



DRAGONLANCE CAMPAIGN SETTING COMPANION
AGE OF MORTALS



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DRAGONLANCE® CAMPAIGN SETTING COMPANION AGE OF MORTALS

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INTRODUCTION

An Age of Mortals

“Now is begun what will be known on Krynn as the Age of Mortals. It will be the final age, I think. The final, the longest, and, perhaps, the best.”

—Image of Fizban to Palin and Usha
Dragons of Summer Flame
by Margaret Weis and Tracy Hickman

FOREWORD

BY MARGARET WEIS

If ever there was a time when the people of Krynn are crying out for heroes, that time is now—the Fifth Age, the Age of Mortals.

Depending on what part of the Fifth Age you choose for adventure, you may find a world whose gods have vanished, leaving the people to the mercy of terrifying Dragon Overlords. You may find a world embroiled in a war that pits the living against the spirits of the dead. Or you may find a world whose gods have returned and are now working to regain lost followers, even as they vie with each other to see who will emerge as leader of the pantheon in this new age.

The opportunities for glory and gain are many in this age. New magic has been found in the world; magic that allows sorcerers and mystics to operate freely and independently without the need to appease the gods. For those who adhere to the old, traditional methods of performing magic, the returning gods have brought with them the magic of the three moons, as well as clerical magic. Now, the users of both types of magic eye each other warily, neither trusting the other, both wondering if they can work together or if they will be enemies.

Heroes are needed to reclaim the land and end the curse of those who sought to destroy all who dwelt there. The face of the world itself has changed with the advent of the Fifth Age. Much of the landscape of Ansalon has been altered by the foul magic of the Dragon Overlords. The beautiful elven city of Qualinost is sunk beneath the Lake of Death. Lush forests have been burned to desert wasteland. Prosperous farms are now loathsome swamp.

The dragons who have long dwelt on Krynn are deeply involved in this new age and with its people. Good and evil dragons fought the Dragon Overlords during the infamous Dragon Purge. And while some evil chromatic dragons appeared to serve the Dragon Overlords, most of the time they were serving themselves. A few neutral dragons did what they could to help the people of Ansalon, while others chose to join with the side of darkness. Many good dragons left upon a daring venture to seek the lost gods, while others remained behind, often in disguise, in order to do what they could to ease the suffering of the people. Traveling anywhere in Ansalon means meeting up with dragons, especially now that the gods have returned. All dragons are left wondering which gods to support, for the two gods to whom the dragons paid allegiance—Paladine and Takhisis—have fallen from the heavens.

The people of Ansalon have faced many challenges in this age and new challenges present themselves daily. The minotaur race at last sees that their manifest destiny is within their grasp. The elven race has witnessed the destruction of their lands and nations. The ogres have discovered power in a new race of beings—the titans. The Solamnic knights have been forced to relax their rigid structure in order to adapt to a changing world. The dwarves fight among themselves in their deep caverns, their trials known only to a few in the realms above. Draconians are a new race in the world with a city of their own. The souls of the dead of all races battle the living at the command of the One God.

The Fifth Age is in its infancy. Much of the future of this age has yet to be written. Whether those mortals for whom the age is named will enter an age of peace and prosperity or will embark upon an age of darkness and turmoil is yet unknown. You can help make the decisions, for you are one of those mortals. You have the chance to leave your mark upon this age. You have the chance to be one of its heroes.

May the gods walk with you. Or not, as you choose.

AGE OF MORTALS

Chaos, the Father of All and Nothing, has been driven from Krynn at great cost. The continent of Ansalon was so badly scarred that many called the end of the Chaos War "The Second Cataclysm." Countless thousands died at the hands of the minions of Chaos—the fire dragons, the daemon warriors, the frost wights. The three moons of silver, red, and black are gone, replaced by a single, pale orb that does not radiate magical energy onto the world. The stars have changed as well, the familiar constellations no longer adorn the night sky. The Wizards of High Sorcery have lost all magical power, and even the most devout clerics can no longer find communion with their gods.

The world is changed. Ripped from its former place in the heavens, Krynn has been removed to a far distant side of the universe and hidden from the gods who acted as its guardians. The people of Ansalon, weak and weary from war and bereft of their gods, now face dangerous alien dragons and a new god with the power to use the dead to conquer the living.

So begins the Age of Mortals.

KRYNN IN THE FIFTH AGE

The world of Krynn underwent significant changes during and after the Summer of Chaos. Some land masses were drastically altered, as new lands rose and seas receded. The three moons disappeared, replaced by a single moon. The patterns of the stars changed. The gods were gone.

There was speculation as to why the gods departed Krynn at the beginning of the Age of Mortals. Some claimed that the gods had fled in fear of Chaos. Others maintained that the gods left the world in order to save it from Chaos. Years would pass before anyone discovered the truth—Krynn is a world that was stolen from its creators.

Takhisis, Queen of Darkness, discovered the means to move the world of Krynn through the ethers to another place in the cosmos. She was elated with this discovery, for it meant that if she could snatch away the world, she would be its sole ruler. Takhisis was unable to act on her plans for millennia, however, as the other gods were always present—ready to react quickly to counter the powerful magic she would need to cast in order to steal the world. The unexpected release of Chaos into the world provided the Dark Queen her opportunity.

While the other gods joined with mortals to fight against the forces of Chaos, Takhisis kept out of the battle, biding her time, waiting for the perfect moment to strike. When the other gods were weakened and distracted, she used energies she had saved for countless centuries to tear Krynn from its place in the heavens, flinging it to the secret location she had long ago prepared to receive it. The other gods of Krynn were unable

to stop Takhisis. Some, such as Sargonnas, had been so wounded by Chaos that they barely had strength left to survive. The gods could only stare in bewildered amazement at the empty place in the heavens where once had shone their lovely blue world. They searched for it, but they could not sense the world or its people. Even Zivilyn, who can see all times and all places, was unable to see anything except Krynn's stolen, phantom future.

ANSALON IN THE AGE OF MORTALS

As the previous age was largely characterized by the people of Ansalon rediscovering their past, the Age of Mortals is about the people of Ansalon discovering their future. With the gods separated from the world and terrible new threats arriving in the form of the Dragon Overlords, the people must learn to fight for their own destinies.

Terrible tragedies occurred during the early years, calling upon some of Ansalon's races to deal with hardships they had never before had to face. The child-like and carefree kender were massacred by the thousands in Kendermore when it came under attack by the great red dragon, Malystryx. The survivors were "afflicted"—scarred in mind and soul by the horrors they had witnessed, forced to trek to the west to find sanctuary. The elven kingdom of Qualinesti was seized by the green overlord, Beryl, who made her genocidal hatred of the elves known to those under her rule. The Silvanesti, acting out of fear that their recently restored kingdom might also be seized by the Dragon Overlords, encased their lands in a magical, impenetrable Shield. Believing themselves safe from the world and its problems, they came to the horrifying discovery that the Shield was slowly killing them.

Yet, in the midst of tragedy, the mortals of Ansalon demonstrated strength and innovation. The long-forgotten ambient magics of sorcery and mysticism were rediscovered, giving the people new weapons to use in the fight against their oppressors. The Legion of Steel, a new organization to champion the liberty of people ruled by the Dragon Overlords, was founded and its numbers grew, even while its membership remained secret. Just when hope was once returning to the world, a strange and powerful storm swept across the continent. Out of the storm came a voice, proclaiming the arrival of a new god.

THE WAR OF SOULS

Years after the discovering the "new magic" of the Fifth Age, sorcerers and mystics began to find their spellcasting powers diminishing. No amount of study revealed the true cause of this drain, though spiritualists began to suspect that it had some connection with the growing legions of



INTRODUCTION

spirits who were remaining on Krynn; spirits who were either unwilling or unable to move on to the next stage of the soul's journey.

On the night of the Great Storm, a young girl named Mina emerged from the thunder and the lightning, speaking of a new god—the One God—and wielding miraculous powers not seen since the mightiest clerics of old. Taking control of the Knights of Neraka, Mina waged war that conquered cities, nations, and brought down several of the mighty Dragon Overlords. The war was to end in Sanction, with the One God absorbing the powers of the Dragon Overlords and using it to enter the world. The work of heroes foiled the One God's plans and revealed her identity to be that of Takhisis, the Queen of Darkness, who had stolen away the world from her fellow immortals so that she might truly become the one true god of Krynn.

A NEW ERA

The end of the War of Souls brings about the restoration of the gods to Krynn, though the pantheon is now missing the two leaders of Light and Darkness. The focused magic of wizards and clerics works again after nearly forty years of absence. The ambient powers of sorcery and mysticism function unhindered by the souls that have now continued on their journey.

The lives of many on Ansalon have been changed, perhaps forever, by the tumultuous events of the war. Some of the villains of the Fifth Age have been defeated, but others remain and new powers for evil are rising. Now is a time when new heroes are going to be in demand to help shape the future of the world of Krynn.



CHAPTER ONE

*Your one true love's a sailing ship
That anchors at our pier.
We lift her sails, we man her decks,
We scrub the portholes clear;*

*And yes, our lighthouse shines for her,
And yes, our shores are warm;
We steer her into harbor,
Any port in a storm.*

*The sailors stand upon the docks,
The sailors stand in line,
As thirsty as a dwarf for gold,
Or centaurs for cheap wine.*

*For all the sailors love her,
And flock to where she's moored,
Each man hoping that he might
Go down, all hands on board.*

—Tasslehoff Burrfoot,
Dragons of Autumn Twilight
Margaret Weis & Tracy Hickman

Generations of heroes and villains have lived, fought, and died since the defeat of Chaos ushered in a new age on Krynn. The Age of Mortals is ripe for adventure, offering players exciting challenges that range from the perils of the Dragon Purge to the turmoil and danger of the War of Souls and the return of the gods.

The people of Ansalon face an uncertain future, however. Much has changed—and not all for the better. Many races find that they have been forever changed by these difficult times. Thousands of kender have been emotionally scarred when the great red dragon Malistryx burned Kendermore and drove the survivors to the west. The elven people, long divided and isolated from the rest of Ansalon, are forced into exile when both the Qualinesti and Silvanesti nations are conquered by outside forces. The ogres have discovered a powerful magic that transforms the greatest among them into “titans”—champions of immense power who sustain themselves in a terrifying manner. Draconians have established themselves as a true race upon Krynn and are building a nation to defy a hostile world.

Other races live as they have for countless centuries. The dwarves toil beneath their mountains. The gnomes work at their Life Quests in the war-

rens of Mount Nevermind. Minotaurs fight for their place in society, even as they scheme to conquer all of Ansalon.

The Age of Mortals is a time in which the acts of a single individual can have an effect upon the entire world, even as a small stone can ripple an entire pond. Warriors and thieves, mages and mystics will find both risk and reward aplenty—and as much adventure as they can handle!

RACES OF THE FIFTH AGE

The events of the Fifth Age have wide-sweeping effects on the races of Krynn. The circumstances and philosophies of an entire race may change during this tumultuous period.

Except where specifically noted, all races conform to the guidelines set forth in the *DRAGONLANCE Campaign Setting*. Information regarding these races, including Physical Description, Attributes, Language, etc., can be found there. The information presented here is intended to supplement, not replace, that sourcebook. All of the notes provided in Chapter Nine: Other Eras of Play, apply to the early Age of Mortals. Two new player character races—the brute (“Tarmak”) and the half-kender—are available for the first time.

HUMANS

The humans of Ansalon, always the most diverse and often the most robust of races, live their lives the best they can manage during the trying times of the Age of Mortals.

The first years after the Chaos War are a time of rebuilding, a time during which the humans of Ansalon learn to cope with a world that lacks both the magic of the moons and the clerical magic of the gods. Some human communities continue to worship the vanished gods, stubbornly convinced that their faith will be rewarded. Others invent new gods, desperately crying out to the strange and unfamiliar heavens for an answer. Neither the old faithful nor the new gain anything for their struggles. No prayers are answered.

Although the people of Krynn do not know this, their world has been ripped from its place in the universe and taken to a new location. Here, dragons from another world stumble upon Krynn and invade it. These immensely powerful dragons begin a battle in order to eradicate Krynn's native dragons.

Called the Dragon Purge, these terrible clashes usher in a frightening new era for humans everywhere. Eyes often look skyward, to witness the incredible sight of dragons battling. This causes people to flee in terror, for the alien dragons will

CHARACTERS

destroy everything in their pursuit of power. The dragons native to Krynn, both good and evil, can do little except fight desperately for their own survival.

During this time, both major knightly orders reorganize. The Solamnics hope to find a way to battle the new dragons, while the dark knights work to secure alliances with these powerful creatures.

Among the human nations, the Dragon Purge also spurs the creation of a new order of freedom fighters—the Legion of Steel. A largely secret organization that works to fight against oppression, the Legion of Steel holds love and brotherhood as its highest virtues. They view themselves as being independent thinkers, more modern and “up-to-date” in their views than the Solamnics or Nerakans.

During these years of sorrow and turmoil, hope returns to the world with the discovery of a new form of magic that uses the “Power of the Heart” to heal and to perform other (formerly) clerical duties. Discovered by the disciple of Mishakal, Goldmoon, mysticism spreads rapidly among human populations, so that within a short time, almost all human communities have practitioners. Through treachery, the Knights of Neraka learn of this power and exploit it for their own dark purposes.

For decades in Ansalon, mystic power is the only magic available to humans. Former wizards, bereft of their power, hunger for a new form of magic. Many seek it, but none find it until—as the third decade of the Fifth Age winds to a close—a mysterious masked being known as the “Shadow Sorcerer” teaches primal sorcery to Palin Majere. Former wizards from all over Ansalon hear of this and seek to study with Palin, who eventually founds an Academy of Sorcery near his home town of Solace.

The practice soon spreads and for a time, it seems as if hope and calm have returned to Ansalon. The Dragon Purge ends in a truce and, although powerful dragons have divided up Krynn and rule it between them, they commit only sporadic deprivations—mostly against other races, leaving the humans to live in peace. But things start to go wrong. Mystics who have wielded the Power of the Heart find their powers either severely weakened or gone completely. Sorcerers discover that their newfound magical powers are fading or behaving erratically. In their hunger for power, sorcerers use artifacts of the Fourth Age—long prized and hidden away—to “leech” power in order to provide energy for their spells. But even this proves dangerous, for the magic of these artifacts is unstable and may do more harm than good for the sorcerer attempting to use it.

No one knows what is happening with the once reliable magic. They soon learn the truth with the return of the One God and the start of the War of Souls.

Although humans do not suffer during the war as do the elves, who end up losing both their nations, human realms are nonetheless hit very hard by the war. Families find themselves divided, as the charismatic Mina calls many to her side as she passes throughout northern and western Ansalon. Many humans witness terrible sights that will linger with them forever, when they face the horrifying spirits of the dead, who are forced to fight the living.

Since the defeat of Mina and her “One God,” humans are struggling to keep up with the incredible changes brought about by the end of the war. The gods have returned and the moons of magic with them. Old magic and the new suddenly exist side by side. Some of the alien Dragon Overlords are defeated, but others still rule vast territories. A people twice abandoned by the gods, many humans are wary of embracing them again. Others are angry for what they perceive as the gods’ desertion and are in open rebellion against them. Some, however, welcome the gods, both good and evil, and look forward to reestablishing places of worship.

Humans are among the shortest-lived races of Krynn and already a new generation is coming of age after the War of Souls. A new generation of heroes—and villains—is undoubtedly among them.

CIVILIZED HUMANS

The day-to-day lives of the city dwellers are largely unchanged by the aftermath of the Summer of Chaos, although many find themselves under the shadow of oppression. A number of cities have fallen under the control of a Dragon Overlord or are ruled by the despotic Knights of Neraka. In addition, there are contested areas being fought over by two powers, which have become exceedingly dangerous. Thus some humans who live in areas controlled by a dictatorial power feel that they are better off than those who live in lawless areas, since they must face crime, riots, and factions breaking out into open war. Of course, these same humans turn a blind eye to those who are quietly removed and imprisoned when they attempt civil disobedience against an evil power’s rule.

Suggested Bonus Feats

The following feats are often taken by 1st level civilized human characters as their bonus feat: *Deceitful, Dextrous Hands, Diligent, Investigator, Magical Affinity, Negotiator, Nimble Fingers, Persuasive, Skill Focus (any one Knowledge skill)*.

NOMADS

Because the so-called “barbaric” races live in closer harmony and contact with the land than do those in cities, the nomads are less affected by the political upheavals of the Age of Mortals and more profoundly altered by the changes in nature.



CHAPTER ONE

Nomadic humans survive in harsh environments by continuing to use the same skills and techniques that have sustained them since the Age of Dreams. But the changes to spiritual magic are quite damaging to primitive people, for they are slow to embrace new ways. Some do learn mysticism during the early decades of the Fifth Age, for their connection to the world and their own beliefs facilitate this type of magic.

In addition, the alien Dragon Overlords have drastically altered some of the lands occupied by nomads. The nomadic people have had to adapt to changed climates, such as those who dwell upon the Plains of Dust. Nomads are hardy, resourceful people. They do what they must to survive.

Suggested Bonus Feats

The following feats are often taken by 1st level nomad human characters as their bonus feat: *Acrobatic*, *Agile*, *Alertness*, *Athletic*, *Endurance*, *Run*, *Self-Sufficient*, *Skill Focus (Survival)*, *Stealthy*, *Toughness*, *Track*.

THE TARMAK (BRUTES)

Closely related to humans, but nonetheless an entirely different race, the Tarmak (named for their mysterious homeland far to the east of Ansalon) are a savage people who glory in combat and death. They were recruited by Lord Ariakan before the events of the Summer of Chaos. After the war, their usefulness ended, the "brutes" were abandoned by the dark knights.

Some endeavored to return to their homeland, but many settled in remote parts of Ansalon.

Personality: Tarmak are primitive and brutal. Force and might impress them. Such concepts as mercy and compassion are considered the province of weaklings.

The only way to gain the respect and loyalty of the

Tarmak is to prove one's strength through deeds of combat, preferably against overwhelming odds. Brutes despise any sign of weakness.

Surrender is not a term they understand, for no true warrior would think of giving up, preferring death instead.

Physical Description:

Male brutes stand well over six feet tall, the largest of them reach seven.

Women are only slightly shorter.

Bodies of both males and females are bulky and muscular as the strongest humans, but their movements have a hint of elven grace

and their ears end in points.

The faces of men are heavily bearded like dwarves.

They wear little clothing, in order to show off their

body decorations, which are

considered sacred to them. When going into battle, they paint themselves from head to toe in blue warpaint, which many believe has magical protective qualities. Brutes have a life expectancy much like normal humans, though their violent lives are often cut short.



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Relations: Due to their savage and alien nature, the brutes are regarded as enemies by all the races of Ansalon. The brutes are glad to return the favor and view any stranger as a potential foe.

Alignment: Brutes tend toward neutral and chaotic alignment. They revere strength, and will act unpredictably when they have no one to command them.

Tarmak Lands: The true homeland of the brutes is an island far to the east of Ansalon. Those brutes who have settled upon Ansalon live in remote areas where they can raise their children far from the weakening influences of other, "soft" races.

Religion: Tarmak pay homage to unfamiliar gods. They have no spellcasters of any kind in their society, though in their homeland they have an order of clergy called the Keena, who maintain the histories, legends, and prophecies of their people and promote religious beliefs. No one knows if any of these Keena came with the brutes to Ansalon.

Language: The Tarmak speak a throaty, guttural tongue that only a few dark knights of the Chaos War were able to master. Brutes are capable of learning other languages and did so during the war. Most prefer not to speak the "weak" tongues of other races, though they often understand what is being said.

Names: Names are composed of several syllables that are gained throughout a brute's life. A child is given a short one-syllable name at birth, with more one-syllable names added during important rites and events. The most powerful and influential Tarmak possess five- or six-syllable names. There is no distinction between male and female naming.

Young Tarmak Names: Awlkwa, Durku, Filrayk, Greizei, Irrzil, Krevlorn, Numfar, Oolvo, Quelsith, Riffyu, Xulpof.

Adventurers: Tarmak adventurers are rare. Those who do leave their homes and venture into the world are often of the younger generation that was born on Ansalon. As is the way of the young, these youths have rejected the clannish traditions of their parents and have gone out to seek their fortune and explore the world. Older Tarmak may adventure for revenge or because they have committed a shame that has caused them to be expelled from their family.

TARMAK RACIAL TRAITS

– +2 Strength, +2 Constitution, –2 Intelligence, –2 Charisma

– Medium: As Medium-size creatures, Tarmak have no special bonuses or penalties due to their size.

– Tarmak base land speed is 30 feet.

– War Paint: The Tarmak make a magical blue body paint from a mixture of fruits, tree sap, and pulped leaves, all derived from plants native to

their island homes. Painted on the body, this war paint grants a creature a +5 natural armor bonus and fast healing 5. When the paint has healed a total of 20 points of damage, it loses its effectiveness, no longer granting either the fast healing or the natural armor bonus.

The secret of creating this war paint is known only to the Tarmak, who guard it jealously as a sacred formula. For purposes of creating the paint, consider one application of paint to have a market price of 500 stl and a Craft (alchemy) DC of 25. All Tarmak characters who possess at least 4 ranks of Craft (alchemy) know the secret of creating the war paint.

–Automatic Languages: Tarmak and Common. Bonus Languages: Any. Because the Brutes have settled and traveled multiple places throughout Ansalon, they have picked up many other languages.

–Favored Class: Barbarian. A multiclass Tarmak's barbarian class does not count when determining whether he takes an experience point penalty for multiclassing (see *Player's Handbook*, Chapter Three, XP For Multiclass Characters). The Brutes enjoy brutal, savage combat so the barbarian class comes very naturally to them.

DWARVES

If the dwarven people were much changed by the Age of Mortals, they are the last race that would easily admit it. A people defined by their stubborn natures, the dwarves are often resistant to change and fight against it. Evidence of this is best seen in their refusal to accept the idea that their god, Reorx, departed the world. Through a convoluted and complicated thought process, the dwarves honor Reorx for his sacrifice in departing the world in order that his people should survive, all the while refusing to admit that he's really gone. Dwarven clerics still practice the god's teachings, all the while knowing that there will be no results, and all dwarves continue to swear oaths to Reorx, though some of these might be muttered into their beards.

Despite the dwarven determination not to change their way of life, the cataclysmic events of the Chaos War did not spare the dwarves, nor did events of the following years.

MOUNTAIN DWARVES

Usually among the last to adjust to the changes in the rest of the world, mountain dwarves are extremely slow to acknowledge the new forms of magic, mysticism and sorcery, much less learn them. Those dwarves who embrace mysticism are regarded with distrust. Any dwarf who practices sorcery may face exile or death.



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Thoradin: The decades of the Age of Mortals are both a time of pride and sorrow for the dwarves under the mountains. A mountain contingent routes out the dark dwarves who have long dwelt in the nation of Zhakar and restore its original name of Thoradin. Ruled by the mystic prophet Severus Stonehand, Thoradin makes an alliance with the dark knights, to the surprise of all. In truth, Severus needs the dark knights to fight against the ogres, leaving the dwarves free to mine a valley filled with ore and gemstones.

Thorbardin: The mountain dwarves of Thorbardin, led by Tarn Bellowgranite, rebuild an ancient alliance with the Qualinesti elves during the War of Souls. The dwarves tunnel under the city of Qualinost in order to create evacuation routes for the elven people fleeing the wrath of the dragon Beryl.

To the sorrow of the dwarven king, things do not go as planned. When the enormous dragon is brought down by the elves, the weight of the carcass (and the hand of the One God) caves in the tunnels under the elven capital, causing the rivers to flood in and drown the city, forming a Lake of Death. Many dwarves die in the tunnels, along with the elves.

This tragedy causes some Thorbardin dwarves to be unusually sympathetic to the plight of the elves, while others stubbornly insist the elves brought catastrophe onto the dwarves.

Tarn Bellowgranite

Male Mountain Dwarf Nbl 4/Ftr 6: CR 10; Medium-size humanoid (dwarf); HD 5d8 (noble)+5d10 (fighter)+20; hp 77; Init +6; Spd 20 ft.; AC 20 (touch 12, flat-footed 18); Atk +14/+9 melee (1d8+6/17-20, +1 keen longsword); SQ bonus class skill (Survival), coordinate +1, darkvision 90 ft, dwarf traits, favor +2, inspire confidence 1/day; AL LG; SV Fort +8, Ref +8, Will +6; Str 17, Dex 14, Con 15, Int 13, Wis 11, Cha 16. Height 4 ft. 11 in.

Skills and Feats: Appraise +6, Bluff +12, Climb +9, Diplomacy +16, Handle Animal +9, Intimidate +11, Knowledge (nobility) +6, Sense Motive +7, Survival +5. Blind-fight, Cleave, Improved Initiative, Leadership, Persuasive, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Coordinate (Ex): The noble has a knack for getting people to work together. When the noble can aid others and give directions, he provides a +3 total bonus to the task at hand by making an Aid Another check. This ability cannot be used to assist in combat.

Dwarf Traits (Ex): Darkvision 90 ft., stonemasonry, +4 bonus to ability checks made to resist bull rush and trip attacks when standing on the ground, +2 racial bonus on saves against poison, spells, and spell-like effects, +4 dodge bonus to AC against giants.

Favor (Ex): The noble has the ability to call in favors from those he knows. To call in a favor, the noble makes a favor check (1d20 +2). He can use this ability twice a week, calling in favors from different contacts. The DM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The noble cannot take 10 or take 20 on this check, nor can he retry the check for the same (or virtually the same) favor.

Inspire Confidence (Ex): Once a day the noble can use oratory to inspire confidence in allies (not himself), bolstering them and improving their chances of success. An ally must listen to and observe the noble for a full round for the inspiration to take hold. The effect lasts for 5 rounds. The noble can inspire 2 allies at a time. An ally inspired with confidence gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

Possessions: +1 keen longsword, +2 chain shirt, masterwork heavy steel shield, masterwork hand axe.

The marriage between a meek Hylar noble, Baker Whitegranite, and Garimeth Bellowsmoke, a scheming dark dwarf of the Daergar clan, was treated by friends and family members as a somewhat startling mistake on the part of each participant. In time, Baker and Garimeth also came to regard that marriage as a mistake, and they parted ways. Neither could know at the time of their parting, nor at any other time before their deaths, that the child of their union would go on to become one of the greatest forces for unification in the long history of Thorbardin's fractious clans.

Tarn Bellowgranite—his surname was formed from both matriarchal and patriarchal clans, in accordance with dwarven custom given such a rare inter-clan union—was a half-breed, an “exotic” in his people's parlance. With the wide-set, pale eyes and bowed legs of a Daergar and the dextrous hands and probing intelligence of the Hylar, he mixed some of the best features of both dwarven sub-races.

He grew up in the delicate tower of Hybardin, Life-Tree of the Hylar. During his childhood and adolescence, however, he frequently made extended visits to lightless, sprawling Daerbardin, coming to know his mother's home city—three levels of black stone corridors—very well.

It has been speculated that he drew his formidable strength from the powerful Daergar stock and his capacity for enlightenment from the civilized Hylar. Yet certainly each of his parents possessed deep flaws, in addition to these traits of dwarven greatness. There was a ruthless selfishness and capacity for treachery on his mother's part, and an absent-minded lack of forcefulness in his father that Baker was able to overcome only

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in the last days before his death. Yet it can be seen that each of these weaknesses in the parent was channeled into a capability of the son.

Much has been made of Tarn Bellowgranite's emergence as a leader during the horrific destruction of Thorbardin brought on by the invasion of the daemon warrior Zarak Thuul and his minions of Chaos. These lethal forces included a host of shadow warriors and a legion of lethal fire dragons. Further complicating matters, the invasion occurred in the midst of the internecine war started by Garimeth's brother—Tarn's uncle—Darkend Bellowsmoke. Tarn himself escaped from imprisonment in Daerforge, with the assistance of a motley band of gully dwarves, but arrived in Hybardin too late to take part in that city's defense. Indeed, he found the city already in ruins from the attack of the Chaos army. He assumed that both his father and the woman that he loved had been slain in the unprecedented invasion.

Instead, he found the dwarfwoman who would become his lifemate, Belicia Felixia Slateshoulders, commanding a remnant of the Hylar's waterfront garrison. The city was barely recognizable, as the Chaos onslaught had actually melted the bedrock of the Life-Tree, eroding away structures and monuments that had stood for thousands of years. The base of the pillar had broken away, rendering the slender column into a dangling stalactite.

Baker Whitegranite was presiding over the defense of the dying city, and it was Tarn's lot to lead the survivors to safety. Tarn and Felicia spent untold days traveling through the maze of caverns scored through the roof of Thorbardin, finally emerging, with several thousand other dwarves, into the Valley of Thanes, the secret grotto located in the lofty remoteness of the High Kharolis.

These escaping refugees were mostly Hylar, but included numerous Aghar and Klar, and even a few Daergar. Tarn Bellowgranite led them all on an odyssey through the mountains during the years after the Chaos War. On the surface he encountered the hill dwarves and exercised such skillful diplomacy that he was able to patch over the schism dating back to the time of the first Cataclysm. The hill dwarves took in their cousins from under the mountains and gave them shelter and food enough to survive those first harsh winters on the outside.

With the coming of the Dragon Overlords and the new state of the world, Tarn recognized that the time had come for his people to reclaim their lost kingdom. He and Belicia led them back into Thorbardin, to find that the vast underground realm was virtually abandoned, haunted only by the ghosts of the kingdom's great tragedy.

Establishing a headquarters in what remained of the Life-Tree, Tarn sent expeditions to all the great cities of Thorbardin, finding remnants of the other clans, linking up, and clearing cities in vari-

ous states of ruin. Over the next decades, this small band began to repopulate the kingdom. Hill dwarves who were willing were invited to live underground. Ancient tunnels were cleared, and new caverns excavated.

Thus it was that when the War of Souls rocked Krynn, and the elves were forced to leave Qualinesti, Tarn Bellowgranite was able to provide them safe passage. His new kingdom, an underground realm proof from even the power of the Dragon Overlords, extended all the way across the Plains of Dust. Under dwarven protection, the elven refugees were able to make the trip without ever exposing themselves to the sky.

HILL DWARVES

Always more open-minded than their mountain cousins, hill dwarves are more inclined to investigate the teachings of mysticism. A Neidar dwarf named Jasper Fireforge is one of Goldmoon's first mystic disciples. Hill dwarves share their mountain cousins' distrust of arcane magic and shun sorcery. They have little tolerance for dwarves who choose to practice it.

The hill tribes must learn to adapt to the changing climate that occurs during the Age of Mortals. Their resourcefulness and endurance sustains them, however, with the result that most hill dwarves of the Fifth Age possess greater survival skills than those of previous generations. Long prohibited from becoming knights, some hill dwarves are welcomed into the ranks of the Legion of Steel to fight against the Dragon Overlords.

Jasper Fireforge

Male Hill Dwarf Mys 4/Citadel Mystic 5: CR 9; Medium-size humanoid (dwarf); HD 9d8+27; hp 69; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Atk +10/+5 melee (1d10+4/x3, +3 *dwarven waraxe*); SA Spells; SQ Dwarven traits, heart's grace, mystic secrets, reputation +2; AL NG; SV Fort +11, Ref +2 (+4), Will +9; Str 12, Dex 10, Con 16, Int 13, Wis 16, Cha 14. Height 4 ft. 2 in.

Skills and Feats: Concentration +7, Craft (Woodcutting) +3, Diplomacy +8, Heal +11, Knowledge (Religion) +11, Sense Motive +5, Spellcraft +7; Eschew Materials, Martial Weapon Proficiency (*dwarven waraxe*); Maximize Spell, Trustworthy.

Special Qualities: Dwarven traits. Heart's Grace (Su): Jasper may add his Charisma bonus to Reflex saving throws. Mystic Secrets (Ex): Every time Jasper casts *cure light wounds* or *searing light*, the spells are considered Empowered (as per the feat). Reputation (Ex): Jasper may add +2 to any Charisma-based skill check when interacting with prisoners, peasants, and refugees or with rulers, nobles, and authority figures. The bonus is applied as a penalty (negative) when interacting with enemies of the Citadel of Light.

CHAPTER ONE

Mystic Spells per Day: 6/7/7/7/4; base DC = 13 + spell level.

Domains: Healing, Sensitivity. Mystic Spells Known (* +1 caster level) 0—*create water, cure minor wounds**; *detect magic, guidance, light, mending, purify food & drink, virtue*; 1st—*bles, command, cure light wounds**; *deathwatch, magic stone, magic weapon, sanctuary*; 2nd—*bear's endurance, bull's strength, cure moderate wounds, restoration (lesser), see invisibility, status*; 3rd—*cure serious wounds**; *remove blindness/deafness, remove curse, searing light, tongues*; 4th—*cure critical wounds**; *discern lies, divine power, restoration*.

Possessions: Masterwork scale mail, +3 *dwarven waraxe*.

The nephew of Flint Fireforge always wanted to be a hero. He had grown up on stories of his great uncle, who was one of the Heroes of the Lance. Jasper knew he wasn't the fighter Flint was; he didn't have the body or the mindset for it. However, he had the heart and the desire, and he possessed a different gift—he could mystically heal others.

Jasper was eager to be one of Goldmoon's champions and fight against the great Dragon Overlords that dominated Ansalon. He knew that struggling against the odds was risking death. But he also knew that everyone eventually died, so why not die making a difference? Why not die taking a stand to save your home?

There were times when he missed "dwarven things," as he liked to call them. He missed being on the mountains with granite underfoot and sky all around. And he missed being deep beneath the blessed earth in the company of his fellows, working the mines and sharing ale. But he knew he wasn't making a difference there. He was one more miner, one more reveler, one more traveler who told tales of great dwarves. So he left his people, embraced Goldmoon's teachings, and discovered within himself a mystical, magical spark. He

learned that by feeling his "heart," and calling power from it, he could channel a force from his chest and down his arms, into his fingers and then into the body of someone injured. Jasper considered it an amazing, exhausting sensation, and he devoted himself to perfecting his healing arts.

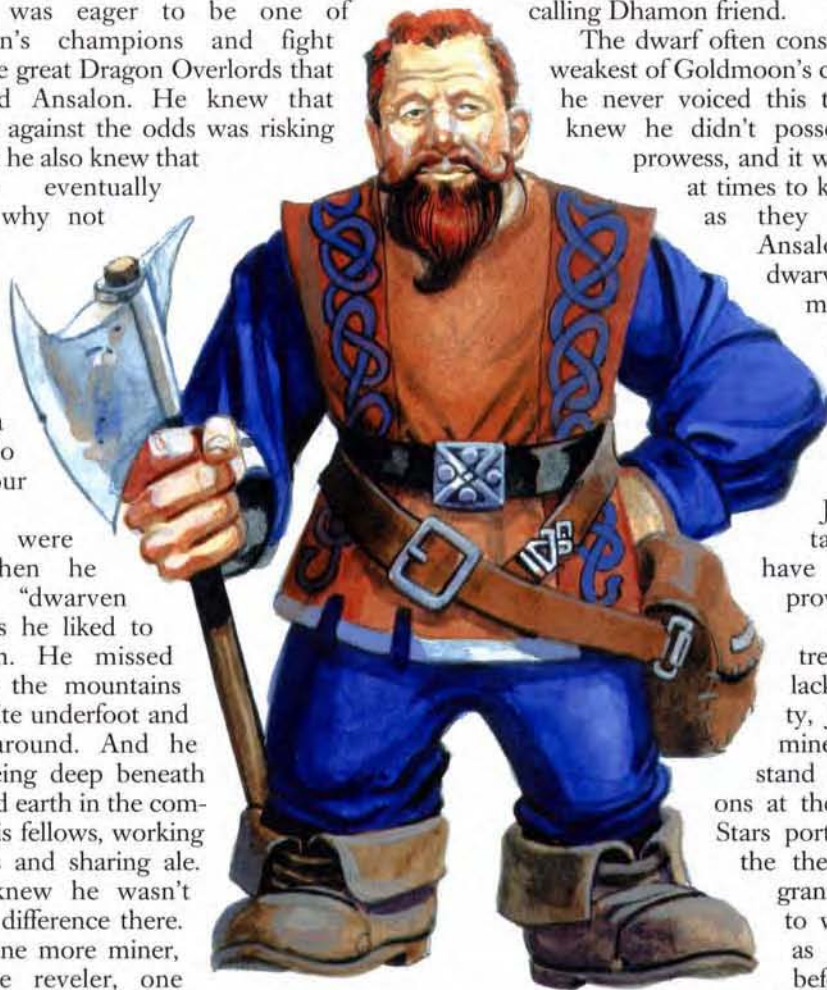
He was angry with himself that he was never able to "cure" Dhamon Grimwulf of the dragon scale that caused numerous problems. One such problem nearly cost Jasper his life. The scale was from Malys, and it allowed her to control Dhamon. When she directed Dhamon to slay Goldmoon, Jasper put himself between Goldmoon and Dhamon. Jasper was quickly cut down.

Jasper knew he was dying. In the distance he thought he saw his Uncle Flint. But he was pulled back by the Kagonesti Feril, who also had some skill in the healing arts. It took Jasper a while to recover, as the wound Dhamon caused was deep. It left physical and emotional scars, but Jasper didn't think twice about jumping back into the fray against the dragons. And he never stopped calling Dhamon friend.

The dwarf often considered himself the weakest of Goldmoon's champions, though he never voiced this to the others. He knew he didn't possess their fighting prowess, and it was all he could do at times to keep up with them as they traipsed across Ansalon. His stubby dwarven legs were no match for long human and elven ones. Indeed, if it hadn't been for the noisy presence of the kender Blister, Jasper feared the tall ones would have left him in the proverbial dust.

Despite his trepidation about his lack of fighting ability, Jasper was determined to be part of the stand against the dragons at the Window to the Stars portal. He prayed to the then-absent gods to grant him the strength to wield his hammer as he'd never done before. And perhaps his prayers were

somehow answered, for he fought with a fury he'd not previously shown. That night, beneath the stars, he gave every measure of strength and



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courage he could summon, and he managed to endure the terrifying dragonfear the great Overlords exuded. Jasper never felt more alive that night when he wondered if he'd matched the skills and furor of his Uncle Flint. He landed many blows against the dragons.

He also died there beneath the claws of one of the massive beasts. He was the only one of Goldmoon's champions who did not survive the encounter with the Overlords.

DARK DWARVES

If the Age of Mortals has been a time of triumph for the mountain dwarves who reclaimed Thoradin, it is an era of defeat for the dark dwarves who once lived in the ruined kingdom of Zhakar.

Known as dark dwarves because of their inability to withstand sunlight, the Daewar and the Theiwar find that the magic they had long used to defend themselves against their enemies fails them with the departure of the gods. Although they were willing to learn the new ways of sorcery and mysticism, they found it difficult to attain instruction, isolated as they were.

After their expulsion from Zhakar, the dark dwarves who survived fled by secret underground routes to other caves and strongholds. A resourceful people, the dark dwarves are survivors, and they nurse ambitions of returning to their homes and destroying the interlopers. To this end, many have learned mysticism and sorcery.

The troubled times of this new age have reinforced racial stereotypes and hatreds. Most dark dwarves dislike and distrust other races. They reserve true malice for their mountain and hill dwarf cousins.

GULLY DWARVES

The Aghar are able to thrive in the most hostile environments and since the War of Souls their populations have soared. While facing many of the same dangers as other races, gully dwarves survived where others did not, mainly because they have no pride, will not hesitate to grovel, and will do anything they must in order to keep on breathing.

The devastation caused by the Dragon Purge was a blessing to gully dwarves, for it created new, vermin-infested ruins throughout Ansalon. Hearing of these by some mysterious means known only to themselves, gully dwarves immediately took possession of these ruins and began to set up housekeeping.

Large cities that were once able to keep gully dwarves from invading their sewers and slums find that they have more pressing problems during the Fifth Age than trying to drive off gully

dwarves. The Aghar live quite well in the muck and filth, displaying the unflagging cheerfulness for which their race is known.

Gully dwarves continue on, blissfully unaware that they are in a new age at all.

ELVES

The elves of Ansalon have suffered more during the Age of Mortals than perhaps any other race. Once blessed and protected by the gods, the elves have been brought low by a succession of catastrophes, culminating in the tragic downfall of their race during the War of Souls. Some in the world view the fall of the elves as simple bad luck, but others see it as fitting retribution, the price paid by the elves for centuries of arrogance and their determination to isolate themselves from the problems of the rest of the world.

KAGONESTI

Enslaved by their cousins decades earlier, forced to serve in the noble houses of both Qualinesti and Silvanesti, a new generation of Kagonesti has been born that is cut off from their people and their way of life. This servitude is a benevolent one, at least according to the Qualinesti and Silvanesti, for they believe that they are doing their "savage" cousins a service by raising and educating them in a civilized and ordered society.

Although the Kagonesti were forbidden to use their own language or to pass on the old ways to their children, many Kagonesti defied their masters and did so in secret, never allowing their children to forget the wrongs that have been done them and fostering the ambition to one day return to their homeland. Many Wilder Elves dreamed of the chance to strike out against their masters, to once again claim their freedom. The coming of a common foe in the form of the dark knights and the Dragon Overlord, Beryl, has caused many Wilder Elves to fight on the same side as their masters, but the Kagonesti have long memories and the dream will never die.

The Kagonesti who remained in their homeland were not entirely spared suffering. Southern Ergoth was conquered and claimed by the Dragon Overlord known as Frost, who used the powers of his skull totem to transform much the island continent into frozen tundra. The Wilder Elves have adapted to the changed climate, however, and work with other races in the region to resist the dragon's tyranny.

Always sensitive to the energies of the world, many Kagonesti learned the ways of mysticism during the early Age of Mortals, since its practice matched in many ways the Wilder Elves' earlier beliefs. Much rarer are those who learned sorcery, though a handful have embraced this arcane magic, liking it because it requires no study and is not part of a greater "civilized" organization.



CHAPTER ONE

↳ Tale of the Lioness ↳

In all times, a hero will arise as though born of the desperate need of an oppressed people. In the case of Qualinesti during the dark times after the Dragon Purge, it was a heroine who arose. She is Kerianseray of Qualinost, known to those who love her and those who fear her as the Lioness. The lover of King Gilthas, the Kagonesti servant of a Senator, no less likely a young woman could be imagined as a heroine destined to forge and lead a deadly resistance movement against the occupying dark knights who held the once-proud elven kingdom captive.

A woman of the Kagonesti, or Wilder Elves, many of Kerian's kindred have been in servitude to the Qualinesti. Men, women, and children have been taken from their Ergothian homeland and put into the households of wealthy Qualinesti elves. "To improve their minds," said the Qualinesti who did not do the taking themselves, and who did nothing to stop the kidnapping.

That they might consider themselves rescuers and not the beneficiaries of kidnapping, they said, "We will take the Kagonesti into our homes. We will teach these unfortunate, half-savage elves to read and write. We will give them gainful employment in our service and they will be grateful for having the opportunity to learn the higher skills." And so, many of the Kagonesti were put into service, but others of their kind had a different word for what was done to them by their city-dwelling kin – enslavement.

Some fled their masters or found freedom in the deepest parts of the Qualinesti forest before they could be assigned to Qualinesti households. They grew to despise the Qualinesti as effete city-dwellers who had forgotten their natural connection to the world of forest and river and sea. In many cases, they came to consider servitude as betrayal of the Kagonesti way of life.

But those of the Wilder Kin who were not misused in service—and they were many—were, indeed, grateful for the education they received.

QUALINESTI

The great green dragon, Beryl, chose the Qualinesti forest as her home. The dragon nearly exterminated the Qualinesti people during the early years of the Fifth Age, and might have succeeded were it not for the discovery of primal sorcery and the aid of the human sorcerer, Palin Majere. The dragon made an alliance with the Knights of Neraka and, through them, controlled the elven nation as an occupied nation.

Marshall Medan, a Knight of the Lily, was the true ruler of Qualinesti during the years leading up to the War of Souls. Understanding that the elves would never accept him as ruler, Medan

Their homes were comfortable, their clothing fine, and their meals plentiful. If they were not considered members of their masters' families, they were treated well and kindly. They did not feel enslaved and often resented the suggestion that they were. In the family of Kerianseray, the disagreement played out between brother and sister. A sad and painful rift grew between them. They saw each other less and less frequently, became practically strangers to each other until Kerian had reason to believe her brother, Iydahar, was involved with a band of outlaws who practiced hit-and-run raids against the dark knights. Fearing that his life was in danger, Kerian wanted to find him. In spite of the objection of King Gilthas, she set out from Qualinost on her quest. She set out upon a road she could not have imagined. Branded an outlaw for killing a dark knight in self-defense, Kerian became the object of every knight's pursuit, for she must be captured and killed, the punishment to be carried out in Qualinost as a warning to others who might think they could kill a knight with impunity.

Unable to return to her lover or even come near the city, hiding in the wilds of the forest, Kerian learned how badly used the elven people were. Living the hard life of an outlaw, learning woodland skills she'd long forgotten or never knew, Kerian was not only able to fend for herself, but she conceived a plan to turn the band of ne'er-do-wells who first sheltered her into a fierce force to resist the dark knights. In the space of a long hard year of flight and exile, Kerian changed from the king's lover to the king's own outlaw. She fought a covert battle for Gilthas and helped bring to fruition a treaty between elves, humans, and dwarves that became the last hope for survival of the battered Qualinesti kingdom.

Once again, though, the woman whose life is marked by transformation, changes. Kerian who was the king's lover, who became the king's outlaw, at last became the king's wife and the daring queen of a people who had once called her servant. At her husband's side, she leads a nation in exile, the hope of the king, the strength of a people.

acted behind the scenes. The nominal ruler of Qualinesti was the Speaker of Suns, Gilthas, considered a weak fop and often called "the Puppet King". In truth, Gilthas was one of the leaders of the resistance movement, secretly married to its leader, a Wilder Elf known as the Lioness.

The War of Souls drove the dragon Beryl to launch an attack against the elves. King Gilthas made a secret alliance with the dwarves of Thorbardin to create evacuation tunnels underneath the capital city of Qualinost. When the dragon came, many elven warriors stayed behind to do battle, while their families escaped through

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the tunnels. Beryl was slain by the sacrifice of many elves, including the Queen Mother, Lauralanthalasa.

The dragon's enormous body landed in the city, the weight causing the tunnels and surrounding terrain to collapse. The White-Rage River swept into the depression, flooding the city of Qualinost and drowning almost all of the battle's survivors. This created a new body of water known as the *Nalis Aren*, the "Lake of Death."

Now the Qualinesti are a people in exile, together with their Silvanesti cousins. They have their king, but their homeland is gone and the city that stood as the center of their culture has been destroyed forever.

Many Qualinesti, particularly the younger generation who are less rigid in their thinking, learned the ways of primal sorcery during the Fifth Age. This magic served them well in their struggles against Beryl and the dark knights. Others made pilgrimages to the Citadel of Light to learn the healing arts of mysticism. Older generations who clung to their belief in the old ways rejoiced to have their powers restored to them when the gods returned after the War of Souls. All of these elves would gladly trade their magic or even their lives for their lost homeland.

SILVANESTI

A people known for isolating themselves from the rest of the world, the high elves of Silvanesti took this to the extreme during the Age of Mortals. To protect themselves from the horrors of the Dragon Purge, the Silvanesti erected a magical Shield around their land, creating a force powerful enough to keep out the alien dragons. Having exiled the Speaker of Stars and his Queen, Alhana Starbreeze, the Silvanesti fondly believed that at last they were safe from the pollution of humans and other races, as well as the dragons.

The Shield protected the nation of Silvanesti, though that protection came at a terrible price. The *kirath*, the elven rangers who scouted the woods, began to notice that the Shield killed all the plant and animal life in the surrounding vicinity, but even they did not suspect that the Shield was responsible for the wasting sickness that began killing many of the elves who lived under it. Nor did the elves realize that they were being manipulated by the disguised green dragon, Cyan Bloodbane, who used the Shield to hide himself from the ravages of the Dragon Purge and to gain his revenge on the elves, whom he had long hated.

When an elven youth with a broken arm managed to mysteriously enter the Shield, the elves took this for a miracle, which it was—a miracle of the One God. When the elves discovered that the youth was Silvanoshei, son of Queen Alhana

Starbreeze, the desperate Silvanesti took Silvanoshei to their hearts and crowned him their king.

Not long after, as the One God had planned, Mina, strange prophet of the One God, and her dark knights entered the Shield. Silvanoshei was ensnared by love for the human woman, who duped the elven people into trusting her. Through Mina's manipulation, the Shield was destroyed, and the elves killed the dragon, Cyan Bloodbane. The Silvanesti appeared to have won an important victory, but dark forces were at work.

Mina seized control of Silvanesti, then handed it over to the dark knights, who began to enslave and kill the elves. Their king, Silvanoshei, disappeared, lured away to follow his obsession for Mina.

Many Silvanesti escaped into the wilderness, where they joined with Queen Mother Alhana Starbreeze (newly restored in the eyes of her people) and plotted to retake their homeland. In this, they were joined by many exiled Qualinesti, under the rulership of Gilthas.

When word came that their king, Silvanoshei, was in danger, Queen Mother Alhana abandoned plans to retake Silvanesti and led the elves of both nations in an attempt to recover their king. While they were away, a fleet of minotaur ships sailed up the *Thon-thalas* river, slaughtering the token elven defenders and claiming the nation of Silvanesti in the name of the minotaur empire.

Although the War of Souls is won, the Silvanesti elves pay a terrible price, losing both homeland and their beloved young king, for Silvanoshei was slain, though he is proclaimed the hero that forever ended the threat of the Queen of Darkness. The grieving Queen Alhana abdicates all rights to her throne in favor of her husband's cousin, Gilthas. The Silvanesti now try to find their place in this new world, along with their exiled cousins.

Isolated behind the Shield, most Silvanesti held on to traditional beliefs about magic and the gods. Only a handful have since learned the new powers of sorcery and mysticism. Most Silvanesti spellcasters are thankful for the return of their godly powers, although a few feel a certain amount of bitterness, feeling that there must be a way to blame the gods for their misfortune instead of themselves.

Silvanoshei

Male Silvanesti Nbl 2: CR 2; Medium-size humanoid (elf); HD 2d8; hp 13; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +2 melee (1d8+1/19–20, longsword); SQ bonus class skill (Survival), elvensight, favor +1, inspire confidence 1/day, Silvanesti traits; AL NG; SV Fort +0, Ref +4, Will +2; Str 12, Dex 13, Con 11, Int 13, Wis 8, Cha 14. Height 5 ft. 5 in.

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Skills and Feats: Bluff +6, Diplomacy +7, Listen +2, Ride +4, Search +2, Sense Motive +3, Spot +0, Survival +1; Run.

Favor: The noble has the ability to call in favors from those he knows. To call in a favor, make a favor check (1d20+1). He can use this ability three times per week, calling in favors from different contacts. The DM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The noble cannot take 10 or take 20 on this check, nor can he retry the check for the same (or virtually the same) favor.

Inspire Confidence: The noble can use oratory to inspire confidence in allies (not himself), bolstering them and improving their chances of success. An ally must listen to and observe the noble for a full round for the inspiration to take hold. The effects lasts for 5 rounds.

The noble can inspire 2 allies at a time. An ally inspired with confidence

gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

Silvanesti Traits (Ex):

Immune to *sleep* spells and effects, +2 on saves against enchantment effects, +1 bonus

on Knowledge (arcana) and Spellcraft, +2 bonus on Listen, Search, and Spot checks.

Possessions: Leather armor, longsword.

Born to the Silvanesti queen, Alhana Starbreeze, and her husband, the Qualinesti Speaker, Porthios, Silvanoshei was destined to be the savior of the elven race. Although his parents were exiled from both their lands, deemed "dark elves," Alhana and Porthios dreamed that one day their son would rise to unite the Silvanesti and Qualinesti under his rule.

An only child, Silvanoshei was spoiled by his mother from the day of his birth. Alhana doted on him and could not bear to deny him anything. She also felt guilty for inflicting a hard life on her son, for she and Porthios were constantly on the run from elven assassins, and

she tried to make this up to him. After Porthios's disappearance, Alhana grew more attached to her son than ever.

When the Silvanesti people raised a magical Shield around their land in order to keep the Dragon Overlords from attacking, Alhana formed an army made up of Silvanesti refugees and Qualinesti elves loyal to her and her husband. She attempted to break through the Shield, in an effort to show the Silvanesti people that they had to face the growing problems in the world, they could not hide from them. Her attempts to enter the Shield were constantly thwarted.

Silvanoshei grew up in an armed camp where he was spoiled and pampered. Self-centered, he knew that the elven warriors had no respect for him, and he was secretly hurt by this. He vowed to win their respect and, during the night of Takhisis's Storm, when the camp was attacked by ogres, Silvanoshei volunteered to run for the Legion of Steel in order to bring back help.

Basically a good person, Silvanoshei felt real fear for his mother and his people, and he was frantic to save them. Takhisis had looked into his heart, however, and she saw that she could make use of his shallow, selfish nature and his naiveté. She arranged for him to "fall" through the Shield, where he was discovered by members of the kirath, who had always been loyal to Alhana Starbreeze and her family. Silvanoshei was taken to the elven capital.

The Shield had been slowly killing the elves it was supposed to protect. Bereft of hope, the elves made Silvanoshei their ruler. He proved himself an able leader, much to the surprise of those elves who had figured to make a puppet of him. He helped lead the military campaign against Mina and her forces, who had entered the Shield.

Mina's army was defeated and she was made a prisoner. Silvanoshei fell in love with her at first sight. She revealed the true architect of the Shield to be the green dragon, Cyan Bloodbane, who sought the death of the Silvanesti elves, and she led the elven warriors in a battle that brought down the dragon. Following



CHARACTERS

Elves After the War of Souls

The two once-proud elven nations now lie in ruins. Captain Samuval and his brigands have turned northern Qualinesti into a lawless land, traveled only by the daring or foolish. Goblins and hobgoblins have taken over southern Qualinesti. Their forces are strong and well-organized, and it is said they are under the control of some powerful, mysterious leader. Those Qualinesti who have tried to venture back to their homeland to reclaim their wealth or to find out what has happened to loved ones left behind have either never returned or have barely escaped with their lives.

The one place where neither man nor goblin ventures to go in Qualinesti is the Lake of Death, for it said to be haunted by spirits both good and evil, including the spirit of the green Dragon Overlord Beryl, whose rotting corpse lies at the bottom of the lake. These spirits are said to continue to fight the battle that brought about their doom and will try to lure the living into aiding their cause.

Silvanesti is under the control of the minotaurs, who are shipping in fresh troops and minotaur settlers to strengthen their hold on the land. Although the ogres of Blöde to the north are the minotaurs' sworn allies, the ogres have recently begun eyeing this build-up with distrust and suspicion.

The elves themselves are splintered and fractured, with no two elves agreeing about what should be done to try to rebuild their lives. A militant group of Wilder Elves, Qualinesti and Silvanesti advocates attacking the minotaur before they grow stronger, to try to drive them from Silvanesti. This group is being led by the Lioness, wife of Gilthas, the ruler of the Qualinesti.

The nominal leader of the elves, Gilthas is opposed to war and this has caused a rupture between him and his wife. Gilthas believes that the elves should join together to form a new nation in the Plains of Dust, and that they should not form it alone, but should invite all those who have been made exiles by the War of Souls to join with them. He has been conducting negotiations with Wanderer, leader of the Plainspeople, toward this end, trying to convince the

Plainspeople that the elves will not encroach on their territory but will live in harmony. He has not been very successful thus far. The Plainspeople have warned the elves to stay out of the desert.

Gilthas and his followers are currently living in a large refugee camp located near the last remaining stronghold of the Legion of Steel, who are friendly to the elves and remain their staunch allies. The Lioness and her followers, among them the Wilder Elves, are with Gilthas's band, but relations between the militant elves and those who want peace are strained.

Devastated over the death of her beloved son, Alhana Starbreeze had gone into seclusion when she received startling information from a mysterious source that her husband, Porthios, was not dead as she had been informed, but that he was alive, living somewhere in the west. Taking Samar and a few trusted followers, Alhana left to find out if these rumors were true. Neither she nor any of her party have been heard from since.

During the time of upheaval and turmoil following the end of the war, many elves from both Qualinesti and Silvanesti went off to try to find new lives in the major cities of Ansalon, with the result that elven ghettos have sprung up in the cities of Tarsis, Palanthas, Solanthus, and Flotsam. The humans in these cities first welcomed the elves, but are now starting to regard

this sudden influx with alarm.

Bereft of their god, Paladine, whom the elves always felt to be the god most interested in their welfare, most elves have taken to worshipping Mishakal or Branchala, with some few turning to Chislev. Elven mages continue to align themselves almost exclusively with Solinari. Perhaps due to the unsettled nature of their lives, more elves than usual have begun to take an interest in magic.

The elves do not distrust the gods, as do many humans. The elves know that the War of Souls was not the fault of the gods and most elves place no blame on them, though the elves never fail to remind the gods that they should do what they can to make amends to the elves for all of their suffering.



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the battle, Mina seduced Silvanoshei and tricked him into lowering the Shield. The forces of the dark knights marched into Silvanesti. Blinded by Mina, the elves welcomed their enemy as their savior. The dark knights soon seized control of the elven capital. Trapped in the city and convinced they were surrounded by the entire elven army, the dark knights remained in Silvanost until the minotaurs arrived, defeated the remaining elves, and encouraging the dark knights to leave.

Mina abandoned Silvanoshei when she traveled north to launch the War of Souls. She left him her horse, however, and the magical beast carried Silvanoshei to Solace, where she plotted to use him to lure the elves into a trap and bring about the final defeat of the elven nation.

Mina's plans began to go awry. When she made him her prisoner, Silvanoshei at last came to see the truth about Mina and how she had used him. Even then, he blamed himself, not her. His love for her continued to the end, when he killed the mortal Takhisis before she could take out her wrath on Mina. Grieving the death of her goddess, Mina turned upon Silvanoshei in fury and slew him.

Since the elves were in exile, Silvanoshei was temporarily entombed in the Tomb of the Last Heroes in Solace. He is honored as a hero among the elves of both nations, who plan to build him a fitting monument when they once regain their homeland.

GNOMES

The gnomes' frantic pursuit of technology continues in the Age of Mortals. Although Ansalon's population of gnomes remains centered in Mount Nevermind on the isle of Sancrist, gnomes can be found in almost all parts of the continent, especially in and around major cities.

The gnomes who dwell in Mt. Nevermind are said to be under the dominion of a red Dragon Overlord known as "Pyro." No one has seen the dragon in many years and, though the gnomes insist that Pyro remains in control, the gnomes are vague about details. In truth, most gnomes pay little attention to the dragon, but continue on with their Life Quests as they have done for centuries.

Rumor out of Mt. Nevermind has it that some gnomes became fascinated with the dragon (and its self-contained internal combustion system). They began performing experiments on the dragon and asking it endless questions. Hoping to rid himself of his persecutors, Pyro devoured several of the more dedicated researchers, trusting that this horrific act would serve to bring an end to the experiments. The gnomes honored their fellows as having given their lives to science, and continued to harass the dragon. Unable to rid

himself of the gnomes and too stubborn to abandon his conquest, the dragon Pyro is said to have gone insane.

In previous ages, the occasional gnome would be born who either had no interest in technology, lacked the ability to create inventions, or whose inventions actually worked. These gnomes were termed "mad gnomes." During the last hours of the Chaos War, the god Reorx lifted his curse of many thousands of years on a large group of gnomes—freeing them from both the obsession with technology and the desire to always make it bigger and better. The inventions of these gnomes tend to function as designed. Not only that, the inventions function quietly and efficiently. Thus many of their kindred consider these gnomes to be "mad." Undeterred by criticism, the new gnomes designate themselves "thinker gnomes."

Thinker gnomes live and work along side "normal" tinker gnomes, although a certain amount of self-imposed segregation has occurred, since the two groups have a running disagreement on just what it means to be a gnome.

Most gnomes have no interest in magic, though some guilds have been organized to study magic in terms of pure science. Committees have formed in the Fifth Age to study the new phenomena of sorcery and mysticism.

KENDER

The kender, often called the child-race of Ansalon, experienced a shocking and saddening loss of innocence in the Age of Mortals. The mightiest of all the Dragon Overlords, the red known as Malystrixx, decided to claim the lands surrounding Kendermore as her own. The great wrym slaughtered countless kender and drove thousands more into exile, while transforming their former homeland into a volcanic ruin.

Although the kender race had fought, tormented, taunted and been eaten by dragons for centuries and had not been particularly affected by these encounters, something about the attack by Malys acted upon them in a strange manner, bringing about a drastic personality change. This has led many of the wise to believe that the dragon cast some sort of curse upon the kender, although what that curse might be and how to lift it is unknown.

The kender who underwent this change are said to be *afflicted*. Afflicted kender have lost all joy in life, becoming serious, somber, and suspicious. Kender in those areas that were spared Malys's wrath remain the same—taking both a delight in life and anything that is not nailed down. These "true" kender pity their afflicted brethren, but do not understand them, while afflicted kender grow angry and impatient with their fun-loving cousins, who refuse to see that

life must be taken seriously. Thus a schism has formed between afflicted kender and their “normal” cousins.

While not particularly inclined toward magic, both true and afflicted kender have shown the ability to learn sorcery and mysticism. True kender have a difficult time concentrating, which prevents them from excelling as arcane spellcasters. Many kender, both true and afflicted, are drawn to faith, worshipping deities such as Branchala and Reorx.

HALF-KENDER

Matings between kender and other races are unusual, but not as uncommon as many people would like to believe. Most of these unions occur

between humans and kender, since any self-respecting dwarf would sooner pull out his beard by the roots than take up with a kender, while an elf would never consider such an improper liaison.

No matter what circumstances surround the half-kender’s birth, kender are always accepting of the child, though when the child grows up, kender find that the human side of the child sometimes makes the half-kender staid and boring. Humans, on the other hand, tend to feel the same aversion for half-kender that they feel for other half-breeds.

A half-kender’s life is not easy, nor is it as care-free as a kender’s, but, since the half-kender do inherit a sense kender-like optimism about the

☞ Tasslehoff Burrfoot ☞ A Legend In (and Out of) His Own Time

By *Palin Majere*

I have been persuaded to write this monograph by the head of the Order of Aesthetics in order to establish for all time the true facts, as I know them, of the role played by the legendary kender Tasslehoff Burrfoot in the War of Souls. In this, I am relying not only on my memory, but on that of the Solamnic Knight, Gerard uth Mondar, who was the traveling companion of Tasslehoff Burrfoot during his time among us.

First, let me state that I am certain beyond the shadow of a doubt that the kender who came to us was indeed the Tasslehoff Burrfoot, Hero of the Lance. Questions have been raised about this by skeptics, who point out—quite rightly—that the name Tasslehoff Burrfoot is a common one these days and there are some who say that the Tasslehoff I met was a namesake, not the genuine article.

To refute this, I would first say that my father, Caramon Majere, saw Tasslehoff and spoke to him in the hours before his death and, although I myself was not present, my sister, Laura, was and she states that Caramon not only recognized Tas, but that they spoke together about certain private matters which only the real Tasslehoff would have known.

As further proof, I present the fact that only the true Tasslehoff Burrfoot, friend of both my father and of the god, Paladine (whom Tas knew as Fizban), would have had access to the famous *Device of Time Journeying*. I myself saw the device and examined it and I can vouch for the fact that it was the device mentioned in the notes left behind by my uncle Raistlin Majere, and that it corresponds to my father’s description. The true

Tasslehoff Burrfoot is one of the few figures in history with access to and knowledge of the artifact.

As to those who scoff at the notion that a mere kender could play such an important role in history as to help lead the gods to the world Takhisis stole, let me say here that while I consider Tasslehoff a remarkable kender, I do not believe he is that unusual. Some of the best and wisest people I have known are kender, who are possessed of a childlike ability to see through all subterfuge and facade to the bare truth. Perhaps that is why so many people are uncomfortable around them.

As an example of this, Tasslehoff Burrfoot is celebrated among his own people in a way which shows that they recognize this. He has been adopted by every kender in Ansalon. Almost all kender are now proud to claim Tasslehoff Burrfoot as an “uncle,” and many are the tales and stories which are now circulating about Tasslehoff and his adventures. Most of these are not true, a fact which has probably done much to contribute to the doubt and confusion surrounding Tas’s visit to Ansalon in the Fifth Age. Tasslehoff would have understood, however. He told his share of stories about his Uncle Trapspringer, another remarkable kender.

Finally, it was a pleasure to see how humbly astonished Tasslehoff was to find himself celebrated as a hero. To meet so many kender bearing his name as an honor and a privilege was a thrill for him (though it did make things rather confusing at times). He confided to me that nothing in his life had made him happier or prouder.

In closing, it is my belief that if each and every kender who bears the name of Tasslehoff Burrfoot lives his life with as much courage, nobility, and honor as did the real Tasslehoff, then the world of Krynn has nothing to fear from the darkness, for each of these will bear with him an unquenchable light.



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world, they tend to be more resilient than other half-breeds and more likely to forgive and forget insults and cruel treatment.

Personality: If kender are the perpetual children of the world, half-kender are the perpetual adolescents. Considered more “mature” than kender, lacking their kender parent’s utter fearlessness and overwhelming curiosity, half-kender tend to feel “left out of the joke” when they are among kender. Among other races, their kender blood can make them appear flighty, restless, and suspiciously cheerful. Thus they are never truly accepted by either race.

Because of this, there are many half-kender who become loners, although this does not seem to be by choice. Most have a strong need to be accepted into a group, perhaps to find the “parenting” that a kender child does not require, but a human child does.

While half-kender possess the same adeptness at “handling” as their kender parent, they inherit a notion of ownership and property from the other parent that keeps many of them from being “light-fingered.” Half-kender are also born with a sense of self-preservation and cunning that is missing in most kender.

The one character trait of kender that half-kender inherit is “wanderlust.” As the half-kender approach adulthood, they are stricken by the same indefinable urge to follow the road to the end of the horizon.

Physical Description: Although taller than true kender, half-kender do not approach full human height, and retain the kender’s lithe, agile frame. Both male and female half-kender average between 5 and 5 1/2 feet in height, weighing around 90-130 pounds. Although most inherit the pointed ears of their kender parent, half-kender can nevertheless pass easily for young humans or very tall kender. Hair and eye color, as well as the half-kender’s skin tone, tends to mimic that of their kender parent, though the rare, darker complexioned, half-kender/half-Ergothian is not unheard of.

Half-kender adopt the dress of the culture in which they were raised, and though they may possess a kender’s love for bright, clashing colors, they tend to dress more conservatively, especially

if attempting to pass as human. Lacking the kender’s love of “handling,” half-kender are usually content to carry only their own belongings in a small pouch or knapsack. Half-kender tend to live almost 100 years, reaching adulthood at around 16.

Relations: Half-kender never quite fit in with any race or community, whether it is a kender community, a human community, or with some other race. Kender find half-kender to be “too human” and “not much fun”. Humans find the half-kender to be “too kender,” and keep a hand on their pouches and an exact count of their silver, just in case. Elves hold half-kender in disdain because of their “impure” blood. Dwarves consider half-kender to be true kender in disguise, while gnomes want to study and possibly dissect half-kender in order to



further the studies of the gnomish DepartmentOfHumanElfDwarfGnomeKender AndOtherRacesAnatomyAndBiological StructuresForStudyAndUnderstandingOfMating HabitsBetweenDisparateSpecies.

Alignment: Half-kender tend to adopt the social beliefs of humans, with an equal tendency toward law or chaos depending on the circumstances of their upbringing. Possessed of the kender’s innate sense of justice, independence, and freedom, the majority of half-kender embrace good over evil.

Half-Kender Lands: Like half-elves and half-ogres, half-kender call no land their own. Once wanderlust sets in, they roam Ansalon. Some of the wise believe that the half-kender’s human desire to find a place to “fit in” is the true source of this wanderlust. Whatever the reason, when the wanderlust fades, the half-kender tends to settle permanently wherever he feels most accepted, whether that is among humans, kender, or some other race entirely.

Religion: Half-kender tend to adopt the religious belief of the parent who raises them, though many find they are more drawn to Branchala than to other gods.

Language: Half-kender possess no language of their own, usually learning both Kenderspeak and Common in order to understand both sides of their parentage.

Names: Half-kender names depend on whether the half-kender is raised by the human or kender parent, though many half-kender end up taking a nickname to represent the fact that they do not entirely live in either world.

Adventurers: Like kender, half-kender are drawn to wanderlust, so that most of them become adventurers. While some possess a natural inclinations towards "handling," half-kender may take up a variety of professions, often taking lessons in swordsmanship to become fighters, learning the arcane arts as a primal sorcerer, or even studying to be a Wizard of High Sorcery.

HALF-KENDER RACIAL TRAITS

- Medium: As Medium creatures, half-kender have no special bonuses or penalties due to their size.

- Half-kender base land speed is 30 feet.

- +1 racial bonus on Spot checks. Half-kender eyesight tends to be slightly more keen than a humans, though not quite as sharp as a kender's.

- +1 racial bonus on Open Locks and Sleight of Hand checks. Half-kender possess nimble fingers like their kender parent.

- +2 racial bonus on Will saving throws against fear effects. Half-kender may not be as utterly fearless as true kender, but they are able to call upon an inner reserve of strength when necessary.

- Automatic Languages: Kenderspeak, Common. Bonus Languages: Any (like humans, half-kender mingle with many folk, and pick up the languages of friends and enemies alike).

- Favored Class: Any. When determining whether a multi-class half-kender takes an experience point penalty, his highest-level class does not count.

CENTAUR

The number of centaurs populating Ansalon has never been very large. Since they tend to keep to themselves and avoid contact with outsiders, centaurs are rarely seen in Ansalon, and most members of other races consider them to be creatures of myth.

The centaur race came to prominence during the Age of Mortals, when events forced them to leave their forests and become a part of the world, taking up arms to fight against the tyranny of the Dragon Overlords.

This has caused dissension among the centaurs, particularly among the largest group, who live in Darken Wood in Abanasinia. Some centaurs follow the old ways and live under the benign rule of the Forestmaster. These centaurs live quiet, isolated lives, taking little interest in the outside world, since it takes little interest in them.

A group of Chaos-influenced centaurs broke off from the main body. Rebellng against the Forestmaster, they left Darken Wood and headed out into the Plains of Dust to form their own realm. Their newly established realm is known as Duntollik. A unique realm, Duntollik is inhabited by both humans and centaurs working in cooperation to actively oppose the blue dragon known as Thunder. The brass dragon that calls herself Splendor sponsored a group of centaur militia, and a young generation of centaur foals is growing up in the dragon's service.

Always a people attuned with the natural forces of the world, almost all centaur spellcasters of the Age of Mortals are mystics. Many go on to become nomad shamans, but others have learned the ways of the Citadel of Light or have joined the Legion of Steel.

DRACONIANS

The Chaos War that brought doom and ruin to many on Ansalon proved to be the salvation of the draconian race. A group of displaced former warriors and engineers from the dragonarmies of the War of the Lance discovered a priceless secret hidden in the depths of Thorbardin—magically preserved eggs containing living female draconians.

The dragonmen worked quickly to preserve their race, fighting goblin hordes and overcoming many other obstacles to reach an abandoned dwarven settlement in Teyr, which they then claimed as their own. Surviving draconians, who had long been harried and persecuted by members of other races, traveled to the new "draconian nation."

Two new generations of draconians have grown up in Teyr. These young draconians are not the the foul creations of priests and wizards, but are born to parents, who love them all the more fiercely due to the fact that their race came so near to extinction.

Though drawn towards evil by the design of their race, many draconians have become neutral in attitude, wanting only to be left alone to live and work in peace. When enemies threaten their existence, the draconians of Teyr are swift to react, for they require all of their people to serve at least one term in the military.

Spellcasting draconians of the Fifth Age are almost always sorcerers or mystics, shunning the gods. As a race, the draconians felt used and betrayed by Takhisis, and the draconian leader, Governor Kang, renounced godly magic. Many draconians followed his example and now cast spells that require allegiance to no one but themselves.



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OGRES

A race which has vowed to rise to the fore during the Age of Mortals, the ogres are determined to gain the respect they have long felt they have deserved and been denied. With their ancient foes, the elves, suffering defeat and exile, the ogres see themselves as being free to spread out, acquire and conquer.

Quick to see that the alien dragons were certain to become the new power on Ansalon, many ogre tribes offered their services to the Dragon Overlords, an act that probably saved the ogres from extermination.

The ogres of Daltigoth established an uneasy alliance with the thanoi brought from Icewall Glacier by the dragon Frost. The two races currently exist in a state of armed truce.

Over one thousand ogres served the massive red dragon Malys. Following the dragon's death during the War of Souls, the ogres are now disorganized and scattered. Some have decided to try to survive in the harsh desolation left behind by Malys, while others are finding their way back to the ogre homeland of Blöde.

In the Khalkist mountains, a large tribe of ogres took to serving the red dragon Crematia, acting as guards, spies, and warriors.

The ogre nations of Blöde and Kern thrived after the Chaos War, mainly due to the rise of the ogre titans and the fact that the Silvanesti barricaded themselves beneath their Shield, thus leaving the ogre nation on their border free to expand in peace.

The most dramatic development for the ogres in the Fifth Age has been the rise of the ogre titans. Transformed by magic into beautiful, terrifying ogres who possess inherent magical powers, the titans are revered and even worshipped by their brethren and, as such, the titans have become leaders of many ogre tribes. Because titans have to sustain themselves by bathing in elven blood, titans have been offering bounties for elves and many ogres are now on the hunt.

With the exception of the traditional ogre magi, very few ogres are spellcasters. Once considered renegade wizards by the Orders of High Sorcery, ogre magic has largely turned to sorcery and mysticism. The mysterious ogre titans have inherent powers given to them through their creation ritual. Some titans expand their powers by learning primal magic.

MINOTAURS

The coming of Chaos brought vast changes to the seas the minotaurs have sailed since the Cataclysm. The massive Maelstrom centered in the Blood Sea of Istar grew calm, making it possible for the first time for minotaurs to sail directly through it instead of making the long and harrowing journey around it. The minotaurs at last

saw their chance to obtain the foothold on the continent they had long sought. Under the leadership of Emperor Chot, the minotaurs built up their forces and waited for their opportunity.

The War of Souls gave the minotaurs of the Blood Sea Isles their chance. Having received word through minotaur spies that the dark knights of Neraka had conquered Silvanesti and left only a small occupation force behind, the minotaur sailed south with the intent of wresting control of Silvanesti from both the elves and the dark knights.

If the elven army had been present, there is no doubt but that the minotaurs would have paid dearly for their attempt and might well have been driven off. As fate would have it, however, the elves of Silvanesti left their kingdom largely undefended in order to rescue their king, Silvanoshei. The minotaur fleet sailed unopposed up the *Thonthalas* river, slaughtering the token defense force of kirath that had been left behind and sending the dark knights packing. Now the minotaurs are building up their strength within the Silvanesti forest, determined that they will not lose the ground they have gained. They plan to expand into the rest of Ansalon, but they are patient and know that they must have a strong foothold on the continent first. They foresee a time when all of Ansalon will be under minotaur rule.

Minotaurs never gave up their reverence for their warrior-god, Sargonnas ("Sargas" as the minotaurs call him). Many of his faithful were waiting for the horned god upon his return at the end of the War of Souls. Minotaur wizards of old had passed on their knowledge of the arcane art, in the belief that the gods would one day return, so that when the three moons again appeared in the night sky, many apprentice wizards were prepared to take up godly magic.

A standing alliance with the dark knights gave the minotaur nations access to sorcery and mysticism, and while these practices were never widely embraced, they are accepted. The minotaurs approve of anything that gives them an advantage over their foes.

CLASSES OF THE FIFTH AGE

The Age of Mortals is a time of change. Wizards and clerics who lose their powers early in the age, regain them when the gods return at the conclusion of the War of Souls. Sorcerers and mystics emerge as new powers not seen since the Age of Dreams. With the return of divine magic, all wizards must learn to co-exist in a world where magic comes from multiple sources. Other professions, such as warriors and thieves, must face

the terrible dangers of the Dragon Overlords, all the while trying to survive in a land of war and turmoil.

Rules and information for playing any of the classes from the *DUNGEONS & DRAGONS Player's Handbook* are included in the *DRAGONLANCE Campaign Setting*. A new base class, the mariner, is presented here, along with many new prestige classes appropriate for any campaign set in the Age of Mortals.

MARINER

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

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

Characteristics: Mariners are most comfortable when in view of the sea, and often become dispirited when they venture too far inland. They are quick to react to danger and changing circumstances. They are not ruled by emotion, but think through any given situation, then act accordingly. Those who live at sea are accus-



tomed to the hard life and adopt a pragmatic outlook in order to survive. To the landlubber, such an attitude can seem callous or even ruthless.

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

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

pay homage to Chislew, whose command over nature extends to the ocean.

Background: Mariners generally come from coastal-dwelling families, who have a long-standing tradition of serving aboard ship. Mariners may hire onto a ship in order to escape problems on land, either running from the law or trying to conceal dangerous secrets.

Some mariners begin their careers by being pressed into service against their will. A captain who is short his full complement of crewmen will send out his officers with gangs of sailors to "press" men into service. A

man may be drinking in a tavern one night, only to wake up the next morning with a cracked skull on board a ship already many leagues out at sea.

Some mariners are sent to sea as punishment for crimes or may be forced to serve in ships as slaves.

TABLE 1-1: SAILOR LORE

DC	Type of Knowledge	Example
10	Commonly known, something that most people have heard and gossip about.	The Knights of Neraka have blockaded Ak-Khurman; Red Sky at Night, Sailor's Delight; Red Sky at Morn, Sailors be Warned (Old bit of lore that predicts storms if there's a red sky at dawn).
20	Known by select groups of individuals, not widely known by the general populace.	A port official in Gulfport is rumored to have a weakness for dwarven ale; a stretch of coast in Khur which the Knights of Neraka do not patrol.
25	Known only by few individuals, spoken of only in whispers and secrecy.	A Solamnic Knight whose family fortunes were built upon piracy back in the time of Istar; legends of a ghost ship that haunts the dry sea of Tarsis.
30	Unknown to the vast majority of people, long since forgotten by most.	A safe way of traversing the Maelstrom of the Blood Sea; the location of the sunken ship of an infamous pirate.

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Races: Minotaurs are the most respected and feared mariners on Ansalon. Minotaurs are expected to serve on board ship at some point in their lives.

The humans of Northern Ergoth are known for their seamanship, with entire families serving on board ships. Other human cultures produce mariners as well, particularly those whose cities have active ports engaged in the sea trade.

Gnomes of appropriate guilds sometimes become mariners, designing new and impressive ships and experimental submersibles.

Dwarves never become mariners, and think anyone who chooses the life of a sailor must be crazy.

Elves rarely become mariners, since they feel most at home in their beloved woodlands and also because there is a superstition among mariners that elves aboard ship are bad luck.

Other Classes: While at sea, most mariners work well with other classes. Rogues generally acquire sea legs quickly and possess a broad range of skills which mariners admire. Mariners appreciate the strong sword arms of barbarians and fighters. Clerics and arcane spellcasters are not generally found aboard ships, but their magic is appreciated and utilized when available. Knights of Solamnia rarely associate with mariners, for the knight's strict adherence to the Oath and the Measure often conflicts with the mariner's more pragmatic view of life.

Role: Like the bard, the mariner brings a variety of skills and abilities to an adventuring group, while not specializing in anything. A mariner's abilities work best in support positions to other

characters. While the mariner's skills and abilities are useful to adventures on land, they are unparalleled while out at sea.

GAME RULE INFORMATION

Mariners have the following game statistics.

☞ Mariner Weapons ☞

Mariners often prefer lighter weapons that can be easily wielded on the crowded deck of a ship. The cutlass is the favorite of corsairs and smugglers. The belaying pin may be used as a weapon, for they are common on board ship, and a sailor might grab one in order to defend himself.

TABLE 1-3: MARINER WEAPONS

Weapon	Cost	Dmg	Crit	Wt	Size	Type
Belaying Pin	1 stl	1d4	X2	1 lbs.	Small	Bludgeoning
Cutlass	15 stl	1d6	18-20/x2	3 lbs.	Small	Slashing / Piercing

Belaying Pin: A belaying pin is considered a simple weapon, but is a shipboard tool rather than designed to serve as a weapon.

Cutlass: The cutlass is a short, heavy, slightly curved blade useful for both stabbing and slashing. It is popular with many sailors. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed. A cutlass is a martial weapon.

TABLE 1-2: THE MARINER

Class	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+2	+0	Bonus Feat, Sailor Lore, Seamanship +1
2nd	+1	+3	+3	+0	Dirty Strike +1d4
3rd	+2	+3	+3	+1	
4th	+3	+4	+4	+1	Bonus Feat
5th	+3	+4	+4	+1	Seamanship +2
6th	+4	+5	+5	+2	Dirty Strike +2d4
7th	+5	+5	+5	+2	Bonus Feat
8th	+6/+1	+6	+6	+2	
9th	+6/+1	+6	+6	+3	Seamanship +3
10th	+7/+2	+7	+7	+3	Bonus Feat, Dirty Strike +3d4
11th	+8/+3	+7	+7	+3	
12th	+9/+4	+8	+8	+4	
13th	+9/+4	+8	+8	+4	Bonus Feat, Seamanship +4
14th	+10/+5	+9	+9	+4	Dirty Strike +4d4
15th	+11/+6/+1	+9	+9	+5	
16th	+12/+7/+2	+10	+10	+5	Bonus Feat
17th	+12/+7/+2	+10	+10	+5	Seamanship +5
18th	+13/+8/+3	+11	+11	+6	Dirty Strike +5d4
19th	+14/+9/+4	+11	+11	+6	Bonus Feat
20th	+15/+10/+5	+12	+12	+6	

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

Alignment: Any

Hit Die: d8

Class Skills

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

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

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

All of the following are class features of the mariner.

Weapon and Armor Proficiency: Mariners are proficient in the use of all simple weapons, as well as the cutlass, net, scimitar, and trident. They are proficient with padded and leather armor, but are not proficient in the use of shields.

Bonus Feats: At 1st level, a mariner gets a bonus feat in addition to the feat granted to any 1st level character. He gains an additional bonus feat every three levels thereafter. The feats must be chosen from the following: Alertness, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip), Combat Reflexes, Dodge (Mobility), Exotic Weapon Proficiency, Great Fortitude, Improved Initiative, Lightning Reflexes, Point Blank Shot (Far Shot), Power Attack (Improved Bull Rush), Quick Draw, Toughness, Weapon Finesse, Weapon Focus.

Sailor Lore: A mariner picks up a lot of knowledge by listening to local gossip in various ports of call or from the sea stories of shipmates. A mariner may make a special sailor lore check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the mariner has heard the information from someone who heard it from somebody else, who heard it from a friend, who heard it from a guy, etc. The mariner may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to Table 1-1.

Seamanship: Mariners receive a competence bonus to all Balance, Climb, and Profession (Sailor) checks. The bonus increases as they gain levels.

Dirty Strike: The mariner is adept at maneuvers such as hitting below the belt, head butts, sucker punches, etc. At 2nd level the mariner may attempt to perform an unexpected maneuver to cause additional damage. The opponent receives a Reflex save against a DC equal to the mariner's modified attack roll. If the save is successful, the mariner causes only standard damage from the attack. If the save fails, the attack causes additional damage. Opponents must be creatures with discernable anatomy for this attack to cause additional damage. The mariner may use this ability only once per day against any one opponent (but is free to attempt it against multiple foes on the same day).

PRESTIGE CLASSES

The prestige classes found here represent important character archetypes to campaigns set in the Age of Mortals. Many characters may be designed to fulfill one of these roles later in his career or may give the DM interesting NPCs to interact with the group—whether as allies or adversaries.

Some of the prestige classes in this chapter are dependent upon organizations or institutions that are established during the early decades of the Fifth Age. These are not available for play until those groups fulfill their early role in the Age of Mortals. The DM can inform the group what exactly is available during the chosen era of play.

ACADEMY SORCERER

A dedicated student of the Academy of Sorcery, located near Solace, this class represents someone who has whole-heartedly embraced the tenets, guidelines and philosophy of the school of magic run by Palin Majere. Not every student at the Academy has levels in this class, nor are levels of this class required to “graduate” from the Academy. Most serious-minded students will inform newcomers that nobody ever truly stops being a student of sorcery.

NPC Academy Sorcerers are usually found plumbing the depths of their arcane studies, but many take time out from their research to travel Ansalon looking for lost caches of magic items or finding new practitioners to bring into the fold of the Academy. Because of the student's responsibilities, these excursions generally do not last more than 6 weeks.

Most Academy Sorcerers were previously sorcerers, though some are old enough to have once practiced High Sorcery. Sorcerers such as Palin Majere, Ulin Majere, and the young Emma Xela stand out as examples of the Academy's standards of excellence and cooperation. Such sorcerers are beacons of hope in the fight against the Knights of Neraka and the Dragon Overlords.

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Academy Sorcerers still exist even after the destruction of the Academy, since other (smaller) schools of sorcery have been established in other areas. Most former instructors at the Academy survived the school's demise and are determined to pass on their teachings to a new generation.

Hit Die: d4

Requirements

To qualify to become an Academy Sorcerer, the character must fulfill all of the following criteria:

Alignment: Any non-evil.

Spellcraft: 8 ranks.

Knowledge (arcana): 8 ranks.

Feats: Any two metamagic or item creation feats.

Spellcasting: Ability to cast 2nd level arcane spells without preparation.

Special: Admission into the Academy of Sorcery or secondary school of sorcery (with the DM's approval), and acceptance by a mentor within the institution.

Class Skills

The Academy Sorcerer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Spellcraft (Int) and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill points at each level: 2 + Int modifier

CLASS FEATURES

All of the following are class features for the Academy Sorcerer prestige class.

Weapon and Armor Proficiency: Academy Sorcerers gain no additional proficiencies in weapons or armor.

Spells per Day: An Academy Sorcerer continues training rigorously in arcane magic. Thus, when a new Academy Sorcerer level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a



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character of that class would have gained (metamagic or item creation feats, and so on) except for an increased effective level of spellcasting. An Academy Sorcerer who had more than one arcane spellcasting class must decide to which class he adds the new level for purposes of spells per day.

Arcane Thesis: Beginning at 1st level and again at 4th, 7th and 10th level, the progressive study and mastery of the Academy's various disciplines starts to show fruit. Each time an Academy Sorcerer gains this ability, he may choose an arcane thesis from the list below. If any given thesis is taken multiple times, the competence bonuses increase by the base amount. For example, an Academy Sorcerer who wishes to take Aeromancy for the second time sees his +2 competence bonus increased to +4 and the +1 to the DCs increased to +2.

Aeromancy: This thesis grants a +2 competence bonus to saving throws vs. wind or air-based spells and spell-like abilities, and adds +1 to the DC for saving throws and to caster level checks to overcome spell resistance with any air-based spell the character casts.

Cryomancy: As *Aeromancy*, but the bonuses apply to ice and cold-based spells and spell-like abilities.

Divination: This thesis grants a +2 competence bonus to Search skill checks, and Search becomes a class skill for the character. In addition, all divination spells cast by the character that target non-living creatures or objects are considered to be one level higher for the purposes of spell effectiveness.

Electromancy: As *Aeromancy*, but the bonuses apply to lightning and electricity-based spells and spell-like abilities.

Enhancement: This thesis grants a +2 competence bonus to all Craft skill checks, and the character gains a bonus Item Creation feat.

Geomancy: As *Aeromancy*, but the bonuses apply to stone and earth-based spells and spell-like abilities.

Hydromancy: As *Aeromancy*, but the bonuses apply to acid and water-based spells and spell-like abilities.

Pyromancy: As *Aeromancy*, but the bonuses apply to fire and heat-based spells and spell-like abilities.

Spectramancy: As *Aeromancy*, but the bonuses apply to light-based spells and spell-like abilities, and illusions of the figment subtype.

Summoning: All Conjunction (summoning) spells and spells with the *teleportation* descriptor, which the character casts, are treated as being one level higher for the purposes of spell effectiveness.

Transmutation: This thesis grants a +2 competence bonus to all Craft (Alchemy) skill checks. In addition, all transmutation spells that affect non-living targets are treated as being one level higher for the purposes of spell effectiveness.

Academy Resources: Academy Sorcerers can benefit from one of the largest collections of magical knowledge and materials while they reside or attend the Academy (or other DM-approved institution). Arcane research and item creation takes only half of the normal time. In order to receive the benefit of these resources, the Academy Sorcerer is required to spend a substantial amount of time (at least half of each year) aiding in the training of other sorcerers.

Cooperative Study (Ex): An Academy Sorcerer with this ability has learned that the sharing of knowledge and research with his fellow sorcerers is crucial to the mastery of wild magic. The ability increases the bonus provided by any Aid Another actions made to help with the Craft (alchemy), Knowledge (arcane), Spellcraft, or Use Magic Device skills. The total bonus is +3 at 2nd level, +5 at 5th level, and +7 at 8th level. Up to three additional sorcerers with this ability may aid a single character, each making their own Aid Another check, but the total bonus gained by the recipient may not exceed +10. If all spellcasters involved have this ability, choose one to be the recipient of the Cooperative Study.

Research Breakthrough: At 3rd level and again at 6th and 9th level, an Academy Sorcerer unlocks a new discovery or uncovers a new technique during his magical studies. He gains a bonus metamagic feat.

TABLE 1-4: ACADEMY SORCERER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Known
1	+0	+0	+0	+2	Arcane thesis, Academy resources	+1 level of existing class
2	+1	+0	+0	+3	Cooperative study +2	+1 level of existing class
3	+1	+1	+1	+3	Research breakthrough	+1 level of existing class
4	+2	+1	+1	+4	Arcane thesis	+1 level of existing class
5	+2	+1	+1	+4	Cooperative study +4	+1 level of existing class
6	+3	+2	+2	+5	Research breakthrough	+1 level of existing class
7	+3	+2	+2	+5	Arcane thesis	+1 level of existing class
8	+4	+2	+2	+6	Cooperative study +6	+1 level of existing class
9	+4	+3	+3	+6	Research breakthrough	+1 level of existing class
10	+5	+3	+3	+7	Arcane thesis	+1 level of existing class

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Ex-Academy Sorcerers: An Academy Sorcerer who violates any of the school's tenets to the point of harming another student or who uses his skills for the purposes of evil loses all resource benefits and cooperative study benefits he may have gained, and may no longer advance as an Academy Sorcerer.

