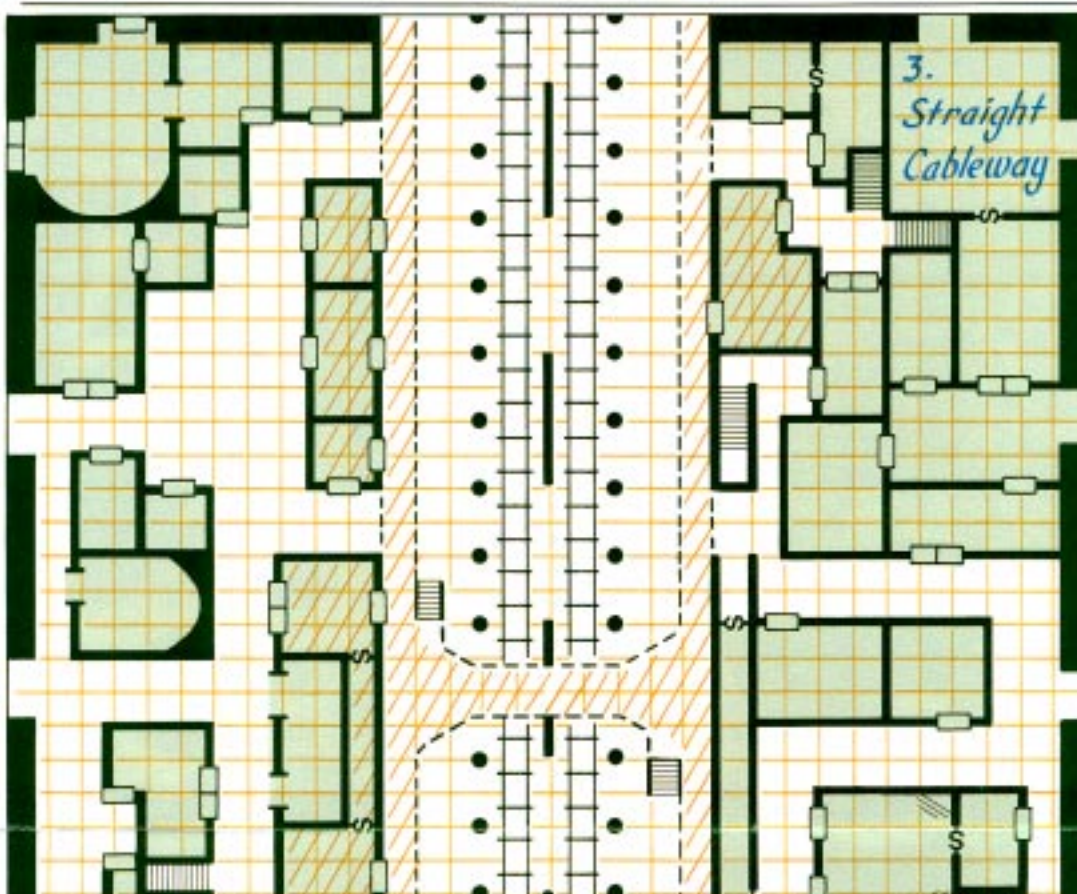
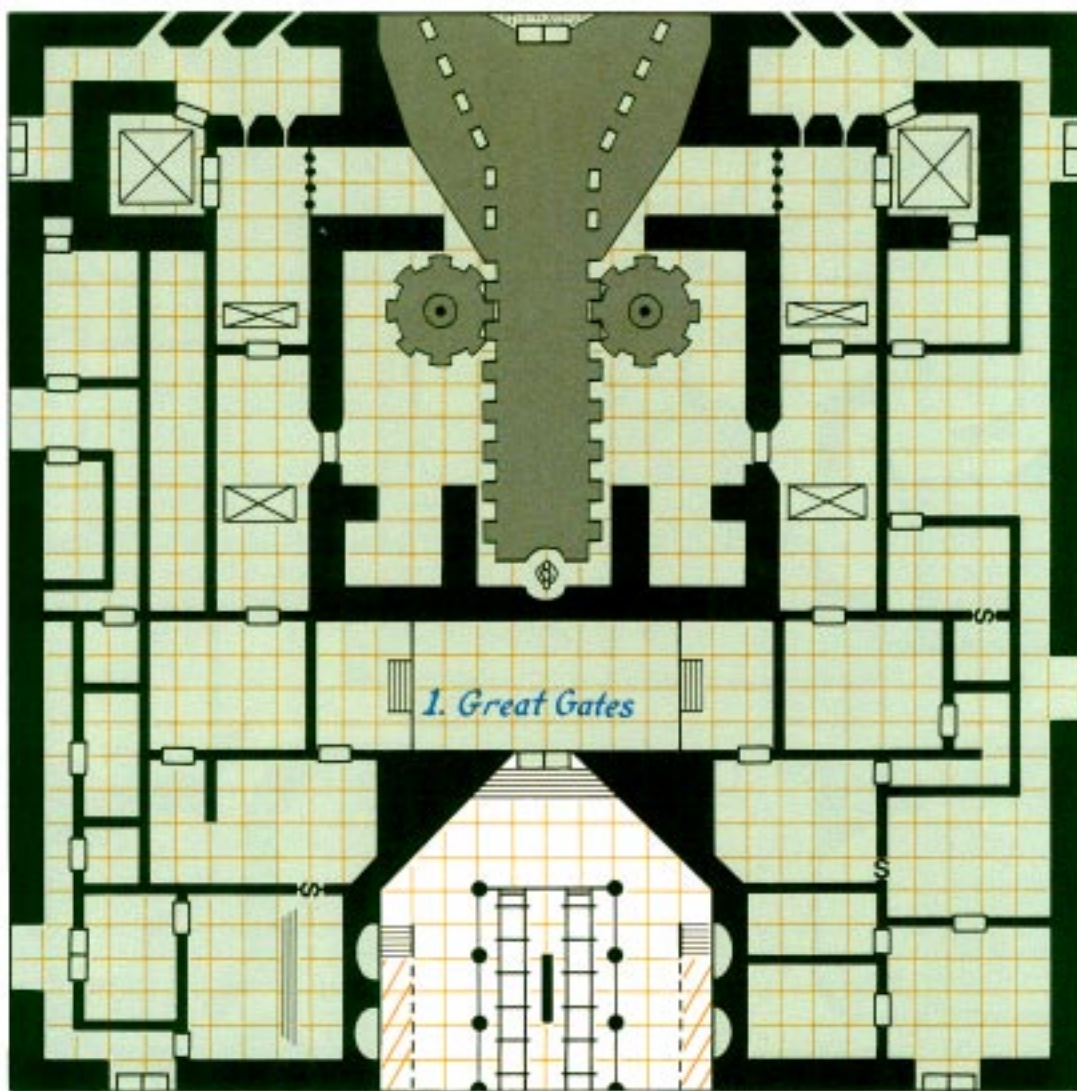
75. Large Tree