↻ Realms of Primal Sorcery ↻

Primal Sorcery is arcane magic drawn from the world. While sorcerers can learn many different types of spells, many have found it advantageous to specialize in a certain area. The teachings of Palin's Academy of Sorcery state that primal sorcery can be divided up into specific categories, known as "realms." These realms are described below.

Many sorcerers of the Fifth Age who obtained their training either directly from the Academy or from an Academy-taught sorcerer, will often learn spells that fall under one of these realms (though there is no actual game benefit for doing so, unless the player takes the Academy Sorcerer prestige class).

Aeromancy is the elemental magic of air, dealing with wind, vapors, and movement of air, as well as elemental creatures of air.

Cryomancy is the magic of cold and ice, creating walls of ice, areas of freezing cold, and inflicting damaging frostbite.

Divination allows a primal sorcerer to gain knowledge from the present, past, or future. He can project his mind through time and space.

Electromancy is the magic of static electricity and lightning, capable of producing anything from a devastating lightning bolt to a mild shock.

Enhancement is magic that imbues non-living objects with arcane energy, from enhancing the sharpness of the edge of a sword to causing the tip of a staff to glow with light.

Geomancy is the elemental magic of the earth, allowing a sorcerer to raise walls of stone, cause the ground to shake, or summon earth elementals to battle.

Hydromancy is the elemental magic of water. Sorcerers with knowledge of this school can walk the waves, cause rivers to dry up, or sink enemy ships in horrific whirlpools.

Pyromancy is the elemental magic of fire, allowing the sorcerer to raise defensive walls of flame or hurl balls of fire at his enemies.

Spectramancy is the magic of light and color, allowing the sorcerer to create illusions, darken a room, or make himself seem invisible.

Summoning is the magic of folding space, allowing a sorcerer to cross great distances without moving or bring an object or creature to his own location.

CITADEL MYSTIC

Agents of compassion in a troubled world, the Citadel Mystics are those individuals who have studied at the Citadel of Light under the tutelage of The First Master and those who work at the Citadel itself. They use their skill at healing and the power of the heart to administer to the needy.

Transmutation is the manipulation of non-living matter, with which a sorcerer can turn lead into gold or water into wine.

↻ Spheres of Mysticism ↻

Mysticism is the magic of life. Its spells work only on living beings or on the spirits of the departed. Goldmoon taught at the Citadel of Light that the magic of mysticism fits into specific categories known as "spheres." These spheres are described below.

Many mystics of the Age of Mortals, who obtained their training either directly at the Citadel or from a Citadel-taught mystic, will often learn spells that fall under one of these groups (though there is no actual game benefit for doing so without taking the Citadel Mystic prestige class). Many of these groups relate directly to a mystic's chosen domain.

Animism magic allows the mystic to manipulate or learn from the natural world. Animism spells affect only animals, beasts, plants, and vermin.

Alteration allows a mystic to alter the form of living matter from simple enlargement or reduction to radically changing a creature's shape.

Channeling allows the mystic to increase his physical prowess by converting divine magical power into strength, speed, endurance, etc.

Healing magic repairs wounds, cures diseases, neutralizes poison, and restores health to living bodies.

Meditation, the counterpart of Channeling, allows the mystic to increase her mental and psychological prowess by converting divine energy into increased concentration, inspiration, etc.

Mentalism allows the mystic to read the thoughts of others, project his own thoughts, or dominate another's will simply through the power of the mind.

Necromancy deals in the essence of life and death, allowing the mystic to drain life force from others or use the ambient energy in a corpse to give it the mockery of life.

Sensitivity allows a mystic to see the auras of living creatures and understand what the auras mean, including how those auras are in flux due to past and future events.

Spiritualism, the counterpart to Necromancy, allows the mystic to affect and interact with the spirit world, including incorporeal undead.

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whether they are refugees from the tyranny of the Dragon Overlords or nobles and governors of the free peoples seeking counsel and aid.

Mystics are understandably the most likely class to become Citadel Mystics. The class also attracts some rangers, monks, paladins and other spiritually inclined individuals, but levels in mysticism are usually required. It is not uncommon for multi-classed characters to take this class, as graduates of the Citadel come from myriad backgrounds.

NPC Citadel Mystics are sent out by the leadership to positions all over Ansalon, while others remain at the Citadel to help train students. Citadel Mystics are found anywhere there are free people and often serving at risk to their lives in areas under constant threat. Jasper Fireforge is a good example of a Citadel Mystic.

Hit Die: d8

Requirements

To qualify to become a Citadel Mystic, the character must fulfill all of the following criteria:

Alignment: Any good.

Saves: Base Will Save +4.

Skills: Heal 8 ranks, Knowledge (religion) 8 ranks, Diplomacy 4 ranks.

Spellcasting: Ability to cast 2nd level divine spells without preparation, including at least two different spells from the Conjunction (healing) sub-school.

Special: Graduation from the Citadel of Light.

Class Skills

The Citadel Mystic's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha),

Heal (Wis),

Knowledge (religion) (Int), Sense

Motive (Wis)

and Spellcraft

(Int). See

Chapter 4:

Skills in the

Player's Handbook for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features for the Citadel Mystic prestige class.

Weapon and Armor Proficiency: Citadel Mystics gain no additional proficiencies in weapons or armor.

Spells per Day: A Citadel Mystic continues her commitment to divine magic. Thus, when a new Citadel Mystic level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefits a character of that class would have gained (metamagic feats, turn undead, and so on) except for an increased effective level of spellcasting. A Citadel Mystic who had more than one divine spellcasting class must decide to which class she adds the new level for purposes of spells per day.

Necromantic Restriction:

Citadel Mystics are forbidden to cast necromantic, death, or evil spells, either from the domains of those spells from the Necromancy school or spells with the Evil or Death descriptors. If the Citadel Mystic already knows spells that match this description and knowingly casts them, she risks losing her status as a Citadel Mystic (see *Ex-Citadel Mystic*, below).

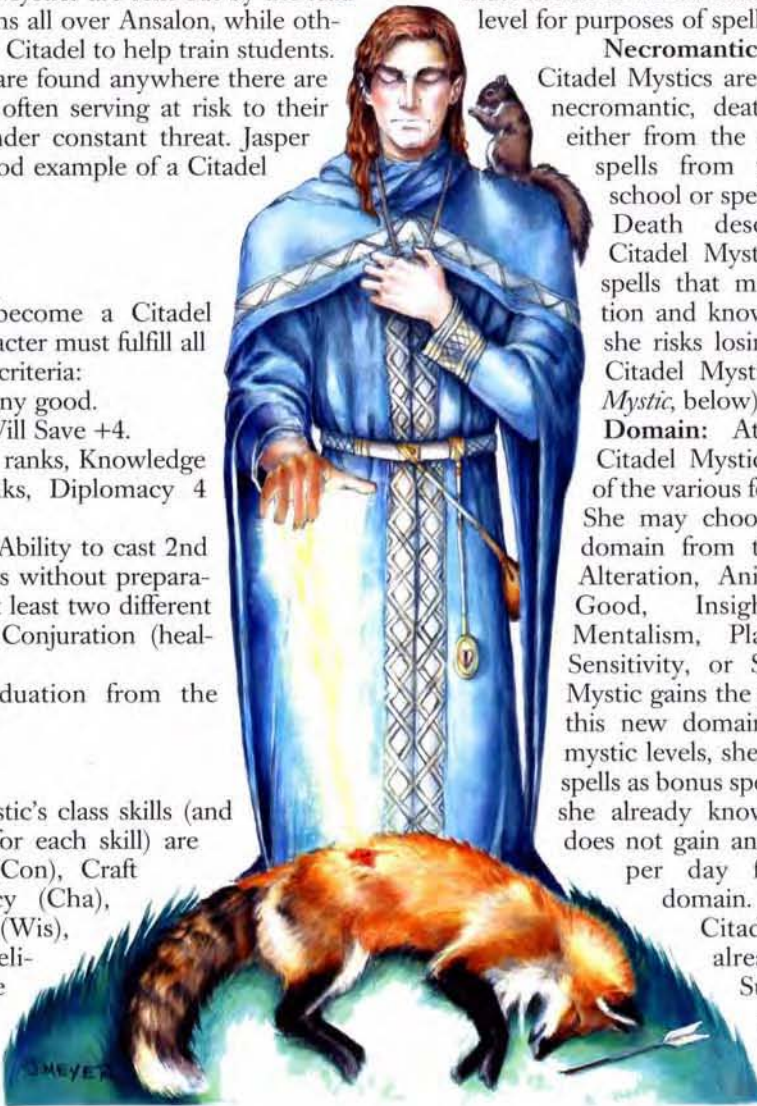
Domain: At 1st level, the Citadel Mystic masters another of the various forms of mysticism. She may choose a new clerical domain from the following list: Alteration, Animal, Channeling, Good, Insight, Meditation, Mentalism, Plant, Restoration, Sensitivity, or Sun. The Citadel Mystic gains the granted power for this new domain and, if she has mystic levels, she gains the domain spells as bonus spells on top of those she already knows. However, she does not gain any additional spells per day from the bonus domain.

Citadel Mystics who already possess the Sun domain as a mystic, or who add it as a bonus domain, add their Citadel

Mystic levels to

their mystic levels for purposes of turning undead.

Heart's Grace (Su): Citadel Mystics learn to achieve a strength of spirit and commitment that enables them to weather any trial. At 4th level and again at 8th level, the Citadel Mystic chooses a saving throw type (Will, Reflex, or Fortitude) to which she may add her Charisma bonus. She may not choose the same saving throw twice.



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Reputation (Ex): The Citadel of Light has a reputation for defending and representing the poor, downtrodden, and unfortunate, as well as being an inspiration to the rulers of the free peoples of Ansalon. Any Citadel Mystic may add the listed Reputation bonus to her Charisma-based skill checks when interacting with prisoners, peasants, and refugees or with rulers, nobles, and authority figures. This bonus is applied as a penalty, however, when the Citadel Mystic is interacting with enemies of the Citadel (such as the Knights of Neraka).

TABLE 1-5: CITADEL MYSTIC

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Known
1	+0	+2	+0	+2	Bonus domain	+1 level of existing class
2	+1	+3	+0	+3	Reputation +2	+1 level of existing class
3	+2	+3	+1	+3	Mystic secret	+1 level of existing class
4	+3	+4	+1	+4	Heart's grace	+1 level of existing class
5	+3	+4	+1	+4	Mystic secret	+1 level of existing class
6	+4	+5	+2	+5	Reputation +4	+1 level of existing class
7	+5	+5	+2	+5	Mystic secret	+1 level of existing class
8	+6	+6	+2	+6	Heart's grace	+1 level of existing class
9	+6	+6	+3	+6	Mystic secret	+1 level of existing class
10	+7	+7	+3	+7	Reputation +6	+1 level of existing class

Mystic Secret (Ex): At 3rd level and then at every other level after that (5th, 7th, and 9th levels) a Citadel Mystic grows in her ability to shape and channel mystic energy. Each time she gains a secret, she may permanently modify one of her spells known with either the Empower or Extend metamagic feat at no additional increase in spell level. She does not need to have the specific metamagic feats in question to benefit from this ability.

Ex-Citadel Mystics: A Citadel Mystic who turns to evil or betrays the philosophy of the Citadel of Light loses all reputation and Heart's Grace benefits she may have gained, and may no longer advance as a Citadel Mystic. In addition, any reputation bonus she may have had is instead applied as a penalty to her Charisma-based skill checks with authorities and leaders among the free peoples, including the Knights of Solamnia, until she restores her relationship with the Citadel of Light.

KENDER NIGHTSTALKER

The kender nightstalker, in typical kender fashion, exudes curiosity and wonder. However, unlike most of his brethren, the nightstalker goes one step further in his quest for knowledge—he actively seeks out and consults the dead by latently tapping into mysticism. The kender nightstalker searches for those souls whose regrets and sorrows bind them to Krynn, and prevent them from departing to the next stage of the soul's journey.

Just prior to the War of Souls, many kender nightstalkers came forth to insist that the dead were “acting funny,” that their own undead companions were leeching away what little mystical energies the kender possessed. Of course, none paid any attention to the kender nightstalkers. If they had, they might have discovered the truth about what was transpiring with the dead on Krynn.

Kender rogues, bards, and nobles make natural kender nightstalkers. Many nightstalkers also multiclass into mystic to supplement their abili-

ties. Fighters, barbarians, paladins, sorcerers, wizards, and monks very rarely become nightstalkers.

Kender nightstalkers roam about Ansalon searching for new undead “friends,” often traveling in company with other kender or members of other races. Small groups can often be found roaming the bleak countryside of Nightlund or scampering about from gravestone to gravestone in large cities such as Palanthas, Gwynned, and Kalaman, hoping to find an interesting soul or two whose grief has bound them to this world, in hopes of garnering knowledge and putting some of the unhappy spirits to rest.

Hit Die: d6

Requirements

To qualify to become a kender nightstalker, a character must fulfill all of the following criteria.

Alignment: Any Good.

Race: Kender or half-kender.

Skills: Bluff 8 ranks, Diplomacy 7 ranks, Gather Information 8 ranks, Sense Motive 6 ranks, Spot 6 ranks.

Feats: Great Fortitude, Iron Will.

Special: Must have encountered an undead creature with an Intelligence of 3 or greater.

Class Skills

The kender nightstalker's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Listen

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(Wis), Move Silently (Dex), Open Lock (Dex), Profession (Int), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Skill Points at Each Level: 4+Int Modifier.

Class Features

All of the following are class features for the kender nightstalker prestige class.

Weapon and Armor Proficiency: Kender nightstalkers gain no additional proficiency in any weapon or armor.

Spells: Beginning at 1st level, a kender nightstalker gains the ability to cast a small number of divine spells. To cast a spell, the kender nightstalker must have a Wisdom score of at least 10 + spell's level, so a kender nightstalker with a Wisdom of 10 or lower cannot cast these spells. Kender nightstalker bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the kender nightstalker's Wisdom modifier. When the kender nightstalker gets 0 spells per day of a given level, such as 0 1st level spells at 1st level, he gets only bonus spells. (A kender nightstalker without a bonus spell for that level cannot yet cast a spell of that level.) The kender nightstalker's spell list appears below. Similar to a mystic, a kender nightstalker has a limited repertoire of spells to choose from the kender nightstalker spell list, but he is not required to prepare them.

At 6th, 8th, and 10th level, the kender nightstalker may choose to learn a new spell in place of one he already knows. The new spell must be of the same level of the spell being replaced, and must be two levels lower than the maximum level of spell that the kender nightstalker can cast.

A kender nightstalker's caster level is one-half his kender nightstalker level.

Turn Undead: At first level, the kender nightstalker gains the ability to turn undead that functions like a good-aligned cleric.

Death Sight (Sp): Once per day per class level, a kender nightstalker can *detect undead* as per the spell, but does not have to concentrate to keep

the effect going for its duration. This ability is used at a caster level equal to half the kender nightstalker's character level.

Aura of Innocence (Su): At 2nd level, the innate innocent nature of kender subtly affects their magic. Any hostile incorporeal undead within 30 feet of the nightstalker must succeed at a Will saving throw (DC 10 + nightstalker level + Charisma modifier) or be affected as if the nightstalker had cast *sanctuary* on himself. Any incorporeal undead that succeeds at its saving throw is immune to the kender nightstalker's *Aura of Innocence* for 24 hours.

Whispers of the Dead (Su): At 3rd level, whenever a kender nightstalker is in an enclosed area (such as a mansion, dungeon, or caverns) where five or more creatures have been killed, the lingering essences of the dead speak to him and whisper the secrets of the surroundings, granting him a +2 insight bonus to all Listen, Search, and Spot checks. This bonus increases to +4 at 6th level, ad +6 at 9th level.

Spirit Companion: At 4th level, the kender nightstalker's exploits have piqued the interest of a like-minded spirit—literally. The nightstalker gains a ghost cohort (see the template Ghost in the *Monster Manual*) that faithfully follows him in his travels. The base creature must be of the same alignment as the kender nightstalker and begins with 3 HD less than the kender nightstalker's character level. The ghost must be one of the following races: human, elf, dwarf, gnome, kender, half-ogre. If a nightstalker's spirit companion is permanently destroyed, then he cannot gain another one until he acquires another character level. At 8th level, the kender nightstalker gains a second spirit companion. Spirit companions advance just like normal cohorts.

Necromantic Resistance (Su): Beginning at 5th level, the kender nightstalker gains a +4 sacred bonus to all saves against necromancy effects.

Spirit Handling: Beginning at 7th level, a kender nightstalker's bond with his spirit companion strengthens so that he may confer his skill bonus for Open Lock and Sleight of Hand checks onto his companion whenever it is manifested.

TABLE 1-6: KENDER NIGHTSTALKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Turn Undead, Death Sight
2nd	+1	+0	+3	+3	Aura of Innocence
3rd	+2	+1	+3	+3	Whispers of the Dead +2
4th	+3	+1	+4	+4	Spirit Companion (1)
5th	+3	+1	+4	+4	Necromantic Resistance
6th	+4	+2	+5	+5	Whispers of the Dead +4
7th	+5	+2	+5	+5	Spirit Handling
8th	+6	+2	+6	+6	Spirit Companion (2)
9th	+6	+3	+6	+6	Whispers of the Dead +6
10th	+7	+3	+7	+7	Spectral Symbiosis

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Spectral Symbiosis: At 10th level, a kender nightstalker's potent abilities in spiritual magic bolsters and strengthens his spirit companions, granting them 2 more Hit Dice each. These hit dice are generic undead hit dice, and affect the ghost appropriately (see the *Monster Manual*). Furthermore, should a spirit companion be forced to make its rejuvenation check upon destruction, the nightstalker may opt to allow the spirit companion to use the nightstalker's Will save bonus instead of the spirit companion's Hit Die total. Should the spirit companion fail and be destroyed permanently, the kender nightstalker must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the kender nightstalker loses 200 experience points per nightstalker level. A successful saving throw reduces the loss by half, to 100 XP per kender nightstalker level. The experience point loss caused by the destruction of a spirit companion can never result in level loss.

TABLE 1-7: KENDER NIGHTSTALKER SPELLS PER DAY

Level	1st	2nd	3rd	4th
1st	0	-	-	-
2nd	1	-	-	-
3rd	1	-	-	-
4th	2	0	-	-
5th	2	1	-	-
6th	2	1	0	-
7th	3	2	1	-
8th	3	2	1	0
9th	3	2	2	1
10th	3	3	2	1

TABLE 1-8: KENDER NIGHTSTALKER SPELLS KNOWN

Level	1st	2nd	3rd	4th
1st	1*	-	-	-
2nd	1	-	-	-
3rd	1	-	-	-
4th	1	1*	-	-
5th	2	1	-	-
6th	2	1	1*	-
7th	2	1	1	-
8th	3	2	1	1*
9th	3	2	1	1
10th	3	2	2	1

*Provided the kender nightstalker has sufficient Charisma to have a bonus spell of this level.

Kender Nightstalker Spell List

Kender nightstalkers choose their spells from the following list:

1st—*cure light wounds, deathwatch, disrupt undead, gentle repose, ray of enfeeblement.*

2nd—*consecrate, cure moderate wounds, ghoul touch, lesser restoration.*

3rd—*cure serious wounds, halt undead, speak with dead, vampiric touch.*

4th—*cure critical wounds, death ward, neutralize poison, restoration.*

LEGION MYSTIC

Legion mystics are the spiritual backbone of the Legion of Steel. Such mystics seek to embody the ideals of the Legacy left behind by Sara Dunstan, founder of the Legion, by drawing on their faith and commitment to the spirit of their Order in order to work miracles. Composed of both former Skull Knights and aspiring young mystics seeking to rid Ansalon of dark mysticism, the Legion mystics work tirelessly to turn evil upon itself and protect the weak and innocent.

Mystics are the most likely characters to take levels in this class. The divine spellcasting requirements mean non-spellcasting characters will need to acquire mystic levels before satisfying them. Mystic/rogues and mystic/nobles are common multiclassed options.

High-level NPC Legion mystics are found among the Legion Elders, disseminating information about the activity of the Dragon Overlords and the Knights of Neraka. One High-level NPC Legion mystic may serve as mentor to a player character Legion mystic, providing help on occasion or sending the hero to address threats to free regions or to recover intelligence from the Skull Knights.

Hit Dice: d8

Requirements

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

Alignment: Any good.

Base Save Bonuses: Will +6

Feats: Iron Will.

Skills: Sense Motive 6 ranks, Heal 6 ranks, Knowledge (Religion) 6 ranks.

Spellcasting: Ability to cast 2nd level divine spells without preparation.

Special: Must possess the *Legion knowledge* class ability.

Class Skills

The Legion mystic's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Legion mystic prestige class.

Weapon and Armor Proficiency: Legion mystics do not gain any additional weapon or armor proficiency.

Spells per Day/Spells Known: A Legion mystic continues to develop his divine talents, much of which come from deciphering Skull Knight

mysticism. Thus, when a new Legion mystic level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (turn undead, bonus feats, and so on) except for an increased effective level of spellcasting. A Legion mystic who had more than one divine spellcasting class must decide to which class he adds the new level for purposes of spells per day and spells known.

Legacy's Courage (Su): At 1st level, a Legion mystic learns to embody the ideal of having courage to do what is right, and accepting the consequences. He gains immunity to fear, and those allies within a 30 ft radius of him who are aware of his presence gain a +4 bonus to saving throws against fear.

Legacy's Strength (Su): At 2nd level, a Legion mystic gains the ability to literally draw strength from self-knowledge. Once a day, he may add his Charisma bonus or Intelligence bonus, whichever is higher, to his Strength score as an enhancement bonus. This remains in effect for one round for every level of Legion mystic he possesses.

Legacy's Awareness (Su): At 3rd level, a Legion mystic learns to be alert to danger and injustice. He adds his Legion mystic level to all Listen, Search, Sense Motive, and Spot skill checks, and gains an insight bonus to his Initiative checks equal to his Wisdom modifier.

Legacy's Virtue (Su): At 4th level, a Legion mystic learns to embody the ideal of respect for all forms of virtue. He gains immunity to compulsions and *charm* effects, and those allies within a 30 ft. radius of him who are aware of his presence gain a +4 bonus to saving throws against *charms* and compulsions.

TABLE 1-9: LEGION MYSTIC

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Known
1	+0	+2	+0	+2	Legacy's courage	+1 level of existing class
2	+1	+3	+0	+3	Legacy's strength	+1 level of existing class
3	+2	+3	+1	+3	Legacy's awareness	+1 level of existing class
4	+3	+4	+1	+4	Legacy's virtue	+1 level of existing class
5	+3	+4	+1	+4	Legacy's justice	+1 level of existing class



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Legacy's Justice (Su): At 5th level, a Legion mystic gains the ability to mete out justice and deliver others from falsehood. Once a day, he may attempt to smite evil, adding his Wisdom bonus to his attack rolls and his character level to his damage rolls. If he strikes a non evil target, the ability fails and is used up for the day. In addition, the Legion mystic may *discern lies* once per day per point of Wisdom bonus (if any).

Ex-Legion Mystics: A Legion mystic who turns to evil or makes an attack upon the Legion of Steel, a member of the Legion, of any of those whom the Legion protects loses all of his class abilities and may no longer advance as a Legion mystic until he has atoned (see the *atonement* spell in the *Player's Handbook*.)

LEGION SCOUT

Legion scouts are members of the Legion of Steel who act as the eyes and ears of the Legion. Legion scouts are sent ahead of Legion forces to regions and areas which the Legion of Steel has targeted for an operation or are sent to investigate the region, becoming acquainted with the local customs and current events. Legion Scouts are master trackers and clever negotiators, adept at paving the way for the Legion's other knights and agents.

This class is ideally suited to rangers and rogues, who find that their skills and abilities make qualifying for the class much easier. Fighters, barbarians and even some nobles also find the life of a Legion scout appealing. Spellcasters such as mystics and sorcerers typically adopt one of the other Legion prestige classes, as this class does not offer as much magical development.

NPC Legion scouts are usually well-established individuals who set up cells in towns and cities and then move on, often serving as the contact person for the player heroes in Legion-watched cities or dangerous areas.

Hit Dice: d8

Requirements

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

Alignment: Any good.

Base Attack Bonus: +6

Base Save Bonuses: Reflex +6

Feats: Track

Skills: Gather Information 10 ranks, Bluff 6 ranks, Survival 6 ranks.

Special: Must possess the *Legion knowledge* class ability.

Class Skills

The Legion scout's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Legion scout prestige class.

Weapon and Armor Proficiency: Legion scouts do not gain any additional weapon or armor proficiency.

Region Familiarity (Ex): A Legion scout makes an effort to get to know the places within which he operates as intimately as possible. Whether he moves within information circles or through the wilderness, his skill benefits from this heightened familiarity. Beginning at 1st level and again at 3rd and 5th levels, he may choose a region from the following list: Abanasinia, Blöde, Blood Sea Isles, Estwilde, Hylo, Icereach, Kern, Kharolis, Khur, Lemish, Neraka, Nightlund, Nordmaar, Northern Ergoth, Palanthas (city), Plains of Dust, Qualinesti, Sancrist, Sanction (city), Schallsea, Silvanesti, Solamnia, Southern Ergoth, Teyr, Thorbardin, Throtl, Zhakar.

Thereafter, all of the Legion scout's Legion knowledge checks, Gather Information checks, and Survival checks in that region are made with a +2 competence bonus. The same region may not be selected twice.

Face in the Crowd (Ex): The Legion scout is adept at blending in with the locals in any area in which he spends time. At 1st level, the Legion scout gains a +4 circumstance bonus to Bluff and Disguise checks when trying to pass himself off as a local or commoner. He must spend at least 24 hours in the city or area in which he attempts this deception, in order to familiarize himself with the current events and patterns of society.

TABLE 1-10: LEGION SCOUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	1st region familiarity, face in the crowd
2	+1	+0	+3	+3	Sneak attack +1d6, fifth column
3	+2	+1	+3	+3	2nd region familiarity, safe haven
4	+3	+1	+4	+4	Fly in the ointment
5	+3	+1	+4	+4	3rd region familiarity, sneak attack +2d6

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Sneak Attack (Ex): At 2nd level the Legion scout gains the ability to strike at a foe's vital points for additional damage. This ability functions in all ways like the rogue ability, and if the Legion scout already possesses this ability from levels in rogue or another class, the bonus dice stack. The bonus starts at +1d6 and increases to +2d6 at 5th level.

Fifth Column (Ex): At 2nd level, the Legion scout has learned how to effectively pass himself off as a guard, soldier, or local militia in any town in which he spends at least 24 hours. He gains a +4 circumstance bonus to Bluff and Disguise skill checks (does not stack with Face in the Crowd) when doing so. In addition, so long as the ruse is in place, any Gather Information skill checks made to discern troop movements, military plans, prisoners, and other nuggets of information gain a +2 insight bonus.

Safe Haven (Ex): At 3rd level, the Legion scout is able to quickly establish a relatively secure and defensive location within a city or area upon arrival for as many individuals as the Legion scout's class level plus his Wisdom modifier. Any such sequestered individual gains a +10 circumstance bonus on Hide checks to avoid being found by authorities and searchers while hidden. The Legion scout cannot benefit himself from this bonus.

Establishing the safe haven requires a successful Search check, with the DC dependent on the size of the community – Thorp, Hamlet or Village: 30, Small or Large Town: 25, Small or Large City: 20, Metropolis: 15. If the authorities are generally evil or despotic, the DC is increased by +2. If the authorities are absent or trusting, the DC is reduced by -2. A safe haven only lasts as long as the Legion scout remains in the town and for one additional day for every day he prepared the haven ahead of time, up to a maximum of a month.

Fly in the Ointment (Ex): At 4th level, the Legion scout has acquired an uncanny ability to discern the weak points in an authority figure's organization. With at least one week's preparation, a Legion scout may make an opposed Bluff check vs. the Sense Motive of the official, noble, or authority figure in question. He may not take 10 or take 20 on this check. If successful, the Legion scout gains a +2 insight bonus on all attack rolls, skill checks and initiative checks against the authority figure and those underlings

or followers in his chain of command. Once used, the bonus only lasts for 24 hours, at which point the element of surprise is lost and the process must be started over. If the check is a failure, the Legion scout may not attempt the check again until at least a month has passed (or the target is replaced).

LEGION SORCERER

Legion sorcerers are members of the Legion of Steel with a background in sorcery and arcane information gathering. Acting on information gained by former Knights of the Thorn, the Legion of Steel now actively seeks out those whose magical ability enables them to support Legion agents and counter the sorcery of enemy organizations.

This class is primarily suited to sorcerers, although any class with the ability to use arcane magic without preparation (such as bards) would be an excellent candidate. The spellcasting requirement rules out many classes, though multiclassed sorcerer/rogues and sorcerer/rangers make good Legion sorcerers.

NPC Legion sorcerers are often high-level Knights or agents residing in cities and areas either controlled by or threatened by a Dragon Overlord or Knights of the Thorn. In some instances, Legion sorcerers may also be found in free lands where their abilities may be useful to player heroes seeking arcane information or knowledge. Some of the oldest Legion sorcerers are ex-Thorn Knights, inspired by the Legacy of Sara Dunstan and now working against their former brethren.

Hit Dice: d4

Requirements

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

Alignment: Any good.

Base Save Bonuses: Will +6

Feats: Spell Focus (divination)

Skills: Gather Information 6 ranks, Knowledge (arcana) 6 ranks, Spellcraft 6 ranks.

Spellcasting: Ability to cast 2nd level arcane spells without preparation, including at least three divination spells.

Special: Must possess the *Legion knowledge* class ability.

TABLE 1-11: LEGION SORCERER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Known
1	+0	+0	+0	+2	Share divination	+1 level of existing class
2	+1	+0	+0	+3	Canny spellcraft	+1 level of existing class
3	+1	+1	+1	+3	Confound divination	+1 level of existing class
4	+2	+1	+1	+4	Covert spellcraft	+1 level of existing class
5	+2	+1	+1	+4	Counter divination	+1 level of existing class

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Class Skills

The Legion sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Legion sorcerer prestige class.

Weapon and Armor Proficiency: Legion sorcerers do not gain any additional weapon or armor proficiency.

Spells per Day/Spells Known: A Legion sorcerer continues to develop his arcane talents throughout his life. Thus, when a new Legion sorcerer level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on) except for an increased effective level of spellcasting. A Legion sorcerer who had more than one arcane spellcasting class must decide to which class he adds the new level for purposes of spells per day and spells known.

Share Divination (Su): A 1st-level Legion sorcerer has developed his arts of magical inquiry and divinatory talents, and can more easily share the results with his allies. When casting any divination spell as a full round action, the Legion sorcerer can extend the effects of the spell to a number of other individuals of his choice in a 30 foot radius equal to his caster level. The caster is still considered the center of the spell's effect radius, so that any results of the spell depend on the caster's location, not the individuals sharing the spell.

Canny Spellcraft (Ex): At 2nd level, the Legion sorcerer learns to apply his own quick-thinking and knowledge of arcane magic when dealing with his enemies. He may add his Intelligence bonus (if any) to his caster level checks when attempting to overcome a target's spell resistance and to his own saving throws vs. spells and spell-like abilities. He loses the second benefit if he is flat-footed or otherwise surprised or unaware (such as when he is blinded, panicked or unconscious).

Confound Divination (Su): At 3rd level, the ability of a Legion sorcerer to recognize and resist external divination becomes second-nature to him. He is allowed a Will saving throw to resist or block scrying attempts used upon him (such as

from the *scrying* spell) even when no saving throw is normally allowed, and including attempts made to view the immediate area in which he is located. This ability has no effect on such spells as *detect good* or *discern lies*, however, which continue to affect him as normal.

Covert Spellcraft (Ex): At 4th level the Legion sorcerer masters the art of casting some of his spells with subtlety to avoid detection by other sorcerers. He may choose a number of known spells equal to 3 plus his Intelligence bonus to permanently modify with the Silent Spell metamagic feat. Spells modified in this way do not use up a higher-level slot, nor do they take longer to cast.

Counter Divination (Su): At 5th level, the Legion sorcerer's talent in foiling attempts to divine his location improves to the point where he can attempt to identify the source and identity of the divination. When he is the target of any divination spell, the Legion sorcerer may make a Will save of his own (DC 15 + diviner's caster level) as a standard action. Success indicates that the Legion sorcerer knows the identity and current location of the diviner. Failed attempts to identify the source may not be retried. This ability is affected by such spells as *non-detection* and *false vision*, which will conceal the diviner's identity just as if the Legion sorcerer were attempting to scry him or her.

MASTER AMBASSADOR

The master ambassador represents the individual who has the ability to conduct sensitive diplomatic missions, handle difficult negotiations, and formulate effective government policy—all skills that are highly valued in a war-torn world. Such a person may be the representative of princes in foreign lands and often hostile courts. He may be acting in the interests of his liege or for his own ends, if the the ambition of the master ambassador eclipses his loyalties. Whatever his cause, his skill in diplomacy remains keen.

All master ambassadors are experienced in political intrigue, in drafting agreements and treaties, and in understanding a foreign mindset. The master ambassador has the ability to lead a kingdom to riches or into ruin with the turn of a phrase.

Nobles, rogues and bards make the best master ambassadors because they have substantial skill backgrounds and their abilities complement the diplomatic nature of this class. Clerics, mystics, wizards, and sorcerers are also good candidates, though their allegiances may often be divided if they are also bound to an arcane or religious agenda. Wilderness-oriented classes such as barbarians or rangers are rarely suited for the role of a master ambassador, usually due to social requirements.

CHARACTERS

Master ambassadors are ideal adventurers because they are always being sent to other lands and regions to engage in diplomatic missions or to act in the service of their liege lords. NPC master ambassadors are often found in foreign courts manipulating the affairs of local nobility or representing a nation's interests in times of crisis. As the eyes and ears of their rulers, master ambassadors are excellent contacts for adventuring parties seeking to hear news of home.

Hit Dice: d6

Requirements

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

Alignment: Any non-chaotic.

Languages: Able to speak, read, and write in two languages outside of Common and own racial language.

Skills: Bluff 4 ranks, Diplomacy 8 ranks, Gather Information 4 ranks, Knowledge (nobility and royalty) 8 ranks, Sense Motive 8 ranks

Special: Must have held a diplomatic office or position in which some courtly or political matter was resolved through the efforts of the character.

Class Skills

The master ambassador's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Sense Motive (Wis), Speak Language and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the master ambassador prestige class.

Weapon and Armor Proficiency: Master ambassadors gain no additional proficiency in any weapon or armor.

Favored Embassy (Ex): A master ambassador becomes intimately familiar with the political arenas to which she is assigned, and learns to adjust to the unique customs and quirks of courtly life.

Beginning at 1st level, the master ambassador chooses one political environment, usually the capital city of a kingdom, to which she

has been assigned as an

ambassador. Whenever

she is in the chosen environment, she gains a +2 bonus to all Diplomacy, Gather Information, Knowledge (nobility and royalty) and Sense Motive checks.

At 4th level, 7th level, and 10th level the master ambassador may add additional favored embassies, or increase the bonus of an existing embassy by +2. A master ambassador may also attempt to abandon an existing embassy in favor of a different one. This process takes a month, during which time the master ambassador loses all favored embassy bonuses in the court that she is abandoning. The master ambassador must then make a successful Diplomacy check (DC 20 + former favored embassy bonus). Success indicates that she has established a new favored embassy with a bonus equal to that of the previous favored embassy.

Even in times of war, conflict and revolution, the master ambassador does not lose her favored embassy bonus, due to her keen understanding of

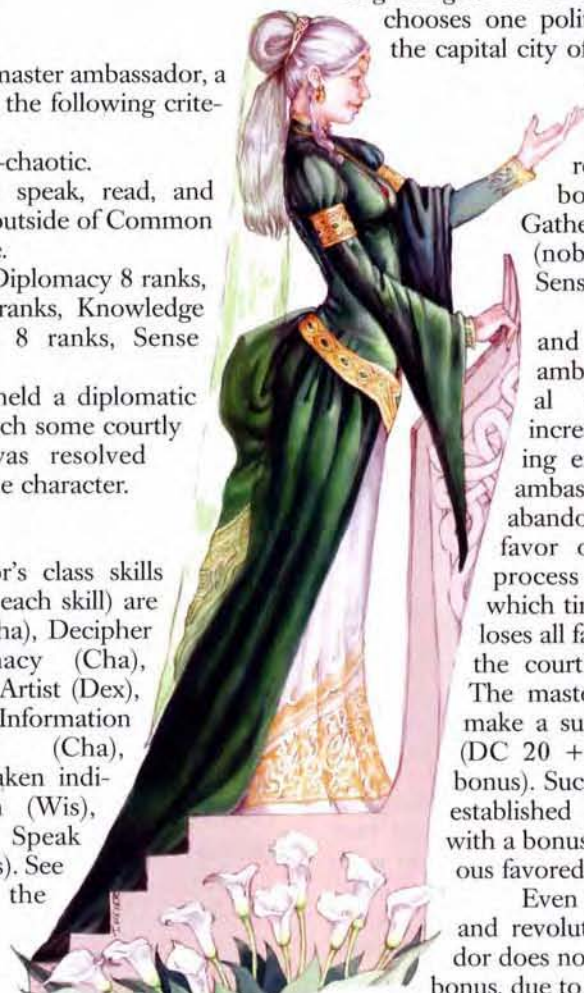


TABLE 1-12: MASTER AMBASSADOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Favored embassy, insightful acclimation
2	+1	+0	+0	+3	Retinue +1
3	+2	+1	+1	+3	Bonus language
4	+3	+1	+1	+4	Favored embassy
5	+3	+1	+1	+4	Retinue +2
6	+4	+2	+2	+5	Bonus language
7	+5	+2	+2	+5	Favored embassy
8	+6	+2	+2	+6	Retinue +3
9	+6	+3	+3	+6	Bonus language
10	+7	+3	+3	+7	Favored embassy

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the changing political climate. However, the difficulty of any diplomatic actions in such an environment may worsen.

Insightful Acclimation (Ex): A master ambassador needs to be receptive to new and different ideas, cultures and beliefs in order to have any success in her career. Whenever she is interacting with somebody from a different culture, race, political background or religion than her own, she may attempt a Sense Motive check to gather or assemble information from the individual's body language, non-verbal cues, attitude, and cultural quirks.

This resembles a bard's bardic knowledge ability, but is more immediate and direct, and requires at least ten minutes of engaged conversation or close observation of the individual to work. The DC of the Sense Motive check depends on the kind of information the master ambassador is trying to learn, and is summarized below. The information gained must have some cultural, local, or tradition-related context, and will rarely be more than a few key points, but is often enough to give the master ambassador a sense of the individual's background.

TABLE 1-13: INSIGHTFUL ACCLIMATION

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the subject's culture
20	Uncommon but available, privately known or of some relevance to subject's culture
25	Obscure, carefully-guarded or somewhat unfamiliar to subject's culture
30	Extremely obscure, possibly highly secret or taboo in subject's culture

Retinue (Ex): Most master ambassadors choose to travel with a support staff that may consist of aides, bodyguards, experts, and advisors. At 2nd level the master ambassador effectively gains the Leadership feat, and her leadership score gains a +1 bonus. This bonus increases to +2 at 5th level and +3 at 8th level. If the

master ambassador already has the Leadership feat, she still gains the leadership score bonus but gains no additional benefit.

Bonus Language (Ex): The master ambassador needs to be extremely well versed in languages in order to carry out her duties in foreign courts. At 3rd level, and again at 6th and 9th levels, she can choose a new language.

POMAD SHAMAN

Nomad shamans are the spiritual heart of the nomadic tribes of Ansalon, guiding their people with an acute awareness of the spirit world and the wisdom it engenders. Many nomad shamans have known since childhood that they are called to this high purpose, while others come to accept this great responsibility with reluctance.

The shaman's main duty is to the work with the clan chief to guide the people, acting as the chief's closest and most trusted adviser. The shaman also provides spiritual support, comfort and inspiration for the clan's members.

Mystics and druids make good nomad shamans, due to the nature of their background. Rangers and barbarians may ultimately follow the path of the shaman, but most other classes are either too intent on their own affairs or do not have the required mindset.

NPC nomad shamans may be found in any tribe or clan in the Age of Mortals, serving the nomad chieftains and acting as spiritual counsel.

Hit Die: d8

Requirements

Saves: Base Will Save +4.

Feat: Alertness

Skills: Knowledge (nature) 8 ranks, Knowledge (religion) 4 ranks, Survival 4 ranks.

Spellcasting: Ability to cast 3rd level divine spells.

Special: Must have been raised in a nomad culture and belong to a nomad tribe or clan.

TABLE 1-14: NOMAD SHAMAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Known
1	+0	+0	+0	+2	Spirit sight, totemic insight	+1 level of existing class
2	+1	+0	+0	+3	Turn/rebuke spirit	+1 level of existing class
3	+2	+1	+1	+3	Totemic insight	+1 level of existing class
4	+3	+1	+1	+4	Spirit body 1/day	+1 level of existing class
5	+3	+1	+1	+4	Totemic insight	+1 level of existing class
6	+4	+2	+2	+5	Spirit body 2/day	+1 level of existing class
7	+5	+2	+2	+5	Totemic insight	+1 level of existing class
8	+6	+2	+2	+6	Spirit body 3/day	+1 level of existing class
9	+6	+3	+3	+6	Totemic insight	+1 level of existing class
10	+7	+3	+3	+7	Spirit body 4/day	+1 level of existing class

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Class Skills

The Nomad Shaman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

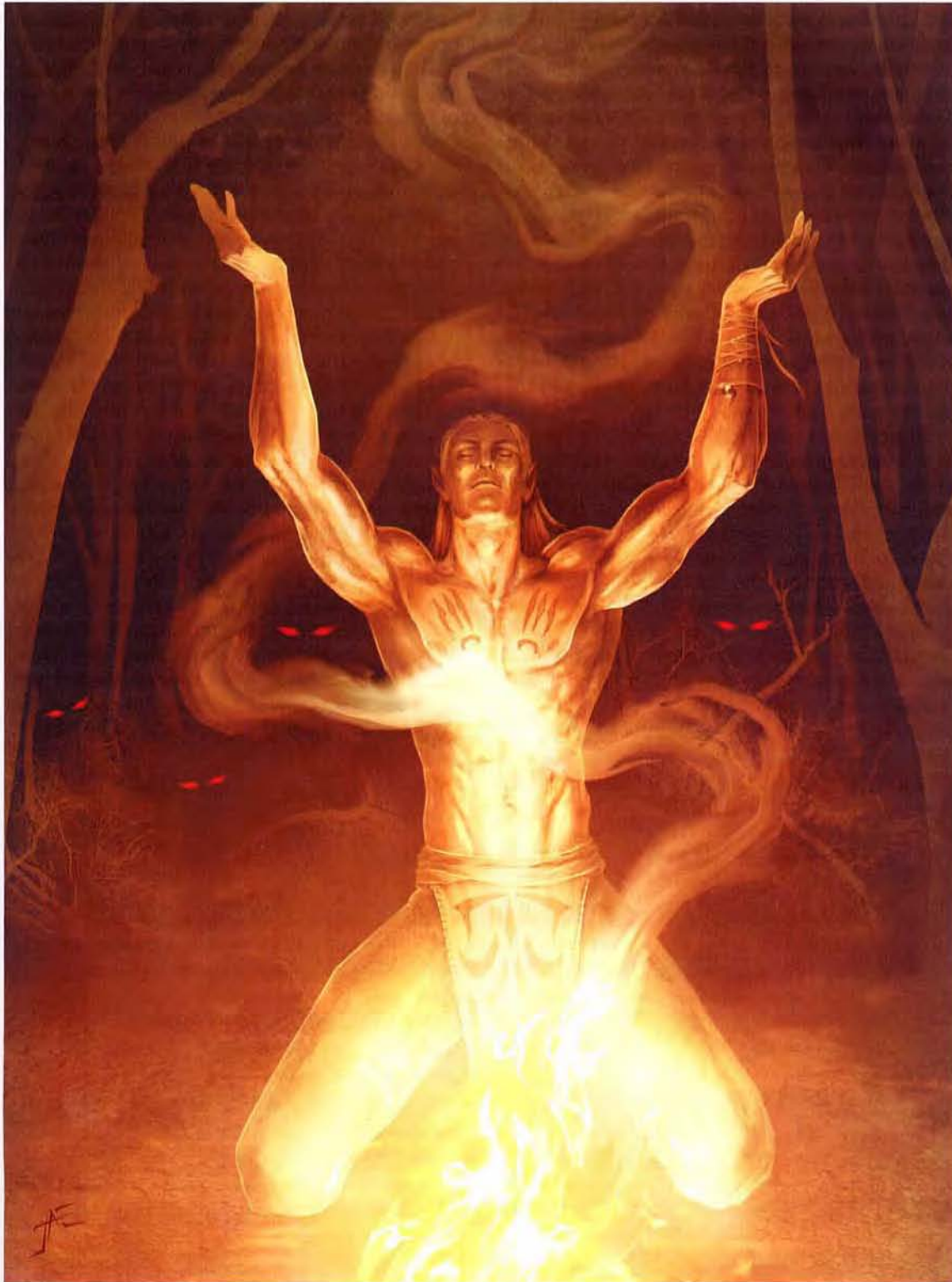
Skill points at each level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Nomad shamans are proficient in light armor and shields. They are proficient in weapons based on their home region, as follows:

Desert: Dagger, heavy lance, light lance, scimitar, shortbow, shortspear, whip

Forest: Blowgun, club, greatclub, hand axe, shortbow, sling, throwing axe



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Tundra: Battleaxe, club, greataxe, hand axe, light crossbow, light pick, shortspear

Mountains: Battleaxe, blowgun, handaxe, shortbow, shortspear, sickle, throwing axe

Plains: Club, greatclub, light lance, shortbow, shortspear, spiked chain, whip

A nomad shaman's spiritual and tribal oaths prohibit her from using non-tribal weapons or armor heavier than light armor. If the nomad shaman is already under restrictions from another class, she must continue to adhere to those in addition to those from her nomad shaman class.

Spells per Day/Spells Known: A nomad shaman continues to explore and gain insight from divine magic. Thus, when a new nomad shaman level is gained, the character gains new spells per day (and spells known, if a mystic) as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefits a character of that class would have gained (bonus metamagic feats, *wild shape*, and so on) except for an increased effective level of spellcasting. A nomad shaman who had more than one divine spellcasting class must decide to which class she adds the new level for purposes of spells per day and spells known.

Mystics who acquire this prestige class choose new known spells from the druid spell list, not the cleric spell list, when they advance in effective spellcaster level. They may also draw upon the druid spell list rather than the cleric spell list when substituting previously known spells as described under the mystic class in the *Dragonlance Campaign Setting*.

Spirit Sight (Su): At 1st level, a nomadic shaman can see ethereal creatures as easily as she sees material creatures and objects. She can dis-

tinguish between them due to the somewhat blurred and indistinct outline of an ethereal creature.

Totemic Insight (Su): Beginning at 1st level and at every other level thereafter (3rd, 5th, 7th and 9th level) a nomad shaman acquires wisdom and supernatural guidance from the spirits that visit her in her waking dreams. These insights grant various benefits and abilities, depending on the kind of spirit that taught or provided the insight. Every time she gains this ability, the nomad shaman chooses a new totemic insight from the table below. Her class level plus her Wisdom modifier determines which insights she may select.

Turn/Rebuke Spirit (Su): At 2nd level, a nomad shaman gains the ability to turn or rebuke unwanted spirits and other incorporeal threats as a cleric of her level turns undead. "Spirit" in this case refers to any naturally or unnaturally incorporeal or ethereal undead, outsider, or creature. She cannot destroy a spirit with this ability, however – those that would otherwise be destroyed are turned for twice the duration. Evil shamans may bolster spirits as an evil cleric bolsters undead. Nomad shaman levels do not stack with cleric levels (or mystic levels with the Sun domain) for turning of undead; the abilities operate independently of one another.

Spirit Body (Su): At 4th level, the nomad shaman's connection to the spirit world becomes strong enough that she may briefly extend her physical and spiritual efforts into it. She gains the equivalent of the *ghost touch* item quality (see description in the *Dungeon Master's Guide*) for the purposes of striking, grasping or defending against incorporeal creatures and objects. As such, incorporeal creatures may be attacked without the 50% chance of damage avoidance, her armor is not ignored when she is attacked by an

TABLE 1-15: NOMAD SHAMAN TOTEMIC INSIGHTS

Level	Insight	Effect
+ Wis mod.		
1	Ancestral knowledge	Gain 4 ranks in any one Knowledge, Craft or Profession skill in which you have no ranks.
2	Animal cunning	+2 bonus to Initiative checks.
3	Gift of the land	+2 bonus to Survival checks in your tribal terrain type (forest, mountain, etc).
4	Animal awareness	+1 bonus to Listen, Search and Spot skill checks.
5	Ancestral providence	+1 bonus to Will and Reflex saves.
6	Gift of the wild	+1 bonus to attack and damage rolls when in your tribal terrain type.
7	Animal fury	Gain the rage ability of a barbarian of your class level. If you already possess this ability, you can use it one additional time per day.
8	Ancestral might	Add +1 inherent bonus to Strength, Dexterity or Constitution ability score (choose one).
9	Gift of the elements	Gain energy resistance of 5 + Wisdom bonus against any two energy attack forms (cold, fire, electricity, acid, etc). If you already possess energy resistance of that type, it increases by your Wisdom bonus. Energy resistance will change appropriately if the Wisdom modifier changes.
10	Vision of the spirits	Gain true seeing as a spell-like ability, usable 1/day at your caster level.

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incorporeal creature, and her damaging spells have their usual effect. As a side-effect of this ability, incorporeal creatures are able to grasp and affect her and her equipment for the duration. The ability lasts three rounds plus one additional round per point of Charisma bonus, and may be used a number of times per day as described in the advancement table.

Ex-Nomad Shamans: If for any reason the nomad shaman violates her spiritual and traditional taboos, she loses access to all of her class abilities and may not advance levels in this class until she atones (see *atonement* spell description in the Player's Handbook). Violation includes using restricted weapons and wearing heavier armor, using her shamanic abilities against her own people, and other acts of defilement.

ROGUE KNIGHT

Rogue knights are former members of one of the knightly orders of Krynn who have broken their sacred vows and turned to villainy. Whether they have given in to evil and corruption or abandoned their oaths out of disgust or shame, the rogue knight is often a tormented figure whose path leads either to redemption or to certain doom.

Fighters, paladins, and nobles make excellent rogue knights. Many rogue knights also have levels in rogue, though often they acquire these once they have left their order. Clerics, mystics and rangers are somewhat less suited, however, depending on the knightly order to which the rogue knight once belonged the knight may already have levels in these classes. Wizards, sorcerers, druids and barbarians are not often rogue knights.



Because he is hunted by his former brethren, the rogue knight often develops a reputation as an outlaw. Flight from pursuit forces him to travel extensively, with the result that rogue knights can be found anywhere. NPC rogue knights are either opponents of knightly heroes, or associates and allies of heroes of a less chivalrous bent. Seeking out and bringing to justice a knight who has gone rogue can make up an extensive series of adventures.

Dhamon Grimwulf is one of the most famous examples of the rogue knight.

Hit Dice: d10

Requirements

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

Base Attack Bonus: +5

Base Save Bonus: Fortitude +4

Feats: Armor Proficiency (heavy), Martial Weapon Proficiency (any one), Honor-bound (see below)

Special: Must have once been a member of an order of knighthood, such as the Order of the Crown or Order of the Lily. In addition, the rogue knight must have broken or betrayed an oath as described under the Honor-bound feat and required *atonement* (although completing *atonement* is not a requirement).

Class Skills

The rogue knight's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Str), Knowledge (nobility and royalty) (Int), Profession

TABLE 1-16: ROGUE KNIGHT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Honor's price, desperate strike +1d6
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	Dire providence (lethal damage to subdual)
4	+4	+4	+1	+1	Desperate strike +2d6
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Dire providence (stabilization)
7	+7/+2	+5	+2	+2	Desperate strike +3d6
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	Dire providence (critical hits)
10	+10/+5	+7	+3	+3	Desperate strike +4d6

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(Wis), Ride (Dex) and Sense Motive (Wis). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the rogue knight prestige class.

Weapon and Armor Proficiency: Rogue knights are proficient in all simple and martial weapons, all types of armor, and shields.

Honor's Price (Ex): A rogue knight is a victim of broken oaths and foresworn promises. His lack of honor exacts its price. He suffers a penalty to his Charisma-based skill checks equal to his class level whenever he deals with his former brothers in the order to which he belonged and any other knighthood that recognizes his order as one of honor and duty. Conversely, he gains a bonus to any Charisma-based skill checks equal to his class level when dealing with the underworld, criminals, and other dishonorable or unsavory characters.

Desperate Strike (Ex): Abandoning his oaths and avoiding the retribution of his order has given rise to a deep-seated desperation in the rogue knight, and he becomes capable of extraordinary ferocity when surrounded or outnumbered. When the rogue knight is flanked by two or more opponents, he adds the listed bonus to all of his damage rolls in melee combat for as long as he remains flanked. At 1st level this bonus is +1d6, increasing to +2d6 at 4th level, +3d6 at 7th level and +4d6 at 10th level. This bonus stacks with any other damage bonus, such as a rogue's sneak attack, and has no effect on any opponent that is immune to critical hits, such as undead, oozes, plants or constructs.

Dire Providence (Su): A rogue knight's tragic fate manifests with time into an uncanny ability to survive against the odds. The following class features manifest over the course of several levels and are considered supernatural abilities.

At 3rd level, when a rogue knight takes damage which would reduce him to 0 hit points or less, he may make a Fortitude save (DC equals damage dealt) to halve the damage. This ability may be used once per day.

At 6th level, the rogue knight's ability to recover from unconsciousness and shock improves. The percentage chance for his condition to stabilize when below 0 hp, and to waken after becoming unconscious, doubles to a base 20%. A character attempting to stabilize him using the Heal skill gains a +4 bonus to her skill check.

At 9th level, the rogue knight may make a Fortitude saving throw with a DC equal to the original modified attack roll in order to avoid critical hits. If successful, the rogue knight only suffers normal damage. If the save fails, the critical hit damage is multiplied normally.

Ex-Solamnic and Dark Rogue Knights

Rogue knights who have class levels in any of the Knight of Solamnia or Knight of Takhisis/Neraka prestige classes will find that many of their special abilities are lost to them. Like the blackguard, a rogue knight with prior experience as a Solamnic or dark knight gains additional abilities depending on how many combined knightly class levels he had prior to acquiring the rogue knight prestige class.

TABLE 1-15: FORMER KNIGHT LEVELS

Former Knight Levels	Extra Ability
1-2	Hardhearted (Su). The rogue knight gains a morale bonus to saves vs. fear and despair-inducing effects equal to his Charisma bonus.
3-4	The rogue knight gains a +2 bonus to Bluff, Listen, Sense Motive, Spot and Survival checks used against members of their former knighthood, and a +2 bonus to Initiative checks when in combat against them. This is an extraordinary ability.
5-6	Fate's Hand (Su). The rogue knight adds his Charisma modifier as a morale bonus to all saving throws, and he may smite law once per day. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per rogue knight class level against lawful opponents.
7-8	The rogue knight gains an additional +2 bonus to Bluff, Listen, Sense Motive, Spot and Survival checks used against members of their former knighthood, and an additional +2 bonus to Initiative checks when in combat with them. This stacks with the level 3-4 ability, above.
9+	A Solamnic or dark knight with this level of experience who turns from the light or darkness is truly cast to the winds of fate. Much as a blackguard may trade levels in paladin for levels in blackguard, a rogue knight of this stature immediately gains a level of rogue knight for every level of Solamnic or dark knight prestige class that he trades in. Levels in Rose/Thorn Knight are lost first, followed by Sword/Skull Knight and then Crown/Lily Knight. Traded levels do not count as knight levels for the purposes of extra abilities, above.

SOLAMNIC AUXILIARY MAGE

—“Honor in magic, honor in life.”

Solamnic Auxiliary mages are arcane spellcasters who work to support the Knights of Solamnia. Although wizards had previously served the knighthood in an unofficial capacity ever since the days of Huma, the knights remained reluctant to formally introduce wizards into their ranks. This changed after the War of Souls, when the Knights of Solamnia finally acknowledged that they would do well to have members of a more diverse background.

While they honored tradition and did not open their ranks to spell-casters, they did create an auxiliary, which any White Robe wizard who follows the Solamnic ideals may join. Members of the Solamnic Auxiliary wear the symbol of the Kingfisher, are supposed to be afforded the same respect as Squires of Crown, and must swear the Solamnic Oath, *Est Sularus oth Mithas* (“My honor is my life”).



TABLE 1-18: SOLAMNIC AUXILIARY MAGE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Known
1	+0	+0	+0	+2	Magic of Loyalty	+1 Spellcaster Level
2	+1	+0	+0	+3	Heroic Initiative +1	+1 Spellcaster Level
3	+1	+1	+1	+3	Magic of Courage	+1 Spellcaster Level
4	+2	+1	+1	+4	Heroic Initiative +2	+1 Spellcaster Level
5	+2	+1	+1	+4	Magic of Justice	+1 Spellcaster Level

From the ranks of the Solamnic Auxiliary comes the Solamnic Auxiliary mage. The Solamnic Auxiliary mage uses his magical might to aid the Knights of Solamnia in their fight against foes such as the Dragon Overlords and the Knights of Neraka. Chief among their enemies are the Knights of the Thorn.

The Solamnic Auxiliary mage is especially hard pressed to live up to the standards of the Knights of Solamnia, as they have a tendency to distrust arcane magic. As such, Solamnic Auxiliary mages must work hard to earn the respect of the Knights of Solamnia. Their arcane studies are centered on the ideals of the Knights of Solamnia: loyalty, courage, and justice.

The Solamnic Auxiliary mages pay homage to two mages who came before them and who helped to pave the way: Magius, who was friend to Huma Dragonbane in the Third Dragon War, and Palin Majere, who traveled with his knight brothers prior to the Chaos War. Both of these famous mages are considered to be honorary Solamnic Auxiliary mages.

Due to the fact that Solamnic knights have always been loyal followers of the gods—many of them retaining their faith in the gods even during their absences—only those arcane spellcasters who practice godly magic are welcome to join. This may cause some difficulty for the good-aligned wizard, who must swear to put the interests of the knighthood ahead of those of the Orders of High Sorcery.

Solamnic Auxiliary mages stand ready to support the Knights of Solamnia with their arcane magic and are shining examples of honor, virtue, and chivalry. Their lives as members of the knighthood are not easy, however, for they are not fully accepted by their fellow knights, especially by some of the more conservative members, and must work extremely hard to gain the trust of their comrades.

Hit Die: d4.

Requirements

To qualify to become a Solamnic Auxiliary Mage, a character must fulfill all the following criteria.

Alignment: Lawful Good

Skills: Concentration 8 ranks, Knowledge (nobility) 4 ranks.

Feats: Honor-bound, Iron Will.

Spells: Must be able to cast 3rd-level arcane magic spells.

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Special: Pass the Knight's Trials and be accepted as a member of the Solamnic Auxiliary.

Class Skills

The Solamnic Auxiliary mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Knowledge (arcane) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Spellcraft (Int).

Skill Points at Each Additional Level: 2 + Int Modifier.

Class Features

Weapon and Armor Proficiency: Solamnic Auxiliary mages do not gain any additional weapon or armor proficiency.

Magic of Loyalty (Su): From the Knights of the Crown, the Solamnic Auxiliary Mage learns the virtue of loyalty. At the beginning of combat, the Solamnic Auxiliary mage may choose one ally with whom he has an oath of loyalty or service. Whenever the mage is using magic to protect, defend, or support that ally, the saving throw DC of his spells is increased by +2. In addition, all saving throws the Solamnic Auxiliary mage makes against mind-influencing effects when defending or protecting his designated ally gain a +2 bonus.

Heroic Initiative (Ex): At 2nd level, a Solamnic Auxiliary mage gains a +1 bonus on initiative checks. This bonus increases to +2 at 4th level.

Magic of Courage (Su): From the Knights of the Sword, the Solamnic Auxiliary mage learns the virtue of courage. He becomes immune to fear effects, and may add his Wisdom modifier (if positive) as a sacred bonus to his Spellcraft check when attempting to identify and counterspell any fear-based spells.

Magic of Justice (Su): From the Knights of the Rose, the Solamnic Auxiliary mage learns the virtue of justice. The Solamnic Auxiliary mage may designate one opponent per encounter that the mage and the Knights of Solamnia are seeking to bring to justice. Against this opponent, all of the Solamnic Auxiliary mage's spell save DCs are increased by +2. The mage must be aware of the identity of the opponent, and the opponent must be aware of the mage's presence. The effect lasts until the end of the encounter.

SPELLFILCH

Spellfilches are rogues with some measure of magical skill, blending wizardry with larceny. Some see themselves as thieves with good hearts, stealing from the rich and giving to the poor, while others pursue a life of crime to satisfy their own greed or ambitions. Spellfilches tend to be flamboyant, with a love for "showing off". Many

earn widespread notoriety due to use of their own signature spell effects or quirky behavior which they adopt in their activities, such as leaving behind scraps of bad rhymes in broad daylight.

Due to the spellcasting requirement, sorcerers and mystics make good spellfilches. Clerics and wizards must be careful to address any needs of their orders, but are also excellent choices. Bards and rangers are good candidates, as are rogues who take levels in a spellcasting class. Most other classes either lack the temperament or prerequisites for the spellfilch's lifestyle.

A spellfilch adventurer might be hired to recover stolen magic items, steal a spellbook from a powerful wizard, enter dark ruins to search for forgotten treasures or he may simply accompany a group of mercenaries for a share of the loot.

NPC spellfilches are typically found in large cities, as members of a thieves' guild or acting as independent agents. A spellfilch who operates in the country-side might have his own group of followers, who loyally serve him.

Hit Dice: d6

Requirements

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

Alignment: Any nonlawful.

Base Save Bonus: Reflex +5

Skills: Bluff 6 ranks, Hide 6 ranks, Knowledge (arcana) 6 ranks, Spellcraft 6 ranks

Feats: Silent Spell

Spellcasting: Ability to cast 2nd-level arcane or divine spells.

Special: Sneak attack +2d6

Class Skills

The spellfilch's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Cha), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4: Skills in the for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the spellfilch prestige class.

Weapon and Armor Proficiency: Spellfilches are proficient in all simple weapons, light armor, and medium armor. At 1st level, the spellfilch gains proficiency in one small or tiny exotic weapon of her choice.

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Spells per Day/Spells Known: A spellfilch continues to master her magical talents. Thus, when an even-numbered spellfilch level is gained, the character gains new spells per day (and spells known, if appropriate) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefits a character of that class would have gained (bonus metamagic feats, turn undead and so on) except for an increased effective level of spellcasting. A spellfilch who had more than one spellcasting class must decide to which

class and effect. She can choose to expend a spell slot (or a prepared spell, in the case of spellcasters who prepare spells ahead of time) to enhance a particular action or check. Using this ability counts as a move-equivalent action. Every other level, the scope of this ability increases, as described below. No aspect may be used more than once per day.

At 1st level, the spellfilch may gain a competence bonus to a single skill check equal to the level of the spell slot. Any of the spellfilch's class skills may be enhanced in this manner. Any skill so enhanced is considered to be a supernatural ability for the purposes of magical detection and other effects.

At 3rd level, the spellfilch may add 1d6 to her sneak attack damage for every level of spell slot expended. For example, if she expends a 4th level spell slot she adds +4d6 to her sneak attack damage. Because it is a move action, the spellfilch must usually already be in position in the round that she makes her sneak attack.

The effect is in place for only one attack, and if the attack misses, the expended slot is wasted.

At 5th level, the spellfilch may add a bonus to her

class she adds the new level for purposes of spells per day and spells known.

Spellwise (Su): A spellfilch develops her magical talents to aid her in her mundane skills, to the point of adding to her level of suc-

cess. **n e x t** Reflex saving throw equal to the level of spell slot expended. This bonus lasts for a number of rounds equal to her caster level, or until she is required to make a Reflex save, whichever comes first.

TABLE 1-19: SPELLFILCH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Known
1	+0	+0	+2	+2	Exotic weapon proficiency, spellwise (skills)	+1 level of existing class
2	+1	+0	+3	+3	Signature spell 1/day	—
3	+2	+1	+3	+3	Spellwise (sneak attack)	+1 level of existing class
4	+3	+1	+4	+4	Signature spell 2/day	—
5	+3	+1	+4	+4	Spellwise (evasion)	+1 level of existing class
6	+4	+2	+5	+5	Signature spell 3/day	—
7	+5	+2	+5	+5	Spellwise (uncanny dodge)	+1 level of existing class
8	+6	+2	+6	+6	Signature spell 4/day	—
9	+6	+3	+6	+6	Spellwise (opportunist)	+1 level of existing class
10	+7	+3	+7	+7	Signature spell 5/day	—

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At 7th level, the spellfilch may add a dodge bonus to her AC equal to the level of spell slot expended. This bonus lasts for a number of rounds equal to her caster level or when next attacked (whichever comes first).

At 9th level, the spellfilch may add an insight bonus to her next attack of opportunity equal to the level of spell slot expended. This bonus lasts for a number of rounds equal to her caster level, or until she makes an attack of opportunity, whichever comes first.

Signature Spell (Su): Each spellfilch develops a trademark or *modus operandi*, something which marks the spellfilch's work as her own. The ultimate expression of this is the signature spell. The spellfilch chooses one spell which she knows of a level no more than one less than the maximum spell level she can cast. For example, if she can cast 4th level spells, she may choose a known spell of 3rd level or less. This spell becomes her signature, and she may cast it spontaneously without preparation as a spell-like ability. It does not use up a spell slot and may be chosen with a metamagic feat applied (which will modify its level, so it must still be one less than the maximum spell level). The signature spell is either a divine or arcane spell, depending on the primary spellcasting class of the spellfilch.

At every other level, the number of times a day the spellfilch may cast her signature spell increases by one. In addition, when she reaches a level at which her number of times per day increases, she may opt to switch out her signature spell for another, which replaces the previous signature spell. However, the new spell must belong to the same school of magic as the previous one. Therefore, a spellfilch could not switch out *darkness* (an evocation spell) for *haste* (a transmutation spell).

Signature spells enable other spellcasters to more readily recognize and identify the spellfilch's handiwork. For the purposes of using Spellcraft to identify the signature spell, the identifying spellcaster gains a bonus to his skill checks equal to 1 + the Charisma modifier (if positive) of the spellfilch. The aura of a signature spell is always one degree greater (faint becomes moderate, moderate becomes strong, etc) when viewed with spells such as *detect magic*.

WAR MAGE

"I don't care about your name, Red. I don't want to know your name. If you survive your first three or so battles, then maybe I'll learn your name. Not before. I used to learn the names, but it was a goddamned waste of time. Soon as I'd get to know a puke, he'd up and die on me. These days I don't bother."

- Horkin, Master-At-Wizardry

Brothers in Arms by Margaret Weis & Don Perrin.

War mages are the masters of magical warfare, using their arcane might to turn the tide of battle. War mages use their talents for a variety of causes and against a variety of foes, dating back to the time of Magius and beyond.

War mages are found in many groups throughout Ansalon, whether they are White-Robed Mages fighting for the Whitestone forces, Black-Robed Mages fighting for the dragonarmies, Thorn Knights in the service of the Knights of Takhisis, or Legion Sorcerers fighting against the forces of the Dragon Overlords. War mages may also be independent operators, acting as mercenaries, joining the ranks of various military organizations.

Wizards and sorcerers are the most common classes that take the war mage prestige class. Sorcerers are valued for their ability to cast spells on the fly, and to not be bound by a spellbook. Wizards are valued for the variety of spells they can cast. Bards can also take the war mage prestige class, singing war ballads to inspire their allies while also using magic in their defense.

The mage Raistlin Majere once studied as a war mage when he and his brother Caramon served as mercenaries. Perhaps the most famous of all war mages is the wizard Magius, who fought at Huma's side during the Third Dragonwar.

Hit Die: d4

Requirements

Skills: Concentration 8 ranks, Spellcraft 8 ranks.

Feats: Combat Casting, Eschew Materials, Weapon Focus.

Spells: Ability to cast 3rd-level arcane spells.

TABLE 1-20: WAR MAGE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Known
1	+0	+2	+0	+2	Arcane aegis (1 ally), battle magic +1	+1 level of existing class
2	+1	+3	+0	+3	Armored spellcasting (-5%), metamagic	+1 level of existing class
3	+1	+3	+1	+3	Arcane aegis (2 allies), battle magic +2	+1 level of existing class
4	+2	+4	+1	+4	Armored spellcasting (-10%), metamagic	+1 level of existing class
5	+2	+4	+1	+4	Arcane aegis (3 allies), battle magic +3	+1 level of existing class



Mage for purposes of determining spells per day when he adds a new level.

Arcane Aegis (Su): The war mage may designate one ally within 30 ft and add his Charisma modifier (if positive) as a morale bonus to the ally's AC. Every other level (at 3rd and at 5th level) the number of allies so aided increases by 1.

Battle Magic (Ex): At 1st level, the War Mage increases the effectiveness of his combat spells. Any spell cast by the War Mage that causes damage gains a +1 bonus hit point per die of damage. At 3rd level, this bonus increases to +2, and at 5th level, this bonus increases to +3.

Armored Spellcasting (Ex): A war mage is better able than other characters to cast arcane spells while wearing armor. At 2nd level, the war mage reduces the arcane spell failure chance for any armor he wears by -5%. At 4th level, this ability increases to -10%. This ability stacks with the benefits of other classes that have this ability, such as the Knight of the Thorn. (Note

that this does not lift the armor restrictions of other classes, such as Wizards of High Sorcery.)

Metamagic (Ex): A war mage learns to use his spells to maximum effectiveness against his enemies. At 2nd level and again at 4th, the war mage gains a bonus metamagic feat, selected from the following list: Empower Spell, Enlarge Spell, Maximize Spell, and Widen Spell.

War Mages and Multiclassing

Wizards of High Sorcery and Knights of the Thorn may freely multi-class with the war mage prestige class without penalty.

NEW FEATS

Many of the feats presented in the Dragonlance Campaign Setting offer ideas about a character's personality and general nature, as well as offering specific advantages. The theme continues with the feats listed below, allowing for excellent role-playing hooks for both player characters and NPCs.

Class Skills

The war mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Additional Level: 2 + Int Modifier.

Class Features

Weapon and Armor Proficiency: War mages gain no additional proficiency with any weapon or armor.

Spells Per Day: A war mage gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (increased familiar powers, metamagic or item creation feats, and so on).

If a character had more than one spellcasting class before taking the prestige class, he must decide to which class he adds each level of War



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ALTERNATE FORM [GENERAL]

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

Requirements: Dragon (Adult age or older), Caster Level 5th

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

Special: This feat may be taken more than once, each time adding to the number of times you may change form each day (even for silver, gold, and bronze dragons).

CHARMING [GENERAL]

Others find your company appealing.

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

DISCIPLINE [GENERAL]

You maintain composure even in life-threatening situations.

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

EDUCATION [GENERAL]

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

Benefit: All Knowledge skills are class skill for you. You get a +1 bonus on all skill checks with any two Knowledge skills of your choosing.

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

HAGGLER [GENERAL]

You are a talented negotiator.

Benefit: You get a +2 competence bonus on all Appraise and Bluff checks.

HEROIC SURGE [GENERAL]

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

Benefit: You may take an extra move or attack action, either before or after your regular actions. You may use Heroic Surge once per day for every four character levels you have attained, but never more than once per round.

HORNED STAMPEDE

[GENERAL]

You are naturally adept at using your horns in a charge.

Requirements: Minotaur, Str 13+, Power Attack

Benefit: When you use your horns in a charge action, you may increase the damage die of your horns to 2d8 plus 1 1/2 your Strength bonus.

Normal: Without this feat, a minotaur who uses his horns in a charge action deals 2d6 damage plus 1 1/2 his Strength bonus.

TABLE 1-21: FEATS

General Feats	Prerequisite	Benefit
Alternate Form	Dragon (Adult age or older) Caster Level 5th	Assume humanoid form
Charming	-	+2 bonus on Diplomacy and Bluff checks.
Discipline	-	+1 bonus on Will saves and a +2 bonus on Concentration checks.
Education	-	+1 bonus on all skill checks with any two Knowledge skills
Haggler	-	+2 bonus on all Appraise and Bluff checks
Heroic Surge	-	Take extra move or attack action 1/day for every 4 character levels
Horned Stampede	Minotaur, Str 13+, Power Attack	Horn attack when used with a charge increases to 2d8 + 1 1/2 Strength bonus
Improved Taunt	Charisma 13+, the Taunt exceptional ability	See text
Lucky	-	+1 bonus to all saving throws
Mimic	-	+2 bonus on Disguise and Perform checks
Quick-Thinking	-	+2 bonus on Initiative and a +2 bonus on all Spot checks
Sharp-Eyed	-	+2 bonus on Search and Sense Motive checks
Spellcasting Prodigy	-	Primary spellcasting score is effectively increased by 2
Street Smart	-	+2 bonus on all Bluff and Gather Information checks
Stubborn	-	1 bonus on Will saves and a +2 bonus on Intimidate checks
Trustworthy	-	+2 bonus on Diplomacy and Gather Information checks

CHARACTERS

IMPROVED TAUNT [GENERAL]

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

Prerequisite: Charisma 13+, the Taunt exceptional ability.

Benefit: On a successful Bluff check versus an opponent's Sense Motive check, the opponent suffers a -2 penalty on attack rolls and AC. The taunt alters the attitude of the opponent to become two degrees more Hostile. A Friendly target becomes Unfriendly and Indifferent becomes Hostile. (See the *Dungeon Master's Guide*, Chapter Four, NPC Attitudes.)

Duration of taunt is 1 round plus charisma bonus, twice that if the Bluff check exceeds the Sense Motive check by 10 or more. This ability is only effective once per encounter.

With this ability you may choose to target a crowd versus an individual target. If you make a successful Bluff check versus DC 10 +1 for every 2 targets in the crowd, (so a crowd of 10 people would be DC 15 and 40 people would be DC 30), their attitude shifts one degree for the worse.

Special: Close friends and long time acquaintances of the taunter are entitled to a +4 familiarity bonus to resist the affects of the taunts if they are directly targeted.

LUCKY [GENERAL]

You manage to survive situations through sheer fortune.

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

MIMIC [GENERAL]

You possess a natural talent for impersonation.

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

QUICK-THINKING [GENERAL]

You react quickly to danger.

Benefit: You get a +2 bonus on Initiative and a +2 bonus on all Spot checks.

SHARP-EYED [GENERAL]

You have an eye for small details.

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

SPELLCASTING PRODIGY

[GENERAL]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Wisdom for divine spellcasters, Intelligence for

arcane spellcasters) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human character), it applies to a different spellcasting class each time. You can take this feat even if you do not have any spellcasting classes yet.

STREET SMART [GENERAL]

You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.

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

STUBBORN [GENERAL]

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

Benefit: You get a +1 bonus on Will saves and a +2 bonus on Intimidate checks.

TRUSTWORTHY [GENERAL]

You project a friendly demeanor.

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



CHAPTER TWO

"You betrayed us," said Nunitari, accusing.

"You sided with Takhisis," said Lunitari, "and we nearly lost the one chance we had to return to the world."

"You betrayed our worshipper Palin," said Solinari sternly. "By her command, you murdered him."

Dalamar looked from one shining god to the next and when he spoke, his soul's voice was soft and bitter. "How could you possibly understand? How would you know what it feels like to lose everything?"

"Perhaps," said Lunitari, "we understand better than you think."

Dalamar kept silent, made no response.

"What is to be done with him?" Lunitari asked. "Is he to be given back his life?"

"Unless you give me back the magic," Dalamar interposed, "don't bother."

"I say we do not," said Solinari. "He used the dead to work his black arts. He does not deserve our mercy."

"I say we do," Nunitari said coolly. "If you restore Palin to life and offer him the magic, you must do the same for Dalamar. The balance must be maintained."

"What do you say, Cousin?" Solinari asked Lunitari.

"Will you accept my judgement?" she asked.

Solinari and Nunitari eyed each other, then both nodded.

"This is my decree. Dalamar shall be restored to life and the magic, but he must leave the Tower of High Sorcery he once occupied. He will henceforth be barred from entry there. He must return to the world of the living and be forced to make his way among them. Palin Majere will also be restored to life. We will grant him the magic, if he wants it. Are these terms satisfactory to you both, Cousins?"

"They are to me," said Nunitari.

"And to me," said Solinari.

"And are they satisfactory to you, Dalamar?" Lunitari asked.

Dalamar had what he wanted, and that was all he cared about. As for the rest, he would return to the world. Someday, perhaps, he would rule the world.

"They are, Lady," he said.

—*Dragons of a Vanished Moon*
Margaret Weis & Tracy Hickman

A WORLD WITHOUT MAGIC

As Krynn began its Fifth Age, the Age of Mortals, magic both arcane and divine underwent drastic changes. The gods had departed the world once before, following the Cataclysm, but at that time, the power of the Wizards of High Sorcery remained. After the Chaos War, the gods of magic were in the same situation as the other gods. Their world had been stolen and none knew where to find it. Wizards as well as clerics lost their power. A cryptic message left for mortals after the defeat of Chaos offered hope to wizards:

There may be other magic. It is up to you to find it.

With the loss of the gods, magic appeared to have completely left the world. Only the magic residing in artifacts created during previous ages, and the innate magic of creatures such as dragons remained. Bereft of godly magic, wizards and clerics at first lacked the heart to look for alternatives. After a time, however, a few realized that longing for the old days was not going to bring them back. They were living in the here and now. The people had fallen prey to terrible dragons. The world needed the help of magic. Wizards and clerics set out to find it and their searches led to the discovery of a new form of clerical magic and an arcane power so ancient that it had been lost to antiquity.

The discovery of mysticism and sorcery did much to restore the confidence of people across Ansalon. The establishment of the Citadel of Light and the Academy of Sorcery helped to rekindle the sense of community and provide centers for further education and study. Although many wizards and clerics still felt emptiness inside where their faith in the gods had once resided, they were prepared to move forward with their lives, regretting what had been lost, but ready to embrace what had been newly found.

Loss of Spellcasting

With the absence of the gods, all character classes that make use of focused (god-granted) magic have their effective spellcaster levels reduced to 0. This cannot be overcome in any way except through the use of the Leech Item feat (see Power of Artifacts and Leeching Items, below).

DISCOVERY OF MYSTICISM

Goldmoon—former High Priestess of Mishakal, the goddess' chosen prophet during the War of the Lance—felt the loss of the gods deeply. The death of her husband and one of her children during the depredations of the Dragon Overlord, Malys, only exacerbated this sense of loss.

Leaving the leadership of the Que-Shu Tribe to her surviving daughter, Moonson, Goldmoon departed on a final quest to the Inn of the Last Home, where she planned on joining her beloved husband in death.

On her journey, she met a stranger who left her with words that caused her to question herself. This stranger reminded her that the gods had created everything and everyone and that they had thus left traces of their divinity behind. Even if the gods were gone, their gifts remained, and would always remain. The stranger, later called "The Sage" by Citadel mystics, is rumored to be the silver dragon Mirror—though this has never been substantiated.

Impressed by this encounter, Goldmoon continued on her quest. She arrived in Solace just as two battling dragons brought ruin and destruction to the town. Goldmoon used her skill in herbs and medicine to treat the many people who were injured in the conflict. She came across a young hill dwarf who had been mortally wounded. When she was told that this young dwarf was the nephew of her former companion, Flint Forge, Goldmoon felt the loss of her clerical powers all the more keenly. Kneeling beside the dwarf, Goldmoon remembered the words of the stranger, words that reminded her of the divine spark that resided in everything. Goldmoon searched inside of herself, calling upon her faith, her memories of Mishakal's presence, and found what she later described as the "glow." Feeling the power spreading through her, she reached out and allowed the warmth to flow from her into the body of the dying dwarf. That day, as she performed a miracle amidst the destruction wrought by the Dragon Purge, Goldmoon rediscovered her faith and the healing powers of mysticism.

Over the next few years, Goldmoon traveled across Ansalon, bringing word of this new magic to the people. She gained an ever-growing number of followers, eager to learn all they could from her. Goldmoon traveled to Schallsea where, with the aid of Jasper Forge—the dwarf whose healing had restored Goldmoon's faith—she built the Citadel of Light, a place where people could learn how to use the power of the heart that dwelt within them and a symbol of hope for those who stood against the Dragon Overlords.

As word spread that the miracle of healing had returned to the world, the dark knights who once wielded clerical magic in the name of Takhisis craved such miracles for themselves. They sent three agents, posing as members of the Legion of Steel, to infiltrate the Citadel. Each wielded an artifact remaining from the Fourth Age that allowed them to conceal their dark hearts from the mystics. Within a few months, these three agents managed to glean the secrets of mysticism and brought the knowledge back to the Knights of Neraka. Within a few years, the Order of the

Skull began using its new-found mystic powers to create a false "Vision" in order to bind members to the Order.

DISCOVERY OF SORCERY

The power of mysticism was discovered only five years after the disappearance of the gods. Those who had once practiced arcane magic had yet to find any power to replace their own lost arts. The Orders of High Sorcery still remained, but since their members lacked the magic that had once given them power, there was little left for them to do except catalogue artifacts and talk wistfully of times gone by.

As the years passed, the wizards began to sever their connections to the Orders and turned to other pursuits. A few of the dedicated, such as Palin Majere and Dalamar the Dark continued to search for the power that had left them and they were eager to learn the lessons taught by the mysterious Shadow Sorcerer, who brought them knowledge of the ancient power of sorcery. Dalamar practiced the art of necromancy in secret in his hidden Tower. Palin Majere wanted to bring his knowledge to the world and he presented what he had learned to the Orders of High Sorcery.

Contention followed as some within the Orders who refused to use the "wild" sorcery clashed with those who hoped to regain even a fraction of their former power. Palin and the Master of the Tower worked hard to restore unity, but their efforts were generally in vain.

During this time, the Shadow Sorcerer showed a dark knight named Theo Drawde the secrets of sorcery. Once Theo Drawde understood the basic principles, the Shadow Sorcerer ordered him to return to the knighthood and rebuild the Knights of the Thorn, as the Knights of the Skull had regained their former glory by infiltrating the Citadel to steal the secrets of mysticism.

With fighting continuing among the members of the Orders of High Sorcery, Palin Majere came at last to realize that the Orders no longer had meaning or purpose. He formally dissolved the Orders of High Sorcery in a meeting known as the Last Conclave.

Inspired by the success of Goldmoon and the Citadel of Light, Palin returned to Solace to build the Academy of Sorcery. Like the Citadel, the Academy would stand as a center for learning this "new" magic in a new world. Unlike the Citadel, which attained harmony between the spiritual aspects of mysticism and the religious aspects of the past, the Academy was built to purposefully shed the "rigid order" of the past and embrace the free and independent nature of primal sorcery.

As time passed, however, wielders of magic of all kinds began to see their power inexplicably start to wane. This included the power of the Dragon Overlords. Later it would be discovered



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that the souls of the dead, under the control of Takhisis, were leeching magic to give to the One God. None knew at that time, and no one could explain what was happening to the magic.

One who was increasingly upset by her loss of power was the green dragon, Berylinthranox. Fearing that her stronger cousins would use this weakness to take advantage of her, Beryl set out to try discover who was taking her magic and why. The most obvious answer lay in the Academy of High Sorcery. She sent her draconians there to root it out.

The draconians attacked the Academy and, in the process, captured Palin Majere. In an effort to protect the Academy's secrets, Palin's son, Ulin, set off a blast that took out many of Beryl's minions, but also destroyed the Academy.

Beryl's dark knights tortured Palin, trying to gain information from him about the loss of magic. Palin knew no more than the dragon, however, and eventually she decided to release him, hoping that he would lead her to the secret. Palin returned to his home embittered and crippled to find his Academy in ruins. He became estranged from his loving wife and children and eventually left his home, traveling to visit Laurana in Qualinesti, hoping there to find some peace from his torment.

Instead, he found the kender, Tasslehoff Burrfoot, and the magical Device of Time Journeying, which would eventually lead Palin to an understanding of the truth.

Palin was slain during the War of Souls, his soul bound to his corpse by the divine power of the One God. Even then, his spirit fought the One God and helped to bring about her downfall. Upon their return, the gods of magic rewarded him by restoring his life to him. They would have also restored his magic, but Palin rejected their offer, choosing instead to focus upon his family, who had often taken a second place to his magic.

Currently busy trying to quell the turmoil that swirls in and around Solace, Palin has no plans to rebuild the Academy, though others may take up the cause.

POWER OF ARTIFACTS

Early in the Fifth Age of Krynn, wizards discovered that although the divine magic of the gods was no longer available to them, the magic might yet be found inside artifacts. Staves, wands, rings, cloaks, swords, and other items that had been enchanted with magical energies during the Fourth Age still possessed those powers. The demand for these artifacts increased and so did the prices charged for them by those wizards fortunate enough to have some in their possession.

Perhaps the greatest number of artifacts was located within the Tower of High Sorcery. Once the discovery was made that these artifacts still possessed their powers, the wizards of the Tower

were quick to lock them up for safe-keeping in a secret vault in the Tower, leaving them under the guardianship of the Master of the Tower.

Another cache of magical artifacts lay in the mageware store of Jenna of the Red Robes in Palanthas. A shrewd bargainer, Jenna became one of the wealthiest people in Ansalon almost overnight.

Other members of the Orders of High Sorcery set out to acquire as many magic artifacts as they could, as the trade in these artifacts exploded. Even those artifacts once considered "beginner" pieces, enchanted with the simplest of spells, would now fetch astronomical prices. Wizards searched through texts in order to try to find out where artifacts might be hidden. Some went so far as to hire adventurers to set out on searches for these rumored artifacts, which were often located in dark and dangerous places. Kender were suddenly in great demand, as wizards who had once threatened the little nuisances with instant death now took them to their hearts, offering to pay handsomely for a peep inside their pouches.

Former wizards seeking to regain their lost power were not the only ones who coveted these magic artifacts. The Shadow Sorcerer discovered that it was possible to literally leech the energy residing within magical artifacts and use it to boost the power of primal sorcery and mysticism. Once news of this discovery began to spread, the already thriving trade in magical artifacts increased exponentially.

Using the potential energy within a magic artifact comes at a price. If a primal sorcerer or mystic is not careful, he can permanently drain the magic from the item, ruining it as a power source. Even if only a little of the power stored within a magical artifact is *leech*ed (the process of siphoning magical energy, see sidebar), the abilities a magic item may possess will fall dormant until the energy has completely regenerated itself.

Not all magical artifacts from the Fourth Age proved to be suitable for leeching. Magic items such as scrolls and potions are too delicate and are often destroyed in the process, with the wizard granted only minuscule amounts of energy.

Some wizards were adamantly opposed to leeching, considering it blasphemous and wasteful, particularly if the item was destroyed. They were few in number, however, as Palin discovered during the War of Souls, the power inherent in major artifacts enabled wizards to cast spells from their memory, just as they had prior to the Fifth Age—so long as the wizard knew how to properly leech energy from magic items, energy from the artifact could be used to resurrect those latent powers once again. This may be a sad process for many wizards, for once cast, the spell will vanish from the caster's memory, just as it had in the days of yore, except that now study will not cause it to return.

Variant Rule

"Leeching" Magic Items

If you choose to allow *leeching* in your DRAGONLANCE campaign, the following rules are provided:

All magic items have a magic potential, which is the energy stored within the item during its creation. The magical potential of the item is determined using the following chart (rounded down):

TABLE 2-1: LEECHING MAGIC ITEMS

Type	Potential
Armor & Shields	1 per 500 stl value
Weapons	1 per 500 stl value
Potions	1 per 50 stl value, item is destroyed
Rings	1 per 1000 stl value
Rods	1 per 1000 stl value
Scrolls	1 per level of the spell upon the scroll, item is destroyed
Staffs	1 per charge, does not automatically recharge (unless the staff automatically recharges itself)
Wands	1 per 2 charges (round down), does not automatically recharge
Wondrous Items	1 per 1000 stl value
Minor Artifacts	5 per caster level
Major Artifacts	Variable; these items should have a potential determined at the DM's discretion

Intelligent items and all major artifacts may actively resist being leeched, requiring the individual to make a Will saving throw. The saving throw DC = Item's Ego, for Intelligent items; or DC = base 20 + 1 for every effective enhancement bonus, including all special qualities, +5 for every additional special ability it provides; effective enhancement bonus includes base enhancement bonus (i.e. +3) and equivalents based on item qualities (such as +1 for *shock* or *flaming*).

Items, except for potions, scrolls, most staffs, and wands, will slowly regenerate lost potential, recharging at a rate of 1 point every 24 hours. Scrolls and potions are automatically destroyed by the leeching process, while staffs and wands are destroyed only if completely drained. Note that staffs and wands offer potential power at only their current level of charges, not their maximum potential.

If a magic item is drained of 1/4th of its total potential, it will cease to perform normally until it has completely recharged. For example, a *ring of freedom of movement* has a 40 potential maximum. Once it has been drained down to a 30 potential, it no longer grants the wearer the benefits of a *freedom of movement* spell until it has recharged back to 40. The spellcaster can continue to drain

the ring, however, until it has reached 0 potential. Note that this rule does not apply to staffs or wands, which are by already "charged" items.

Items that reach 0 potential must make an immediate Fortitude saving throw (bonus equal to 2 + 1/2 its caster level) against a DC of 20. Attended magic items use their own saving throw, even if their owner's saving throw is better. Failure of the saving throw means that the item has permanently become non-magical and cannot recharge itself. Staffs and wands, unless they automatically recharge, automatically fail this saving throw (as do scrolls and potions, which is why they are instantly destroyed). Major artifacts automatically pass this saving throw, as they contain so much magical energy that the leeching process could never fully deplete it. An item with a 0 potential cannot be leeched until it has restored some of its potential.

Leeching can be done only by those capable of casting divine or arcane spells. In order to do so, the player must possess the following feat(s):

Leech Item [Metamagic]

You are capable of leeching the magic from a magic item in order to increase the effectiveness of your spells.

Prerequisite: Spellcaster level 3+

Benefit: For every point of magic potential you drain from a magic item you are able to increase your effective spellcasting level by one. You can only attempt to leech an amount of potential magic from an item up to your attribute modifier, determined upon the base class of the character (Intelligence for wizards, Charisma for bards and sorcerers, Wisdom for clerics, druids, mystics, and paladins) in a single round. This energy must be used to cast a spell the following round; otherwise the energy is wasted.

A character's effective spellcaster level can never be made higher than his spellcaster level plus his primary spellcasting attribute modifier (see above). (For example, a 4th level wizard with an Intelligence of 14 could not raise his effective spellcaster level higher than 6th.)

Leeching an item is considered a move-equivalent action that does not provoke an Attack of Opportunity.

Improved Leech Item [Metamagic]

You are able to draw more magic from an item, sacrificing speed for raw power.

Prerequisite: Spellcaster level 7+, Leech Item.

Benefit: As a full-round action, provoking an Attack of Opportunity, you can draw vast amounts of energy from an item in order to use it to cast a spell the following round. You can drain a number of potential points from an item up to your primary spellcasting attribute modifier (Intelligence for wizards, Charisma for bards and sorcerers, Wisdom for clerics, druids, mystics, and

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paladins) plus one-half your spellcaster level (rounded down). (A 7th level wizard with an Intelligence of 14 can drain up to 5 potential points from an item in a single round.) The energy must be used to cast a spell within the following round or else the energy is wasted.

A character's effective spellcaster level can never be made higher than his spellcaster level plus his primary spellcasting attribute modifier (see above). (For example, a 7th level wizard with an Intelligence of 14 could not raise his effective spellcaster level higher than 9th.)

Note: This feat is only useful to spellcasters who effective levels are lowered by specific magical effects or conditions (such as the spiritual drain that occurs during the War of Souls). For spellcasters who are not hindered the Improved Leech Item grants them more energy than they can normally use.

Quick Leech [Metamagic]

You can quickly leech magic from an item, but you cannot drain as much as normally possible.

Prerequisites: Leech Item, Spellcaster level 5+

Benefit: You can choose to leech an item as a free action, instead of a move-equivalent action (for Leech Item), or as a move-equivalent action instead of a full-round action (for Improved Leech Item). Use of Quick Leech only allows you to keep half of the potential leeched rather than the full amount drained from the item. The remainder is lost.

THE WAR OF SOULS

When the Queen of Darkness stole the world away during the triumph over Chaos, she discovered that she had expanded nearly all of her power. Weak and exhausted, Takhisis retreated to the depths of the Abyss, hiding herself from even her most loyal followers in order to regain her strength and make her plans for dominating the world.

While she slumbered, she remained aware of what was happening in the world, sending out wisps of her consciousness as a spider sends out filaments of cobweb, feeling every touch, aware of every snag. In this fine, invisible web, Takhisis captured the spirits of the dead, who had been trapped within the world after Takhisis stole it, unable to continue their voyage along the River of Souls. Drawing upon years of suffering and fear, each spirit helped revitalize the Dark Queen and added to ever-growing power. Takhisis found another way to increase her strength, her wisps of consciousness finding hearts into which she could insinuate herself.

One of these hearts was the heart of a young child. Whether Takhisis caused the storm that killed all the occupants of the ship in which the child and her family were sailing or if the Dark Queen merely took advantage of the situation is not known. The only survivor of the storm, the child clung tenaciously to her boat and in her despair and terror, the little girl cried out.

Takhisis answered.

The Dark Queen wrapped the young girl in a protective embrace, shielding her from storm and predator alike, crooning a dark lullaby that filled the child's dreams. Seeing the potential within this child, the Dark Queen guided the craft to the one place where she knew that the girl would be taught two very important lessons—faith in the gods and strength and purity of purpose. The girl's teacher would be the Dark Queen's greatest enemy, the former cleric of Mishakal, Goldmoon.

While Goldmoon raised the young girl, teaching her faith in the old gods and how to tap into the powers within her heart, Takhisis continued to rebuild her strength and ensnare other hearts. With amazing restraint, the Dark Queen whispered to her chosen, never truly revealing her identity, insinuating herself into their souls. She selected her chosen with care, looking for those with strong wills, those with the potential for great power. These included a former priestess of Sargas in Mithos who wanted the power to build an empire, a dark dwarf who wanted the means to help her true love gain a throne, and a former



Black Robe wizard who sought to regain the power he'd once held. All these and others fell prey to the Dark Queen's whispers.

As people throughout the world died, each spirit was captured within Takhisis's web. Kender, Solamnics, minotaurs, gnomes, elves—each life lost increased the Dark Queen's power. Yet, that was not enough. The Dark Queen needed more power if she planned on returning in her full glory. She sent the spirits of the dead on a quest to gather more power by draining magic from sorcerers, mystics, and magic artifacts alike. At first, the draining was subtle. Many thought it was merely the growing pains of learning the new magic or a lingering aftereffect of the Chaos War. Few truly understood what was happening.

To her chosen, Takhisis revealed the secrets of how to control the spirits she had ensnared. The Dark Queen did not reveal herself in this, but acted through the spirits themselves, to keep her chosen from realizing who was truly controlling their hearts. She revealed to them the secrets of necromancy, enabling them to draw upon the magic stolen by the spirits in order to use magic.

While others found their magic mysteriously malfunctioning, the Dark Queen's chosen were able to perform miracles. She worked with her chosen through messages she passed along by the spirits, except for one, whom Takhisis had decided would be her herald, the young girl Mina.

One night, while the others on the Isle of Schallsea were lulled to sleep by the crooning lullaby of the Dark Queen, Takhisis called Mina to her, drawing upon the one force that she knew Mina could not resist—Mina's love for Goldmoon. Takhisis promised to reveal to Mina the might of a god. That night Mina disappeared from the island, swept away by the spirits of the Dark Queen and taken to where the Queen slumbered.

In the darkness, the Queen revealed herself as a god, proclaiming that she alone of the old gods had chosen to remain with the world, that only she truly loved the world enough to stay behind when the others had fled. Because she had been weakened during her battle to rid the world of the angry god Chaos, she had been forced to sleep, in order to restore her power before she could return to bring peace to the world.

The Dark Queen chose her words carefully, playing upon the knowledge that Goldmoon had instilled within the young girl. To seal Mina's loyalty and belief, the Dark Queen offered the one thing that Mina wanted more than any other. For years, Mina had watched her beloved adopted mother grow old, losing her beauty and her vitality and losing her desire to remain in the world. Mina wanted nothing more than to restore her mother's youth, to keep her forever young and forever by her side. Takhisis promised to do this, and without reservation Mina offered Takhisis her soul.

Once Takhisis had molded Mina's heart and soul, the Dark Queen decided it was time to return to the world. She knew that she would face resistance if Mina brought word that Takhisis had returned, for there were those who would never follow anyone who represented the Queen of Darkness. Instead, Mina was to go forth and bring word of the One God, performing miracles in her name. Thus, while Takhisis would lure many to her cause who would have never otherwise embraced the side of darkness, she would be able to use her power to punish those who had once harmed her so grievously. Mina would lead a crusade to unite the world in worship of the One God, converting them through faith or the sword.

Once Mina was prepared to begin her crusade, the Dark Queen sent a message to the world, trumpeting her return by unleashing a storm unlike any before seen on Krynn. This storm carried within it the spirits of the dead that Takhisis had gathered over the decades, and it also carried a message—those who were deemed the enemies of the One God would be made to pay for their sins. Dragons, both good and evil, heard a voice in the storm and thrilled to know it to be the voice of a god. In Tarsis, the sea rose to fill the empty bay, causing haunted hulls to ride the waves. In the Missing City, elven ghosts that once clung to the city were swept away. And in Neraka, a unit of dark knights encountered a young girl, who emerged from the storm and promised to lead them to victory over Ansalon.

Within a matter of months, Mina brought down the Silvanesti Shield and tricked the Silvanesti elves into proclaiming their faith in the One God. She destroyed the green dragon Cyan Bloodbane, killed the Dragon Overlord Khellendros, seized control of the dark knights by bringing down their leader, Targonne, and had conquered many cities along her path—a path that led to Sanction. Every life that was lost in Mina's crusade added to the power of Takhisis.

With the strength of the One God behind her, Mina was unstoppable. In Sanction, Mina summoned forth Takhisis, using the Dragon Overlord skull totems that the spirits had stolen. With the power of the dragon spirits inhabiting the skulls combined with the power of all the spirits of the dead and dying, Takhisis was finally restored to her full glory. In the heavens, a single eye glared down upon the world as the true identity of the One God was revealed to all.

Yet, for all her plotting, the Queen of Darkness had overlooked the one weapon that would be used to bring her down now, as it had brought her down in the past—the power of love. Love for a friend caused Tasslehoff Burrfoot to travel from Krynn's past into its future, now in the grip of the Dark Queen. Because Tasslehoff was from the past and he had died in the past, if he were to die out of time, out of place, his death could com-



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pletely unravel everything the Dark Queen had done. Mina scoured the land of Ansalon, searching for a kender named Tasslehoff Burrfoot, a feat which proved far more difficult than any could have ever expected.

The power of love helped defeat Takhisis in many other ways, including the power of Mina's own love for Goldmoon. Her grief and preoccupation over Goldmoon's death caused Mina to let the kender escape once he was in her grasp. Goldmoon's love and faith in the gods caused them to hear her dying prayer and launch their search for the world.

After many adventures, the kender helped guide the lost gods back to Krynn. With the assistance of the great archmage, Raistlin Majere, Tasslehoff Burrfoot began to leap back and forth between the past that only he could reach and the future he had never imagined would come to pass. Guided by the presence of Raistlin, Tasslehoff managed to stitch together the world's past and present, enabling the gods to find their lost world.

At the moment of Takhisis's greatest triumph, when she planned to enter the mortal world and reign as the sole god over both the spiritual and temporal, she found her way blocked by her brother, Paladine, who had sacrificed his own godhood in order to maintain the balance. Takhisis realized the terrible truth. She had been stripped of her immortality. Furious, Takhisis turned upon Mina, intending to take out her rage on her hapless disciple.

The elven prince Silvanoshei acted to save the woman he loved. Picking up the broken shaft of a dragonlance, he hurled it at the Dark Queen. Bereft of her vast powers, trapped in her mortal form, the Queen of Darkness was struck down and died in Mina's arms. As she died, the Dark Queen told Paladine bitter words of truth.

"If I have lost everything, so have you. The world in which you took so much delight can never go back to the way it was. I have done that much, at least. Someday you will know the pain of death. Worse than that, Brother, you will know the pain of life."

Grasping Takhisis's fallen sword, Mina avenged her beloved Queen's death, slaying Silvanoshei. She had it in her power to slay Paladine, but she chose not to.

"You will feel the pain of death. But not yet. Not now. So my Queen wished it, and I obey her last wishes. But know this, wretch. In the face of every elf I meet, I shall see your face. The life of every elf I take will be your life. And I will take many...to pay for the one."

Lifting up the body of her fallen Queen, Mina disappeared into the night, her loyal minotaur companion Galdar following close behind.

The gods had returned to Krynn, bringing with them the magic of old and releasing the spirits of the dead to once more flow along the River of Souls. But their return had come at a great cost—

⇨ Unreliable Magic During the Fifth Age and the War of Souls ⇨

As the number of spirits trapped in the world continued to increase during the Fifth Age, both the magic of sorcerers and the the mystics began to act in strange ways. At first, the malfunctions were extremely subtle and difficult to detect. A spell didn't work quite as well as expected, a magic item took longer than normal to activate. With the passage of each decade in the Age of Mortals, magic grew more and more unreliable, as the spirits of the dead leeching it to send to the Dark Queen. Following the night the Storm of the One God struck Ansalon, nearly all magic was affected to a great degree.

If you want to include rules for the unreliable magic of the Fifth Age in your campaign, you can choose to use the following variant rules. These rules require that the variant rules for Leeching Magic (see above) be used, as well.

Magic Growing Weaker

In the first decade following the theft of the world, sorcery (for those that know how to use it at this time, which is very few individuals) and mysticism works unadulterated. However, following the first decade, magic of all types becomes more and difficult to use effectively.

All spellcasters from the second decade of the Fifth Age until the end of the War of Souls, except those with supernatural or spell-like abilities, must make a Concentration check in order to cast a spell.

The DC of the skill check is determined by the following chart. Note that even success during these periods is not guaranteed, as the draining of magic is unstoppable, an effect of the spirits that cover the world. The loss of effective level is subtracted from the spellcaster's level in their spellcasting class when determining the effects of the spell. If this reduces the caster's level to a point he would normally be unable to cast the spell, then the spell will not work. For example, a 15th-level sorcerer tries to cast a *wall of fire* (a 4th-level spell). During the years of 10-19 SC, his effective level at casting the spell would be that of a 14th-level sorcerer in regards to range, damage, and the like. From 20-29 SC, his effective level would be 13th and during 30-36 SC, his effective level would be 10th. However, during the War of Souls, his caster level would be that of a 5th-level sorcerer, which is too low a level in order to successfully cast a 4th-level spell.

A character's effective level can never be reduced below 1st due to the effects of magical drain by the spirits of the dead.

Leeching does offer some relief from the draining effects upon magic. However, during the decade leading to the War of Souls, even magic items and artifacts are affected by the drain upon

magic. Starting during the first decade, consider magic items to have one less point of potential for every two after the theft of the world. (For example, in the year 19 SC, all magic items have -9 points of potential.) This drain upon the item's potential has the same effect upon the magic item, just as if it had been leeches, thus if an item loses a quarter of its total potential, then it ceases to function. If the drain reduces the magic to 0, then the item must make a saving throw, or the magic within it forever drained.

TABLE 2-2: MAGIC IN THE FIFTH AGE

DC	Years	Success
10 + spell level	10-19 SC (393-402 AC)	-1 effective caster level
15 + spell level	20-29 SC (403-412 AC)	-2 effective caster level
20 + spell level	30-36 SC (413-417 AC)	-5 effective caster level
25 + spell level	37-38 SC (418-419 AC) The War of Souls	-10 effective caster level

Power Stolen by the Spirits

The spirits of the dead are the source of the magic drain in the world, stealing it from the living and from magical artifacts in order to bring it to the Queen of Darkness.

The living dead are also able to drain away magic. Any undead with energy drain or the supernatural capability of inflicting ability score loss, can drain magic with their touch. Mindless undead, such as zombies and skeletons cannot. All such undead gain the following special ability:

Magic Drain

A wraith striking a sorcerer in the midst of casting a spell drains the magic before it can be summoned. A ghost hovers over a sleeping mystic, drawing the energy from the unsuspecting young woman. A horde of wights swarms a knight, hungrily draining magic from his armor and his ancestral sword, just as they drain the life from his body.

During the Fifth Age, up until the end of the War of Souls, the undead of Ansalon have become parasites, draining all magic they come across in order to siphon it to their Dark Queen. The undead have a supernatural ability to draw magic from anything they touch, whether living creature or magical item, although they cannot drain the innate magic from certain living creatures, such as dragons, draconians, or the few surviving Irda that roam the land.

Magic drain requires a successful melee attack—mere physical contact is not enough. A barbarian head-butting a wight would not be drained of any magic he possesses.

Each successful magic draining attack against a spellcaster siphons away 1 spell level per HD of the undead creature. For example, a 9 HD ghost drains a total of 9 spell levels of energy for each successful attack. These spell levels are taken from the highest level of spells the caster is capable of

using. In the previous example, if the ghost was attacking a 7th level sorcerer, the first magic lost would be 3 3rd level spells from the 4 she can cast each day, for a total of 9 spell levels.

A spellcaster struck while casting a spell must make a Fortitude save against a DC of 10 + 1/2 undead's HD + undead's Charisma modifier (unless noted otherwise) or find that the spell she is casting is drained before the spell activates (the levels of the spell being used is the first drained, instead of the highest known spell).

If the undead attacks a magical item (see the rules for attacking items held in the *Players Handbook*), the item must make a Fortitude saving throw against a DC of 10 + 1/2 undead's HD + undead's Charisma modifier, or else be drained of magic potential equal to the undead's HD + undead's Charisma modifier. Unlike normal leeching, the item may use either its own saving throw bonus, or the bonus of its wielder (if it is held), whichever is better.

Spell energy loss remains for 24 hours, or until removed with a spell, such as *restoration*. After 24 hours, the afflicted creature or magic item must attempt a Fortitude save. The DC is 10 + one-half the undead's HD + undead's Charisma modifier. If the saving throw succeeds, the spell loss is restored with no harm to the creature or item. If the save fails, the spell loss is restored, but the creature permanently loses 1 spellcasting level (as if they had been energy drained, see *Dungeon Master's Guide*). Magic items that fail their saving throw regain their magical potential, but have permanently lost an amount of potential equal to the undead's HD + the undead's Charisma modifier.



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two gods, the rulers of the Gods of Light and the Gods of Darkness, would no longer gaze down from the heavens.

THE FUTURE OF MAGIC

The War of Souls left many casualties, but two that will truly have an effect upon the world for many generations to come are the death of the Dark Queen, Takhisis, and the loss of Paladine from the Gods of Light.

Many people turned from the gods during the decades of their absence. Entire generations have been raised on the stories of the second abandonment, when the gods failed to protect the people from the ravages of the Dragon Overlords. Now that they have returned, the gods find that they must take an active part in the affairs of the world to try to win back their followers.

The three gods of magic, Solinari, Lunitari, and Nuitari, face an easier time in rebuilding the ranks of their followers than do some of the other gods. The Orders of High Sorcery were dissolved for only a little over a decade, and many surviving wizards still remember the ways of godly magic—or have passed the knowledge to a new generation. However, they still lack a cohesive Order, where they can feel safety in numbers and enjoy the bonds of brotherhood. Most feel strongly that the Orders of High Sorcery should be restored, for they remember well how those who practiced magic in the past were persecuted. Many wizards lost their lives during the Age of Despair, even with the protection of the Orders. Now, without the Orders, they feel exposed and vulnerable.

The only other gods who already have followers waiting for them are Mishakal and Sargonnas. Goldmoon ensured that the teachings of Mishakal were kept alive in the teachings of the Citadel of Light, while the minotaurs have never lost faith in Sargonnas.

But for every one of the faithful, there are countless numbers who have either lost their faith or renounced it. The gods face many obstacles in their return, not the smallest of which is the fact that mortals have learned how to survive without the gods and believe that they can continue to do so, rather than place their faith in higher beings who have “abandoned” the world twice. As Takhisis told Paladine before her death, the world is a different place, and it will never go back to the way it was before.

SORCERY

The future for those who wield the power of sorcery is uncertain. With the return of the gods of magic, the old Orders of High Sorcery will almost certainly be reestablished. The Orders were once very militant about ensuring that arcane magic was codified and controlled. Anyone practicing magic who had not taken the Test and been given

the robes signifying their allegiance to the gods of magic was deemed a renegade and could be targeted for death.

If such edicts are passed, this will present a problem for those who practice sorcery, for by its free-flowing nature, sorcery disdains the established rules of magic. Because they do prefer to operate independently, sorcerers often find themselves acting alone, disdaining the company of other sorcerers, which will leave them dangerously vulnerable if the Orders of Magic decides to focus their efforts against them. The Academy of Sorcery is gone, its students and teachers scattered to the corners of Ansalon. Some enterprising sorcerer may decide to rebuild it, but if so, that person has not yet stepped forward.

A sorcerer’s greatest weakness is his independence but that is also his greatest strength. Sorcerers lack a cohesive organization to unite them. But with independence comes freedom of thought and movement. A sorcerer is not required to wear distinguishing robes that let everyone who sees her know immediately that she is a wizard. Sorcerers owe allegiance to no one, are not required to follow any rules or risk their lives taking a test.

Perhaps a group of sorcerers will one day band together to form an organization equal to that of the Orders of High Sorcery. Perhaps sorcerers will find acceptance among the Orders of High Sorcery or perhaps they will continue to get along without either, as has happened thus far during the Age of Mortals.

Dalamar the Dark

Male Silvanesti Wiz 7/Black Robe 10: CR 17; Medium-size humanoid (elf); HD 17d4; hp 47; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +13/+8 (1d4+5/17-20, +3 *keen dagger*); SA Spells; SQ Black Robe Order Secrets, Moon Magic (Nuitari), Silvanesti traits; SV Fort +9, Reflex +12, Will +19; Str 14, Dex 16, Con 10, Int 20, Wis 17, Cha 12.

Skills and Feats: Bluff +5, Concentration +19, Intimidate +16, Knowledge (Arcana) +31, Knowledge (History) +15, Knowledge (Local) +15, Listen +9, Search +11, Spellcraft +31; Charming, Combat Casting, Empower Spell, Greater Spell Focus (necromancy), Maximize Spell, Scribe Scroll*, Spell Focus (necromancy), Undead Battery.

Black Robe Order Secrets (Su): Magic of Betrayal, Magic of Darkness, Magic of Fear, Magic of Hunger, Magic of Pain.

Items: +3 *keen dagger*, +4 *Ring of Protection*, +4 *Cloak of Resistance*, *wand of lightning bolt* (caster level: 10th).

Spells Known (4/6/5/5/5/5/4/3/2/1): 0 – *detect magic, mage hand, prestidigitation, read magic*; 1st – *cause fear, charm person, mage armor, magic missile, protection from good, ray of enfeeblement*; 2nd – *command undead, darkness, detect thoughts, ghoul*

touch, knock, protection from energy; 3rd – dispel magic, fireball, hold person, vampiric touch; 4th – bestow curse, Dalamar's lightning lance, dimension door, mindweb, [Rary's] mnemonic enhancer; 5th – break enchantment, cone of cold, dismissal, hold monster, [Mordenkainen's] private sanctum; 6th – globe of invulnerability, greater dispel magic, [Mordenkainen's] lucubration, true seeing; 7th – greater arcane sight, greater teleport, limited wish; 8th – polymorph any object, power word stun; 9th – wish.

Note: As an experienced Black Robe wizard and former Master of the Tower of Palanthis, Dalamar has access to an incredible array of spells. He has knowledge of all arcane spells listed in the *Player's Handbook* and in the *Dragonlance Campaign Setting* (except for named spells, such as *Fistandantalus's Portal* or *Magius's Light of Truth*).

The date of Dalamar's birth is uncertain, his name having been removed in disgrace from the family records. He was born in Silvanesti to House Servitor. Despite his gift for the use of magic, Dalamar was forbidden from joining House Mystic by the elven caste system.

Dalamar fought in defense of his homeland during the War of the Lance, but he and many others were forced to flee the invading Dragon Army. Dalamar traveled to Southern Ergoth, where he gained skill in the magical arts.

Upon hearing that his homeland was freed from the grip of the evil dragon, Cyan Bloodbane, Dalamar returned to Silvanesti. He assisted his people in banishing the Nightmare that had twisted and tormented the formerly beautiful forest. Because he made use of the magic that was forbidden to him by his caste, he was exiled from Silvanesti and forever branded a "dark elf."

Dalamar mourned the loss of his homeland, but exile freed him to pursue his other love: magic. He traveled to the Tower of High Sorcery at Wayreth, where he took the Test. The god of dark magic, Nuitari, looked into Dalamar's heart and claimed him as his own. Dalamar was given the black robes. Dalamar has always remained faithful to Nuitari to the exclusion of all other gods, including Takhisis.

Impressed with Dalamar's skill in magic and in intrigue, the Conclave asked him if he would volunteer to spy on the powerful renegade mage, Raistlin Majere, whom the Conclave feared as a threat. Dalamar understood the danger, but he could not forgo to study at the feet of one of the greatest mages to have ever lived. He agreed to accept the assignment and traveled to the Tower of High Sorcery in Palanthis.

Raistlin knew he was being spied upon and Dalamar was severely punished. Raistlin was impressed with Dalamar's power in magic and unimpressed with the Conclave. Planning to embark on a dangerous scheme to challenge

Takhisis for godhood, Raistlin needed someone he could count on to remain behind to assist him, Raistlin retained Dalamar as his apprentice.

Dalamar was now forced to make a hard choice. He realized that Raistlin's quest would bring about devastation to the world and, in the end, he joined with Tanis Half-elven and Caramon Majere to stop his *Shalafi*.

Following Raistlin's sacrifice that he makes to save the world, Dalamar became Master of Tower at Palanthis. He opened the Tower to students and many Red and Black robes came there to study. He and Jenna, daughter of Justarius (Head of the Red Robes) embarked on a love affair that was as much about forwarding their mutual ambitions as it was about romance.

When the Chaos war broke out, Dalamar joined with the other Heads of the Conclave to battle Chaos. He was critically wounded in this fight, and returned to the Tower shattered in both body and mind, for the loss of godly magic affected him deeply. He broke off with Jenna and shut himself up alone in the Tower.

The Shadow Sorcerer found Dalamar and taught him the art of necromancy. In reality, the Sorcerer was Takhisis, but she kept her true identity concealed from him. She planned to use him to aid her in the upcoming War of Souls.

The Tower of High Sorcery mysteriously disappeared from Palanthis, reappeared in Nightlund. Spirits of the dead flocked around the Tower, in response to Dalamar's summoning. Thinking himself their master, he unknowingly became their prisoner.

Realizing the truth, Dalamar joined with Palin to defy Takhisis during the War of Souls. Her disciple, Mina, killed both Dalamar and Palin, only to realize once they were dead that she needed them to help her locate the time-traveling kender, Tasslehoff Burrfoot. Mina resurrected their bodies, kept them as her prisoners. Their souls floated free, however.

Foreseeing that Mina and her archrival, the Dragon Overlord Malystrix, would battle to the death, Dalamar made deals with both of them to try to regain his life, figuring that he will side with the winner. At the end, he even attempted to slay Palin to advance his ambition. His treachery was discovered and thwarted. Because he had done some good during the War of Souls, the gods forgave him and offered him a return to life and magic. Dalamar has his patron god, Nuitari, to thank for his salvation.

Now that the gods have returned, Dalamar is making plans to reconvene the Conclave and try to re-open the Tower of High Sorcery at Wayreth.



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Palin Majere

Male human (civilized) Sor 7/Academy Sorcerer 10/Master Ambassador 1: CR 18; Medium-size humanoid (human); HD 17d4+1d6+36; hp 82; Init +5; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +12/+7 melee (1d6+2/x2, +2 *quarterstaff*) or +11 ranged (1d8/19-20, light crossbow); SQ Favored embassy, insightful acclimation, summon familiar; SV Fort +7, Reflex +8, Will +14; Str 14, Dex 16, Con 14, Int 20, Wis 14, Cha 16.

Skills and Feats: Bluff +15, Concentration +18, Decipher Script +14, Diplomacy +13, Gather Information +11, Intimidate +8, Knowledge (arcane) +22, Knowledge (history) +6, Knowledge (nobility & royalty) +13, Listen +5, Search +8, Sense Motive +10, Sleight of Hand +6, Spellcraft +21, Spot +7, Use Magic Device +10; Combat Casting, Education, Enlarge Spell, Empower Spell, Leech Item, Persuasive, Point Blank Shot, Quick Thinking.

Special: Palin has had all knowledge of spells stripped from his mind by a divine act by all three gods of magic. His effective caster level has been permanently reduced to 0. It might be possible for Palin to temporarily overcome this reduction through leeching magical items, though the sorcerer has chosen to give up magic forever.

Favored Embassy (Ex): Palin has become intimately familiar with the political arena to which he is accustomed—the town of Solace—and gains a +2 bonus to all Diplomacy, Gather Information, Knowledge (nobility and royalty) and Sense Motive checks.

Insightful Acclimation (Ex): A master ambassador needs to be receptive to new and different ideas, cultures and beliefs in order to have any success in his career. Whenever she is interacting with somebody from a different culture, race, political background or religion than his own, she may attempt a Sense Motive check to gather or assemble information from the individual's body language, non-verbal cues, attitude, and cultural quirks.

Items: +2 *quarterstaff*; light crossbow.

Palin Majere was born in Solace in 362 AC, the third son of Tika and Caramon Majere. Palin had two brothers, Tanin and Sturm, and two sisters, Laura and Dezra.

Palin's two older brothers, Tanin and Sturm Majere, were very much like their father—physically strong, skilled in the use of weapons, boisterous and good-natured. Palin took after his uncle, the infamous mage, Raistlin Majere. Intelligent, introspective, quiet-mannered, Palin showed a gift for magic, much to his father's distress. Fearful that he would lose his beloved son the same way he lost his twin brother, Caramon did all he could to prevent Palin from studying magic and keep him from taking the Test in the Tower of High Sorcery.

The Master of the Tower of Palanthas, Dalamar the Dark, recognized that Palin was powerful in magic and he knew that Caramon was making a mistake in preventing his son from fulfilling his true nature. Dalamar brought Caramon and Palin to the Tower, and there makes certain that Palin takes the Test.

The spirit of Raistlin Majere intervened in Palin's Test, much to Dalamar's shock and displeasure. Raistlin tempted Palin into following down his dark path. Palin refused, though he believed that his refusal might well cost him his life. When Palin was granted the White Robes and gifted with the famed Staff of Magius, Caramon at last became reconciled to his son's decision.

Palin was one of the heroes of the Chaos War, joining with the mysterious woman, Usha, whom he mistakenly believes to be the daughter of his uncle Raistlin, and the kender Tasslehoff Burrfoot to defeat Chaos.

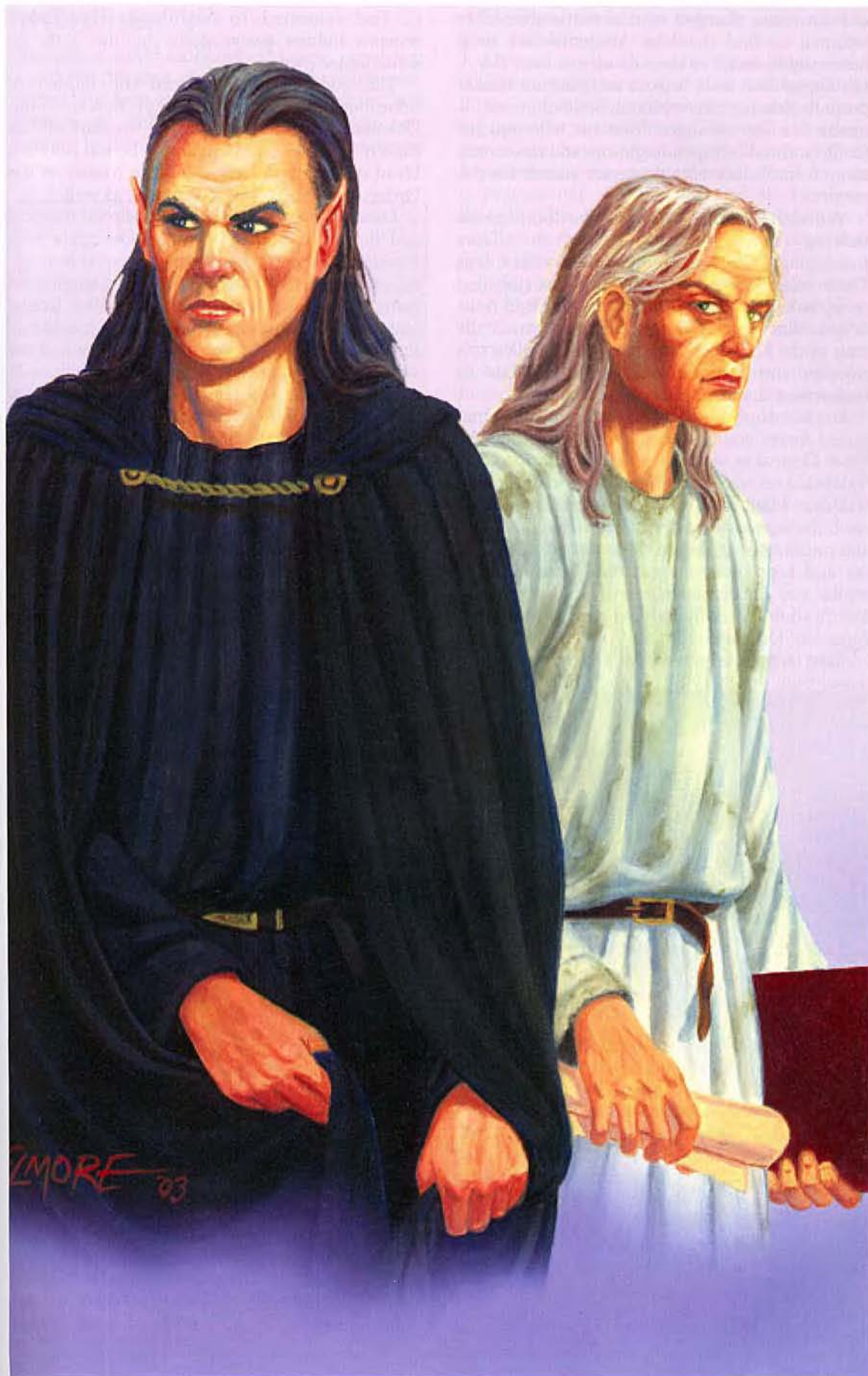
After the battle, the image of Fizban appeared to Palin, telling him that the gods had sacrificed themselves to save the world and that now they were entering upon the Fifth Age, the Age of Mortals. Later, Palin would discover that this image he saw was nothing more than an illusion of Takhisis, who had, in fact, stolen away the world and hidden it from the other gods.

After the Chaos War, Palin and Usha were married. They lived in Solace to be near Caramon and Tika. Palin and Usha had two children, Ulin and Linsha Majere.

Palin was grieved to find out that the magic he loved had departed along with the gods. When was approached by the Shadow Sorcerer and the Master of the Tower of Wayreth, who offered to teach him to use the "wild magic", Palin accepted, not knowing that the Shadow Sorcerer was Takhisis in disguise and that she was planning to use him to aid her own plans to return to the world.

Palin was eager to bring this new magic to other wizards. He became the Head of the White Robes in 7 SC and Head of the Conclave thirteen years later. Upon realizing that the Orders of High Sorcery had little meaning in the Fifth Age, he officially dissolved the Conclave and founded the Academy of Sorcery, located near Solace, to teach the new magic.

When Takhisis began using the souls of the dead to steal the magic, causing magic to falter and behave erratically, the Academy fell on hard times. The Dragon Overlord Beryl was among those who suffered from the loss of magic. Beryl captured Palin and made him prisoner, torturing him in order to try to force him to reveal what was happening to the magic. Palin had nothing to tell, however, for he himself did not know. At length, convinced that he was telling the truth, Beryl freed Palin in hopes that he would eventually lead her to discover the truth.



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Palin was a changed man after his ordeal. He returned to find that the Academy had been destroyed in order to keep its secrets from Beryl. His fingers had been broken and had not healed properly, leaving him with only limited use of his hands. He felt estranged from his wife and his family and took to spending more and more time away from Solace in a desperate search for the magic.

When the kender, Tasslehoff Burrfoot, arrived bearing the wondrous Device of Time Journeying, Palin again remembered what it was like to wield the magic of the gods. Palin decided to try to use the Device to journey back in time, only to find that time did not exist beyond the start of the Fifth Age. Palin sought to explain this mystery and it would eventually lead him to understand the truth.

During the War of Souls, Palin and Dalamar joined forces and at last came to realize that the One God was actually Takhisis. Both defied Takhisis and were slain by Mina, the disciple of Takhisis. Mina realized, too late, that she would need the wizards in order to find the kender with the time-traveling device. Mina raised their bodies and kept them as gruesome prisoners. She could not imprison their souls, however, and Palin's soul eventually found a way to thwart the Queen of Darkness.

Palin was nearly slain by Dalamar, but was saved from treachery by his uncle Raistlin. Palin's life was restored to him by the gods of magic, who also offered to give him back the godly magic that he had so longed for. Palin had by now learned that life with his wife and family meant more to him than the magic and he refused the gods' offer.

Palin returned to Solace, where he was received with joy by his wife. For a time, he helped his sister Laura run the Inn of the Last Home, but events in Solace have forced Palin to take an active role in trying to maintain law and order in the city that has now become a haven for outlaws and adventurers.

ORDERS OF HIGH SORCERY

Following the loss of the three gods of magic and the arcane magic of high sorcery, the Orders of High Sorcery were eventually disbanded. Upon the gods' return, however, Solinari, Nuitari, and Lunatari immediately began to lay the groundwork for re-establishing the Orders. Resurrecting the dark elf, Dalamar, and the former Head of the White Robes, Palin Majere, the gods offered to return their magic to them. Dalamar agreed, while Palin demurred, preferring instead to focus on his family instead of the magic that had consumed his life and nearly brought about his ruin. Although the gods gave Dalamar back his magic, he was punished for his misdeeds by being forbidden to return to the Tower of Palanthas, that

he had relocated to Nightlund. The Tower remains hidden away, sealed by the gods for some future owner.

The gods of magic placed the burden of reforming the Orders of High Sorcery onto Dalamar's shoulders—a task that the dark elf has eagerly accepted, for he plans to be not only the Head of the Black Robes, but the Master of the Orders and the Tower of Wayreth, as well.

Dalamar knows he must have help for this goal and he has turned to the one other person in Ansalon who is close to being his equal in magical power—Jenna of the Red Robes. Daughter of Justarius, the former Head of the Red Robes, Jenna is now one of the wealthiest people in Palanthas, known for her political savvy and her skills at diplomacy, as well as her abilities in magic. Dalamar and Jenna were formerly lovers, but the flame of their relationship has faded, leaving the two with a respect for each other, and a knowledge of the other's strengths and weaknesses. They know that they can work together in relative harmony, though each keeps a close eye on the other, well knowing that each has his or her own secret plans.

The reformation of the Orders of High Sorcery requires that the three Heads of the Orders work well together, for they will have to face incredible odds as they seek to rebuild their shattered organization. Palin Majere would have been the perfect fit, but he has turned down the offered post not once, but several times.

Without Palin Majere, Dalamar and Jenna still need to discover who will be the Head of the White Robes. Dalamar wants to find someone he can manipulate and control, thus ensuring that he will become the Master of the Orders and of the Tower of Wayreth. Jenna knows that the balance between good and evil must be stabilized, that whoever is chosen must be a match for Dalamar's power and serve as a check to his ambition. As of yet, they have not discovered anyone capable of becoming the Head of the White Robes.

Considerable effort will be required to reform the Orders of High Sorcery, but both Dalamar and Jenna know that without the Orders and the balance they represent, the people could be faced with yet another magical cataclysm, such as they suffered during the Lost Battles. The Orders were originally formed in order to tame the wild magic, impose structure and establish laws to prevent the magic from raging out of control and endangering the world. The longer the Orders remain inactive, the more magic can continue to rage further and further out of control. Since Takhisis was behind the return of wild magic, Jenna and Dalamar both fear that her manipulation of the fabric of magic and sorcery could have far reaching effects that might prove extremely dangerous.

Mysticism

Although a newly rediscovered magic, mysticism is perhaps the least obtrusive and therefore considered the least dangerous of both arcane and divine magic. Mystics are relatively safe from persecution by anyone. Many go their way in peace,

↪ Additional Options ↪ Generalist Wizards

The Wizard of High Sorcery prestige class as presented in the DRAGONLANCE Campaign Setting requires that all wizards entering the Orders of High Sorcery be specialist mages. This reflects the magical specialties of the three Orders. However, not all mages who take the path choose to specialize in a school of magic.

This option allows a wizard to take the Wizard of High Sorcery Prestige class without the requirement of a specialized school of magic. If a character does so, he does not receive the Enhanced Specialization benefit at 1st level. All other benefits are received as normal.

Dalamar is an example of a non-specialized wizard who became a Wizard of High Sorcery.

doing what they can to help the suffering, ease pain, and defend the weak.

Mystics can be found in most areas across Ansalon. Many succeed to their calling without formal training. Such people are capable of drawing upon the power within their own hearts, using it to effect changes upon the world around them. Mysticism is a very personal magic, for it requires a practitioner who is attuned to her own thoughts, her own beliefs, her own desires. A mystic's faith relies on inner faith, rather than faith in the gods.

Being a cleric requires an individual to search for a higher power, a power that exists outside of them, outside of reality. Mystics must search inward, peering into the depths of their own hearts and souls, finding faith in their own place in the order of things. Therefore a person cannot be both a cleric in service of the gods and a mystic in tune with his own personal power.

The two largest organizations of mystics in the land are the Citadel Mystics of the Citadel of Light and the Skull Knights of the Knights of Neraka. These have few members, comparatively speaking. Most mystics are solitary practitioners.

The Citadel Mystics are trained based upon the teachings of Goldmoon, who was the first known individual to discover the power of the heart that resided within her. Goldmoon incorporated many of the teachings of the goddess Mishakal into the



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Citadel teachings. Since the mystics who studied under Goldmoon are already learned in the ways of the goddess, Mishakal will probably first approach the Citadel Mystics to find new followers. Given the need for healing she sees in the world, Mishakal will likely approve of those who continue to follow mysticism, as well as those who choose to follow her teachings.

The Skull Knights were not overly dismayed to lose their former goddess, Takhisis. They had not worshipped her for many years, having instead turned to mysticism, which suits their needs well. They plan to continue to use mysticism, for they have concluded that they prefer to operate independent of any god.

HOLY ORDERS OF THE STARS

Each god plans to work to create a clerical order dedicated to the worship of that particular god. All the gods know that this will be far more difficult in this day and age than in all previous ages.

The faith of the people has been shaken. In their view, the gods have abandoned them twice—first after the Cataclysm and once again following the Chaos War. The gods might protest that they should not be held responsible for the actions of Takhisis in stealing away the world, but Gilean has counseled that the gods should accept the blame and shoulder the responsibility. Making excuses is demeaning and, in truth, they should have kept a closer eye upon Takhisis, for all them knew that she was capable of treachery and betrayal. The gods understand the anger of the people and all of the gods, even those of Darkness, must work hard to alleviate that anger and persuade their followers that they are here to stay.

The gods understand the yearning in the mortal heart to believe in some greater power. The gods saw this exhibited when Takhisis returned in the guise of the One God to find large numbers of people eager to give their faith to her. This yearning is the key that will be used by the gods to open the hearts of the people once again. Slowly, but surely, the Holy Orders of the Stars will be rebuilt.

The Knights of Solamnia remained true to their faith even in the absence of the gods. They have welcomed back the gods without rancor. The sacrifice of Paladine has provided the Knights of Solamnia with proof that their chosen gods are willing to sacrifice themselves for the good of the people.

The Citadel Mystics were taught from the transcribed Disks of Mishakal, which provided them the core of their beliefs. As the Disks contained the teachings of all the gods of good, many Citadel Mystics find themselves drawn to the teachings of the Gods of Light, most particularly to the goddess Mishakal.

Sargonnas has always been the primary god of the minotaurs, many of whom fought at the side of the god against Chaos. Now that the minotaurs are launching their crusade of manifest destiny, the Horned God is sure to find many of his chosen people rushing, cheering, to his standard.

Each deity of Light, Balance, and Darkness, will rebuild their churches from among those who convictions match the ethos of that deity. It may be years before the Holy Orders reach even a fraction of their former strength, but it is certain that the gods will take a far more personal interest in this new world than they did previously.

MYSTIC DOMAINS

The following domains are available only to mystics, in addition to those presented in other sources.

CHANNELING DOMAIN

Deities: None (mystics only).

Granted Power: All Transmutation spells that affect living creatures are cast at +1 caster level.

Jump	1
Bear's Endurance	2
Haste	3
Stoneskin	4
Heroism, Greater	5
Tenser's Transformation	6
Regenerate	7
Iron Body	8
<i>Diamond Body</i>	9

SENSITIVITY

Deities: None (mystics only)

Granted Power: All Divination spells with a range of Personal are cast at +1 caster level.

Deathwatch	1
See Invisibility	2
Tongues	3
Discern Lies	4
Analyze Dweomer	5
Legend Lore	6
Arcane Sight, Greater	7
Discern Location	8
Foresight	9

NEW SPELLS

The spells herein are presented in alphabetical order.

BIND SPIRIT

Necromancy

Level: Clr 7, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 minute

Range: Touch

Target: Corpse

Duration: 10 years/caster level

Saving Throw: Will negates

Spell Resistance: Yes

Bind Spirit will tie the spirit of a recently deceased creature to a physical item, preventing the spirit from passing to the River of Souls and entering the afterlife. The subject must have been dead no longer than 1 round per caster level.

You can bind the soul to any non-living item, including the target's own body. Once bound, the soul cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only a *dispel magic* cast upon the item binding the spirit, the destruction of the vessel, or use of the *freedom* spell will release the spirit from its binding (which is then still dead).

If the spirit is bound to its own body, the body is not ambulatory, unless an *animate dead* spell is cast upon it. The body must be mostly intact if it is to be *animated*, but for the purpose of this spell, the skull is the key focus that becomes the vessel.

The spirit is not solely confined to the vessel; it can travel away from the vessel, although it cannot physically interact with the mortal world. Although the spirit can leave the vessel, you maintain control over the spirit, as long as the vessel remains in your possession.

If the vessel is destroyed, the spirit is released from its binding. At this point, the spirit is allowed a Will save (DC 20). If the spirit succeeds at the saving throw, it can remain in the world, manifesting as a ghost. If the spirit fails its saving throw, then it is swept away into the River of Souls and carried on into the next life. The spirit can choose to automatically fail its saving throw, if it only desires to travel to the afterlife.

Focus: A material object to serve as the vessel. The material object must either be worth 100 gp value per level/HD of the creature being bound, unless the vessel is the spirit's original body, at which point, it's skull must be intact and undamaged.

She knelt beside Dalamar's body. Clasp- ing one hand over the medallion she wore around her neck, she placed her other hand on the mage's mortal wounds. The staring eyes looked up vacantly.

Softly, Mina began to sing.

Wake, love, for this time wake.
Your soul, my hand does take.
Leave the darkness deep.
Leave your endless sleep.

Dalamar's flesh warmed beneath Mina's hand. Blood tinged the gray cheeks, warmed the chill limbs. His lips parted, drew in breath in a shivering gasp. He quivered and stirred at her touch. Life returned to the corpse, to all but the eyes. The eyes remained vacant, empty.

CALL UNDEAD I

Conjuration [see text]

Level: Clr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./level)

Effect: One called creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No



This spell calls an undead creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A called undead cannot call or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities (with the exception of Ethereal travel). Creatures cannot be called into an environment that does not support them, which granted is rare as undead are not dependant upon environment for survival. But, in areas where Ethereal travel is impossible, ethereal creatures (such as ghosts) cannot be called.

The spell calls one of the creatures from the 1st-level list on the accompanying Call Undead table. You can choose which kind of creature to call, and you can change that choice

each time you cast the spell.

For this spell, the undead called are swept along the River of Souls that permeates the world, traveling on the waves of ether, appearing as desired. When the spell ends, the creatures return to their rest.

Arcane Focus: A burial shroud.



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CALL UNDEAD II

Conjuration [see text for *call undead I*]

Level: Clr 2, Sor/Wiz 2

Effect: One or more called creatures, no two of which can be more than 30 ft. apart.

This spell functions like *call undead I*, except that you can call one undead creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

CALL UNDEAD III

Conjuration [see text for *call undead I*]

Level: Clr 3, Sor/Wiz 3

Effect: One or more called creatures, no two of which can be more than 30 ft. apart.

This spell functions like *call undead I*, except that you can call one undead from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

CALL UNDEAD IV

Conjuration [see text for *call undead I*]

Level: Clr 4, Sor/Wiz 4

Effect: One or more called creatures, no two of which can be more than 30 ft. apart.

This spell functions like *call undead I*, except that you can call one undead from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower level list.

CALL UNDEAD V

Conjuration [see text for *call undead I*]

Level: Clr 5, Sor/Wiz 5

Effect: One or more called creatures, no two of which can be more than 30 ft. apart.

This spell functions like *call undead I*, except that you can call one undead from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower level list.

CALL UNDEAD VI

Conjuration [see text for *call undead I*]

Level: Clr 6, Sor/Wiz 6

Effect: One or more called creatures, no two of which can be more than 30 ft. apart.

This spell functions like *call undead I*, except that you can call one undead from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower level list.

Call Undead

1st level

Skeleton (Tiny, Small, Medium-Sized)
Zombie (Tiny, Small, Medium-Sized)

2nd level

Allip
Ghoul
Skeleton (Large)
Zombie (Large)

3rd level

Ghast
Ghost (1 HD/level)
Skeleton (Huge)
Vampire (1 HD/level)
Wight
Zombie (Huge)

4th level

Ghost (2 HD/levels)
Mummy
Shadow
Skeleton (Gargantuan)
Vampire (2 HD/levels)
Zombie (Gargantuan)

5th level

Ghost (3 HD/levels)
Skeleton (Colossal)
Vampire (3 HD/levels)
Wraith
Zombie (Colossal)

6th level

Ghost (4 HD/levels)
Spectre
Vampire (4 HD/levels)

7th level

Ghost (5 HD/levels)
Mohrg
Vampire (5 HD/levels)

8th level

Ghost (6 HD/levels)
Devourer
Vampire (6 HD/levels)

9th level

Ghost (7 HD/levels)
Nightwing
Nightwalker
Nightcrawler
Vampire (7 HD/levels)

CALL UNDEAD VII

Conjuration [see text for *call undead I*]

Level: Clr 7, Sor/Wiz 7

Effect: One or more called creatures, no two of which can be more than 30 ft. apart.

This spell functions like *call undead I*, except that you can call one undead from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower level list.

CALL UNDEAD VIII

Conjuration [see text for *call undead I*]

Level: Clr 8, Sor/Wiz 8

Effect: One or more called creatures, no two of which can be more than 30 ft. apart.

This spell functions like *call undead I*, except that you can call one undead from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower level list.

CALL UNDEAD IX

Conjuration [see text for *call undead I*]

Level: Clr 9, Sor/Wiz 9

Effect: One or more called creatures, no two of which can be more than 30 ft. apart.

This spell functions like *call undead I*, except that you can call one undead from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower level list.

DIAMOND BODY

Transmutation

Level: Channeling 9

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No (harmless)

This spell transforms your body into living diamond, which grants you several powerful abilities and resistances.

You gain damage reduction 15/magic and a spell resistance of 20. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, *polymorphing*, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid, cold,

and fire of all kinds. However, you also become vulnerable to all special attacks that affect constructs.

You gain a +8 enhancement bonus to your Strength score and a +6 enhancement bonus to your Constitution, but you take a -4 penalty to your Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to three-quarters normal. You have an arcane spell failure of 25% and a -4 armor check penalty, just as if you were wearing breastplate armor. You cannot eat or drink (and thus cannot use potions), nor can you play wind instruments.

Your unarmed attacks strike as if you were wielding a mace appropriate to your size (1d6 for Small characters and 1d8 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of five, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

Arcane Material Component: A flawless diamond, worth at least 5,000 gp in value.

XP Cost: 2,000

DRAGON'S BLOOD

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fort (harmless)

Spell Resistance: Yes (harmless)

This spell enables you to temporarily take on the characteristics of a dragon, granting you a resistance to the effects of dragon fear, dragon magic, and dragon breath weapons.

For the duration of the spell, the protected creature is unaffected by a dragon's frightful presence ability. The protected creature also receives a +1 resistance bonus for every 5 levels of the spellcaster (+4 maximum bonus at 20th level) on all saving throws to resist any of the dragon's spells, spell-like abilities, and supernatural abilities used against you or the designated target. The spell will only protect against a single type of dragon (red, white, gold, etc.), as designated when the spell is cast.

Arcane Material Component: A dragon's scale of the type to be protected against.

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DRAGONBANE

Transmutation

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

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fort (item, harmless)

Spell Resistance: No

When you cast this spell upon a weapon, you imbue it with the ability to inflict increased harm against any dragon creature.

First, the weapon automatically bypasses any damage reduction the dragon might possess. This not only includes a dragon's natural damage reduction, but also any other damage reduction the dragon has gained through magic or supernatural means (such as spells or magic items that grant damage reduction).

Secondly, the amount of damage inflicted by the weapon on a successful critical hit is increased by one. Thus, a weapon that normally inflicts $\times 2$ damage on a successful critical deals $\times 3$ damage.

Thirdly, the weapon remains unaffected by any draconian death throes—a sword blade easily slides free of a baaz draconian's petrified corpse or remains untouched by the acidic meltdown of a deceased kapak draconian.

Arcane Material Component: Three drops of dragon's blood.

EMOTIONAL BREW

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Clr 5, Sor/Wiz 5

Components: V, S, F

Casting Time: 1 minute

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

Target: One gallon (8 pints) of liquid/5 levels

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

You can enchant a gallon of any liquid, infusing it with emotional energy that affects anyone who drinks it. The emotion that affects those who drink the liquid must be determined at the time of the creation of the *emotional brew*.

The spell does not take effect until at least a full pint of liquid is consumed, at which point the creature may make a Will saving throw to realize that the emotions are not merely a natural effect of the liquid. Typically, the spell is cast upon alcohol, which makes creatures more susceptible to the mind-affecting aspects of the spell.

There are currently six known types of *emotional brew*:

Belligerence: The enchanted creature reacts more negatively towards others, becoming belligerent. Their attitude on the Influencing NPC Attitude Table (see NPC Attitudes in the *Dungeon Master's Guide*) shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). The effects of the friendship will last 1 hour per pint consumed (Will negates).

Depression: Enchanted creatures suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for 1 hour per pint consumed (Will halves). Each pint consumed stacks with previous effects, although each hour after the first reduces the effects by 2. (Thus, if 3 pints were consumed, then the creature suffers a -6 penalty the first hour, -4 the second hour and -2 the third hour).

Fear: The enchanted creature becomes panicked, dropping everything it holds (including the brew) and fleeing at top speed away from the source of the fear, as well as away from any other dangers it encounters, along a random path. It cannot take any other actions. Additionally, the creature takes a -2 morale penalty on all saving throws, skill checks, and ability checks. If cornered, the creature cowers and does not attack, typically using the total defense action in combat. The fear lasts for 1 minute per level of the spellcaster (Will negates).

Friendship: The enchanted creature reacts more positively towards others. Their attitude on the Influencing NPC Attitude Table (see NPC Attitudes in the *Dungeon Master's Guide*) shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures will react normally in combat, however. The effects of the friendship will last 1 hour per pint consumed (Will negates).

Hope: The enchanted creature gains a $+2$ morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls, which lasts about 1 hour per pint consumed (Will negates). Unlike *depression*, the effects do not stack.

Rage: The enchanted creature gains a $+2$ morale bonus to Strength and Constitution scores, a $+1$ morale bonus on Will saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. The effects last for 1 minute per level of the spellcaster (Will negates).

Regardless of the type of effect of the *emotional brew*, once the effects wear off (if the first saving throw is failed) at the end of the duration, the affected creature must make a Fortitude saving throw. Success on the saving throw means that the creature is dazzled (-1 penalty to attack rolls) for 1 minute per level of the spellcaster. Failure means that the creature is having one heck of a hangover, suffering the effects of being sickened ($-$

2 penalty on attack rolls, saving throws, skill checks, and ability checks) for 10 minutes per level of the spellcaster.

ENSPARE THE HEART

Enchantment [Mind-Affecting]
Level: Brd 5, Clr 5, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

As *charm person*, however, the target's attitude becomes Helpful (see Diplomacy skill, *Player's Handbook*) and the effects are permanent.

ETHEREAL FLAME

Necromancy
Level: Clr 4, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 10-ft.-radius sphere
Duration: Instantaneous
Saving Throw: Fort partial
Spell Resistance: Yes

You summon a blast of spectral flame that can have a devastating effect upon targets both living and dead.

When used against living creatures, *ethereal flame* blasts away at the psyche of those caught within the explosion. Within the blast, all living creatures suffer the loss of 1d4 + 1 per 5 levels of the caster's Wisdom (Fortitude save for half).

Against undead opponents, the *ethereal flame* tears away at the soul, burning away any sense of identity. The flame deals 1d4 + 1 per 5 levels of the caster Charisma loss. Undead brought to 0 or lower Charisma are instantly destroyed, their souls cast back into the River of Souls.

Although the ghostly flames of cerulean and emerald are apparent, they are truly a manifestation of spiritual energy on the Ethereal Plane. Thus, the spell is equally effective against corporeal and incorporeal foes.

Against nonliving, but non-undead targets, *ethereal flame* has no effect.

Arcane Material Component: A silver candle that has been *blessed* by a cleric.



ETERNAL REPOSE

Necromancy
Level: Clr 8, Sor/Wiz 8
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Corpse
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You encase a corpse within a nearly indestructible shell of amber, preventing the body from decomposing and protecting it from harm.

The corpse is protected as if under a *temporal stasis* spell. No effect or force can harm the body within the amber coffin, nor can the body be affected by any magical spell. The body is unaffected by the ravages of time, untouched by decay or rot. As long as the body remains within the amber coffin, it cannot be *raised*, *resurrected*, *contacted*,

The amber coffin is translucent and extremely resistant to damage. The coffin is 1 inch thick per level of the caster, stretching out from the body in the center of the coffin. The coffin has 30 hit points per inch of thickness, with a hardness of 15. If the coffin is destroyed, the body within is released from the spell, decay and decomposition setting in as normal, from that point onwards.

A *freedom* spell cast upon the amber coffin will dispel the coffin, as will the application of a *limited wish*, *miracle*, or *wish* spell.

Arcane Material Component: A chunk of amber containing the preserved body of an insect or some other creature.

FOG OF FEAR

Necromancy [Fear, Mind-Affecting]
Level: Clr 4, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud spreads in 30-ft. radius, 30 ft. high
Duration: 1 min./level
Saving Throw: Will partial; see text
Spell Resistance: Yes

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are bluish-green and affects the mind of any living creature that



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breathe in the fumes. Living creatures with 3 or fewer HD are panicked (no save). A living creature with 4 to 6 HD is panicked, unless it succeeds on a Will save (in which case it is frightened for the duration of the spell). A living creature with 7 or more HD is frightened for the duration of the spell, unless they succeed the Will save (in which case, they are shaken for the duration).

Unlike a *fog cloud*, the *fog of fear* moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast a spell.

Like a *fog cloud*, the *fog of fear* obscures all sight, including darkvision, beyond 5 feet. The *fog of fear* is heavier than a *fog cloud*, tending to sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Arcane Material Component: A shroud taken from a corpse that has already been buried.

GREED

Enchantment [Mind-Affecting]

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Targets: Any number of creatures

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You cause all living creature within range to succumb to the base desire of greed. For the duration of the spell, the victim becomes *enthralled* (as per the spell) with a single physical object, as designated when the spell is cast. Enthralled creatures will give their undivided attention upon the object, ignoring their surroundings. Creatures with 4 or more HD or with a Wisdom score of 16 or higher remain aware of their surroundings and are allowed another saving throw to break the enchantment if they witness actions that they oppose or are driven by their *greed* to perform an action that would violate their alignment (such as an affected paladin turning hostile towards a comrade who has possession of the item that is the source of the *greed*).

Creatures caught up in *greed* have an indifferent attitude towards anyone and anything that is not the material object of their greed. Any other who attempts to take the object from them automatically triggers a hostile reaction, which can cause even life-long friends to fall to fighting amongst themselves.

MINDWEB

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Incorporeal webs in a 20-ft.-radius spread

Duration: 1 round./level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You create an intangible web that ensnares the minds of any who are captured within the web. Any living creature that enters the web must succeed at a Will saving throw, or else be mentally paralyzed and unable to take any physical actions. Affected creatures have effective Strength and Dexterity scores of 0, but may take purely mental actions. Unfortunately, while paralyzed, a creature is helpless. Enemies may take advantageous attacks against helpless creatures, or even deliver a usually lethal coup de grace.

Each round, creatures ensnared by a *mindweb* are allowed to make a Will save in order to temporarily break free. They may act as normal that round, but if they do not move out of the area of effect, they are susceptible to falling prey to the *mindweb* on the next round.

Arcane Material Component: A fly trapped in amber.

MISTSHACKLES

Conjuration (Creation)

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cloud spreads in a 20-ft.-radius, 2-ft.-high

Duration: 1 round/level

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

A dense, heavy mist arises from the ground, tendrils of fog reaching up to ensnare the unwary. Creatures within the area of effect are unable to move. The creature can break free and move half its normal speed by using a full-round action to make a Strength check or an Escape Artist check against a DC equal to 13 + caster's level. A creature that succeeds on a Reflex save is not ensnared, but can still only move at half speed through the area. Each round on your turn, the *mistshackles* once more attempt to entangle all creatures that have avoided or escaped ensnarement.

Arcane Material Component: A silk handkerchief twisted and tied into small knots.

PART DEATH'S SHROUD

Divination

Level: Clr 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius spread

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You cause all ethereal creatures and objects within the area of effect to become visible on the Material Plane. As long as the creatures or objects remain within the area, treat them as if they had manifested (see manifestation under the ghost entry of the *Monster Manual*).

The manifested creatures and objects are translucent, clearly visible and outlined with a flickering blue radiance. Attacks made against manifested creatures are made at a +1 circumstance bonus, although attacks from corporeal sources still have a 50% chance of missing entirely.

As long as the ethereal creatures or objects remain within the area of effect, they cannot return completely to the Ethereal Plane, however, nothing prevents them from moving out of the area of effect. While manifested, they can also interact with the Material Plane.

Arcane Material Component: A translucent mirror made of quartz within a silver frame.

RESHAPE METAL

Transmutation [Earth]

Level: Clr 4, Sor/Wiz

6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Metal object touched, up to 1 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Like *stone shape*, you can form an existing piece of metal into any shape that suits your purpose. For example, you can make a metal weapon, reshape metal armor to a more suitable size, or fashion a

crude work of art. *Reshape metal* also permits you to change the shape of a metal door, making an exit where none exists or to seal a door shut. While it's possible to make crude coffers, doors, and so forth with *reshape metal*, fine detail is not possible, unless the character possesses at least 10 ranks or more in a suitable Craft or Profession. There is a 30% chance that any shape including moving parts simply does not work.

Arcane Material Component: A set of artisan's tools.

REVEAL THE TRUE FORM

Abjuration

Level: Clr 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius sphere

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

You forcefully cause all shapeshifters in the area of effect to revert to their natural forms. When the spell is cast, any creature with the shapechanger subtype, or those under the effects of an *alter self*, *polymorph*, *polymorph any object*, *shapechange*, or similar Transmutation effects, must make an immediate Fortitude saving throw, or else be forced back into their natural shape.

The enforced transformation is painful. Those who fail their saving throw and forced back to their natural form suffer a temporary loss of 2d4 Constitution. Until the shapeshifter regains the lost Constitution, he is unable to shapeshift.

Spellcasters are unable to use *polymorphing* magic of any form until they regain their lost Constitution as well, as a vertigo attack prevents them from completing the spell (treat the subject as dazed for 1 round).

SECOND LIFE

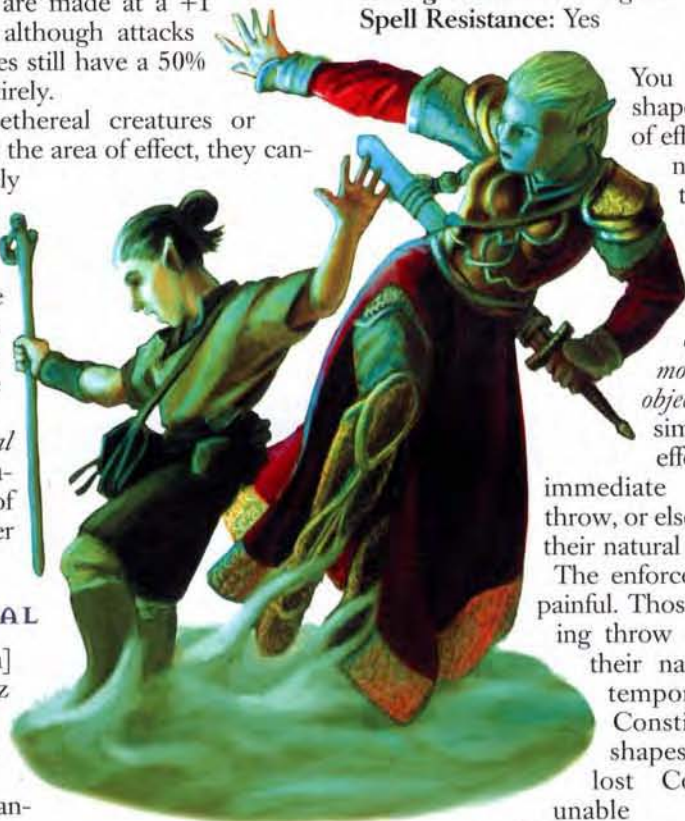
Necromancy

Level: Clr 6

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch



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Target: Living creature touched
Duration: One day/level or until discharged
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

A specialized form of *contingency*, this spell enables you to protect yourself, or a creature touched, from an unexpected death.

If brought down to -10 hit points or lower, dying because of massive damage, attacked by a *death* spell or effect (such as *phantasmal killer*, *finger of death*, etc.), or any other means of unnatural death, this spell instantly takes effect, bringing the dead character back to life.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a HD to an energy-draining creature. If the subject is 1st-level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or who died of natural causes (such as old age) can't be raised by this spell. Constructs, elementals, outsiders, and undead can't be raised.

Material Component: A mixture of quicksilver and at least 5,000 gp worth of diamond dust, which must be placed within a crystal vial and kept on the person of the individual upon whom the *second life* spell has been cast.

SPEAR OF DIVINE MIGHT

Evocation [Force, Good]
Level: Clr 5
Components: V, S, DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: Non-good creature
Duration: Instantaneous
Saving Throw: Will partial; see text
Spell Resistance: Yes

You summon forth a bolt of coruscating divine energy, which you can hurl spear-like at an enemy. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

You must succeed at a ranged touch attack in order to strike an enemy, at which point they are entitled to make a Will saving throw. If an evil-aligned target fails the saving throw, living creatures are instantly killed and undead creatures are destroyed. Non-good extraplanar creatures are instantly banished back to their home plane. Creatures so banished cannot return for at least 24 hours. The banishment effect has a saving throw modifier of -4. Those who succeed at the saving throw are not slain, destroyed, or banished, but they do suffer damage. The spell deals 6d8 points of damage to evil creatures, half of which is force damage and the rest is holy damage (Will save for half).

If a neutral creature is struck by the *spear of divine might*, they are not affected by the slaying aspect of the spell, but it deals 3d8 points of force damage (Will save half).

Creatures whose HD exceed your caster level are unaffected by *spear of divine might*.

SPEAR OF DIVINE WRATH

Evocation [Evil, Force]
Level: Clr 5
Components: V, S, DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: Non-evil creature
Duration: Instantaneous
Saving Throw: Will partial; see text
Spell Resistance: Yes

You summon forth a bolt of coruscating divine energy, which you can hurl spear-like at an enemy. Only good and neutral creatures are harmed by the spell; evil creatures are unaffected.

You must succeed at a ranged touch attack in order to strike an enemy, at which point they are entitled to make a Will saving throw. If a good-aligned target fails the saving throw, living creatures are instantly killed and undead creatures are destroyed. Non-evil extraplanar creatures are instantly banished back to their home plane. Creatures so banished cannot return for at least 24 hours. The banishment effect has a saving throw modifier of -4. Those who succeed at the saving throw are not slain, destroyed, or banished, but they do suffer damage. The spell deals 6d8 points of damage to good creatures, half of which is force damage and the rest is unholy damage (Will save for half).

If a neutral creature is struck by the *spear of divine might*, they are not affected by the slaying aspect of the spell, but it deals 3d8 points of force damage (Will save half).

Creatures whose HD exceed your caster level are unaffected by *spear of divine wrath*.

SPIRITUAL HORDE

Necromancy

Level: Clr 9

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: Intangible sheet of spirits that spreads up to 20 ft. long/level (see text)

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: No

You summon forth a horde of spirits, who roll forward like an inexorable tidal wave of dead souls. The ethereal spirits manifest, clearly visible on the Material Plane, as a wall of spirits that moves forward from the point specified, up to the maximum range of the spell.

Within the wall of spirits, living beings find themselves filled with an unbearable chill that saps away the life force. Each round living creatures remain within the wall, they must make a Fortitude saving throw or take 1 point of temporary Constitution loss.

All living creatures within the effects of the *spiritual horde* are simultaneously affected by the effects of a *fear* spell, unless they succeed at a Will saving throw at a -5 penalty.

Though intangible, the sheer number of spirits reduces visibility, obscuring all sight, including darksight, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures further away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

During the early Fifth Age, leading up to the end of the War of Souls, the draining effect upon magic possessed by spirits of the dead drastically increases the effectiveness of this spell, for within the area of effect of the *spiritual horde*, magic ceases to function (except for Necromancy-effects, just as if within the effects of an *antimagic field*).

Material Component: A censor filled with incense made from ground dust from five different types of intelligent undead (vampires, liches, mummies, etc.), which is burned to create the *spiritual horde*.

XP Cost: 5,000 XP

SPIRITUAL WEAPON

Evocation [Force]

Level: Clr 2, War 2

As per the *spiritual weapon* spell in the *Player's Handbook*, however, as the deities of Krynn are different, so are their *spiritual weapons*. The chart below outlines the various deities and their *spiritual weapons*.



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TABLE 2-3: SPIRITUAL WEAPONS

Deity	Spiritual Weapon
Branchala	"Leaf Blade," rapier
Chemosh	"Harvester of Souls," sickle
Chislev	"Green Protector," spear
Gilean	"Sagestaff," quarterstaff
Habbakuk	"Kingfisher's Helm," scimitar
Hiddukel	"Vengeance Strike," dagger
Kiri-Jolith	"Sacred Defender," broadsword
Majere	"Merciful Discipline," gauntlet
Mishakal	"Healing Strike," quarterstaff
Morgion	"Disease Cloud," heavy flail
* Paladine	"Mighty Protector," longsword
Reorx	"Reorx's Strength," warhammer
Sargonnas	"Horns of Fury," greataxe
Shinare	"Jeweled Delight," light mace
Sirrion	"Flaming Strike," heavy flail
* Takhisis	"Crusher of Hope," heavy mace
Zeboim	"Triad," trident
Zivilyn	"Enlightenment Cane," quarterstaff

SPIRITWARD

Abjuration
Level: Clr 6, Sor/Wiz 7
Components: V, S, M/DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-cube/level (S)
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

When you cast this spell, you create a metaphysical barrier that prevents ethereal creatures from passing into the area of effect. When casting the spell, you dictate the area to be protected. For the next 24 hours, the protected area cannot be entered by ethereal or incorporeal creatures, nor can any within the area of effect cast any spell or use any ability that accesses the Ethereal Plane. Magic items, such as *bags of holding* and *portable holes* also do not function, as the *spiritward* prevents any and all access to the Ethereal Plane. Astral travel or spells that access other planes of existence (such as the various *summon* spells, *astral travel*, and the like) will function normally.

Arcane Material Component: A special mixture of fragrant oils, grave dust, and powdered gold dust, which must be spread around the area to be affected.

STIRGE SWARM

Conjuration (Summoning)
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: 1-4 swarms of stirges

Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You summon a swarm of stirges, batlike creatures that feed upon the blood of living creatures. The spell summons 1 swarms of 1d4+4 stirges for every 5 spellcasting levels (maximum 4 swarms), which you can direct to attack any creature within range. The stirges obey your directives, moving as you desire, however, each swarm remains together. At the end of the spell, the stirges disappear.

Arcane Material Component: A stirge's proboscis.

STONESIGHT

Divination
Level: Clr 3, Drd 2, Sor/Wiz 3
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cone-shaped emanation
Duration: Concentration, 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You are capable of seeing through earth and stone as if it were not present, enabling the caster to see clearly what lies on the other side of the earthen barrier. This spell cannot be used to see through metal; metal support (for buildings) or veins of ore in the earth appear normally and can obscure the *stonesight* (which does make this a handy spell for miners). Crystal and mineral deposits, however, are affected, appearing as hazy areas of color (depending upon the type of mineral or crystal). Underground water sources also can prohibit *stonesight*, as the spell does not allow one to see through water.

This spell does not augment natural vision, so if an individual cannot normally see in the dark, looking through a wall into a pitch-black room only reveals a pitch-black room. However, enhanced vision, such as low-light vision or dark-sight, functions normally with this spell.

Arcane focus: A piece of perfectly clear quartz crystal.

TRACE MAGIC

Divination
Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 2
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone-shaped emanation
Duration: Concentration, up to 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

When you cast this spell, you are able to track the lingering aura of magic, even after it has left the area. Depending upon the strength of the magic, you may be able to trace the magic back to its source, whether it is a creature, spell, or magical item.

Once the spell is cast, the lingering threads of magic are clearly visible to your sight. For spells that have been cast upon creatures or magical items, these glowing threads will lead off into trails, which enable you to follow either where it has come from or where it is going. In areas where there have been many spells or magic items, the threads can become a tangle.

For you to pick out one particular thread, you must first identify it with a Spellcraft check. (Make one check per thread; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Threads linger long after their original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). The length that a thread lingers depends on its original power:

TABLE 2-4: DURATION OF LINGERING AURA

Original Strength Aura	Duration of Linger- ing
Faint (0-2nd level spells, effects; minor magic items)	1d6 minutes
Moderate (3rd-5th level spells, effects; moderate magic items)	1d6 x 10 minutes
Strong (6th-8th level spells, effects; minor artifacts)	1d6 hours
Overwhelming (9th level spells; major artifacts)	1d6 days

The threads of magic are not affected by terrain, and thus if the thread leads where you cannot go (such as up into the air and you are unable to fly) your ability to follow it may be limited.

MAGIC ITEMS

Lost Star

An ancient blade of elven design, *Lost Star* is one of the greatest treasures of the Qualinesti. It was crafted for the elven paladin, Kalith Rian, who wielded the blade in battles against the minions of Takhisis in the First Dragon War.

Legend holds that the blade was crafted specifically for Kalith Rian. When the smith was constructing the sword, he witnessed a flashing star streaking through the night sky. Compelled to search out where the star had fallen, he searched throughout the night. He was unable to find it. On entering his forge the next morning, he saw a glowing star sapphire lying amidst the smoldering embers of his forge fire. Believing the sapphire to

be a gift from the gods, the smith placed the gem into the pommel of the blade before presenting it to Kalith Rian.

Wielding the blade in battle, Kalith Rian slew the great red dragon, Firefang, but he himself was slain in the battle. The blade was passed down through many generations, until it was eventually given to the first Qualinesti Speaker of the Sun, a memento of "bonds" between the two peoples.

Lost Star remained one of the Qualinesti's greatest treasures. Prior to the Cataclysm, the Speaker would sometimes give the blade to elven paladins to strike a blow against the Queen of Darkness. After the Cataclysm, the elves feared that it might fall into the hands of the unworthy and hid it away in the secret coffers of Qualinost.

Lost Star reemerged during the War of Souls, it was wielded by the Golden General, Laurana, who used the blade's enchantments to strike a deadly blow against the Green Menace, Beryllintranox.

Lost Star is a bastard sword, a weapon rarely wielded by elves. Of simple design, the sword has a shining steel blade unblemished by rust or nicks. The only ornamentation on the blade is a star sapphire, about the size of a man's fist, set into the leather-wrapped pommel of the sword.

Lost Star is a +5 *dragon bane mighty cleaving bastard sword*. The blade automatically grants its wielder the Exotic Weapon Proficiency (two-handed bastard sword) and Cleave feats. The blade's true power, however, lies in its ability to enthrall evil creatures that see the star sapphire. Under sunlight, when *Lost Star* is held overhead, any evil creature within 300 feet must make a Will saving throw (DC 21 + wielder's Charisma modifier), or else be *fascinated* (as per the Bard's fascination ability) and unable to perform any action except for stare at the gemstone. This is a full-round action each round that the wielder wishes to maintain the fascination. If the wielder lowers the sword, however, the fascination is broken.

Aura: strong conjuration and enchantment; *Caster Level:* 18th; *Weight:* 10 lbs.

Abyssal Lance

The *lesser* and *greater dragonlances* proved to be a pivotal weapon that swung the momentum of the War of the Lance from the side of Evil to the side of Good, for the evil dragons could not stand against the might of the holy dragonlances.

Ariakan, son of Ariakus, the founder of the Knights of Takhisis, possessed a brilliant military mind. And although an uneasy truce would unite the dark knights and the Solamnics in the war against Chaos, Ariakan planned for a time when the two armies would turn upon one another.



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Realizing that the dragonlances were keys to victory, Ariakan set his greatest wizards and clerics to crafting unholy versions of the dragonlances, with the result that *abyssal lances* (sometimes called Darklances) were forged. Only a few of these powerful tools of evil were created before the Chaos War. After the gods disappeared, the ability to create new ones was lost and, without the help of Takhisis, cannot be recovered.

There are two types of *abyssal lances*, just as there are two types of dragonlances—lesser and greater. The only difference between the two is that *abyssal lances* are *dragon bane* weapons, targeting good dragons instead of evil ones.

Only a few of these weapons were created during the months leading to the Chaos War, and although it is believed that they still exist, their whereabouts remain a mystery.

Lesser Abyssal Lance: A *lesser abyssal lance* can be created only through a ritual given to Ariakan by the Dark

divine might of evil. Good beings that try to touch or wield a *greater abyssal lance* do so only at a price.

Larger and more powerful than the *lesser abyssal lance*, the *greater abyssal lance* is more than 15 feet long, with a large black shield set at the base of the shaft. The shield (or cowl) is emblazoned with five dragon heads, necks curving up from the base of the shaft to the outside.

A *greater abyssal lance* is a +3 *dragon bane lance* that emits a dark radiance that seems to absorb light. Like a *lesser abyssal lance*, it bypasses the damage reduction of dragons as though it were an epic weapon. A *greater abyssal lance* has a hardness of 23 and 70 hit points. When used against good dragons, a *greater abyssal lance* deals 1 point of permanent Constitution drain with every hit, in addition to the lance's normal damage and the bonus bane damage. If the wielder scores a critical hit against a good dragon, the lance



Queen. The dark ritual requires the rare *dragonsteel* taken from one of the few natural wellsprings in the world and also the blood of one different metallic dragon, infused with the essence of darkness.

A *lesser abyssal lance* is about 10 feet long, with a barbed head of rust red set on a black shaft. A small flare, carved to resemble a snarling dragon spitting flame, provides some protection to the wielder.

A *lesser abyssal lance* is a +1 *dragon bane lance* that emits a dark radiance that has the ability to absorb light. In addition to its dragon bane property, the lance bypasses the damage reduction of dragons as if it were an epic weapon. A *lesser abyssal lance* has a hardness of 17 and 40 hit points.

A *lesser abyssal lance* has a magic enhancement bonus of only +1, which is superseded by the natural enhancement bonus of the *dragonsteel* from which it is made from.

Aura: strong conjuration; **Caster Level:** 8th; **Prerequisites:** divine instruction; **Market Price Equivalent:** 15, 210 stl.

Greater Abyssal Lance: A *greater abyssal dark lance* can be created only through a ritual given to Ariakan by the Dark Queen. The dark ritual requires the rare *dragonsteel* taken from one of the few natural wellsprings in the world and also the blood of five different metallic dragons, infused with the essence of darkness. This weapon is an unholy weapon, imbued with their power by the

deals a number of points of permanent Constitution drain equal to the wielder's character level.

A *greater abyssal lance* bestows two negative levels on any good creature attempting to wield it. The negative levels remain as long as the weapon in hand and disappear when the weapon is no longer wielded. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Aura: strong conjuration; **Caster Level:** 20th; **Prerequisites:** divine instruction; **Market Price Equivalent:** 105,210 stl.

The Glaive of Grimwulf

The true name of this ancient weapon is unknown, its origins shrouded in mystery until it was passed into the hands of Dhamon Grimwulf. The blade was given to him by the bronze dragon known as Shimmer after she had rescued him from drowning. Dhamon called the weapon simply the *Glaive*, up until he was compelled by a cursed scale, planted in his leg on the orders of the Dragon Overlord Malystryx, to use the weapon against Goldmoon. The moment Dhamon struck down Goldmoon, the weapon began to rebuke him, burning his hands as the holy energies within it rebelled against such usage.

Dhamon lost the *Glaive* to Rig Mer-Kell, who planned to using it to avenge the death of Shoan, his first love. Rig wielded the *Glaive*, until his

death at the hands of Sable's minions in the city of Shrentak, when the *Glaive* fell into the hands of Nura Bint-Drax. The Chaos Shadow Dragon would again hand over the *Glaive* to Dhamon. The *Glaive* disappeared after it was used to defeat the Chaos Shadow Dragon.

The *Glaive's* haft is five-feet in length, intricately carved with birds of prey in flight. The large axe-head affixed to the haft is secured by a silver spearhead on the top. The entire weapon is surprisingly light and well balanced, crafted of silver-blue adamantine. The glaive is a +3 *holy mighty cleaving vorpal glaive*.

The weapon's adamantine composition enables it to naturally bypass the hardness when sundering weapons or attacking objects, allowing it to ignore any hardness of less than 20. When wielded in battle, the *Glaive of Grimwulf* glows with a fierce, pale blue radiance, although the light is not bright enough to provide true illumination.

After it's alteration at the hands of Nura Bint-Drax and the Chaos Shadow Dragon, the *Glaive of Grimwulf* is no longer a *holy* weapon, but an *anarchic* weapon.

Aura: moderate evocation [Good as *holy*; Chaotic as *axiomatic*], strong necromancy and transmutation; *Caster Level:* 18th; *Weight:* 7 lbs.

Collar of Hounds

These collars were first developed by the ogre shamans of Kern in order to help them control the wild hunting dogs of Kern. When placed around the neck of any canine and the proper command word is spoken, the collar compels the animal to obey the commands of whoever activated the collar. The canine obeys willingly, as the magic within the collar causes the canine to view the individual as Friendly. The collar does not convey any ability to communicate, one way or the other, so most canines will be able to respond only to commands they have been taught to obey, such as "fetch," "attack," and "heel."

The ogre shamans accidentally discovered another, more sinister use to the collar. When placed about the neck of any humanoid, the collar causes a jolt of pain that deals 1d4 points of electrical damage to the humanoid who refuses to obey any one-word command given to them by the person who activated the collar. The collar does not mentally compel the person to obey the commands, but they will suffer if they do not. When the collar is initially placed around the wearer's neck, he is allowed a Will saving throw (DC 17) to avoid having the collar attuned to him. Only the person who places the collar on an individual can remove the collar.

Aura: Slight enchantment and slight evocation; *Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *charm animal, shocking grasp, suggestion*; *Market Price Equivalent:* 45,000 stl; *Weight:* 1 lb.

Road Block

Appearing as a simple length of woven rope, about 20-feet in length, a *road block* is another magical tool first developed by the ogre shamans of Kern in order to give their marauders an advantage over the Silvanesti elves.

When placed upon the ground in a relatively straight line (there can be slight curves or crooks, but it must remain relatively straight) and the command word is spoken, the rope instantly creates a *wall of stone*, ten-feet tall, twenty-feet long, and five-feet thick. Once created, the *wall of stone* is non-magical and permanent. However, for the first five minutes of its creation, the ambient magic of the wall prevents any spell of 4th-level or lower from functioning within ten-feet of the wall.

Aura: moderate conjuration and moderate abjuration (first 5 minutes after creation); *Caster Level:* 11th; *Prerequisites:* Craft Wondrous Item, *globe of invulnerability, wall of stone*; *Market Price:* 6,050 stl; *Weight:* —.

Helm of the Titans

This helmet, sized to fit an ogre's head (a Large-sized humanoid), is intricately carved bronze in a classical style, with a nose-guard and cheek-guards that reach the collarbone on most humanoids. The smooth dome of the helmet is inlaid with solid gold decorated with the twisting design of Tahkisis's five-headed dragon holy symbol, while each cheek-guard is inlaid with silver designs of ogre titans.

When the helm is placed upon the head and the proper command word spoken, the helm will attune itself to the wearer. While worn, it grants the wearer a +4 competence bonus on Charisma checks and all Charisma-based skill checks as they relate to dealing with ogres, a +2 competence bonus on similar checks when dealing with goblinoids, and a -4 competence check when dealing with anyone else. The wearer can understand, speak, and read Ogre. If the wearer is not an ogre, the helm grants them a +2 deflection bonus to AC and darkvision with a range of 60-feet.

Ogres who wear the helmet gain all of the benefits above, but instead of the ability to speak and understand Ogre, the helm acts as a *helm of ogre telepathy*. It enables the wearer to use *detect thoughts* on any ogre within a 5-mile radius, as well as enabling the wearer to send a telepathic message to anyone whose surface thoughts are being read (allowing two-way communication).

The wearer can also send a command to up to 100 ogres with whom the helm-wearer has attuned (specifically communicated) and knows their names, which acts as a *suggestion* (as per the spell by the same name). The commanded ogres receive no saving throw to resist the *suggestion*, although any Ogre subtype creatures that are not considered "true" ogres (such as half-ogres, ogre



CHAPTER TWO

magi, and minotaurs) are allowed the saving throw (Will save, DC 15) to resist the command. Ogre titans are unaffected by the *suggestion* power of the helmet.

Aura: moderate divination and enchantment; *Caster Level:* 12th; *Prerequisites:* Craft Wondrous Item, *detect thoughts, shield, suggestion, tongues*, creator must be an ogre; *Market Price:* 116,000 stl.

Sword of Tears

The *sword of tears* is a long, slim, gleaming sword with a jeweled handle and no crossguard. The most noticeable jewel is the great dark emerald in the center of the hilt, which flashes when it strikes a foe. When the weapon bites into flesh, those nearby can hear a wail from the sword that is powerful enough to cut stone and armor alike.

Sargonnas created this weapon to be wielded by him or a dark champion during the Age of Dreams.

For a time, Huma

wielded the sword and used it against the great dragon, Wyrmfather.

Sargonnas and the minotaur Aryx used the sword against the Coil and the Magori during the Chaos War.

The sword is intelligent (Int 14, Wis 12, Cha 12, Ego 15) and whispers to its wielder's mind in an attempt to twist the wielder to its own design. The weapon loves only death and destruction and tries to make a bloody warlord out of its wielder. Huma was strong enough to overcome the weapon and use it for good, but not all who wield it are that strong. The sword will replace one wielder with a better one, if it gets the chance. The sword feeds on the life force of creatures it slays, but it cannot feed on creatures of the Chaos subtype.

The *sword of tears* is a +5 *keen sword of life stealing*. When wielded, the user can use the Combat Reflexes and Improved Sunder feats as often as desired. The sword is evil, and if its bearer is not evil, the sword will attempt to control the bearer.

Aura: strong necromancy and moderate transmutation; *Caster Level:* 17th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge, energy drain*, creator must be evil; *Market Price:* 109,315 stl

Mina's Kiss

Mina's Kiss is a powerful artifact reportedly now being wielded by the former high priestess of the dead goddess, Takhisis. No one is sure how Mina came by the mace, for during the War of Souls, she was typically seen wielding a morning star.

Tales of Mina are now spreading from tavern to tavern across Ansalon, with some reporting seeing her in one place in the company of a minotaur and others reporting seeing her somewhere far removed in the company of darkly handsome stranger. All the tales agree on only point and that is the remarkable weapon she wields.

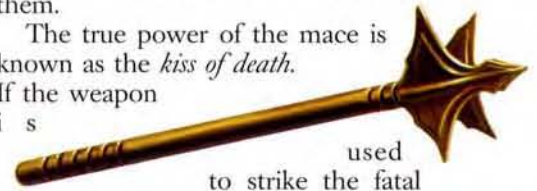
Mina's Kiss is a heavy mace, made of solid gold, including the haft. The head of the mace comes to four ridged points, equidistant around the head. The haft is about two feet in length and is surprisingly heavy.

Mina's Kiss acts as a +5 *ghost touch unholy heavy mace of wounding*. So long as the mace is grasped, it grants its wielder a constant *deathwatch* (as per the cleric spell) and offers them protection as if a *death ward* had been cast upon them.

The true power of the mace is known as the *kiss of death*.

If the weapon

i s



used to strike the fatal

blow (the attack made with this weapon brings the victim to -1 hit points or lower) to a victim, the mace simultaneously casts *death knell* and *animate dead*. The victim is allowed a saving throw (Will DC 20) to resist. If she fails the saving throw, she is instantly killed and then resurrected as a zombie under the mace wielder's control.

As the mace absorbs the life force of the killed individual, it heals the wielder of 1d8 hit points (which cannot exceed the wielder's maximum natural hit points), grants a +2 profane bonus to Strength, and the effective caster level of the wielder is increased by +1. The bonuses to Strength and caster level last for 10 minutes per HD of the creature killed. At any one time, the maximum Strength bonus imparted by the mace is +10 and the effective caster level increase is +5. There does not seem to be a limit to the number of zombies that the mace can animate and control.

Aura: Strong necromancy; *Caster Level:* 20th; *Weight:* 10 lbs.

Device of Time Journeying

Thy time is thy own,

Though across it you travel.

Its expanses you see,

Whirling across forever.

Obstruct not its flow.

Grasp firmly the end and the beginning,

Turn them forward upon themselves.

All that is loose shall be secure.

Destiny be over your own head.

Perhaps one of the best-known artifacts remaining from the Age of Dreams, the Device of Time Journeying was purportedly forged in the mysterious place known as the Anvil of Time and kept in the possession of the Master of the Tower of High Sorcery in Wayreth. The device was constructed to enable travel through time. Restrictions imposed upon the stream of time (possibly by the High God himself) prevented the bearer of the device from altering past or future events, so that those who used it were

mere observers. Use of the device is restricted to only the First Races (elves, humans, and ogres), since the introduction of what are known as the Greystone races (kender, gnomes, gully dwarves, minotaurs, etc.) might pose a danger to the timestream, as the inherent Chaos of their creation introduces an element of unpredictability that might affect an alteration on the flow of time.

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

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

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

Originally, the device

could transport multiple individuals through time, though it would only allow a single individual to return.

When the device broke, stranding Tasslehoff in the Abyss, the powers of the device were altered when a mad gnome named Gnimsh repaired it—allowing more than one person to use the device at one time.

When the device broke again during the War of Souls, Takhisis saw to it that another gnome, Conundrum, repaired it. Whether or not its properties have been further expanded remains to be seen.

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

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

While repeating the first verse, *Thy time is thy own*, the individual must hold the pendent in her hands, turning the face up toward her. When the person says the phrase, *Though across it you travel*, she moves the faceplate from right to left. Its

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

When activated, the Device of Time Journeying teleports any individual within a 10-foot radius, including the one who activated the device, through time and space. (The person who activates the device will always be teleported. A person may not use the device to teleport others, but not himself.)

The individuals who are teleported appear in either the desired time or in the desired place, rarely both. Only by making a successful Use Magic Device check (DC 20) can an

individual choose both the time and place desired. For every hundred years backwards in time traveled, the DC increases by +1 to pick both the time and place, while the DC increases by +2 for every decade traveled forward in time.