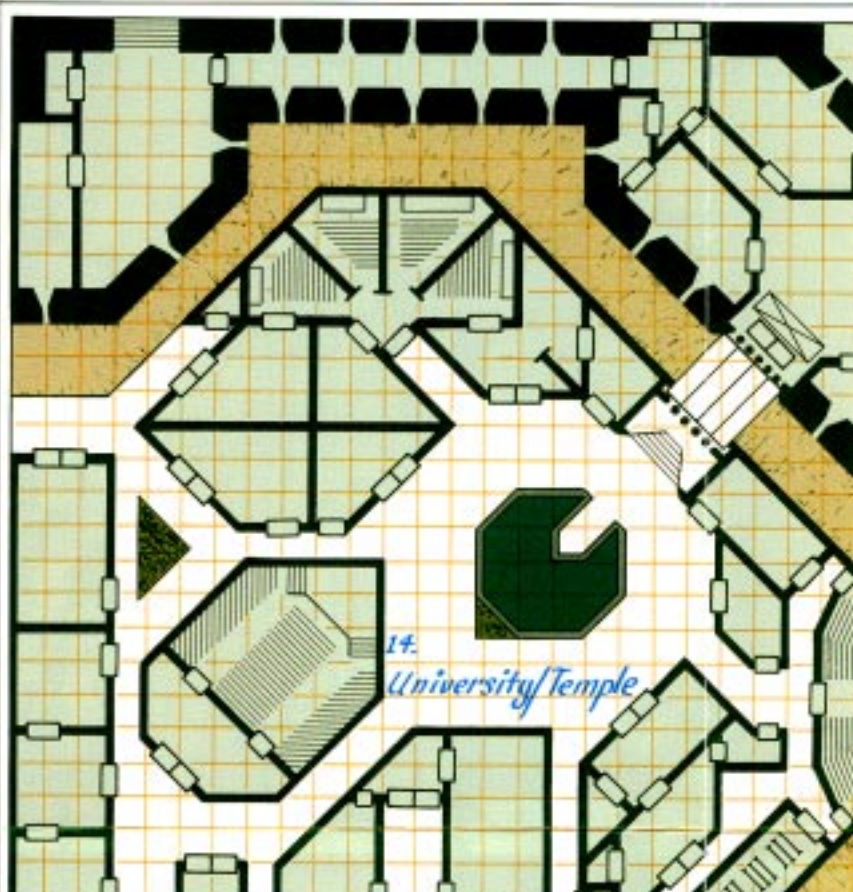
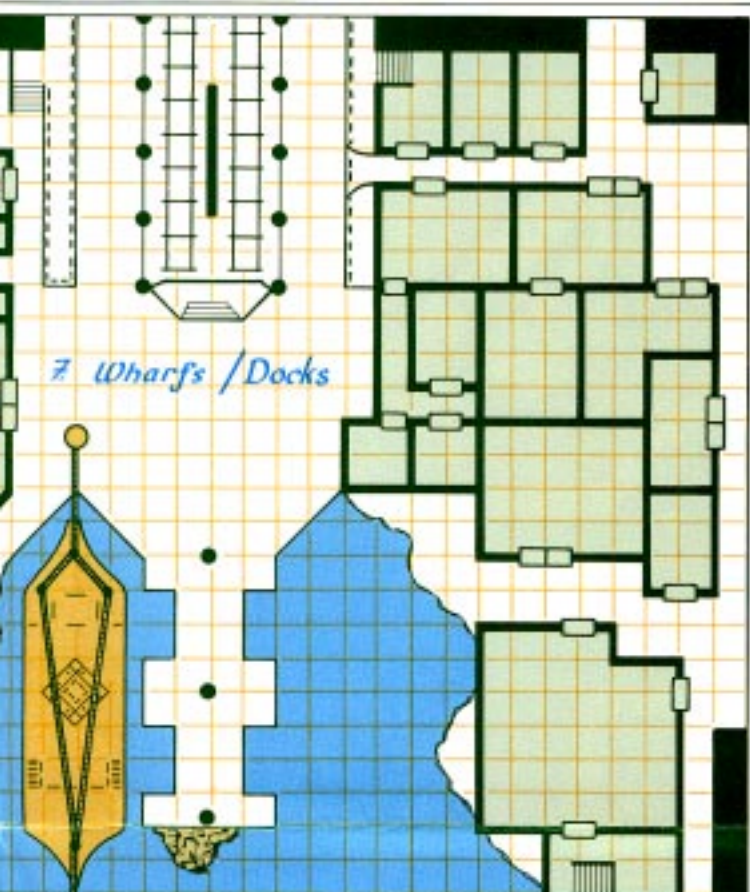
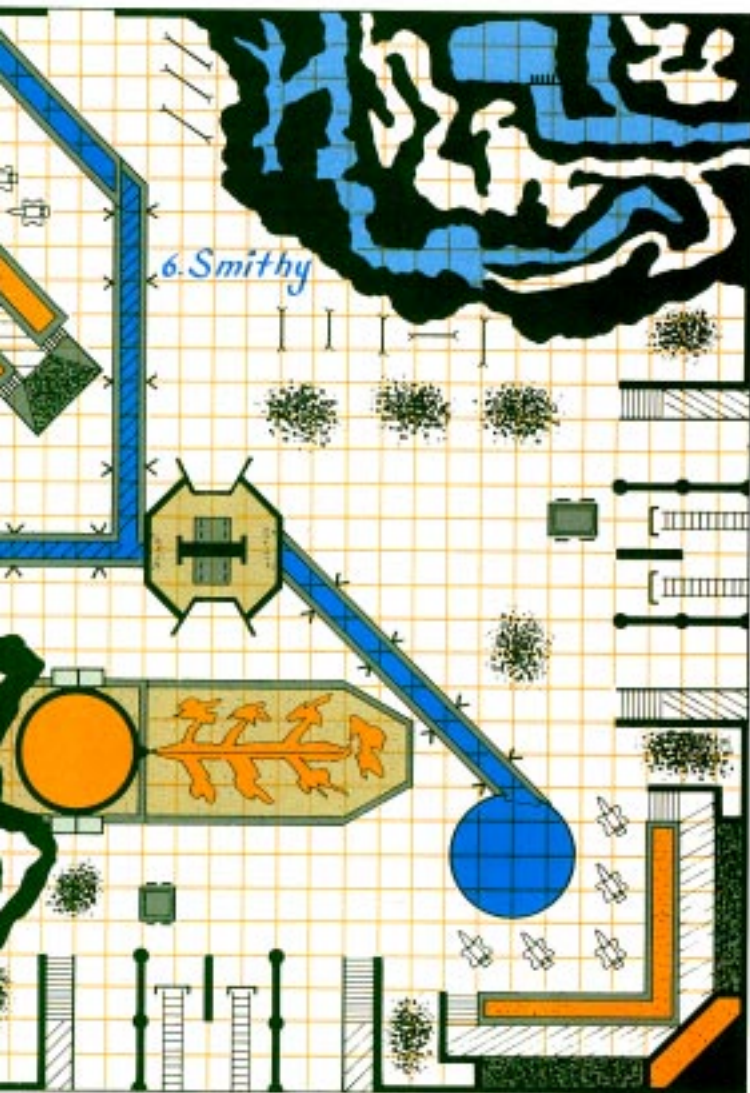


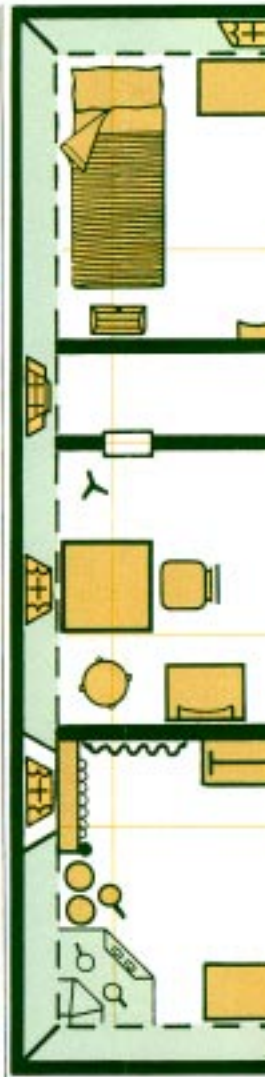
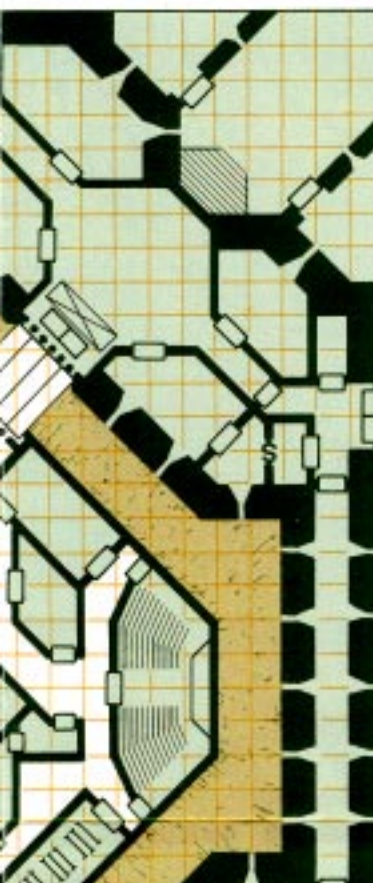
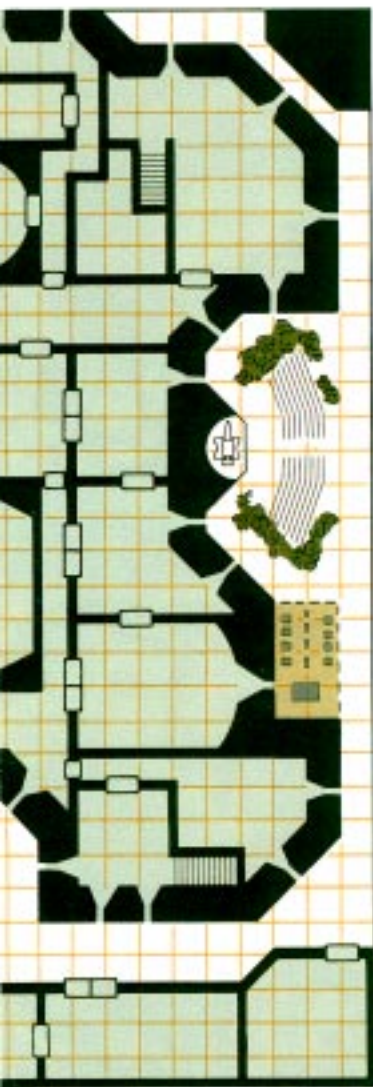