Typically, time is linear and individuals are unable to truly affect the flow of time, unless one of the Greystone Races travels through time using the device, at which point the influence of Chaos is introduced into the time stream. Given the recent events of the War of Souls, however, it is almost a certainty that the Gods of Magic will ensure that the Wizards of High Sorcery, past, present, and future, are made aware of the threat. Since the artifact was in the possession of Tasslehoff Burrfoot when he returned to the past to be crushed beneath the foot of the primal god, Chaos, no one knows where this artifact is now.

The Device of Time Journeying has a strange (and unknown) relationship with gnomes, and at least twice in the device's history has been repaired by members of that race. If somehow broken, a Craft (Tinkering) skill check at DC 25 can restore the artifact to working order.

This artifact is extremely powerful and could potentially have severe ramifications upon a campaign. Careful thought should be placed before introducing this artifact into a campaign.



CHAPTER THREE

PALIN'S MUSINGS ON THE FIFTH AGE

His thoughts drifted back a few decades, to the Chaos War. He had witnessed blues flying next to golds, some with riders, some alone, all united under the same banner. There were no evil dragons then, as far as Palin was concerned. There were simply dragon champions who fought to save Krynn. More humans died than dragons that day. Knights of Solamnia and Takhisis both—their loyalties were cast aside during the fight. And when the battle was over, the knights, once enemies, were buried side by side in a tomb in Solace that honored fallen heroes.

Krynn needs new champions, Palin thought. If this is indeed the Age of Mortals, then mortals must reclaim the land.

—The Dawning of a New Age

Jean Rabe

THE AGE OF MORTALS

The Age of Mortals is an Age where, for decades, there are no gods to answer the prayers of mortals. It is an age where mortals search for other magics to replace those they believe are lost forever. It is an Age where terrifying alien dragons conquered the land, beginning a reign of terror and death that forever changed the world.

The Fifth Age of Krynn was dubbed the Age of Mortals, for it is an Age where mortals, not gods, are the true driving force for change. Since the gods' return, the Age of Mortals has taken on additional meaning, referring to the fact that two of the most powerful gods lost their godhood and became mortal.

This Age has seen many changes come to Ansalon. The elves, one of the firstborn races, are now without a homeland. Ogres have discovered a terrifying new power that grants them the hope of a return to their former glory. Some kender have tasted fear, sorrow, and hopelessness. Thinker gnomes have begun to create simple, useful inventions that can accomplish incredible things. Dwarves have emerged from their caves and caverns to help other races. The minotaurs are in the act of accomplishing their manifest destiny—the eventual rulership of Ansalon.

Following is a timeline of the Fifth Age. The summarized entries have been taken from the records kept by the Aesthetics of the Great

Library of Palanthas. Each entry has two dates listed. The first, annotated with *A.C.*, or *Alt Cataclius* ("After the Cataclysm"), is the common usage which began at the dawn of the day the gods destroyed Istar. The second date, denoted by *S.C.*, or *Secundus Cataclius* ("Second Cataclym"), was first established by Nathal the Chronicler, one of the Aesthetics of the Great Library, who believed that the destruction wrought by the Chaos War rivaled that of the first Cataclysm. Historians are equally divided between the two dating systems, with many still preferring to use the *Alt Cataclius* timeline, believing it is easier to calculate the passage of years as a continuous flow rather than breaking the timeline into smaller portions.

It should also be noted that various races have their own methods for calculating the passage of time. The elves still prefer to use the oral method of passing history through stories and songs, using the seasons and key moments of legendary accomplishments to track the passage of time. The dwarves tend to begin their own records with the founding of the city in which they reside, a method that can lead to some confusion when comparing the histories of two different cities. The gnomish method for determining dates and times is so complicated that even the gnomes do not completely understand it, for it involves a complex formula that takes into consideration the rotation of planets, position of the stars, seasonal turnings, the length and width of the sun's shadow, and a hundred thousand other variables. The book detailing how to calculate dates takes up more than a hundred volumes and is still in committee.

384 AC (1 SC) – The Year of Changes

The Last Heroes' Tomb. The Last Heroes' Tomb is constructed of black and white marble and contains the bodies of those lost in the battle with Chaos. Knights of Takhisis are honored side-by-side with Knights of Solamnia. The body of Steel Brightblade, son of Hero of the Lance, Sturm Brightblade and the Blue Lady, the former Dragonlord of the Blue Armies, Kitiara, is placed within, in great ceremony, for though he was a dark knight, he sacrificed his life to save the world from Chaos. His body is laid to rest alongside the Hero of the Lance, Tanis Half-Elven, and those of his cousins, Sturm and Tanin, the two sons of Caramon and Tika Majere, who perished in the initial days of the Chaos War and whose bodies were moved to the tomb.

A Prince is Born. The child of the Qualinesti Speaker of the Sun, Porthios, and Alhana, the daughter of the former Silvanesti Speaker of the Stars is born. Named Silvanoshei, he represents the hopes of a unified elven peoples, although Qualinesti is territory claimed by the dark knights.

LIFE IN THE AGE OF MORTALS

The Coming of Great Dragons. The red dragon Malystryx arrives at the Misty Isle, seeming to come from somewhere far across the ocean. Khellendros (Skie, formerly the mount of the Blue Lady, Kitiara) returns from his travels in the Ethereal Sea.

Palanthis is Attacked. When Khellendros attempts to attack the Tower of High Sorcery in Palanthis, a robed figure appears to destroy the Tower of High Sorcery. Simultaneously, Astinus's *lemonochronos*, in the Great Library of Ages, disappears, along with the great historian. The dark knights offer their "protection" against the dragon. Terrified, the citizens accept the yoke of the dark knight rule in return for peace and safety.

385 AC (2 SC) – The Year of Sorrow

Riverwind's Last Quest. Riverwind and his two daughters travel to Goodlund to verify the rumors about a massive red dragon terrorizing the eastern coasts.

A Deal Made in Darkness. The dark knights strike a deal with Khellendros. If he allows them to retain control over the city of Palanthis, they will ensure that he is paid a regular tithe in treasure and prisoners. As Kitiara once desired the city for her own, the blue dragon accepts the offer, for he plans on presenting the city to her as a gift upon her "return" from death.

Ulin Majere Born. A male child, destined to become a talented sorcerer, alchemist, and dragon mage, is born to Palin and Usha Majere.

386 AC (3 SC) – The Year of Destruction

The Kender Flight. Malystryx, a red dragon of immense size, destroys the area around the Bay of Balifor. Riverwind leads a kender army against Malystryx. Riverwind and his daughter, Brightdawn, are killed during the attack, along with much of the kender army. Riverwind and Goldmoon's surviving daughter, Moonson, is scarred physically and mentally by her ordeal. Although Riverwind and Brightdawn are killed, they manage to destroy the nest of eggs they discover within Malystryx's lair, preventing the great dragon from spawning a new generation of terror. Moonson leads the remaining kender, many of whom have also been changed by the terrible tragedy, west to safety.

The Herald Appears. A bard calling himself the Herald travels across Ansalon, spreading stories of Krynn's past. He arrives in a timely manner in places where his stories may have some impact upon things yet to come.

Missing Shadows. The shadowpeople, a race that dwelt under Sanction for countless ages, disappear—leaving behind no apparent reason why or where they have gone. It is believed that the shadowpeople vanished sometime during the Chaos War, but why they left and where they have gone may remain a mystery for many years to come.

387 AC (4 SC) – The Year of the Purge

The Dragon Purge Begins. Malys uses a ritual to absorb the spirits of dragon she defeats in battle, enabling her to grow stronger with each dragon she kills. Other dragons also learn the ritual and begin to seek out and destroy Krynn's native dragons. The metallic dragons withdraw to the Dragon Isles. Chromatic dragons endeavor to purchase their lives by serving the Dragon Overlords. Khellendros the Blue claims territory around Palanthis.

The Desolation. Malys constructs a totem of skulls taken from those dragons she slays. She discovers that this totem gives her incredible power, which she uses to create the Desolation, ravaging the pastoral plains and forests in the area in which she resides. Volcanic mountains erupt from the ground, creating a desolate landscape of jagged peaks and ruins. From her mountain peak, Malys overlooks her new realm with sadistic pleasure, uncaring of the many lives that were shattered almost overnight by the transformation of the Dairly Plains.

Khellendros the Blue constructs his own totem and creates the Blue Wastes in western Ansalon.

The Knights' Accord. Remaining Knights of Takhisis rebuild their order near Neraka. Led by the charismatic Lady Mirielle Abrena, a survivor of the Chaos War, they form alliances with the chromatic dragons residing in the Khalkist mountains.

The Legion of Steel. Sara Dunstan, surrogate mother of Steel Brightblade, receives a vision of her son, Steel Brightblade that leads her to found the Legion of Steel, a knighthood based on the concept of neutral justice.

388 AC (5 SC) – The Year of Transformation

Goldmoon's Epiphany. Goldmoon receives a mystical vision telling her to look within her heart for healing power. When she comes upon a mortally injured dwarf, she discovers an untapped power that enables her to once more perform healing magic.

The Green Menace. A massive green dragon, Beryllintranox, attacks Qualinesti as she joins in the Dragon Purge. She hunts down and destroys dragons throughout the Qualinesti Forest and the High Kharolis, although she does not yet begin to create a dragon totem.

The Legion Expands. Small, secretive bands of people gather in cities across Ansalon under the banner of the Legion of Steel. These people pledge to serve the downtrodden and to aid one another in a battle against the Dragon Overlords.

CHAPTER THREE

389 AC (6 SC) – The Year of Darkness

Dark Knights Expand. The dark knights spread outward from Neraka, where they have established their headquarters near the ruined Temple to their missing goddess, Takhisis.

A Draconian Nation. Draconians claim the city of Teyr, establishing the first (and only) draconian nation. The draconians rebuff attempts made by the dark knights to ally with their former comrades after discovering that the dark knights had secretly attempted to destroy them. The draconians have only one goal and that is to establish themselves as a race and a nation.

The Black Dragon Arrives. Onysablet the Black turns New Coast and Blödehelm into a swamp, laying claim to a vast swathe of land in the heart of Ansalon. Sable's Swamp quickly gains an ominous reputation, for the Black Dragon Overlord uses her magic to experiment upon all living things, twisting them into abominations that mindlessly serve her.

390 AC (7 SC) – The Year of Abandoned Hope

The Power of the Heart. With help from the mysterious Sage, Goldmoon further explores and develops her powers of mysticism. Hearing of this power, people travel to the Que-Shu lands, begging Goldmoon to train them in the art.

Palin Leads the White Robes. Mages disagree about the role of magic in this uncertain era. Some are bitter over the loss of magic and abandon the Art completely. Palin Majere tries to hold together the old Orders, becoming the Head of the White Robes as he continues to search for the "new" magic he believes still exists in the world.

391 AC (8 SC) – The Year of Newfound Light

The Citadel of Light. Goldmoon and Jasper Fireforge found the Citadel of Light on the Isle of Schallsea. Pilgrims from around the world gather to learn the new arts of mysticism.

A New Red. Another red dragon, Pyrothraxus, claims Mount Nevermind as his domain. He does not realize that it is near-impossible to terrorize the ever-curious gnomes, who proceed to use him as a test subject for many of their inventions and experiments. He retreats to a distant cave, where he slowly goes insane.

392 AC (9 SC) – The Year of Change

Realms Rising. Malystrixx, Onysablet, and Khellendros continue to hunt down and slay the lesser dragons within their claimed realms. As each dead dragon continues to increase the power of these three great dragons, they increase the boundaries of their realms. Soon, the Desolation of Malystrixx encompasses all of Goodlund and Balifor. The Blue Wastes of Khellendros reaches the gates of Palanthas, while

the Great Swamp brushes the boundaries of the Silvanesti Forest. Beryllinthrano has yet to create a totem, although the number of her kills quickly begins to rival that of the three greater dragons.

Solamnic Knights' Council. Lord Gunthar dies. Liam Erhling becomes the new Grand Master and produces the revised Measure, born of Lord Gunthar's dreams and completed by Lord Liam (although he will claim that it was completed by Gunthar before he died). The new Measure stresses reliance upon one another, with faith and trust placed in one's brethren. The new Measure emphasizes that a true knight lives with honor, instead of merely talking about it.

393 AC (10 SC) – The Year of the Twisted Forest

Grimbaugh Arises. In Darken Wood, a treant twisted by the aftereffects of the Chaos War captures the Forestmaster and begins to twist the Darken Wood with its poisonous power. Dezra Majere and her father, the Hero of the Lance, Caramon Majere, travel to the forest to help the centaurs fight this foe. After dealing with a centaur rebellion, they manage to destroy Grimbaugh and free the Forestmaster. Caramon is wounded in the assault, but he is brought back from the brink of death by the Forestmaster's magic.

394 AC (11 SC) – The Year of Isolation

The Purge Continues. Krynn's native dragons continue to fight for their lives, while the Dragon Overlords spread further devastation across the continent. The wise try to figure out why these alien dragons appear intent upon the destruction of the land. Most come to believe that the dragons are out to exterminate all the peoples of the world, leaving them undisputed masters.

The Silvanesti Shield. Fearful of the destruction of their forest because of the devastation caused by the Dragon Overlords and the Dragon Purge, the Silvanesti elves raise a powerful magical shield over their realm. They do not realize that instead of keeping out danger, they have locked their greatest foe, the cunning green dragon, Cyan Bloodbane, in the forest with them.

The Inn Is Rebuilt. Caramon and Tika Majere complete the rebuilding of the Inn of the Last Home in Solace.

395 AC (12 SC) – The Year of Frost

An Unwelcome Frost. Gellidus the White, known as Frost, captures Southern Ergoth. Using the power of his *dragon totem*, he causes much of the island to be buried beneath a glacier.

LIFE IN THE AGE OF MORTALS

396 AC (13 SC) – The Year of Acceptance

Belladonna Leads Hylo. An afflicted kender named Billee Juniper (known as Belladonna) claims rulership of Hylo. A survivor of the Kender Flight, she begins conflict with the goblins that live south of Hylo.

The Lady Crysanía. Lady Crysanía, former Revered Daughter of Paladine, travels to the Isle of Sancrist to advise the Solamnic High Council. Having learned to use mysticism, the elderly priestess convinces the Grand Master, Lord Liam, to send veteran Sword and Rose Knights to Goldmoon for training.

397 AC (14 SC) – The Year of Thunder and Splendor

Stenndunuus and Iyesta. Stenndunuus, known as Thunder, a massive blue dragon, rages across the Plains of Dust. Humans and centaurs band together to form the nation of Duntollik in hopes of standing against the dragon. Iyesta ("Splendor"), a brass dragon, rises to challenge Thunder. The two dragons end up splitting the realm between them. The humans and centaur of Duntollik side with Splendor, establishing a central headquarters in the ruins of the Missing City.

398 AC (15 SC) – The Year of New Visions

The Vision Returns. The Vision returns to the Knights of Takhisis. While many believe that the return of the Vision reflects the strength of their absent goddess, the "Vision" is, in reality nothing more than trickery, concocted by the mystics and sorcerers of the dark knights in order to dupe people into joining.

Death of Sara Dunstan. Sara Dunstan, founder of the Legion of Steel, dies. Her legacy lives on as the Legion of Steel continues to grow and spread across Ansalon.

399 AC (16 SC) – The Year of the Northern Conquest

Northern Dragons. A red dragon named Fenalysten (Cinder) seizes a portion of the Estwilde and Throtl, while a green, Lorrinar (Fume) takes the north-eastern forest and a great black wyrm, Mohrlex ("Pitch"), conquers southern Nordmaar.



400 AC (17 SC) – The Year of Southern Conquest

Polar Dragons. Twin white dragons, Cryonisis ("Ice") and Frisindia ("Freeze"), capture Icewall. Although they are unable to build a skull totem, they do manage to dominate the far southern region.

401 AC (18 SC) – The Year of Desolation

The Desolation. By order of Solamnic High Command, parties of knights and adventurers are sent to explore the Desolation. Few return alive. Those who do report that Malystryx's Peak, the lofty mountain in the center of the Desolation, is the red dragon's lair.

A Dark Discovery. Khellendros ("Skie"), the great blue dragon, makes a hideous discovery. In his quest to find a way to bring back the spirit of his deceased partner, Kitiara, he discovers he can fuse the body of a human with the essence of a draconian. The creatures, which Khellendros calls dragonspawn, are powerful and utterly loyal to him. In secret, Khellendros begins to create an army of dragonspawn.

403 AC (20 SC) – The Year of Shadows

Shadow Sorcerer. A mysterious figure known only as the Shadow Sorcerer emerges from the Desolation with magical powers, which she teaches to Palin Majere and (in secret) to Dalamar the Dark. While many perceive this to be "new" magic, it is actually a return to the ancient magic spawned by Chaos at the beginning of time.

405 AC (22 SC) – The Year of Loss

Beryl in Qualinesti. Beryl's forces ally with the dark knights that occupy Qualinesti and spread throughout the Qualinesti forest, slaying and capturing many elves.

A Secret Exodus. The leader of the Qualinesti, known as the "Puppet King", Gilthas, son of the Heroes of the Lance, Tanis and Laurana, works with his wife, The Lioness and the

Queen mother, Laurana, to establish a resistance movement, harrasing the dark knights and the dragon's minions.

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Gilthas secretly aids people targeted by the dark knights for death, helping them to escape to safe havens.

407 AC (24 SC) – The Year of Conflict

Sorcery in Chaos. Wizards of High Sorcery battle for power, some using mysticism and sorcery, while others wield the magic of old they have found trapped within magical artifacts of the Fourth Age.

408 AC (25 SC) – The Year of the Green Menace

Qualinesti Bows to the Green. Beryllintranox succeeds in creating a totem and causes the Qualinesti Forest to become an overgrown jungle. She conquers Qualinesti by demonstrating her power to steal the life force of the elves. Faced with the prospect of extermination, the elven Speaker of the Sun, Gilthas capitulates to the Green Menace.

Alhana and Porthios, outcasts from elven lands, vow to free Qualinesti and to bring down the Silvanesti Shield, so that their son, Silvanoshei, may rule a united elven nation.

410 AC (27 SC) – The Year of the Tempest

Terror of the Deep. The Dimernesti sea elves, who live in the underwater kingdom of Dimernost, are attacked and conquered by a massive sea dragon known as Brine. He becomes a sixth Dragon Overlord, although few on Ansalon (including the other Dragon Overlords) know of his existence. Sailors speak of a monstrous sea serpent who allows no one to approach anywhere near the stretch of open sea off Ansalon's south-eastern coastline.

Linsha of the Rose. Linsha Majere, granddaughter of Caramon and Tika Majere, daughter of Palin Majere, becomes the first non-Solamnic woman to be welcomed into the ranks of the Knights of the Rose. She is assigned to the Clandestine Circle, a covert branch of the Knighthood.

411 AC (28 SC) – The Year of Dissolution

The Last Conclave. Palin Majere, the Shadow Sorcerer, and the Master of the Tower at Wayreth discuss the future of magic. Palin holds the Last Conclave and dissolves the Orders of High Sorcery.

Magic Strikes Back. Palin Majere and his allies use the power of sorcery to save the Qualinesti elves from the wrath of Beryl. Fresh from that success, Palin plans to establish the Academy of Sorcery in his hometown of Solace.

412 AC (29 SC) – The Year of Retreat

Thorbardin Sealed. Beryllintranox tries to conquer Thorbardin. The dwarves seal their fortress, but a renegade band of dwarves, led by the Daewar prophet, Severus Stonehand, vow to

fight. Using an egg from a fire dragon, they cause a massive explosion that destroys many of Beyrl's dragon minions, but also causes much devastation in the dwarven realm. Severus and his followers are cast out and sent into exile.

The Academy of Sorcery. Armed with the power of sorcery, Palin Majere, formerly the Head of the White Robes, returns to his home in Solace, where he begins construction of an academy where students can come to learn the primal art. With the help of friends and magic, the shell of the Academy is built in less than a year and the first students arrive to begin their lessons.

413 AC (30 SC) – The Year of Uneasy Calm

Dragon Purge Ends. Malystyrx, content with her new realm, fears that some of the Dragon Overlords may grow strong enough to prove a threat to her. She visits each of the other Dragon Overlords, proposing an end to the Dragon Purge. The five agree to divide Ansalon between them and to aid one another against incursions of any other great wyrms. The five Overlords are Malystyrx of the Desolation, Gellidus of Ergoth, Khellendros of the Blue Waste, Beryllintranox of the Qualinesti Forest, and Onysablet of the Great Swamp.

The Spreading Secret. When visiting Khellendros, Malystyrx discovers the dragonspawn. She forces Khellendros to reveal the secret of creating these creatures. The other Dragon Overlords also learn the secret, though each discovers his or her own unique methods for creating the dragonspawn. Each begins to build an army of these creatures, though Khellendros's are the most experienced, as some of his dragonspawn were created decades prior.

Thoradin Reborn. A year and a half after their exile, Stonehand and his followers reach the corrupted dwarven realm of Zhakar, where they quickly overthrow the dark dwarves who dwell there. With his mystic powers, Stonehand brings an end to the unnatural plague that has spread through the dwarven kingdom for centuries and unites the realm under his leadership. The ancient dwarven kingdom of Thoradin is reborn.

414 AC (31 SC) – The Year of New Hope

Heroes of the Heart. Heroes openly challenge the great dragons for dominance of Ansalon. Chosen by Goldmoon, Dhamon Grimwulf, a former Knight of Takhisis, gathers to his side a ragtag group of heroes who set forth to battle the Dragon Overlords.

An Orphan Arrives. An orphaned girl is cast up on the shores of the Citadel of Light. She has no memory of her parents or her past. Named Mina, she is adopted by Goldmoon as her protégé, for Goldmoon believes that the young orphan has the potential for greatness and may have an important part to play in the future.

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415 AC (32 SC) – The Year of Betrayal

Goldmoon Fallen. The former dark knight turned champion of light, Dhamon Grimwulf, falls under the control of Malystryx. At a meeting at the Citadel of Light, Malystryx compels Dhamon to strike down Goldmoon with his enchanted glaive. Goldmoon's apparent death is a blow to the followers of light. His former comrades turn against him and hunt him down.

Gilthanas Rediscovered. Participating in a daring attempt to rescue a group of prisoners destined to become dragonspawn for Khellendros, Palin Majere discovers Gilthanas, the brother of Laurana and Porthios, among the prisoners. Gilthanas has spent decades searching for his lost love, the silver dragon D'Argent. Allying himself with Palin and the other Champions of Goldmoon, Gilthanas finds D'Argent serving as a Knight of Solamnia in Ergoth. After fending off an attack from the Dragon Overlord, Gellidus ("Frost"), the two leave in order to discuss whether or not they do have a future together.

416 AC (33 SC) – The Year of Triumph

Death of an Overlord. Thanks to the efforts of the Heroes of the Heart, Brine, the Sea Dragon Overlord that rules over the Dimernesti, is killed, freeing the Dimernesti of the terror that has kept them confined to their ruined city.

A Strike Against Malys. Malystryx, attempting to become a god, gathers together the other Overlords, demanding their most potent treasures. As she attempts to use the magic, the Champions of the Heart strike, disrupting the ritual. With help from Khellendros, who has his own plans, Malys is struck by a dragonlance, which sends her crashing into the sea. Khellendros seizes control over the magic, using it to tear a hole into the Ethereal Sea and disappearing into the other realm to search once more for the spirit of his beloved Kitiara. Goldmoon returns, reborn by the sacrifice of her loyal friend, Jasper Fireforge, and Dhamon Grimwulf is granted absolution for at least one of his many sins.

417 AC (34 SC) – The Year of Whispers

Failing Magic. Magic begins to fade throughout Ansalon. Spells become more difficult to cast, and artifacts from the previous Ages appear to malfunction. Those who have dealings with the dead find that they are growing increasingly restless and disturbed, though no one discovers the true reason.

A Dying Forest. Observers of the Silvanesti Shield have discovered that the once verdant land near the shield has begun to wither. Plants and animals on both sides of the shield are dying and do not respond to even magical healing. Many elves who live near the barrier fear that the same fate will befall the entire Silvanesti Forest.

Alhana Starbreeze and her army desperately try to enter the Shield, but are continually repelled.

418 AC (35 SC) – The Year of Fading

Ogre Massacres. Ogre villages throughout the Khalkists fall under attack by their former allies, the dark knights, who are working to establish supply lines between Neraka and Sanction, where they are planning a major offensive.

Ogre Attacks. Elven settlements outside the Silvanesti Shield are besieged by ogre raiders. The ogres are attacked by the elven forces of Alhana Starbreeze, who has been trying to find some way to pierce the Silvanesti Shield.

The ogres quit the field, disappearing into the ogre lands, dragging away many elven captives from the battles. Scouts following the ogres discover that the prisoners are taken deep into ogre territory, where they await a dark fate at the hands of the ogres.

Magic Continues Fading. The power of both mysticism and sorcery continues to fade. Even artifacts from the earlier Ages begin to show the effect of the waning energies. Sorcerers and mystics search desperately for the cause.

Waning of the Overlords' Power. The Dragon Overlords also begin to be aware of the waning power of their own magic. Beryl blames this upon Malys and urges her Gray Robe allies to increase the intensity of their search for the fabled Tower of High Sorcery in Wayreth, believing that the power stored within will enable her to overthrow Malys, leaving Beryl the supreme Overlord and ruler of all Ansalon.

419 AC (36 SC) – The Year of the Titans

Rise of the Ogre Titans. In the lands of Kern and Blöde, a new breed of ogre arises. Blue-skinned, wielding powerful magic, beautiful as in the days before they were cursed, these powerful ogres are called Titans. Transformed through a ritual that requires a large amount of elven blood, ogre shamans seek to regain some of their lost glory. As rival chieftains begin to compete with one another for the "honor" of undergoing the transformation, unrest breaks out in Kern, where a growing rebel movement amongst the ogres leads to a conflict with the ogre titans and their supporters.

The Clandestine Circle. Linsha Majere, a Knight of the Rose, has been working for a secretive organization of the Solamnic Knights known as the Clandestine Circle. For eight years, she operates undercover in Sanction, establishing herself as a mercenary. When she draws the attention of Hogan Bight, the Clandestine Circle urges her to undermine Bight's authority in order for the Solamnic Knights, who do not trust Bight, to gain control of Sanction.

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420 AC (37 SC) – The Year of Transformation

A "New" Vision. General Abrena, head of the dark knights, is assassinated. Sir Morham Targonne succeeds her and officially changes the order's name to Knights of Neraka. He moves the headquarters from Neraka to the city of Jelak, which he views as being more "modern." He orders the dark knights to keep up their siege against Sanction, desiring to add that city's wealth to the already overflowing coffers of the Knighthood.

The Academy Destroyed. Beryl orders her minions to attack the Academy of Sorcery in Solace. As dragons destroy the buildings, draconians loot the Academy, searching for magical artifacts to bring back to Beryl. Most of the students and masters escape unharmed, thanks to the quick thinking of Ulin Majere, whose research into alchemical formulas enables him to destroy the Academy, taking many of Beryl's minions out in the devastation.

Horrified by the terrible power he unwittingly unleashes, Ulin swears to never reveal that it was he who destroyed his father's Academy, leaving people to believe that the destruction was the result of attacking dragons.

Palin Kidnapped. At orders from Beryl, a group of Gray Robes kidnaps the sorcerer, Palin Majere, during the raid on the Academy. For months, he is tortured and held in a small, cramped cell, as Beryl's minions try to force him to reveal why magic is failing. He is unable to supply the answers, for he knows no more than they do. Beryl at last determines that torture will not work against him. She orders him set free in the hope that he will unwittingly lead her to the answer.

Palin returns to Solace with his hands crippled—a constant reminder of his torment. The destruction of his Academy, combined with the torture he underwent and the loss of the magic causes Palin to fall into depression. He alienates his wife and family. Many of his friends fear that he is set to follow the dark path of uncle, Raistlin Majere.

The Shadow Dragon. Dhamon Grimwulf, former dark knight, former Champion of Light, is attacked by a powerful shadow dragon, who claims to have been born from the shadow of Chaos and who plans on stealing Dhamon's body

to use as his own. Dhamon defeats the shadow dragon, but in the process becomes a dragon himself—a dragon unlike any other in Krynn.

Funeral in Solace. Tika Majere, beloved wife of Caramon Majere and a Hero of the Lance herself, dies of natural causes. Her funeral draws crowds from all over Ansalon, wishing to pay their respects for one of the last Heroes. Her husband, Caramon, is disconsolate and his children fear that he will not long survive the passing of his beloved wife.

Shadows of the Dead. Across Ansalon, more and more people are reporting seeing spirits of the dead. Unlike the undead, these spirits do not seem to be clinging to life through magic or grief, but appear to be trapped. The spirits represent all living creatures, from animals to mortals to dragons, yet all seem tormented, hungry for something they cannot grasp.

421 AC (38 SC) – The Year of the Great Storm

The Night of Blood. In a single night, a massive coup manages to overthrow the corrupt and decadent minotaur emperor, Chot Es-Kalin, as rebels strike against him and all the clan families who supported him. Within days, a new emperor establishes himself, a former officer in Chot's elite guard, General Hotak de-Droka. His claim is backed by the power of the Temple of Forerunners, a priesthood who worship the spirits of dead minotaurs, led by his wife, the High Priestess Nephera.

The Great Storm. A massive storm sweeps across Ansalon, extending from the west part of the continent to the east. Out of this storm, a young woman named Mina emerges. Former protégé of Goldmoon, Mina proclaims herself the servant of a new god,

the One God. Mina begins to gather an army composed of both the living and the dead.

Missing Dragons. As the Great Storm clears, metallic dragons across Ansalon are found to have disappeared. No one, not even the few remaining metallic dragons have any idea what has happened to the missing dragons, although some dragons report hearing a voice in the Storm, a voice that spoke in an ancient tongue they had not heard since the departure of the gods.



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As Mina begins her conquest across Ansalon, few good dragons remain to provide any defense against the relentless Army of the One God.

Appearance of a Dead Hero? A strange kender emerges from the Tomb of the Last Heroes. Claiming to be Tasslehoff Burrfoot, the kender bears a magical artifact known as the Device of Time Journeying. He says he has arrived to attend the funeral of his friend, Caramon Majere, who dies shortly after his meeting with Tas.

Bound by an oath made to the dying Caramon, Gerard uth Mondar, a Knight of Solamnia, takes Tasslehoff to Palin who is visiting Laurana in Qualinesti. Palin seeks to understand the connection between Tasslehoff and the current state of the world. Realizing that part of the key may lie in the necessity for Tasslehoff to die when Chaos stepped on him, Palin tries to find a way to send Tasslehoff back in time.

Missing Past.

Palin uses the Device of Time Journeying to travel back in time, only to find that Kryn'n's past before the Chaos War beyond no longer exists.

Tas Flees.

Not particularly wanting to go back to die beneath the foot of Chaos, Tasslehoff escapes Palin, heading for Schallsea, where he hopes Goldmoon will talk Palin out of sending him back to die. Palin follows, hoping Goldmoon will provide him with answers to his mysterious discovery.

Goldmoon's Transformation. When Tasslehoff arrives at the Citadel of Light, he and Palin find that the elderly Goldmoon has regained her youth and beauty. People celebrate this as a miracle, but Goldmoon feels instinctively that something is wrong and she refuses to accept a body that does not feel like her own.

Stolen Magic. Both Goldmoon and Palin discover that it is the souls of the dead who have been stealing the magic, causing it to work erratically or not at all. Neither of them know why the dead want the magic, however, or what they are doing with it.

A Secret Meeting. Gilthas and his wife, the Kagonesti rebel known as the Lioness, meet with dwarven leaders of Thorbardin. Fearing an attack by Beryl that will wipe out the elven nation, they arrange to create tunnels that will enable a mass exodus of Qualinesti refugees from Qualinost.

Death of Dragons. The brass dragon, Iyesta, and the blue dragon, Stennunuus, are both killed. Iyesta by a strange army of brutes led by an enigmatic figure working with Thunder, and Stennudros by the Rose Knight, Linsha Majere. The weapon used to kill these dragons is an evil artifact known as *abyssal lances*. Linsha is declared to have turned against the Solamnic Knights and labeled a deserter and betrayer, forcing her to escape the Missing City on the trail of missing dragon eggs, accompanied by the bronze dragon, Crucible, revealed to have been Hogan Bight of Sanction.

Destruction of the Citadel.

The green Dragon Overlord, Beryl, attacks the Citadel of Light, hunting for the artifact wielded by Tasslehoff Burrfoot. Though she does not capture the artifact, she destroys much of the Citadel in the attempt.

Having long feared just such an attack, residents of the Citadel and neighboring villages and towns seek refuge in caves and most survive the attack.

River of Souls. Goldmoon sees the river of souls flowing northward. She flees the Citadel just as the dragons attack, leaving many of her followers to think she has gone mad. She travels north in a gnome submersible (the *MNS Indestructible*), following the river of souls.

Rescue. Palin and Tasslehoff are saved from the destruction of the Citadel by Dalamar the Dark and transported to the Tower of High Sorcery in its secret location in Nightlund.

Fall of the Shield. Mina and her Army of the One God manage to pierce the Shield surrounding Silvanesti. Mina charms Silvanoshei, the elven king. With the help of the One God, Mina reveals



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to the elves that the traitorous green dragon, Cyan Bloodbane, is the true power behind the Shield. Cyan is killed and the Shield is destroyed, but Silvanesti comes under martial law. Mina leaves Silvanesti, traveling northwest to finish the war in Solamnia.

The Obsessed. The Silvanesti king, Silvanoshei, obsessed with Mina, flees his people and begins a desperate journey to try to find her.

Fall of the Green Menace. Laurana, the Golden General, and Marshall Medan, the dark knight, work with elven volunteers to kill the mighty green dragon, Beryl. The elven Speaker, Gilthas, leads his people to safety. In her death throes, Beryl falls onto the city of Qualinesti, collapsing the tunnels beneath it. The waters of the White Rage river flood the city, forming what the elves sorrowfully call the Lake of Death. The exiled Qualinesti risk crossing the Plains of Dust to seek refuge with their long estranged cousins in Silvanesti.

The Death of Goldmoon. In Nightlund, Goldmoon confronts Mina, her adopted daughter, in the Tower of High Sorcery. When Mina reveals that the One God is Takhisis and that the goddess wants Goldmoon to serve her, Goldmoon rebuffs the Dark Queen—angering Takhisis. Goldmoon dies in Mina's arms.

Final Prayer. Having almost given up searching for their lost world, the gods hear Goldmoon's prayer and reluctantly turn to the infamous wizard Raistlin Majere to aid them in its recovery.

Amber Coffin. Mina places Goldmoon's body in a magical coffin of amber. She discovers Palin and Dalamar hiding in the Tower and slays them both with her magic. This angers Takhisis, who is searching for the kender and the magical Device of Time Journeying and who knows that Palin and Dalamar are the only two remaining people on Krynn who can identify the kender. Mina binds the wizards' spirits to their magically animated corpses and takes them with her on her journey to Solanthus.

Fall of the Blue. Mina, the priestess of the One God, confronts Khellendros in his own lair. In a disagreement over his betrayal by the One God, Khellendros seeks to take out his rage on Mina, only to find his own breath weapon turned back upon him. Malys soon appears to strike the final blow.

Fall of Solanthus. The Army of Souls attacks Solanthus. The Solamnic Knights cannot withstand the horror of battling the dead and are driven from the city. Mina and her forces occupy Solanthus. All major cities of Solamnia are now under the control of the dark knights. Mina turns her eyes toward Sanction.

Council of the Gods. With the help of the deceased Raistlin Majere, who establishes a connection with the time traveling kender, Tasslehoff

Burtfoot, the gods discover the location of their missing world. The gods convene and reach a decision on how to punish Takhisis.

Sanction Captured. Mina and her armies seize Sanction. Silvanoshei finds Mina at last, who promptly puts him under arrest and holds him captive, setting a trap for the elves.

Takhisis orders the souls of the dead to steal the magical totems of Malys, Beryl, and Khellendros—planning to usurp their powerful magic to assure her hold on the world.

Both Ends Against the Middle. In an effort to regain his life, Dalamar the Dark makes deals with both Mina and Malystrixx.

Fall of the Red. Enraged to discover that this "One God" has stolen her skull totem, the great red dragon, Malystrixx, flies to Sanction to avenge the insult.

Mina, wielding a dragonlance, and the minotaur, Galdar, riding the blue dragon, Razor, join battle with the huge red dragon.

Meanwhile, the spirit of Palin Majere and the blind silver dragon, Mirror, take advantage of Takhisis' preoccupation with the battle to destroy the dragon totem in Sanction.

Malys dies, taking Razor and Mina with her.

Furious over the destruction of the totem, Takhisis blames Mina, who lies near death. Takhisis has plans for Mina, however, and she "forgives" her—healing her wounds.

Silvanesti Besieged. Hearing that her son is being held captive by Mina, Alhaha Strabreeze ignores the council of Gilthas and leads the combined Silvanesti and Qualinesti forces to Sanction to save her son.

The minotaurs attack Silvanost from the south, routing the remaining forces of dark knights and gaining a foothold on the continent of Ansalon.

Return of the Good Dragons. Tasslehoff and his companions travel to the solitary plane where Takhisis has imprisoned the metallic dragons. Tasslehoff frees the dragons and voluntarily returns to his proper time, where his death completes the Stream of Time.

Death of a Queen and Return of the Gods. As the Dark Queen makes her triumphant entry into the world, she is thwarted at the last by the other gods, who have returned to exact their punishment upon her. Through Paladine's sacrifice, the Laws of Balance are maintained.

When Takhisis tries to kill Mina, whom she blames for her failure, Silvanoshei slays Takhisis with a broken *dragonlance*.

Mina slays Silvanoshei then gathers her dead queen in her arms and, vowing revenge upon the now mortal Paladine, she departs, bearing her dead.

The gods reclaim their world, bringing with them the return of divine magic and the three moons of High Sorcery.

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Dalamar the Dark reestablishes his relationship with the god Nuitari and is returned to life. Palin Majere is also granted back his life, but he forswears magic forever and goes back to his family.

422 AC (39 SC) – The Year of Revelations

The Here and the Now. Ansalon is now facing the dawn of a new era. The gods have returned. Three of the Dragon Overlords have been brought down during the War of Souls, but the changes that came about during that terrible war are not easily undone. Both mighty elven nations have fallen and the elves are without a homeland. The minotaur nation has at last gained a foothold on the continent of Ansalon and from there appear poised to launch their campaign of manifest destiny. New threats are rising. Old scores remain to be settled.

The people of Ansalon seek heroes with strength and courage to guide them through this Age of Mortals. Destiny lies in the hands of those willing to grasp it.

ANSALON

Located in Krynn's southern hemisphere, the continent of Ansalon is approximately 1,300 miles from east to west and less than 1,000 miles from north to south. Ansalon has a wide variety of geographic formation and climate, brought about by the catastrophic changes it has undergone over time.

During the prosperous Age of Might, meticulous records were kept and nearly the entire continent had been mapped. Then the Cataclysm struck, ripping apart much of the continent, creating new seas and sinking old ones. In the dark days that followed the Cataclysm, many of the inhabitants of Krynn were focused on trying to stay alive. Many maps and records of the old continent were destroyed and no one had time to try to salvage them.

What is known is that the Cataclysm brought devastation to Ansalon. New mountains and seas were formed, causing severe climate changes. People suffered from droughts and flooding. Unexpected storms caused havoc with planting seasons. Old trading routes were blocked or sank beneath strange, blood-tinged waters. Disease and starvation walked the land and the people had no gods to turn to for help.

The people of Ansalon proved to be strong and resilient. They persevered and made new lives. Old roads and trade routes were abandoned and new ones forged. Fewer people had the means or the will to travel in these dark days, however. Strangers were viewed with suspicion.

Knowledge of Ansalon and what lay over the horizon became the subject of wild rumors and tavern gossip. Maps of local areas were rare and no one had yet drawn up a new map of the entire

continent. Those who went by old maps often found themselves in places where they did not want to be.

The War of the Lance forced people to venture from their homelands. Humans, elves and dwarves joined together to fight the Queen of Darkness. The armies of both good and evil required accurate maps and, following the war, new trade routes were established along roads opened up by marching troops. Once more commerce flowed between cities and nations.

Prosperity lasted until the Second Cataclysm, when Chaos was released from prison, giving Takhisis the chance to steal the world.

When alien dragons seized control of Ansalon, they used their magic to reshape the land, hoping to make it uninhabitable and thus eventually causing the extermination of all the people who lived upon it. In addition, the shifting of the world to a different place in the universe caused climates to change.

Verdant forests were transformed into harsh deserts, tracts of savannah were sunk beneath swamps, and temperate lands were ice-bound. The face of the continent changed once again and the people of Ansalon struggled to deal with yet more cataclysmic alterations to their world.

CLIMATE

Ansalon is a land of extreme climates. Far to the south, in Icewall, arctic blizzards rage. To the north, the sweltering heat of the Northern Wastes is legendary. Like the shifting landscape, the climate of various regions around the continent have undergone vast changes.

With the destruction caused by the first Cataclysm, the movement of land and the creation of new seas caused entire weather systems to shift, bringing precipitation to previously dry lands, turning lush lands into deserts, and creating new wind patterns and storm systems.

In the Age of Mortals the Dark Queen took the world to a new location in the cosmos, which again caused new changes to climates around the world. The alien dragons continued to alter the climate, generally for the worse.

Following the deaths of some of the dragons, people have noticed that the damage appears to be reversing itself, but this is happening slowly and may take several generations to accomplish.

The only detailed records of Ansalon's climate changes are to be found with the gnomes of Mount Nevermind, who periodically check different regions around the continent for such data as average rainfall, storm frequency, average temperature, lightning strength and other anomalous bits of weather-related information. All such information is passed on to those gnomes whose Life Quests consist of attempting to forecast the weather. These gnomes are held in the highest



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respect by the gnomish community for the fact that their predictions are almost universally inaccurate.

Before his passing, the Aesthetic Bertrem of the Great Library of Palanthas sent out a number of historians to record the details of every day life during the Age of Mortals. These dedicated scribes recorded changes and peculiarities of Ansalon's climate. Not surprising, many of the most interesting descriptions came from areas surrounding Dragon Overlord territories, including reports of thick layers of snow falling on hot deserts and perpetual thunderstorms raging in arid lands. Additional references to the climate of various locations were also documented and may be found in the Library.

The people who live in a region are probably the best resource of information regarding the weather in that region. Reliance on the knowledge, instincts and experience of the local populace is generally the best way for strangers to learn about the climate and to be able to predict the weather for that region.

CHARACTERISTICS

Most of a region's characteristics are determined by its elevation, latitude, and amount of rainfall. However, other factors must always be taken into consideration when dealing with the terrain and climate.

In general, large bodies of water will cool nearby lands by creating cooler air currents and bringing precipitation. In some unusual cases, such as the Bay of Bailfor, the temperature of the air will actually rise as the volcanic earth beneath the bay raises the temperature of the water and releases sulfuric gases into the air.

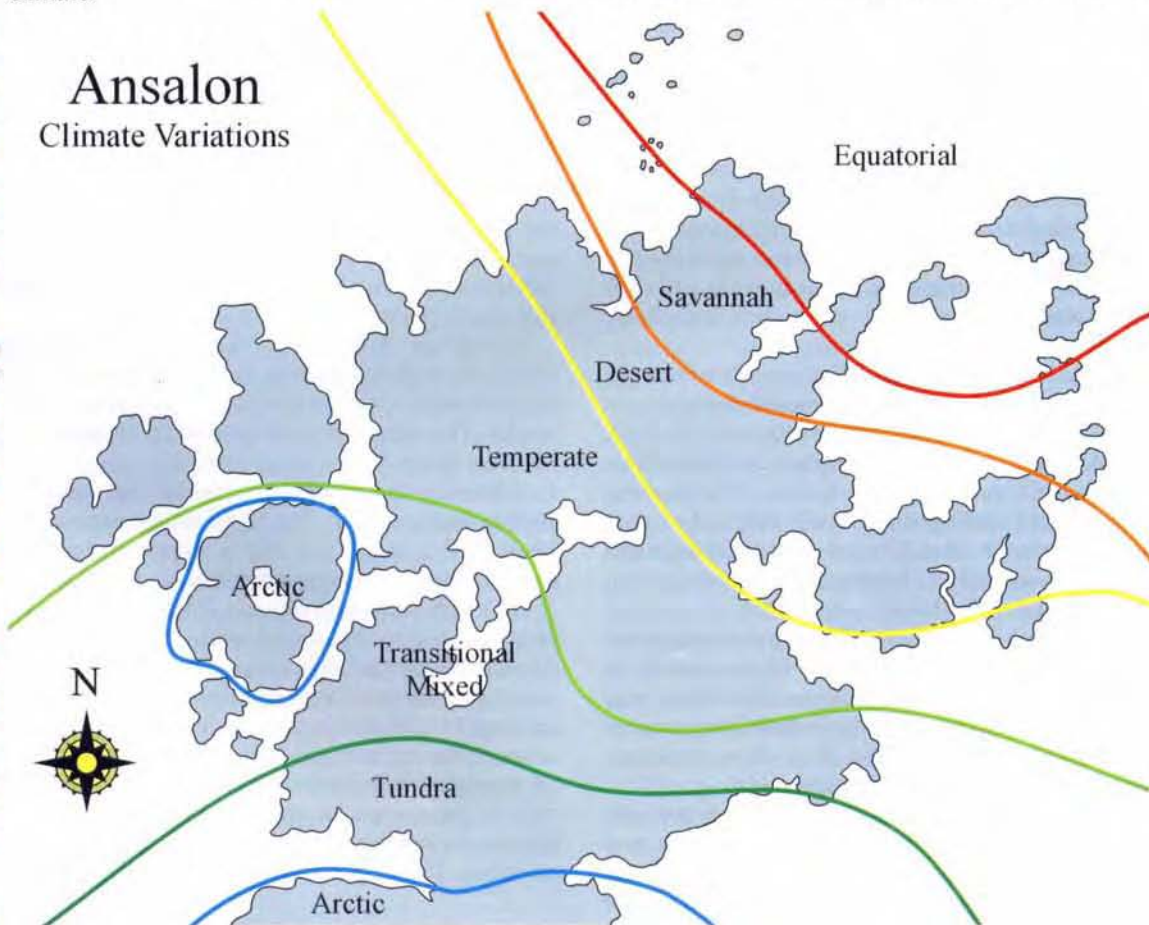
Magic is the prime source for anomalies in climate and topography. The damage done to the environment by the Dragon Overlords is slowly receding, but it could take decades before nature is completely healed. The wars of Ansalon may also have a devastating affect upon the characteristics of the continent. Dragon Wars, the destruction of the Towers of High Sorcery, the horrific effects of a Dragon Orb on Silvanesti and the sinking of the city of Qualinost are all examples of the land of Ansalon being altered by the destructive forces of war.

The following is an examination of the lands of Ansalon immediately following the end of the War of Souls, beginning at Abanasinia and proceeding counter clockwise around the continent.

THE SOUTH

Abanasinia is located on the southern shore of the mouth of the New Sea, which runs west to east from the Straits of Algoni, nearly splitting the continent in two. The rugged terrain is nonetheless excellent farmland, being blessed with warm

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breezes carried from the strong southbound currents of the Straights of Algoni. Abanasinia has sultry summers and cold winters, with heavy snowfall.

South are the woodlands of the Qualinesti. The Kharolis Mountain Range helps keep the warm sea air trapped to the west over Qualinesti. The fading magic of Beryllintranox still promotes some thick plant growth throughout the region. Much of the beautiful forests have been cut and burned by marauding raiders in an effort to drive out the elves. Some of this land has been taken over by squatters, who are further clearing the land for farms.

The *Nalis Aren*, or "Lake of Death", created by the fall of the Dragon Overlord onto the city of Qualinesti casts a pall over this part of the region, causing a perpetual chill in the air. The sun rarely shines on the accursed lake, for strange fogs rise in the night and hang over it during the day, blotting out sunlight. The air is heavy with this mist.

Thorbardin, east of Qualinesti, has short summers and long winters, though the dwarves who live all their lives underground rarely venture outdoors long enough to care. Underground farming is promoted during the summer months by the use of quartz crystals that beam the sunlight into formerly dark caverns.

Farther south, the region of Kharolis is blanketed by the unnatural greenery created by Beryl. The rampant vegetation has raised the humidity level in the summer so that it is practically unbearable. The magically enhanced forests grow sparser the farther south one travels and the region gradually returns to plains of scrub trees and cotton grass. Cold winds from Icewall across Ice Mountain Bay clash with the warm air currents above this region to create heavy snowstorms in the winter and violent thunderstorms during the summer.

Farthest to the south Icewall Glacier, a land of blizzards and freezing temperatures, is covered year round by snow and ice. The glacier extends to the south pole of Krynn.

The glacier's northern border ends at the Plains of Dust, an arctic desert created during the Cataclysm when the elevation of the southern portion of Ansalon was suddenly raised. Dark-red sands extend hundreds of miles from east to west with no foliage or trees and little precipitation. The summer temperatures of the Plains of Dust reach 90° to 100°F (32° to 38°C) and winter temperatures drop as low as -75°F (-60°C).

North of the Plains of Dust, the balmy sea breezes of the New Sea give rise to verdant grasslands that end in the east in the dank, unnatural swamplands created by the dragon Onysablet.

These swamplands extend for hundreds of miles along the shore of the New Sea, ending at the Khalkist Mountains. The extensive bogs and

quagmires of the region have few points of elevation above sea level and cause unbearably humid summers and chill, fog-bound winters.

The Isle of Schallsea is located in the middle of New Sea. A hilly region of green grass and sand dunes, Schallsea experiences hot summers tempered by sea breezes with occasional snowfall in the higher elevations during the winter months.

THE EAST

The New Sea ends near the city of Sanction at the base of the Khalkist Mountains. Active volcanoes known as the Lords of Doom provide constant heat through winter and summer. Geysers in the region help make up for the lack of rain fall.

The Khalkist Mountains continue south, branching into many arms. Seated in the southern ranges are Blöde and Thoradin, the rugged ogre and dwarf realms. Here the summers are cool due to the high elevation. The mountainous terrain receives little rain, which keeps the air dry. Winters are cold and long. Deep snow blocks many passes between mountains during the winter months.

The southern tip of the Khalkists ends at the northern borders of Silvanesti. The Shield erected by the Silvanesti elves to protect them from invasion drained the life force of all of the plants along the border. Wherever the Shield touched, trees died and grass turned brown and withered away. New life is just beginning to come back to that area, but it will be many years before the lush vegetation that once grew there is restored. Warm winds from the Bay of Bailfor clash with the strong arctic winds of the south, creating harsh winter storms. The spring and summer months are cool and refreshing.

North of Silvanesti and east of the Khalkist Mountains are the former lands of Malystrixx. Khur is a desert wasteland with few water sources. The volcanoes that rumble beneath the steaming Bay of Bailfor keep the surrounding lands warm and damp. The parched sands of the surrounding regions greedily absorb the moisture and release it before it can be utilized. The terrain surrounding the Bay of Bailfor to the east stretches into the Desolation.

Savannah grass grows along the coast of the Desolation. Inland, jagged outcroppings of scorched rocks, rugged mountains, and deserts of black sand give the Desolation its name. The Goodlund Mountain range runs through the middle of the Desolation. The mountains and volcanoes of that range are among the highest elevations in all of Ansalon.

Continuing north along the eastern edge of the Khalkist is the rugged region of Neraka. A land of wide valleys to the north and dense mountains and volcanoes to the south, this country has



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clement summers and mild winters. Scant rainfall and the heat of the thirteen volcanoes surrounding Neraka keep the region arid and barren.

Northeast of Neraka is the ogre nation of Kern. This land has dry southern reaches giving way to more lush and verdant land to the north. Sultry winds from the Northern Courrian Ocean brings copious amounts of rainfall to this region. Stretches of pine forest, exotic ferns, and green jungle undergrowth conceal humid bogs and swamps, buzzing with swarms of annoying insects.

East from the northern tip of Kern is the Blood Sea, dotted with several islands. The island of Saifhum is a harsh rocky land with few trees and little vegetation. Other Blood Sea Isles include Karthay, Mithas and Kothas, large islands that are covered in scrub plains with dense tropical rainforests. Summers are sweltering, but the winter months are pleasantly warm.

THE NORTH

The northern most point of Ansalon is found in the lush equatorial plains of Nordmaar. This region, thick with verdant foliage, has a tip that is the closest point on Ansalon to Krynn's equator. The interior lands of Nordmaar are expansive grassy plains. The heat of this region pairs with the oppressive humidity during both the summer and winter.

South of Nordmaar are the Great Moors, tracts of tropical swamp and jungle undergrowth. The insufferable heat, humidity, and insects make this jungle inhospitable to most creatures.

To the west is Teyr. Its high elevation in the northern barren reaches of in the Khalkist Mountains brings little rain and mild summers. Dense copses of woodlands are scattered about the region.

Continuing across the Astivar mountain range to the west is the region of Estwilde. Like Teyr, Estwilde shares temperate summers and winters with heavy snowfall. In the north of Estwilde, the thick woods of Lahue back up against the far northern spike of the Khalkist Mountains. Estwilde's southern grasslands are located in the basin between the Khalkist Mountains to the east and the Dargaard mountain range to the west and are generally dry year round.

On the west side of the Dargaard Mountains is Nightlund. This region was once cursed by Takhisis with a magical perpetual twilight that stunted the growth of many plants and trees. The land is now free from its dark enchantment and the summers in Nightlund are once more hot and sunny. Ample rainfall makes the sparsely populated region perfect for farming. A forest of cypress trees sprang up in the middle of Nightlund almost overnight in the early days of the Age of Mortals. No one knows how or why the strange trees

came to be here. Those who have ventured into that region to explore have not returned to explain.

South of Nightlund lay the plains of Throt. A land of rock-strewn ridges and marshy bogs, Throt experiences frequent thunderstorms in the summer and blizzards in the winter.

Solamnia is located to the west of Throt in the base of the verdant Vingaard river basin. Lush plains and rich soils make Solamnia ideal for farming. The southern portion is located in a band of temperate weather that allows this region to enjoy three months of summer with ample rainfall and three months of mild winters.

Marking its northern border is an immense, burned-out canyon. Known as the Footprint of Chaos, this canyon was created when a wing of fire dragons blasted the land during the Second Cataclysm. Beyond this landmark are the trackless deserts of the Blue Wastes, the remnants of Khellendros' realm that run into the arid Northern Wastes. In the north of Solamnia, summers are hot and winter very mild.

THE WEST

In the northwest of Ansalon is the island of Northern Ergoth. Roughly split down the middle by the Sentinel Mountains, this region was largely untouched by the effects of the Dragon Overlords. Northern Ergoth, to the west of the range, is a land of lush grassy meadows and hills. It has a mild climate, but must contend with strong sea winds from the northwest.

East of the Sentinel Mountains are the thick forests of Hylo. Cool breezes roll down from the mountains, keeping the summers mild and the winters see only light, wet snows.

The Isle of Sancrist, home to Mount Nevermind, enjoys the refreshing sea breezes that serve to cool the geothermal activity that permeates the rugged northern terrain of this island. The southern portion of Sancrist gives way to the broad-leaf forests and fertile grasslands of Gunthar. The Isle of Sancrist has mild winters and pleasant summers.

Southern Ergoth, long under the dominion of the overlord Gellidus, has been transformed into a land of blizzards and cruel frost. Glacier-like conditions continue to exist over this land, where the dragon continues to reign unopposed. The deserts in the north are now frozen tundra, their winter winds clashing with the warm air brought in by the Straits of Algoni. This creates a permanent storm known as "The Gale" that constantly pummels the western shores of Solamnia, making travel through this region hazardous. The mouth of Morgash Lake has been frozen over, preventing ships from sailing into and out of the bay.

The Last Gaard Mountains that extend north to west through the region offer little protection from the frigid climate. The previously grassy

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lands to the west of the mountains are now windy plains. South of the plains lie the deserted isles of Enstar and Nostar, whose meager population was wiped out by an attack of shadow-wights.

THE OCEANS

The Sirrion Sea is home to the isles of Ergoth and Sancrist. Warm currents moving in a clockwise direction from the north through the Straights of Algoni carry temperate waters south, warming southern lands and clashing with the cold winds from Icewall Glacier. Cold air currents rise from south to north along the west coast of Ansalon. The South Sirrion Sea, with its stormy weather and rough waters, is especially difficult to navigate.

As the Straights of Algoni drive the waters of the Sirrion south, some currents are diverted inland to the New Sea. Created during the first Cataclysm, the New Sea encompasses the central portion of the continent, permitting trade via ship to many ports throughout the formerly landlocked cities of Ansalon. The weather on the New Sea is generally calm and clear. In the summer months, sailors may encounter the occasional storm. Winters are mild. The waters of the sea help feed Sable's Swamp. Much of the land under a portion of the sea was raised to create the swamp.

Far to the north of Ansalon is the Turbidus Ocean. Strong ocean currents flowing from east to west bring warm waters and powerful prevailing winds that make traveling to the distant lands like Taladas nearly impossible, except for the most skilled and determined sailors.

On the east coast of the continent is the Courrain Sea. A warm air current runs from the Northern Courrain south. Warm waters flow into and around the Blood Sea Isles forming the Blood Sea of Istar. Prior to the Second Cataclysm the center of this sea was a perpetual maelstrom that stirred up the red sands of the sea, giving it its name. After the Second Cataclysm the Blood Sea became eerily still. The warm water of the Blood Sea now lazily meanders along the west coasts of the continent, flowing south into the Southern Courrain.

Around the eastern coast of the continent, the warm waters meet the currents of the Southern Courrain, causing rough waves and harsh storms. The currents of the south move counter clockwise, running from east to west along the southeast coast of Ansalon. Warm air carried to the south travels with the temperate currents along the coastline. The water is carried into and out of the volcanic Bay of Bailfor, heating the water. These balmy waters and heated air collide with the arctic air south of Silvanesti causing strong storms and violent seas.

FLORA AND FAUNA

The characteristics of a region largely determine the type of plants and animals that prosper there.

In the northern reaches near the equator, dry lands abound with an assortment of various scrub grasses and cacti. In the tropical climes of Nordmaar and the Blood Isles, rainforests are home to a number of exotic plants and animals yet to be discovered. Further south in the temperate farmlands of Solamnia, Nightlund and Estwilde, forests of oak, alder, and silver fir dominate portions of the landscape. In the higher temperate altitudes grow juniper, pine, cypress trees, and rhododendrons.

In the dry, mountainous regions of Neraka and Blöde, the gray oak, rugged pines, and gnarled dwarf root shrubs grab tight to the arid soils. The Desolation is home to stinging nettles, barbed cacti, and poisonous plants.

The lush forests of the former elven lands flourish with oak, chestnut, birch, and elvewien. In the fetid swamps of Blöde grow huge bloodwoods and weeping lilies, home to thousands of insects. Further south, the arctic desert of the Plains of Dust has dwarf birch and arctic willows. These give way to the frozen wastelands of the Icewall glacier.

TREES AND SHRUBS

Ansalon shares many of the same trees and shrubs as other lands. But the continent also has many indigenous plants. Here follows a number of unique, useful, or familiar plants known to the inhabitants of Ansalon.

Blackthorn: Found in the temperate lands of Hylo, the blackthorn is a very common type of hedge. It flowers before its leaves appear, and its bittersweet, berry-like fruit, called a sloe, is a favorite of the kender of that region.

The flowers of the blackthorn can be made into exceptional healing tonics for headaches and nausea. The blackthorn's small oval leaves freshen breath and the bark-boiled and chewed—reduces fever. The sloes are good to eat fresh or to use in jellies, syrups, and wine.

Elvewien: Sometimes known as elfwillow, the elvewien is a large shade tree with broad, rounded crowns of drooping branches. Its long elliptical leaves are a light yellow-green in the summer months, turning to a dazzling yellow in autumn. In the spring, tiny white flowers fill the air with a wondrous perfume. The bark of the elvewien is a yellow-orange color that begins to peel and turns to reddish-brown as it ages.

Copses of these trees are found predominantly in Qualinesti and Silvanesti where the cool conditions of the south and rich soils encourage growth. These trees can grow to be 70 feet in height. Collections of elvewien can be found through the temperate mountain ravines of



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Ansalon, where the wood is harvested for use in construction of anything from houses to wagons. It also makes excellent firewood.

Knitbone: In the Vingaard River Valley of Solamnia grows a pale purple flower known as knitbone. Knitbone has dark black roots, tongue-shaped leaves, and contain a glutinous juice. It blooms during the late spring and early summer months.

Dried petals of knitbone can be crushed and brewed into a tea to relieve coughs and sooth indigestion. The juice of knitbone can be processed into a thick, gummy paste. When this paste is applied to open wounds, it helps by sealing the wound and stopping the bleeding.

Marjoram: Marjoram is a plant with creeping roots that sends up woody stems about a foot high, branched above with purplish green leaves. This herb, named for the god Majere, is used in a number of remedies for easing indigestion and earaches. Marjoram tea has been known to help cure colds. In the kitchen, marjoram is used as a spice for all types of foods.



Vallenwood: The largest native tree of Ansalon is the vallenwood. These trees, that stand anywhere from two to three hundred feet in height, are found only in a four mile swath of forest in southern Abanasinia. The five-lobed, hand-shaped leaves are yellow-green, changing to a dark blue-green as they mature. In the fall, the leaves turn red-gold and take on a transparent quality that is extraordinarily beautiful. White, nocturnal flowers bloom across the vallenwoods during the spring months.

The upper boughs of these massive trees are home to the inhabitants of the community of Solace, who build their homes in the thick branches, one hundred feet above the ground.

WILD AND DOMESTIC ANIMALS

Life on Ansalon is largely dependant on the animals of the world. Most of the people of Ansalon require animals as food in one way or another,

usually through hunting or tending livestock. These animals are part of a larger cycle in which every animal is prey to another. Every follower of Habbakuk understands this cycle and knows that the rabbit, fox, and wolf are all part of the cycle of nature. If any one is endangered, there will be dire consequences to all.

The common man may understand the cycle, but imposes his own laws upon it. Humans make animals their property. Their livestock is kept in captivity and predators are killed for following their hunting instinct. Herd animals are penned up and wild animals are tamed.

Elves respect all life, including the lives of animals. Thus elves have an excellent relationship with animals, who often willingly serve the elves as mounts for travel, for carrying messages, spying upon enemies, and so on.

Horses are the mount of choice for both elves and humans. The desert barbarians of Khur excel in trading and raising horses that are fleet of foot and sturdy enough to deal with the harsh conditions of the sandy wastes of their homeland.

The Knights of Solamnia breed horses for war, creating physically powerful steeds trained in combat and also light horses with increased stamina for maintaining speed over long distances. Most traveling merchants and trade caravans uses horses to carry themselves and their wares to neighboring lands.

More exotic mounts can be found in as Ansalon as well. The elves have long had a tradition of friendship with griffons, riding them into battle and across the Plains of Dust.

The Darkenwood in Abanasinia is home to a small number of winged horses, who rarely let themselves be seen by humans, much less tamed.

Dwarves prefer beasts that are as industrious as themselves. Using the great white worms called urkhan, the dwarves harness the appetite of the creatures for solid rock to carve tunnels through solid rock in short periods of time.

All races keep animals as pets or for use as familiars. The noble classes of humans keep guard dogs, falcons, rare birds, and caged exotic beasts. Among the kender, small animals are very popular, including mice, ferrets and hamsters, who can hitch a ride in a pouch or travel seated on a shoulder. Ogres keep huge, savage mastiffs, intensely loyal to their masters, no matter how cruelly treated. Elves encourage songbirds to nest in the leafy branches that form their houses, although the elves do not consider these animals to be pets.

HOMELANDS

The Woodshapers of Silvanesti use their art to sculpt the trees and foliage of their realm into delicate dwellings, crafting every supple branch and fragile leaf into a work of living art. In Qualinesti, homes may be created out of intertwining vines, while buildings with delicate spires are magically

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constructed of of shining marble. In Solace, the residents live high above the ground in homes built among the boughs of massive vallenwood trees. The home and hearth of each race is as varied and diverse as the races themselves.

Dwarves live deep within the earth, creating underground kingdoms with complex tunnel systems. The gnomes of Ansalon dwell deep inside the heart of an active volcano. Once inactive, the volcanic home of the gnomes came to life with the emergence of the Chaos beasts during the Second Cataclysm, now giving the gnomes an endless supply of natural energy.

The homes of the true kender of Hylo are a merry mish-mash of tree forts, unfinished edifices, and buildings created out of any thing that came to hand. Their cousins, the afflicted kender, prefer solid buildings that offer protection from the dangers of the outside world.

Humans live anywhere and everywhere adapting to the world, as is their nature.

Draconians and minotaurs prefer to dwell in forts, residing in buildings created with sturdy wood and stone.

Ogres live among the ancient ruins and run down cities of their old civilization, reminders of their fall from grace.

Goblins and their kin live in huts and caves in a state of squalor.

Gully dwarves live in sewers and places no other race would dream of inhabiting.

GOVERNMENT

The free lands of Ansalon are largely comprised of republics and feudal states. Larger cities tend to lean toward feudal monarchies. Many villages and towns across the continent have a variety of governmental bodies. Cities involved in a high amount of trade are generally run by merchant lords or guilds, which rule over a council comprised of representatives of the general populace. Some rulers are elected, while others must pass complex tests of mind and body. In monarchies, a person's lineage will often be the determining factor in his or her chance to rule.

The government in the draconian city of Teyr is comprised of a civilian tribunal with civilian representation and representatives of each draconian regiment.

The gnomes of Mount Nevermind elect rulers by a popular vote, which was once handled by a committee who went about polling every gnome. Although members of the committee could be bought or swayed, this was felt to be part of the process and no one complained. The invention of steam-powered voting machines has thrown this procedure into chaos, so that the gnomes currently have no government, but are awaiting the outcome of ballot counting, a state of confusion

that has lasted several years now and seems likely to last several more, just in time for the next election.

The dwarves of Thorbardin elect thanes, each thane acting as a representative for his or her respective clan in the Council of Thanes. A king with veto power presides over the Council.

This is a stark contrast to the monarchy of the High Thane of Thoradin, in which their ruler holds sway over all.

Most nomadic clans of Ansalon are ruled by a powerful leader who has proven his right to lead through contests of strength and endurance.

Might makes right in the civilization of the minotaurs, where an emperor rules with an iron fist and supreme authority, but may be challenged to battle for his position in the circus, although the current emperor has taken steps to make the title hereditary.

The Knights of Neraka rule through dictatorship, controlling all forms of government and the daily lives of the people in the belief that free will leads to anarchy.

The Dragon Overlords rule as cruel despots, holding a callous disregard for the lives of their subjects. The dragons lay down harsh, exacting laws. Punishments for breaking even the most minor laws are torture and death.

The goblins of Throtl live in anarchy, believing in survival of the fittest and every goblin for himself.

The kender of Hylo nominally live under an oligarchy composed of Belladonna and a handful of afflicted kender. In truth, most true kender actually rule themselves, existing from day to day without the guidance of anyone, much to the frustration of the oligarchy.

CITIES VERSUS THE WILDS

The people of Ansalon can generally be divided into three groups: city dwellers, country folk, and barbarians. The distinctions between the three are not always clear. An aristocrat may consider a peasant as little better than a savage, while a wealthy farmer may fashion himself something of a rustic aristocrat.

Race plays a major factor in how one person may perceive another. In most human lands, a well-educated, well-dressed minotaur is still considered to a "cow." Dwarves classify kender as ranking somewhere below barbarian status.

Nearly ninety percent of the people who dwell in Ansalon are considered country folk—those individuals who work on farms either to raise crops to feed themselves and their families, or to support others by bartering their goods or selling them in nearby villages or cities. City dwellers barter or sell their goods to the farmers, in a never-ending and mutually beneficial cycle.



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Outside this cycle are those who live in tribes that are self-sufficient, who have no need or desire for outside influences. These include human nomads, wandering kender, and Kagonesti elves. The accumulation of wealth means little to such people, who are content to take life as it comes, asking for no more than what they need to survive.

RURAL LIVING

Nomads follow herds of caribou, elk and deer across flatlands and prairies. Hunting and gathering take up much of their time, although most tribes generally have tribal holidays, which may be celebrated with feasting, dancing, and exhibitions of martial and athletic prowess. Such celebrations may mark the changing season, such as spring and harvest time. They may indicate life passages for members of the tribe, such as a child's passage into adulthood, a wedding, or a funeral. Nomads may prepare tribal members for an important hunt or for going to war. They dwell in tents or other impermanent structures that may be taken down swiftly and moved in order to follow the herds.

Country folk are the backbone of Ansalon, raising and tending and harvesting the crops that feed not only themselves and their neighbors, but also those who dwell in the cities. They settle a piece of land, clear it, and may work the land for generations, cultivating crops that yield grains, fruits, and herbs and tending to herd animals that provide wool, milk, and meat.

Country folk dwell in permanent homes made of sod, thatch, or fieldstone. They labor-day in and day out—raising crops that usually consist of barley, potatoes, oats, peas, and beans in the spring and wheat and rye in the fall. Some own the land on which they work. In most instances, however, the property belongs to wealthy nobles, who allow the farmers to live there and take what they need in return for a share of the harvest. In lands under the rule of the Knights of Neraka or other dictators, the farmers are slaves, forced to work fields that belong to the knighthood in return for barely enough food to keep them alive.

Most farmers live within a few miles of a village or small town, where they can travel to trade their grain, milk and foodstuffs for locally crafted items such as tools and spun cloth. If they are lucky, they will have the protection of the local authorities or the militia of a local noble to keep them safe from the attacks of bandits, goblins and other predators. The larger the settlement, the more likely that it will employ soldiers that will protect the residents. In times of war, farmers will often be warned to leave their land and dwellings to seek the safety of a stockade, fortress, or city walls. Enemy troops may steal their crops and

burn their houses, but crops can always be replanted, houses rebuilt, whereas lost lives cannot be regained.

Country life is simple and physically demanding. Holidays break the drudgery and daily routine and are greatly anticipated. Local farmers will gather at the nearest village or noble manor house for celebrations such as Harrowing, May Day, the beginning of planting season, Yule, and Harvest Home.

Since most children work in the fields, few attend formal schools and many cannot read or write. In some instances, however, educated parents may take advantage of winter days of inactivity to educate their children. A noble might fund a school for the children or a local mystic or cleric may establish a school in the neighborhood. Certain bright and ambitious rural children may teach themselves.

The nominal leaders of such commonwealths usually pay tribute to a prince or noble, who in turn will assist in the defense of the lands against larger scale attacks. The wise nobleman looks after and cares for those under his protection, knowing that the wealth of a nation resides in a breadbasket.

CITY LIVING

The supposedly "easy" and glamorous life of the city may lure away many a gullible farm boy or girl. Finding food is as simple as visiting the local marketplace. Residents are protected against dragons and invading armies by sturdy walls. The taverns are always open, making every day a holiday. There are fortunes to be made in the city, where everyone is rich and happy.

City dwellers know the truth: life in the city is far from glamorous. Finding food is easy enough, if you have coin to buy it. The walls surrounding the city keep outside threats at bay, but they also keep in the stench of refuse, the reek of unwashed bodies, and disease. Taverns may lure the susceptible to find solace at the bottom of a jug of dwarf spirits. Thieves and pickpockets, footpads and assassins, thrive in the crowds and anonymity of city life.

City life is often rigidly stratified by class: lower, middle, and upper middle classes, and the noble or ruling classes.

The lower class consists of unskilled laborers, beggars, tramps, refugees, gypsies, etc. The middle class includes skilled laborers, artisans, crafts people and guardsmen. Upper middle class is made up of those who have wealth enough to be able to employ others.

In past ages, country folk were forced to make all their own tools, furniture and household items. As cities developed, they became home to craftspeople who specialized in making certain types of goods of a higher quality than could be made by the unskilled. Blacksmiths, chandlers, shoemakers,

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pottery, skippers, oil merchants, pastry cooks, coal sellers, menders, millers, saddle makers, weavers, tailors, and butchers are a few of the professions found within the city.

Unfortunately, the skilled laborers are not the only people who find a place in the city. Drawn to the prospect of easy profit are those individuals who are ready to take advantage of their fellow man. Beggars, cutpurses, thugs, and scoundrels skulk in the shadows of any substantial town or city, ready to pounce on an unsuspecting prey.

In some cities, local laborers and craftsmen have banded together to form guilds. In most instances, such guilds can be beneficial—seeing to it that apprentices are well-treated and fairly paid, for example, or working with city rulers to affect political change to benefit guild members.

Generally membership in a guild is voluntary, although those newcomers who want to establish themselves in a city will often find it well to join, even if it means an outlay of cash. In some instances, however, guild membership is mandatory and an individual who refuses to join and tries to practice her craft independently may find herself facing heavy fines or even arrest and imprisonment.

Often guilds influence the day-to-day life of a city. Usually this is for the betterment of the people, but may occasionally be used for their own ends. For example, a merchant's guild may make demands on how city funds are used or persuade their members to increase prices. A thieves guild may even hold a city hostage, threatening to increase activity if certain demands aren't met.

A city watch is central to keeping peace in large cities. The confined living conditions, dark and narrow streets, and constant influx of visitors make for unsettled and possibly dangerous living conditions. In larger cities, small armies of soldiers may be garrisoned outside the city walls, ready for any threat against the general populace.

LIFE OF NOBILITY

Those individuals born to noble blood comprise less than four percent of Ansalon's population. In many places, the nobility is far removed from the destitute and impoverished. A few nobles live lives of isolated luxury, rarely, if ever, consorting with anyone outside their own small world. Such people fail to comprehend the complaints of the lower classes, because they have never experienced life beyond their walls.

Other members of the nobility are much more involved with the lives of those who look to them for protection. They take their obligations seriously, often visiting the villages and towns and farms that fall within their jurisdiction. They will regularly tend the poor and the sick, bringing food and aid, and will take an interest in the general welfare of their people, often interceding for them with those higher in rank, such as princes, kings, and emperors.

A noble is expected to act in a number of different roles: diplomat, military commander, landlord, politician and local adjudicator. With wealth and power comes responsibility. There is no denying however that affluence and prestige have advantages. Nobles may consider themselves to be above certain laws simply because of their place in society. They can afford the best accommodations and provisions when abroad. Common folk are taught to respect them and hold them in the highest esteem, either because the noble has earned that love and loyalty or because failing to show respect can lead to unfortunate consequences.

The homes of nobles are normally castles or mansions set apart from the dwellings of commoners. In many instances, these dwellings can act as fortresses in case the region is attacked, with the noble lord summoning those under his protection to seek shelter within his walls. In large cities, an entire section of the city may be set apart solely for the homes and mansions of the nobility, usually found high on a hill or in some other prominent location. Most mansions or manor houses are timber, framed with long galleries for walks, games, and displaying art. Castles are built of stone and serve the dual function of fortress and dwelling.

Many people occupy the noble's castle, from staff and servants, squires and pages, ladies-in-waiting, clerics that serve the spiritual needs of the family, and visiting friends and relatives who may stay for several months at a time. Rooms and food must be provided for all of these people, as well as stabling for horses. Tapestries, often hand-sewn by the noble lady and her retinue, adorn the walls and provide color and warmth. Weapons and shields are displayed on the walls. Furniture is well made and may be elaborately carved, often decorated with the family crest or symbols that represent the family or the nation.

The main meal is an elaborate affair, with a number of rules of etiquette that must be followed to properly enjoy the meal and show the proper respect. Entertainment such as music or singing is always provided during the main meal, which may be taken at midday or in the evening.

STEREOTYPES

Life on Ansalon is diverse in nature and most of its people do not fit neatly into stereotypes. Not all barbarians are "noble" savages, nor are all farmers jolly peasants. All members of the aristocracy are not greedy and corrupt. Some barbarians are cruel and mindless brutes. Some farmers are mean and bad-tempered. Some nobles are righteous and protective, demanding only the best for their people and doing what they can to make the lives of the commoners easier. Creating characters that are complex and interesting by avoiding the stereotypical can enhance play and make for more enjoyable gaming experiences.



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The rain that drenched the northlands of Ansalon and was such a misery to the Solamnic Knights would have been welcome to the elves in the south, who were just starting their journey through the Plains of Dust. The Qualimesti elves had always gloried in the sun. Their Tower was the Tower of the Sun; their king, the Speaker of the Sun. The sun's light banished the darkness and the terrors of the night, brought life to the roses and warmth to their houses. The elves had loved even the new sun, that had appeared after the Chaos War, for though its light seemed feeble, pale, and sickly at times, it continued to bring life to their land.

In the Plains of Dust, the sun did not bring life. The sun brought death.

Never before had the elves cursed the sun. Now, after only a few days' travel through the empty, harsh land under the strange, glaring eye of this sun—an eye that was no longer pale and sickly but fierce and unforgiving as the eye of a vengeful goddess—the elves grew to hate the sun and cursed it bleakly as it rose with malevolent vindictiveness every morning.

Dragons of a Vanished Moon

—Margaret Weis & Tracy Hickman

CITIES

The settlements and cities of Ansalon are as varied and unique as the folk that dwell there. Each larger community is resting on the shoulders of smaller communities, interchanging services and goods. The most common type of community is that of the hap or village. Comprised of hunters, woodsmen, farmers, trappers, homesteaders, and other folk who tame the wilderness, the community of the rustic village is formed. Thorps and hamlets are the lifeblood of larger communities by supplying the raw materials, livestock, and foodstuff necessary for shelter and survival.

Larger towns usually sit within a sea of villages, haps and agricultural communities. They offer protection to the communities of the countryside in a number of different ways. Walled towns, castles, and forts offer protection to the surrounding populace from outside threats, while local law enforcement and city guards usually offer protection within the city. Towns are a central gathering place for individuals to trade their goods and services. Skilled craftsman and laymen ply their trade within the relative safety of their protected communities.

Larger communities, grand cities, and metropolises depend on trade from surrounding towns. Commerce, institutions of learning, and organiza-

tions of religion are central to life within the city. Sages, nobles, professional merchants, and expert craftsmen make their homes within the paved streets of these large communities. Unable to grow their own food within the city, they rely on those goods that are shipped in from outside communities.

Although the structure is the same, the system may change from place to place depending on a number of factors—including alignment and race. In evil cities the villages are under the rule of a minor lord who puts slaves to work in the tending of crops, hunting and fishing, taking the goods for the promise that the individual may live for one more day. Larger towns under the influence of evil offer protection from outside threats, but offer little protection from the threat within. Thieves' guilds, slave rings, and tyrants usually have a controlling grip on the inhabitants of the city, taking the hard earned coin of the craftsmen and merchants who are unfortunate enough to do business there.

On the war-torn continent of Ansalon, it is unfortunately common to find a number of communities formed by the collection of refugees fleeing from destruction wrought by overwhelming forces. Refugee towns, such as Sad Town located near Solace or the afflicted kender community of Charred in the Desolation, do not have the luxury of protection or the farmlands so very necessary for a very civilized existence. They eke out a living day by day using only their skills and wits to defend themselves and their families in any way they can.

Of the truly self-sufficient communities there are few, but they do exist to an extent. The draconian city of Teyr is one such city that relies little on the outside world for its livelihood. They provide their own food, shelter, and protection—knowing that when it comes down to it they can only depend on themselves in the end.

AK-KHURMAN

Small City, 9,876

The walled city of Ak-Khurman is seated at the tip of a peninsula stretching out into the Bay of Balifor, setting it just across the bay from Port Balifor. This city of Khurish merchants and pirates is currently one of a handful of cities capable of continuing large amounts of trade across the bay. Hundreds of squat sandy stone buildings with grey slate roofs sit crammed against one another in a maze of crooked streets. Slate grey towers with gold crenellations and a small yet elegant palace overlook the walls of the city. Up and down the dusty streets the sounds of new construction can be heard as the residents of Ak-Khurman expand the number of available homes and businesses. The alliance between Khur and Neraka has forced a number of tribes south escaping the rampaging Neraka barbarians.

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The city is home to the Mikku tribe, a tribe named for the fifth son of the great Khur leader that once united all the tribes. The Mikku tribe is known not only for its love of dancing and music, but also for their light fingers and stealthy disposition. Kanji Mikku (human male Rog7/Sor6; AL LN), the Khan of the city, is one of the wealthiest smugglers in Ansalon. He is known for his "honorable" methods of doing business.

Knights from the Legion of Steel walk openly up and down the streets, stopping people and chatting with merchants as they keep a lookout for dark knights and Nerakan spies.

1. Kema el Nan. Called "Kema el Nan", meaning the Plaza of the Dead, because it was once the site of a number of public executions, the plaza is now a center of trade and entertainment. Butchers, bakers, fishmongers, and other merchants line the streets around the square. The surface of the plaza is created from great slabs of smoothed stone in the mosaic of a great bear (the symbol of the Mikku tribe).

Celebrations are held within the square. Dancers and musicians perform concerts, and street magicians display incredible feats through slight of hand. Spectators to these festivals are often the targets of pickpockets and con artists.

2. Flowing Flagon. The tavern of the Flowing Flagon is located midway between the Harbor and the Plaza of the Dead. A long window looks out into the street affording a view of the foot traffic going by. The back half of the tavern is in shadows. A number of known smugglers and swindlers frequent the place. The Flowing Flagon is owned by Feriik Strongarms—a half-ogre of Khurish persuasion (half-ogre male Ftr11; AL N).

3. Khurman Tor. The tallest structure along the shore is the Lighthouse of Khurman Tor. It is also the oldest structure in the city. Created to guide sailors and smugglers, the city of Ak-Khurman grew up around it. The lighthouse is two hundred feet high and the light is visible from thirty miles away. Mirrors are used to reflect and increase the intensity of light. The lighthouse was fortunately missed during a number of attacks by dragons during the Dragon Purge.

4. Harbor. The harbor of the city is bustling with activity. The bed of the harbor has been cleared of at least a dozen sunken ships that had made navigating the volatile waters of the bay difficult. The wharves are watched closely by the Legion of Steel, but they have learned not to intrude in the Khan's business or that of his sailors. Fishmongers line the shore with the catch of the day as gulls circle overhead, crying at the people below.

5. Legion of Steel Fort. To the northeast side of the waterfront is the fort of the Legion of Steel. This squat stone edifice holds a garrison of the knights. Ak-Khurman accepted the assistance of the Legion of Steel when it became evident that

the Knights of Neraka had plans for their harbor town. For a year the dark knights had a blockade on the city trying to prevent the continuing sea trade, but the Mikku found ways around it. Eventually the presence of the Legion of Steel and the inability to stop the crafty merchants from trading caused the dark knights to retreat, at least openly. The Legion of Steel has remained in the city, while the dark knights in the city now operate clandestinely, using the same tactics the Legion has used elsewhere with a surprising amount of success.

REGIONAL HISTORY

Ak-Khurman began its life as a den for pirates and thieves in the years after the Cataclysm. A nearby settlement of the Mikku tribe invaded the budding village just after the Lighthouse was built. Yet, to the surprise of the pirates and smugglers, the Mikku joined them, offering to assist them in moving their stolen goods into the hands of Khurish merchants.

When the Green Dragon armies moved into the city during the War of the Lance, the scheming Mikku used their skills and wiles to actually make revenue off the invading army. They soon realized that the cost of keeping them was more expensive than kicking them out, so they eventually joined with the other tribes in driving out the occupying forces. During the Chaos War, a number of bizarre crab-like creatures crept from the bay, destroying the buildings and killing hundreds of citizens.

The tribe recovered from the devastation and took a look around. The world had changed. Slowly refugees from the east, mostly Plainsmen, started arriving looking for a place to rest, bringing with them tales of a marauding red dragon. This news, along with news of invading barbarians out of Neraka, gave the opportunistic tribe the idea to profit from the adversity. They began a plan of construction creating new homes and business for the expected increase in their population.

Despite the incident of a dragon attack once or twice, the city was left on its own and expanded every day. Now that the War of Souls is over, Ak-Khurman is busier and more profitable than ever.

BEACON

Village, 425

The port village of Beacon was founded in 310 AC by mariners from Saifhum, who sought to reinforce their ties with Ackal Province in Northern Ergoth. Beacon was settled partially by seafaring Ackalites who left Ergoth to seek a home free of imperial threat.

These mariners hoped to use Beacon as a waystation near their Solamnic trading partners, many of whom are located in Gunthar on the isle of



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Sancrist. This waystation was to serve as a stopping point between the port city of Palanthas and Gunthar.

The mariners established relations with the local Ackalites and soon befriended them. This friendship would not last, as the mariners soon grew tired of the restrictive social codes that the Ackalites insisted on applying to them. Amongst these codes were restrictions on mariner women, many of who captained their own vessels.

The mariners decided that this venture had become too costly. They feared hostilities, and knew that they were outnumbered. It was soon decided that the majority of the mariners would leave Beacon, turning the city over to the Ackalites. The mariners had two provisions on this agreement. The first was that any mariners who were left behind would be allowed to live in peace in Beacon. The second was that the lighthouse would remain in operation, so vessels could still find their way around Northern Ergoth at night. The Ackalites agreed to this arrangement, and soon members of several of the Ackalite tribes found their home in Beacon.

Beacon has grown since the time of its founding, and now has over 300 people as residents. Most residents are descendents of the original mariners and the tribes of Ackalites that settled in Beacon, although there are some who have come from other lands. Perhaps the most notable of these is an afflicted kender named Arlot Nightstrike (afflicted kender male Rog9; AL CN). Arlot is often found with other people's possessions. While many blame this on a kender's natural affinity to "borrow" items, Arlot is very much aware of his actions. Arlot has a tendency to break out of the constable's jail cells.

In the last few years, the magic of Beacon's lighthouse began to fade. As the War of Souls approached, it had faded to near-nothingness, and it was thought that the lighthouse would have to be abandoned altogether. The end of the War of Souls saw the return of magic, and the light from the lighthouse shines nearly as bright as Solinari.

Recently, a ship from Saifhum has come to Beacon filled with refugees. Those on board claim to have seen massive minotaur fleets crossing the Blood Sea. Fearing that the minotaurs may be seeking to invade Saifhum, many residents boarded a vessel and have come to the very same waystation that they built in the first place. The townspeople of Beacon are uncertain how to handle this odd set of circumstances.

1. Lighthouse. The most notable structure in Beacon is its lighthouse. The lighthouse stands approximately three stories tall, and its light can be seen for miles around, serving as a reference point for ship captains who are rounding the isle of Northern Ergoth at night, most heading to the realm of Gunthar on Sancrist. The light from this lighthouse is magical in nature, and pierces the

thickest of fogs. This magical technology includes a magical stone that lights up a complex set of mirrors. The Lighthouse is owned by Talith Reg-Sol (half-elf male Sor7; AL NG), a half-Dargonesti elf who longs to swim in the sea, but is unable to since he cannot breathe water.

2. Turninglight Tavern. The Turninglight Tavern is the only tavern in Beacon, with a wide variety of clientele, ranging from local farmers and businessmen to cutthroats and cutpurses. The tavern's claim to fame is its "Lighthouse Ale", which reputedly bestows vigor and courage, while making one more appealing to the opposite gender. The owner, Silus Margoth (human male Com8; AL N), claims that he brews the ale in a secret location where the magical light from the lighthouse grants this brew its special qualities. In reality, Silus simply adds a bit of cream to the ale.

3. Harbor. Beacon's harbor is home to the local Ackal pirates who attack ships rounding the north capes of Northern Ergoth. The harbor is open for any ship that seeks a port for the night, although the ships must pay a tariff to the pirates. An old dock built by the original mariners who settled Beacon lies in the harbor. The dock has fallen into disrepair and is generally considered to be unsafe.

4. Constable's Office. As the town of Beacon grew, they realized that they needed to have a constable to maintain order. The townspeople were pleased to find Daervin Bol-Shan (human male Mar13; AL N), an ex-captain from the Ergothian Empire who recently retired from military life. Unbeknownst to the townspeople, Daervin was discharged without honor from the military for "acts unbecoming an officer". Daervin's office serves not only as the jail for prisoners, but also as an entry point to an underground tunnel that goes to the Turninglight Tavern. Daervin uses the jail to provide a safe haven for his business associates. Those who pay him the appropriate fee find that they can avoid troublesome situations by an escape route. Those who are enemies of his business associates often find that they are jailed, whether the charges are legitimate or not. The townspeople are unaware of this and assume that he is doing a good job.

Dhamon Grimwulf

Male human (special, see notes below) Ftr 5/Knight of the Lily 3/Rog 3/Rogue Knight 9; CR 20; Medium-size humanoid; HD 5d10+5 (Ftr) plus 3d10+3 (Knight of the Lily) plus 3d6+3 (Rog) plus 9d10+9 (Rogue Knight); hp 119; Init +8; Spd 30 ft.; AC 22 (14 touch, 18 flatfooted); Atk +26/+21/+15/+11 melee (1d10+7/x3 plus 2d6 against lawful, and vorpal effects, *the Glaive of Grimwulf*) or +23/+18/+13/+8 ranged; SA Demoralize, desperate strike, sneak attack +3d6; SQ Dire providence, evasion, former Knight of Neraka, hardhearted, honor's price, trapfinding, trap sense, plus keen senses and immunities (as

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shadow dragon, see below); AL Neutral; SV Fort +15, Ref +12, Will +7; Str 19, Dex 19, Con 13, Int 15, Wis 13, Cha 17.

Skills and Feats: Climb +9 (+10 as a dragon), Disable Device +10 (+6 as a dragon), Disguise +8, Escape Artist +10 (+6 as a dragon), Hide +10 (+6 as a dragon, special*), Intimidate +18, Jump +17 (+18 as a dragon), Knowledge (nature) +5, Knowledge (religion) +5, Listen +7, Move Silently +10 (+6 as a dragon), Ride +16 (+12 as a dragon), Search +8, Spot +7, Survival +7, Swim +12 (+13 as a dragon), Tumble +15 (+11 as a dragon); Blind-fight, Combat Expertise, Combat Reflexes, Diehard, Dodge, Honor-bound*, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Demoralize (Ex): A Knight of the Lily gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If the knight's check is successful, the target is shaken for 2 rounds.

Desperate Strike (Ex): Abandoning his oaths and avoiding the retribution of his order has given rise to a deep-seated desperation in the rogue knight, and he becomes capable of extraordinary ferocity when surrounded or outnumbered. When the rogue knight is flanked by two or more opponents, he adds +3d6 to all of his damage rolls in melee combat for as long as he remains flanked. This bonus stacks with any other damage bonus (such as a rogue's sneak attack) when appropriate, but has no effect on any opponent that is immune to critical hits, such as undead, oozes, plants, or constructs.