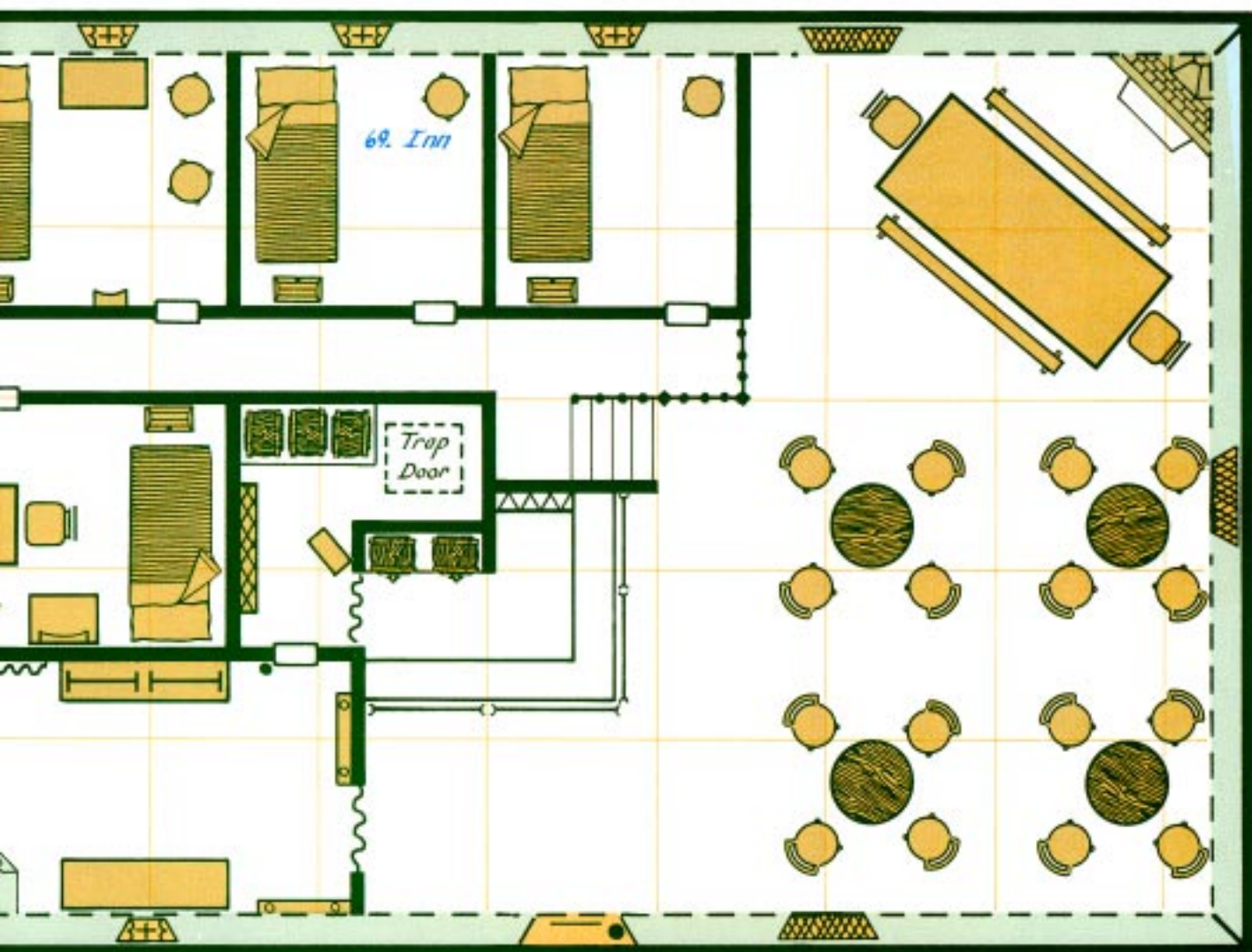



















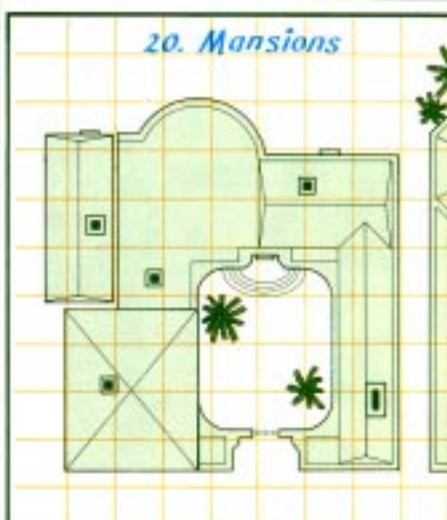