Sneak Attack (Ex): If a rogue's target would be denied his Dexterity bonus to AC (whether he actually has a bonus or not), or when the rogue flanks her target, the rogue's attack deals +3d6 points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, the rogue can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. A rogue can sneak attack only living creatures with discernable anatomies. Any creature that is immune to critical

hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Dire Providence (Su): A rogue knight's tragic fate manifests with time into an uncanny ability to survive against the odds. When a rogue knight takes damage that would reduce him to 0 hit points or less, once per day he may make a Fortitude save (DC equal to the damage dealt) to halve the damage. His ability to recover from unconsciousness and shock also improves. The percentage chance for his condition to stabilize when below 0 hp, and to waken after becoming unconscious, doubles to a base of 20%. A character attempting to stabilize the rogue knight gains a +4 circumstance bonus to her skill check.

At 9th level, the rogue knight no longer needs to make a check to avoid dying from massive damage. Additionally, he always gets a saving throw against spells or spell-like abilities that cause instant death, even if one is not normally allowed.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, the rogue takes no damage on a successful saving throw.

Former Knight of Neraka (Ex): The rogue knight gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks used against members of their former order (in Dhamon's case, the Knights of Neraka) and a +2 bonus to Initiative checks when in combat against them.

Hardhearted (Su): The rogue knight gains a morale bonus to saving throws against fear and despair-inducing effects equal to his Charisma modifier (+3).

Honor's Price (Ex): A rogue knight is a victim of broken oaths and foresworn promises, and honor has exacted its price upon him. He suffers a penalty to his Charisma-based skill checks equal to his class level in his former knighthood (-3 penalty) whenever he deals with his former brothers in the order in which he belonged, and any other knighthood that recognizes his order as one of honor and duty. Conversely, he gains a bonus to any of his Charisma-based skill checks when dealing with the underworld, criminals, and other dishonorable or unsavory characters.

Trapfinding (Ex): Rogues can use the Search skill to locate traps when the task has a DC higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to



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create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Trap Sense (Ex): The rogue has an intuitive sense that alerts him to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Dhamon Grimwulf grew up in the small village of Hartford, near the Vingaard River in Solamnia. The son of sheep-herders, Dhamon grew dissatisfied with mundane chores and menial labor. He spent his youth dreaming of a life of adventure and excitement. When a childhood friend left to squire for a Solamnic Knight, Dhamon was determined that he would one day wear a knight's spurs. Dhamon might have followed his friend's path, except for a chance encounter with a group of dark knights who had camped within sight of his family home. Watching the Knights of the Lily spar, Dhamon realized it was an opportunity to leave the life of a shepherd behind forever. He ignored his father's warnings that the dark knights were evil and offered his services to them. The young man proved to be naturally adept with the sword and learned the Blood Oath and the Code of the Knights of Takhisis. Dhamon rose in the ranks and was paired with a blue dragon named Gale. Valued as a skilled tracker and a talented field medic (in a time without healing magic). Dhamon enjoyed the accolades that came his way and carried out his assignments without question, until the day he met an elderly Solamnic knight and challenged the old man to a duel.

Dhamon expected an easy fight, but the old man was skilled and relentless and handily defeated the younger knight, wounding him severely. Dhamon was certain the knight would finish him off, but his enemy spared him and then tended to his wounds. While Dhamon mended, the older knight expounded on all the virtues of the Solamnic Knighthood. Dhamon saw the dark knights for what they truly were. When the dark knights came upon the two and killed the old Solamnic, Dhamon abandoned his Order and vowed to change his life.

Destiny led him to the Tomb of the Last Heroes where he met Goldmoon, mystic of the Citadel of Light. She saw through his rough exterior to his good heart and urged him to take a stand against the Dragon Overlords. Dhamon accepted the calling. He became the leader of Goldmoon's company of heroes and guided them across the face of Ansalon in pursuit of a means to battle the Dragon Overlords.

Dhamon fell in love with Feril, a member of his company. He hoped that they could build a life together, but fate intervened.

When Dhamon came across a wounded dark knight. Dhamon tried to give comfort to the dying man. The dark knight ripped a red dragon scale from his chest and thrust it into Dhamon's leg. The scale cursed Dhamon, causing him to come under the control the evil Dragon Overlord, Malys the Red.

Unable to help himself, Dhamon committed many evil acts under Malys's direction, including the attempted murder of Goldmoon. Finally, a silver dragon and the mysterious shadow dragon pooled their magic and broke Malys's hold on Dhamon, although they weren't able to remove the scale, which had now turned black. Dhamon led his company to the Window to the Stars portal, where they risked their lives in a campaign against the Dragon Overlords.

They could not kill the powerful dragons, but their valiant efforts brought hope to the suffering people of the world. Sadly for Dhamon, the only woman he had ever loved, Feril, left him, plunging Dhamon into despair.

Dhamon continued his battle against the dragons, but a series of tragic events convinced Dhamon that the fight was hopeless. Eventually, he decided to live only for himself and to take what pleasure he could from the world before the dragons killed him. He fell in with a small band of thieves led by an ogre mage, Maldred. The two cut a swath of terror across the mountains of Blöde. Dhamon kept telling himself this was the life he wanted to lead. Meanwhile, the dragon scale in his leg was causing him increasing pain.

Maldred eventually betrayed Dhamon, who discovered to his horror that the mysterious shadow dragon was using the scale to turn him into a dragon. The shadow dragon was dying and intended to replace Dhamon's mind with his own. Dhamon fought the shadow dragon and defeated it, but the damage had been done—his body had changed into that of a dragon.

Now in dragon form, Dhamon and his companions continue their quest through Ansalon to rid the world of the remaining Dragon Overlords.

Male adult shadow dragon (unique, see notes below): CR 20; Large dragon (shadow): HD 19d12+57; hp 180; Init +4; Spd 80 ft., fly 150 ft. (poor); AC 31 (touch 9, flat-footed 31); Base Atk +18, Grp +25; Atk +23 melee (2d6+5, bite); Full Atk +23 melee (2d6+5, bite), +18 melee (1d8+2, 2 claws), +18 melee (1d6+2, 2 wings), +23 melee (1d8+7, tail slap); Space/Reach 10 ft./10 ft.; SA breath weapon, spell-like abilities, spells; SQ blindsense, damage reduction 5/magic, darkvision 60 ft., immunity to energy drain, sleep, and paralysis, low-light vision, shadow blend, spell

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resistance 22; AL N; SV Fort +16, Ref +11, Will +17; Str 21, Dex 10, Con 15, Int 15, Wis 13, Cha 17.

Skills and Feats: As Dhamon Grimwulf.

Breath Weapon (Su): 40-ft. cone, damage 3 negative levels energy drain, Reflex DC 24 half; Fort DC 24 to regain levels after 24 hours.

Frightful Presence (Ex): 180-ft. radius, HD 19 or less, Will DC 22 negates.

Shadow blend (Su): During any conditions other than full daylight, the shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, will.

Spell-like Abilities (Sp): 3/day—*mirror image*; 2/day—*dimension door*; Caster level 5th; save DC 13+ spell level.

Spells: As 5th level sorcerer.

Sorcerer Spells Known (6/7/5; spell save DC =

23 + spell level): 0—*daze, detect magic, light, mage hand, read magic, resistance*; 1st—*chill touch, expeditious retreat, hypnotism, obscuring mist*; 2nd—*blindness/deafness, hold person*

Immunities (Ex): All dragons are immune to sleep and paralysis effects. Shadow dragons are also immune to energy drain attacks and effects.

Blindsight (Ex): A dragon can ascertain creatures by nonvisual means (mostly by hearing and scent, but also by noticing vibration and other environmental clues) with a range of 180 feet.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 600 feet.

Shadow Blend (Su): During any conditions other than full daylight, a shadow dragon can disappear into the shadows, giving it nine-tenths

concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Note: Dhamon is a unique shadow dragon. He can *shapechange*, at will, back and forth between his human and dragon forms. While in dragon form, he gains all the extraordinary and supernatural

abilities of a dragon, but loses all of his own (and vice versa). Only a few abilities remain constant, regardless of which form he is in (skills and feats remain the same, although certain skills are modified because of his physical form, immunities, and keen senses). The above statistics represent Dhamon as he appears following the events of the *Dhamon Saga* by Jean Rabe.

Possessions: +4 chain mail, the *Glaive of Grimwulf*.

BLÖTEN

Small City, 7,742

Blöten is the primary city in the ogre lands of Blöde. Nestled in a defensible place high in the moun-

tains, it is lorded over by the aging Chieftain Donnag, who rules with a proverbial iron hand. The majority of occupants are ogres; most of whom were born in the city. There is a mix of other races, including dwarves, gnolls, and humans (most are slaves and common laborers, but some who are spies and reasonably successful entrepreneurs).

Many thousands of years ago, the city of Blöten was impressive, with lofty towers, sprawling manors, and ever-bustling marketplaces. Ten thousand ogres live amongst the same streets built by their ancient ancestors. Delusions of grandeur lead them to believe that by walking the same sunken cobblestone streets, and sleeping in the same place as their forbearers, they can cling to the prestige and power of those bygone days. The city began falling into ruin long before the Cataclysm, when factions of ogres struggled for control of sections of the mountain range. Both



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the War of the Lance and the Chaos War resulted in further deterioration, when the great dragons were loosed upon the land, and when the fiery abominations of Chaos wrecked havoc across the continent.

During the early part of the Fifth Age, the Ogre Chieftain Donnag united nearly all the ogre tribes, quietly eliminating the creatures and men who sought to topple them. He concentrated on bolstering the city's army and keeping a few trade routes active, but he made no effort to restore the buildings or to improve the lot of the common citizens. Some say he loved the crumbling facades that rise above the weed-lined streets, and that he preferred to keep his people downtrodden, believing they would be easier to control that way.

Then, in the months before the War of Souls, Donnag was approached by the leader of the Ogre Titans, Dauroth, who offered to transform the aging Donnag into one of the ogre titans. Although Donnag's son, a powerful ogre mage who called himself Maldred, tried to dissuade his father from the course, the craving to maintain his power and to extend his life proved too tempting, and Donnag underwent the transformation.

Blöten has always been one of the seats of power amongst the ogres, but now Donnag and the other ogre titans plan for it to become the capital of the entire world. The titans have begun to rebuild and restore the crumbling city to its former glory, forcing slaves to clean the walls and applying fresh coats of paint. The titans themselves are rebuilding the walls and ruined buildings of the city, and slowly but surely, Blöten is once more beginning to gleam with a hint of its former glory. It is entirely possible, if the titans continue the pace they have set, that Blöten may become one of the most beautiful and evil cities in all of Ansalon.

Ogre guards stationed along the wall and at three gates monitor travel into and out of Blöten. They typically will not allow non-ogres to enter unless their palms are well greased with steel pieces. There are rumors of other entrances under the city, but the tales say the labyrinthine tunnels are filled with fearsome creatures.

1. Donnag's Palace. The building in the best repair in the city is the largest and is home to the ogre Chieftain Donnag. It occupies an entire block in the very center of Blöten, the land it covers being the equivalent of two square blocks in most human cities. The tower originally marked the supposed birthplace of the first ogres, but after the fall of the ancient ogres beneath the Curse of Paladine, the original purpose of the building was lost to the fallen ogres. Not ones to let anything go to waste, the ogres quickly moved into the tower, making it a residence for their chieftains.

The palace itself is a tower more than 220 feet tall, rising high above all the other buildings in Blöten. Recently, the entire structure was repainted, the smooth, round tower now a pristine ivory white. Tapestries and banners depicting the rise and glory of the ogre titans and the eventual reclamation of dominance by the ogre nations have been hung from the windows.

Inside the tower, there is an audience chamber where normal ogres may petition the ogre titans for favors and requests, but the vast majority of the tower has been made off-limits to any by the ogre titans, their entourages, and their slaves. The palace is guarded by the best warriors in the city, and that rooms within and below are further protected with glyphs and other magics, particularly those that protect the tower from being invaded through the use of teleportation or alteration magics. Donnag has filled the place with works of art taken by his army in raids and purchased or otherwise acquired from merchants. Chieftain Donnag (male ogre titan, Ftr 12/Sor 7; AL NE).

2. Grim Kedar's. A place of power and mystery, this shop in the Old Quarter is patronized by ogres seeking cures for a variety of maladies. The walls of the main shop are lined with jars and boxes filled with powders, unguents, salves, and things best left unnamed. The two tables are almost always occupied by ogres sipping one of Kedar's teas, which are said to ward off diseases. The back room of the shop is where the real healing magic happens. The tables here are high and long and meant for the seriously injured. Grim Kedar—for a price—would treat any wounded brought to him. He was known as the most accomplished healer in all of Blöde, and perhaps one of the best in all of Ansalon, second only to Goldmoon. Grim, however, passed from the world (some say foul play was involved), and the shop has been inherited by his young nephew Kalz'et. Kalz'et is slight for an ogre, and he is quick to avoid any physical conflict. He claims to know only a little of the healing arts. Kalz'et is much more accomplished than he claims, having studied long at Grim's side. He is very careful to select which patients receive the full measure of his magic. Kalz'et Kedar (male ogre Clr 9; AL NE; Healing +10, Brew Potions +9).

3. The Bucket. Sell-swords looking for work, and rogues looking for information find their way to this rundown tavern. Though ogres make up the bulk of the patrons, the barkeep is known for serving all races. For a few extra coins, he ushers people into one of three back rooms—where deals are brokered and goods change hands.

3. Hanugar's Chuck. A block south of the Old Quarter, this shop is situated in one of Blöten's cleaner alleys. Hanugar is a human, a former slave who claimed his freedom when his master died in a tavern brawl. Though he could have left for friendlier lands, he elected to stay in the city. An accomplished gambler, he parlayed some of his

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winnings into this business, which caters primarily to the non-ogre races in the city. It is part dry goods store, and part armory. At times he also sells boots and books – and just about anything else he can acquire from visiting adventurers. Hanugar (male human Ftr 3; CN) is a weathered-looking, middle-aged man with coal black eyes and stark white hair.

4. Courts of Victory. A great dusty area of small towers and open plazas located at the entrance of the Donnag's Palace. In ancient times, these plazas were the center for artistic and cultural festivals. Prominent bards would entertain and enlighten crowds and great literary works were performed for the enjoyment of hundreds of ogres. Now, the courts are used for diversions of another sort. Houses of ill repute, rundown taverns, and gambling houses are the latest entertainment. Constant street brawls, debauchery of all types, and decadence make the Court of Victory worth visiting in the eyes of any ogre. Donnag encourages the self-indulgence, believing that the satiation of base appetites appeases the surly nature of the ogres, making them easier to control.

5. Mornag's Tower. This tower, located in the southern end of the city, is second in size only to Donnag's Palace. Its grey stone exterior does not show the renovation that much of the city has begun to display. The tower is home to the oldest and most powerful ogre shaman in all of Blöde, Mornag the Decrepit (male ogre mage Mys15; AL NE). An inspirational and influential member of the ogre community, his power has grudgingly earned him the respect of even the ogre titans, although he despises them as abominations. A former priest of Takhisis, he knows that his Dark Goddess is dead but he still believes that it is the duty of all ogres to honor her memory, something the ogre titans refuse to do. He can often be found loudly preaching against the rise of the ogre titans, but because of his status in the community, Donnag and the other titans are unable to touch him, although if he continues to preach against them, he may find himself succumbing to some "infirmity of the aged."

6. Warehouse District. In the north of the city are massive, austere buildings. The newly refurbished warehouse district is bustling with activity. Ogres wander back and forth, unloading shipments of weapons, armor, and other supplies for their wars. Created in the last year, the new construction stands out in contrast to the city of broken spires and turrets. The thirty square and squat buildings measure about three hundred feet on each side, and are lined up into three roughly even rows. Donnag has posted guards around the warehouses at all hours of the day and night.

7. Hairy Hound. The southeast section of the city has seen very little renovation. The slave quarter of Blöten is a collection of ramshackle

homes and squalid shacks. The non-ogre population of Blöten resides in these slums. A number of small establishments and shops are allowed to remain under the heavy taxation of the ogres. Each owner has his or her own reason for staying, but for many it is a choice between running a business or becoming a slave performing physical labor, or worse. In this slum, along a row of dilapidated shops, lies the tavern known as the Hairy Hound. No sign graces its doorway, but its location is known to almost all the inhabitants of Blöten. The food is expensive, but the ale is cheap. Shain Bartis, the Mad (male human, Ftr3/Cler of Sarrion 8; CN), a recently reformed priest of Sarrion, runs the establishment, although he has kept his return to his former god a secret. Some believe him to be mad (hence the sobriquet) to stay here, for he has no apparent reason to remain under the oppressive reign of the ogres, but they are glad he does. Secretly, since the return of the gods, Shain has begun to sponsor the formation of slave riots and escapes, and there has been a marked increase in the number of strange, apparently random series of arsons throughout the city.

DELPHON

Large City 18,751

The majestic city of Delphon is the second largest city in Khur, located in the territory of the Weya-Lu tribes. The Weya-Lu descended from the second son of Keja, the great Khan that united the plainsmen after the first Cataclysm. This honorable and independent tribe has been at odds with the Khur tribe of Khuri-Khan for centuries.

The city of Delphon is in the base of a dry, dusty valley surrounded on three sides by sandstone cliffs. Carved into the cliffs opposite the opening lie the remains of an ancient ogre fortress. The facade of the magnificent fortress is flush with the sandstone cliffs. Great thick columns, massive doorways and intricate mosaic carvings cover every inch of the portico.

Throughout the city of ancient marble towers and sandstone buildings a number of cisterns, canals, dams and aqueducts can be seen lining crowded streets. A series of underground springs provides precious water to the inhabitants of the city. A complex series of twisting streets and winding passage ways identified with road signs marked on slate cover the valley from one end to the other.

The influence of the Green Dragonarmy that occupied the city during the War of the Lance can be seen in the faces of the cities residents. The descendants of liaisons between the Weya-Lu tribe and the soldiers comprise the largest part of Delphon's population. Following the War of the Lance, the mercenaries and soldiers that made up the bulk of the Green Dragon forces simply integrated themselves into the community. Kashmir di

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Kyre (human male Bbn7/Rgr6; AL NG), grandson of a local hero of War of the Lance, rules over the city from within the great sandstone fortress.

1. Fort Kyre. Named Fort Kyre in the aftermath of the War of the Lance the building is truly awe-inspiring. The interior of the fort houses a number of elegant chambers with running water and underground passage ways leading to various locations around the city. Beneath the fortress and the city are a complex series of catacombs with fresh water springs that provide water to the city. The springs fortunately survived the damaging effects of the Desolation on the desert's fragile ecosystem. The only noticeable effect that the locals have discerned is that the water now has a slight taste of ash.

Kasmir di Kyre and his family reside in the Fort and are treated as royalty. The honorable Kyre family is respected by the most powerful merchants of the tribe and adored by the citizens of Delphon.

2. The Tower of the Eye. Tower of the Eye: The grandest complex in Delphon is home to the illustrious Seers of the Weya-Lu. The Seers have been an integral part of the tribe's culture since their creation. Weya-Lu himself was said to be gifted with the insight and wisdom of the gods and his traditions have been honored and carried down through the generations.

The Tower of the Eye actually refers to the central tower in a complex of five stone towers. Four smaller spires sit at each corner of a ten-foot stone wall with a central tower looming two hundred feet into the air. Surrounding the central tower is a plaza constructed of alternating pink and white, diamond shaped stone tiles. The smooth red stone walls of the tower are bare with the exception of four glass windows in the shapes of eyes staring into the north, south, east and west. On Audience Day, the Seers of Weya-Lu see visitors who may receive divine instruction for monetary donations.

Among the other tribes of Khur, the Seers of Weya-Lu are said to be nothing but charlatans and frauds. The Weya-Lu, however, give them the utmost respect. Since the return of the gods it has been rumored that the Seers have been much more accurate in their predictions.

3. Hidden Garden Café. Nestled in the shade of Fort Kyre is a unique café. A number of green vines and desert plants cover the exterior of a well-known shop. The Hidden Garden Café is one of the most expensive and prestigious restaurants in the city. A side porch area covered in lush foliage blocking the relentless sun gives the café its name.

The Hidden Garden specializes in a celestial mixture of lamb, couscous, and sliced lemon served beneath conical clay pots that looked like clay hats. The elite of the city take their meals here quite frequently.

4. Kham el Rugs. Khursian rugs are prized throughout Ansalon for their durability and exotic designs. Kham el Rugs is the largest rug merchant in Delphon. His shop, located near the marketplace of Delphon, is always busy.

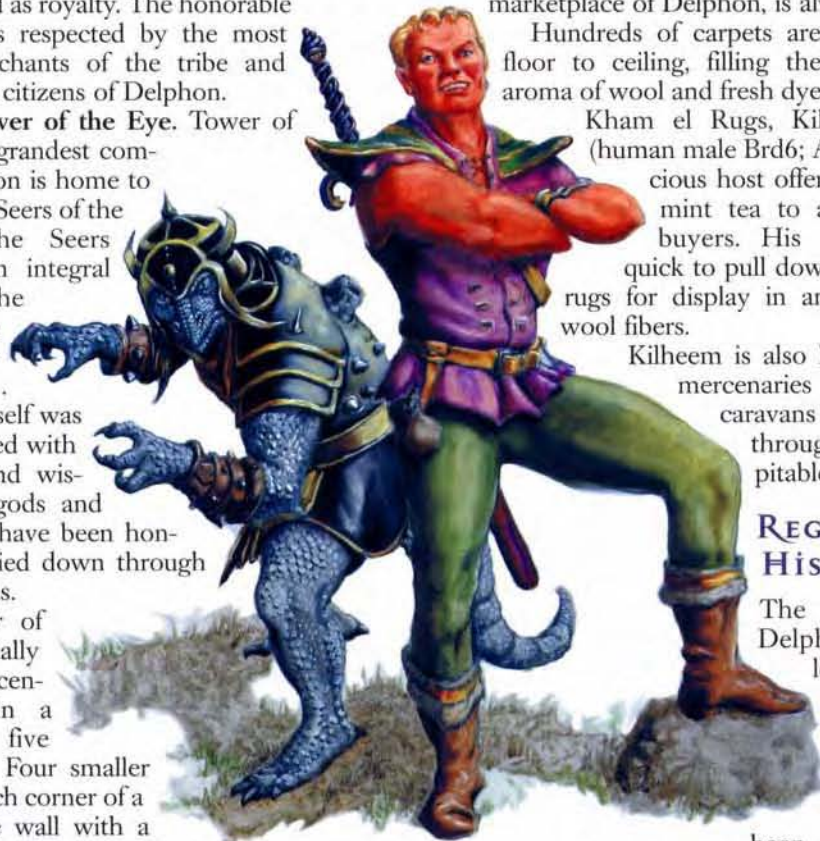
Hundreds of carpets are stacked from floor to ceiling, filling the air with the aroma of wool and fresh dye. The owner of Kham el Rugs, Kilheem Starrez (human male Brd6; AL N), is a gracious host offering coffee and mint tea to all prospective buyers. His assistants are quick to pull down a number of rugs for display in an explosion of wool fibers.

Kilheem is also known to hire mercenaries to protect his caravans as they travel through the inhospitable desert.

REGIONAL HISTORY

The ruins of Delphon existed long before the arrival of the Weya-Lu. The remains of the ogre fortress had been a forbidden place in the days prior to the Cataclysm. The ancient stories handed down over the generation said the ruins were home to a great evil. But when Weya-Lu left Khuri-Khan he claimed he received a vision of the ancient stronghold and settled his tribe there.

The Weya-Lu tribe are a proud, honorable, and independent people and have harbored resentment against the Khur tribe for centuries. In 351 AC, a young Solamnic Knight named Morgan di Kyre, tormented by personal demons, came to Khur by accident on his way to Neraka on a personal vendetta. Delirious from the intense heat and on the verge of death, he was captured by hunters of the Weya-Lu tribe and taken to



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⇨ The Outcast Prince of Blöde ⇨

My name is Maldred, and though at first glance I may not seem it, I am an ogre. Well, technically, an ogre-magi. Ogre-magi are a rare breed of ogre, naturally gifted with a strong connection to the ancient magic now known as sorcery. Some say that we are actually closer to our true ancestors than any other ogres, despite the claims of the so-called "titans." But, this is not the reason I am writing this.

My father is Chief Donnag, the king of the ogre kingdom of Blöde. Since my birth, he has ensured that I would feel a responsibility to my people, to our kingdom. I sharpened my skills with both blade and magic, throwing myself completely into honing myself into the perfect tool necessary to keep Blöde safe from outside threats. For many years, this was one of my greatest prides, for I was easily able to pass myself off as a human, which enabled me to travel across Ansalon, seeking out anything that could help. Then, came Onysablet, the Black Dragon Overlord more commonly known as Sable.

During the Dragon Purge, Blöde often found itself caught between the Red Marauder, Malystrix to the east, and Sable in the west. Very quickly, these two established their territories, which began to expand and push our people into the mountains. Even when Malystrix and the other Dragon Overlords called a halt to the Dragon Purge, securing their realms, we knew that it was only a matter of time before one or the other of those great, bloated beasts would turn their attention once more towards Blöde. Of the two, Sable was truly the greatest threat, for although Khur belonged to Malys, she kept to the Desolation. Sable's swamp literally crept up our doorstep. The abominations she created were a constant threat. Strange diseases flourished and swept through Blöde like wildfire. Every force sent against Sable was disastrous. Those who were not killed were turned into yet more abominations that she sent against us. Only the threat of Malys truly kept Sable from conquering Blöde utterly, but the sly Black was working on it.

Desperate times called for desperate measures. There was another dragon known to haunt the Kalkhist Mountains, a shadowy dragon that had been involved before in actions against the Dragon Overlords. My father sent me to find this shadowy dragon, to offer whatever was necessary to protect Blöde. Gladly did I take up this cause, little realizing what it would eventually cost me.

I found the shadow dragon, whose incredible power seemed unreal. Yet, the dragon seemed to be dying, its unnatural body incapable of sustaining its life force for much longer. The dragon agreed to protect Blöde if I would serve his cause. Of course I agreed to serve him.

He sent me to Sanction, telling me that I must search out a human with a black and silver dragon scale imbedded on his right thigh, a man

known as Dhamon Grimwulf. I was to befriend him, and to manipulate him, testing his mettle for the dragon. The dragon never told me why, nor did I ask. All that was important was that I accomplish this task to the dragon's satisfaction so that Blöde would remain safe from Sable. So, I hid my true nature from Dhamon, wearing the human guise I had spent years perfecting, and we became friends.

I betrayed my only friend. Not once, but many times over, each time telling myself it was for the greater "good," to save Blöde. The more that we journeyed together, the closer we became. He became my brother and my best friend, which is why my betrayal hurt him so. Not only had I betrayed him to the shadow dragon, but I had lied to him from the beginning about my true nature. Although he eventually came to understand just why I had done what I felt I needed to do, we would never again share the same closeness. When the shadow dragon was defeated, his dark plans thwarted by Dhamon's indomitable spirit, Dhamon became the shadow dragon. He and that wingless sivak, Ragh, whom he had saved in Shrentak, flew off and I was left alone, to return to Blöde. I had lost everything I had gambled. The shadow dragon was gone, his protection no longer an option, and Sable still lived.

When I returned to Blöde, I found that in my absence, a great change had swept through ogre society—the "return of the titans." I had read the histories, I have been to the Great Library, and I knew that these so-called "titans" were little better than power-hungry tyrants claiming a connection with a romanticized legend that only fools could believe. Yet, apparently, most ogres are little better than fools. Even my father bought into the belief of the titans, and though I tried my hardest to dissuade him from following the titans, he rebuked me. I was cast out of Blöde, the kingdom I had spent my entire life trying to protect, and my father eagerly embraced the belief in the titans, even undergoing the transformation, the so-called "rebirth."

Now, all I can do is watch helplessly as my people are once more deceived, once more blindly following false promises of glory. I have come here to the Great Library to record all that I can of these events, for I hope someday to return to Blöde and create a free country once and for all, even if it means my life. Hopefully, history shall one day show me triumphant, show that the ogres can rise above our past. The Dark Queen, our progenitor, is gone. Now is the time for us to strike our own future and cast off the past. I have nothing left to lose.



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their encampment. Under the healing touch of their Seer and her daughters he made a slow recovery.

Just as he was preparing to leave, a Green Dragonarmy detachment arrived to collect its tribute of horses from the settlement to take back to Khuri-Khan. When the proud young man who owned the horse refused, he was run through with a spear. Enraged with the actions of the dragon army officer, Morgan attacked and beheaded the man in one stroke. Within moments the rest of the officers and Weya-Lu warriors were battling one another. In the end the Weya-Lu won and looked upon Morgan as an avenging spirit.

Morgan became known as "the Deliverer" and remained with the Weya-Lu leading them in the fight against the Dragonarmies and the Khur. Uniting the tribes not allied with the Green Dragonarmy, Morgan spent the next five years ambushing patrols, raiding supply stations and kidnapping emissaries from Neraka. After the War of the Lance, he worked just as hard on trying to ensure that the Green Dragonarmy deserters and those that swore allegiance would have a safe haven in Delphon.

Morgan became a hero to the free tribes of the desert before an unfortunate accident took his life. However, his legacy lives on as his descendants rule the noble Weya-Lu and the independent city-state of Delphon.

FLOTSAM

Large Town, 2,349

In the northwest corner of the Desolation, along the shores of the Blood Sea, resides the city of Flotsam. A city noted for its ramshackle appearance, Flotsam seems more dilapidated and run down than ever. The city has been a number of things since it was first established: a pirates den, a flourishing fishing village, a dragonarmy base, and a repeated target for the wicked whims of Malystrixx. Now that Malystrixx is gone, Flotsam is once more attempting to rebuild, although many of its one time inhabitants have long since moved on to "safer" pastures.

The town is located in the bottom of a vale of bare, rolling, hills that end in a collection of bluffs at the waters edge. The city wraps in a horseshoe shape around the Blood Bay, ending in a massive spur of stone known as the 'Rock' on its eastern side. A ramshackle line of jetties extends into the mouth of the harbor that leads to the Blood Sea. The wall surrounding the city, built by the Dragonarmies, has been demolished, along with much of the surrounding farm homes. Spares fields are left untended and overgrown in areas.

The shops, homes and buildings within the town are in a sad state. The original buildings were comprised of a number of material that the Blood Sea had disgorged after Istar sank deep

↳ Lord Toede ↳

Lord Toede was born to the ruling clan of a small hobgoblin tribe. Bright, industrious, eager, and cunning, the young Toede deposed his ruling maternal parent in order to throw in with Dragon Highlords. By the time of the War of Lance, Toede was controlling the hobgoblin tribes in the Solace area. He traded his battle-ready fellow hobgoblins for a posting within the Dragonarmies as a "Fewmaster" or group leader. Toede was attached to Lord Verminaard's command, and became a trusted advisor to the dragon Highlord.

Toede prospered in his new position, and encountered the fabled "Heroes of the Lance" while overseeing slave caravans in the Solace area (indeed, in later years, he has claimed to have been instrumental in introducing Raistlin to Fizban). His leadership skills also proved to be unmatched, such that his former page, Sestun, learned from him and became King of the Gully Dwarves of Pax Tharkas.

Following the death of Lord Verminaard, Toede was reposted to the city of Flotsam as Highmaster, effectively a military governor. His duties there included a brief, brevet assignment as command of the local Dragon Wing (though not as a Highlord in the true sense of the word, a fine point that was particularly galling to him). It was during this period that the Heroes of the Lance passed through his city, and Toede showed his wisdom by keeping clear of them. Toede's initial rule as Highmaster was cut short through an ill-fortuned kender hunt, which resulted with Toede confronting an angry dragon and dying as a result of that confrontation.

Due to politic rivalries and wagerings in the Abyss, death was not a career-ending injury for Toede, and the Highmaster was restored to life with the order to strive for and attain nobility. After a few false starts, during which he sent ancient demons back to the Abyss, overthrew tyrants who had taken command of Flotsam, founded a new school of political thought, and supported research into the ancient Irdai, Lord Toede fronted a broad-based coalition of races and retook command of Flotsam.

Toede's victory came with a price—the Abyss no longer apparently wants his soul, and no other gods seemed willing to admit him to their afterlife. As a result, it seems impossible to kill the Lord of Flotsam and keep him dead. Toede has been slain at least a dozen times, and sometimes has remained dead and/or missing for up to a year before returning to power. Flotsam itself has suffered under numerous attacks (including a flattening or two by the monstrous dragon Malys), but most of the survivors agree that Flotsam is a safer city with Toede than without him.

Toede has attained everlasting life, but has not gained everlasting youth. He is now ancient even by human standards, and the years have not worn well on him. He is currently interested in finding ways of maintaining both his power and life, and regaining his youth. Anyone interested is advised to contact him at the ruins of his Manor in Flotsam, but is warned that he does not tolerate fools—or kender—gladly.

CITIES, STRONGHOLDS & RUINS

beneath its waters. The wooden buildings that remain are situated in groups with spots of blackened ruins where dragon fire had taken its toll. Only the stone buildings, of which there are precious few, have survived, albeit with blackened scorch marks. The stones of the town's once paved streets have been pried up to be used in new construction.

1. City Hall. Located on the northern end of town is a complex of large, scorched stone buildings. Formerly the barracks for the dragon armies during the War of the Lance, the buildings now serve as the City Hall. Mayor Aylesworthy (human female Exp7; AL LN) runs the city council, overseeing the needs of the citizens on a day-to-day basis. The meager city council does what it can to make sure that the city is supplied and that trade continues. They work closely with a volunteer group of citizens, led by the mysterious "Silver Fox." The group keeps lookouts for dragon flybys, assists in hiding residents from outside threats and guides trade caravans into and out of the region.

2. The Rock. Standing high above the town, the Rock was a place of prominence in Flotsam. A number of buildings, including the Saltbreeze Inn and the Lord's Manor House, once sat upon the Rock overlooking the town. But now all the buildings are gone, razed by a number of dragon attacks. The wind-swept surface is now used as a lookout by the Vigilance Force to keep watch for dragons. Rumor has it that the Lord's Manor House, which was built by the hobgoblin Lord Toede, who established himself as mayor following the War of the Lance, was positioned on top of a number of secret rooms that had been carved into the Rock. Rumors persist that the secret chambers still exist, undamaged by the dragon attacks, but as yet, no one has either discovered them or has returned alive from the attempt.

3. The Jetties. The largest and best maintained Inn in Flotsam is the Jetties. It appears to be more nothing less than a sprawling collection of older homes shoved together and connected with rickety hallways. But the beds are soft, the rooms are neat, and the ale is the best in the region.

Bridget Stubbletoes (afflicted kender female Rog5; AL NG), an aging afflicted kender, is the resident cook and maid. A number of scars run down the side of her face and she is friendly but cautious of strangers. After the destruction of Kendermore, Bridget made a home in Flotsam with her son, only to have him die in a dragon attack on the town.

4. Marketplace. The marketplace of Flotsam generates the most traffic in the city, just after the gambling dens, taverns, and houses of ill repute. A motley collection of fishermen, farmers and Khurish merchants mill around their respective booths and stalls, yelling to prospective customers. The occasional kender can be found wan-

dering through, with the watchful eye of every merchant on him or her. Beggars and street urchins go from person to person, asking for anything that can be spared and rogues and scoundrels keep a sharp eye out for an easy target.

5. Brown Pelican Inn. On the east end of town is a large, deserted three story stone building. The sign etched and painted into the front of the building displays a brown pelican. The old Brown Pelican Inn is now used as a shelter for dragon attacks. The basement of the inn has a hidden underground room where a number of families, women, and children can hide during an attack. The Brown Pelican has been resistant to the fire of the dragons, but none are sure of how long it will hold. It is hoped that with Malystrixx gone, the basement will no longer be a necessary sanctuary, but the residents of Flotsam have learned not to place any bets on that.

REGIONAL HISTORY

It's been said that Flotsam was created from the parts of Istar that the Blood Sea couldn't stomach. Following the Cataclysm, the destruction of the legendary city of Istar left miles of debris along the newly created shores of the Blood Sea. Pieces of homes and temples, relics, trash and other odds and ends washed up on shore from the destruction. Because of prevailing winds and the currents of the new sea, most of it seemed to have ended up in the Blood Bay.

Attracted to the possibility of lost riches, a number of people made their way to Blood Bay and discovered a trove of building materials, but precious little else. They used the cast off materials to construct a village of their own, simply and honestly calling it Flotsam.

Flotsam prospered from a fishing village into a small city as the Blood Bay was found to be a perfect stop for sailors traveling the Blood Sea. The crowds in Flotsam had always been a tough bunch, as pirates made it their headquarters. Regardless, Flotsam continued to prosper.

Then the dragonarmies arrived during the War of the Lance and many of the sailors left for the northern ports. From there Flotsam began to change for the worse. When Highlord Toede took control, the city began to die.

During the Chaos War, the dark knights took the city and reluctantly turned it over to the Dragon Overlord Malystrixx when she destroyed the fertile lands to the south. The docks, wharves, and warehouses of the once prosperous port city were destroyed and two newly built piers took their place to service the faltering number of ships that make stops here. The city of Flotsam is barely hanging on.



CHAPTER FOUR

HILLFAL

Village, 675

The fortress town of Hillfal is one of the most important cities in Northern Ergoth. Its strategic placement guards both the steep banks of the Alunatal River and the nearby mountain pass through the Sentinel Mountains, guarding the later from invasion by the barbaric Ackalite Tribes of the north.

This Ergothian stronghold overlooks the sheer cliffs along the southern banks of the Alunatal River. A granite bridge spans the river and leads to the gates of the fortress where no less than a legion of soldiers are stationed at all times. South of the fortress is the small rugged village of Hillfal.

The village is a ragtag collection of shops, houses of ill repute, and gladiator pits. It seems to exist simply for the pleasure of the soldiers garrisoned in the fortress. About five hundred residents make their homes in the shadow of the fort that protects the south from invasion, not including the soldiers or the random itinerants that seem to find their way to the village.

1. Hillfal Keep. The walled fortress of Hillsfal Keep towers over the banks of the Alunatal. Four stone towers stand on each corner of the fort and twenty foot walls of the keep are manned at all times. The main gate opens up into the courtyard of the keep where the majority of the soldiers are housed. The fort within the walls can withstand siege for a number of months, but since its creation it has never been tested.

The soldiers of Hillfal not only man the walls, but also do a number of tasks, from patrolling the surrounding areas to protecting the village to the south. The keep maintains a number of training fields where new soldiers are instructed in fighting techniques and veterans can keep their skills sharpened.

2. Dancing Dagger. Near the center of town is the oldest tavern of Hillfal. The Dancing Dagger is the local hangout of most off-duty soldiers. Open all hours of the day and night the tavern has long had a reputation for drawing a rough crowd. The collection of so many soldiers in one area makes them think they have the run of the place (and they are not often wrong).

Berbin Tallow (human male Ftr3/Rog2; AL N), the owner of the alehouse, allows many freedoms within his tavern as long as he is paid enough to look the other way. Among the raucous revelers there can be found many corrupt businessmen, rouses, and ex-soldiers that frequent the tavern, looking to part some poor soldier from his earnings. There are a number of back rooms that are much more comfortable and can be purchased for more private meetings.

3. Crimson Field. Located on the outskirts of the village to the south is the largest of three gladiator pits. What started as a butcher shop in the

years just prior to the Chaos War has turned into a center for entertainment in Hillsfal. A prosperous cattle farmer, known to most simply as "The Butcher" (human male Exp7/Ftr2; AL NE), once owned the shop and the fields behind the shop where he tended his herds. Something of a gambler, he opened up the back of his store for weekly fights in which contestants and spectators would place bets on the outcome.

The sport became so popular among the local soldiers that he had to move the proceedings out into his fields. From there, the notoriety of the brawls grew and the enterprising business man abandoned the butcher trade, sold his cattle, surrounded the field with a number of stands, and began charging admission. The Crimson Field holds nightly challenges, ranging from soldiers who are looking to settle a score with one another to condemned prisoners who are given the choice of imprisonment or the pit. Fights to the death are rare, but not unheard-of and occasionally the Butcher has been known to stage deaths by hiring strangers to "die" and then take their money and leave.

4. Shady Oak. Found along the main street of the village is the Inn of the Shady Oak. Outside the rustic building is the stump of an ancient oak tree, the wood of which was used to build the Inn. A sign above the door displays the illustration of a young boy sleeping in the shade of a green tree. The Shady Oak is the largest inn in the area, run by the aging proprietress, Marantha Stawert (human female Rog3; AL N).

The exterior of the building is run-down and the wood is parched. Inside the accommodations are slightly better. It's been said that there are number of dark dealings within the Shady Oak and that if anyone needs anything that is the place to find it if they are willing to pay the price.

5. Cayle's Rest. To the west of the Fort and along the banks of the Alunatal River one can find the upscale establishment of Cayle's Rest. In stark contrast to the businesses of the village, this inn was hand-crafted by a dwarven expert. Aunniks Feldspar (dwarf female Exp7/Ftr5; AL NG) built every beam and barstool with her own two hands. A labor of love, Cayle's Rest looks like something one would find in the noble section of Palanthas.

This three-story inn features a full dining area, cozy rooms, and flagstone passages, with fragrant flowers year round. A small garden outside features an odd looking statue of a battle-raging dwarf, that seems out of place in such serene settings. Rumor says that the dwarf was Aunnik's husband, the mysterious 'Cayle' that the inn was named for, but Aunnik doesn't talk about it. The soldiers of the fort are respectful of the dwarven matron and keep a protective eye on the place.

CITIES, STRONGHOLDS & RUINS

REGIONAL HISTORY

Prior to the Cataclysm, Hillsfal was a small station established by Ergoth to collect tolls from merchant caravans traveling from Gulfport through the mountain pass towards Solamnia. During the reign of Emperor Redic I, the toll station was destroyed by a horde of Ackalite barbarians. Eventually Ergoth rallied their soldiers and stopped the raiding warriors, but Hillsfal was in ruins.

In 230 AC, Ergoth built a fortress on top of the ruins of Hillsfal to protect from the advances of Ackalites along the northern borders. Over time the village of Hillsfal developed to serve the needs of the soldiers. Since the Chaos War, there have been few signs of the barbarians. Rumors have it that shadow-wights wiped many of them from existence and that the tribes are still trying to rebuild their strength, hobbled by the loss of their memories of their fallen comrades.

HYLO

Large City, 19,563

Founded around the crashed ruins of the first floating citadel, Hylo has grown into the largest collection of kender on the face of Ansalon. Nearly twenty thousand kender bustle to and fro among the hills and lush forests of the port city of Hylo. The city itself is a confusing maze of streets and alleys that circle and swirl through a labyrinth of trees and buildings of all types. In true kender fashion, the buildings follow no set pattern or standard architecture. There are temples built with dwarven columns, ale houses built with delicate elven spires, shops and homes crafted in the styles of ancient Solamnia and Ergoth or built in the boughs of some great tree.

Along the shore of the Bay of Monsters (named such out of a fervent wish by the kender that there **were** some, not because there are any monsters in the bay), are lines of shops and wooden piers. Docks of every shape, size and color extend out over the placid waters, accommodating a number of different types of vessels from Ackalite logging ships to gnomish steamers.

In the remains of the citadel, the current ruler of Hylo, an afflicted kender known as Belladonna, looks down over her people, wondering how best to protect them from threats of the outside world and determined to do what it takes to keep them safe, no matter what the cost.

1. Grand Palace. Located at the center of Hylo, towering over the rest of the city is the flying citadel that crashed three thousand years ago. An immense hill supports the entire structure, with the citadel leaning on the hill at an awkward angle, approximately 12 degrees to the west. Belladonna had a wall constructed around the entire hill, which many of the true kender think is a great idea, enjoying the practice in climbing.

2. Hullabaloo. A sylvan glade on the edge of the city is the preferred spot for large-scale kender celebrations. Two kender druids, Thistle and Mistle Springtoe (kender females, Drd7; AL NG), watch over the grove, making sure that none of the flora or fauna is harmed. The twin sisters are the guardians of the grove. At night the glade is said to shine with fey lights that sparkle and dance among the attendees. Kender weddings and gift-of-life days are observed here and music from the glade can be heard in even distant parts of the city. Afflicted kender do not enjoy Hullabaloo as it offers little in the way of protection, but the pair of kender druids protect not only the wildlife, but the kender within the glade as well.

3. Roving Bazaar. In true kender fashion, even the market places of a kender city do not stand still for long. The Roving Bazaar is unlike any market place on Krynn. There is no set location for the marketplace where kender meet to swap interesting items, trade services for food, and swap interesting tales and personal possessions. Today the colorful tents and silk stands of the Roving Bazaar may be at the crossroads of Dead End Way and tomorrow it may be at the top of Sliders Hill. All marketplace stands are portable and merchandise is loaded onto two wheeled carts that can be rolled up and down cobblestoned streets.

4. Finder's Guild. One thing Hylo is famous for is its Finders. All kender consider themselves to be something of a finder, but the kender of the Finder's Guild consider it an art. These kender are older, experienced kender that have survived the perils of wanderlust and lived to tell about it. They have bits of knowledge (both real and kender tales) that they draw upon, plus an innate sense for finding things that comes from a lifetime of experience. Finders are generally hired to locate objects that have gone missing or have been lost for centuries. Many of them work simply for the thrill of the chase, though some appreciate the benefits of cash or valuable trade.

The Finder's Guild building is actually a collection of smaller buildings all connected with a series of kender-sized hallways, false doors and dead-end corridors. Getting into the Guild is never as easy as it seems, nor is getting out. The labyrinthine Guild is so convoluted that it is said that it has become the Life Quest for an entire family of gnomes to accurately map it out—almost as futile a task as mapping out the Maze of the Citadel of Light.

5. Flying Fish Market. Fishing is an important part of the livelihood of many kender in Hylo. Along the mismatched docks of Hylo are the Flying Fish Markets, named for the method by which the kender transfer the fish from the docks to the shore and to the stalls. All manner of fish are tossed through the air from one kender to the



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next, making every morning look like spawning salmon swimming up stream. Never truly satisfied with mundane tasks, the laboring kender sing trail songs in time to the rhythmic passing of the fish from the ships to the waiting stalls.

REGIONAL HISTORY

Since the crash landing of the flying citadel (that went from high to low, hence the name of the town) in 2600 PC, the kender of Hylo have had a relatively peaceful existence. In 2200 PC they were annexed into the Ergothian Empire, but hardly noticed the change. It was only after 400 years of steadily increasing taxes and arrogant greedy imperial governors that the kender declared their independence from Ergoth.

After the Cataclysm many kender villages were swept away and drowned when the Sirrion Sea came inland, forming the Straights of Algoni. The Cataclysm scarred the kender of Hylo emotionally. They couldn't understand why the gods had punished them along with Istar, but within three generations the kender who had not been directly affected by the tragedy had forgotten and by 250 AC the kender had returned to their normal happy-go-lucky selves.

During the War of the Lance a small invasion force trying to reach the southern deserts was blown off course and landed north of Hylo. The invasion force proceeded south through the woods until they came near Hylo. The kender, led by Kronn Thistleknott, son of Kronin Thistleknott, taunted the army and had them charge the capital city in a blind rage. As invasion force closed in on the city, hidden kender forces rose from behind them and massacred the attackers.

After the Chaos War, the city of Kendermore was destroyed, sending thousands of afflicted kender to Northern Ergoth and swelling the population of Hylo. This began a period of civil unrest as true kender tried to figure out what was wrong with their afflicted cousins. In 397 AC Belladonna, an afflicted kender, took control of Hylo, declaring that "true" kender are unable to defend themselves properly from the harsh realities of the outside world.

Belladonna

Female afflicted kender Rog 8/Ftr 2: CR 10; Small-size humanoid (kender); HD 8d6+2d10; hp 42; Init +4; Spd 20 ft.; AC 18 (touch 14, flat-footed 14); Atk +8/+3 (1d6-1/19-20, short sword) or +15 (1/x2, +2 *blowgun*); SA Sneak attack +4d6; SQ Evasion, trapfinding, trap sense (+2), improved uncanny dodge; AL N; SV Fort +5, Ref +10, Will +4; Height 4'1".

Skills & Feats: Appraise +7, Balance +10, Bluff +10, Climb +5, Diplomacy +10, Disable Device +5, Escape Artist +9, Forgery +6, Gather Information +7, Hide +16, Intimidate +4, Jump

+1, Listen +8, Move Silently +16, Search +5, Sense Motive +6, Spot +6, Tumble +8, Use Magic Device +4; Combat Reflexes, Dodge, Exotic Weapon Proficiency (blowgun), Mobility, Point Blank Shot, Precise Shot.

Sneak Attack (Ex): If a rogue's target would be denied his Dexterity bonus to AC (whether he actually has a bonus or not), or when the rogue flanks her target, the rogue's attack deals +4d6 points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, the rogue can make a sneak attack that deals subdual damage instead of normal damage. She cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. A rogue can sneak attack only living creatures with discernable anatomies. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, the rogue takes no damage on a successful saving throw.

Improved Uncanny Dodge (Ex): Belladonna cannot be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Trapfinding (Ex): Rogues can use the Search skill to locate traps when the task has a DC higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): The rogue has an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks by traps.

Afflicted Kender Traits (Ex): +1 racial bonus to all saving throws; +2 racial bonus to Spot, Open Locks, Sleight of Hand, Climb, Hide, Jump, and Move Silently.

Born Billie Juniper, the kender female that would later become known as Belladonna was only a small child when the Dragon Overlord Malystrix

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attacked and burned her village. Belladonna was the only survivor. The trauma of watching her family and friends burn to death in the dragon's flames scarred her soul, as the fire scarred her body. Innocence and joy—the hallmark of the kender race—were destroyed in the flames. Billie Juniper would become an “afflicted” kender—embittered, wary, distrustful, and armed with the view that life is serious business.

Billie Juniper made her way to Hylo, along with many other kender refugees of the dragon. She tried to fit into the daily routines of life of other, “true” kender, but like so many of her afflicted brethren, she found this impossible. The two different types of kender could not get along.

Upon hearing that the Dragon Overlord in Southern Ergoth might pose a threat to Hylo, the afflicted kender in the city wanted to form a standing army in order to protect their people and their territory. The true kender considered joining the army an interesting diversion and so it was, for a while. Then all the drilling and saluting and standing guard duty began to get tedious. They abandoned their duty for more interesting pursuits, leaving the army made up mostly of afflicted kender.

At this time, Billie Juniper changed her name to Belladonna, a deadly poison that she considered symbolic of her determination to rid the world of the Dragon Overlords. (She also coats her blowgun darts with various poisons, perhaps the true way she earned her nickname.) Her fighting and leadership skills gained her the respect of her fellow kender. When Hylo was threatened with attack, the kender needed a leader who could command the military and organize the defense of the city. Believing that the current leader, Fallana Windseed, was inadequate, Belladonna seized control.

She expelled the Windseed family, who had ruled Hylo for generations, much to the ire of the Windseeds and their supporters. Belladonna began making plans to move against the Dragon Overlords that were threatening Hylo, inviting afflicted kender and true kender seeking adventure to join her. Initially, many kender—normal and afflicted—rallied to her cause.

Perhaps the threat of this force intimidated the Overlords or perhaps they had other business more important than slaying kender, for the attack never materialized. Belladonna has lost some credibility among the kender of Hylo as a result. The return of the gods and the death of Malystrix have further undermined her authority. Many kender, both afflicted and true kender, have come to resent her harsh and uncompromising rule. Belladonna still wields control of Hylo, but she is finding that maintaining her control is extremely difficult.

KALAMAN

Large Town, 3,451

The port city of Kalaman, located along the northern coast and east of the desert wastes of the Blue Sands, is slowly returning to life. The spirit of this former lordcity of craftsman and tradesmen was broken in the aftermath of the Chaos War. The occupation by the Knights of Takhisis, and the subsequent enslavement of much of the male population prior to the Chaos War, left Kalaman a dying city. To make matters worse, the perpetual twilight of Nightlund expanded over the city, suffocating fertile croplands, bringing with it rumors of undead creatures that wandered the land and the sea. The once bustling city began to collapse in on itself, covered by a shroud of gloom.

Now, however, Kalaman is celebrating. The sun is shining down, not only on Kalaman, but also throughout the entire region of Nightlund. Life has returned once again to this fair city. Instead of the drab grey of eternal dusk, the city is decked out in an array of colors as the people throw off the darkness and the depression with a glorious display of fervor and relief. Flags hang in the streets and outside windows. Streets are cleaned, fresh gardens are being planted and reconstruction is in full swing.

Lord Genton (human male, Ftr12; AL LN), current leader and ex-commander of the Kalaman militia, is beginning a campaign to attract people back to Kalaman. With the assistance of a reinvigorated council of guildmasters, Kalaman is opening up new businesses and calling for able fighters to bolster their city guard. Sea patrols have picked up outside the harbor, discouraging the pirates that have been controlling the seas outside of Kalaman for many years.

1. Castle Kalaman. Towering above the center of the city is one of the most beautiful structures in northern Ansalon, Castle Kalaman. The same architects and builders that created some of the largest merchant buildings in the thriving days of Istar crafted the castle. The castle is comprised of sweeping parapets, elegant, buttressed walls, and slender golden spires reaching skyward. The castle stands out as a luminary in a city that largely consists of gray square stone buildings.

The courtyard surrounding the castle is marked with newly refurbished marble statues and budding gardens, a reflection of the current state of the city that Castle Kalaman overlooks.

2. Open Air Market. At the height of Kalaman's might, the Open Air Market was considered to be one of the greatest attractions in the North. Colorful stalls and tents supplying goods from every location imaginable could be found here. Maps, exotic spices, jewelry, clothing, food, livestock and even curious items retrieved from



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treacherous ancient ruins were all sold there. Shops for different services lined the streets offering everything from blacksmithing to bathhouses.

Now however the market and the surrounding area is a far cry from the prosperous market of old. It now consists mostly of farmers from local villages trying to sell their crops of corn and wheat or the occasional traveling merchant selling his wares. Market Day, which has not been held for a number of years, is starting to be held once a week with hopes of increasing it to three times a week soon. Many of the abandoned businesses along the side streets are now finding owners with merchants looking to capitalize on Kalamán's promising future.

3. Mer-Kane Maps. One of the longest running businesses in Kalamán, Mer-Kane Maps has been creating and selling maps since before the Cataclysm. Located in the business district at the edge of the Open Air Market, this shop, specializing in cartography, has a wide variety of maps—both local and far-flung—diagrams of popular towers and buildings, illustrations of mountain ranges and ancient cities, nautical charts and a number of other records and diagrams. The shop is somewhat cramped, but well tended. The walls and even the ceiling are covered with maps from locations all over Ansalon. Shala Mer-Kane (human female Rog6; AL NG), the present owner, inherited the business from her father. She has been known to have a soft spot for kender, a failing her father does not share.

Those familiar with the Mer-Kane family know that they are masters of calligraphy and cartography. They have been known to do the occasional forgery job for the right person or a cause they consider just.

4. Kalamán Harbor. The harbor of Kalamán was designed to accommodate ships of every size and style. The docks are set apart and extend far enough into the harbor to allow for the unloading and loading of multiple ships simultaneously. Only the largest war galleys would have trouble finding space among the plethora of docks and piers. The mouth of the harbor is wedged between two massive breakaways of stone. At the end of each breakway, on either side of the harbor entrance, two beacons are lit nightly to help ships find their way in.

Wharfside, running along the bank where a sailor would usually expect to see rowdy taverns and houses of ill-repute, there are only drab grey warehouses. The Istarian merchants that founded Kalamán decided to make sure that the goods being delivered had top priority at this port. The warehouses is now being cleared of derelicts and rogues to make way for new business.

5. Emerald Mermaid Supplies. Just behind the warehouse district is a well-known supply shop owned by Amroh Oakseed (elf male Mar15; AL CG), a Qualinesti elf. The aging elf has been a sailor since the Cataclysm and settled down in

Kalamán, which he considered his home away from home. He is completely versed in all maritime manners concerning ships and sailing. He can predict which way the wind will blow and how long you'll be able to ride it. An accident at sea left the elf with only one arm, so he decided to take his earnings and open up a seaside shop.

The Emerald Mermaid sports the sign of a voluptuous, slightly elven looking mermaid seated on a green rock. Inside, the shop is filled with all manner of shipping equipment: ropes, sails, belaying pins, raking tools, caulking irons and a number of other supplies essential to any shipbuilder. Amroh's prices are fair and for a few extra coins he can usually find passage for any group on a sea going vessel with a trusted crew and captain.

REGIONAL HISTORY

Three hundred years before the Cataclysm Kalamán was nothing more than a simple fishing village. Its location caught the eye of a group of wealthy Istarian merchants who were looking to develop a new port city that would allow for easier access to the lands of Knightlund and Solamnia. In time, the city of Kalamán developed, evolving into one of the largest port cities in Ansalon. After the loss of Istar during the Cataclysm, and the eternal pall cast over the newly renamed Nightlund, Kalamán's trade slowly declined until Palanthas became the primary port of the north. Despite the decline, Kalamán remained a strong city and did enough trade to maintain itself and its people.

Kalamán fell during the War of the Lance and was unfortunately the first city in the war to witness the might of Dark Queen's flying citadels. Eventually the Whitestone Forces liberated Kalamán, but not after much destruction to the city. This did not deter a city of craftsman and builders, who restored the city to its might, just in time for a second Cataclysm.

During the Summer of Flame, the Knights of Tahkisis conquered Kalamán and the city suffered greatly for it. Many of the men of Kalamán were hauled away to serve as slaves and others fled. This left the city nearly defenseless during the Chaos War. But a general of the Kalamán militia rallied his remaining men and fought along side the occupying force to defend the city. After the fight, the militia forced the knights out.

Then the darkness of Nightlund crept upon the city until it was smothered in an eternal twilight. After almost thirty years of the oppressive darkness and dealing with legions of wandering undead, Kalamán became all but deserted. The small percentage of nobles and ruling class of Kalamán left the city to the commander of the city guards. The remaining guildmasters and laymen of Kalamán remained and persevered through the dark times.

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Now they have been rewarded. In the aftermath of the War of Souls the twilight was lifted and the return of the gods has given the people of Kalamana a renewed hope that their city may rise once again. Already, people have begun to flock to the city, some returning to the homes they left, others looking for new opportunities.

KHURI-KHAN

Large City, 22,424

To the east of the Khalkist Mountains are the dry sandy wastes of the fierce nomads of Khur. Surrounding the largest known oasis in the region is the great City of the Sands, Khuri-Khan. The capital of Khur shines like a sand-tinted jewel in an endless wasteland, a crossroads between the sparse remote settlements and cities of the tribes of Khur.

The great walled city is a mixture of square buildings built of glazed tan bricks and sturdy circular towers topped in round domes of golden hues. Crooked, narrow streets teem with peddlers, tribesmen, merchants, beggars and shrouded women hurrying from place to place under thriving date palms.

Unfortunately Khuri-Khan is a city in disarray. Portions of the city are in ruins and the once grand Palace of the Khan is damaged in places. The destruction from decades of occupation from the Green Dragonarmies following the War of the Lance, of attacks from fire dragons during the Chaos War and the assaults by Malystrix and her minions have left the city in shambles. The news of the Red overlord's death brought days of celebration to Khuri-Khan and the city is wild with excitement.

1. Khuri yl Nor. Khuri yl Nor, also known as the Palace of the Setting Sun, stands upon the highest hill near the middle of the city. Once, the palace was the city's showpiece. The golden glazed bricks of the structure would glow with an unnatural light, changing to different shades of orange and pink as the rays of the setting sun reflected upon it. Graceful arched doors surrounded in flowing ceramic patterns and windows of glittering glass were dazzling to behold.

But now the palace has been gutted and abandoned. Repeated attacks by Malystrix have left the palace in ruins. The opulent iron gates surrounding the building have been locked and barred and the city guard occasionally checks the palace for rogues and the homeless.

The ruling family of the Khurs lives in a sprawling complex of civic buildings and lofty towers next to the palace. The complex is ironically decorated in dragon motif, the symbol of the Khurs. In the months following the War of Souls, the ruling family has begun to make repairs to their grand palace in hopes of returning their home and their city to its former glory.

2. Grand Souks. The Grand Souks is the largest market in all of Ansalon. Nearly a square mile of sprawling twisting alleys, side streets and narrow passageways wind throughout the Grand Souks. The streets are overflowing with fabrics, rugs, spices, meats, olives, saddles, leatherwork, ironwork and clothing. The market is alive with the sounds of merchants, beggars and hawkers calling for attention, and the smells of roasting meats and sweet incense fills the air.

The customs here differ from other parts of Ansalon. Merchants pride themselves highly on their work and take offense at the slightest insult. That doesn't mean that haggling is out of the question. In fact it's expected and items will always start at triple the actual cost. Khurish merchants are boisterous and are renowned for their expressive tones and grand gestures while striking a bargain. While working with a customer, some of the finer shops will share a cup of strong, black kefre—a drink brewed from the tough bark of the shrubs found throughout the desert—in silver cups and honey cakes for dipping.

3. Temple Walk. The people of Khur worship their own aspects of the gods, not recognizing those of the outside world. They believe the gods of outsiders are minor deities in the grand scheme of the heavens. A number of temples dedicated to the Khurish aspects of the gods are located along a district known as the Temple Walk.

The largest and strongest of all temples is that of Kargath the Warrior. It is believed that the Khurs see Kargath as a neutral aspect of Kirijolith. They embrace the courage and bravery of the god, but not necessarily the lawfulness the Solammics associate him with. There is a temple dedicated to Rakaris the Hunter, where priests in blue and green robes teach the skills of hunting and the lessons of maintaining the balance of nature. Scholars assume that Rakaris may be another aspect of Chislev or Habakkuk.

There is a smaller shrine dedicated to Torghan the Avenger (believed to be Sargonnas), with a number of followers. Since the War of Souls, Torghan has discovered an increase in worshipers among the Khur. The vengeful tribe is always looking to vanquish any other tribe that stands against them and now that Malystrix is gone they have a chance to rise to greatness again.

The last temple stands apart from the others for a number of reasons. The only temple crafted of pure white marble, the Sanctuary of Elir-Sana stands out like a diamond in the sand, surrounded by the buildings of the sandstone colored city. The elegant stone pillars and decor speak of dwarven workmanship. Stranger still, the Sanctuary is only open to women. The followers of Elir-Sana the "daughter of the Sky-Father" maintain the only "all women" section in the city. The healing skills of the Elir-Sana are legendary,



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and the white-clad priestesses are granted a respect second only to that given to the ruling family.

4. Akhur et Nor. Formal education is a relatively new concept to the city of Khuri-Khan, centralized learning was never a concern of nomadic tribes. You learned what you needed to know from your elders and that was passed on from generation to generation. However, during the formation of the city following the Cataclysm, a traveling scholar was discovered wandering the deserts on the verge of death. He was taken to Khuri-Khan where he became enchanted with the culture. Wanting to repay his debt, he founded Akhur et Nor, an academy of learning known as the Academy of the Rising Dawn.

The scholar convinced the Khan of the power of the spoken word and the worth of the written word. Few Khurs ever attended the academy, but the doors are open to all who wish to learn and better themselves. For a small monthly fee, a curriculum of reading, writing, math and the moral virtues of the Khur is taught. A handful of Khurish scribes, bards and seers have graduated from the school.

5. Thirsty Stallion. Along one of the busy streets of the Grand Souks is a tavern popular among visiting merchants to Khuri-Khan. The Thirsty Stallion is like many other taverns found scattered throughout the Grand Souks. It is constructed of yellow glazed sandstone and squeezed between two other shops along a crowded plaza. Above the door is a sign of a horse head and a tankard of mead.

The interior of the Thirsty Stallion is always smoky and dark. The soft swaying sound of the *pungi*, a popular Khurish instrument of double reeds and wood, can be heard playing throughout the day. Exotic dancers dressed in silk wraps and scarves dance about the room baring their jeweled midriffs as they sway to the droning music. Female patrons are not allowed in the Thirsty Stallion and are barred from entry at the door.

6. Horse Bazaar. Outside the city walls to the west of the city is the largest Horse Bazaar in Ansalon. Horsemen from a number of different tribes arrive daily to sell and barter horses or look for suitable studs for breeding. The name, history, and lineage of each horse is known by the traders. The Horse Bazaar is one of the busiest places in Khuri-Khan.

REGIONAL HISTORY

Following the Cataclysm, the nomadic and scattered barbarians of the wastelands west of the Khalkist Mountains were united under one leader named Keja. This leader of the Khur tribe united all the people into one Khanate. It was during this time that the city of Khuri-Khan was born. A generation later, following the death of Keja, the Khanate began to fracture into separate tribes.

Each tribe followed one of Keja's seven sons. The eldest son, Garmac, continued to rule in the city of Khuri-Khan, to the disgust of many of his brothers who felt that the tribes should return to their nomadic ways.

Isolated from the outside world, the separate tribes of Khur staked out new territories of their own and warred among themselves for a number of generations. During the War of the Lance, the Khur tribe was approached by Dragon Highlord Arakias looking to lure the fierce warriors into joining the Dragonarmies. The Khurs, looking for an upper hand against their neighboring tribes, accepted the alliance, allowing Green Dragonarmy troops to reside there. Unfortunately, the troops took control of the city and began seizing the critical water sources throughout the deserts for their dragons.

Salah, one of the mightiest warriors of the Khur tribe, rose to replace the Dragon Highlord who had been executed for failing to conquer the fierce and determined tribes. As Salah-Khan, he seized all power in the region in retaliation against the other tribes for hundreds of years of disdain against the powerful Khur. This shift in power elevated Khuri-Khan to the status of capital, and since then it has been the seat of power.

During the Chaos War a number of fire dragons that escaped from the Lords of Doom traveled into the desert wastes, destroying everything in their path. Then, less than three years after the disappearance of the moons, Malystrix attacked the city, laying waste to the palace and claiming all of Khur as her own. Since the red Overlords' demise, Sahim (human male Bb9; AL N), first son of Salah, has allied the Khur tribe with Neraka, looking to draw upon its strength against the other tribes of the region.

LACYNOS (ΠΕΤΗΟΣΑΚ)

Large City, 20,457

The city of Lacynos, or "Nethosak" in Kothian, dates back prior to the year 2485 PC, when Emperor Makel "Ogrebane" officially made Lacynos the permanent seat of power in the twin kingdoms of Kothas and Mithas.

The population of Lacynos is made up of several thousand minotaurs, about half as many human pirates, and a large number of slaves. Slaves are primarily human, although the minotaurs have also enslaved elves, dwarves, and even ogres.

The city streets of Lacynos are paved with dirt, which turns to mud easily enough in the rain. Lacynos is made up of crude wooden buildings, larger than most in Southern Ergoth, organized into blocks. Ladders are used outside the buildings rather than stairs inside, with square holes in the roof for egress. Lacynos also has several stone buildings, which dwarves remark as "unimpressive" (although not to a minotaur's mind). The

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noble houses of Lacynos are built from stone and marble, and all have marble pathways rather than the usual dirt and mud found elsewhere in Lacynos.

The city has had a long history, dating back to its founding prior to 2485 PC. Lacynos has been home for the emperors of the twin kingdoms since that time. Various incarnations of the coliseum have been built, only to have better ones built later on, or to have them destroyed.

Lacynos was the center of the worst earthquake in minotaur history in 1772 PC, when hills fell on communities, and even the sturdiest of structures collapsed. The grand arena of Emperor Tremoc toppled, killing thousands who were in attendance for the games.

Istar forces in 1543 PC conquered Lacynos, and the emperor was slain. Minotaurs were led back in chains to Istar. Later they were returned in exchange for captured Istarians in Morthosak. Lacynos would again be conquered by Istar circa 93 PC, after the Proclamation of Manifest Virtue. Lacynos wouldn't be free from Istar again until the Cataclysm severed the minotaur lands from mainland Ansalon. Lacynos would then become a port city, protected from the Maelstrom by the Horned Bay.

Chot Es-Kalin became emperor of the empire in the decade before the War of the Lance, a reign that would last until just before the War of Souls. Chot expanded the empire to several other colonies. Chot's plans met an obstacle in the Chaos War, as the Magori came from the depths of the Blood Sea, and invaded Mithas, including Lacynos. While the minotaurs prevailed, half their number was lost.

Chot eventually grew old and fat, and his reign became corrupt. He enjoyed luxuries that no other minotaur emperor had ever enjoyed. All his challengers were dispatched, despite being younger and in better shape, though quietly whispered (and quickly silenced) rumors of poison and cheating spread throughout the the empire.

Just prior to the War of Souls, a coup led by General Hotak de-Droka (minotaur male Ftr9/Legendary Tactician 6) ensued, resulting in the death of Chot Es-Kalin, and the destruction of House Kalin. Hotak looks now towards Ansalon, and is preparing to invade. Already, troops have seized Silvanesti, and elf slaves return to Lacynos.

The colors of Hotak now fly over Lacynos, and the city is bustling with activity, preparing for invasion. Rule of the empire, formerly done by challenge in the Circus Games, is now by succession. With his wife, a priestess of the Forerunners, by his side, Hotak reigns supreme.

1. Breakwater. A solid stone barrier extends into the water from both sides of the harbor. The breakwater is 40 feet wide at the top and 60 feet wide where its base enters the water. The top is

10 feet above the water level. Moderate storms and major gales make it difficult to stand on the breakwater at times.

2. Harbor. The harbor is filled with a dozen or more ships, including heavy minotaur war galleys, as well as lighter and faster pirate ships. A small fleet of fishing boats also calls this harbor home. The water of the harbor is thick and brown, and a horrendous odor emanates from it. All manner of garbage floats in the harbor waters: broken pieces of lumber, barrels, sewage, and an occasional body.

3. City Wall. A solid stone wall, 30 feet tall and 10 feet thick, surrounds Lacynos. The wall is not really necessary for defense, as threats would come from the sea. However, several former minotaur chieftains decided that Lacynos would have a wall, having both an abundance of stone and slaves that needed a purpose. The top of the wall is protected from the outside by a three-foot-high barricade running along the outer rim of the city wall. There is no rim on the inside of the wall. Wooden ladders descend from the inner side of the wall to the city streets every 100 feet or so along the wall's length. In three places, the wall is crossed by heavy wooden gates, which stand open from dawn until dusk. The gates are closed at night, and can only be opened upon personal order of the Emperor.

4. Towers. Several towers are located at intervals along the city wall, with two guarding the entrance to the breakwater. The towers stand atop the wall (or breakwater), rising another 40 feet above their foundations. Each of these towers has a wooden door at its foot. The towers are cylindrical in shape, and a stairway spirals up the inside wall of the towers to a platform just below the roof, from which a hatch may be opened to allow entrance to the upper platform of the tower. A three-foot-high wall surrounds these flat platforms. The six towers adjacent to the harbor each have a large beacon, consisting of a bright oil-burning lantern and an arrangement of mirrors. Each beacon casts a cone-shaped beam.

5. Market Squares. The market squares are the busiest areas of Lacynos during daylight hours. These shopping districts smell strongly of fish, which is the market's most common commodity. Smoked, canned, and fresh varieties (as well as not-so-fresh) can be found here. You can find other common goods as well, such as wool, weapons, armor (mainly leather), shields, and jewelry. Minotaurs have a preference for silver jewelry in particular, and many pieces of surprisingly fine craftsmanship can be discovered among the cheap junk that is the norm. Prices in the market are generally four times the worth of a given item. However, bargaining is expected, and those who don't are looked upon with scorn by the shopkeepers. Each market square is an open expanse of mud, covered with a chaotic collection



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of stalls, tents, and booths. While the squares are not crowded during the day, there are a fair number of minotaurs and their slaves walking about. At night, the stalls are boarded up, and the market square becomes near deserted, save for the minotaur guards who patrol the area, protecting the goods of the shopkeeper.

6. Shipyard. The shipyards are becoming busier and busier as the minotaurs prepare for their eventual conquest of Ansalon. Several large galleys are being constructed in this drydock. Lumber lies in vast stacks on the wharf beside the shipyard. General Hotak de-Droka has ordered that work continue through all hours. Torches illuminate the shipyard all night long. Approximately 200 human slaves are working on these vessels, commanded by a dozen minotaur overseers, each wielding a barbed whip. Discipline is brutal, and any human who fails at his task is whipped to death and thrown into the harbor as punishment for his weakness.

7. Emperor's Palace. The Emperor's Palace is the most imposing building in all of Lacynos. The palace was built by Emperor Makel "Ogrebane", sometime around 2485 PC. Each Emperor has added on to the mansion, making it resemble a collection of small buildings, haphazardly thrown together. A 20-foot-high brick wall with a row of spikes at the top surrounds the mansion. The walls of the Great Hall of the palace are lined with marble columns. Silken and woolen tapestries hang behind them. The floors are also done in marble. No furniture is in this room, save for the massive oaken throne. A pair of crystal doors are hidden behind one of the tapestries, and lead to the lushly vegetated garden outside, which is surrounded by a 10-foot high brick wall (without spikes or other barriers). The palace has a variety of rooms that serve various functions, from a kitchen to the Emperor's living quarters. The palace also includes a dungeon level. The palace is guarded by several Imperial Guards, whose loyalty to the emperor is absolute.

8. Central Square. This area is the very same area where Emperor Chot Es-Kalin had given his coronation speech when he became emperor. Once, a massive statue of Chot was the centerpiece of this square. With the recent coup, the statue has been pulled down and destroyed. The remainder of the square is made of marble, with marble seats that encircle the area where the former statue once stood. A new statue of Emperor Hotak is being built in its place.

9. Slave Pit. This deep pit in the ground is used as a pen for the many slaves of Lacynos, and lies outside of the city proper. The sides of this pit are steep, reaching nearly 100 feet high, and consist of soft, crumbly dirt. Climbing the sides is nearly impossible. The night hours find seven hundred slaves here, although that number drops to two hundred during daylight hours, as the rest are taken into the city to work. Every morning,

eighty minotaur guards come to take the slaves into the city. An additional forty guards who are permanently assigned to watch over the slaves in the pit aid these guards. At dusk, this process is reversed. The guards at the pit maintain a post at the bottom of the ramp with ten guards, while the remaining thirty guards are deployed around the rim of the pit. In the event of an uprising, there are several retaining walls that can be collapsed to drop tons of earth onto the ramp, burying any mob trying to charge upward. Lately, many Silvanesti elves have joined the ranks of the slaves kept in the slave pit.

10. Coliseum. The Coliseum has been completely rebuilt, and is a testament to the glory of the Coliseum prior to the Cataclysm. The Coliseum is home to the Games, where minotaur warriors and slaves alike fight against one another and against various other creatures for glory in combat. Various monsters are used for the games: manticores, ogres, kyrie, draconians, dragonspawn, and even a hydra (a crowd favorite). The arena floor is a hard surface of packed dirt, and is surrounded on all sides by a sheer 20-foot-high wall of smooth stone. Stands surround the arena, with private boxes for minotaurs of importance.

11. Pits of Doom. Sometimes the arena games are moved to the Pits of Doom, whether it be for the execution of a special prisoner or if the emperor decides to treat his subjects to a particularly cruel spectacle. A great, semicircular gallery stands east of the pits. The capacity is large, even though it cannot hold as many individuals as the arena itself can. The Pits of Doom are actually one large bowl, superheated by a deep geothermal source. The base of the bowl is made of lava with a thin crust. Fiery, liquefied rock shows through the areas where the crust has broken. Rising 40 feet from the lava itself are islands of black rock, which are connected by a pattern of bridges that are 20 feet wide, but without any railings on the sides. These bridges arch high over the lava pits, so a fall from one of them ends with certain death. The heat rising from the lava is extremely debilitating. Often, slaves are set on one of the islands, and given a minute to run across a bridge to another island. One of the monsters of the arena is usually unleashed on the poor soul on the bridge. A chase ensues, which often leads to the death of the slave.

12. Temple of the Forerunners. After the "sacrifice" of Sargonnas against Chaos in the Chaos War, the vast marble-walled Temple of Sargas was converted into the Temple of the Forerunners. This temple now houses minotaur priests and priestesses who follow the path of their ancestors. These ancestors grant power to the clergy in return. The Lady Nepherra (female minotaur Mys15; AL LE) is the High Priestess of the Forerunner faith, keeping private chambers within the Temple. With the return of Sargas,

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there has been clashes between the followers of the Forerunner faith and those who follow the God of Vengeance.

13. Shrines to Kiri-Jolith. While Sargonnas is the primary god the minotaurs worship, Kiri-Jolith is worshipped as well. There are a few smaller shrines to Kiri-Jolith scattered throughout Lacynos, although most have been in disrepair since the Chaos War. One shrine, however, is still being maintained, although nobody knows who does it.

General Hotak de-Droka

Male minotaur Ftr9/Legendary Tactician 6: CR 15; HD 9d10+36 (Ftr) plus 6d8+24 (Legendary Tactician); hp 137; Init +6; Spd 30 ft.; AC 26 (14 touch, 24 flatfooted); Atk +20/+15/+10 melee (1d10+13 plus wounding, 17-20/x2, +4 *keen bastard sword of wounding*); SA Inspire courage (+3, 3/day), natural attack; SQ Direct troops, hard march, inspire courage, leadership bonus (+3), rally troops, rout enemies, minotaur traits; AL LE; SV Fort +17, Ref +9, Will +9; Str 24, Dex 14, Con 19, Int 13, Wis 15, Cha 17.

Skills and Feats: Bluff +9, Climb +12, Concentration +9, Diplomacy +12, Intimidate +11, Knowledge (history) +7, Listen +8, Sense Motive +7, Spot +7, Swim +11; Alertness, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Initiative, Leadership, Power Attack, Scent, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Natural Attack (Ex): A minotaur may use his horns as natural weapons to make a gore attack, dealing 1d6 points of damage plus the minotaur's Strength modifier (1d6+7)). If the minotaur charges, his gore attack deals 2d6 points of damage plus 1 1/2 times his Strength modifier (2d6+10). A minotaur can attack with a weapons at his normal attack bonus and make a gore attack as a secondary attack (-5 penalty on the attack roll and half his Strength bonus on the damage roll).

Direct Troops (Su): As a full-round action, the legendary tactician can give compelling directions. He can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts for 2 rounds.

Hard March (Su): The legendary tactician can exhort his troops to march faster. Anyone traveling with the legendary tactician gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion. Animals are not affected.

Inspire Courage (Su): The legendary tactician can inspire courage in his allies (including himself) three times per day, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the legendary tactician speak. The effect lasts as long as the ally hears the legendary tactician continue to speak

and for 5 rounds thereafter. While speaking, the legendary tactician can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic words (such as wands). Affected allies gain a +3 morale bonus on saving throws against charm and fear effects and a +3 morale bonus to attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Leadership Bonus (Ex): The legendary tactician gains a +3 bonus to his leadership score, enabling him to attract more powerful cohorts and followers.

Rally Troops (Su): The legendary tactician's presence is enough to grant any allies within 30 feet a second saving throw against *fear* and charm effects that they have already succumbed to. Even if they fail the second saving throw, any *fear* effects are less severe: panicked characters are only shaken, and shaken characters are unaffected.

Rout Enemies (Su): The legendary tactician can direct his troops to take better advantage of attacks on fleeing foes. By exhorting his troops and pressing the attack, the legendary tactician can drive his troops forward, urging them to follow their enemies. All allies within 30 feet of the legendary tactician gain a +1 morale bonus to attack and damage rolls on any attacks of opportunity they take against a fleeing enemy.

Minotaur Traits: Natural armor +2; +2 racial bonus to Intimidate, Swim, and Use Rope checks.

Possessions: +2 *breastplate of command*, +3 *heavy steel shield*, +4 *keen bastard sword of wounding*, +2 *cloak of resistance*.

Perhaps one of the greatest military commanders produced by his clan, perhaps even by the minotaur race, General Hotakinemoni de-Droka, is the epitome of what many see as a true emperor. The eldest son of General Nemon, a decorated commander slain during the Summer of Chaos, Hotak joined his father's legion soon after the latter's death. A driven, determined youth, he rose to the rank of dekarian (an officer commanding ten fighters) within a year, then to a captain, following a battle against sea barbarians.

Stationed on the eastern borders of the imperium during the height of Emperor Chot's drive for expansion, the dark brown-furred Hotak earned the rank of first hekturian (an officer officially commanding one hundred warriors, but senior to any other ranking hekturians there) by his twenty-fourth year of age. Now the protege of the present commander of the Rearing or Black Warhorse legion, General Rognar, the young, ambitious officer became part of the staff, where his insights into military strategy came to the forefront and earned him much honor.



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Returning to the imperial capital, Nethosak, after three years, Hotak was reunited with his young bride and distant cousin, Nephra, whom he had married five years before. Already blessed with a son, Ardnor, they soon added to their family another male, whom Hotak named Bastion.

Already a prized scion of Droka, for the first time there were indications of the House's intention of grooming him for the throne. Hotak was presented to the emperor at a special ceremony and even sat with Chot during the games. His ambitions even greater than those of his clan, the young, upcoming officer may have overstepped his bounds for, shortly after, he was transferred from his beloved Warhorse legion to scouting duty on the mainland of Ansalon.

But if the emperor sought to dissuade Hotak of imperial inclinations, he failed utterly. Stationed at the troubled new colony of Kleth on the Kern peninsula, Hotak turned a sudden ogre incursion into a full rout of the minotaurs' ancient masters—this despite what some termed the treachery of the minotaurs' allies of the time, the Knights of Neraka. Although the young colony had to be abandoned in the end due to other reasons, Hotak's valiant efforts in saving the colonists and slaughtering the ogres earned the officer honors that for him more than made up for the loss of an eye and enabled him to return to the Warhorse legion second only to its commander.

Sent once more to strengthen the expansion of the eastern and southern borders of the imperium, Hotak left behind his family, including his new infant daughter, Maritia. Through a series of bloody campaigns against barbarians, pirates, and others, Hotak earned continual accolades. Stories of his military prowess reached back to Nethosak. House Droka, with the particular assistance of Nephra, spread those stories wherever possible. The hero of Kleth became spoken about in all political circles even though he had never once indicated interest in facing the emperor in imperial combat.

When fearsome wounds forced his commander to retire, it did not surprise anyone that Hotak was appointed general. Under him, the Warhorse legion became the foremost in the empire, sent wherever the throne needed a victory badly. When Chot again attempted to strengthen what little foothold the minotaurs had on the continent of Ansalon, it was Hotak who was sent to keep the peace. Four times over the next several years he defeated the ogres in and around Sargonath, including the Battle of Zygard, a major ogre settlement near the minotaurs' colony. He then went against the commands of the throne, ousting the knights from their last strongholds there and making peace with the Grand Lord of Kern. While the move proved valuable to the imperium, it won no favor from Chot himself. Now blessed with a third son, Kolot, and already decorated more than any active officer, Hotak became an outspoken critic of Chot's policies, pointing out the carelessness decisions and corruption he thought rampant in the aging emperor's domain.

Despite such criticism, Chot made no outward move to oust the ever more popular commander, although the Warhorse legion did often find itself assigned to the most dangerous regions of the imperium. Nephra, now high priestess of the Forerunner sect, often accompanied her husband wherever he was sent, acting as an unofficial counselor and using the growing influence of her faith to bolster Hotak's political and military ambitions at home.

With renewed ties planned between the Knights of Neraka and the empire, Chot has once more sent the Warhorse legion to the forefront. Hotak's loyal force now marches to join the Nerakians, but although he has never disobeyed the commands of the throne in the past, the general is not at all pleased, especially as his orders send him to the forefront of the fighting. Already having the support of many of the high-caste minotaurs of the realm, he has begun to wonder if it is time for a change, time to challenge Chot for the throne—one way or another.



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Lady Nepherra de-Droka

Female minotaur Mys15: CR 15; HD 15d8+45; hp 113; Init +2; Spd 30 ft.; AC 17 (14 touch, 15 flatfooted); Atk +14/+9/+4 melee (1d6+3, +2 *light mace/rod of thunder and lightning*); SA Natural attack, spells; SQ Minotaur traits; AL LE; SV Fort +9, Ref +5, Will +9; Str 13, Dex 14, Con 16, Int 17, Wis 19, Cha 16.

Skills and Feats: Concentration +11, Diplomacy +8, Gather Information +12, Heal +10, Intimidate +11, Knowledge (arcana) +8, Knowledge (religion) +13, Sense Motive +13, Spellcraft +9; Empower Spell, Extra Turning, Greater Spell Focus (necromancy), Improved Turning, Leadership, Spell Focus (necromancy).

Natural Attack (Ex): A minotaur may use his horns as natural weapons to make a gore attack, dealing 1d6 points of damage (plus the minotaur's Strength modifier). If the minotaur charges, his gore attack deals 2d6 points of damage plus 1 1/2 times his Strength modifier. A minotaur can attack with a weapons at his normal attack bonus and make a gore attack as a secondary attack (-5 penalty on the attack roll and half his Strength bonus on the damage roll).

Minotaur Traits: Natural armor +2; +2 racial bonus to Intimidate, Swim, and Use Rope checks.

Mystic Spells Known (6/6/6/6/6/6/6/4); base DC = 14 + spell level): 0 - *cure minor wounds, detect magic, guidance, inflict minor wounds, light, mending, read magic, resistance, virtue*; 1st - *bane, cause fear, deathwatch, detect undead*, shield of faith*; 2nd - *augury, darkness, death knell*, desecrate, enthrall, inflict moderate wounds*; 3rd - *bestow curse, cure serious wounds, deeper darkness, halt undead*, magic vestment*; 4th - *animate dead*, death ward, divination, lesser planar ally, part death's shroud*; 5th - *greater command, mark of justice, slay living*, true seeing, unhallow*; 6th - *create undead*, heal, mass inflict moderate wounds, undeath to death*; 7th - *bind spirit, create spectral minion, destruction**.

* Domain spell. Domain: Necromancy (Rebuke, command, or bolster undead as an evil cleric. Use this ability 10 times per day. This is a supernatural ability).

Possessions: *rod of thunder and lightning, medallion of thoughts, pearl of power* (7th), *robe of shadows*.

Distant cousin and mate of Hotak, Nepherra's background is less known. Her father was a distinguished officer of the imperium. Nepherra, an only child, first met Hotak when both were still juveniles. Ambitious in her own right, she determined young that he would be her husband.

Although an excellent fighter, physical combat had never been her forte. Instead, Nepherra studied the political machinations of the past and sat in whenever the patriarchs would hold court. Females were not forbidden from becoming emperor, but to do so meant challenging Chot in the Circus—no easy prospect.

But if not an emperor, an emperor's consort would do. Her marriage to Hotak solidified shortly after with the birth of their first son, Ardnor, Nepherra became her husband's most vocal proponent, keeping his name and honors circulating among the high-ranking in the capitol. Influential officers and councilors were invited to dinners and Nepherra appeared at nearly every imperial function.

As her mate rose in rank, so too did Nepherra's status rise. Even as the wife of a first hekturian, she enjoyed influence and station of one much higher. In addition to Hotak, Nepherra also groomed Ardnor for the future she planned. In everything, her eldest—and obvious favorite—would follow in his father's footsteps, succeeding him everywhere. That none of this would be directly achieved by his own merits did not concern her.

But as Hotak gained command of the Warhorse legion, Nepherra herself gained power that would change the direction of her life as much as, if not more than, her husband's career. Touched by a vision, which she claimed the work of a god, Nepherra created the Forerunner Faith. Preaching that the ancestors and deceased loved ones of minotaurs silently guided their living kin, she built upon the void left by the departing gods to create a following that quickly spread to every corner of the imperium. As high priestess, she displayed for her followers almost magical abilities that grew with time and brought suspicious glances from those loyal to the throne.

Yet, despite her own growing importance, Nepherra had not abandoned Hotak. Instead, she saw her new role as complementing his own, something the general would not always see eye-to-eye with her in the years to come. Nonetheless, as she began to accompany him on his campaigns Hotak's victories grew more and more audacious. Many claimed the general had a sixth sense when it came to his enemies, but others pointed instead to the increasingly otherworldly ways of his mate.

⇒ Robe of Shadows ⇒

This garment is woven of cloth dyed deep ebony, sometimes embroidered with intricate designs of gold or silver threads. The robe offers its wearer the following powers.

- +3 armor bonus to AC.

Spell resistance 15.

+2 resistance bonus on all saving throws.

- Once per day, the wearer may assume a shadowy form that mimics the effects of a *gaseous form* spell cast by an 11th level sorcerer.

Aura: Strong varied; **Caster Level:** 11th; **Prerequisites:** Craft Wondrous Item, *antimagic field, gaseous form, mage armor* or *shield of faith*; **Market Price:** 54,880 stl; **Weight:** 1 lb.

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An ever more ardent supporter of her husband's ambitions, Nephera has used the temple to subtly influence the masses as to who would be best to rule the empire. It has brought her no friendship from Chot and he has more than once sought to undermine, however carefully, the Forerunners.

With this last in mind, Lady Nephera has doubled her efforts to spread the name of her husband—and her sect—among the populace. Time is on her side. After all, Chot will not be emperor forever...

MOUNT NEVERMIND

Metropolis, 50,000+

The largest settlement of gnomes on Ansalon is located on the Isle of Sancrist in the pit of a dormant volcano. Nearly 50,000 gnomes make their home in the tallest mountain of the island. The volcano itself would have been even taller if the gnomes had not destroyed the upper portion in an attempt to roust an occupying force of dark knights.

The city itself is built into the sides of the volcano walls surrounding a central shaft. Thousands of years ago, when the volcano was first occupied, the gnomes cleared away the ash and volcanic rock from the throat of the volcano and installed catwalks. Thirty-five levels were carved out of the heart of the mountain from top to bottom. During the Chaos War, the top ten floors were blown into dust, leaving them now with only twenty-five levels. Gnomish architects have been drawing up designs for a number of years on how to rebuild the crown of their home.

Within the complex labyrinth of the city there is a sense of frenzied activity and commotion as gnomes bustle here and there through a maze of staircases, ladders, lifts, pulley systems and the infamous "gnomeflingers" that bodily toss a gnome to higher and lower levels of the city. There are whistles shrieking, gears grinding, steam blasting and hundreds of other sounds all time of the day and night as gnomes work on their latest inventions and prove or disprove their latest theories. The uproar is as natural to a gnome as the pound of hammer on a forge is to a dwarf or the sweet twittering song of a bird is to an elf.

1. Inner Hall. The great shaft within the mountain is known as the Inner Hall. This is the heart of Mount Nevermind, a crossroads of all levels allowing access to almost any location within the main city through a series of stairways and strategically placed gnomeflingers.

The shaft itself is 750 yards high and roughly 800 yards across its top. The ceiling of the Inner Hall was once covered with the volcano's caldera that held a small lake. Since the Chaos War, the top has remained open to the air. The floor of the Inner Hall was once a thick layer of volcanic rock

but a large portion was blown away by Pyrothraxus, the red dragon that sought to claim the mountain for himself. Now a bubbling pit of lava can be seen hundreds of yards below the first level providing the gnomes with an inexhaustible source of heat.

2. Library. Thousands upon thousands of books and manuscripts are stored in the Library, including everything from gnomish names to the specifications for hundreds of thousands of inventions. It has been said that the gnomish library even rivals that of the Great Library of Palanthis, and that was only counting the names of three gnomes. But as outlandish as that may be the library does contain more books than even the library of Palanthis ever did. Unfortunately they are seldom used. The library is broken up into so many sections and sorted by so many methods it is hard to even comprehend where to begin looking for something. Even the librarians have trouble determining where "Transport Section, East Outer Upper Right" is at times.

3. Tribunal Hall. Mount Nevermind is nominally ruled by an elected Grand Council of clan leaders and guild masters that serve their term for life. The majority of decisions the council makes an impact, as most gnomes do as they please, regardless of the rest of the community. Nevertheless, the complex administration of running Mount Nevermind is held in the Tribunal Hall. This vast antechamber has a brightly polished onyx floors and clear meditation pools. Positioned in the center of the room is a massive brass scale where council members toss weights into a pan on either side of the scale to determine important issues. Decision-making is simply a matter of equilibrium.

4. The Crawl. Disproving the popular theory that gnomes are all work and no play, Mount Nevermind does have diversions beyond purely inventing. A popular hangout for many gnomes is the Crawl, a strip of pubs and gambling houses that offer a respite from mundane tasks or a chance to catch a second or third wind. Abstract Yearnings, Delirium Terminus, and Thermion Velocity are but a few of the places one can go to meet another gnome and engage in discussions of scientific endeavors, tell cerebral jokes or just talk shop. The ale is plentiful and a number of the establishments serve it with their latest inventions, which is why the Crawl has the only direct tunnel to the hospital level.

5. The Undercity. An ancient tunnel system spreads in all directions under the main city above. This complex system of caverns is older than the gnomish settlement. The gnomes have explored many portions of it, but much of the Undercity has been walled off for fear of the creatures that occasionally make trips to the surface and spirit away working gnomes. The portion of the Undercity that has been explored has been reinforced with steel and the tunnels have been

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strengthened with steel rods and shock absorbing springs to prevent them from collapsing during earthquakes or other cataclysmic events.

REGIONAL HISTORY

Mount Nevermind was founded thousands of years ago when the first gnomes traveled the length of Ansalon chasing the elusive Greycem. Tired of the chase, the gnomes decided that the location was a perfect place to establish a gnomish city of their very own. There they remained in seclusion until the rise of the Solamnic Empire. When the first Solamnic warriors appeared on the horizon, the gnomes decided it best to hide the entire mountain. But when the plan unexpectedly backfired and the volcano was flooded with noxious gases, the gnomes were forced to evacuate and a relationship was formed with the Solamnics.

The Cataclysm barely slowed the gnomes who took the continent-wide destruction in stride, being used to emergencies on an almost daily basis. It wasn't until a force of dark knights invaded their home that the gnomes had to use a destructive force of their own. Unfortunately their actions led to the destruction of nearly half of their mountain home. In 392 AC, the red dragon Pyrothraxus claimed Mount Nevermind for himself and soon regretted it. Unwilling to accept defeat, the dragon has taken a lair near the city suffering the intrusions of the gnomes and their incessant chattering and prodding.

PORT BALIFOR

Small Town, 1,764

On the eastern edge of the volatile Bay of Balifor lie the remnants of Port Balifor. Great portions of this town have been burned away and destroyed. Nestled against a sprawling cove along the edge of the bay, Port Balifor is no longer the city it once was. Once, half of the city rested over a complex series of piers that hovered above a series of tidal flats. Now the half of the town that depended on the wharves and piers lies in ruins, charred and rotting in the volcanic waters of the bay.

Of the town along the shore, half has been ravaged by dragon fire and the other half is barely habitable. The people who remain in Port Balifor consist mostly of afflicted kender and those humans too poor or too stubborn to move elsewhere. A number of shops and buildings have been rebuilt under the dubious protection of the cliff sides to the east. Rundown tenements, taverns, gaming houses and a number of seedier buildings line the new Main Street that skirts the edge of the cliff face, hugging the side of the cove.

Undeterred by the constant devastation of Malystrixy, the tenacious residents of Port Balifor turned to the sea caves that riddled the towering cliffs over their city. They started making plans to

move into the sea caves and now just about every building along the Main Street contains a passageway leading to the underground caverns. In fact, a number of dwellings have even been carved into the cliff side. A small group of dwarves who were former residents of Port Balifor took pity on the devastated community and now have the business of building the underground structures.

Renshar Morgenes (dwarf male Ftr7; AL N) is the prefect of Port Balifor. He sees to the day to day running of the town. An afflicted kender, Harlowe Barstool (afflicted kender male Ftr4/Rog3; AL NG), is the High Sheriff of the Watch and Chief Administrator of the Port.

1. Hope's End. At the south end of Main Street is one of the more popular taverns of Port Balifor. Hope's End is one of the largest buildings along Main Street. It's a place where one can forget the oppression of the daily life, at least for a time. Two stories tall, the tavern has tables on both floors. The first floor has a kitchen, bar, hearth and small wooden stage. The second floor is open, with three private rooms.

Mintra Seabreeze (half-elf female Brd3; AL CG), a half-elf, runs the establishment. She hires local entertainers to help drum up business. Traders, local fisherman and afflicted kender keep the tavern busy at all hours. The establishment is always bright and cherry. Mintra has a way of lifting the spirits of the poor souls of this town. Hope's End specializes in eel pie and sand crab stews.

2. The Underground. One of the most unique inns in Port Balifor is the Underground. Built directly into the surrounding cliffs, the Underground is one of the most protected areas in the town. The inn began as nothing more than a crack in the side of the cliff. Helsfar Stonesplitter (dwarf male Exp5/Ftr4; AL LN) excavated the first dwelling into the side of the rock face and from there it grew as the enterprising dwarf realized that people were willing to pay to stay there. Calling on a few other dwarves, he began to create more rooms. Before long, they had over thirty rooms built into the side of the sea cliff, virtually undetectable from the exterior.

The Underground features beds and chests in each room with strong wooden doors. The inn itself is cool year round. The inn is generally dark and unnaturally quiet. Just perfect for a dwarf, but can be oppressive for anyone else.

3. Harbor Market. Not trusting to the open air, the Harbor Market has moved cliff side. Once one of the greatest markets in Balifor, the harbor market is now a small collection of local fishermen, khurish merchants and scavengers that spend their time searching the ruins of the town for valuable items to trade.

4. Gloom Town. The southwest section of the city is a jumble of toppled stone buildings and a complex maze of alleys and streets. Among the



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scattered buildings hundreds of afflicted kender make their home. Simply known as "Retreat" to the kender, Gloom Town is what the locals call it. Led by Kronn Thistleknot (afflicted kender male Rgr5/Rog7; AL NG) these kender live in the hopes of someday returning to their homeland.

Gloom Town is the base of operations for Kronn and other afflicted kender who are trying to map the numerous dragon lairs of the Desolation. They work closely with the afflicted kender of Charred to cross the desolation and track the movements and locations of all the minions Malystryx left behind after her death. The subdivision is dangerous to travel for strangers because the kender have set a number of traps surrounding their home to alert them to the presence of any intrusion into their home.

5. Cliffside Harbor. The resourceful merchants and traders of Port Balifor, used to making deals in hidden places, decided it best to create a harbor within the sea cliffs themselves. So they salvaged the materials they could from the destruction and created a dock hidden beneath the protection of the surrounding cave. Meanwhile they continued to build additional wharves in the bay for the dragons to destroy now and again.

The harbor is approximately half the size of what it was before. But its traffic is next to nothing. Sturdy wooden piers extend out over the cooling waters of the bay as it washes inland beneath the shadows of the cliffs.

REGIONAL HISTORY

As with most great cities or towns, Port Balifor began as a small village. After the Cataclysm, refugees from a number of different communities gathered together at the ruins of what must have been a kender town, but was now deserted. The fishing village located below the cliffs began to grow and expand as Khurs from the north began to use the port to send goods to tribes in the east.

As the village grew into a large town it reached the limits of the allowable space onshore, so the residents began to build out over the tidal flats extending into the bay. Before too long, half the city was perched on a various collection of pilings, docks and wharves. A collection of pirates, smugglers and rogues made Port Balifor their home and traded in a number of illegal good from all across Ansalon.

During the War of the Lance the Dragonarmies seized the city. Port Balifor never had a standing army and knew just how much they could get away with while under their rule. However, at the end of the war the dragon army disbanded and Port Balifor was free, but not for long.

During the Summer of Flame, the dark knights took control of the port city, but in the aftermath of the Chaos War, Port Balifor found itself free again. Then three years later rumors of ogres and

a great red dragon began to arrive from the east. Within a number of months Malystryx had destroyed Kendermore and arrived to destroy Port Balifor.

The residents of Port Balifor tried to rebuild many times, and each time Malystryx or her minions would level the town flat again. Unwilling to let the dragons win, the tenacious inhabitants moved cliff side. They discovered massive sea caves, including some with fresh water springs. Rumors had it that preparations were being made to move the entire city beneath the cliffs, but with the destruction of the great Red Overlord and the return of the gods the people of Port Balifor are hoping once again to rebuild their homes above the bay.

RELGOOTH

Small City, 3,233

Nearly a thousand years before the Cataclysm, in the year 940 PC, a third son of the lord of Vingaard banded together with a group of other noble youths, bound by a common knowledge that none stood to inherit their family lands. They headed west from Vingaard Keep and established a small farming community in the shadows of the Vingaard Mountains.

Over time, this small community continued to attract people, growing steadily until by 250 PC, the village had become a city rich enough to draw the attention of brigands and bandits. The lord of Relgoth at the time ordered that a great wall be built about the city, but during the construction, he passed away. According to local legend, his desire to protect his beloved city was so intense that his spirit became one in the wall, making it stronger and nearly unbreachable by any invader. For almost six hundred years, the Walls of Relgoth stood strong, turning away all invaders without falling once.

After the War of the Lance, Relgoth experienced a population boom due to the recent discovery of nearby minerals. Combined with Relgoth's proximity to the Vingaard Road, this made the city an ideal resupply road for caravans. The result was expansion that led to the building of the "New City", an addition to Relgoth that attracted merchants, farmers, and various other new citizens. The New City was completed by the Summer of Chaos, and was said by some to nearly rival Palanthas in beauty.

During the Chaos War, shadow-wights attacked the city, erasing many of Relgoth's citizens with a touch, stripping away the very memories of their existence. By the end of the war, most of Relgoth's buildings were deserted, with much of the city lying in ruins, and it was into this that a few years later the Knights of Takhisis arrived, in the service of Khellendros the Blue.

CITIES, STRONGHOLDS & RUINS

The surviving citizens of Relgoth served as a reliable source of dragonspawn for Khellendros for several years. The Blue Dragon Overlord ordered the construction of a massive castle crafted entirely of black sand, held together through the sheer power of the dragon's magic. Relgoth became a prison camp, where those captured by the dark knights in service to Khellendros would bring captives to either be held indefinitely, or to be transformed into dragonspawn.

The Bastion of Darkness was destroyed at the hands of the sorcerer Palin Majere in an attempt to rescue Gilthanas. Khellendros never rebuilt the Bastion, and with his death, the Knights of Takhisis have decided to clean the city of the black sand, and force the slaves to rebuild the Old City.

Perhaps the most notable of Relgoth's citizens is Shen Korras (half-elf male Sor8/Mys8; AL N), a half-Qualinesti merchant. Shen has managed to evade the notice of the Knights of Takhisis, and is one of the few townspeople who still has spirit left. Shen dresses in blue robes, and wears a mustache similar to those worn by the Knights of Solamnia. He is said to have fled to Relgoth when Palanthas fell to Khellendros. Shen lost his wife and daughter when the Blue Dragonarmy assaulted Schallsea and he travels from Relgoth to his home in Schallsea on occasion as an outlet for his grief. Shen has donated much of his wealth to the construction and support of the Citadel of Light.

Shen had been missing, but returned in the aftermath of the War of Souls. He has lost all memory of his past. He seems to be burdened by a great sadness and is seeking to make his way back to Schallsea.

1. Gates. To get into Relgoth, one must enter through one of the two gates that lead into the New City district. Another set of gates lead from New City to Old City, and another still lead from Old City to the Noble Quarter. One final set of gates leads from the Noble Quarter to Castle Rel.

2. New City District. The "New City" was built shortly after the War of the Lance. This district was finished by the Summer of Chaos, and was packed with merchants, farmers, and other newcomers. New City is mostly deserted these days, its buildings slowly falling to ruin. The Knights of Takhisis, now in control of Relgoth, rarely patrol the streets of the New City, relying on gate and wall guards to spot troubles. The New City now only houses the old, crippled, and orphaned, as the Knights of Takhisis have forced all able-bodied citizens into the Noble Quarter.

3. Old City District. The Old City used to be the entire city of Relgoth, until after the War of the Lance. Relgoth had a boom after the war, and the New City district was built. A third of the Old City was covered by the Bastion of Darkness, and much of this district has been converted to barracks for the Knights of Takhisis. This section is

home to three hundred and fifty dark knights, as well as human and elf mercenaries, draconians, brutes, and a few goblins. Townsfolk who live in this district fill the mercantile and entertainment needs of the Knights of Takhisis. There is no joy in these activities for these oppressed townsfolk. The elf mercenaries are from a group of Silvanesti elves caught outside the shield raised by Cyan Bloodbane. These elves, led by Alor Lightleaf (elf male Rgr13; AL LN), had made a pact with Khellendros to defend Relgoth in exchange for him lowering the Silvanesti Shield. With the death of Khellendros and the lowering of the Shield, the elves are preparing to return to their homeland. However, they are not aware yet that Silvanesti now lies in minotaur hands, and that their people are in exile.

4. Noble Quarter. The Noble Quarter is Relgoth's oldest neighborhood. Roughly 1,500 able-bodied men, women, and children reside in homes that once belonged to the privileged class.

5. Castle Rel. Castle Rel is a bulky fortress crouched on a small hill between the Noble Quarter and the Old City. The otherworldly Bastion of Darkness dwarfed this once-impressive castle. Ranking Knights of Takhisis reside here with their personal guard, as well as a few dozen Squires of Lily and their instructors. The rulers of Relgoth. Three dark elf live here, one a Lily Knight, one a Thorn Knight, and one a Skull Knight. None will give up their true identity, and are never seen in public without a helm or mask. Collectively, they are known as the Fallen Three, while individually they are referred to as Ebony (elf female Ftr6/Knight of the Lily 6; AL LE), Onyx (elf male Sor6/Knight of the Thorn 5), and Obsidian (elf female Mys6/Knight of the Skull 4).

6. Bastion of Darkness. This immense black stronghold looms over the city, looking like a bizarre anthill. The Bastion occupies over a third of the Old City, absorbing everything it touches. The fortress looks as if it pushed its way up from below. The sprawling walls appear to be made of black sand, and are dotted with openings of various sizes. The largest is a great gaping maw at ground level. The Bastion was once overseen by Lord Sivaan (Sivak draconian male Ftr7; AL NE). The Bastion is surrounded by a moat filled with scorpions the size of a human hand. The Bastion fell at the hands of the sorcerer Palin Majere, turning to black sand. The Knights of Takhisis are cleaning this area up and are forcing their slaves to rebuild the city it covered.

FIONA QUINTI

Female human Ftr7/Knight of the Crown 5: CR 12; Size Medium-sized humanoid; HD 7d10+14 (Ftr) plus 5d10+10 (Knight of the Crown); hp 84; Init +3; Spd 30 ft; AC 20 (10 touch, 20 flatfooted); Atk +15/+10/+5 melee (1d8+6/19-20 x2, +2 *longsword*); SA Strength of honor; SQ Fight to the



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death, heroic initiative +2, honorable will, knightly courage; AL Lawful good; SV Fort +11, Ref +4, Will +5; Str 14, Dex 13, Con 15, Int 12, Wis 14, Cha 16.

Skills and Feats: Diplomacy +10, Intimidate +11, Knowledge (nobility and religion) +5, Knowledge (religion) +8, Listen +5, Ride +7, Spot +5, Swim +6; Blind-fight, Combat Reflexes, Diehard, Dodge, Endurance, Honor-bound, Improved Initiative, Mounted Combat, Weapon Focus (longsword), Weapon Specialization (longsword)

Strength of Honor (Su): Twice per day, a Knight of the Crown can gain a +4 morale bonus to her Strength score for 6 rounds.

Fight to the Death (Ex): A Knight of the Crown automatically gains the Diehard feat, even if she does not have the prerequisite feat.

Heroic Initiative (Ex): A Knight of the Crown gains a +2 bonus to her initiative check.

Honorable Will (Su): A Knight of the Crown applies her Charisma bonus (+3) as a morale bonus on saving throws against compulsion spells and effects.

Knightly Courage (Su): A Knight of the Crown applies her Charisma bonus (+3) as a morale bonus on saving throws versus fear effects.

Possessions: +3 honorable half-plate mail, Redeemer (*Wyrmsbane*, +2 dragonbane longsword), +2 cloak of resistance.

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

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

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

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

Tall and lithe, with fiery red hair that often matched her temper, Fiona devoted her life to the Solamnic Knighthood and her heart to a roguish mariner.

A Solamnic Knight from a family of knights, Fiona was quick to take up Goldmoon's cause and make a stand against the Dragon Overlords. She joined the ranks of Dhamon Grimwulf and left her Solamnic outpost home so she could make a difference in the world. Her travels took her through the New Swamp and into the mountains—places she'd only heard or read about. Along the way she learned a tolerance for things and people that didn't fit into the Solamnic ideal.

She fell in love with Rig Mer-Krel, a weapons-master and former pirate. She inwardly fought against the notion for months, as Rig was far from knightly and would not consider joining her Order. But he was remarkably honorable and honest, and she found herself attracted to him. Eventually she gave in to her feelings, and discovered he felt the same.

Fiona was proud of her swordsmanship, proving herself the equal of the men in a fight. She was fearless, yet caring, and she demonstrated a compassion for the victims of the great dragons and their minions. She faced the ultimate test of her abilities at the Window to the Stars portal, where the Dragon Overlords had gathered. Malys the Red was making a bid for godhood, though the plan was thwarted by the massive blue dragon called the Storm Over Krynn. Had it not been for the blue's treachery, Fiona and her companions would have perished. All but Jasper managed to survive the encounter.

Rig and Fiona stayed together after the rest of the companions parted ways following the Window to the Stars battle. At first the two wandered from town to town, passing dangerously near the ogre lands. They sought to help those who were devastated by dragon attacks, or who had simply fallen on hard times. But when word reached Fiona that her brother, also a Solamnic Knight, had gone missing, she and Rig took up a new cause. They learned from the Order that he and several others were in Sable's swamp. The Order believed they were ambushed by the dragon's forces and were being held prisoner in dungeons beneath Shrentak.

Fiona knew she and Rig would need help, and so she turned to Dhamon Grimwulf, who had fallen in with bandits. She persuaded him and his companions (or so she thought) to help her free her brother. The trusting Fiona fell into one trap after another. She found out she was being used. She and Rig parted company with Dhamon and struck out into the swamp to attempt the task alone. Fiona and Rig were captured and tossed into the dungeons.

She never managed to save her brother, who died with his comrades in a cramped cell. Eventually she and Rig were rescued by Dhamon

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Grimwulf. Rig died in the battle that ensued as they left Shrentak. Fiona went mad from grief. She let herself believe Rig was alive and that they would be wed soon. But the madness also pitted her against Dhamon.

It was only at the very end that things once more became clear for her. And in that instant she sacrificed herself to save Dhamon and her new companions. She died at the claws of a malevolent shadow dragon, and she was buried deep in that dragon's lair. Now she is with Rig and her brother and is still in the memories of those she left behind on Krynn.

RIG MER-KREL

Male human Ftr7/Mariner 7; CR 14; Size Medium-size humanoid; HD 7d10+14 (Ftr) plus 7d8+14 (Mariner); hp 101; Init +7;

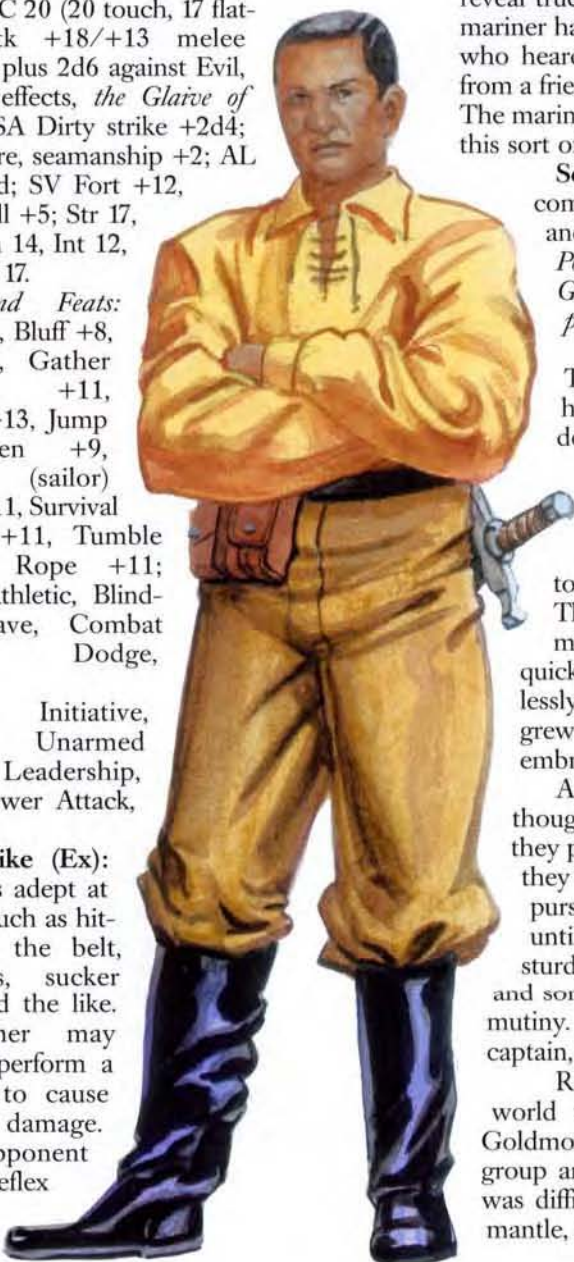
Spd 30 ft.; AC 20 (20 touch, 17 flat-footed); Atk +18/+13 melee (1d10+6/x3 plus 2d6 against Evil, and vorpal effects, *the Glaive of Grimwulf*); SA Dirty strike +2d4; SQ Sailor lore, seamanship +2; AL Neutral good; SV Fort +12, Ref +10, Will +5; Str 17, Dex 16, Con 14, Int 12, Wis 13, Cha 17.

Skills and Feats:

Balance +13, Bluff +8, Climb +15, Gather Information +11, Intimidate +13, Jump +12, Listen +9, Profession (sailor) +10, Spot +11, Survival +7, Swim +11, Tumble +13, Use Rope +11; Alertness, Athletic, Blind-Fight, Cleave, Combat Reflexes, Dodge, Endurance, Improved Initiative, Improved Unarmed Strike, Leadership, Mobility, Power Attack, Toughness.

Dirty Strike (Ex):

A mariner is adept at maneuvers such as hitting below the belt, head butts, sucker punches, and the like. The mariner may attempt to perform a *dirty strike* to cause additional damage. An opponent receives a Reflex save against a DC equal



to the mariner's modified attack roll. If the save is successful, the mariner causes only standard damage. If the save is failed, the attack causes additional damage. Opponents must be creatures with discernable anatomies for this attack to cause additional damage. Creatures immune to critical strikes are also unaffected by *dirty strike*. The mariner may only use this ability once per day against any one opponent (but is free to attempt it against multiple foes on the same day).

Sailor Lore (Ex): A mariner picks up a lot of stray knowledge by listening to the local gossip in various ports of call or from the sea stories of shipmates. A mariner may make a special *sailor lore* check with a +8 bonus to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the mariner has heard the information from someone who heard it from someone else, who heard it from a friend, who heard it from a guy, and so on. The mariner may not take 10 or 20 on this check; this sort of knowledge is essentially random.

Seamanship (Ex): Mariners receive a +2 competence bonus on all Balance, Climb, and Profession (sailor) skill checks.

Possessions: *amulet of natural armor* +4, *Glaive of Grimwulf*, *ring of evasion*, *ring of protection* +3.

The Ergothian never intended to be a hero. He simply wanted to survive—and do so grandly. He ran away from an abusive, poor home when he was twelve and stowed away on a ship. By the time he was discovered, the ship was well out to sea, and the youth swore to work hard if they would keep him on. The men called him “Rig,” as he spent most of his time in the rigging. Agile and quick, he’d scamper up the masts and fearlessly perform the high, dangerous work. He grew to love the sea and traveling, and he embraced the lifestyle of a pirate.

As he grew into a man, Rig gave little thought to the fate of the ships and crews they plundered. He cared only for the wealth they could garner and for the excitement of pursuing quarry. He rose in the pirate ranks until he became second mate on a large, sturdy ship. He would have been first mate, and someday captain, if he had joined in on a mutiny. But he had too much respect for the captain, and so he left the ship.

Rig and his lover Shaon traveled the world until fate made them champions of Goldmoon. They joined Dhamon Grimwulf's group and never plundered another ship. Life was difficult for the mariner—taking on a new mantle, helping people and fighting against the

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great dragons instead of thinking only of himself. But he took to it, and even tolerated the long stretches they spent on land. His world came crashing down when a blue dragon slew Shaon—a dragon that had once been partnered with Dhamon Grimwulf. Though Rig had never been fond of Dhamon, he came to truly hate him. Rig blamed Dhamon for Shaon's death, and for other unfortunate things that occurred. The mariner respected Dhamon, though, and adopted his knightly code of honor, but he would never—through the miles and years—call himself Dhamon's friend.

Rig was a master of any weapon he laid his hands on, and he was never without a variety of weapons on his person. A garrote was concealed in his headband. There were daggers tucked in his boots, blades hidden in the soles. He always wore a fine, polished sword on his side. And he came to favor an enchanted glaive that Dhamon cast away. Rig considered a strong, sharp weapon his best ally—one he could always trust. Friends die or turn on you, he claimed, but a good sword would keep you alive. Rig considered himself at his best when he was in a brawl. There were few things he enjoyed more than a rousing fight that made him work until his arms were so tired they could barely heft a blade.

When he finally got over Shaon's death, he allowed himself to fall for a fiery-tempered Solamnic Knight named Fiona. Rig admired her for her swordsmanship, and loved her for her determination. He became her constant companion and even secretly entertained the notion of joining the Solamnic Knighthood. Eventually she agreed to marry him. They intended the ceremony to take place on a shore, likely off New Ports, after they had rescued her brother from Sable's dungeons. But they became imprisoned in those same dungeons. Rig was killed in the battle to leave the dragon's foul city.

SANCTION

Large City, 14,532

Sanction is located at the eastern tip of the New Sea, situated between three active volcanoes, known collectively as the Lords of Doom.

When the Cataclysm struck, the volcanoes of the Doom Range, which stretches north from the New Sea into Nordmaar, became violently active, and much of the city of Sanction was destroyed. For centuries, Sanction was known as one of the most lawless cities on Ansalon, a den of evil perfect for the dragonarmies of the Dark Queen to occupy during the later years of the Fourth Age.

In the wake of the Chaos War, however, a stranger named Hogan Bight appeared at the gates of the lawless city. Wielding powerful magic, he tamed the volcanoes and diverted the flows of lava away from the city. He then set about rebuilding Sanction, establishing interior

fortifications to protect the city, created a powerful and loyal force of city guards, abolished slavery and illegal trade practices, and offered to protect the city not only from the lava, but from the incursions of the ogres from Blöde, from the forces of Onysabet from the New Swamp south of Sanction Bay, and from the dark knights who had continued to besiege the city. With the aid of a mysterious young bronze dragon known only as Crucible, Sanction stood strong.

Throughout the early decades of the Fifth Age, Sanction became a symbol of hope in Ansalon's beleaguered East, for although it was surrounded by evil on all sides, it rapidly became a center of trade and industry, withstanding ogres, dark knights, and the forces of Sable. Then came the unstoppable might of Mina and the Army of the One God, and even Sanction fell. With the mysterious disappearance of Hogan Bight and Crucible (who, it was rumored, were actually one and the same), those who could flee Sanction did, leaving the city open to Mina's Army. With the fall of the One God, and with Hogan Bight and Crucible still missing, control of Sanction has passed into the hands of the city leaders who had worked with Bight to rebuild the city.

A hodgepodge of cultures and races, the bustling port city draws individuals from across the length and breadth of Ansalon, its central location rapidly making it one of the most prosperous cities in the region. The bustling harbor and warehouses to the west of the city are cradled within the buildings of the lower city, filled almost entirely with businesses and the homes of those involved with the sea trade: sail makers, carpenters, oar makers, blacksmiths, and rope makers, as well as bawdy inns and boisterous taverns that serve dwarf, human, elf, minotaur, and kender alike. Further up the embankment are the walls constructed around Sanction to protect the inner city. It is here that the vast majority of Sanction's residents reside. In the northern part of the inner city lies Hogan Bight's palace still stands; while near the center of the city can be found the infamous Souk Bazaar. On the eastern side of the city, outside the city walls, are numerous farms and ranches that have thrived in the soil made fertile by the centuries of lava flows. Surrounding the entire city, held in check by the magics created by Hogan Bight, is a moat of lava, channeled to create a protective barrier that helped Sanction to withstand near constant assault by the dark knights.

1. Governor's Mansion. Located upon the highest hill of the city is the Governor's Palace. The beauty of the palace is unmatched by any building in Sanction. Exquisite gardens of lush shade trees and shrubs surround the palace, shoring up the sides of the hill and shading the short-cropped green grasses that stretch to the foot of the massive white stone palace. A colony of dwarves was brought in to build the edifice and

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It is as strong and defensible as any fort. Thick white walls surround the palace where hundreds of City Guards are stationed in buildings around the palace. The main building is four stories high with slate gray turrets. It is comprised of five towers, one at each corner, and a massive central tower. Inside, the Palace is a maze of hallways and luxurious chambers, laden with expensive ornamental decorations and illuminated with slit windows on each floor. When Mina and her Army of

the One God occupied Sanction, the soldiers and generals of the army were headquartered in the Palace, for neither Hogan Bight, nor the dragon Crucible, was anywhere to be found. After the defeat of the One God and the disappearance of Mina, the Army of the One God fractured—many escaping in the dark of night. Now, the Palace stands empty, much of its treasures looted by the retreating forces.



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2. Harbormaster's Tower. Right off the docks lies the harbormaster's tower. Built as a lighthouse, the tower stands higher than any other building in the district, its slate gray surface weathered and scarred, although the glass of the watch tower is kept clean and in good repair. The light from the tower strafes back and forth across the bay, providing visibility in order to guide ships through the sometimes treacherous waters. The harbormaster, who has only stood his post for a few years, is a grizzled hill dwarf, a veteran of the War of the Lance and the Chaos War, known as Gristle One-Eye (male dwarf, Ftr7/Rog8; N). He is responsible for keeping track of all ships that come into port and leave port, as well as the goods loaded and unloaded, and collecting tariffs.

3. City Guard Headquarters. A few blocks south of West Gate is the headquarters of the city guard. A combination barracks, prison, and training complex, the two buildings are of heavy, reinforced granite, surrounded by a thick gate of wrought iron. Captain Gallina (female half-elf, Ftr9; LN) serves as the captain of the City Guard. The city guard patrols the city, remaining completely within the boundaries determined by the moat of lava. They are responsible for dealing with the day-to-day concerns of policing the city, watching the docks, patrolling the eastern farms, and defending the city against invading forces.

4. The Temple of Duerghast. Standing outside the city, embedded at the base of Mount Ashkir, is the Temple of Duerghast, a location known to every inhabitant on Ansalon as the place where two gods became mortal and one was slain. During the War of Souls, the ancient arena served as the stage for the sacrifice of Paladine and the downfall of Takhisis. This forbidding area is built entirely of pitch black granite and was once a center for human sacrifice in Sanction. Built just after the Cataclysm to a false god, worshippers believed the sacrifices appeased the god that controlled the volcanoes surrounding the city. The outer curtain wall is built in a square around the temple with gates that use heavy slabs of iron for the doors. Once inside, the temple is comprised of a system of underground rooms and a massive arena. The sandy floor of the arena is built below sea level and the stadium seats are carved in a semi-circle from the mountain slope around the central stage. The temple has remained abandoned since the War of Souls.

5. Souk Bazaar. Located near the center of the city is one of the most infamous marketplaces in Ansalon, the Souk Bazaar. The central location of Sanction makes it the perfect place for merchants from all over the continent to meet and exchange goods. Merchants from Khur, Nordmaar, and Palanthas are lined up alongside local farmers and wranglers of Sanction Vale, selling their wares in booths and open-air stalls along paved streets. Lines of fixed stalls offer a selection of manufac-

ured goods. Peddlers and hawkers mingle among the crowds looking for interested buyers and demonstrating the quality of their wares, while minstrels and jugglers entertain passersby for a coin.

6. West Gate. The West Gate controls access into the inner city from the docks. Located between two towers, the gate is rarely closed, allowing access between the outer city and inner city. However, in time of need, the gates can be closed within moments. The stout planks are reinforced by solid steel plating on the inner surface, making it difficult to breach under most circumstances.

7. East Gate. The East Gate controls access into the inner city from the farms immediately to the east of the inner city. Like the West Gate, it is generally kept open, although in times of need, it can easily be closed and reinforced against incursions.

8. Eastern Guard Towers. A cluster of four towers situated on the banks of the eastern river of lava from Mount Thunderhorn, the eastern guard towers are a combination of watch posts and defensive fortifications. Kept equipped with ballista, catapults, and other siege weapons, they are manned at all times by experienced members of the City Guard. Built to keep watch for dark knight incursions from the eastern pass, signal fires are lit, and a resounding alarm passes through the city. Within minutes the entire city can be locked down against an invading army.

9. The Temple of the Heart. Formerly known as the Temple of Huerzyd, this temple is the only one of the three major temples in Sanction that predated the Cataclysm. Originally built to honor the Gods of Light, the temple fell into disrepair after the Cataclysm. When the dragonarmies came to occupy Sanction in the years leading up to the War of the Lance, they avoided the temple, instead choosing to build a new temple to honor their dark goddess. Hearing that Hogan Bight had tamed the rivers of lava and began to build Sanction into one of the major powers of the New Sea, mystics from the Citadel of Light came to Sanction, offering to rebuild the temple so they could use their powers to help the people of the city. Mina chose to occupy the Temple of the Heart, dedicating it to her One God. The mystics who worked at the temple were imprisoned in their own cells, while the altar room was dedicated to the One God's name. Through the power of the One God, the roof of the temple was incinerated, leaving it open to the sky. The spirits of the dead transported the skull totems of Beryl, Khellendros, and Malys to the temple, which gave the One God the power to almost completely manifest in the world. When the skull totem was destroyed by the spirit of Palin Majere and the blind silver dragon known as Mirror, the resulting explosion devastated the altar room. After the One God fell, the temple has stood

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abandoned. Although the Citadel Mystics have tried time and time again to cleanse the temple, it remains tainted by a lingering aura of death and evil.

10. Ruins of the Temple of Luerkhis. The distinctive appearance of the Temple of Luerkhis was carved into the slope of the volcano, Mount Thunderhorn, in the days leading to the War of the Lance. Dedicated to the Queen of Darkness, the temple served as the primary center of the Dark Queen's power during that era. It was beneath this temple that the draconians were created. At the end of the War of the Lance, when the secret of the perversion of good dragon eggs into evil draconians was uncovered through the efforts of Gilthanas and Silvara (the silver dragon, D'Argent), the good dragons attacked Sanction, destroying the temple as they retrieved the remaining dragon eggs. Since that time, the Temple of Luerkhis has stood in ruins outside of Sanction proper. Occasionally, brave and foolhardy adventurers will attempt to find entrance into the caves of the ruins, searching for the fabled wealth of the dead Dragon Highlord, Ariakas.

11. Refugee Camps. Because of the devastation wrought on Eastern Ansalon over the last few decades, many have found themselves homeless, cast out to wander the roads, searching for a way to rebuild their lives. Those that made their way to Sanction find that a refugee camp has been established on orders from Hogan Bight and served by the mystics who dwelt in the Temple of the Heart. A village of tents and lean-tos, the camps are surprisingly clean and free of crime. Regularly, work crews are assembled from those willing to work, enabling them to earn a wage and potentially either move into the inner city or buy passage on a ship heading away from the dangerous territories of the east.

SILVANOST (PRIOR TO 419 AC)

Metropolis, 27,325 (Prior to the War of Souls)
Silvanost nestles in the heart of one of the most beautiful places on the face of Kyrnn—Silvanesti. For centuries visitors to the ancient Elven homeland have marveled at its beauty and artistic qualities. The forests of Silvanesti have never been left unattended. Every tree, bush and rock have been carefully tended and sculpted into a pleasing form by the Woodshapers of the Silvanesti, and the capital city of Silvanost is no exception. Where the Qualinesti prefer to live among nature, allowing it to grow at its whim, the Silvanesti have always found it more pleasing to shape nature to their idea of perfection.

The city of Silvanost lies in the center of the realm on an island surrounded by the sparkling, life-sustaining Thon-Thalas River. At first glance the city looks like a fabulous well-tended garden

of shapely hedges, rows of orderly trees spaced out in exact measurements, blooming flowers arranged in dazzling complex patterns, crystalline fountains and meandering cobblestone paths. The large manor houses are lofty wooden towers cultivated expressly for the purpose of housing the elves. The temples, crafted of only the most pristine marble, send delicate spires above the tree-tops. The homes of the elves range from one to two story dwellings on the outskirts to grand complexes of ten to twelve stories high near the inner hub of the city. All homes are built of wood, marble, or crystal and surrounded with gardens.

Directly in the center of the city is a hub of temples and towers. The Temple of Astarin, surrounded by its legendary gardens, is the heart of the whole city. Directly east of the Temple of Astarin is the fabled Tower of the Stars, a structure of marble, crystal and steel decorated in gold and jewels. To the west of the Temple is the Palace of Quinari, the home to the royal family of Silvanesti.

1. Silvanesti Houses. In Silvanesti an elf must know his place in proper society or he is not part of it. Each elf belongs to a particular house that will designate his occupation and station. Silvanos created the system in ages past, hoping to give some structure to the feuding elven clans. The heads of the Houses were once responsible for attending the Sinthel-Elish or "Council of the High Ones," until the Sinthel-Elish was disbanded by General Konnal after the Shield was in place. During that time House Protector took the reigns of the Silvanesti government.

There are a number of major Houses in Silvanost and countless minor houses, such as the Jewelers, Seamstress, and Stoneworker Houses. These smaller Houses tend to align themselves with a larger House. Some of the major Houses of Silvanost are:

House Royal. This house consists of the direct descendants of Silvanos. They are responsible for ruling the nation. The Speaker of the Stars and his or her family are all part of House Royal. The house consists of a number of squabbling distant relatives each trying to determine who the new speaker will be.

House Protector. Consisting of those elves who protect the ancient Elven Homeland, House Protector is the largest and most diverse House in Silvanost. All members of the Wildrunners, Windriders and palace guard are part of House Protector. Because of the wide range of elves within the House, status is determined by ones rank within the military organization. A captain of the Wildrunners and Windriders are both of the same status, while the general of the Wildrunners rules over all. The kirath are considered to be a temporary measure and can be from any House, although they are drawn almost exclusively from Houses Protector, Gardener,



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Woodshaper, or Mystic, for their natural affinities with nature. The kirath were originally established following the War of the Lance to make solitary forays into what was then the nightmare-tainted Silvanesti Forest. After the forest was healed, some began to say that the kirath were no longer needed, that they were only a reminder of a time best forgotten. The kirath were the first to truly notice the effects the Shield was having upon the forest, but their words went unheeded so they went to ground and began to establish a quiet rebellion, working where they could to fight the damage of the Shield while trying to figure out a way to destroy it.

House Cleric. This house was once the second most powerful in Silvanesti, but after the Cataclysm, this House fell in position below that of House Protector, a fall that they have not truly been able to overcome. Once, the House consisted of all the priests of the various Houses and families, but after the absence of the gods following the Cataclysm, the house turned its focus towards recordkeeping and administration. When the gods once more disappeared following the Chaos War, House Cleric returned to their administrative function. When Goldmoon's discovery of mysticism spread, however, a few members of the House traveled to Schallsea to learn the new magic. A few returned before the raising of the Shield and taught their skills to others. Since that time, they have continued to practice their worship of the gods, but have drawn upon the powers of mysticism instead of clerical magic to aid them.

House Mystic. This House educates and regulates the use of magical abilities among the Silvanesti Elves. Only open to high caste elves House Mystic is one of the most exclusive Houses in Silvanost. Only followers of Solinari are allowed within the ranks of this House. After the Chaos War, the mages turned to ancient elven writings on wild magic to discover the use of sorcery and began learning that form of magic. Any use of magic is strictly regulated and any elves discovered following Nuitari's path and philosophy are branded dark elves and exiled from elven society.

House Woodshaper. Dwelling in a residence sculpted of living trees the elves of House Woodshaper are responsible for the cultivating and designing of the Silvanesti forest. Unlike House Gardener, that is responsible for growing the fruits and plants the elves eat, House Woodshaper uses their skills to enhance the beauty of their nation.

House Woodshaper elves tend to be isolationists, preferring to marry only within their own House to keep their bloodlines strong. It was the Woodshapers that gathered together with a disguised Cyan Bloodbane to raise the impenetrable

Shield around their homeland. They did not realize the Shield would draw its fuel from the life force of those who dwelt beneath it.

House Servitor. The elves of House Servitor are the lowest members of society. This House is comprised of manual laborers, menial servants and slaves. The elves of this house are not allowed to marry outside of their House. They may only marry an elf of the same status, so servant can marry servant and slave can marry slave (if allowed). Although they hold almost no power the elves of House Servitor can be found in almost every other House in the realm and they know a great deal about the affairs of the kingdom.

2. Tower of the Stars. The Silvanesti worship the moon as the Qualinesti worship the sun. The true splendor of this ancient elven homeland comes to life at night. The stars above blaze with intensity reserved only for the elves. The night flowers bloom and spread their delicate silver tipped petals, glowing with a reflective quality and filling the air with intoxicating scents.

Standing over six hundred feet tall, the Tower of the Stars was crafted to honor the beauty of the night. It was built of magically shaped marble, crystal and steel so as to not harm any part of their homeland. The entire structure has a fluid, organic feel to it. Windows are round, with panes of clear crystal, and doorways are graceful and swing lightly on silent hinges. The inside of the tower is covered in thousands of glittering jewels that capture the light of the moons and the stars and illuminate the Audience Hall within the tower. The emerald throne of the tower has been empty for decades, awaiting the return of the Speaker of the Stars.

3. Garden of Astarin. Surrounding the Temple of Astarin in the heart of Silvanost is the fabled Garden of Astarin. The Garden is shaped as a four-pointed star aligned with the four cardinal directions. It has been a place for meetings and celebrations since its creation. Midnight banquets and nighttime festivals are common among the Gardens. Unknown to many of the citizens of Silvanost, the Garden of Astarin is continually suffering from the effects of the Shield Tree. The plants around the garden regularly die and have to be secretly replaced.

4. Palace of Quinari. Named after Silvanos's wife, the rose-colored Palace is the largest residence in the entire city. Standing over three hundred feet tall, the palace is separated into three wings. One wing is reserved for the business of running the city, the other two are home to the elves of House Royal. The Palace is the most luxurious residence in the city. Each chamber is lavishly decorated in bright colored rugs, deeply cushioned chairs with thick plush pillows, and soft beds with frames decorated in gold and silver.

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The marble hallways are decorated with the finest tapestries woven with delicate threads of silk and spun gold. The sweet scents of honeysuckle and perfume drift down the corridors from hundreds of fresh blooming flowers lining the corridors. A courtyard in front of the Palace is normally bustling with elves from a number of elven Houses conducting business with House Royal.

5. Fallon Forest. Located south of the city is the Fallon Forest. Tended by the elves of House Gardener and House Woodshaper, the Forest is both beautiful and life-sustaining. Under the tender ministrations of the elves, the Fallon Forest consists of acres of verdant woods and fertile orchards providing apples, peaches and other fruits. Elegant windmills turn in lazy circles and flowers and meadows of thick rich grass run alongside bubbling crystal clear streams.

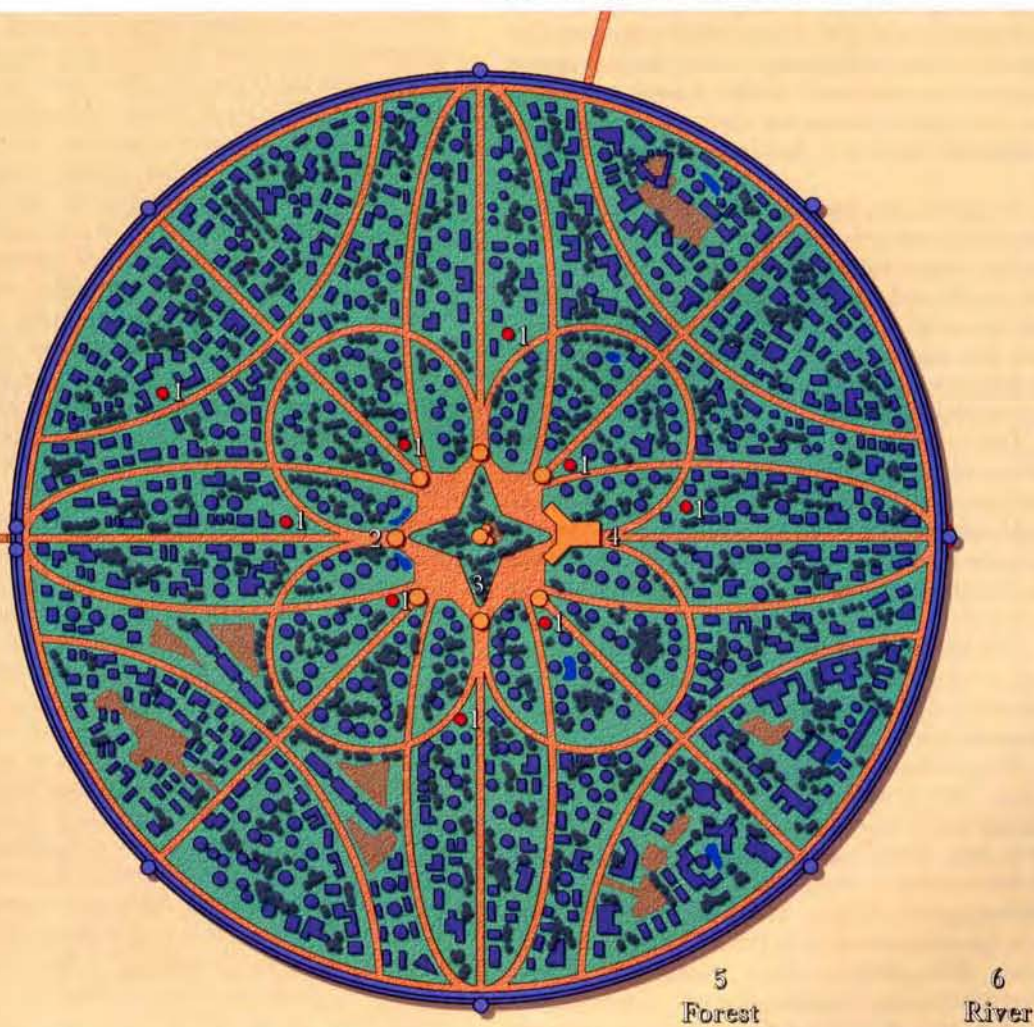
6. Thon-Thalas River. The city is surrounded by the flowing waters of the Thon-Thalas. Winding majestically from north to south, the Thon-Thalas is the largest water course in Silvanesti. All along the river are the homes and

villages of Silvanesti. Many of the elves live in trees whose limbs have been shaped into arboreal homes.

The traditional method of crossing the river to Silvanost is on the backs of giant turtles, bred to pull barges from the mainland to the island. Priests of the Blue Phoenix have been the trainers and companions of the great beasts for centuries. A number of watch towers, arrayed along the shores of the island, guard access to the city from the river.

REGIONAL HISTORY

Silvanost has been the capital of Silvanesti for millennia. The elves did not build Silvanost as much as sculpt and shape the forest into their liking. During the First Cataclysm the homeland of the elves had been shattered. Hundreds of miles of Silvanesti had sunk beneath the waves. The Silvanesti lived in relative peace and security following the folly of the human Kingpriest that brought destruction to the world. Unlike other races, the elves with their long lives never forgot the devastation caused by the savage humans. This only hardened the Silvanesti's resolve to draw away from the rest of the world.



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More than three hundred years later, when the dragonarmies of the Dark Queen descended from the north to invade their home, the Speaker of the Stars, Lorac Caladon sent his people into exile with a plan to save their realm. The elves took to the sea traveling around the continent to the shores of Southern Ergoth. Only the Speaker of the Stars remained. Using the ancient magic of the Dragon Orb, he hoped to defeat the encroaching evil. However, the magic of the orb took control of Lorac's mind and held him in thrall.

Lorac was discovered by Cyan Bloobane, a great green dragon, who whispered terrible dreams into the elven king's ears—dreams in which the lovely trees turned twisted and deformed, his people died of horrible diseases, and the Thon-Thalas ran red with the blood of the innocents. The power of the orb transformed Silvanost and the surrounding forest into a horrifying living nightmare.

After the War of the Lance, the elves returned to find their home a terrifying nightmarish mockery of its former glory. Under the leadership of the Qualinesti General (and Prince) Porthios, the elves fought against the waking dream, but the cost was great. Many elves perished in the battle and even though the dream was vanquished, the animals, trees, and plants touched by the dream remained warped and twisted. It took more than two decades to defeat the dream and another to restore Silvanost and the land to its former beauty.

Porthios, who had delivered Silvanost and the Elven Homeland from the grasp of the evil dream, began to talk of unification. He spoke of the world and he spoke of change. This scared the Silvanesti more than any dark magic. He married the daughter of Lorac, Alhana Starbreeze, and the two planned to make the elven nations one united people.

The offense of threatening to change the Silvanesti way of life could not go unchallenged. Porthios and his wife were driven from Silvanesti and branded dark elves. General Konnal of House Protector placed the nation under martial law until such time as a Speaker of the Stars could be appointed.

The Silvanesti became more withdrawn, whispers of the return of Cyan Bloodbane and the devastation of the Chaos War only increased their reclusive ways.

They erected a magical Shield to keep out the evil of the world. The Shield saved them. The Shield would preserve their way of life, but in the end the Shield nearly destroyed them all. Unbeknownst to the elves, Cyan Bloodbane, the wicked green dragon that had bedeviled their race for years, lived in disguise among them, created the shield. He convinced House Woodshaper and General Konnal of the necessity for the Shield and helped to raise it.

Unfortunately the Shield fed off the life force of the forest and the elves within. Nearly half of the population of Silvanost died of the mysterious wasting sickness as the Shield slowly leached their lives away.

During the War of Souls, Mina, the prophet of the One God, destroyed the Shield Tree in the garden of Astarin and brought down the Shield. She also brought an army of dark knights who occupied Silvanost. The elves praised Mina for saving them from Cyan Bloodbane and for lifting the sickness from their land, but they did not celebrate for long. Minotaurs from the Blood Isles made a surprise military strike on the elven homeland and wrested away control of Silvanost from the dark knights, just as the Silvanesti army had marched north to Sanction in order to save their captive king, Silvanoshei. Now both the Silvanesti and the Qualinesti are homeless nations. After this period, the minotaurs control the elven capital.

SILVANOST (CIRCA 420 AC) [SARGASANTI]

Large City, 17,396 (7,350 minotaurs, 10,046 slaves)

When the minotaurs seized control of the Silvanesti Forest from the elves, they expelled the dark knights left behind by Mina and claimed the capital city of Silvanost for the Minotaur Empire. Now the minotaur have a strategic center from which to base their future military operations. The minotaurs are moving large numbers of troops and settlers into Silvanost and surrounding lands, securing their hold on their territory. Well knowing that they are in a land filled with their enemies, the minotaur plan to build up their forces in Silvanost, making certain that they have that region firmly in their grasp before venturing out to conquer other lands. To this end, they have formed an alliance with the ogres of Blöde to the north. The minotaurs call their new colony Sargasanti, "Sargas's Glory."

Within six months, the minotaurs have made their mark on the elven city that had changed little in over a thousand years. Entire districts have been razed. The ancient towers that once stood as testaments to the great Silvanesti Houses now serve to house prominent minotaur Clan leaders. The beautiful Palace of Quinari is now the Governor's Palace, and the temple that once honored Astarin (Branchala) is now a shrine to Sargonnas (or Sargas as the minotaur know him).

1. Governor's Palace. The Palace of Quinari is the largest residence in the city of Sargasanti. The palace stands over three hundred feet tall and is divided into three wings. Although one can often hear the minotaurs referring disdainfully to the elven penchant for "weakling" colors, the minotaurs have made no effort to alter the beautiful rose-colored façade of the palace, although much

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of the fragile and lovely elven decorations and furnishings have been scavenged, used either for firewood or sold on the thriving black market that has developed in Ansalon for elven loot.

2. Temple of Sargas. Once a temple built solely to honor the elven god Astarin (Branchala) the minotaurs removed all traces of the elven god from the temple and rededicated it in the name of Sargas. The temple consists of three towers—two smaller towers flanking a single large tower in the center. The two smaller towers honor those gods the minotaurs consider lesser gods, with shrines to the other deities of Darkness and Balance and also a very small shrine to honor Kiri-Jolith. The main, central tower is dedicated solely to Sargas.

3. Clan Towers. Seven of the Great Clans joined together to form the Emperor's Fleet that sailed into Silvanost. Once their victory over the elves and the humans who remained in the Silvanesti Forest was assured, each Clan laid claim to one of the temples that once honored the Gods of Light. Clan Droka, the Clan of Hotak de-Droka, the Emperor of the Minotaurs, laid claim to the Tower of Stars, in addition to the Governor's Palace. Around each of the Clan Towers, the minotaurs have constructed tall defensive barricades that are kept constantly manned by loyal warriors of each Clan.

Located in the courtyard of the Clan Towers is the lush and beautiful Garden of Astarin. Although minotaurs are not known for their love of nature, they believe that the garden is actually a symbol of strength, for it survived the devastation wrought by the foul magic of the Silvanesti Shield. They have renamed the garden appropriately, referring to it as the Garden of Triumph, and they have permitted the elven gardeners to continue to maintain the garden.

A. Clan Bregan. Clan Bregan is noted for producing loyal soldiers, who will follow their leaders to the Abyss and back without question. Clan Bregan sided with the Emperor on the Night of Blood. The Clan's loyalty to the Empire is absolute, bordering on the fanatical.

B. Clan Athak. Owners of one of the largest, private merchant fleets in the Minotaur Nation, Clan Athak always has an eye out for money. Although believing strongly in the glory of the Empire, they see no reason why they shouldn't profit from that glory along the way.

They were one of the first Clans to join the ranks of Hotak's followers, adding their fleet to his cause. Led by Admiral Cinmac es-Athak (minotaur male Mar15; AL LE), this Clan has rapidly become one of the most powerful Clans in the entire Minotaur Nation, second only to Clan Droka.

C. Clan Lagrangli. Clan Lagrangli is often referred to as the Stone Clan, for their ranks are filled with a large number of highly skilled artisans and architects. They are also recognized as

the foremost experts in designing fortifications and siege engines. Such skills have assured their position among the ranks of the Great Clans. Clan Lagrangli's warriors are renown for their incredible strength and stamina. All clan members must spend some part of their youth working in the stone quarries, in order to learn the Clan's trade.

Currently, the Clan is building new fortifications around the city, as well as working on what they consider to be the project that will forever secure their place among the Great Clans of the Minotaurs—the construction of the Coliseum of Sargas.

D. Clan Droka. The Clan of the current Minotaur Emperor, Hotak de-Droka, Clan Droka has laid claim to the former Tower of Stars. This Tower has remained relatively unchanged. It is said that the minotaur leader who first came upon it, shining in the starlight, was so impressed with its beauty that the minotaur proclaimed that it should not be altered.

His command was obeyed, with exception of the Audience Hall. It is whispered that on the night the gods returned to Krynn, the ghost of Lorac appeared at dusk, seated upon the Emerald Throne. There the ghost remained until the dawn and there it is said he returns every night and will return until the elves have once more reclaimed their ancestral homeland. The superstitious minotaurs sealed the chamber immediately, choosing instead to hold Audiences in the Governor's Palace across the garden.

E. Clan Zhakan. Related to Clan Athak, Clan Zhakan is a Clan of merchants and mercenaries. Many of their warriors and traders have traveled the length and breadth of Ansalon, giving them a surprisingly urbane view of the world as a whole. While they still believe in the superiority of the minotaur nation over all others, they absorb all they can of foreign cultures, believing (and preaching) that in order to rule well, you must understand the people you conquer.

Clan Zhakan has been placed in charge of the non-minotaur mercenaries, as well as being responsible for ensuring that the Empire receives the appropriate tariffs from the merchants traveling to and from the colony.

F. Clan Teskos. Clan Teskos is one of the rare Minotaur Clans experienced in arcane magic. Their gray-robed wizards (not to be confused with the Gray Robes of the Thorn Knights) were branded renegades by the Towers of High Sorcery, but as they typically kept to their island nations, they were generally safe from harassment. They were quick to convert to sorcery in the Fifth Age.

Many have remained sorcerers, despite the return of the Gods of Magic, while some have actually embraced the return of High Wizardry. Some of the younger members of the Clan have



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expressed an interest in joining a reformed Order of High Sorcery, in hopes of gaining access to the legendary libraries kept by the Orders.

Perhaps to refute for the view that many minotaurs have of wizards as being “cowards”, who fight their battles with dishonorable methods, those members of Clan Teskos who lack any talent for magic are some of the most ferocious warriors known in the Minotaur Nation.

G. Clan Entragath. Clan Entragath is one of the most politically savvy Clans of the Empire. They saw that General Hotak’s ambition matched their own and they were glad to support him. The minotaurs of Clan Entragath tend to be extremely intelligent, skilled in negotiation, diplomacy, and law, as well as highly disciplined warriors. They have closely aligned themselves with the fortunes of Clan Droka, and continue to benefit from that position.

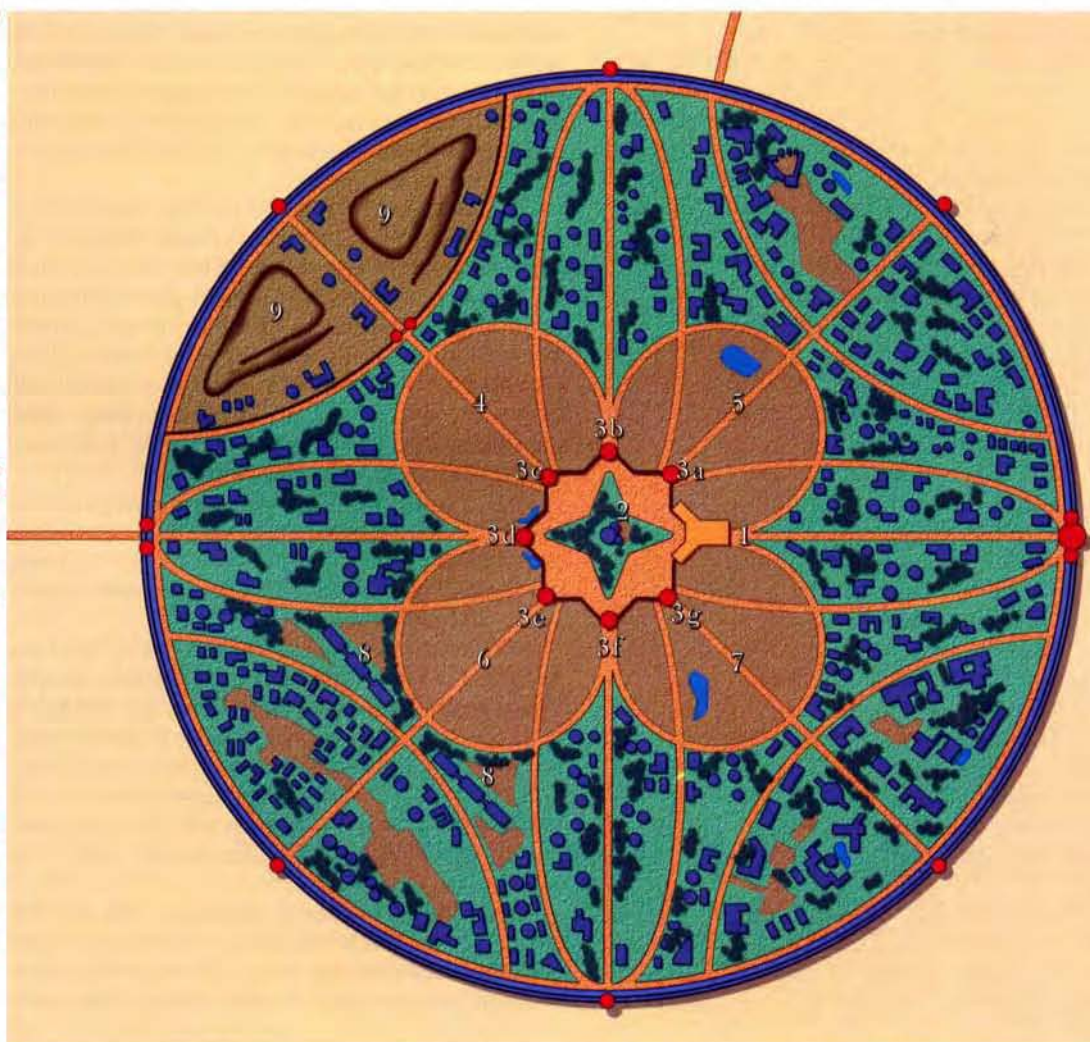
4. Field of Dishonor. Once housing by the members of House Metalline—the metalworkers of the Silvanesti—the entire area has been completely razed. Every building has been destroyed, the trees uprooted, and the entire area turned into a flat, open field, where a thriving slave market is held each morning. Because traitors are also exe-

cuted here, the stain of “unworthy” blood upon the barren earth has given this place the name—Field of Dishonor.

5. Parade Grounds. Once the realm of House Cleric, this area has also been razed and cleared. Every morning, the Imperial Guard and soldiers from each of the Great Clans drill on the grounds. Once a week, accompanied, by pomp and pageantry, the Governor of Sargasanti comes before the minotaur people, who gather on the Parade Grounds to hear her speak.

6. Market Grounds. In this part of the city, where members of the legendary House Protector once dwelt, the minotaurs tore down the buildings to create a large open-air market, where merchants bring in goods for the colony. Every day, from dawn until dusk, the market is a bustling center of trade. As night begins to fall, the Imperial Guard imposes a dusk-to-dawn curfew, clearing the area of civilians, in order to ensure that the four fields surrounding the center of the city remain secure.

7. Field of Honor. Because the new coliseum is still in the first stages of being designed and built, the Imperial Governor has declared the area once populated by House Mystic as the Field of



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Honor. Here, in the shadows of the grand coliseum currently under construction, the minotaurs hold their gladiatorial competitions.

8. Barracks. The barracks of the elite elven guard known as the Wildrunners have become barracks for the mercenaries and ogres who have allied themselves with the minotaurs. Located in one of the only areas of the colony where non-minotaurs are allowed to reside, the barracks are filled with non-humans and humans alike, all of whom have thrown their fortunes in with the rising Minotaur Empire.

9. Quarries. Perhaps one of the greatest changes that the minotaurs have brought to Silvanost is the creation of the stone quarries and the slave distract in the northwestern portion of the colony. Razing and clearing the area of plantlife and dwellings, the minotaurs walled off this section of the city and turned it into a quarry, where captured slaves carve out the stone blocks to be used in reconstructing the elven city to better suit minotaur tastes.

SOLANTHUS

Large City, 23,938

Solanthus is among the best-fortified cities on the continent of Ansalon and once home to the largest outposts of Solamnic Knights in Solamnia. During the War of Souls, Solanthus fell before the might of the One God's Army of dark knights and the Army of Souls. When their commander, Mina, moved east to Sancton, a contingent of dark knights remained behind to maintain control of the city. The Solamnic knights having been expelled, the dark knights were left in sole control. They reopened trade routes that had been closed between Solanthus and Palanthas, and made certain that the Knights of Solamnia did not attempt to retake the city.

A massive outer curtain wall with several layers of stone packed with sand and reinforced with steel extends completely around the city. On the outside of the walls is a deep moat. Inside the walls, thorn trees form another natural barrier, and spikes concealed in the ground slow down those invaders who might manage to gain the walls. Within the city, most of the buildings are made of stone, with water wells strategically placed around the city in order to control fires.

One of the richest cities on the continent, Solanthus has long been a center of Solamnic culture, art, and education. Great towers, spires, and castles can be seen towering above the city walls. The streets are paved with stone, kept clean and well maintained. Statues of famous figures and public fountains decorate the city's interior.

Solanthus has endured many changes over the centuries. Almost three hundred years after the Cataclysm, when the Knights of Solamnia were scorned and reviled, the knighthood was cast out of Solanthus, which then declared itself an inde-

pendent city-state. During the War of the Lance, Solanthus fell before the Dragonarmies and was occupied by enemy forces until the Knights of Solamnia swept in and liberated the city, which was then declared the capital of Solamnia.

When Solanthus fell during the War of Souls, the people watched as the Solamnic knights went down to defeat. Those who survived the war left for Sancton, there to fight the battle that would rid the world of the Dark Queen forever. The people of Solanthus did not see this, however. They saw that, yet again, the Solamnic knights had abandoned them to their foes.

Four months after the end of the War of Souls, a group of independent citizens, calling themselves the Solanthic Liberation Army, rose up and attacked the dark knights, who had become disorganized after the downfall of Mina and their Dark Queen. The Liberation Army declared Solanthus once more an independent city-state, planning to act as a buffer between the remnants of the dark knights who remained in the north, and the Solamnic Knights to the south.

Solanthus is now ruled by the Guildmasters, who were the leaders of the Liberation Army. Those Solamnic knights who have residences in the city have been permitted to return, but they may not hold any governmental office or have anything to do with the running of the army, which is controlled by the Guildmasters and led by Solamnic military veterans (not members of the knighthood.)

1. Residential Area. The vast majority of the northern third of Solanthus is reserved as a residential area. The houses—white-washed, with dark timbers—are packed tightly together, with dwellings often sharing a common wall. The streets are clean and well maintained.

2. City Hall/Lord Mayor's Home. The City Hall and home of the Lord Mayor is known locally as the Hall of Knights. At the center of the structure is the original Hall—the oldest building in the city. An austere, square-shaped stone edifice, the hall is said to have been built during the city's founding thousands of years ago. The Hall is now connected to a number of buildings, whose jutting spires and fortified towers overlook the city.

The Hall of Knights was once the center of training for the young nobles and Knights of Solamnia. Here they learned the procedures and protocols to become just community leaders. Countless thousands of knights have passed through its doors. When the Liberation Army overthrew the dark knights, they claimed the Hall of Knights as their own, renaming it the Hall of Liberty.

3. Marketplace. The grand market, just west of the Cleft Spires, is a collection of cramped streets connected by a number of squares packed with booths, stalls and stores. The market is a noisy

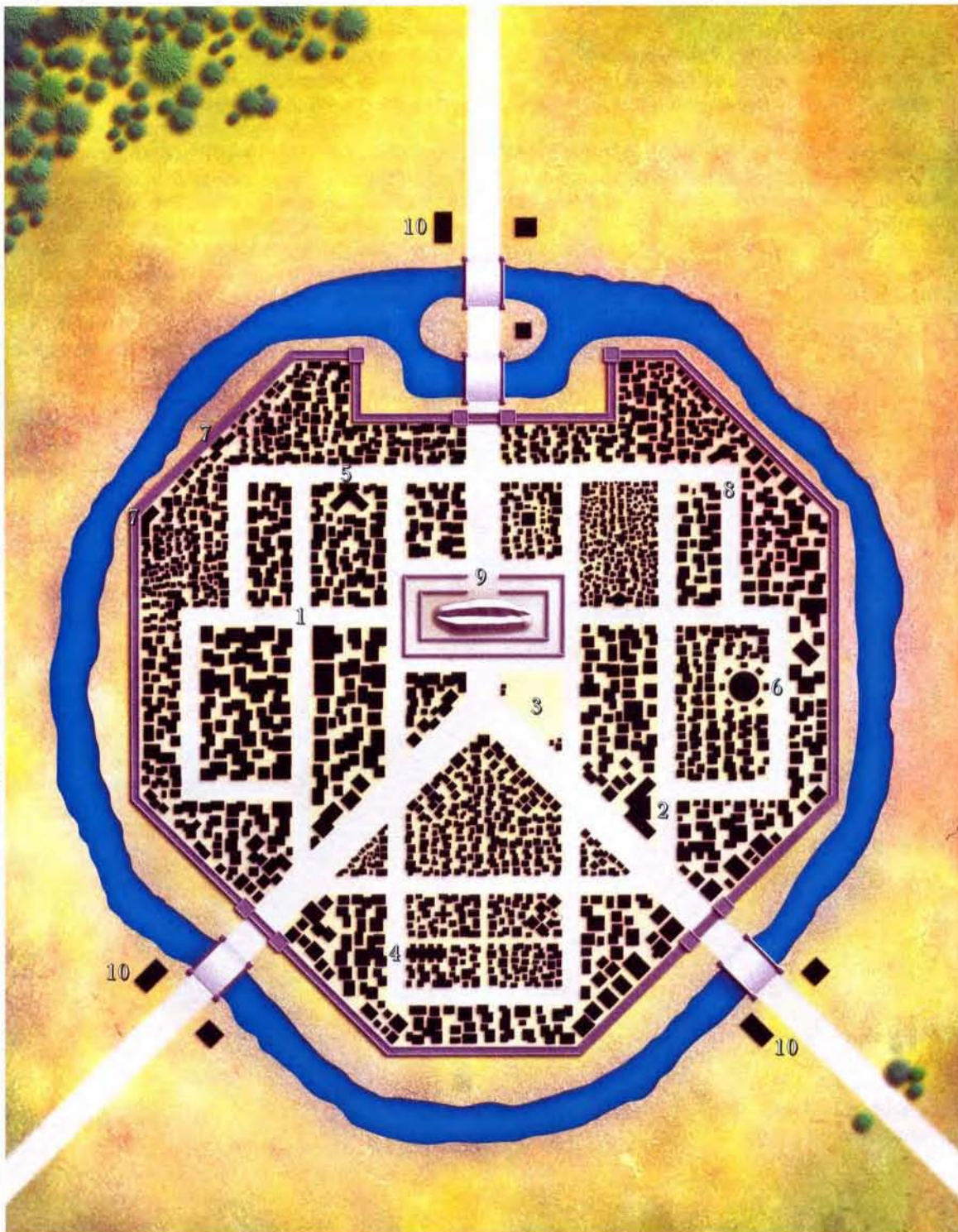


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place, filled with the din of vendors calling out their wares. Stalls and stores are grouped by the types of goods sold. A wide variety of goods from all over Ansalon can typically be found for sale. The Guildmasters maintain a tight control over all that enters the city by requiring that all merchants pay a gate-tax.

4. Temple of Shinare. In a city ruled by merchants, it should come as little surprise that one of the most honored deities is Shinare. Even during the periods when Solamnics ruled Solanthus,

Shinare's priesthood was given a great deal of respect for their even-handed dealings in trade and industry. The temple is a simple structure, an unassuming building of gray stone with heavy steel doors emblazoned with a griffon's wing. During the early Fifth Age, before the return of the gods, the Temple of Shinare was used as an accounting house, the retired priests maintaining their duties as accountants and litigators for business complaints. Now, with the return of the god, their duties have expanded. They maintain a



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close watch over the Guildmasters, ensuring that they do not fall prey to corruption and arrogance and become despots. Thus far, they appear to be doing an excellent job.

5. Temple of Three Holy Knights. This grand temple once housed shrines dedicated to the three gods worshipped by the Knights of Solamnia: Paladine, Kiri-Jolith, and Habbakuk. The temple fell into a state of disrepair during the Age following the Cataclysm, when the Knights of Solamnia were cast out of Solanthus. Following the War of the Lance, when the Knights were once more welcomed within the city, the Temple of the Three Holy Knights was rebuilt and restored to its former glory. Even after the gods had disappeared, the Temple remained a place of reflection and meditation, until its occupation by the dark knights during the War of Souls, when the temple was closed down and locked up. The Liberation Army reopened the Temple, welcoming back the gods. Even though Paladine no longer stands with the Gods of Light, his temple now serves as a memorial for his sacrifice and the sacrifices of all those who have given their lives in the cause of Light.

6. Temple of Mishakal. The graceful, and beautiful Temple of Mishakal is known as the Tower of the Blue Flame. The tall, slender structure is elven in design, with graceful curves and sweeping archways. Atop the tower, a blue flame burns constantly, tended by the priests of the Temple. The blue flame was first lit following victory during the War of the Lance. It remained burning even when the gods had vanished until the night of the Great Storm, when the flame was extinguished and nothing the mystics could do would cause the flame to burn once again. Then, when the three moons once more appeared in the heavens, heralding the return of the gods, the flame suddenly burst into life, blazing with a pure, blue-white fire.

7. Warehouses. These two warehouses belong to the uth Wathor family, a wealthy family of Solamnic merchants known throughout Ansalon for their trade in exotic fabrics and spices. Although the uth Wathor family are Solamnic Knight sympathizers, they have always supported the Guildmasters, both before the War of the Lance and following the War of Souls. In truth, the uth Wathor family are members of the Clandestine Circle, a secret branch of the Knights of Solamnia who uphold the Code and the Measure by working incognito.

8. Jeweler. Seraphema's Silver Emporium is known throughout Solamnia and much of Ansalon for its jewelry, lovingly handcrafted by the elderly, yet still vivacious dark elf, Seraphema (dark elf female Wiz10/Red Robe 3).

Seraphema's jewelry has graced kings, emperors, queens, and Dragon Highlords, including the infamous Lord Ariakas. Once a Red Robed

Wizard of High Sorcery, (this caused her to be cast out of her homeland) Seraphema was said to have the ability to cast enchantments on her jewelry to protect against theft, as well as causing her pieces to retain their beauty.

During the early part of the Fifth Age, Seraphema refused to "lower herself" to consort with sorcerers or mystics, instead relying solely upon the amazing store of magical artifacts she had in her possession in order to continue to use her magic. She is known to have close ties with the Red Robe known as Lady Jenna of Palanthis, and often travels to Palanthis to meet with her friend. Seraphema's powers have returned with the gods and she is now active in restoring the Orders of High Sorcery.

9. Cleft Spires. A pillar of stone, nearly fifty feet high and one hundred feet wide, rises from the heart of Solanthus. The pillar is a natural rock formation that appears to have been perfectly cleaved in half, with the result that both sides of the formation tilt outward. Legend claims that the stone pillars have stood proudly, in this relatively flat region, for millennia. When humans first began to settle the land, their king was told by a wise man that Paladine would send a lightning bolt flying from the heavens and wherever the bolt landed would be the place to build his kingdom. That night, a storm raged and an enormous bolt of lightning streaked from the sky and struck the ground. The people traveled in the direction of the bolt, searching for the place the god had marked. When they came to the rock formation that looked as if it had been split in two, they knew that this was the sign from Paladine. The people built their village, which would eventually grow to become Solanthus, one of the wealthiest cities on Ansalon.

The Cleft Spires, as the formation has been named, are a sign of the divine right for the Solamnic people to dwell here. The Cleft Spire is highly magnetic, naturally attracting any unattached metal objects that pass too close to it—a further indication, people say, that the spires are blessed by the gods.

The Cleft Spires became a symbol of rebellion against the dark knights. Those who opposed them often met at the spires to discuss plans to oust them. In order to discourage these clandestine meetings, the dark knights built a double barricade twenty-feet tall, with five-foot thick walls around the Cleft Spires. The Guildmasters are in the process of removing the barricade.

A popular belief of young Solamnic maidens is that if a maid can manage to carve the initials of her beloved in the stone (not any easy feat!), the magnetic properties will cause that person to fall in love with her.

10. Barracks/Guard Posts. The City Guard maintains barracks and guard posts at the three main city gates, located on the three main roads



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leading into the city. Here the City Guard carefully monitors those who enter the city and impose the gate tax on those who come to the city to sell their wares. Merchants are typically taxed 1 sp for every 100 stl worth of goods they bring into the city and 1/2 cp for every 100 stl worth of goods taken out of the city. Trained by the Guildmasters, the City Guards are required to have a keen eye for appraising the worth of merchandise and a no-nonsense attitude about collecting the tax. They are also responsible for keeping kender out of the city and for the daily removal of those kender who always manage to enter the city anyway.

II. Dog and Duck Tavern. Near the southern entrance into the city is the Dog and Duck Tavern. Once one of the most popular meetings places of the Solamnic Knights, the Dog and Duck Tavern fell on hard times when the dark knights arrived and Mina ordered all the taverns closed. The tavern has a warm and cozy interior and a small stage for nightly entertainment, but music has not been heard inside the walls of this establishment since the occupation of the dark knights began.

Druen uth Matarin (human male Ftr 6/Knight of the Crown 6; AL LG), a retired knight, is the proprietor of the Dog and Duck. He was angered by the presence of the dark knights in his city and enraged when they shut down his tavern. It was in the cellar of the Dog and Duck Tavern that the members of the Solanthic Liberation Army first began to meet to fan the flames of rebellion.

With the city liberated, the Dog and Duck is once more open for business, but very few go there, due to the fact that the Guildmasters have made it known that they disapprove of Matarin's politics. Although he supported the rebellion, he dislikes the prejudice being fomented against the Solamnic knighthood and he is not shy about expressing his opinion on the subject.

Matarin is quick to welcome any Solamnic Knight who enters his establishment and will offer drink, food, advice or help as it may be needed. He opposes the new government of "money grubbers" as he calls them, and is hoping for a return of the "good old days," when the Solamnic Knights made Solanthus the jewel of Ansalon.

TARSI

Large City, 14,532

Tarsis is located south of the Kharolis Mountain Range on the southeastern border of Beryl's realm. Unlike other, less fortunate cities of Ansalon, the domination of the Green Dragon Overlord and subsequent occupation by the dark knights turned the waning city of Tarsis into a major trade hub. The inner city section of the city that once held the ruins of the ancient schools, libraries and temples are being rebuilt. Trade with

the city has increased immensely since the unnatural forests of Beryl's green woodlands appeared. The forests have made travel from distant villages more manageable than travel across the previously wind-blasted lands of the Plains of Dust that once completely surrounded the city.

Under the rule of the Lady of Tarsis, a Tarsian noble who rose to power after the Chaos War, the city has become home to refugees that fled the overlord. Many of them ended up in Tarsis only learn it was under the control of the dark knights. To their surprise, they discovered that the government had jobs for them repairing the city in exchange for homes and food. News of the offer spread. Traders and merchants began visiting Tarsis once again and trade picked up. Tarsis became prosperous once again despite the portion of revenue taken by the dark knights.

The walls and towers surrounding the city have been repaired and the city guards and knights are ever vigilant for the attacks of frost-wights from Icellwall Glacier. The only real worry now is what will happen when the magical forest of Beryllintranox begins to fade.

1. Hall of Justice. The seat of government in Tarsis was once as dark and shady as the aristocrats that ran it. The great plaza and the squat edifice at its center were formerly dingy with grime, covered in soot, and stained with time. But now, the walls have been painted white, the chipped flagstones have been replaced, statues have been restored and newly planted gardens are thriving.

The change within the Hall of Justice is just as striking as the change without. The Tarsian nobles are still as ruthless and conniving, but they are mollified with the changes to their city and have a renewed confidence in their leaders and their future. The interior of the Hall reflects this with new tapestries, decorations, art and wealth previously unseen for centuries.

2. Library of Tarsis. The new Library of Tarsis is an imposing building crafted of white marble by dwarven builders. Great stone steps lead up to large double doors of sturdy oak. In the shadow of the new construction are the remains of the old library. The majority of the ancient library was constructed below ground where thousands of manuscripts, books, scrolls and tomes were stored in relative safety from the elements and the Cataclysm.

Outside of the libraries the Knights of Neraka stand guard as the tedious task of transferring documents from the old building to the new is performed by aesthetes, scholars and retired mages. Inside the three stories of the new library, rows of sturdy wooden shelves wait to be filled with stories, history and forgotten lore salvaged from the ruins of the old library.

3. Harbor District. Outside the southern gate of the wall surrounding Tarsis is a grim reminder of the city's past. The broken hulls of a thousand

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of ships lie stranded upon dry land. Everything from massive trading ships and war galleys to small fishing smacks were stranded during the Cataclysm when the ocean waters fled and left the great port city landlocked hundreds of miles from the sea.

The hulls of many of the ships became home to those residents whose homes crumbled during the earthquakes of the Cataclysm, and over the years, the hulls became a part of the city. Some have even been painted in bright colors. Signs for taverns, inns and shops can be found above doorways carved out of the dilapidated hulls. The district is where much of the darker side of Tarsis moved when the dark knights arrived in the city. Crime and shady deals are commonplace here.

4. Tavern of the Drowned Sailor. Located just within the walls of the southern gate is a popular tavern for teamsters, drovers and caravan soldiers. The Drowned Sailor, once considered part of the Harbor District before the wall was restored, is a marine-themed tavern, despite the lack of sailors. Much of the wood used to create the tavern was scavenged from the hulls of the waylaid ships. The owner claims that the bar is crafted from the flat shoulder blade of a sea dragon.

In the dim light of the old ship, lanterns that are used to light the place the clientele consist mainly of humans. Other races are not welcomed here. This is a place that represents the Tarsis of old and likes it that way.

5. Inn of Happy Returns. On a hill near the old harbor house fort, overlooking much of the city, is the prosperous Inn of Happy Returns. Once named for a time when the happy returns of sailing ships was a common occurrence, the inn is now celebrating the return of life to its once proud city.

This three-story inn is frequented mostly by dark knights who have converted the Harbor House into a garrison. Since the defeat of Beryl the unexpected windfall of traffic has prompted the owner to remodel making the inn one of the finest places to stay in the city.

REGIONAL HISTORY

Four hundred years ago, Tarsis the Beautiful was a Lordcity of Ansalon. It rivaled Palanthas and Daltigoth and only the beauty and splendor of Istar itself could outshine it. The port city was the greatest of its time, and the markets held attractions from all parts of Ansalon carried there by a fleet of legendary white winged ships. It was a center of learning. Schools, a great library and grand temples stood out proudly, all protected by Solamnic knights.

When the Cataclysm struck, the port city of Tarsis was left without a sea to sail. Ships docked at the end of fishing season were left stranded. The people turned to the knights for assistance, but the knights had their own troubles and did

not come. Abandoned and hurt, the people of Tarsis turned away from the rest of the world, relying on themselves for survival and mistrusting outsiders. The outer hub of the city was rebuilt and the center with the schools and temples remained in ruins.

After the destruction of the Chaos War the arrival of the Dragon Overlords meant little to the poverty stricken people of Tarsis. But then something unexpected happened. The dragon Beryllintranox extended a woodland realm to the west that drove the harsh elements of the Plains of Dust to the east. When the dark knights occupied the city, the quick thinking and glib tongue of Sellena Blasim, (human female Nob9/Master Ambassador 3; AL LN) the Lady of Tarsis, turned the tables on the knights, allowing her nominal control of the city with the provision that she increase the amount of tribute given to Beryl. The Lady of Tarsis made good on that promise and continues to stay one step ahead of the controlling dark knights.

TEYR

Small City, 6,410

The walled city of Teyr is situated between Neraka and Nordmaar to the south and north and Estwilde and the Great Moors to the east and west. This fortified community is the only true city of draconians on the continent. In order to preserve their dying species the draconians banded together to create a realm of their own and take their place among the civilized races of Ansalon.

Teyr is among the most impregnable cities in Ansalon. Originally created by dwarfs hundreds of years ago, the stonework of Teyr is of the highest quality. The draconians used what they could; only rebuilding what was absolutely necessary. In the process of excavating the ruins, the city was completely redesigned. Using the "onion" motif conceived by Governor Kang, the city is built in a number of layers. The first layer is the thick outer walls, then the walls of a great central bastion, then the bastion itself, and finally a great underground hall created by the dwarves centuries before.

Despite the warlike nature of the draconians, Governor Kang envisioned that a new type of draconian would evolve into that of the "civilian" draconian. Teyr is now populated with a number of civilians that have started businesses, are learning trades and are working as tradesmen and farmers. Little draconians run playing through the streets. It is for this lifestyle that the draconians will gladly give their life to ensure the future of their people.

1. Gate House. The original gatehouse of Teyr was torn down and reconstructed when the draconians moved in. It now stands an impressive four stories high with reinforced solid oak doors



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two stories high. Above the doors are two stories of arrow loops, murder holes and additional defenses that allow the defenders to guard the entrance. The gatehouse is heavily guarded and merchants supplies are checked before entering. The draconians must remain vigilant to protect their future.

2. Slith's Perch. Seven towers look down over each of the seven corners of the outer walls surrounding the city. All the towers look alike, save one. In the far northeast corner of the city, farthest from the gate house in the southwest, stands one tower of the seven that is built of the original dark weathered stone used by the dwarven builders who created the city. This lone tower had survived the elements and the siege the city had received many years ago. Nicknamed Slith's Perch, the tower is said to offer a spectacular view of the rising dawn.

3. The Bastion. Standing at the center of the city is the Bastion, the nerve center of the city. The fort is entirely crafted of thick stone walls and five tall turrets from which one can view every side of the city and see beyond its outer walls. The Bastion is used only for official business; no family is allowed to live inside as there is no central ruler or noble family.

4. Hall of Thanes. Below the Bastion is the Hall of Thanes. This grand hall is hundreds of yards across and positioned deep in the bedrock beneath the center of the city. It is the last resort for defending the residents of Teyr against attack. Water may be drawn from deep wells within the hall, allowing the draconians to remain below ground for an extended periods of time, if need be. Four incomplete underground highways diverge from the Hall of Thanes. Two of them extend beyond the walls of the city. Until now, the draconians have not made much use of this underground complex.

5. Kang's Kitchen. Also known as Kang's Mess, Kang's Kitchen is located near the bastion at the center of town. Owned by two draconians from the Ninth Infantry, this chophouse is one of the busiest locations in Teyr. The smell of fresh meats, baked bread and exotic spices drift out of the establishment and into the busy streets, enticing hungry draconians in for a bite.

The sturdy stone walls of the building hide the cozy warmth of the interior. Expertly crafted tables and chairs, designed for draconians size and girth, fill the main hall and are almost always occupied. At the far end of the hall is a raised platform with a table reserved especially for the governor and his aids. Honored by the thought, but not one to look for praise, Kang rarely takes his meals there. Kang's Kitchen specializes in meat pies and blood pudding.

6. Drunken Dragon. Outside the city a number of shops and homes have started to spring up. Among them is a tavern known as the Drunken Dragon. Above the door of the establishment and

hanging off the roof is an immense wicker dragon that identifies the place. The Drunken Dragon is more a social hall than strictly a place to grab a cold ale. There is a stage at the center of the tavern where the draconians are encouraged to share war stories, sing rowdy songs, or display special martial talents. Along one wall of the establishment is a mural of the Battle of the Fortress of Maranta, with the draconians warring against hordes of goblins and a gold dragon flying overhead. The painting was created by Mak, a bozak who is blind in one eye. He has displayed a talent for painting and his skills are highly admired by the draconian community.

REGIONAL HISTORY

The city of Teyr begins roughly two hundred years before the Cataclysm. Originally known as Thorald Des, it was created as a satellite community to Thoradin. But as it fell under the realm of Istar, the dwarves were ordered to swear allegiance to the Istarian Empire. Not willing to bow to any human, the dwarves came under attack just prior to the Cataclysm, and Thorald Des was defeated and fell into ruins.

The future of the draconian race looked bleak indeed. With only males, the races was sure to die out. The First Dragonarmy Engineers discovered a clutch of female eggs. Under the wisdom of Commander Kang, the clutch was raised to maturity and offered a new hope for the future of his people. Understanding the necessity for a safe place for the draconians to flourish Commander Kang and the draconians began looking for a place to establish as their own. Kang received a map from an old dwarf showing the location of the ancient dwarven stone city of Thorald Des. After a long trek, which included an encounter that added hundreds of new draconians to their community, the draconians arrived at the ruins.

Stone by stone, the draconians rebuilt the city from the ground up. With a fervor and dedication brought about by necessity, the draconians created a glorious, fortified city. Unfortunately this attracted the notice the dark knights of Neraka. The dark knights offered the Draconians vassalage, insisting that they pay taxes to Neraka and in times of war the draconians march with them. Kang refused him. When the dark knights insisted, the draconians fought a battle that sentg them yelping back to Neraka. Kang would at last have his revenge upon the dark knights during the War of Souls.

SLITH

Male sivak draconian Ftr2/Rog8: CR 16; Large dragon; HD 6d12+6 (draconian) plus 2d10+2 (Ftr) plus 8d6+8 (Rog); hp 94; Init +7; Spd 30 ft., fly 60 ft. (poor); AC 20 (13 touch, 16 flatfooted); Atk +19/+14/+7 melee (2d8+5, +2 *large bastard sword*), or +16 melee (1d6+3, 2 claws) and +11

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melee (1d8+1, bite), or +16 melee (2d4+3, tail); SA Death throes, sneak attack +4d6, trip; SQ Draconian traits, shapeshift, SR 16, trapfinding, trap sense +2; AL LN; SV Fort +11, Ref +14, Will +8; Str 16, Dex 17, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +11, Bluff +10, Climb +10, Craft (alchemy) +5, Diplomacy +5, Disguise +11, Escape Artist +9, Gather Information +9, Hide +7, Intimidate +9, Knowledge (architecture and engineering) +7, Listen +7, Move Silently +12, Open Lock +7, Perform +5, Search +9, Sense Motive +6, Sleight of Hand +7, Spot +7, Tumble +7; Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Run, Stealthy, Weapon Focus (bastard sword)

Death Throe (Su): When a male sivak dies, he changes shape, assuming the form of the humanoid being that killed it. This death shape lasts for three days, then the entire body decomposes into black soot. If the sivak's slayer is larger than the sivak or not a humanoid, the sivak instead bursts into flame, dealing 2d4 points of fire damage to all creatures within a 10-foot radius (Reflex negates, DC 17).