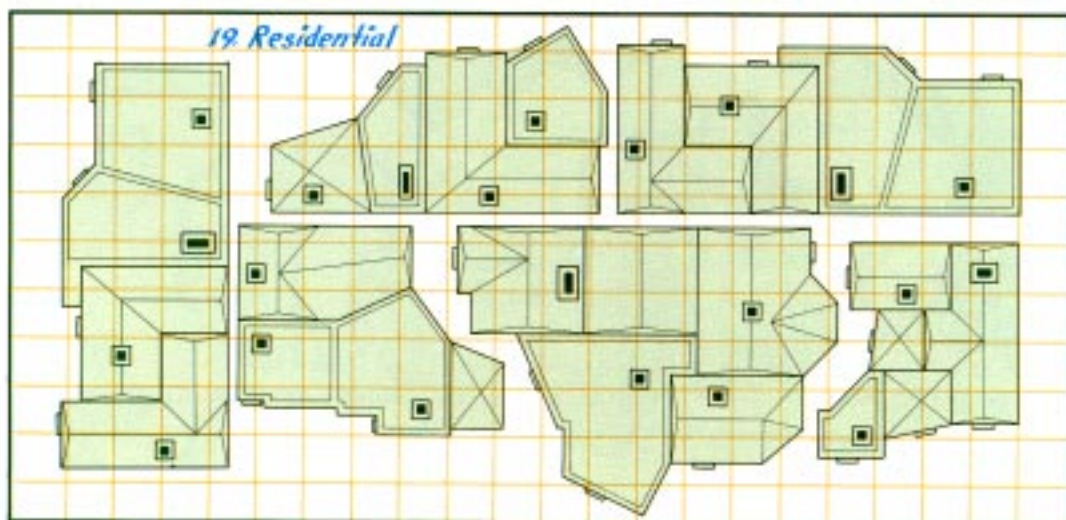
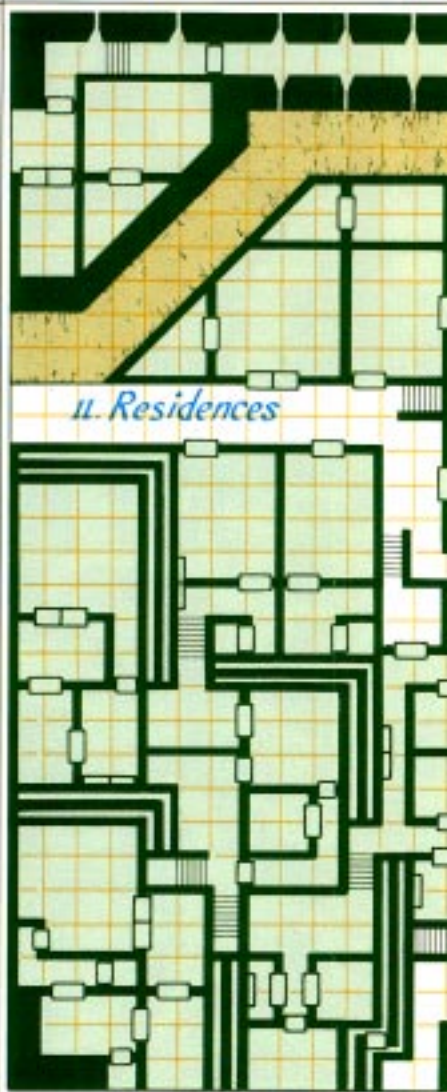
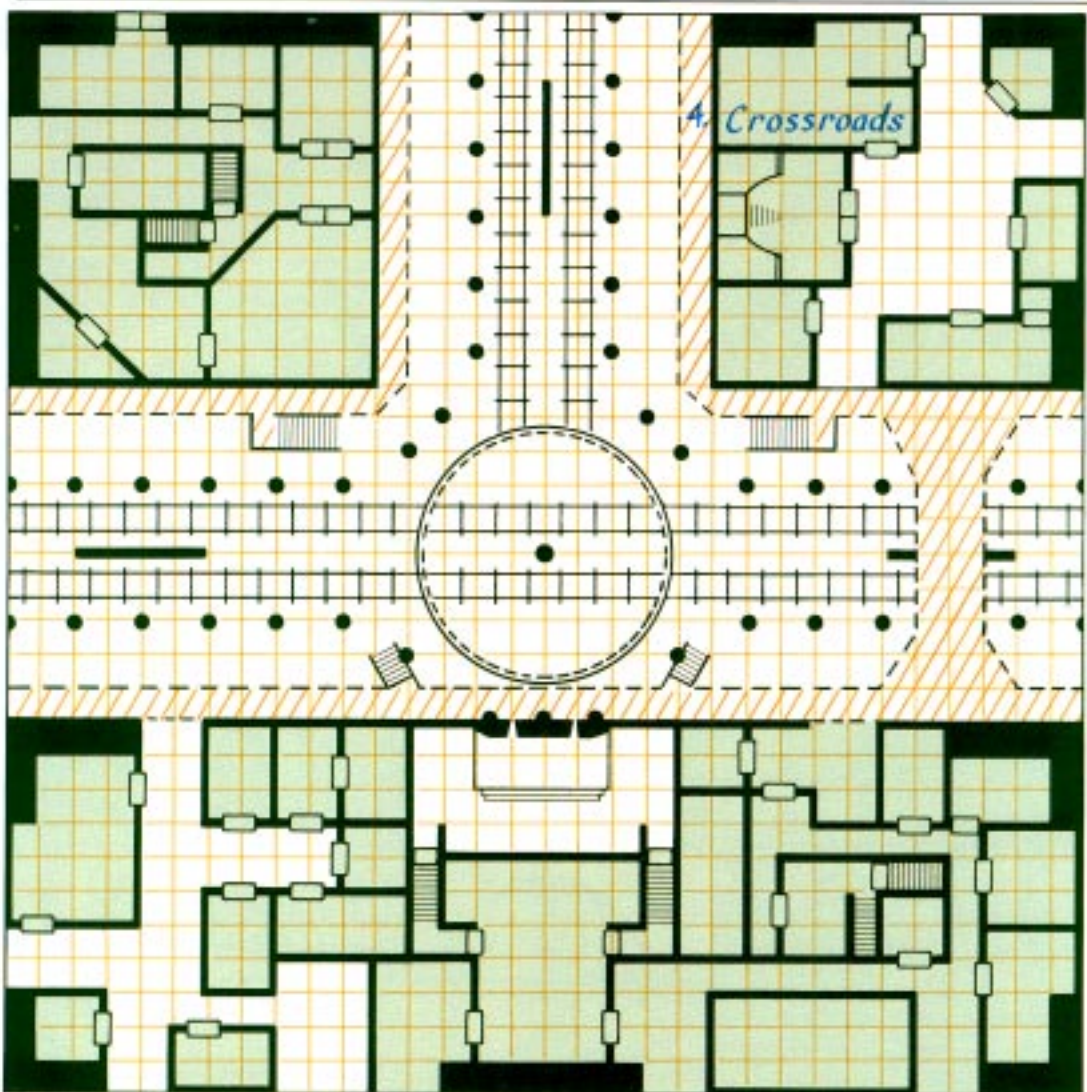