Sneak Attack (Ex): If a rogue's target would be denied his Dexterity bonus to AC (whether he actually has a bonus or not), or when the rogue flanks his target, the rogue's attack deals +4d6 points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, the rogue can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. A rogue can sneak attack only living creatures with discernable anatomies. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trip (Ex): A sivak that hits with his tail attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the sivak.

Disease Immunity (Ex): Draconians are immune to all diseases.

Dragon Traits (Ex): Immune to all *sleep* and *paralysis* effects, darkvision 120 ft., low-light vision, blindsense 60 ft., scent 60 ft.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, the rogue takes no damage on a successful saving throw.

Glide (Ex): Winged draconians can use their wings to glide, negating any damage from a fall of any height. They can also travel horizontally up to four times the vertical distance they descend.

Improved Uncanny Dodge (Ex): The rogue maintains his Dexterity bonus to AC when caught flatfooted, but not when immobilized. The rogue cannot be flanked, nor can he be sneak attacked by being flanked unless the attacker has at least 4 more levels than the rogue.

Inspired by Dragons (Ex): Draconians are drawn to evil dragons and revere them. When under the command of a dragon, draconians receive a +1 morale bonus on all attack rolls and saving throws.

Low-Metabolism (Ex): Draconians can survive on one-tenth the food and water it takes to sustain a human.

Shapeshift (Su): A male sivak can assume the form of Large or smaller humanoids that it has just killed. The shapeshift is a standard action that must be performed within one round of killing the victim. The sivak does not gain the memories, skills, or spell use of its victim, but his appearance and voice is an exact match of its victim's. The sivak can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Trapfinding (Ex): Rogues can use the Search skill to locate traps when the task has a DC higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Trap Sense (Ex): The rogue has an intuitive sense that alerts him to danger from traps, giving him a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks by traps.

Possessions: half-plate, +2 *large bastard sword*, 5 flasks of "dragon's breath" (alchemist's fire).

Created from the eggs of metallic dragons by foul magicks, born of darkness and death, draconians like Slith were supposed to be Queen Takhisis's ultimate weapons. She meant for them to be mindless slaves, who would obey her commands (and those of her Dragon Highlords) without question. Because the draconians were strong and fierce and gifted with powerful magic spells, their creators feared that if the draconians were to multiply they might become a danger to their creators, who therefore designed them to die out as



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a race. Only eggs containing male draconians were permitted to hatch. Eggs containing females were hidden away for possible later use.

At first, Queen Takhisis thought all was going well with her creation. When first discovered on Krynn, draconians terrorized the population. No army could withstand them, for even after death, they could still cause harm. But then a problem developed. The draconians had inherited the intelligence of their dragon parents. Although this made them excellent soldiers and leaders (far better than goblins), such intellect also gave them the ability to think for themselves and to question their place in the world.

Draconians came to have free-will, something Takhisis had not anticipated.

Even with the will to choose, most draconians remained fiercely loyal to their Dark Queen. They did not feel such loyalty to others, however, particularly their human commanders, who often looked down upon the draconians as expendable "lizard men."

The sivak draconian, Slith, soon saw that he was far more intelligent than most of the humans who ordered him about. He came to realize that he didn't particularly want to die for the cause. Living for the cause was far better and if he could profit by the cause, that was better still.

Slith assembled a band of like-minded draconians, who set to work to figure out how they could not only survive the war, but make some steel on the side. Having dispatched a troublesome human commander, they were all set to enjoy the war, when a new commander was assigned to them, a bozak draconian named Kang.

Kang had been trained as an engineer under Lord Ariakas, and his dream was to create a band of draconian engineers who would serve the Dragonarmy. Impressed with Slith's ingenuity and cunning, Kang made Slith his second-in-command. The two become fast friends.

After the War of the Lance, Kang realized that those draconians who survived the fall of the Dark Queen would be hunted down and slaughtered. He kept his engineers together with military discipline and led them to a remote part of Ansalon, where he hoped that they could live out their lives in peace. Slith went with Kang as his

friend and second-in-command. Both draconians knew that their time was measured, that when they died, they would leave nothing and no one behind.

Slith and the other draconians built a fort city within proximity of a community of dwarves. Though Kang hoped that the two races would get along, warfare broke out. Using his ability to take on the form of others, Slith often spied on the dwarves and during one of his missions, he came upon a map revealing the location of a treasure of enormous import to the draconians—



female draconian eggs.

When the Chaos War erupted, Slith and Kang and their fellows undertook a daring mission to rescue the eggs. Kang discovered that this was all been a ploy of the Dark Queen, who never meant them to acquire the eggs, but intended that they should die fighting her battle. They thwarted the Dark Queen's plot and rescued the eggs. Kang saw that the draconians must find some remote

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place on Ansalon, far from civilization, to make their homes. They set out for a new city, bringing the eggs with them.

When the eggs hatched, Slith and the other draconian males were responsible for the care of the rambunctious young females, a task they found utterly baffling and overwhelming. To add to their troubles, they were repeatedly attacked and harried by armies of hobgoblins and goblins. They could not understand this, for the goblins had once been their allies.

Kang and his people eventually found another group of draconians holed up in a fort under the leadership of an aurak named Maranta, who invited Kang and his draconians to come live in the fort. At this juncture, Kang discovered that the draconians were being attacked by the dark knights, who feared them and wanted to eradicate them as a race.

Meanwhile, Slith began to suspect that all was not right in this fort when he discovered a draconian who was a mindless machine. Spying on Maranta, Slith found out that the general was splitting draconian souls in order to create the war machine draconians that Takhisis had first wanted. Slith's discovery nearly cost him his own soul, but Kang and the females—including Sivak twins, who have long had their eyes on Slith—came to the rescue. The draconians defeated the dark knights, but they saw that there was no home for them in this part of Ansalon. Their enemies will continue to rise up against them.

Seeking a peaceful place for his people to live, Kang resigned his command of the draconian forces to become Governor of his people. He gave command of the draconian army, now including those who had been loyal to Maranta, as well as the mindless draconians, to Slith.

Under Kang and Slith's leadership, the draconians journeyed to Teyr. They rebuilt it, turned it into a strong and prosperous city. The draconians established a wary peace with their neighbors, trading weapons and tools and their engineering skills for food and other supplies. Soon small draconians were running about the city, getting in the way and bringing pride and joy to their proud parents.

Kang never forgave the dark knights for betraying them and he refused all overtures of friendship. When the dark knights attempted to force Teyr into an alliance, Slith led the draconians in a battle that completely routed the dark knights and sent them fleeing back to Neraka. The dark knights maintained publicly that Teyr was under their control, and neither Slith nor Kang ever bothered to dispute it. They had their own lives to live, their own children to raise, their people to watch over.

The draconians ventured into the world only one more time and that was during the War of Souls. Hearing by some mysterious means that

Queen Takhisis was about to make an attempt to return to the world, Kang and Slith led an army of draconians to Solace to fight alongside the forces of light in order to prevent Takhisis's return. Thus did the draconians avenge themselves for the Dark Queen's treachery.

Slith remains commander of the army, as well as Governor Kang's loyal friend and comrade. The draconians of Teyr live in peace with their neighbors (for the most part) and continue to work hard to take their rightful place among Krynn's races. As for the Sivak sisters who were in love with Slith, since he could never tell them apart he was unable to choose between them and so he took both of them for his mates. The two lead him a merry life, or so it is rumored!

STRONGHOLDS

Throughout the land, there are numerous strongholds where organizations can pursue their agendas away from established cities. Many of these strongholds actually become cities in and of themselves, places where individuals of like minds can gather in relative safety with their peers.

Some strongholds are centers of learning and enlightenment, such as the Academy of Sorcery or the Citadel of Light. Others are bastions of power, strong castles built to stand against siege and dragon attack. Whatever their nature, true or disguised, strongholds are places of power.

ACADEMY OF SORCERY (DESTROYED 418 AC)

The Academy of Sorcery was founded in the aftermath of the Last Conclave, when Palin Majere disbanded the Orders of High Sorcery. Palin was disappointed in the former wizards, who sought only to restore their hierarchy. Palin felt that the "new magic" taught by the mysterious Shadow Sorcerer offered so many possibilities, that he was determined to create a learning institute where those possibilities could be explored.

The Academy of Sorcery was built on a plateau overlooking the town of Solace. The Academy consists of twelve towers total. The Tower of the World is the largest structure within the Academy, and is connected by open hallways to the eleven Towers of the Arts that surround it in a circular pattern.

Academy sorcerers are considered to be life-long students in magic. No matter how long one studies or how well one excels, there will always be more for the sorcerer to know. The students at the Academy are encouraged to learn by means of self-discovery and self-exploration. Students



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not only follow this path, but also share their results with others. In this aspect, sorcerers are both student and teacher.

Becoming a student at the Academy is fairly easy. Once per month, the Academy convenes an Entrance Committee in the Tower of the World's Great Hall. The Entrance Committee is made up of specialists in the disciplines taught at each of the Towers of the Arts, as well as Palin Majere, if he happens to be present at the Academy that day. Those who wish to join the Academy must prove that they have at least a rudimentary understanding of sorcery to the committee. Individuals are allowed to apply once per season. If they are not accepted, they may try again season after season.

The Governing Council of the Academy manages the affairs of the Academy as a whole. The council consists of 22 members, as well as Palin Majere, who is the deciding vote in an impasse.

Just prior to the War of Souls, the forces of the great dragon Beryl attacked the Academy of Sorcery. One of Beryl's draconian minions had discovered that the Academy held magical artifacts. With her magic fading, she ordered an attack on the Academy. While Solace's militia was tied up with a group of dark knights from the south, a force of draconians attacked.

Palin Majere was with the militia when the forces of darkness attacked, leaving the defense of the Academy up to his son, Ulin. With a force of draconians at the gate and two dragons attacking, Ulin knew the situation was near hopeless.

Using his prowess in alchemy, he used a new invention of his called "thunder powder" in order to defend the Academy. Ulin sought to bring the roof down on the artifacts, but his plans had an unexpected result. The Tower of the World was destroyed. The attack ended with the capture of Palin Majere by Beryl's forces. Apalled, Ulin destroyed his notes on "thunder powder."

Today, the Academy of Sorcery stands in ruins. The people of Solace claim that the Academy is cursed, and leave it in peace. The occasional treasure-seeker will hunt for magical artifacts, but come out of the ruins empty-handed.

Once a year, former students of the Academy of Sorcery will gather in reunion to share their memories and their common fellowship. Some

have continued to study sorcery, while some have become Wizards of High Sorcery. Others have given up magic altogether.

Despite their differing paths, these former students share all their experiences, whether magical or mundane. It is through sharing their individual life lessons that they learn one from another, and are reminded that they will always be students in all that they do. The lessons taught at the Academy of Sorcery continue on throughout the lives of all its former students, in magic and in life.

The description of the Academy presented below is prior to its destruction in 418 AC.

1. Tower of the World. The Tower of the World is the largest structure in the Academy of Sorcery, standing in the center of the Academy grounds with the Towers of the Arts circling it.

The Tower houses all the students, having more than enough room. More advanced students reside in higher levels, while lower-level students reside in lower levels. Various facilities are located in this tower, including a kitchen, laboratory, and the Grand Hall. A network of open hallways connects the Tower of the World to the Towers of the Arts.

2. Towers of the Arts. These eleven towers surround the Tower of the World in a circular pattern. They are connected to the Tower of the World through a network of open hallways. A stone wall runs between the towers, making the Academy a defensible position in combat. Each tower is dedicated to one of the disciplines taught at the Academy: aeromancy, cryomancy, divination, electromancy, enhancement, geomancy, hydromancy, pyromancy, spectromancy, summoning, and transmutation.

3. Quadrants. The center of the Academy has been divided into four quadrants, each one named after a famous wizard from Krynn's history. Three of

these quadrants (Par-Salian's, Magius', and Justarius') are sheltered by several large vallonwoods. The fourth quadrant, Raistlin's, has been kept in its original state: a thick, lush forest.

CASTLE CRIMSON

In Northern Ergoth, along the remnant of the ancient Emperor's Road leading north to Gulfport, is the community of Castle Crimson. Situated atop of a hill, overlooking the surrounding countryside for miles in every direction, the castle can be seen from the city of Lancton. The castle, named for its dark red bricks imported from the distant Khalkist mountains, is a center of creativity and entertainment in the region.



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The castle itself is a work of art. The outer walls and barricades are of the finest dwarven craftsmanship. A slowly moving stream has been guided to create a half-moat, flush against the northern battlements of the outer castle walls, while a sharp cliff drops down to the south, allowing those on the castle battlements to view miles in every direction.

Within the outer walls of Castle Crimson lies an enormous bailey, which has been divided into various areas at the direction of the Lord of the Castle. From the center of the bailey, a steep-cliffed hill rises upwards, atop of which stands the main tower of Castle Crimson.

The current lord of the castle is Versin Shadowlark (male half-elf Nob5/Ftr3/Rog3; NG), whose Ergothian father married a beautiful Qualinesti maiden more than fifty years ago. Although Versin's father has passed on, his mother, the Lady Caralyssa (female Qualinesti dark elf Red Robe7; N) is still vibrant and beautiful, gladly slipping into the role of dowager duchess, leaving her son to pursue his own interests as she pursues her own. She is a dark elf, cast out of Qualinost before the War of the Lance because she disdained wearing the White Robes, instead choosing to wear the Red. She traveled to Ergoth on a mission for Justarius just before the Chaos War, where she met and married Versin's father, who believed they were fated for one another. After the loss of High Sorcery, Caralyssa focused on her family, bearing the Duke a son, Versin. When the Duke died of old age, he left his title to his son, but gave to Caralyssa a sizable fortune, enough to secure her place within Ergothian society. Now that the magic of High Sorcery has returned, Caralyssa has unpacked her old tomes and taken up residence in the Black Tower, reveling in both her freedom and the return of her beloved magic.

Lord Versin is a distant relation of the Emperor, although his elven blood ensures that he never inherits the throne, something he does not mind at all, although he does take his appointment to the Imperial Senate of Ergoth seriously. Lord Versin is flamboyant and ostentatious, surrounding himself with bards and entertainers of all kinds. He has even picked up an affection of speaking in rhymes, simply for the sheer enjoyment of the challenge of it.

The Lord of Castle Crimson considers it his mission in life to promote social interactions between artists, laymen, craftsman, and the surrounding community, particularly the village that has sprung up in the southern shadow of the Castle. Castle Crimson regularly holds art exhibitions, lectures, forums, galas, concerts, and other cultural events. Attended by nobility of Lancton and the surrounding areas, as well as nobels from even as far away as Lucid and Manic in southeastern Northern Ergoth.

1. The Bailey. The enormous bailey that surrounds the castle proper has been divided to serve a number of different purposes for the inhabitants of the castle.

A. The Grove. In the northeastern corner of the bailey, the are has been set aside to create an elaborate and beautiful garden, with fragrant trees, blossoming bushes, and rare, exotic flowers from across the continent, all carefully cultivated to create the illusion of an elven wilderness (or at least the common human misconception of elven gardens). Small paths lead to tiny, hidden groves with crystal ponds and heated springs. In the heart of the grove is a simple shrine dedicated to the goddess Chislev. Although it was added to the Grove following the War of the Lance, it was kept tended by the Shadowlark gardeners throughout the entirety of the Fifth Age. On the night the gods returned, the simple shrine suddenly burst into glorious crimson roses, which have maintained their bloom and sweet scent, throughout the seasons.

B. Amphitheater. Against the western side of the hill lies the most recent addition to Castle Crimson, a large amphitheater. Carved by dwarven craftsman from the mainland, the amphitheater often serves to host shows for visitors and villagers alike. This open-air theater will sit an audience of up to five hundred people. The seats are carved into the bare rock, with a semi-circular, sand-packed floor at the bottom. A small stone building abuts the hill, where actors can change costumes and prepare between scenes.

2. Crimson Tower. Rising high above the ground, the Crimson Tower is a structure clearly visible from miles in almost every direction. Crafted of the same imported red brick from the Kalkhist Mountains, the tower is more than ten stories high, with smaller towers stretching outwards like arms as succeeding generations of Shadowlarks look to add some new room to the Crimson Tower. Within the tower, woven tapestries hang on the walls, imported rubs and artwork, and skillfully sculpted statues are placed strategically throughout the tower.

3. Chapel. The owners of Castle Crimson have always been diverse in their selection of gods. Through the generations, shrines to many gods have been placed within the grand chapel, next to the Crimson Tower. However, there are three shrines, in particular, which are granted considerable respect: Branchala, Shinare, and Sirrion. The shrine to Branchala is a small chamber area at the near the top of the chapel, decorated with marble and silver. The acoustics of the room are exquisite, and affords an unobstructed view of the Grove through its two large, arched windows. The shrine to Shinare is located near the bottom of the chapel. It is a simple room with a small alter adorned with fresh flowers every day, allowing worshippers a place to reflect and pray. The most



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recent addition to the chapel is the shrine of Sirror. A new gazebo was built atop the tower, in which the Shadowlark family went to great expense to obtain a *ensor of eternal flame*. The construction of the shrine was begun mere weeks after the return of the gods and was completed in less than a month. The shrine honoring Paladine has been turned into a memorial.

4. Stables. Lord Versin has a weakness for fine horseflesh, a weakness his family has had for many generations. The Shadowlarks breed some of the finest hunting horses in all of Northern Ergoth. Through selective breeding, the Crimson Hunters (as the horses have come to be known) are instantly recognizable by their distinctive dark red, roan manes. Temperamental, loyal, proud, and swift, Crimson Hunters have become a status symbol amongst the Ergothian nobility. (Treat Crimson Hunters as light warhorses with a -2 Strength, +2 Dexterity, and +2 Intelligence, selling at approximately the same value as a heavy warhorse.)

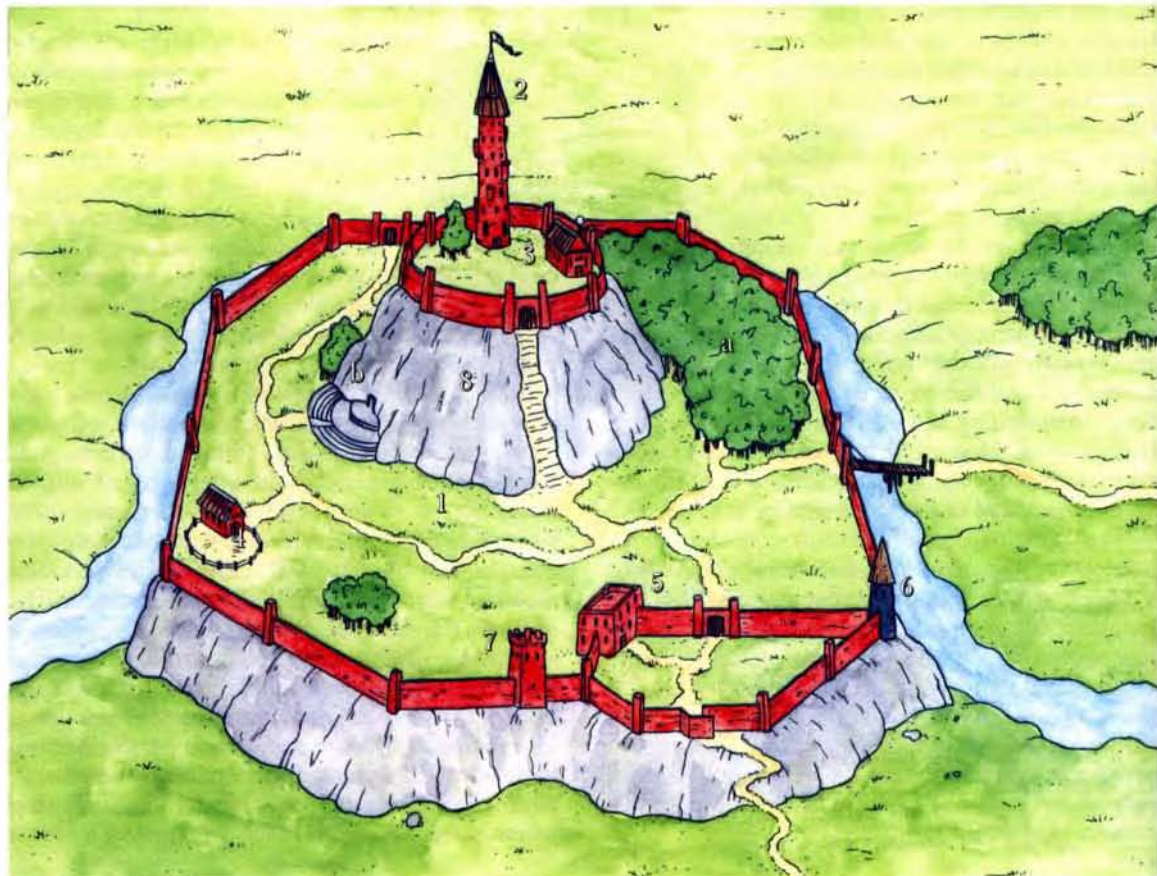
5. Barracks. Home to the personal soldiers dedicated to the Shadowlark family, these barracks also serve as the headquarter for the town guard who regularly patrol the area for bandits, keep watch on the village, and ensure that caravans get safely to where they need to go. The barracks can comfortably house up to fifty soldiers, and since the Shadowlarks are always more than willing to pay well for good warriors, the barracks

are typically filled to capacity. Currently, the leader of the Crimson House Guard is Lady Amaris Fallon (human female, Ftr11, LN), an experienced mercenary from Solannia who has served the Shadowlark family for more than twenty years. The Crimson Guard consists of forty-seven members (1 Ftr7, 2 War6, 5 Ftr5, 7 Ftr3, 5 War3, 5 Ftr2, 10 War2, 6 Ftr1, 6 War1).

Beneath the barracks are the castle's dungeon. There are only five cells, although one of the cells is known as the Kender Trap, a tiny oubliette where a kender cannot move because of the cramped space. While never actually used, folktales about the Kender Trap have purposefully been spread across Northern Ergoth and Hylo, providing a handy threat when needed to take a kender to task. One of the cells holds a secret passage leading to Ten Deep.

6. Black Tower. At the southeastern corner of the outer barricade stands the infamous Black Tower. Built centuries before the construction of Castle Crimson ever began, it was mysteriously abandoned by its inhabitants one night, causing a rumor to quickly spread through the populace that a ghost had taken up residence.

Given the strategic location of the area, on the trade road between Lancton and Gulfport, the First Duke of Crimson, Pluark Shadowlark, decided to incorporate the Black Tower in the design of his keep.



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There have been many legends about the Black Tower. One of Versin's ancestors supposedly jumped from it when he learned his lover had died at sea. It is said to be haunted by the ghosts of all the previous Lords of Crimson Castle. Another tale states that a Black Robe Wizard has secretly been using the tower as his laboratory for years. These and a thousand other stories are often told over a mug of ale in a cheery tavern—but only whispered about on the castle grounds.

Once the moons of magic returned, the Lady Caralyssa promptly moved into the Black Tower, which had been used as little more than a storehouse for old furniture and other discarded objects too precious to give away or destroy. Cleaning out the tower, Caralyssa made the tower her own private sanctum. Oddly enough, she and Lady Amaris, the captain of the Crimson Guard, have become close friends, and given the proximity between the Black Tower and the Barracks, the two can often be found in one another's company.

7. South Watch Tower. This tower was built in order to keep watch over the village to the south of the castle, as well as to allow access to the southern barricades in case of invasion. At the base of the tower is the castle's primary armory. A blacksmith has a small covered area, next to the tower, in order to work. Although the castle has not been attacked since the War of the Lance, the blacksmith is kept busy, not only providing weapons for the Crimson Guard, but also providing help in constructing some of the elaborate sets for some of Lord Versin's more ambitious productions.

8. Ten Deep. The Lord of Castle Crimson not only opens his doors to nobles and bards, but also for sworn members of the Thieves' Guild. The nobility would not be comfortable visiting if they knew that some of the guests they were rubbing elbows with would probably be just as happy relieving them of some of their dearest possessions. Lord Versin is a staunch supporter of the Thieves' Guild in Gulfport, often allowing members of the guild to find temporary sanctuary away from the city in his home. Below the castle's Crimson Tower lies Ten Deep, a secret complex of tunnels and chambers encompassing ten levels carved into the heart of the hill. The upper levels of Ten Deep lead to the edges of the hillside, where defenders can traverse through hidden doors to the surrounding areas throughout the Bailey. A number of traps and arrow slits scattered throughout the complex provide added protection against invaders. The lower levels of Ten Deep offer rustic accommodations and clean beds for visiting Guild members who must maintain a low profile. There are also bolt holes that lead to the moat, the battlements, and even into the village of Reveler's Way, just outside the southern side of the castle.

CASTLE UTH WISTAN

The Isle of Sancrist has been the center for the Solamnic Knights for over two centuries. Located in the southern portion of the island are a number of sprawling castles and estates, but one stands out above the rest. Castle uth Wistan was established over a thousand years ago. It has been said that the Wistans fought along side Vinas Salamnus himself in the Rose Rebellion against Ergoth. Generations of Wistan's have made their home here and since the first Cataclysm the castle has been the meeting place of the High Council of the knights.

The last notable Wistan to live here was Lord Gunthar uth Wistan. Gunthar held the position of Grand Master until eight years after the Chaos War. He unfortunately outlived his six younger brothers and three sons, making him the last of his line. Castle uth Wistan is now owned by Sir Liam Ehrling (human male, Ftr5/Clr1/Knight of the Crown 5/Knight of the Sword 5/Knight of the Rose 5; AL LG), the current Grand Master of the Solamnic Knights.

This medium-sized castle is glorious and well maintained. A high curtained wall that is always manned by vigilant knights surrounds the courtyards and main building. Spires and turrets reach upward above the lush forests surrounding the castle. Often silver dragons can be seen circling protectively above. It is even rumored that they wander the halls of the castle in the disguise of human knights.

Inside the castle, the walls are lined with expensive tapestries that soften the clank of armor and exotic rugs line the floors, muffling the sound

☞ Censor of Eternal Flame ☞

This elaborate censor consists of a bowl made of precious metals, about two feet in diameter and one foot deep. Silver lines the inside of the bowl, with copper-inlaid bronze on the outside of the bowl, and gold along the rim. Golden legs, shaped like sinuous gold dragons, support the censor about six-inches off the ground.

When the bowl is filled with clear water, a pillar of blue and crimson flame will burst into existence. The pillar of flame is about three feet tall. Although it does provide bright illumination, it does not radiate heat, nor will it burn anything. As long as the water is kept in the censor, the flame continues to burn brightly.

These censors are commonly crafted by priests of Sirrion in order to be used during rituals and to decorate their temples.

Aura: Faint evocation; *Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Items, *continual flame*; *Market Price:* 12,500 gp; *XP Price:* 500; *Weight:* 1 lb.

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of booted feet. Exquisite works of marble, ceramic and wood adorn the hallways and various rooms of the castle.

1. War Room. Near the center of the castle, down a hall from the main entrance of the castle proper, is the War Room. This room is neatly decorated with maps lining the walls, a few chairs and a large central table. Upon one wall are a number of locked mahogany cabinets. Above the cabinets are rows of shelves created to hold maps, scrolls and manuscripts.

In times of war, and occasionally in times of peace, this room is filled with knights pouring over maps and documents of various lands. Tacticians plan out strategic maneuvers, run battle simulations and keep track of enemy territories and borders.

2. Library. The library of Castle uth Wistan is of a respectable size. A thick ornately decorated oak door leads into a warm and inviting room. A fireplace built into the far wall heats the chamber. Above the mantle hangs a picture of Lord Gunthar as a young man. Comfortable chairs and a desk are arranged around the room. The side walls of the room are lined with rows of wooden shelves containing a number of books, including copies of the original Volumes of the Measure.

Lord Gunthar spent many hours in this room pouring over the ancient tomes, reviewing the Measure of the Solamnic Knights, the rules, regulations and policies by which a knight must act and conduct himself. After the death of Sturm Brightblade, Lord Gunthar was determined to revise the unwieldy and often contradicting set of laws. He did finally complete the revision prior to his death and with the rise of Sir Liam Ehrling to Grand Master, the revised Measure was put into effect.

3. Great Hall. The largest chamber in the castle, the Great Hall is the meeting place within the castle for the Knights of Solamnia. At one end of the sparsely decorated hall is a dias on which stands a massive black oak table with three high-back chairs. During Knights' Trials, the chairs are occupied by the Grand Master, the High Clerist and the High Justice. These three pass judgment over the proceedings.

A number of chairs are situated in a semi-circle around the raised dias and a carpeted hallway runs down from the door through the chairs and up to the base of the platform.

4. Chapel. Behind the castle proper is an old chapel dedicated to Paladine. Weather-beaten, but meticulously maintained, the chapel was built over a thousand years ago. Elegant stained glass windows line the side of the chapel displaying scenes of Paladine as a great knight in shining white armor, defending the sick and poor against the unjust and wicked.

Through the double oak doors and inside the chapel, the flagstone floors are lined with wooden benches leading up to the alter. A stained glass

window in the shape of the ancient symbol of the Platinum Dragon above the alter allowing the rising sun to filter through and light the entire chapel. The chapel is now used primarily as a place for mediation and reflection.

5. Gunthar Forest. The lush forests of the region of Gunthar take up much of the south of Sancrist. Castle uth Wistan is one hundred yards from the edge of the woods. Thick broad leaf trees and verdant foliage thrive on the nearly tropical climate of the island.

The Gunthar forest is lined with a number of paths and hunting trails. It is a favorite passtime of many knights to ride the trails around the castle on hunting expeditions. Yelping hounds and the din of horses crashing through the thick brush on the chase of some animal are familiar sounds.

REGIONAL HISTORY

Castle uth Wistan was constructed nearly a thousand years before the cataclysm. The Wistan family that used to reside there has been respected throughout the ages. The prestige of the castle grew with the prestige of the family. Even the Cataclysm could not tear down the walls.

After the Cataclysm, the people of the isle of Sancrist turned to the Wistans for help, which they received. The Wistans opened their home to those who needed shelter and assisted in creating new homes throughout the region. Although the image of the Solamnic Knights on the mainland was tarnished, Castle uth Wistan stood as a proud testimony to the goodwill and compassion of the knights.

When the knighthood began to crumble, Castle uth Wistan was selected to be the command center for the entire organization. It is now the capital of the new country of Gunthar and the Grand Master of the Solamnic Knights will always reside there and rule over the lands.

CITADEL OF LIGHT

On the isle of Schallsea, located in the New Sea created by the Cataclysm more than four hundred years ago, the mystic Goldmoon and her loyal companion, Jasper Fireforge, constructed a glorious citadel where those who desired to tap into the powers of mysticism could find a place to explore this new magic. The Silver Stair, a magical site that was said to lead those pure of heart into the realm of the Gods of Light, was chosen as the ideal spot to build the Citadel.

The island itself is nearly a hundred miles from the northern to the southern coast and almost fifty miles across at its widest point. Most of the island is covered with gently rolling hills, except for a small forest that marks the location of the Citadel of Light, stretching northward toward the

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coast. Along the center of the island rises a stretch of broken hills on which nothing will grow—the Barren Hills.

The shore along the southern half of the island is marked by steep cliffs and rocky shoals, making it nearly impossible for any ship or boat to approach the island safely. Only along the northern shore does the land slope more gently, and it is here, on the northwestern coast, that the Citadel of Light stands in its full glory. There are small, natural harbors about the island, however, only one harbor can truly handle large ships—the Port of Schallsea on the island's western coast.

The Citadel quickly became known as a center for not only healing, but for the discovery of numerous near-miraculous powers thought to have been forever lost with the disappearance of the gods. The Citadel also became a symbol of goodness and light against the rise of darkness across the world.

Unfortunately, the Citadel became a target during the War of Souls, when the forces of Beryllintranox attacked in force, searching for the mysterious artifact believed to be in the possession of a certain time-hopping kender. The destruction of the Citadel was nearly complete. The Hedge Maze was completely razed, the nine domes of the Citadel heavily damaged, most of them in complete ruins. Although Goldmoon disappeared during the attack, her legacy remains. Reconstruction began on the Citadel almost immediately, and the return of the gods marked an entirely new focus for the Citadel.

Temples to the Gods of Light and the Gods of Balance have been set up in the new domes, and although there is still a lot of work left to do, it seems certain that the Citadel of Light will remain a symbol of hope for many years to come.

1. The Wilds. For three miles around the Citadel lies a stretch of untamed forest. With only a few exceptions, the wilderness seems completely untouched by any civilization.

Three dryads dwell in the Wilds, brought to the Citadel of Light from the Desolation, thanks to the magic and effort of the Citadel's guardian, the silver dragon known as Mirror. The dryads gladly serve as protectors of the forest, although most people, even many of the mystics of the Citadel, never see them.

The Wilds were heavily damaged during the attack of Beryllintranox's forces, but between the magic of the mystics and the care of the three dryads who watch over the forest, the damage is already well under repair.

2. The Docks. A small dock, able to handle only smaller vessels with shallow keels, is located about a mile and a half southwest of the Citadel proper. Those disembarking in the docks must ascend a step stairway carved into the cliff face in order to reach the Walk leading to the Citadel. A small guard post stands at the edge of the cliff,

overlooking the docks, manned at all times by Citadel Guardians who possess some skill as mariners (typically human Mar3/Mys3; AL LG). They watch for invading forces or for those who would attack the fishermen in the Straits of Schallsea.

3. The Walk. From the edge of the cliff leading down to the docks that lead to the Citadel proper, there is a broad, cobblestone path. Known as the Walk, the path passes beneath the newly constructed monument built to honor the Citadel's guardian, the blind silver dragon, Mirror, before leading to the Grand Lyceum.

4. The Monument. Standing almost one hundred feet tall, this beautiful monument is a grand testament honoring the dragons of light, particularly the silver dragon guardian of the Citadel, Mirror. The two dragon statues face one another, their heads placed against one another with necks curved, creating a heart-shaped silhouette. Their wings are outspread, as if they were preparing to take flight.

The monument echoes the twin golden dragon statues that once flanked the entrance into the Grand Lyceum of the old Citadel. Beneath the light of the sun, the dragons gleam like polished gold, catching and brightly reflecting the light of the sun. At sundown, however, the gold fades from the statues, turning them pure silver, which shines mirror-bright beneath the light of the silver and crimson moons.

5. The Nine Domes. Nine domes, arranged to create a circle, form the Citadel of Light. In the center of the ring of domes is the Hedge Maze, at the heart of which is the Silver Stairs. Before the destruction, the domes were of polished marble, gleaming like pearls beneath the light of the sun. Crafted by the dwarves, the Citadel was a feat of architecture to rival the glory days of Istar. Following the destruction, those skilled in shaping the earth applied their power to create domes of crystal, providing temporary sanctuary until the entire structure could be rebuilt. Oddly, the structure of the domes and the crystal used in their construction has had an odd effect. From without, the domes appear almost completely transparent, showing the regrowth of the Hedge Maze and the Silver Stair in the center of the complex, yet from inside the domes, they appear as normal walls, with only certain sections clear as windows to allow in the natural light from outside.

The primary dome is the Grand Lyceum, with each of the others named for one of the "spheres" of mysticism. Only the mystic sphere of necromancy, the practice of which is forbidden on Citadel grounds, is not represented in the domes or in the teachings of the Citadel. Most of the domes contain lecture halls, training halls, and residential quarters for students.



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A. Alteration Lyceum. The mystic sphere of alteration is the magic of physical transformation, particularly in the realm of living creatures. As such, the Alteration Lyceum also houses a menagerie and the Citadel's stables, which allow those students pursuing the study of alteration to personally interact with the animals, learning their habits, their forms, and their natural behaviors.

B. Animism Lyceum. The mystic sphere of animism concerns communicating and controlling living creatures, from animals to plants. At the top of the lyceum is the massive Herbarium of the Citadel, which serves as not only a greenhouse housing rare and exotic plants from across the continent, but also provides a handy resource for the medicinal herbs used in healing.

C. Channeling Lyceum. Channeling is the sphere of mysticism that enables one to focus energy through the body, allowing one to perform tremendous feats of agility and strength. As the magic of channeling focuses heavily upon the physical body, this lyceum has multiple gymnasiums, sparring rooms, and other practice rooms for not only practicing magic, but also for practicing with various arms and armors.

D. Healing Lyceum. Perhaps the most respected mystic sphere is the sphere of healing, and at the Citadel of Light, this regard borders on reverence. As Goldmoon was a priestess of Mishakal, the goddess of healing, before the disappearance of the gods, and the sphere of healing was the first to be discovered during the Fifth Age, the study of the healing sphere has always been one of the primary focuses of the Citadel. Besides serving as a place to learn and sharpen healing skills, this lyceum also has the Healing Hall, a hospice where the wounded are treated with great care.

A shrine to Mishakal has always been located in the Healing Lyceum, but now call for a temple, built not only to honor the goddess of healing, but to honor the memory of Goldmoon, who never truly lost her faith in her beloved goddess.

E. Grand Lyceum. The primary building of the Citadel is the Grand Lyceum. The Walk leads directly to the Grand Lyceum, which serves as the heart of the Citadel. Reception areas, guest quarters, and an orphanage are all housed beneath the largest of the domes. The Grand Lyceum was also where the First Mother, Goldmoon, had her room, and the silver dragon, Mirror, had his lair. Now, the Grand Lyceum is being rebuilt, and although Goldmoon has passed on, the Citadel Mystics are honoring her memory.

F. Meditation Lyceum. Whereas channeling focuses magic through the body, the sphere of meditation focuses magic through the mind, clearing thought and calling upon wisdom and insight from within. For those wishing privacy to

meditate, entire levels of the lyceum have been arranged into private cells in order to facilitate mediation.

G. Mentalism Lyceum. The sphere of mentalism enables one to read thoughts, to divine emotions, and to even control the minds and emotions of others. The practice of mentalism can very easily be abused, so of all the spheres taught at the Citadel, the instructors of the sphere are very sensitive to the philosophical impact this power might have in the hands of one unskilled in its usage. To facilitate understanding of both one's own mind and the minds of others, the great Library is housed within this lyceum, and although many of the precious manuscripts were lost in the destruction of the dragon attack, the Citadel Mystics have made great strides in rebuilding their library.

Recently, a small contingent of Aesthetics from the Great Library of Palanthas arrived at the Citadel, bringing with them a collection of rare and ancient tomes, particularly dealing with healing, spirituality, and various scriptures of Mishakal, which they have donated to the Citadel. In return for their largesse, the Citadel has agreed to allow a few of the Aesthetics to remain behind to both work in the library and to tend to a small, private shrine in Gilean's honor.

H. Sensitivity Lyceum. Sensitivity is closely akin to divination, being a sphere of mysticism that allows one to see across great distances, to catch glimpses of the past and the future, to read auras, and to detect things that others might not see. This lyceum also houses the Hall of Audience, where individuals can come to the Citadel and petition for admittance, to ask for aid, or counsel.

I. Spiritualism Lyceum. Spiritualism is the flip side of the coin from the mystic sphere of necromancy, for where necromancy deals with corporeal dead, spiritualism deals with the intangible, incorporeal spirits of the dead. Ironically, it was also in this lyceum in which the Citadel Mystics created shrines to the True Gods. Both the Gods of Light and the Gods of Balance were honored, and now that the True Gods have returned, it is a certainty that the shrines will be rebuilt, with clerics walking side-by-side and working with the Citadel Mystics.

6. The Hedge Maze. Within the ring formed by the domes of the Citadel of Light is the Hedge Maze. This maze was a gift to Goldmoon from Laurana, who sent Qualinesti woodshapers to create the maze around the Silver Stair.

More decorative than functional as a defensive measure, the maze consists of fragrant trees and hedges forming concentric circles. Those who enter the maze find that it is never the same twice, for the paths will twist and reshape themselves without any apparent pattern; yet, the entrance can always be found with ease. Those merely wishing to walk the maze for nothing

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more than pleasure find themselves walking into wherever it was they wished to go, whether to the Silver Stair at the center or to the Pond, or merely on a path that leads right back to the entrance. On the other hand, those wishing to walk the Silver Stairs as a prelude to entering the order of the Citadel Mystics will find that they must use their mystical abilities in order to traverse the path until they come to the center of the maze.

After the attack by Beryllintranox's forces, the Hedge Maze was completely razed, leaving only scorched and twisted branches to mark where the maze once stood. Yet, between the magics woven by the woodshapers that first built the maze and the magics of the Citadel Mystics, the maze is beginning to grow once more, the first blooms and shoots already stretching up eagerly towards the heavens.

7. The Silver Stair. The Silver Stair is typically invisible to the naked eye, except on certain nights, when it appears as a faint and ghostly stairway spiraling endlessly upward toward the heavens. Before the Chaos War, the Stair was visible whenever Solinari was full, but after the disappearance of the gods, the stairway appeared each night beneath the light of the strange new moon. Following the return of the gods, the Stair is visible whenever it is struck by moonlight.

Those who attempt to ascend the Silver Stair are said to be able to catch a fleeting glimpse of the future, to see a vision of what has gone before, or to reexperience a memory from another's perspective. Those who ascend the Stairs for personal gain, hiding darkness within their hearts, find their façades stripped away as they are forced to see the truth of their wickedness. Those who ascend the Stairs seeking enlightenment are tested to see if they have the strength to handle the truth, to accept what cannot be changed, and to be prepared to do what it takes to change what must be. No matter what happens, those who ascend the Silver Stair return changed by the experience.

Lady Camilla Weoledge

Female human Clr 2/Ftr 4/Crown 1/Sword 6; CR 13; Medium-sized humanoid (human); HD 8d8+5d10+52; hp 136; Init +5; Spd 20 ft.; AC 27 (touch 13, flat-footed 26); Atk +14/+9 melee (1d8+5/19-20, +2 longsword) or +12/+7 ranged (1d8+1/x3, longbow w/+1 arrow); SA spells; SQ aura of courage, aura of good, knightly courage, smite evil 2/day, strength of honor, turn undead; AL LG; SV Fort +16, Ref +5, Will +13; Str 12, Dex 12, Con 18, Int 14, Wis 15, Cha 15. Height 5 ft. 11 in.

Skills and Feats: Climb +5, Concentration +14, Diplomacy +12, Heal +7, Intimidate +9, Jump +5, Knowledge (nobility and royalty) +10, Knowledge (religion) +10, Listen +6, Ride +9, Sense Motive +7, Spot +4; Alertness, Combat

Expertise, Diehard, Endurance, Honor-bound, Improved Initiative, Iron Will, Leadership, Weapon Focus (longsword)*, Weapon Specialization (longsword). (*bonus feat from War domain.)

Aura of Courage (Su): A Knight of the Sword gains a +4 morale bonus against fear effects. Allies within 10 ft. of the Knight of the Sword gain a +4 morale bonus against those effects as well. This does not stack with knightly courage.

Aura of Good (Ex): The power of a Knight of the Sword's aura of good (see the detect good spell) is equal to 8th level.

Knightly Courage (Su): A Knight of the Crown gains a +2 morale bonus to her saves vs fear effects. This does not stack with aura of courage.

Smite Evil (Su): Twice per day, a Knight of the Sword may attempt to smite evil with one normal melee attack. She adds +2 to her attack and deals 6 extra points damage. If the Knight accidentally smites a creature that is not evil, the smite has no effect but is still used up for that day.

Strength of Honor (Su): Once per day as a free action, a Knight of the Crown can gain a +4 morale bonus to her Strength score for 5 rounds.

Spells: As 8th level cleric.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; save DC 12 + spell level): 0—detect magic, guidance, light, purify food and drink, resistance, virtue; 1st—bless, command, endure elements, magic weapon*, sanctuary, shield of faith; 2nd—aid*, bull's strength, eagle's splendor, lesser restoration, zone of truth; 3rd—daylight, magic circle against evil*, remove blindness/deafness, searing light; 4th—divine power*, neutralize poison, restoration.

*Domain spell.

Domains: Good (Cast good spells at +1 caster level), War (Bonus feats with deity's favored weapon). Caster level 8th.

Turn Undead (Su): The Knight of the Sword may turn undead as a 7th level cleric, and may use this ability 5 times a day.

Possessions: +2 full plate, +2 heavy steel shield, +2 longsword, longbow, quiver w/20 +1 arrows, ring of protection +2, cloak of resistance +2, heavy warhorse with masterwork banded mail barding, medallion of faith (Kiri-Jolith)

During the War of Souls, Lady Weoledge was the senior knight attached to the Solamnic circle in Schallsea. She commanded a garrison of two-dozen knights and one hundred soldiers whose orders were to support and protect Goldmoon and her mystics.

The Weoledges are a noble family from Portsmouth in Coastlund. Camilla's eldest sibling, Kastil, joined the Solamnic Knights. Camilla, the youngest of the family, was supposed to become a priestess of Kiri-Jolith. Kastil found life in the Knighthood too rigid and austere for his liking



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and abandoned his post only a few weeks after being accepted as a squire. Young Camilla begged her father's permission to leave her clerical studies and take Kastil's place in the Knighthood.

The clerics agreed that the strapping, strong-willed young woman was wholly unsuitable to the priesthood. Camilla entered the Knighthood during the dark days of the Chaos War. She was knighted long after the Second Cataclysm. On the day Lady Weoledge joined the Order of the Sword, dragons battled each other across the skies overhead.

Camilla's first command was on Schallsea. She was ordered by the Solamnic High Council to protect the fledgling Citadel of Light. At first, Weoledge was at odds with Goldmoon's mission to master and teach the new healing magic of mysticism. Camilla felt that the new magic of the heart was intended to push people away from the gods, who were the single true source of wisdom and power.

Her feeling soon changed when she met the charming Silvanesti elf, Gair Greymist, one of Goldmoon's gifted mystics. While Camilla still maintained that the use of mysticism was wrong, she began to listen to Gair's persuasive arguments and to think there might be something to them. She also grew to learn more about Goldmoon, who still considered herself a disciple of Mishakal, and who explained to Camilla that the mysticism would never supplant Goldmoon's efforts to teach the people of the gods' wisdom. Eventually, Gair's descent into experiments with necromancy showed Camilla that evil lay in the hearts of men, not in the new magic.

Camilla and Goldmoon became fast friends. When the High Council approached Camilla with an offer of a new post, she turned it down, opting to remain in Schallsea to learn more about the power of the heart. While Camilla believed that mysticism still posed a threat to the worship of the true gods, she respected and trusted Goldmoon.

Thus, when the great storm of Takhisis swept over the land and the elderly Goldmoon was suddenly restored to youth and beauty, Camilla was surprised and troubled by Goldmoon's refusal to accept this as a miracle. When Goldmoon, drawn by Takhisis to follow the river of Souls, fled Schallsea just as the dragon Beryl and her minions were attacking, Camilla was shocked. She could only believe that Goldmoon had abandoned those who were counting on her in their hour of need. Camilla's faith and trust in Goldmoon were shattered.

Camilla and her knights led the battle against the dragons and the attacking draconians. Having long prepared for such an assault, the knights were able to repel the enemy and drive them into the sea, although the Citadel itself was left in ruins.

Camilla has since learned the truth about Goldmoon from Palin Majere, who related how Goldmoon remained true to her beliefs, refusing to renounce the gods even though her faith cost her life. Although Camilla rejoices in the return of the gods, she has chosen to remain on Schallsea, assisting the mystics with the rebuilding of the Citadel of Light, which Camilla hopes will be dedicated to Goldmoon.

Blister Nimblefingers

Female afflicted kender Rog9/Mys3; CR 12; AL Neutral good; Small humanoid; HD 9d6+18 (Rog) plus 3d8+6 (Mys); hp 69; Init +4; Spd 20 ft.; AC 20 (15 touch, 16 flatfooted); Atk +9/+4 melee (1d3-1/x2, spiked gauntlet) and +16/+11 ranged (1d3+1/x2, +2 *seeking sling*) or +17 ranged (special, *net of snaring* +3); SA Sneak attack +5d6, spells; SQ Evasion, improved uncanny dodge, trapfinding, trap sense +3, cold resistance 10 (*leather armor*); SV Fort +9, Ref +12, Will +10; Str 9, Dex 19, Con 14, Int 12, Wis 17, Cha 13.

Skills and Feats: Balance +11, Bluff +6, Climb +3, Concentration +11, Diplomacy +5, Disable Device +12, Escape Artist +13, Gather Information +6, Heal +9, Hide +13, Intimidate +3, Jump +8, Knowledge (arcana) +4, Listen +10, Move Silently +14, Open Lock +15, Search +8, Sense Motive +8, Sleight of Hand +16, Spellcraft +4, Spot +12, Tumble +13; Alertness, Combat Expertise, Exotic Weapon Proficiency (net), Nimble Fingers, Still Spell.

Sneak Attack (Ex): If a rogue's target would be denied his Dexterity bonus to AC (whether he actually has a bonus or not), or when the rogue flanks her target, the rogue's attack deals +5d6 points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, the rogue can make a sneak attack that deals subdual damage instead of normal damage. She cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. A rogue can sneak attack only living creatures with discernable anatomies. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue

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cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, the rogue takes no damage on a successful saving throw.

Improved Uncanny Dodge (Ex): The rogue maintains her Dexterity bonus to AC when caught flatfooted, but not when immobilized. The rogue cannot be flanked, nor can she be sneak attacked by being flanked unless the attacker has at least 4 more levels than the rogue.

Trapfinding (Ex): Rogues can use the Search skill to locate traps when the task has a DC higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): The rogue has an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks by traps.

Afflicted Kender Traits (Ex): +1 racial bonus to all saving throws; +2 racial bonus to Spot, Open Locks, Sleight of Hand, Climb, Hide, Jump, and Move Silently

Mystic Spells Known (6/6; base DC = 13 + spell level): 0 – *cure minor wounds*, *detect poison*, *guidance*, *light*, *mending*, 1st – *cure light wounds**, *magic stone*, *remove fear*.

* Domain spell. Domain: Healing (Casts healing spells at +1 caster level).

Possessions: *bag of holding* (Type II), *leather armor of cold resistance* +3, *net of snaring* +3, +2 *seeking sling*, specialized gloves (a series of specialized gloves designed for various tasks, granting a +2 circumstance bonus to any hand-related Dexterity checks), spiked gauntlets, miscellaneous other equipment found in her pouches.

Net of Snaring: A *net of snaring* has been magically enhanced to enable it to better ensnare and entrap creatures. These nets can range from an enhancement bonus ranging from +1 through +5. The bonus naturally increases the user's attack rating, but the bonus also applies to the modifier by trapped victims to escape or cast spells. For example, a *net of snaring* +3 grants its user a +3 bonus to attack with the net, while inflicting a –3

penalty to the Concentration attempt made to cast a spell while trapped in the net, a DC of 23 to the Escape Artist attempts, and a DC 28 to Strength checks attempting to burst free of the net.

The magic of the net also enables it to be used effectively on creatures two size categories different, thus a Small character can entangle Diminutive, Tiny, Small, Medium, or Large creatures.

Aura: minor transmutation; **CL:** 5th; **Prerequisites:** Craft Magic Arms and Armors, **entangle**; **Market Price:** 12,320 stl (+1), 18,320 stl (+2), 28,320 stl (+3), 42,320 stl (+4), 60,320 stl (+5); **Cost to Create:** 6,160 stl + 493 xp (+1), 9,160 stl + 733 xp (+2), 14,160 stl + 1132 xp (+3), 21,160 stl + 1693 xp (+4), 30,320 stl + 2413 xp (+5).

It was chance that brought the kender to a tomb honoring the Knights who died in the Chaos War. Chance, too, that she saw the spirit of Goldmoon there and soon after felt compelled to become one of the famed mystic's champions. She believes it was also chance that took her to Schallsea Island and led her down the path of healing magic. In fact, Blister contends that chance—good luck and bad—is pretty much responsible for everything in her very eventful life.

Though on the far side of middle-age, Blister evidences a youthful exuberance, especially for her cleric-related work and studies. She is relatively new to the mystical arts, at least compared with those people of a similar age who study on Schallsea Island. Sometimes the magic comes hard for her, and it drains her mentally and physically. Still, she is determined to master it so she can help others on Krynn and make up for her past indiscretions.

In her youth, Blister engaged in shadowy pursuits, and she made her way in the world at the expense of folks with bulging coin pouches and open windows. Though it was typical kender curiosity that drew her into many a vacant home, she admits there was a touch of greed involved. Blister always worried where her next meal would come from and if she would have enough coin to buy lodging and clothes. It was one of those thieving expeditions that gave her the name “Blister.” There was a chest with a lock in a basement, and because the chest had a lock, and because it was filled with something—so she had to open it. The something might be pretty or delicious—certainly the something needed to be seen. And it might give up steel pieces to pay for a cozy room at an inn. So she tackled the lock, a task she



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was very good at. However, she failed to notice that this particular chest was also trapped. It sprayed acid on her hands—hurtful, disfiguring acid that gnarled her fingers to look like birds' feet. Twisted and blistered, her hands pained her for decades, and she hid them inside gloves so no one would see her foolishness.

Blister is far from a typical kender, apt to frown or appear stoic more than she is apt to laugh or smile. Her uncharacteristic serious side was born when she injured her hands, and it was nurtured when the great Dragon Overlords arrived and devastated the land. So many kender – so many people of so many races – died right in front of her eyes. Homes were destroyed, villages laid low. There was certainly nothing to be cheerful about. Still, Blister wasn't about to give up entirely. Determined to make her way in the world—and this time without stealing from others—she began traveling, buying only what she needed to survive and working occasional odd jobs to legitimately come by coins.

Her travels took her to the Last Heroes' Tomb. And from there she became part of a rag-tag band that worked against the Dragon Overlords.

During those long months, Blister was able to spend some time with Goldmoon. And on one of those occasions, the famed healer made her realize the scars in her mind were worse than the ones on her hands. The pain she felt when she moved her fingers wasn't real. Now Blister easily moves her fingers and hands—though they are still twisted and birdlike. And she only wears gloves when the weather turns cold.

ICEWALL

The Icewall Glacier covers the southern tip of the continent of Ansalon. The glacier is the result of an expanding polar ice cap that has grown significantly over the last thousand years. The ice had not reached the Ansalonian mainland until the Cataclysm, when the ice cap expanded significantly to cover the southernmost tip of the Plains of Dust. The rate of advance has slowed since then, but the Icewall Glacier continues its slow march northward to this day.

Icewall Glacier, or Icereach, begins just south of the outpost of Zeriak in the Plains of Dust and extends many miles to the south. While there is little doubt that the glacier covers tundra near its northern border, the ice becomes nearly a mile thick farther south, its surface marked with crevasses and caves that drop suddenly away into the depths. These caves also serve as a primary focus of the vision quests for many of the Ice Folk youth, who adventure into the caves. Those that return report impenetrable darkness after reaching depths of 100 yards with no end to the caves in sight. Those few who venture further into the depths seldom return. Icereach is home to the thanoi, or walrusmen, and the Ice Folk, an enclave of human barbarians.

Icereach extends nearly two hundred miles to the south where it meets the Icewall, a towering cliff hundreds of feet in height, capped by Ice Wall Castle.

The cliff was produced by the compaction of ice moving northward against the shoreline as the glaciers expanded. The region is blanketed by chill air and fierce blizzards year round, with the sun seldom rising above the horizon. The Ice Folk and thanoi battle with each other and the elements in order to survive in this bleak climate, competing for the scarce resources. In addition to hunting the ice bears, seals, rhemoraz and other native creatures, both the thanoi and Ice Folk fish in the shallow frozen lakes

that dot the surface of the glacier. The glacier is also home to a number of peat mines, which the Ice Folk use as a fuel source. The mines are located on raised areas of land within the glacier that were originally islands before the Cataclysm.

Icewall Castle served as the home to the white dragon, Sleet, and the White Dragonarmy during the War of the Lance. Some remnants of the dragonarmy remained in the region following the war, and Sleet occupied the castle until the arrival of Frisindia and Cryonisis—known as Freeze and Ice by men—during the time of the Dragon Purge. These twin white dragons slew the lesser dragons in the region, and divided Icewall into two kingdoms, with the Icewall Castle marking the boundary between the sisters' domains. The dragons command several legions of thanoi minions as well as a small contingent of Sivak draconians that operate out of Ice Wall Castle. Beyond the Ice Wall, some ancient maps claim that an



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underground land called Chorane exists at the south pole, some 500 miles to the south. The existence of this civilization is widely discounted, since it is viewed as impossible that anything could survive in the wasteland south of the Ice Wall.

The Ice Folk continue to eke out an existence in this desolate land, appealing unsuccessfully to the dwarves of Thorbardin and the humans in Tarsis for aid in their struggle with the thanoi. The presence of the Dragon Overlords has made their struggle with the walrus men significantly more difficult. As a result of the presence of the twin Overlords, the glaciers have slowly crept further north. However, the dragons' attempts to expand their control into the Plains of Dust have been unsuccessful. With the demise of several other Dragon Overlords, it is certain that Freeze and Ice will try to extend their influence north.

1. Ice Wall Castle. Icewall Castle is the remains of a structure that dates back to pre-Cataclysmic times, perched on the edge of the great cliff. The castle's major feature is a crumbling watchtower that rises two hundred feet into the air and offers a commanding view of the surrounding territory. The tower is in the southeast corner of the courtyard, which houses several other buildings in various states of ruin, as well as a magical fountain with healing properties in its center. The store-room is connected by a tunnel to a cave that holds the frozen body of a Knight of Solamnia on the back of a gold dragon. Stairs from the watchtower to the lower reaches reveal a system of caves with several large caverns, where the dragons store their meager treasure. A garrison of more than a hundred veteran Sivak draconians, led by Frantik (Sivak draconian male Ftr7/Sor7; AL NE), and several dozen thanoi guard the castle.

2. Ice Folk Camp. The main Ice Folk camp lies approximately twenty-five miles north of Icewall castle. The camp lies immediately south of a crevasse and has a glare-ice harbor for the iceboats used by the folk on its eastern side. A ten-foot high wall of packed snow separates the small huts, chieftain's tent, and the healer's hut from the harbor. A sea of deeply drifted snow lies to the south of the encampment, built up by drifts driving against a rib-bone snow fence protecting the southern end of the camp.

3. Ice Mountain Bay. The bay is seventy-five miles wide at its widest point, and separates the western portion of the Icewall Glacier from the Kharolis mountain range to the north. During the summer months, immense icebergs break off of the glacier and float toward the Sirrion Sea to the

west. Dozens of ships are trapped in a cove along the bay's eastern shores where they were stranded during the Cataclysm. Several of these ships may be seaworthy, if they can be freed from the ice and returned to the water. Additionally, several small fishing villages may exist along the coast.

RUINS

Scattered across the continent lie many ruins, a number of which have never successfully been explored. Whether through natural disaster—such as the Cataclysm, the Chaos War, the depredations of the Dragon Overlords, war, famine, or time, many ruins lay long forgotten.

The following are a number of ruins that are talked about in nearly every tavern in the land, for each of these ruins is said to possess great treasure or the answer to some ancient mystery, but only to those brave enough and strong enough to find them and the survive the risks in their exploration.

ARIAKAN'S REST

Unholy Site

Ariakan's Rest is a shrine within a mountain cave in the Khalkist Mountains near the city of Neraka. It was here that Ariakan encountered the Dark Warrior, and the Knights of Takhisis were born.

After Ariakan's release by the Knights of Solamnia, he rode out on the Solamnic Plain. After much travel, he eventually got lost, and found himself in a blizzard. Ariakan prayed to his mother, Zeboim, for aid through this time. He found a trail of seashells in the snow, which led him to a cavern. Here, he found wood for a fire and food waiting for him.

Ariakan awoke from slumber to find the Dark Warrior, an aspect of Takhisis, sharing his fire. Ariakan told the Dark Warrior of his dream to form a new knighthood that would eventually supplant the Knights of Solamnia and become the dominant force of order in Krynn. Takhisis was pleased by Ariakan's plan, and the Knights of Takhisis were born.

Since this time, this mountain cave has become known as Ariakan's Rest. Ariakan had the cave transformed into a place of worship and reflection for his knights. Outcast dwarves in service of the Knights of Takhisis helped to shape the stone within the Chamber of Takhisis and the Chamber of Zeboim. Ariakan was reputed to have visited this shrine each year on the anniversary of his meeting with the Dark Warrior.



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The opening to this cave structure is large enough to fit two dragons side-by-side. This opening leads to a deep cavern, which grows darker the deeper one goes, until it finally opens to a chamber large enough to hold several dragons. This Chamber of Shadows has two passages that lead to smaller chambers, one to the left and one to the right. The Chamber of Takhisis and the Chamber of Zeboim serve as shrines to the respective gods of the Knights of Takhisis, and are places for dark knights to worship, and to find inspiration.

Palin Majere and the Shadow Sorcerer came to this chamber, when the Heroes of the Heart were attempting to stop Takhisis from returning to the world of Krynn. The Shadow Sorcerer turned on Palin, and attacked him. During the battle, Palin discovered that the Shadow Sorcerer was a woman. He escaped through the paths of magic to the Tower of High Sorcery at Wayreth. Palin never saw beyond the central Chamber of Shadow, and is unaware that anything lies beyond.

After the Chaos War, the Knights of Takhisis venture to Ariakan's Rest less and less. Only knights who follow the path of true honor, and who are dedicated to the ideals of Ariakan, venture to this cavern.

There is some speculation that Ariakan's Rest is the final resting place of Takhisis, though this has no basis in truth.

1. Chamber of Shadow. This chamber is the very heart and center of Ariakan's Rest. The chamber is large enough for several dragons. The chamber is lit by twelve magical torches that do not produce heat or smoke. Echoing voices of long-dead Knights of Takhisis can be heard, calling to those who venture to Ariakan's rest, challenging their honor and loyalty to Takhisis.

2. Chamber of Takhisis. A cave leads off to the left of the Chamber of Shadow to a chamber that houses a shrine dedicated to Queen Takhisis. The center of this shrine is a dragon-shaped altar with 5 heads, one of each color of chromatic dragon, rising above it. Prior to the War of Souls, an eerie light could be seen emanating from the Altar of Takhisis. With the passing of the Dragon Queen from the world, the light of the altar is extinguished, and torches now light the way. The Chamber of Takhisis is designed to be a place of worship and contemplation for Knights of Takhisis. On the wall of this chamber, the Blood Oath was inscribed by the hand of Ariakan himself. Various scenes are carved out of the walls themselves, depicting the Knights of Takhisis.

3. Chamber of Zeboim. Another cave leads off to the right of the Chamber of Shadow to a small chamber that houses a shrine dedicated to Ariakan's mother, the goddess Zeboim. A small waterfall runs through this cavern, which ends in a stream that flows outside of this chamber. The entire floor is covered with seashells. A statue of a Dragon Turtle has been placed at the edge of the waterfall, so that the water runs over it. This statue is said to be of dwarven make. Knights who visit Ariakan's Rest come to this chamber in respect for Ariakan's mother, Zeboim, on the day of the year that Zeboim is honored by the Knights of Takhisis.

ПАЛИС АРЕП, "THE LAKE OF DEATH"

Once considered one of the gems of Ansalon, Qualinost was one of the most beautiful cities ever built by mortal hands. The capital of the Qualinesti elves, the city was intended to co-exist harmoniously with nature, so that one could scarcely tell where buildings ended and forest began.

For thousands of years, Qualinost stood as a proud monument of the Qualinesti people. Having long hated the elves, Takhisis determined that the first thing she would do when she came to power was to bring down the elven nation. Qualinost must fall. Takhisis struck two blows at the same time, bringing down the green Dragon Overlord, Beryllintranox, and using the dragon's death throes to destroy the ancestral homeland of the beloved children of Paladine.

As Laurana struck the fatal blow against the dragon, Takhisis guided the elven arrows to strike the Green Menace and enabled the elven sorcery to function. Beryllintranox fell from the air and as her massive body struck the ground, secret tunnels located beneath the city collapsed. Since Qualinost had been built in a cradle formed by branching streams of the White-Rage River, the collapse and the resultant tremors caused the White-Rage River to leave its banks. The settling of the land combined with the naturally soft soil of the valley formed a vast depression that was quickly filled by rushing torrents of the White-Rage River. Now, where the beautiful city of Qualinost once stood, there is a massive crater lake.

The elves who had remained in the city to fight the Green Menace and the dwarves who had remained in the tunnels to ensure the safe escape of the elves, all died within the span of a few moments, drowned in the rushing water.

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It is said that their spirits still linger there. Even after the defeat of the Dark Queen, when the spirits were free to travel along the River of Souls and enter the next life, many of those who died in Qualinost that fateful day could not bear to leave the place where their beloved city once stood.

The lake is known as *Nalis Aren*, the "Lake of Death." Roughly triangular in shape, the lake fills the entire valley. The south end lake, about two miles across, laps the foothills of the jagged peaks of the Kharolis mountains. The lake extends two miles north from that point.

The waters of the lake are murky and dark, nearly impossible to see through, although it is said that when Solinari, the silver moon, is full, one can make out the Tower of the Sun shining ghostly in the darkness. A thin mist covers the entire lake at all times, day and night, regardless of the season. Even on the hottest summer day, the air around the lake is chill, the water so cold that it freezes the marrow of the bones.

Trees and plants destroyed in the flood have once more started to grow around the lake. Nothing grows on the shore, however. No animal will drink its water.

No living elf has been seen on the shores of the Lake of Death since the death of Beryllintranox. The forest to the east, was claimed by Captain Samuval, who parceled out the land as reward to his followers. With the elves gone, the humans are cutting down the forests the elves loved, clearing the land, preparing it for farming and settling.

The western forest has become home to a rising goblin nation, formed under Beryllintranox's reign and now growing strong under a mysterious leader, who has managed to unite goblins and hobgoblins and train them into a disciplined, well-armed and well-trained fighting force.

Neither humans nor goblins will approach the shores of Nalis Aren, for it is whispered that the spirits of the elves and their enemies continue to do battle in the mists over the lake, and that sometimes, the roar a great dragon can be heard over the howling winds of the night.

LAURANA

Female Qualinesti Nbl 7/Ftr 3/Legendary Tactician 3/Master Ambassador 3: CR 16; Medium-size humanoid (elf); HD 10d8+3d10+3d6+32; hp 117; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +17/+12/+7 melee (1d6+4/19-20, +3 *short*



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sword); SQ Bonus class skill (Move Silently), coordinate +1, direct troops, elvensight, favor +3, favored embassy (Qualinost), insightful acclimation, inspire confidence 2/day, inspire courage (+2, 2/day), leadership bonus +2, Qualinesti traits, retinue +1; AL NG; SV Fort +11, Ref +11, Will +14. Height 5'6", Weight 115 lbs.

Skills & Feats: Appraise +9, Bluff +21, Climb +5, Decipher Script +7, Diplomacy +23, Forgery +7, Gather Information +9, Intimidate +19, Jump +4, Knowledge (history) +9, Knowledge (nobility & royalty) +12, Listen +5, Move Silently +8, Ride +14, Search +6, Sense Motive +17, Spot +5, Swim +5; Charming, Heroic Surge, Iron Will, Leadership, Resist Dragonfear, Spear of Doom, Weapon Focus (longbow), Weapon Focus (short sword).

Coordinate: The noble has a knack for getting people to work together. When she can aid others and give directions, she provides a +3 total bonus to the task at hand by making an aid another check, instead of the normal aid another bonus of +2. This ability can't be used to assist in combat.

Direct Troops (Su): As a full-round action, a legendary tactician can give compelling directions. She can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts a number of rounds equal to the legendary tactician's Charisma bonus.

Favor: The noble has the ability to call in favors from those she knows. To call in a favor, make a favor check (1d20+3). She can use this ability three times per week, calling in favors from different contacts. The DM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The noble can't take 10 or take 20 on this check, nor can she retry the check for the same (or virtually the same) favor.

Favored Embassy (Ex): A master ambassador becomes intimately familiar with the political arenas to which she is assigned (Qualinost in Laurana's case), and learns to adjust to the unique customs and quirks of courtly life. In this environment, she gains a +2 bonus to all Diplomacy, Gather Information, Knowledge (nobility and royalty) and Sense Motive checks.

Insightful Acclimation (Ex): Whenever Laurana is interacting with somebody from a different culture, race, political background or religion than his own, she may attempt a Sense Motive check to gather or assemble information from the individual's body language, non-verbal cues, attitude, and cultural quirks.

Inspire Confidence: The noble can use oratory to inspire confidence in allies (not herself), bolstering them and improving their chances of success. An ally must listen to and observe the noble for a full round for the inspiration to take hold. The effect lasts for 5 rounds. The noble can inspire 2 allies at a time. An ally inspired with confidence gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

Inspire Courage (Su): A legendary tactician can inspire courage in her allies (including herself) twice per day, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the legendary tactician speak. The effect lasts as long as the ally hears the legendary tactician continue to speak and for 5 rounds thereafter. While speaking, the legendary tactician can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic words (such as wands). Affected allies gain a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus to attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Leadership Bonus (Ex): A legendary tactician gains a +2 bonus to her leadership score, enabling him to attract more powerful cohorts and followers.

Qualinesti Traits (Ex): Immune to sleep spells and effects, +2 on saves against enchantment effects, +1 bonus on Diplomacy and Sense Motive checks, +2 bonus on Listen, Search, and Spot checks.

Youngest of the children of the Speaker of the Suns of Qualinesti, Laurana was born Princess Lauranthalasa Kanan in 278 AC. She was raised with her two older brothers, Porthios and Gilthanas, and a cousin, Tanis Half-Elven, an orphan taken in by the Speaker.

Laurana was brought up to fulfill the traditional role of elven royalty. She was taught all the social graces and was well versed in the arts. She was expected to entertain guests of her father and see to their comfort. She grew up with the intrigues of the elven court and was skilled in diplomacy. She was taught the use of weapons, but only for ceremonial purposes. Beautiful and gifted, she was the light of her father's eye and was given everything she desired except the one thing she wanted—she was in love with her cousin, Tanis Half-Elven.

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Because he was part human, Tanis could never be accepted by Laurana's family as her suitor. Knowing that his young cousin loved him and that such love must turn out badly, Tanis left Qualinesti to go in search of adventure with his friend, the dwarf, Flint Fireforge.

Laurana grieved at his departure, but she was certain he would be drawn back to his homeland and that, when he returned, his love for her would be strong as ever.

Tanis did return, but only to seek the help of the elves in the War of the Lance. By this time, Tanis was in love with a human woman, Kitiara, who had mysteriously vanished. Laurana was heartbroken, but she was determined to win him back. When Tanis and her brother, Gilthanas, and the other Heroes of the Lance left the elven kingdom for Pax Tharkas, Laurana followed them in secret.

Away from the sheltered world of the elves, the spoiled little girl was thrust into a world at war. Laurana had to grow up fast and she learned to face peril and hardship with courage and intelligence. Meeting the cleric of Paladine, Elistan, Laurana came to depend on his wise teachings. She and Tanis were sep-

arated by the war, forced to go different paths, but her love for him never faltered. Her trials caused her love to deepen and mature.

She became close friends with Tanis's friend, the Solamnic knight, Sturm Brightblade. His death devastated Laurana, but his noble example of self-sacrifice gave her the courage to continue on with the battle against the Dragon Highlords. A skilled leader, Laurana proved herself to be a capable warrior and was chosen by Lord Gunthar

uth Wistan as commander of the Whitestone forces. She was called "The Golden General" by her troops for the color of her hair that could be seen shining on the battlefield like a beacon light.

Laurana's love for Tanis was a strength, but it also proved to be her one weakness. Tricked by Kitiara, Laurana abandoned her forces when they needed her most. She was taken hostage by the armies of Darkness and brought before Queen Takhisis. Laurana's courage and wisdom proved to be instrumental in the fall of the Dark Queen.

When the war ended, Tanis and Laurana discovered that their love for each other was deep and abiding. They were married after the War of the Lance and had one child, Gilthas.

After the war, they continued their work to bring about unification of the races of Ansalon, fighting a constant battle against prejudice and ignorance in order to make the continent strong. Both knew that the battle against evil could never be fully won, and that good must be ever vigilant.

The people refused to heed them and this led in part to the rise of the dark knights of Takhisis. When the Chaos War broke out, Tanis left his home to defend the High Clerist Tower, where he was killed in the battle.

The grief-stricken Laurana returned to her homeland of Qualinesti, where her son, Gilthas, has been tricked into becoming the puppet leader of the elves. When Qualinesti fell to the dark knights, Laurana assisted her son in becoming king in fact as well as name. She was also active in the underground resistance against the knights.



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Laurana remained in contact with old friends, especially Carramon's son, Palin Majere. She invited him to visit her shortly after the great Storm of Takhisis. Palin brought with him the kender, Tasslehoff Burrfoot, who had returned to Krynn through the magical Device of Time Journeying.

The Dragon Overlord Beryl heard of this device and wanted it for her own. She discovered that it was in Qualinesti and she was determined to attack and conquer the elven land.

The Qualinesti found out about her plan and, with the assistance of the dwarves, King Gilthas helped many elves escape the dragon, leading a band of refugee elves into the Plains of Dust. Laurana and the leader of the dark knights, Marshall Medan, remained behind with a stalwart band of elven volunteers to fight the dragon and try to save their homeland.

Medan was in love with Laurana and she loved him. Both were wise enough to know, however, that their love must forever go unspoken if Qualinesti was to survive. They made plans to battle the dragon together, but, at the last moment, Medan was slain by a traitor elf.

Laurana went out to fight the dragon alone. She carried in her heart the vision of Sturm Brightblade, who also faced a dragon alone. His courage gave her courage and she brought down the dragon, giving her life to save her people. Her efforts are in vain, however. Through the machinations of Takhisis, Qualinesti was destroyed.

Somewhere in that dark water of that accursed lake lies the body of Laurana, the Golden General, and many believe that the spirit of her sacrifice is the only good that exists amidst the evil of that place.

Laurana herself has moved on, her soul joining with her husband and the other companions, as they proceed to the next stage of life's journey.

STORM'S KEEP

In the North Sirrion Sea is a small island known only to a few. The location of the island was revealed to Ariakan by his mother, the sea goddess Zeboim, who guided him safely to the remote isle. Upon the island, he constructed a massive fortress, where gathered together a knighthood as dedicated to darkness as the Solamnic Knights were dedicated to the light. With the help of powerful renegade wizards, who were more dedicated to the Dark Queen than to the god of the Black Moon, and blue dragons who had been gifted to Ariakan by Takhisis, the construction of Storm's Keep began. In less than

a year, construction of the keep was complete, and Storm's Keep became one of the most defensible, unassailable fortresses on all of Krynn.

The island on which the keep is built is a dead volcano that last erupted during the Cataclysm. The outer cliffs are jagged shards of pumice and obsidian, reaching more than a hundred feet above the water. Smaller pillars jut out of the water like fangs, black and menacing. Although the Sirrion Sea is deep, the waters immediately around the island are shallow; black coral and rough rocks hide inches beneath the crashing waves, making it nearly impossible to approach the island by ship or boat.

The interior of its cliffs is riddled with natural caves and tunnels, worn smooth centuries ago by magma flows. During the occupation of the island by the Knights of Takhisis, these caves were occupied by many of the dragons loyal to the Knighthood. There are hidden entrances from the outside to reach these caverns, but they are all typically concealed by the constant cloud cover provided by the perpetual storm that wracks the island.

Perched atop the jagged cliffs above is Storm's Keep. The façade of the Keep is polished black marble, glistening from the spray of the crashing waves below. At first glance, the keep seems to be in perfect repair, although the dark knights abandoned the Keep during the Chaos War. The keep is not uninhabited, however, although no living creature has stepped foot upon the island for forty years.

Storm's Keep has become the prison of Lord Ausric Krell, a death knight cursed by Zeboim for betraying and murdering her son, Ariakan. His punishment was one of the last acts the goddess was able to perform before the final battle with Chaos began. Tightly focusing her rage, the goddess swept up the corpse of Lord Krell, transporting him to the heart of Storm's Keep. As she gave him the curse of unlife, she summoned forth a great storm that would constantly remind Krell of her wrath. Zeboim poured so much rage and power into the storm that even after the world was stolen, the storm continued to blaze with her fury.

Lord Krell (male death knight Ftr5/Knight of the Lily 7; LE, see *Dragonlance Campaign Setting*) has remained upon the island throughout the Age of Mortals, for fear that the goddess Zeboim has been watching him in secret. Even though the gods seemed to have disappeared, he knew that the Sea Goddess was lying in wait, prepared to smite him for any slight. When the gods returned, Lord Krell realized too late that his one opportu-

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nity to escape may have slipped through his skeletal grasp. Now, he has tirelessly turned his mind towards seeking a way off the island, without drawing down the wrath of the tempestuous goddess of the seas upon his head.

1. Bailey. Also known as Dragon's Landing, this large bailey on the northern side of the keep is constructed of cobblestone. When the blue dragons landed here, a thick layer of hay typically covered the cobblestones, but now the straw has rotted away. High walls, beaten by the high winds and blasts of lightning, provide some surcease from the fierce winds. Despite the relatively unassailable nature of Storm's Keep, the walls were designed as full ramparts, complete with parapets, where knight trainees were required to stand watch. The only access to the parapets is through the two northern watchtowers (see 12 below).

Where the bailey once served as a place for dragons to be readied for battle and where the knights could practice their drills and tactics, now it is a barren yard of refuse and broken stones. Here lie the broken bodies of many people who have been unfortunate enough to reach Storm's Keep and fall prey to the Keep's lord and prisoner. Although many bodies have simply been left here as a warning to intruders, they also provide Lord Krell with a source of bodies he can raise up to strike down his foes. Sometimes, on nights where Lord Krell is feeling particularly depressed, he will animate the bodies simply for the joy of crushing them one by one.

2. Tower of Lilies. The Tower of Lilies was the headquarters for the largest branch of the Knights of Takhisis, the militant Knights of the Lily, the true might of the Knighthood. The interior of the tower is severe in its austerity. Most of the rooms are nothing more than simple cells, no more than ten feet by ten feet, with a single cot and wash basin. There were rooms dedicated to honing the body, such as gymnasiums and salles for weapons practice indoors, as well as libraries filled with treatises on martial practices. There is even a room completely dedicated to the Knights of Solamnia, with a complete set of the Measure and Solamnic artifacts.

Now, the Tower of Lilies stands barren of life. Many of the chambers are filled with dust and spiders. Cracks in the walls, caused by the storm, have let rain and sea water seep in, ruining many of the books. The tower has become home to a number of wraiths and shadows, spirits who drowned at the base of the cliffs, their bodies dashed upon the rocks. Grimix, a minotaur sailor transformed into a skeletal warrior at Lord Krell's

hand, has made this tower his own (male minotaur/skeletal warrior, Bbn4; Str 22; Intimidate +12, Jump +13, Survival +12; NE).

Beneath this tower, in a heavily warded catacomb, lies the treasury of the dark knights. Although most of the treasury was cleared out when the Knights of Takhisis left Storm's Keep for the mainland, much was left behind. Now, these catacombs are haunted by spirits of the dead loyal to Lord Krell, who uses the lure of treasure to draw more hapless victims to his island in his quest to find someone capable of breaking his curse and freeing him from his prison.

3. Tower of Thorns. Much smaller in size than any of the other towers, the Tower of Thorns served as the headquarter for the Knights of the Thorn, the Gray Robed renegade wizards of the Knights of Takhisis. The tower connects to a series of underground chambers, filled with laboratories, libraries, and vaults, while the tower itself was reserved solely for the personal chambers of the Gray Robes. Oddly enough, even though the Gray Robes have not resided in the tower for decades, the magical wards set in place for defense and protection held strong. The magicking of the War of Souls weakened many of these wards to the point they almost shattered. Since some of these wards contained extraplanar creatures and other nasty surprises, even Lord Krell has forborne entering the tower, for fear of his own magic shattering the wards.

4. Central Tower. The true heart of Storm's Keep lies in the Central Tower. This massive tower stretches more than two hundred and fifty feet high and almost sixty feet in diameter. This tower contains the main meeting halls, dining halls, kitchens, servant quarters, and general utility rooms. At the top of this tower lies Ariakan's Chamber, where the head of the Knights of Takhisis slept and communed with his dark goddess. Part of Zeboim's curse upon Lord Krell has rendered this room actually impossible to enter by any but the living, and only those who enter willingly.

From the Central Tower, it is possible to access nearly any other tower and location in Storm's Keep.

5. Barracks. These barracks served both those potential candidates for the Knights of Takhisis who had yet to be accepted into the order, as well as mercenaries hired to fight alongside the knighthood. The barracks are self-contained, the only entrance is through the northern doorway leading to and from the bailey. There is a mess hall and



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kitchens for the barracks, as well as private privies, but access into the other parts of the tower is impossible, except through the bailey.

6. Temple of Dark Stars. Although the dark knights are dedicated to the goddess Takhisis, they built a temple to honor the other Gods of Darkness, with the goddess Zeboim given the greatest priority in the Temple of Dark Stars. The shrines fell silent when the world was stolen, although the *unhallow* effect still held true. The Temple of Dark Stars quickly became the center for the undead that were drawn to Lord Krell's side. When the gods returned, the shrines once more began to shine with dark energy, and Zeboim's shrine atop of the temple, in particular, flared to life, a reminder to Lord Krell that his punisher had returned and had not forgotten his sins.

7. The Queen's Temple. As Takhisis was the patron of the dark knights, they built a separate temple in her honor. The temple consists of a single large chapel at the top, beneath which are smaller shrines dedicated to the various aspects of the Dark Queen. An enormous statue of a five-headed dragon stands prominently in the main chapel, forming a throne in which perches another statue of the Dark Queen as the Warrior, holding her sword across her lap.

Like the shrines in the Temple of Dark Stars, the Queen's Temple fell silent when the world was stolen. With the Dark Queen's death, however, the *unhallow* effect within the Temple has completely faded away. Now, the temple stands empty, with even the undead seemingly unwilling to enter.

8. Armory. This small tower served as the primary armory of Storm's Keep. It is here that the great bulk of the arms and armor of the dark knights was stored and repaired. At the top of the tower, there are five distinct smithies, all equipped in order to forge the equipment necessary to the dark knights. A separate tannery also was also built in the tower.

Beneath the tower, in a hidden chamber, is a cave in which a natural well of dragonmetal has created a small pool. A gift from the goddesses Takhisis and Zeboim to the dark knights, this spring to rose from the ocean floor, to collect in this cave.

9. Tower of Dragons. Attached to the armory, immediately off the bailey, is the Tower of Dragons. This tower is filled with rooms designed specifically for the care of the equipment necessary to groom and care for dragons, as well as the equipment used by the dragon riders, such as saddles, dragon-sized barding, and other equipment.

This tower is the only one that accesses the deep network of caves beneath Storm's Keep in which many of the younger dragons who served the dark knights established their lairs. Although most of these lairs are now as barren as the Keep above, there are still the lairs of those dragons that never returned from the war. Just as Lord Krell rules Storm's Keep, Blueblood rules the caves. Blueblood was Lord Krell's mount during the Chaos War, and his loyalty to Lord Krell united them even after death. Blueblood has willingly tied himself to Lord Krell in undeath, becoming the first (and perhaps only) dragon to have willingly undergone the transformation into a skeletal warrior (adult blue dragon/skeletal warrior). Although undead, Blueblood's skeletal wings still enable him to fly. The ferocity of the storm around Storm's Keep frightens even the undead blue dragon, which has kept Blueblood as much a prisoner of Zeboim's curse as Lord Krell.

10. Tower of Skulls: Known as the Tower of Skulls, this structure was constructed in order to serve as the headquarters for those accepted into the Knighthood of the Skull. The Skull Knights were the clerical branch of the Knights of Takhisis, so their tower served not only as their residence, but also as the center of their personal worship. The Tower of Skulls is connected, through multiple passages to the Queen's Temple.

The Tower of Skulls is the tallest tower in Storm's Keep, enabling a complete view in all directions from the top of the tower. The cham-

⇒ Flames of the Storm ⇒

The *Flames of the Storm* is actually a unique *crystal ball*, given to the dark knights by the sea goddess, Zeboim. The crystal ball is a perfectly spherical black sea opal, about two feet in diameter, resting upon a silver stand resembling a sea serpent twisting upon itself. Whenever the crystal ball is used, it surrounds itself with a brilliant, flickering radiance akin to what the sailors call *seafire* (the cold blue fire that appears during an electrical storm on the masts of ships). When the *Flames of the Storm* is used, the object or individual scryed is surrounded by an electric-blue radiance, as if a *faerie fire* spell had been cast. Three times a day, the user of the the user of the *Flames of the Storm* may cast *control winds* through the crystal ball or once per day, cast *control weather*, although the spell can only be used to make the weather condition worsen.

Aura: Moderate divination, strong transmutation; *Caster Level:* 18th; *Weight:* 25 lbs.

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ber atop of the tower was known as Storm's Watch, where the Lord of the Skull, the religious leader of the dark knights, kept his personal chambers. Through his magic, he was able to call upon the flames that burned within the center of his chamber to scry anywhere on Ansalon. Since Lord Krell has come to occupy Storm's Keep, this chamber has become his own personal chamber, where he can use the *Flames of the Storm* to gaze hungrily at a world that his curse has prevented him from conquering.

11. Tower of Isolation: Branching off of the Tower of Skulls, an arched walkway leads to the Tower of Isolation. Built upon a jutting spur of the island proper, the Tower of Isolation was designed as a place where the dark knights could keep prisoners for interrogation and punishment. The only way into or out of the tower is via the walkway. No windows or other passages lead to the outside world. The spirits of those killed under interrogation still wail their pain and despair, given ethereal form by the presence of the death knight on the island.

Directly beneath the tower lies the Crypts of the Damned, where those prisoners were kept who were never to be released. When dark knights left the island, they left more than a hundred prisoners behind, prisoners who died of starvation and madness, and whose blood has permanently stained the floors a dark crimson hue. Shadows and other terrifying undead now roam the crypts, hungry for the souls of the living, crying out a haunting cacophony that leads ships to their doom to crash upon the rocky shoals of Storm's Keep.

12. Watch Towers: Although the continent of Ansalon lies to the south of Storm's Keep, the dark knights took no chances of enemies striking at their island fortress. Two matching towers were built north of the bailey. Atop of the covered towers, ballista and catapults were kept to deal with invaders. Access to the parapet walls surrounding the bailey was gained through stairs leading to the two watch towers. Now, the towers stand empty, the siege weapons have succumbed to the elements and time, while the crumbling facades of the two towers litter the ground below.

WIND DANCER

On Northern Ergoth, due East of Gwynned, situated in the highest mountain peaks of the Sentinel Mountains, is the mysterious complex of the Wind Dancer. The circular entrance of the ruins is located hundreds of feet up a sheer cliff face. The ancient ruins are nearly inaccessible to anyone without flight. Once home to the kyrie, a mythi-

cal humanoid bird-like race, the ruins are now a curiosity for scholars and hunting grounds for ambitious treasure seekers.

The interior of the structure is as mystifying as its location. Those adventurers who have managed to gain entrance to the complex have found it nearly impossible to navigate. Much of the structure is designed around beings that have the ability to fly. Tunnels are wide to allow for large wingspans and many of the passageways ascend vertically. Some vertical passages have spiraling steps and walkways allowing land-bound folk to ascend and descend the shafts. Only the most skilled climbers can travel the rune-covered stairs.

A number of other strange hallways, staircases, complex room configurations and open-air courtyards make the ruins and fascinating, yet dangerous place to explore. It is rumored that unexpected wind gusts and beings created of living air roam the hallways.

1. Courtyard North. One of the most beautiful and serene locations within the Wind Dancer is the open-air yard to north of the complex. It is also one of the few entrances into the complex. Courtyard North is the largest of ten open-air yards that are located at the bottom of large shafts that delve hundreds of feet into the mountain. The yard is fifty yards across and overgrown with vines and choked with weeds, but the location is no less beautiful. Niches carved out of the rock wall surround the courtyard. Each niche contains stone benches where one may sit and overlook the courtyard below.

2. Crystal Mist Springs. Deep within the heart of the complex are a series of waterfalls that form the Crystal Mist Springs. The water cascades hundreds of feet, crashing into a shallow subterranean spring. A mysterious mischievous wind in the room catches the mist of the waterfall and playful tosses it about the room. The area surrounding the springs is constantly shrouded in a crystal haze of water vapor giving the location its name. The spring branches off from this main cavern, flowing into different parts of the Wind Dancer complex.

3. Blue Rooms: One of the most complex and confusing structures within the Wind Dancer is the collection of the Blue Rooms. This complex is five rooms across, five rooms deep and five levels tall. Each room hewn out of the pale blue stone is covered in intricate runes. Each face of the 10x10 foot room has a circular doorway leading to an exterior tunnel or the next room. The doorways are located on each wall, including the ceiling and floor. They look identical and have a habit of swinging closed after being opened. The purpose



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of the rooms has yet to be discovered, as they have been stripped clean of any identifying features, if they had any to begin with. Some explorers swear that the rooms have a way of shifting, where down becomes up and east becomes west.

4. Grand Divide. To the south of the complex is the Grand Divide. A gaping chasm stretches for hundreds of yards with only islands of towering plateaus between one shore and the next. It is unknown if the Grand Divide was always this way or if was a causality of the Cataclysm. Whatever the case, the chasm can only be crossed by flight or by magical means. Even then, impish gusts of wind have been known to plague travelers attempting to cross the gap.

5. Floating Sanctum. Across the Grand Divide in a maze of complex tunnels and passageways is yet another curious structure. Dubbed the Floating Sanctum, this room is in the shape of a great sphere. Thirty yards in diameter the sphere is comprised of a strange smooth blue crystal. The doorways into the room are flush from the inside. In places, fine cracks in the crystal can be seen, but the structure appears to be flawless in its creation. The peculiar property of the room is that the gravity appears to be uniform

across the sphere's surface. A person may stand as easily on the ceiling as one does on the floor. If one can reach the exact middle of the sphere he would discover he could float in the center as they are affected by the bizarre gravity of the room. Occasionally an item left by a curious explorer can be found trapped dangling in the center of the sphere.