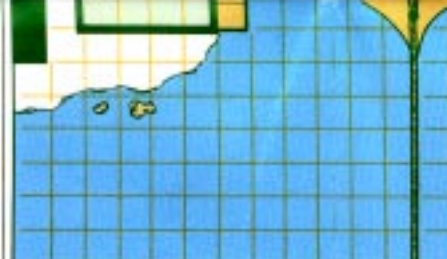
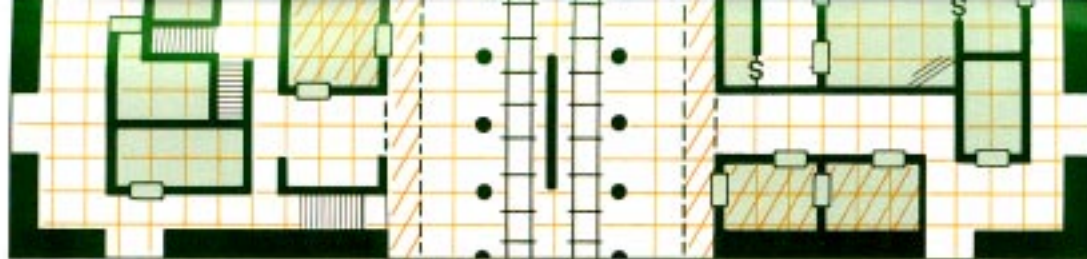


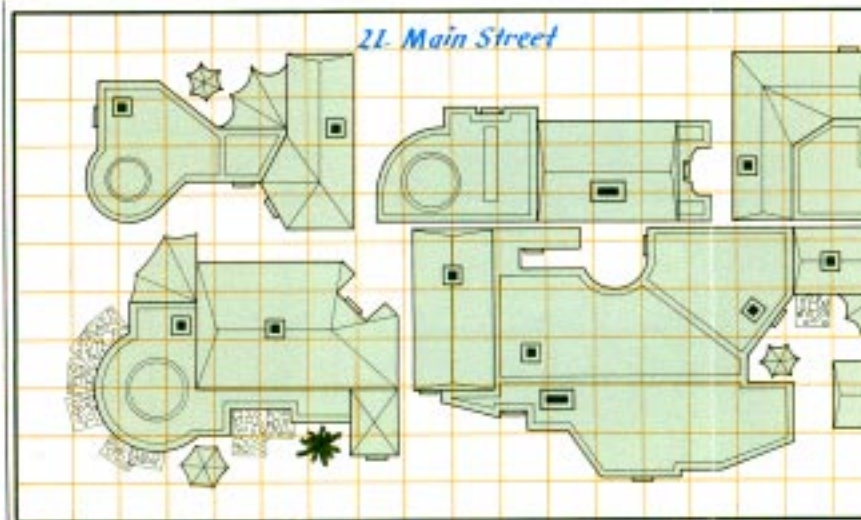
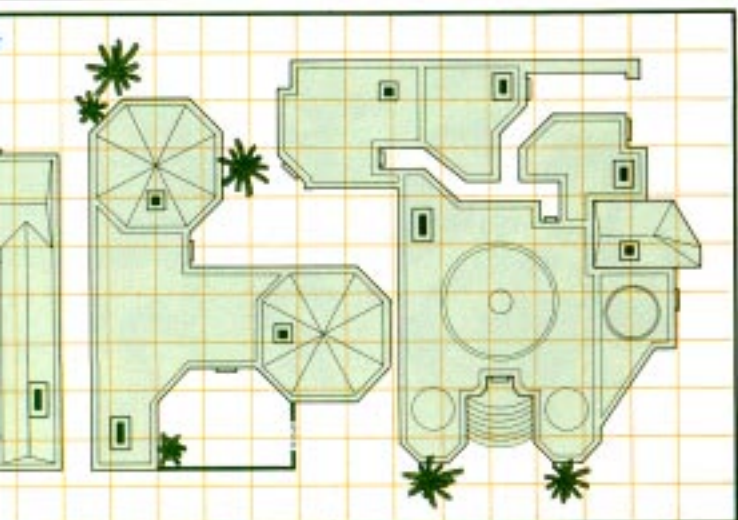
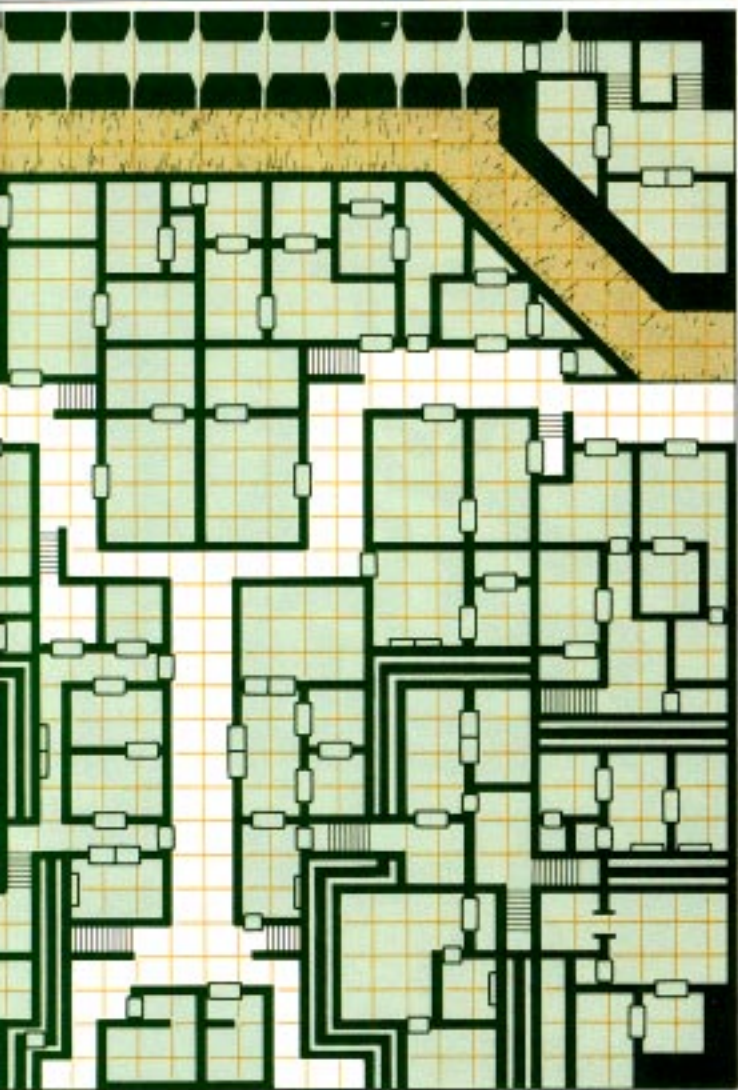
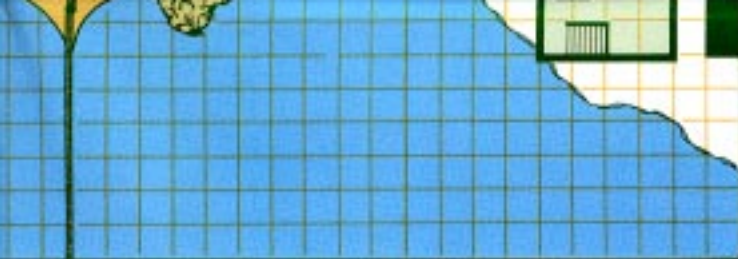
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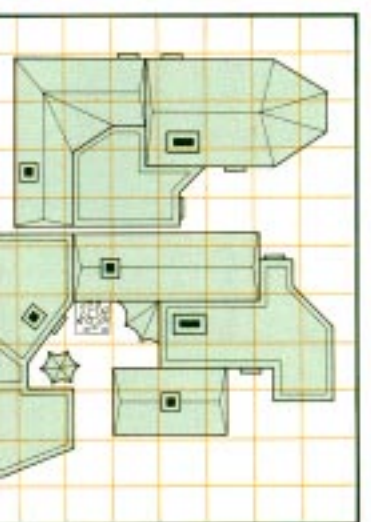
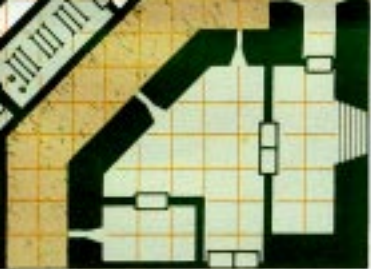


- Lower Level*
-  Rubble/Ore
 -  Crevice/Pit
 -  Door
 -  Secret Door
 -  Trapdoor
 -  Tree/Bush
 -  Legumes/Vegetables
 -  Cableway
 -  Hot Coals

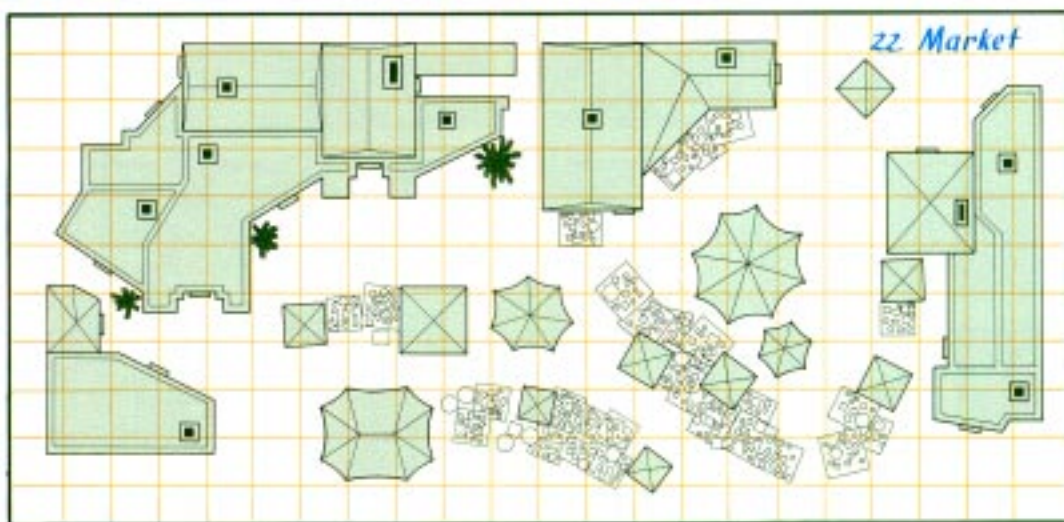
- Upper Level*
-  Gentle Slope
 -  Columns
 -  Ladder
 -  Portcullis
 -  Traps/Pits
 -  6 to 10' cliff
 -  Awning
 -  Farm
 -  Water







75. Small In

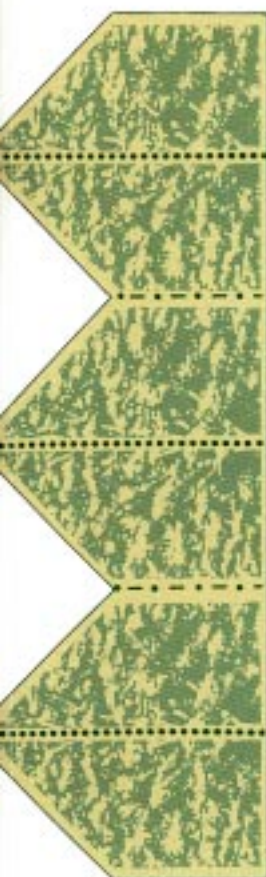




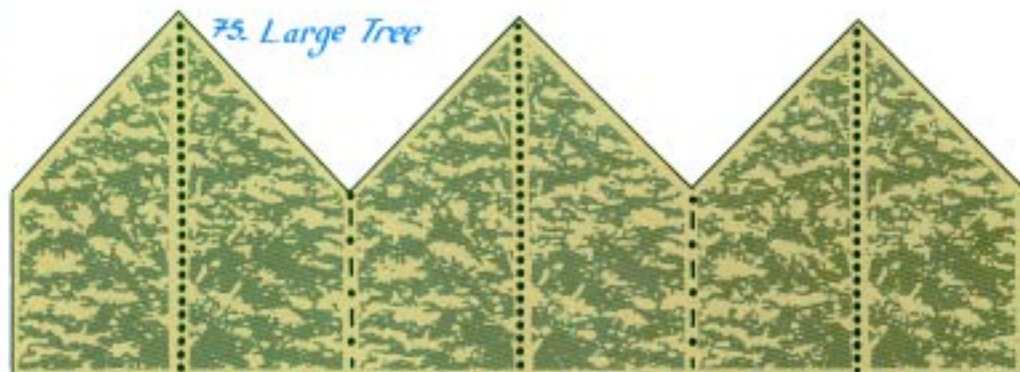
- Hot Coals
- Dry Moat
- Mushroom Forest
- Second Level
- Third Level

- Water
- Arrowslit
- Rack
- Mass
- Anvil

75. Small Tree



75. Large Tree



Modulars

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Cut the trees on the solid black lines. Fold the dotted lines in and the dot-dashed lines out.

Dragons . . .

ONCE THEY WERE MERE LEGENDS—STORIES TOLD TO FRIGHTEN CHILDREN. NOW, THEY ARE LIVING NIGHTMARES. FROM DRACONIAN PATROLS ON THE STREETS OF PORT BALIFOR TO THE HAUNTED DEPTHS OF THE BLOOD SEA, THE DRAGONS HAVE RETURNED TO KRYNN.

ENTER THE RAVAGED LAND OF ANSALON, A LAND FORSAKEN BY GODS, BESET BY FELL BEASTS, AND CHAMPIONED BY DESPERATE HEROES. ENTER THE AGE OF DRAGONS. THE WORLD OF KRYNN HAS ONE LAST CHANCE TO RECLAIM ITS LOST HONOR AND GLORY. NOW IS THE TIME FOR HEROES!

THE TALES OF THE LANCE BOXED SET GUIDES YOU THROUGH A LAND OF ROMANCE AND ADVENTURE. DISCOVER TINKER GNOMES, CURIOUS KENDER, VALIANT KNIGHTS, AND DARK, DEADLY DRAGONS. JOIN THE ADVENTURE IN THE WORLD OF THE LEGENDARY DRAGONLANCE.



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IN THE LANDS OF KRYNN YOU'LL DISCOVER...

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- DRAGONS—ONCE MERE LEGENDS, ARE NOW DEADLY REALITIES!
- THIS LAND BEREFT OF GODS IS NOW THEIR BATTLEGROUND!
- ONCE-PROUD NATIONS STRUGGLE TO REGAIN LOST GLORY.

CURIOUS CREATURES OF FANTASY AND LEGEND

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- INSATIABLY CURIOUS KENDER, MANIACALLY INVENTIVE GNOMES, AND MISUNDERSTOOD GULLY DWARVES PEOPLE THE WORLD.
- BEWARE THE SINISTER DRACONIANS—HALF MAN, HALF DRAGON, ALL EVIL!

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