REGIONAL HISTORY

Discovered in 23 AC by a pair of exploring kender from Hylo, the Wind Dancer has become one of the favorite attractions of explorers and adventurers in Northern Ergoth. Not much is known about the mystical location other than a number of theories offered by traveling sages. It is believed to be an early city of the ancient Kyrie, and most likely one of the largest in existence. Beyond that not much has been defined.

The Empire has become particularly interested in the complex since the Chaos War, when a number of rumors claimed that a cache of diamonds had been found, and Chaos creatures had taken over the caverns.

Since then, the Empire has been encouraging adventurers to scale the Wind Dancer Peaks and investigate the claims.

Ferilleeagh "Feril" Dawnprinter

Female Kagonesti elf
Mys10/Nomad Shaman
(Forest) 3; CR 13; Size
Medium-size humanoid;
HD 10d8+20 (Mys) plus
3d8+6 (Nomad Shaman);
hp 85; Init +6; Spd 30 ft.; AC
19 (14 touch, 15 flatfooted); Atk
+11/+6 melee (1d6+2/x3, +2 *shortsword*)
or +13/+8 ranged (1d6, *shortbow*); SA Spells;
SQ Elvensight, spirit sight, totemic insight,



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turn/rebuke spirit, cold resistance 20; AL Neutral good; SV Fort +10, Ref +8, Will +14; Str 11, Dex 19, Con 14, Int 14, Wis 19, Cha 16.

Skills and Feats: Concentration +7, Handle Animal +9, Heal +12, Knowledge (nature) +13, Knowledge (religion) +7, Listen +7, Spellcraft +7, Search +3, Spot +7, Survival +7; Alertness, Animal Affinity, Self-Sufficient, Spell Focus (transmutation), Track.

Kagonesti Abilities: Elvensight (low-light vision twice as far as a human, darkvision 30 ft.), Martial Weapon Proficiency (short sword, long spear, shortbow, and longbow), +1 racial bonus to Knowledge (nature) and Survival checks.

Spirit Sight (Su): A nomadic shaman can see ethereal creatures as easily as she sees material creatures and objects. She can distinguish between them due to the somewhat blurred and indistinct outline of an ethereal creature.

Totemic Insight (Su): Animal cunning (+2 bonus to Initiative checks), animal awareness (+1 bonus to Listen, Search, and Spot skill checks).

Turn/Rebuke Spirit (Su): A nomad shaman can turn or rebuke unwanted spirits and other incorporeal undead as a cleric of her level turns undead (3rd level of ability). "Spirit" in this case refers to any naturally or naturally incorporeal or ethereal undead, outsider, or creature. She cannot destroy a spirit with this ability, however—those that would otherwise be destroyed are turned for twice the duration.

Mystic Spells Known (6/7/7/7/6/4): 0 – cure minor wounds, detect magic, detect poison, flare, guidance, know direction, light, purify food and drink, resistance; 1st – calm animals*, charm animal, cure light wounds, elemental darts, entangle, talons; 2nd – barkskin, consecrate, fog cloud, hold animal*, resist energy, warp wood; 3rd – dominate animal*, plant growth, share animal's mind, speak with plants, water breathing; 4th – antiplant shell, command plants, cure serious wounds, flame strike, summon nature's ally IV (can only summon animals)*; 5th – commune with nature*, drown, transmute rock to mud, wall of thorns; 6th – antilife shell*, heal, liveoak.

* Domain spell. Domain: Animal (*speak with animals* 1/day, Knowledge (nature) is a class skill).

Possessions: +3 improved cold resistance leather armor, +2 shortsword, composite shortbow.

Ferilleeagh Dawnprinter is a Kagonesti elf who left her island home after the white Dragon Overlord turned it into his icy domain. Called Feril by her friends, she became one of Goldmoon's champions through a chance encounter with Dhamon Grimwulf and Rig Mer-Krel. Feril always considered herself a loner, but being by oneself was not safe or sane during the time of the dragons. Realizing that she could accomplish more with this rag-tag band of heroes than on her own, Feril was quick to lend her talents. Though most of her skills were tied to the wilderness, she had enough mystic energy to heal others. She preferred using her magic to 'talk' to the trees, to breathe water, and to experience life through the senses of an animal.

Feril learned to appreciate the differences in her companions and to respect their various abilities. She became close friends with Jasper, even though elves and dwarves were said not to get along.

Feril also accepted the need to travel through villages and large cities, though they made her nervous and caused her to yearn for the wilds. She came to believe that there was little 'civil' about civilization, and she considered men at their worst when they were in such concentrated numbers. Feril believes she is at her best when she is deep in a forest. She contends that she has more in common with animals than with men, and she delights in mystically talking to beasts and in using her magic to be one of them or to see through their eyes. She knows that animals do not tease or lie, their honesty is pure and uncompromising. Feril tries to live up to those same ideals.

When she traveled through the climax forest of the green overlord Beryl, and through the dense, overgrown swamp of the black overlord Sable, she was enthralled. While she knew what they were doing to nature was wrong and corrupt, it was at the same time awe-inspiring. Never had she seen trees so magnificent and healthy. And never had she felt so comfortable with her surroundings. Her companions had to rouse her, as she was so ensorcelled by the dragons' realms. They redirected her energies into helping their cause against the overlords. Feril secretly vowed to return to the great forest when and if the dragons were bested.

She spent many long months in the company of Goldmoon's champions—Blister, Dhamon, Rig, Shaon, Raph, Jasper and Groller. She became closest to Dhamon Grimwulf, and despite her best intentions, she fell in love with



CHAPTER FOUR

him. Feril told herself it wouldn't work: he was human, a former dark knight, he wasn't a man of nature. But he was honorable and handsome, and he worked to win her heart. When he was taken over by Malys and forced to strike out at all of them while trying to slay Goldmoon, Feril's heart was shattered. Dhamon was able to overcome Malys's influence, but he had lost Feril. She still cared deeply for him, perhaps still loved him, but she could not forgive him.

Following their stand at the Window to the Stars portal, Feril and Dhamon parted ways. She told him that she needed time alone—time to go back to the wilds. She never expected to see him again.

WORLD'S HEART

The most famous mystical site of Northern Ergoth is the World's Heart. In the ages before the Cataclysm, the site was visited by pilgrims looking for divine inspiration or a sense of well being. The site is said by some to be the very heart of Krynn. A massive stone glows a warm red and emits a faint rhythmic thumping like that of a beating heart.

Located at the northern most reaches of the Sentinel Mountain range, World's Heart sits in the middle of an ancient ogre ruins, high on a plateau overlooking the ghost town of Truth. The ghost town and the ruins of World's Heart are guarded by the Ackalite barbarians that drive off treasure seekers and curious pilgrims. Persistent visitors are put to death.

1. Truth: In a valley below World's Heart is the abandoned city of Truth. Before the fall of Istar, the city had a population of around 15,000 residents. It was a major center of religion in the Ergothian Empire. There were churches and temples dedicated to every god of Krynn. It even housed a number of shrines to lesser deities and nature spirits. At the height of the empire's power, Truth was one of the largest cultural centers on Ansalon.

The city survived the Cataclysm, but shortly after it fell to Ackalite Hordes rampaging from the north, intent on making the gods pay for the destruction to their homelands. Truth's fields were sown with salt, their homes were razed and Ackalite shamans called down powerful curses on each and every temple. Now the city is nothing but a shell, home to the Slug Clan of gully dwarves and many types of wandering undead.

2. Pilgrim's Rest: At the top of the lengthy, well-worn trail up the side of the plateau from Truth to the World's Heart is the Pilgrim's Rest. In a spot a little more than half the way up the Pilgrims' Path is a small level clearing of rocks, thick grass, and shade trees. At the center of the clearing is a shallow pond fed by a small run off from the mountain reaches. The area is mostly deserted now except for the occasional Ackalite warrior who stops to fill his water skin.

3. Crimson Ridge: In 3AC, when the Ackalites invaded the city of Truth, the savage barbarians ruthlessly slaughtered ten thousand men, women and children. Legend claims that captives were lead to the ridge overlooking Truth. There, before the crumbling gates of the ancient ogre city, their beating hearts were mercilessly ripped from their chests. The blood of the victims turned the earth of the ridge a dark shade of red. Some visitors that have managed to sneak into World's Heart claim that the ridge is made of an ordinary red-tinged rock, but it helps to perpetuate the story.

4. Heart's Arena: The center of the ogre ruins is a great crumbling arena-like structure that surrounds the World's Heart. The thousand-seat stadium is carved deep into the bedrock surrounding the stone. The elements and weather have worn down the seats. Cracks and landslides have buried half the stadium. The dome that once covered the arena lies in shattered weather-beaten shards around the stadium floor. In contrast, the buildings surrounding the arena are well kept and maintained. Ackalite warriors and shamans dwell within the structures, keeping guard around the mystical stone.

5. World's Heart: At the center of the city and is the fabled World's Heart. The stone itself is a remarkable spectacle. Untouched by the ravages of time or weather, the smooth glossy surface of the immense stone pulses with a reddish glow and gives off a faint rhythmic beat. Stories of the site claim that visitors who lay their hands upon the stone and clear their minds will receive a vision of the future if they are found worthy. The rhythmic pulsing has survived for countless ages, never skipping a beat. Through both Cataclysms and the coming and goings of the gods, the World's Heart has continued to pulse, as it until the end of history.

CITIES, STRONGHOLDS & RUINS ~

REGIONAL HISTORY

The World's Heart has been beating since the beginning of time. A prosperous ogre city was raised around the pulsing of the heart and a great arena-like temple was built to worship the artifact. Originally known as the Heart of Takhisis, ogres believed that the ogre nation could never fall while the heart continued its life pulse. This proved to be untrue.

Like the city, the stone was lost for millennia and completely forgotten. Ackal Ergot discovered it more than two thousand years before the First Cataclysm. While exploring ancient ogre ruins, Ackal Ergot discovered the stone and is said to have placed his hands upon it receiving the vision of a great empire that he would rule over, a vision which came to pass.

As the notoriety of the World's Heart began to spread, pilgrims looking for their own visions began to arrive. The city of Truth was founded and opened to any and all religious beliefs. The city prospered even through the Cataclysm.

The residents believed themselves blessed by the gods, until a few short years later when the barbaric Ackalites arrived to exact revenge against the gods. The city of Truth was destroyed and abandoned. Since then, the Ackalites have maintained a jealous grip on the area surrounding the stone. Only the overchiefs of the four remaining clans or their shamans may touch the stone. They claim they still receive the visions that will some day lead them to greatness.



CHAPTER FIVE

LAMENT FOR THE LOST GODS

*Who will look down on us, who will intercede?
Who will answer questions, help in time of need?
Who will guide our faring forth to near or far?
Who will take an interest in flood, in storm, in war?*

*The gods we knew are vanished, never more to still
the pleas of aching voices so lone, so pained, so shrill.
Is there any hope left?*

*Will there soon appear
a dawn undimmed by sorrow, a dawn unmasked by
fear?*

*When we can be encouraged by guardians in the skies
who sing to us of succor, who promise us a scrye
of things eternal.*

*All alone, abandoned we cry pleading for one bright
hand owned by an immortal when gods return to
Krynn.*

—Mirrashar, Elven Bard

More Leaves From the Inn of the Last Home

A NEW PLACE IN THE UNIVERSE

When Takhisis stole Krynn, she literally snatched it from its place in the universe, setting it adrift in the Ethereal Sea and shrouding it from the sight of the other gods. Now, the gods have rediscovered the world and returned, but they have found a world far different from the one they once knew.

With the return of the gods, the Dome of Creation, the Hidden Vale, and the Abyss have been restored, surrounding the world and protecting it from the dangers of the Ethereal Sea. The constellations of the Gods of Light and the Gods of Darkness have returned, although the sole constellation of Balance—the constellation of Gilean—is now alone in the center of the nighttime sky, for the loss of Takhisis and Paladine has left gaping holes in the heavens. The three moons of the Gods of Magic and the planets of the Gods of Balance have once more taken up their orbits, but the gods look down upon a changed world, as a changed world looks up at them.

The cosmology of Krynn has been reestablished. Once again, the River of Souls flows smoothly through the Gate of Souls and eddies from the Ethereal Sea crash upon the bastion of

the Dome of Creation. The effects of Takhisis's theft will most likely be felt upon Krynn for many years to come.

The world still bears the horrible scars of the war against the mad god, Chaos. The Teeth of Chaos jut up from the Northern Courrain Ocean. The Footprint of Chaos still smolders on the northern Solamnic border, and almost forty years after the defeat of Chaos, his twisted minions can still be found throughout the world. These wounds have been allowed to fester, for Takhisis lacked the power or inclination to heal them, and the other gods could not heal a world they could not find.

Perhaps even more devastating to the world was the arrival of the Dragon Overlords. The events of the War of Souls brought about the end of three Dragon Overlords. The other two, Sable and Frost, still remain, however, and continue their evil pursuits, although both are uneasy with the return of the gods and destruction of their stronger cousins. The changes the deceased Dragon Overlords wrought will take many generations to reverse. Malystrixx rendered an entire peninsula nearly uninhabitable. Beryllintranox reshaped the Qualinesti Forest, creating a nightmarish realm of corrupted plants and twisted animals. In death, she inadvertently destroyed the city of Qualinost, leaving behind a lake of death and despair. Khellendros created the Blue Wastes and his storms ravaged the countryside with their ferocity.

Gellidus, or Frost, as humans call him, continues to rule Southern Ergoth, a land that lies buried beneath an icy glacier of his creation. The glacier is riddled with twisting caverns and hidden caves, to which he has retreated as he senses the world changing around him. Although considered less intelligent than the other Dragon Overlords, Gellidus has a highly developed survival instinct, which may help him remain alive longer than some of the other great dragons. The great white dragon takes care to hide his skull totem inside a great cavern of ice, with all entrances and exits frozen to prevent unauthorized access.

The great black dragon Onysablet, or Sable, is both intelligent and cunning. Her swamp dominates the center of the continent, and is filled with dangerous creatures, poisonous bogs, and many hidden lairs. Time and time again, Sable has managed to avoid being hunted down by a force large enough to defeat her, who fall victims to the deadly peril of her swamp.

Sable has two totems, both of which are still very active. One is located in her lair in the city of Shrentak, underneath her swamp. Another is located in a hidden area within the swamp itself.

It is unclear how the returning gods will deal with the surviving Dragon Overlords. Certainly the Gods of Light will work to rid the world of the remaining overlords, and some of the Gods of

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Balance, especially those who are protective of nature, may lend their aid. Will the Gods of Darkness try to use the obvious strength of the remaining two dragons to further their own causes or will they see these alien dragons as a threat, as did Takhisis, and work to destroy them? Much depends on the alien dragons and what courses of action they decide to pursue.

reminder of the gods' presence. Takhisis was the only remaining god, which had long been her ambition. Unfortunately, the power required to perform such an awful feat of magic sapped the strength of the Dark Queen, forcing her to abandon her conquest until such time as she had regained her powers. So that, although people loyal to Takhisis remained in the world of Krynn—chromatic dragons, dark clerics, Knights of Takhisis—she was incapable of answering their prayers.

Thus, an entire generation has grown up never knowing the gods.

Most people on Ansalon believed that the gods had once more abandoned them in their hour of

need, as they did during the First

Cataclysm.

They raised their children on the stories of the Chaos War, teaching that the gods are powerful, but unreliable,

that they

turn away

from the

world

when their

people

need them

the most. This

generation now

has had children

of its

own,

who

are familiar

with this philosophy. Will people listen to the explanation given by the gods that they did not abandon the world but that it was stolen? If people hear it, will they believe it? Will people care that the gods have returned or will they find that the new methods of dealing with their troubles suit them well and that the gods are not needed?

A WORLD WITHOUT GODS

For almost forty years, Krynn was a world without gods. Following the First Cataclysm, the gods retreated from the world, as they waited for their children to gain wisdom and come to them in humility and reverence. During these years, the gods of magic remained active, if aloof, and many of the evil gods were secretly at work in the world.

Following the Chaos War, Takhisis stole the world away from the knowledge of the other gods. Gone were the constellations, the three moons, and the planets that were a constant



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Some of the gods, particularly the gods of Light, understand the dilemma faced by the populace and they will be patient and loving as they seek to draw the people back into the fold. Other gods, such as Sargonnas, have little patience with those of their followers who have lost or questioned their faith. Sargonnas has his own ambitions and plans for conquest and he does not have time to engage in metaphysical arguments or coddle whiners.

For some people, the return to the gods will be natural. Many mystics honored the memory of the gods, whom they believed sacrificed themselves in order to stop Chaos. Led by Goldmoon's faith, who taught from the transcripts of the *Disks of Mishakal*, the Citadel included the principles of the Gods of Light along with the teachings of mysticism. Some mystics have found it natural to turn to the gods for clerical magic and leave mysticism behind. Others remain true to their calling and, although they honor the gods and are faithful to their precepts, they continue to use mysticism. Clerics of the Gods of Light and mystics of the Citadel of Light are working hard to make the transition a peaceful one, in the hope that both mysticism and clerical magic can work together to make the world a better place.

The Knights of Neraka, formerly the Knights of Takhisis, were founded by the Dark Queen prior to the Chaos War to serve as a counter-balance to the Knights of Solamnia. For many years after the departure of the gods, loyal knights remember the Vision given to them by Takhisis herself and continued to profess their faith in their goddess. As years passed, Takhisis's absence, combined with a need to adapt to the changes in the world, caused the dark knights to shed their faith in a "forgotten" goddess and embrace the selfish cynicism of the Age of Mortals. They proclaimed this change by abandoning the old appellation, choosing instead to call themselves the Knights of Neraka, now in direct opposition to the Knights of Solamnia. By means of treachery, the Nerakan knights learned mysticism and perverted it to their own evil ends. They developed a fake "vision", which they used to coerce and intimidate those who joined the knighthood.

When Mina came to the Knights of Neraka, telling of the One God and performing true miracles in the unnamed deity's service, many knights embraced her and became her loyal followers. Most found it difficult to accept the nebulous concept of a god, however, and began to worship Mina for herself. When Mina proved fallible, the knights who had believed in her felt betrayed.

The minotaurs continued to believe firmly in Sargas, honoring him for his fearless sacrifice in the battle against Chaos. Yet, just as with the other races, the need for spirituality led to the creation of a new religion among the minotaurs.

Those on Ansalon who maintained their faith in the gods find that they have now been vindicated, their faithfulness rewarded. Those who turned to mysticism in the absence of the gods honor their return, but feel that it is perhaps best to have a "back-up" plan, for no one knows but that the gods may vanish again.

WORSHIP BEFORE THE WAR OF SOULS

Prior to the ascendancy of the One God, there were many on Ansalon who chose to keep their faith in the gods in their hearts, rather than proclaim it openly, for there was a prevailing bitterness against the gods and against those who worshipped them. Such people went about their daily lives, worshipping the absent gods in secret.

The advent of mysticism and sorcery enabled some individuals to establish themselves as priests of obscure faiths and gods. This practice was particularly prominent during the first two decades of the Fifth Age, when many false prophets appeared, proclaiming either the return of the "old" gods or arrival of "new" gods, using mysticism or sorcery to produce "miracles" to prove their claims. The people of Ansalon proved to be extremely cynical regarding these claims, perhaps recalling lessons learned from involvement with false prophets prior to the War of the Lance. Instead of viewing sorcerous or mystical magic as miraculous, they viewed it as sinister. Witch-hunts and witch-burnings became commonplace. Sadly, many people who attempted to use their newfound powers for good were caught up in the hysteria and fell victim to the fanatics.

Once the Citadel of Light was established, mysticism began to be understood and to garner respect. Pilgrims went out to instruct the people in the new teachings and also to put a stop to those who were using mysticism for ill.

Some on Ansalon came to view the immensely powerful and seeming invincible Dragon Overlords as gods, a practice which undoubtedly encouraged the overlords to start to see themselves in the same light. These people, among them dark knights, goblins, ogres and dragon spawn, formed cults around the Dragon Overlords. Through the magic of their totems and by gifting followers with their own scales, the overlords could imbue some of their followers with magical power, although this was a pale shadow of the power that had once been found in the glory of the gods. Worn either as medallions or grafted onto their follower's flesh, the scales of

the overlords gave their possessors the ability to use some of the dragon's magical energy, even over great distances.

In the minotaur lands, as in other isolated areas of the world, individuals turned to worshipping the spirits of the dead. Those with the gift (or curse) of being able to see the spirits trapped by the power of Takhisis went to the spirits, asking for advice or to have their futures told. Some extremely powerful individuals were even able, through necromancy, to control the dead. Small spirit cults sprang up across many parts of Ansalon, the strongest being in Lacynos, where an entire religion was established around the worship of the deceased spirits of the minotaurs. Calling themselves the Forerunners, they are led by a charismatic and powerful necromancer, who used her power to secure her husband the throne, and has worked tirelessly to rid the kingdom of any remnants of worshippers of Sargas and Kiri-Jolith.

Still, despite the use of sorcery and mysticism and the magical powers of the Dragon Overlords, there was an emptiness of hearts of the peoples of Ansalon that cried out for a god. The coming of the One God was the answer to those plaintive prayers.

THE WAR OF SOULS AND RELIGION

The souls of the dead gave Takhisis the power she needed to return to the world in her full glory. As her necromancers—unwitting pawns who did not realize the true source of their power—continued to feed the power of the magic leech by the souls of the dead to the Dark Queen, they fomented chaos in kingdoms across Ansalon. Takhisis had foreseen this and knew the disruption of magical energies would hamper both mysticism and sorcery, leaving a void the Dark Queen could exploit.

Choosing Mina as her herald, the Dark Queen provided the young girl with an army of the living and an army of the dead to bring Ansalon under her control. But while Mina was conquering kingdom after kingdom, she herself began to attract followers, eager for someone to listen to their prayers. Takhisis took care to keep her dark designs hidden, permitting Mina and those who followed her to see only what they wanted to see—the power of a god who had returned to ease their woes and sufferings.

Aspirants flocked to Mina's side, eager to hear the word of the One God and to witness miracles. Those who were sincere in their fervent prayers were granted a *medallion of faith* that was emblazoned with the symbol of the One God—a skull sundered by a bolt of lightning. Some of the clear-sighted came to realize that it was Takhisis they

worshipped, but for many, the awe-inspiring presence of the One God left no room for turning back—they were trapped by their own faith.

The One God was cunning in her seduction of hearts, for she answered their prayers, giving them the power to once more perform miracles of seeming good in her name. Yet each miracle was deliberately designed to draw more people to the ranks of the One God's followers. The Dark Queen grew ever more powerful, bolstered by the prayers of her faithful.

With no other gods to stand against her, Takhisis was able to maintain her hold on those who believed blindly in her. By the time people started to realize that they were meant to be her slaves, not her followers, it was too late.

The Silvanesti elves fell into this trap. Takhisis had long hated the elves, who had remained steadfast in their worship of her rival, Paladine, down through the centuries. She was determined to have her revenge on them and she used their faith against them.

Desperate to believe in something greater than themselves, seeking divine assistance to end problems of their own making, the elves saw Takhisis's herald, Mina, as a savior and they were quick to give her their unquestioning allegiance.

At the Dark Queen's bequest, the green dragon known as Cyan Bloodbane, who had spent almost a century tormenting the Silvanesti in one way or another, had infiltrated Silvanesti society. Cyan, in the guise of the elven advisor Glaukos, fed the Silvanesti prejudice against outsiders, ultimately convincing them to hide behind a powerful magical shield that would prevent any from entering the forest. He spent years bolstering Silvanesti intolerance, while the Shield fed upon the life force of the elves, causing a wasting disease that was slowly killing them.

Then came the time when Takhisis called upon Cyan Bloodbane to give his allegiance to her and bring down the Shield so that her forces could enter. The ancient and wily dragon, who had never been particularly enamored of Takhisis and wanted to continue tormenting the elves and defied her orders.

Enraged, the Dark Queen sent Mina and a small force into Silvanesti, whispering the secret of how to bypass the Shield into Mina's heart. Once Mina entered the Shield, she tricked Cyan into revealing his true nature. Stripped of his magical guise, the dragon tried to flee, but the Dark Queen guided the enchanted arrows of the elves and brought the dragon down. By this, she not only rid herself of a rebel, she made it seem as if the One God cared for the elves.

Mina caused the Shield to fall. The soul-sick Silvanesti elves eagerly turned to Mina as she walked amongst them, bringing the gift of healing magic to their dying children. But while Mina was charming the hearts and minds of the elves, her



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army of dark knights was busy establishing death camps and dungeons, imprisoning those elves who dared to question blind faith in the One God.

By the time the elves started to realize the truth, dark knights, who began to crush the elves in a fist of iron, occupied their land.

Takhisis gained satisfaction in the plight of the Qualinesti elves even as the they conspired against a mutual enemy. The Qualinesti homeland had suffered much under the reign of the Dragon Overlord, Beryllintranox. When the Qualinesti rebelled against Beryl, while their people escaped through secret tunnels under the city, others remained to implement a plan to slay the green dragon. The Queen Mother, the Golden General Laurana, enthralled the Green Terror with the ancient elven blade known as *Lost Star*, then struck the fatal blow with a *dragonlance*. The

magic of the elven
r e s i s t e n c e
dragged Beryl
from the skies and
left her helpless on
the ground. The drag-
on's w e i g h t
caused the tun-
nels u n d e r -
ground to col-
lapse. Thus
the beautiful
city o f
Qualinost, one of
the glowing jewels
of the world, was
destroyed and
buried in a lake of
death.

After defeating
the elves, Mina's
army struck
northwest, aim-
ing for the
stronghold of
the Knights
of Solamnia,
ancient and
implacable
enemies
of the
D a r k
Queen.

Solanthus,
the capital of
Solamnia, quickly fell before Mina's army of dark knights, mercenaries, dragons, and the souls of the dead. The survivors were told to carry messages throughout Solamnia that the One God

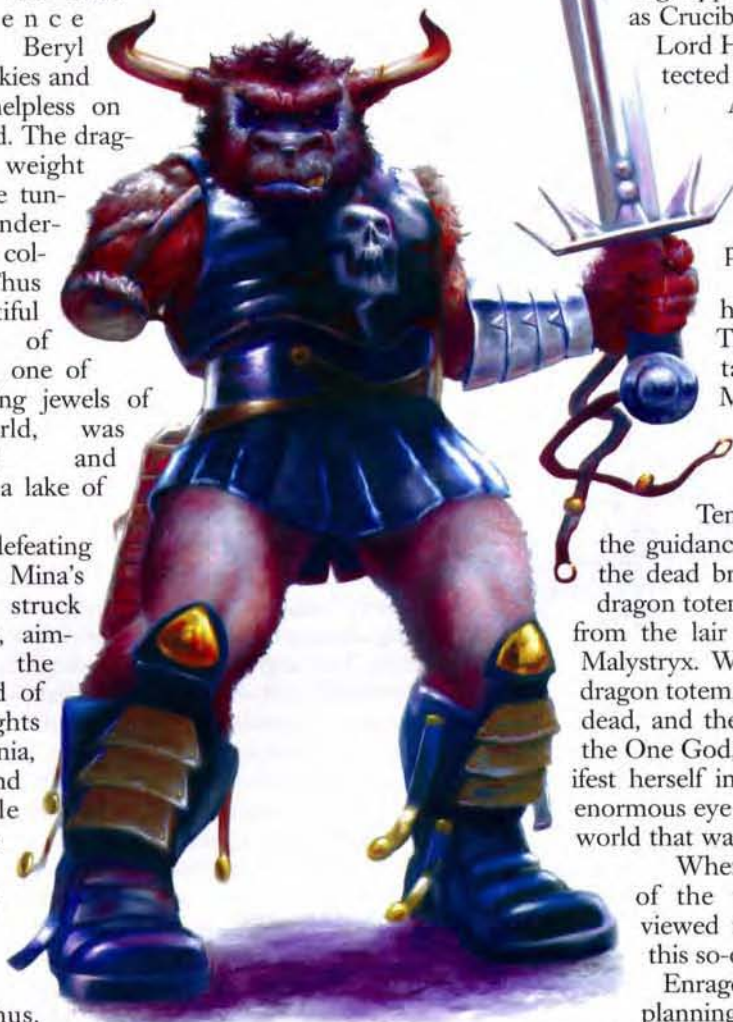
had vanquished the unfaithful, and that Sanction would soon also fall before the might of the One God.

Having rid herself of Khellendros, the One God also gained the undivided loyalty of the dark knights who ruled the city of Palanthas and who now marched to join Mina.

A journey that began in Neraka came full-circle as Mina led her army to the gates of Sanction. Mina sent her army of souls through the gates and over the walls of Sanction. The terror produced by the dead caused the soldiers to flee their posts, leading them straight into the waiting army of the One God. Mina conquered the city within less than a day. They entered a mostly abandoned city, for many people had managed to flee, including, apparently, the dragon known as Crucible, and the city's governor, Lord Hogan Bight, who had protected Sanction during the Fifth Age. Only a few people remained in the city—the poor, the infirm, the kender, and a few merchants who hoped to profit under this new ruler.

Mina quickly asserted her control over Sanction. The palace became the military headquarters, while Mina and her chosen followers took up residence in the Temple of the Heart, once known as the Temple of Huerzyd. Under the guidance of Takhisis, the souls of the dead brought to this Temple the dragon totems, stealing the skulls away from the lair of the Dragon Overlord, Malystrixx. With the raw power of the dragon totem, the magic gathered by the dead, and the prayers of those praising the One God, Takhisis was able to manifest herself in the heavens, creating an enormous eye that gazed down upon the world that was now hers alone.

When Malystrixx was informed of the theft of her totem, she viewed it as a direct affront from this so-called Queen of Dragons. Enraged, she flew to Sanction, planning on destroying the puny mortals and their goddess. The people of Sanction and the soldiers of Mina's army, trembled in fear at the dragon's coming, but Mina never wavered. Her faith in the One God was absolute and her faith would be upheld, for the Queen of Darkness, the Queen of Dragons, the One God of Krynn, answered Mina's prayers.



As Mina emerged from the new Temple of the One God, her Queen provided her with a mount—an immense, undead dragon unlike any being before seen on Krynn. Wielding a *dragonlance*, with her loyal ally, the minotaur Galdar, at her side, Mina flew to meet Malys, to bring down another Dragon Overlord in the name of her Queen.

But while it seemed that Takhisis was invincible, as she truly believed herself to be, with no other gods around to challenge her, the spirit of the Gods of Light remained alive with the hearts of heroes, such as Goldmoon and Palin Majere.

While the Dark Queen was distracted by the battle with Malys, the spirit of Palin Majere joined with the blind silver dragon, Mirror, to try to bring down the Dark Queen. While the dragon totem was unguarded, Mirror unleashed a *fireball*, striking at the totem. The magic of the spell clashed with the magic of the totem, causing it to collapse in on itself. Too late, Takhisis saw her danger. She left Mina and the battle with Malys to try to save the totem, but she was too late. The Eye of the One God had closed.

Mina's faith in her fickle goddess saved the day for Takhisis. By sacrificing herself, Mina managed to bring down Malys. Galdar rescued the dying Mina and carried her broken body to shelter. He foresaw that in Krynn's future, Mina would be honored as one of the world's heroes, taking her place with Huma and the Heroes of the Lance. Galdar saw this as a fitting tribute to her. When Takhisis appeared to Galdar, he recognized her and he knew of old that the goddess was here only because she had further need for Mina, not because she cared about her. Galdar begged Takhisis to release Mina. Takhisis brushed aside the minotaur. The goddess "forgave" Mina for not anticipating Palin's treachery and restored Mina to health and usefulness.

Mina's return to Sanction was met with adulation from the masses, who had witnessed her victory over Malystrix. Mina planned on completing the ceremony that would bring Takhisis forth, granting her a mortal body in which the goddess could reside fully upon the mortal plane. Yet, because of the actions of a kender and an artifact that enabled him to travel through time and space, all the planning of the Dark Queen and her Priestess would prove futile; destroyed in a single instant when love triumphed, ending in the downfall of a goddess.

The journeys of Tasslehoff Burrfoot enabled the gods to find their stolen world. The gods met to decide upon a suitable punishment to mete out to the duplicitous Queen of Darkness. The ultimate punishment was to be levied against her, but it required a great sacrifice by Paladine. Takhisis was to be stripped of her divinity, but, as the bal-

ance between Good and Evil had to be maintained, Paladine had to willingly give up his own godhood.

When the gods returned to their world, Paladine was mortal, a young elf with ancient eyes. His appearance caused the Balance to assert itself. Takhisis was made mortal. Had she been willing to accept her fate, as did Paladine, she might have survived, but her cruel and vindictive nature manifested itself. She turned on the one person who had been most loyal to her, laying the blame for her downfall on Mina.

Silvanoshei, heir to the Silvanesti Kingdom, was enthralled by Mina when she had "rescued" the Silvanesti from Cyan Bloodbane. Obsessed with her and by the divine energy he sensed within her, the young elf walked away from his kingdom, his loyalty to his people, and his honor to pursue her. Though she rebuffed him and he at last saw the truth about her, he loved her still, for he saw that what she had done, she did out of faith. When he witnessed Takhisis reaching out to strike down Mina, Silvanoshei acted to save his beloved. The elven king picked up the shaft of the broken *dragonlance*, he hurled it at the Dark Queen. The *dragonlance* smote the now mortal Dark Queen, slaying her.

Appalled, Mina picked up her Dark Queen's fallen sword and stabbed the hapless prince, killing him with a single strike. Promising retribution against the now mortal Paladine, Mina lifted the body of her fallen Queen in her arms, and walked into the night, remaining faithful to the Queen in death as in life.

Galdar, the first who had joined Mina's crusade, also remained loyal to the end, but he remained loyal to Mina, not her goddess. At the end, Galdar was visited by Sargas, who admired the minotaur's loyalty and hoped that such loyalty might be granted to the god of the minotaurs.

Neither Galdar nor Mina have been seen since that fateful night that marked the return of the gods. Rumors of their whereabouts and their activities have spread across Ansalon, but none can be confirmed. Known for her steadfast faith, Mina will almost certainly keep her vow of vengeance against those whom she believes should pay for the death of the Dark Queen.

TAKHISIS, THE ONE GOD

The One God

Greater Deity

Symbol: Skull split asunder by a lightning bolt

Home Plane: Ethereal

Alignment: Lawful Evil

Portfolio: Conquest, death, law, secrets, tyranny

Worshippers: Any

Cleric Alignments: Any non-good

Domains: Death, Evil, Law, War

Favored Weapon: Flail



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Note: The following text only applies to the goddess during the brief period of the War of Souls. She has no worshippers other than Mina before the war and is destroyed at its conclusion. The information is provided for use in a War of Souls campaign.

As the One God, Takhisis has no rival, for she is the only deity on Krynn during the time period extending from the end of the Chaos War to the end of the War of Souls. As the One God, Takhisis has incredible power, for no other divine force exists that can block her ambition, as was done so many times before.

When she appears to mortals, she can assume any form, although her favored forms during this era are the five-headed dragon (The Dragon of All Colors and of None) or as the Dark Warrior (a woman possessing a cold beauty that pierces the soul, eyes that burn like funeral pyres, nails like talons, hair long and ragged like a corpse's, dressed in armor of black fire and wielding a massive blade perpetually stained with blood). She also appeared to Palin and Dalamar and others in the form of the Shadow Sorcerer—a grey-robed figure wearing a metallic mask.

DOGMA

The One God has only one goal—the complete and utter domination of the world. All people must worship her as the one and only god. All people must serve her and obey her dictates without question. This includes the living and the dead.

Those who follow the One God must recognize the ultimate authority of their goddess. Her power must be absolute. The weak must bow before the strong, and none can be stronger than those who serve the Queen.

In the heart of her followers, the One God comes first. Love and compassion for others opens a person to weakness. Betrayal will be punished by eternal torment. Loyalty is rewarded with domination over others.

CLERGY AND TEMPLES

The clergy of the One God are warriors, constantly proving they are strong enough to bring others under their control, able to dominate and intimidate through thought and deed. The One God accepts as her followers only those who are strong enough to dominate, manipulate, and con-

trol people around them, and yet still subservient to her. In return for their service, the One God grants them strength and power.

The One God's priests must be skilled warriors, capable of leading armies of the dead and of the living. The clergy must have a charismatic presence that inspires fear and loyalty. The faithful must not show fear or doubt. They cannot allow themselves to love any but their Queen.

They must understand that everything that they are and everything that they do has only one purpose and that is to forward the ambition of the One God.

Temples to the One God are typically established in the abandoned temples of the "former" gods. This shows the people that there truly is only One God who is concerned for the world and its people. The temple is filled with signs of the One God's ascendancy, most often artifacts sacred to the "former" gods that have now become a symbol of the One God's strength.

Those who enter a Temple of the One God must do so respectfully and reverently. Penitents will be expected to pay for their sins and they must accept their punishment willingly, understanding that the One God only punishes them because she "cares." Petitioners must be humble and sincere in their worship and prayers, for the One God sees and knows all.

GOLDMOON

Female human Mys9/Citadel Mystic 10: CR 19; Medium-size humanoid (human); HD 19d8+19; hp 129; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +16/+11/+6 melee (1d6+2/x2, +1 quarterstaff); AL LG; SV Fort +14, Ref +8, Will +20; Str 12, Dex 14, Con 12 (14), Int 12, Wis 21 (25), Cha 17. Height 5'7", Weight 115 lbs.

Skills and Feats: Bluff +5, Climb +3, Concentration +6, Diplomacy +13, Heal +19, Knowledge (arcana) +5, Knowledge (religion) +11, Perform +5, Sense Motive +11, Spellcraft +12, Spot +8, Survival +9; Brew Potion, Charming, Craft Staff, Empower Spell, Iron Will, Leadership, Maximize Spell, Weapon Focus (quarterstaff).

Special Qualities: Heart's Grace (Su): Goldmoon may add her Charisma bonus to Fortitude & Reflex saving throws. Mystic Secrets (Ex): Every time Goldmoon casts *cure light wounds*, *heal*, or *restoration*, the spells are considered Empowered (as per the feat). Reputation (Ex): Goldmoon may add +6 to any Charisma-



GODS & RELIGION

based skill check when interacting with prisoners, peasants, and refugees or with rulers, nobles, and authority figures. The bonus is applied as a penalty (negative) when interacting with enemies of the Citadel of Light.

Mystic Spells per Day: 6/8/8/8/7/7/7/6/4;
base DC = 13 + spell level.

Domains: Healing, Sensitivity. Mystic Spells Known (* +1 caster level) 0—*create water, cure minor wounds**, *detect magic, detect poison, guidance, light, mending, purify food & drink, virtue*; 1st—*bless, command, cure light wounds**, *deathwatch, magic stone, magic weapon, sanctuary*; 2nd—*bear's endurance, bull's strength, cure moderate wounds**, *gentle repose, restoration (lesser), see invisibility, status*; 3rd—*cure serious wounds**, *magic circle against evil, remove blindness/deafness, remove curse, searing light, tongues*; 4th—*cure critical wounds**, *discern lies*; 5th—*analyze dweomer, mass cure light wounds**; 6th—*heal**, *legend lore*; 7th—*greater arcane sight, regenerate**; 8th—*discern location, mass cure critical wounds**; 9th—*foresight, mass heal**

Possessions: +3 *Leather Armor*, +1 *Quarterstaff*, *Amulet of Health* +2, *Periapt of Wisdom* +4.

Undoubtedly one of the most important and influential people ever to have walked Krynn, Goldmoon was born in 322 A.C. She was the daughter of Chief Arrowthorn, of the Qué-shu tribe, who lived in the Plains of Dust. Her mother, Tearson, had died when Goldmoon was young. Goldmoon met her future husband and her life-long love, Riverwind, during the ceremony in which she was to be proclaimed a god. One of the young men present, seeking her hand in marriage, he refused to worship her as a god, instead telling her of the true gods of Krynn, of which Riverwind had learned from his grandfather.

The spirit of Goldmoon's mother appeared to her, confirming Riverwind's belief. Riverwind was sent on a quest by Goldmoon's father for some proof of these gods. Riverwind returned with a blue crystal staff, which he was given during his quest. The staff proved nothing to Chief Arrowthorn. The Chieftain ordered that Riverwind be stoned to death for blasphemy.

Goldmoon watched in agony as her lover is about to die. She could bear it no longer and rushed to stand by his side. The two disappeared in flash of blue light.

Goldmoon and Riverwind found themselves lost and wandering near the Abanasinian town of Solace. They are befriended by Sturm Brightblade and taken to the Inn of the Last Home. Here the staff dramatically revealed that it could perform the miracle of true healing. This put Goldmoon and Riverwind in danger of being taken by the troops of the Lorde Toede—who worked for the dragon highlord, Verminaard.

With the help of Tanis Half-Elven and the rest of those who would later be celebrated as the Heroes of the Lance, Goldmoon and Riverwind fled the Inn.

In company with the heroes, Goldmoon and Riverwind travel back to Qué-shu. There they found that their tribe had been attacked by armies of the forces of evil. They continue on to the ruined city of Xak Tsaroth.

Drawn by a mysterious power, Goldmoon carried the blue crystal staff into an abandoned temple. In the interim, Riverwind was mortally wounded by a black dragon. The heroes carried his quivering body into the temple, where he was restored to full life by the goddess Mishakal, who gives Goldmoon secret to recovering the Disks of Mishakal, a holy artifact. Goldmoon became a cleric of Mishakal, the first cleric of the Gods of Light to enter the world following the Cataclysm.

Goldmoon and Riverwind married in a ceremony outside the fortress of Pax Tharkas. They remained in company of the Heroes of the Lance, with Goldmoon spreading the word of the gods' return to the people of Ansalon. She met and healed the dying Elistan, who becomes the first cleric of Paladine. Goldmoon's faith sustained the companions during many dark times and assisted them in their final victory over the Dark Queen.

After the war, Goldmoon and Riverwind returned to the Qué-shu tribe. They were blessed with three children: a son, Wanderer, and twin daughters, Moonsong and Brightdawn. Riverwind ruled as the tribe's chief and Goldmoon acted as a leader and spiritual advisor.

The Plainspeople were not spared the horrors of the Chaos war. Goldmoon was grieved to hear of the departure of the gods, but her faith in their wisdom remained strong, for she believes the lies told by Takhisis, that the gods had sacrificed themselves to save the world from Chaos.

Goldmoon's faith was shaken, however, when her beloved Riverwind and daughter Brightdawn were slain by the red dragon, Malystrixx, while aiding the kender of Goodlund. She found that the lessons of love and compassion taught to her by Mishakal gave her strength and led her to the discovery of the Power of the Heart that is later known as mysticism. Goldmoon realized that she had the ability to restore healing and other magical powers to the people of Ansalon, suffering under the reign of the Dragon Overlords.

As people clamored to learn this power, Goldmoon realized that she must give up the duties of her tribe and make this knowledge available to those who want to learn it. To that end, she founded the Citadel of Light on Schallsea Isle and assumed leadership over a new order of mystics. She worked against the Dragon Overlords, gathering together a group of heroes sometimes

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called the "Heroes of the Heart" by talespinners—though trust in the warrior Dhamon Grimwulf nearly cost Goldmoon her life.

During this time, an orphan child was found washed up on the shore of Schallsea Isle. The child had no knowledge of who she was or where she came from. She was named Mina. Something about Mina reminded Goldmoon of herself when she was young. Goldmoon was drawn to the bright child, who never ceased to ask questions about the gods and who loved to hear of how Goldmoon brought news of the gods back to the people of Krynn. Goldmoon was devastated when, several years later, Mina disappeared. Evidence reveals that she ran away.

In the twilight years of her life, Goldmoon witnessed the strange and terrible storm that swept across Ansalon. She felt a change come over her and was horrified to discover that she had been given back youth and beauty.

Her followers celebrated this as a miracle, but Goldmoon knew instinctively that something was wrong. The youthful body was not her own. The beautiful face was not one she knew.

Takhisis had long sought her revenge upon Goldmoon, whom the goddess blamed for the loss of the War of the Lance. Takhisis believed that nothing would be so suitable as to have Goldmoon become an unwitting cleric and so Takhisis gave Goldmoon the ability to see the souls of the dead and tried to trick Goldmoon into thinking that what she thought was the power of the heart was really the dead working in conjunction with the One God.

Seeing the river of souls flowing north, Goldmoon followed it. She fled Schallsea just as Beryl and her armies attack the Citadel, leaving her followers to wonder if she had abandoned them.

Takhisis lured Goldmoon to the Tower of High Sorcery in Nightlund, where she was reunited with Mina. Goldmoon learned to her horror that Mina is the spiritual leader of the One God, who has brought death and destruction to Ansalon. Mina urged Goldmoon to join her in worshipping the One God. Goldmoon recognized at last that the One God was really Takhisis, her nemesis of old. Goldmoon defied the evil god and cried out her faith in the Gods of Light, asking their forgiveness for having ever doubted.

Furious, Takhisis withdrew Goldmoon's youth, leaving her a withered, elderly woman. Goldmoon died in Mina's arms. Goldmoon's final prayer made its way through the heavens to the other gods.

Mina encased Goldmoon body in a magical coffin of amber, bearing the body with her on her conquests through Ansalon. Mina's continued love for Goldmoon angered Takhisis, who demanded that her followers put no one else

before her. The Dark Queen needed Mina and took no action, but this is a black mark against her chosen.

Looking back on this period, many have questioned what happened to Goldmoon's soul during this time, for it is now known that the souls of all the dead were trapped in the world, forced to serve Takhisis. Since Goldmoon had refused to serve Takhisis in life, however, many believe that her soul was one of the few to defy Takhisis after death. This explanation accounts for stories of those who claim to have been aided during the War of Souls by the spirit of beautiful woman, dressed in white, with shining silver-gold hair, who gave them hope when they thought all was lost.

Goldmoon's body was freed of its amber prison during the destruction of the totem by Palin Majere and the silver dragon Mirror. Her ashes were interred in the Tomb of the Last Heroes in Solace.

RESURGENCE OF FAITH

The return of the gods brought with it a resurgence of faith across Ansalon. Just as in the time following the War of the Lance, people have found that their prayers are being answered. They feel comforted by the familiar presence in the heavens, secure in their belief that the gods will watch over them, just as they have in the past.

Among these are the people who never lost their faith, who continued to believe in the gods even when the gods were absent. Believing that the gods had sacrificed themselves in order to protect them from Chaos, these people held firm to their beliefs. They were led by the example of Goldmoon. Her faith wavered with the death of her husband and daughter, but she came to realize and understand that their deaths had purpose and meaning, though it was not clear to her at the time. She continued preaching the precepts handed down to her by the goddess, Mishakal. At the end, when Goldmoon was asked to deny that faith and give her loyalty to Takhisis, in exchange for youth and beauty, Goldmoon remained true to her faith and the sound of her final prayer led the gods to find their stolen world.

The gods realize that this world has changed, and changed drastically. The perception that the gods abandoned the world again, just after returning only decades earlier, has caused many to turn their backs completely on the gods. Each god and goddess must reestablish his or her presence amongst the masses, something that may be difficult, even for immortals. Many years, perhaps many generations, will pass before the gods are once more accepted completely, and even then, there will always be those who doubt.

In previous Ages, the gods tended to remain aloof from the world, particularly the Gods of Light and those of Balance, who held that inter-

ference by the gods might take away the free will of mortals. These gods intervened only when they felt that the forces of evil were gaining the upper hand. Paladine, in the form of the doddering old wizard, Fizban (who was generally more of a hindrance to his followers than a help!) and the Goddess of Healing, Mishakal, came to the world during the War of the Lance to assist in the battle against the Dark Queen.

By contrast, the Gods of Darkness were far more active in the world. Takhisis appeared to her faithful in many forms, from the five-headed dragon to the Dark Warrior or the Dark Queen. Sargonnas rallied his minotaurs to deeds of greatness by walking among them as the giant minotaur, Sargas. Other gods of evil, such as Morgion and Chemosh, were more circumspect, appearing only to their most faithful and trusted followers.

Of all the gods, Reorx felt closest to mortals, particularly the dwarves, and his mortal guise of Duncan Redhammer could often be found among dwarves, drinking, dicing, betting and generally having a good time. This adventurous god was much more likely to get his mortal companions into trouble than out of it and it is not likely that he has changed over the years.

The three Gods of Magic quite often rebelled against their parents and had their own ways of doing things. They were far more active in the world, often appearing in their avatar forms to their followers to advise, counsel, or conspire.

All this being said, the gods in previous ages generally preferred to work through their mortal followers, taking matters into their own hands only in the most dire circumstances.

Circumstances have now changed in the world. With many people suspicious or wary of the gods, the gods themselves may have to act more aggressively to regain lost faith and to make new converts. The gods of both Light and Darkness realize that they must make their presence felt. Not only will the clerics of the newly re-established orders be more visible in the world, seeking out old followers and bringing the message of the gods to new generations, but the gods themselves may take a more active role in the affairs of the world.

The next few decades will see a great difference in the interaction between mortals and the gods, as both work to reestablish the bond that has been broken and tested twice. The relationship between mortals and gods will not be as it was before. Prior to the Cataclysm, the gods were considered perfect, all knowing, just and wise. Following the Cataclysm, the people saw the gods as capricious and cruel. They blamed the gods for turning away from them, for abandoning the people during their darkest hour.

During the War of the Lance, Goldmoon brought forth the Disks of Mishakal, revealing that the gods had not abandoned the world, but

had been waiting for the people to come back to them. Believing that the gods had helped them win the war against the forces of darkness, the people were ready to return to belief in the gods. Then Chaos burst out of his prison, bringing devastation and destruction to the world. In some instances, the gods stood side by side with the mortals they loved, and managed to defeat Chaos. Sadly, they were blind to the ultimate betrayal by one of their own as Takhisis stole away world.

The Dark Queen tricked the people into believing that the gods had purposefully left the world, sacrificing themselves in order to ensure that Chaos would never return. As she had foreseen, many people understood this to mean that the gods had fled the world, with no care for the future suffering of the people. Many proclaimed that they no longer needed the gods and thus this era was named the Age of Mortals.

There is no denying that people will find it difficult to readjust to yet another change. Many years will be required to heal the wounds and move forward into the future, but the gods are determined to prove to the world that they are here to stay.

REJECTION OF THE GODS

Just as there are those who welcome the return of the gods, there are those who are not pleased that the gods walk the world once more. Their faith has been pushed too far, and they are not willing to be hurt once again by apparently fickle gods who seem prepared to turn away from the world time and time again.

An entire generation, particularly among humans, has grown without benefit of the gods. Many in this generation do not see a need to worship any deity. Their lives have not been easy, but they have managed to come through their trials and tribulations without divine help and they see no reason to give up their independence in return for what they perceive to be dubious gain.

Most of the time, these views are privately held, expressed to only a few or kept locked inside an individual heart. There are those whose rage is so strong that they have made a religion of rejecting religion. These fanatics express their views loudly. Some have taken to attacking clerics and desecrating or destroying temples.

Others have attempted to take advantage of the situation by establishing the worship of false idols or starting cults whose worship centers on a powerful, charismatic figure, generally a sorcerer or a mystic, who passes off magic as a miracle.

Perhaps not surprisingly, the ranks of those who reject the gods contain a large number of sorcerers and mystics, who discovered that their magic was rooted in themselves, not in the will of a god. Unlike the clerics of the Holy Orders of the Stars or wizards of the Orders of High Sorcery, mystics and sorcerers use magic that comes from



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within an individual, which tends to foster a spirit of independence. They do not want to “burden” themselves with the rules, restrictions, and the regalia required by the Orders.

Sorcerers, in particular, feel this very strongly, for most believe that when High Sorcery is firmly re-established, they will brand sorcerers as renegades and try to force them to join one of the Orders. Many sorcerers now view themselves as rebels and are openly defying the Orders. Those mages currently leading the Orders understand their problem. They realize that such a move might well lead to open warfare between sorcerers and wizards, but they also firmly believe that only the gods (and thereby the Orders) have the ability to control something as dangerous as magic. Thus, they are, at the moment, divided about how to handle the problem. No decision has yet been made and will not be made until the First Conclave is called into session.

A large percentage of members of the Legion of Steel had expressed their intent not to turn to the gods. The Legion was formed during the Fifth Age—the Age of Mortals—and they believe that they cannot truly function as an independent force, dedicating to serving the people, if they are required to serve a patron god. This edict applies to the Legion as a whole, not to individual members of the Legion, who are free and even encouraged to pursue their own beliefs.

DEITIES & CLERGY

In the months following the return of the true gods, Ansalon has seen a resurgence of divine activity that surpasses even the resurrection of faith following the War of the Lance. Already, stories have begun to spread across the continent, telling of gods seen walking the land, personally approaching those whom they have chosen as their followers. Many tavern tales are told of divine travelers rescuing people from terrible situations in order to impress upon them the value of serving a god. Some people find these stories to be a source of inspiration, others point that this only underscores the gods’ desperation.

The Gods of Krynn have returned and, once more, their priests can be seen and their presence felt throughout the land. Old temples have been reclaimed and re-consecrated. New temples are under construction. Some of the gods are taking a more proactive interest in the search for followers. The world is a different place now, and mortals are not the only ones who have had to adapt to change.

The Holy Orders are yet in their infancy. Some elders still remember the old ways, but they are few in number and, for the most part, the old ways themselves have changed. Prior to the Fifth Age, priests and clerics could teach the faithful the tenets of the gods during the Fifth Age. Now, the gods have returned to find that they have no

priests or clerics and that they themselves are required to instruct their followers in the basic tenets of faith. This is particularly true of those gods who were considered “minor” gods and who did not have a large base of followers in previous ages. With Paladine and Takhisis no longer in the pantheon, some of these gods believe that the time is ripe for them to move in to place their own stars in the dark parts of the night sky. To this end, some of the gods have changed their tenets to make their worship more palatable and attractive to new followers or are working more aggressively to attract new followers.

While not truly clerics, the members of the Orders of High Sorcery honored the three Gods of Magic above any other gods, since the Gods of Magic focused on arcane magic and never divided their energies between wizards and priests. Even though the Orders of High Sorcery were disbanded, many former wizards held on to the hope that someday the gods of magic would return. While a few wizards turned to sorcery, others clung to their “outdated” rituals and practices, religiously studying their spellbooks, practicing the arcane gestures, and collecting spell components. With the return of the gods, those who once ridiculed these wizards for living in the past are now turning to them with humble requests to study at their feet.

Each god and each god’s Holy Order operates independently from one another, although they typically align themselves by their celestial affiliations—Light, Balance, and Darkness or Good, Neutral, and Evil—thus forming a loose-knit bond between members of an affiliation. (A cleric of Morgion might join with a cleric of Chemosh to fight a cleric of Mishakal, for example.)

Since some of the gods have newly formed ambitions, however, these bonds may be tested, as the gods vie with each other to establish new hierarchies within the alignments. One of the Gods of Light must yet be chosen to lead the family, while the Gods of Darkness are even now engaged in a struggle with one another to determine which will attain dominion over the others. Many years may pass before the voids are filled. Until then, Gilean stands alone as the pivotal force for Balance in the heavens.

BRANCHALA

The Bard King, the Song of Life, Branchala is the patron of the arts, of music and poetry. He preaches that harmony can be found in the symphony of life and nature.

Priests of Branchala are skilled musicians, many earning their livings as bards and performers, as they spread the message of their god through song, poem, and stories. Though perceived to be solitary, Branchala’s priests maintain a close bond, passing information to one another through their art. Due to their extensive travels,

Branchalas priest keep well informed on events occurring in the world. They know all local gossip and the latest rumors.

All priests of Branchala are wanderers, for their tenets preach that they must explore the vastness of the world, bringing art and beauty to all they encounter. While Mishakal's priests are unrivaled in healing wounds of the body and spirit, the priests of Branchala specialize in healing wounds of the heart. They use their music to ease suffering and pain. Their stories can turn the tides of emotion, as they try to bring the beauty of nature into the hearts of all they encounter.

Because he is a wandering god, and he encouraged his followers to be wanderers, Branchala never saw the need for temples to be built in his honor. He preferred to establish simple shrines in the forest, where individuals could come to meditate in peace, listening to the music of nature; finding inspiration in the world around them. Upon his return to the world, he was shocked to discover the terrible changes that had come to his favored children—the elves and kender, whose homelands have been defiled and the natural beauty despoiled.

Branchala has begun to seek out those who want to bring beauty back to the world, those who have the courage to brave the dangers of the world, especially those lands cursed by the Dragon Overlords. He has asked these followers to dare to enter the ravaged lands to try help to heal the wounds caused by the dragons' magic. Wherever they can bring back beauty in desolation, Branchala's priests have been instructed to build shrines that are more temple-like in nature, to serve as havens of peace and sanctuary to those who dare to walk these dangerous areas.

Because they sing of beauty and romance and love, priests of Branchala are often mistaken for weaklings and cowards. Branchala's priests often go into dangerous situations and they have the means to defend themselves. All priests of Branchala know that their music will not always be met with cheers, and that nothing is as unpredictable as the mood of the crowd. A wise priest will keep her weapons in the same good condition that she keeps her lute. Some priests have even devised ways of either using their instruments as weapons or hiding weapons within their instruments.

As Branchala is often depicted as companion to Habbakuk, priests of Branchala can often be found working together with Habbakuk's faithful, particularly out in the wilds, where the two nature-loving deities seek to encourage the sanctity of nature among mortals. Unlike some of the other gods, Branchala has no ambitions for himself, but he would like to see the growth of his following, in order that the terrible wounds suffered by the land and its people may start to be healed.

CHEMOSH

Chemosh is the Lord of Death, the King of Liches, and Master of Undeath. It was from Chemosh that Takhisis learned the secrets of manipulating the souls of the dead, for Chemosh was one of the first Gods of Darkness to join her during the Age of Starbirth. He now deeply regrets giving up this secret, for she used it against him when she betrayed all the gods and stole away the world.

Chemosh's priests have often performed their terrible rituals in secret, for the living and the undead cannot "live" side-by-side. Temples to Chemosh could be found in ancient, forgotten crypts, where his followers sought to achieve the "true" immortality promised to them by their dark god. Because of the secrecy involved in their dark practices, and the revulsion in which they were held by the living, priests of Chemosh tended to keep to themselves and were rarely seen on Ansalon.

Chemosh was overjoyed to witness the fall of both his Dark Queen and his enemy, Paladine. He kows that there will be a power struggle among the Gods of Darkness to see who will gain ascendancy over the others and he welcomes that struggle, believing that he is the one who will emerge the winner. To accomplish this, however, he must gain followers and clerics and gain them rapidly.

Many of his most powerful priests had already embraced undeath, and thus "survived" the Chaos War and War of Souls by remaining hidden in their crypts. Although some were discovered by the One God and forced into the One God's War, those powerful enough to remain free of the One God's grasp have welcomed back their god and are ready to serve as he desires. Thus, unlike the other gods, Chemosh has returned to find that he has a well-established power base.

Just exactly what Chemosh plans is yet unclear, but rumor has it that he intends to turn his attention from the "undead" to what his followers are now starting to call the "unliving". No one knows yet what this strange and ominous term means or what it portends for the world.

What is known is that Chemosh is actively recruiting priests—those who have yet to achieve "immortality"—and is sending them throughout Ansalon to spread the message that the River of Souls has forever been tainted, that the gods are unsure of what happens to a soul after death. Only a god of death can truly understand death and wield power over it. In other words, if you want to live forever, become a follower of Chemosh.

Chemosh's undead priests have begun to gather in the ruined and forgotten places of the world. None know why they have been called, but they are filled with dark hope and eagerly await his summons.



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CHISLEV

Chislev, the incarnation of nature, is the god who has been the most deeply hurt by the terrible changes that have occurred in the world during the Fifth Age. Though the first Cataclysm was destructive and altered the face of the world, the destruction, though devastating, was natural and nature soon began to repair the damage. The twisted magic of the Dragon Overlords, however, has left deep wounds that will take generations to heal, if ever.

The vast majority of Chislev's faithful are druids—those who have turned their backs on society in order to embrace nature. Due to their isolated and solitary existence, some druids knew nothing of the Chaos War, the advent of the Age of Mortals, or the War of Souls. While they felt the absence of their goddess, few ever questioned it. Nature remained, and most continued their work without pause. The druids are glad that their goddess has returned, but they go on about their work much as before, without stopping to ask why or how.

Chislev does have a few clerics, who mainly practice their magic in rural communities, assisting farmers to respect nature as they grow their crops and helping to combat diseases that threaten plants.

Chislev's followers are few in number, for few individuals are capable of giving up the "comforts" of society in order to live as one with nature. Because so many people on Ansalon are outraged and shocked by the devastation caused by the dragons, Chislev is hopeful that these people will be moved to action and that the numbers of her followers will grow.

Chislev has entreated her followers to enter the lands of those Dragon Overlords who have already been destroyed, to try to repair the damage. In the lands of the two remaining Dragon Overlords, Gellidus and Onysablet, Chislev has decided upon a more drastic course of action. Knowing that not even her druids could deal with the powers of living Dragon Overlords, she has begun to search for individuals of courage and determination, who also respect and love nature. Drawing primarily from the ranks of those who are skilled as rangers, Chislev has begun to assemble them into a brotherhood of warrior-druids, who will be sent infiltrate the desecrated territories of Frost and Sable. Working undercover, they will battle the overlords' minions, as they try to heal the magically altered landscape. Chislev hopes that her warrior-druids can take back the land and restore the balance of nature.

Chislev has no true temples. Shrines built in her honor can be found throughout the wilderness, even in remote and isolated regions. Her shrines are sometimes difficult to recognize, for they are not marked with her symbol. Her shrines are not made by human hands, but are creations

of nature—a column of rock shaped like a hand, a crystal clear spring in the middle of a desolate wasteland, a massive redwood scarred by countless lightning bolts. Often the only way to determine that one of these natural formations is a shrine to Chislev is by the small gifts that have been left there by her faithful to honor the goddess. Those gifts that please her most also benefit nature, and so one may find nuts, seeds, apples and berries, free for the taking by travelers or animals and birds.

Chislev's faithful work together with the priests of Habbakuk, for she is the goddess of nature and the wild, and he is the god of beasts of the wild. Her followers tend to clash with the followers of Zeboim, the goddess of the sea and storms; the priests of Chemosh, whose "gift" of undeath disrupts the cycles of life-death-rebirth; and the followers of Morgion, the god of pestilence, disease, and decay.



GILEAN

Gilean, the God of Balance, has traditionally been served more by the Aesthetics of the Great Library of Palanthas than by active priests. Gilean's primary duty is to ensure that the balance between Good and Evil is maintained and to keep the Book, the recording of the events of every second that passes in the world.

Gilean has been active in the past to restore the balance and he continues active to this day. He saw the balance swinging to the side of good during the reign of the Kingpriest and was instrumental in bringing about the Cataclysm. When the Balance swung toward evil during the War of the Lance, Gilean directed the Gods of Balance to side with the Gods of Light. Upon the return of Chaos to the world, Gilean maintained that the iron-fisted control wielded the Gods of Darkness was needed to deal with the greater "evil." The Gods of Balance sided with the Gods of Darkness.

When the gods rediscovered the location of the world, the gods were determined to punish Takhisis for her actions by removing her godhood. Gilean decreed that, in order to maintain the balance, Paladine must also give up his godhood, a sacrifice the god willingly made for the sake of his people.

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Like the other gods, Gilean has returned to find a world that has changed. Astinus of Palanthas, the founder of the Great Library and, some believe, the avatar of Gilean, had disappeared from the Great Library, taking all the books of the *Iconochronos* with him, and leaving the Aesthetics to carry on as best under the leadership of his assistant, Bertrem. The death of Bertrem left a void amongst the Aesthetics. Bertrem remained fiercely loyal to Gilean, even in the god's absence. When Bertrem died, the Aesthetics lost faith in their god and even began to question their purpose in keeping records of events in a world that seemed to be spiraling into darkness, especially since the Aesthetics had few of their people in the field, finding out what was happening in the world.

Upon Gilean's return, he was appalled to find his followers in such turmoil, falling behind in their work. He had to find some way to rejuvenate the Aesthetics, restoring their faith and ensuring that they continued to uphold the ideals of truth and knowledge. And he had to find some means of providing them with the information needed to record the events of the Age of Mortals.

When the spirits of the souls of those who had been trapped in the world by the One God were freed by the return of the gods and preparing to go forth on their journey to the next stage of existence, Gilean called together the souls of the Aesthetics and gave them a choice. They could continue on to the next stage or they could choose to remain on Krynn, using their knowledge of events that they either witnessed or gleaned from other souls to add to the records of the Great Library.

Pleased to be of service to their god, many souls of deceased Aesthetics chose to return to the Great Library. (It should be noted that Bertrem was not among them and many believe that he has joined Astinus, wherever that great chronicler now resides.) Thus it was that the Aesthetics were shocked to enter their Library one day and find it filled with ghosts, each of whom had with him a volume of the missing *Iconochronos*.

The spirit-Aesthetics have become silent, invisible partners in recording the history of Krynn. Unable to interact with the physical world, they remain focused and fixated on witnessing important events and then relating them to the living historians in the Great Library of Palanthas. In turn, the living Aesthetics are sworn to secrecy about this arrangement, and since they are the only ones who can see and hear their colleagues' spirits, few people would believe them anyway.

If use of magic reveals the presence of a spirit-Aesthetic, they will get very little helpful information out of them. Their binding oath to Gilean prevents them from interfering with present

events—even simply by relaying information. If a spirit realizes that his mere presence is altering the course of events, it will immediately depart.

Gilean encourages his ghostly followers to continue their research and exploration, sending them out into the world to be witness to events, charging them to never to take sides or interfere. Chemosh has viewed these ghosts with a covetous eye, but his overtures to them to join him are always repulsed, for these spirits are strongly loyal to Gilean, who is now the most powerful god of the pantheon.

Gilean's temples are libraries and other repositories of knowledge and wisdom. The greatest of these is the Great Library of Palanthas, where the history of the world has been kept since the founding of the great city, many centuries ago and where, with the assistance of ghostly researchers, that work is being carried on.

The ghostly Aesthetics are not the only ones to travel the world in search of knowledge. Some of Gilean's living Aesthetics also take to the road. Since they do not wear robes or carry any insignia that marks them as followers of Gilean, an Aesthetics' most notable characteristics are her insatiable curiosity, her constant questioning, the large bag of journals she carries with her (which she values more highly than jewels), and her ink-stained fingers.

It is yet unclear who will rise to the position of leadership within the Great Library. The philosophies of Astinus and Bertrem were vastly different, particularly towards the final years of Bertrem's life. The next Master of the Library may have yet another different philosophy, one that will unite the philosophies of the Fifth Age with those of Gilean.

HABBAKUK

Known as the Fisher King and the Blue Phoenix, Habbakuk created all the animals that walk the land, live in the sea, and fly in the air. His followers embrace this god's wild nature and are typically those who dwell in the forests or sail upon the seas. Habbakuk's most fervent followers are druids and those who preach his tenets as priests.

Habbakuk's druids view themselves as the defenders of wildlife, protecting those who walk on four legs from the threat posed by those who walk on two. While Habbakuk's priests spread the tenants of the faith, the druids live by sensing the god's spirit in nature. Like their patron deity, Habbakuk's druids tend to be very fierce when it comes to their protectorate.

Many druids are eager to enter the realms of both the Dragon Overlords, living and dead, to bring aid and help to the distressed wildlife. Habbakuk has counseled patience, which seems at odds with the god's legendary volatility. But Habbakuk's patience is that of the predator, who carefully stalks its prey, waiting for a moment of



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weakness before striking. He has sent a few his druids on secret missions into the realms of the Sable and Frost as well as into the lands of the dead overlords, in order to scout out the territory and form plans of attack.

Habbakuk's clerics tend to dwell in small villages along the coastlines or in small farming communities. In farming communities, the priests tend to animals, assisting to control the wild animals that prey upon livestock, as well as watching over the livestock. His priests also serve, in a minor capacity, as healers when necessary, though typically only when a cleric of Mishakal is not available. Habbakuk's priests are most popular with sailors, who will ask for the Fisher God to protect them from the anger of the Sea Queen, Zeboim. The two are ancient enemies, for Zeboim claims that everything in the seas belongs to her and is her domain alone, while Habbakuk claims dominion over all animals, whether on land or sea.

Habbakuk's constant companion is the god, Branchala. The followers of the two gods are often seen working together, particularly against any injustice threatening the natural world.

HIDDUKEL

The Bargainer of Souls, the Broken Scales, Hiddukel is the god of ill-gotten gains and underhanded dealings. Thieves and dishonest merchants honor him. Very few approach Hiddukel willingly, for those who do often find it difficult to turn their backs on the wiley god and walk away.

The clerics of Hiddukel are skilled in deception, manipulation, and double-dealing. Often living double lives, Hiddukel's faithful rarely reveal their true allegiance. The gifts granted to them by their god allow them to elude even magical detection. Hiddukel's worshippers are encouraged to corrupt the innocent, lure the righteous into depravity, and to garner wealth by any means possible, without regard for how it may affect others. Hiddukel's followers may deal in slaves, operate black markets, embezzle money from their employers or ruin others to enrich themselves.

Following Hiddukel's disappearance, his followers continued with their activities, proving that the true source of depravity does not reside in the heart of a god. Upon his return, Hiddukel was pleased to find a new generation of followers eager to trade their souls for wealth and power, and thus the god has been able to quickly build up the ranks of his followers, placing them in key positions in nearly every major city of Ansalon.

Outsiders often mistakenly assume that Hiddukel's church lacks structure, for they see no outward signs of his clergy's presence. However, his followers have established a very intricate, yet deceptively simple, hierarchy. Power in the church is gained through treachery, deception,

and double-dealing. Hiddukel rewards those who are able to climb to the top by stepping on others.

Temples to Hiddukel are often hidden from public view. They may be found in cellars, sewers, or secret rooms in castles or houses, and are often guarded by hired thugs, slaves, or magical guardians. Many times, such guards are posted there to protect one of Hiddukel's followers from sneak attacks by another.

The temples to the god take many forms. They may be disguised, so outsiders would not recognize that they stood in a temple dedicated to the god of lies and treachery. Hiddukel's favorite site for temples are hidden within or beneath a temple sacred to another god, for Hiddukel gains perverse pleasure in deceiving his brethren.

KIRI-JOLITH

The Sword of Justice, son of Paladine and Mishakal, is the twin brother to Habbakuk, and one of the patron deities of the Knights of Solamnia, Kiri-Jolith is a militant god of justice, honor, courage, and war.

The staunchest followers of Kiri-Jolith are the Knights of the Sword. Adhering to a code of conduct known as the Code and the Measure, the Knights of the Sword strive to be honorable and just in all their dealings. They are taught to exemplify the qualities of courage and heroics, embracing the teachings of Kiri-Jolith and working all their lives to live up to his ideals.

The Knights of the Sword are the holders of the rites and rituals of the god. They held true to these rituals during the dark days of the Cataclysm, remaining true to their beliefs even as they were being reviled for them. When the gods returned during the time of the War of the Lance, the Knights of the Sword were waiting and eager to take up arms in the name of their patron.

During the Chaos War, many Knights of the Sword fought at the side of their god against the forces of Chaos. Believing that he sacrificed himself for the sake of humanity, the Knights continued to honor their god, even in his absence. Although some Knights of the Sword turned to mysticism in order to compensate for their loss of divine magic, almost all of them have willingly accepted Kiri-Jolith into their hearts once more and have received his divine strength in return, led by their High Clerist, the spiritual commander of the Solamnic Knights.

Though the High Clerist's Tower has lain mostly in ruins during most of the Fifth Age, there is a movement by the Knights to re-claim the Tower and restore it to its former glory.

Kiri-Jolith's faithful also include priests who are not members of the knighthood, but who combine spiritual might with martial prowess. They

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maintain a military-style organization in their ranks, as they seek to bring order to chaos and light to darkness.

With the loss of Paladine and his priests, Kiri-Jolith has taken it upon himself to uphold the ideals of his father. He is seeking out many of Paladine's former faithful and entreating them to join his cause. The loss of the Queen of Darkness has not brought an end to evil in the world. Quite the contrary. The remaining Gods of Darkness are now locked in a competition to take her place and are growing ever more militant and aggressive.

Kiri-Jolith's favored followers are the Knights of Solamnia, for in them he believes he will find the strength to carry out his father's ideals and ensure that the world is safe from darkness. He has been careful to neglect none of those who might be drawn into his service, however. His avatar may take the form of a noble warrior of any race, speaking of the ideals of honor and courage in the fight against evil. He is starting to gain a large following among some of the elves, who have become more militant with the loss of their ancient homelands and are now talking of fighting to take back what was theirs or battling to establish a new homeland.

Kiri-Jolith also has a small following among an unlikely group—the minotaur race. Though Sargonnas is the primary deity of the minotaurs, some of that horned race are able to relate to Kiri-Jolith's ideals of honor and courage on the field of battle. Viewing him as a bison-headed minotaur-knight, the minotaurs who follow Kiri-Jolith tend to be the more noble and honorable of their kind. They may be reviled and even persecuted for their beliefs among their own people, cast out by their families and exiled from their homeland. Such minotaurs lead solitary, difficult lives, for they are not accepted by their own race and may not be readily accepted among the ranks of Kiri-Jolith's followers of other races, who will view the minotaur with suspicion until he has proven himself to be true to the gods' precepts.

With the demise of his consort, Takhisis, Sargonnas has been swift to claim dominance over the gods of evil and his strength is such that few of them have openly defied him. Kiri-Jolith has watched this rise with growing concern and is particularly disturbed to find the minotaurs gaining a foothold on Ansalon.

Kiri-Jolith is grieved to see the minotaur race growing strong by feasting on evil and he has increased his work among them, hoping to turn them from darkness to light. To this end, he is actively recruiting minotaur clerics, who have the courage to preach the message of Kiri-Jolith to their own people. Chief among these are the Kaziganthi. Led by their hero, Kaz, who fought at the side of Huma, these minotaurs left the corrupt Minotaur Empire centuries ago. They have

always honored Kiri-Jolith over Sargonnas, for the Kaziganthi have come to believe that only Kiri-Jolith can save the minotaur race from a tragic downfall.

MAJERE

The Mantis of the Rose and Master of the Mind, Majere is the god of discipline, contemplation, and unarmed combat. An introspective deity, Majere has never acquired many followers, for he preaches that the path to spiritual enlightenment requires constant vigilance, self-sacrifice, and meditation; precepts that are not easy to follow. Yet, those who do choose to follow the path of Majere often find that such discipline brings rich reward.

Majere's priests are noted for their air of calmness and serenity, which they maintain even during the most chaotic and dangerous situations. Just as their god is considered the wisest amongst the Gods of Light, Majere's priests are often consulted by the other Holy Orders of Light, who honor them for their gifts of prophecy and insight. During the Age of Despair, Majere's followers remained in their isolated monasteries, contemplating the mysteries of the universe and practicing their martial talents. This practice held them in good stead during the Age of Mortals, for Majere preaches self-reliance. The monks accepted their god's departure as a test of faith and maintained the practices they have held sacred down through the ages.

Majere teaches that there are two paths toward enlightenment. Subtle differences exist between the two, though both are considered to be of equal value.

The first path focuses on spirituality and is the path followed by Majere's priests. His clerics travel the world, seeking to bring Majere's tenets to the masses, spreading his message of purity of living and discipline in all things. Majere's priests are often a welcome sight in many villages, for they are not permitted by their god to accept payment for their services, other than that which contributes to their survival, such as a simple meal or shelter for the night. Evildoers beware, however, for very little escapes the all-seeing gaze of Majere's priests, and those burdened by sin may often feel uncomfortable in the presence of Majere's uncompromising priests.

The other path that Majere teaches focuses spirituality inwards, as the individual strives to achieve personal enlightenment. Followed by Majere's monks, this path requires extreme dedication and discipline as they seek to perfect themselves in body and mind. These monks train in isolated monasteries until their masters feel that they are ready to begin their own personal journeys. At such time, they are directed to roam the world on foot, for Majere teaches that a person cannot understand the world by living outside it.



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Rarely, one of Majere's monks will join the ranks of his priesthood, forgoing further personal enlightenment in order to help others achieve the same.

Majere's temples are his monasteries, which are located in the most isolated regions of the world. Simple in design and functionality, the monasteries are places of peace and meditation, where one can seek to find personal enlightenment by focusing on body and mind, heart and soul.

One of Majere's largest monasteries is located on the isle of Claren Elian. The monks of this monastery fell prey to the blandishments of the Dark Queen during the early decades of the Fifth Age and turned away from the path of light to embrace a path of darkness. Although none know the full story, many believe that it was their skill in necromancy that aided Takhisis in trapping the souls of the dead. It is said that these monks defied Majere, upon his return, and they are now considered renegades and outlaws by his followers. Whether Majere will allow these monks to continue upon the path they have chosen, or whether he will try to bring them back to the path of light through direct, or indirect means is a matter that many of his followers are still contemplating.

MISHAKAL

Mishakal, consort of Paladine, and mother of the gods Kiri-Jolith, Habbakuk, and Solinari, is the goddess of healing. In the Age of Despair, Mishakal's chosen prophet, Goldmoon, enabled the Gods of Light to reach out to the mortal world, revealing that the gods had not abandoned the people, but were waiting for them to return to the gods. Even after the world had been stolen away, Goldmoon held true to the tenets of her goddess, passing on her teachings to those who studied mysticism at the Citadel of Light.

The priests of Mishakal are welcome almost everywhere in the world, for their healing arts are unrivaled and their tenets preach that they must heal any who are in need, regardless of what path they follow, either darkness or light.

Thanks to Goldmoon's teachings, many of those who practiced and taught mysticism in the Citadel of Light already held Mishakal as sacred and were pleased and thankful to welcome the return of Light Bringer back to the world. Many of these people formed the first of Mishakal's new priesthood, making the Citadel of Light a new temple in honor of Mishakal, as well as a place where the pure of heart can continue to learn of mysticism, for the followers of Mishakal are glad to work in conjunction with those who practice

mysticism and vice versa, for those who work for the good of mankind, holding that sacred, see no clash or conflict in their beliefs.

With the absence of Paladine in the Pantheon of Light, Mishakal is the most likely to assume leadership role, as she is considered the mother of the Gods of Light. She was once content to allow her husband, Paladine, to take the militant role in the eternal battle against darkness while her followers preached of peace and attempted to heal the wounds of conflict. Now, however, Mishakal sees that she will have to accept the burden of combating evil, sharing that burden with her son, Kiri-Jolith. She is actively searching out warrior-priests, those who bring healing in one hand and carry a sword in the other. Such priests will always first to attempt to find a peaceful solution to any conflict, but do not fear a fight. Some of her first followers have come from the ranks of the Solamnic Knights, but she is searching out the faithful, the pure of heart, the strong, and the courageous among all the races.

Of the Gods of Darkness, two in particular are considered to be the greatest enemies of Mishakal—Chemosh, Lord of Undeath, and Morgion, the god of disease and pestilence. Undeath is considered blasphemous by the goddess of healing, for it breaks the cycle of life-death-rebirth. Disease, decay, and pestilence are a healer's greatest foes. The god, Morgion, thrives upon the terror and pain caused by these afflictions. Clerics of Mishakal hunt out followers of the two dark gods, seeking to excise them as they would excise cancerous flesh, cleansing the world as they cleanse a putrid wound.

MORGION

The Black Wind, god of pestilence, decay, and disease, Morgion was a solitary god, preferring to keep to his tower in the Abyss, where he plotted in secrecy, while his minions sowed the seeds of pestilence and plague throughout the world.

During the Age of Despair, he appeared to leave the world, along with the other gods, but in truth he had prepared his followers to carry on in his absence and thus plagues and pestilence ravaged the populace during this time period.

He took no active role in the battle against Chaos, but thrived upon the destruction and death caused by the war. The theft of the world by Takhisis caught Morgion by surprise. All his plotting and scheming appeared to be for naught. Brooding within his Bronze Tower, Morgion vowed vengeance against Takhisis and he watched her punishment with dark pleasure.

Her betrayal left its mark upon Morgion, becoming a festering wound, a disease in Morgion's own being. If his own Queen could betray him, then so could any other god. He has

become paranoid, believing that the other gods are merely waiting their turn to try to claim the world as their own. Thus he is sending his followers into the lands of all the races, bringing disease and death to minotaurs as well as elves, to ogres as well as kender. No one on Krynn is safe from him. He has no friends or allies, only enemies.

Most of Morgion's followers are slaves, for few people willingly turn to the diseased god. His clerics are carriers of disease, who spread their foul contagion, then visit the afflicted, promising that if they are willing to serve Morgion, their symptoms will be eased. Those that agree to serve Morgion find that the disease is still be present within their bodies and that they can spread it, but the outward symptoms are gone. If the follower betrays the god, the disease's effects take immediate hold, bringing death to the victim. This threat keeps those who serve Morgion faithful.

Morgion's followers can be found throughout the world, spreading disease in order to gain more followers. Once, an entire subrace of dwarves fell victim to a plague controlled by Morgion. The god is almost certainly using his old tactics to build up the strength of his Holy Order. He is known to send infected followers to infiltrate villages, towns, and cities, slowly spreading his plagues from kingdom to kingdom and then approaching victims to join his loathsome ranks. Small cults of Morgion's followers can be found in nearly every culture, in every part of the world. Given Morgion's new paranoid view on the other gods, he may begin specifically targeting the priests of other gods, hoping to sow discord between the mortals and the gods.



REORX

Reorx—the Forge upon which the world was built, the wielder of the Hammer of Creation—is the favored god of the dwarves and the gnomes, who look to him as their creator (though the story of creation differs drastically, depending on which race is relating it). Kender also pay homage to Reorx as their creator, though the irascible god grumbles over that dubious honor and the dwarves vehemently deny any relationship.

As dwarves and gnomes tend to live long lives, many of Reorx's clerics and followers who welcomed back the god during the War of Lance were present to view the return of their god following the War of Souls. Their attitudes toward Reorx had changed, however.

During the god's departure following the Cataclysm, the dwarves and gnomes maintained their faith in the god despite his absence. The dwarves occasionally grumbled that since the humans were to blame for the disappearance of the gods, Reorx should not have punished them for the sins of humanity, but they were glad to welcome back their god upon his return. Kender had never really noticed he was gone, but were glad for the chance to celebrate his return.

The views of the dwarves toward their god altered following the Chaos War, when word came to them that Reorx had once again left them. Many dwarves felt that this was the final straw and they turned away from Reorx in the anger.

The gnomes called back into session a committee formed following the Cataclysm. Certain that this committee could find the god again (figuring that it had found him the first time), the gnomes continued their work.



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The kender viewed Reorx's departure as a chance for adventure, with many kender setting off in search of Reorx, which involved halting every dwarf they encountered and badgering him with personal questions, trying to determine if he was the errant god. The attack on Kendermore put an end to this merry quest, as it ended so much else for the fun-loving kender.

Reorx has returned to find Mount Nevermind in shambles, Thorbardin dealing with a power struggle, and Goodlund a desolate wasteland of volcanoes and barren peaks. His greatest grief involves, unexpectedly, the afflicted kender. Although he constantly complained about kender, he finds that he misses their cheerful gaiety, their innocent joy and endless wonder and curiosity.

Reorx faces a difficult struggle as he attempts to restore the faith of his people in the gods and as he tries to ease them of the pain they have suffered thus far in the Fifth Age. Fortunately, Reorx has no ambitions when it comes to challenging the other gods for leadership. He is completely dedicated to the task at hand.

SARGONNAS

Sargonnas, the Bloody Condor; Sargas, the Black Minotaur, is the god of vengeance, conquest, strength, and rage. Once the consort of the Queen of Darkness, he felt a deep sense of betrayal at her theft of the world. His rage shook the heavens.

The relationship between the two had always been volatile, with neither trusting the other. Sargonnas had always been jealous and envious of the Dark Queen's power. She had been disdainful of his loyalty to his chosen people, the minotaurs, and what she considered to be foolish notions of honor and courage. Sargonnas did not mourn the loss of his queen, but he did stay the hand of Valthonis, the mortal form of Paladine,

when he tried to prevent Mina from killing the elven prince, Silvanoshei, after he slew Takhisis. Thus did Sargonnas avenge the Dark Queen's death.

The minotaurs did not mourn or curse the absence of Sargonnas, but rather celebrated him as a hero, believing that he had sacrificed his life in the battle against Chaos. During Sargonnas's absence, however, the Minotaur Empire began a sharp decline, sinking into decadence and decay under a weak emperor.

Takhisis had long coveted the minotaur race, admiring them for their strength and ferocity. She was irked to find them growing soft, for she planned to use them to conquer the elves. The Dark Queen persuaded a minotaur priestess named Nephra into forming a new religion centered around the spirits of the dead. With this dread power, the priestess backed a new emperor—the priestess's own husband, Hotek.

The new religion enabled the priestess to gain control over the minotaurs, as the spirits acted as spies and informants, helping her to eliminate many threats to her husband. The minotaur nation built up their fleet, trained their soldiers, and waited for the right time to leave their island home to seek a foothold on the continent of Ansalon.

When Sargonnas returned with the other gods, he found that the minotaurs had managed to conquer Silvanesti. The empire was united under a strong leader, and the minotaurs were stronger than ever. Unfortunately, most of them had turned from their worship of him.

Sargonnas has his own ambitions, one of which is to claim for himself the rulership of the Pantheon of Darkness. In this, he faces a strong rival in Chemosh, God of Undeath. Sargonnas fears that any religion involving the dead will play into the hands of Chemosh and, although Sargonnas is



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glad to take advantage of the power base Takhisis built up for him, he is now seeking a strong leader to raise up, one who will not only solidify the gains made by the minotaur, but who will bring the minotaur people back to their patron deity.

Although the minotaurs are his chosen people, Sargonnas realizes that if he is to truly rule the Gods of Darkness, he must establish a presence throughout Ansalon. Injustices abound following the War of Souls, with many people searching for vengeance. Sargonnas searches for followers among those seeking revenge on their enemies and he has found some among an unlikely source—the elves.

Burning with rage over the loss and destruction of their ancient homeland, some elves are secretly turning to the worship of the God of Vengeance, forming the Cult of the Bloody Condor, a band of dark warrior elves, dedicated to the reestablishment of a strong elven nation, no matter what the cost or who is harmed along the way.

Those who seek vengeance will often find themselves drawn to shrines dedicated to Sargonnas hidden throughout Ansalon. They will have to pass tests given to them by the god in order to weed out the weak and ineffectual, but those who manage to successfully overcome the obstacles placed before them will find Sargonnas willing to lend his aid, in return for worship.

SHINARE

Goddess of wealth, money, and industry, Shinare is also known as the Silver Master to the dwarves, as she appears to them in a masculine aspect. Patron of merchants, traders, and mercenaries, Shinare is also sometimes worshipped by thieves. Shinare claims that she dislikes such worshippers, but as a coin has two faces, so does Shinare. A thief who has made a successful haul will often express it by saying that “Shinare winked her eye tonight” or “Shinare was heads up for me tonight.”

On the good side, Shinare encourages her clerics to be productive and industrious, working to make their communities prosperous. Shinare’s tenets require fairness and honesty in trading. Those who make deals must keep them or the face the wrath of the goddess. Shinare’s clerics are welcomed in cities, towns and villages, where they act as moneychangers, mediators who will settle disputes between merchants, and assist the local authorities bring to justice swindlers, embezzlers and unscrupulous businessmen who prey upon the innocent.

On the flip side of the coin, some of Shinare’s followers and clerics can be too fond of monetary gain, put too much emphasis on buying and selling and not enough on less tangible but more valuable forms of wealth, such as love, compas-

sion, mercy. Shinare has a wide variety among her followers, from misers who pinch every steel piece to those who amass large sums and give it all to charitable causes.

Shinare’s strongest support comes from the dwarves. Viewing her in her masculine aspect, a thrifty dwarven merchant, the dwarves hold the Silver Master as being second only to Reorx, their creator. Worshipping Shinare as the patron deity of wealth and industry, the dwarves strive to uphold the standards established by the Silver Master and thus it is that most dwarven merchants—although they know full well the value of what they are selling—tend to be honest and fair in their dealings with customers.

The followers of the unscrupulous god, Hiddukel, are the sworn enemies of the clerics of Shinare. Her clerics do not engage in a battle of steel with their foes, but fight a battle of will and wits, as they try to drive the cheating merchant or dealer in shoddy goods into financial ruin. Shinare’s followers are not permitted to indulge in under-handed dealings even with the enemy, and thus must come up with clever and ingenious tactics to defeat their foes. Shinare’s followers are well aware that the distrust of one merchant can quickly grow into a distrust of all, and that their own livelihood depends on the local business community maintaining a reputation for honesty.

Shinare’s return has been the cause for many merchants to rejoice, while others despair. Shinare’s clerics have an uncanny eye for spotting problems in account ledgers and are swift to summon the sheriff if they find any irregularities.

SIRRION

The Flowing Fire, SIRRION is the god of fire, passion, and creativity. He is the source of the spark of creativity, of the flames in the heavens, and of the fires that bring change to the world.

Sirrion’s followers are artists, poets, lovers and dreamers, as well as those who deal with fires on a regular basis, such as firefighters. Most of SIRRION’s followers tend to be as passionate and changeable as their deity, noted for their moody behavior and ardent natures.

In past ages, SIRRION was never a god who actively sought followers. Those who worshipped him came to him unbidden, finding him in the shrine of their hearts, not in some shrine in the wilderness. A youth given to daydreaming when he should have been studying was said to be “locked in the arms of SIRRION.” Lovers would often make offerings of roses to SIRRION and his blessing was always invoked during weddings.

He is also the god of the darker sides of passion, however, and jealous lovers will often turn to SIRRION for aid, especially those who have committed terrible deeds in the name of passion.



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Upon his return, Sirrion was saddened to discover that the devastation of war, the depredations of the Dragon Overlords, and the crushing loss of faith and belief had quenched much of the creative spark inherent to the people of Ansalon. Sirrion realized that the time for inactivity has passed. He has begun actively recruiting clerics from those with a talent for art, those who are drawn to the cleansing force of flame, and those whose passionate natures lend themselves to his teachings.

Bards and artisans, who understand that fire is a necessary part of nature's cycle of life-destruction-rebirth, have begun to refill the ranks of Sirrion's clergy. He searches for actors to bring joy and hope to the hearts of the despairing. He is especially mindful of lovers, for they are the new hope of the world.

Sirrion's mate is Shinare, the goddess of industry and wealth. The two are viewed as an unlikely pair, but they work well together, although their relationship is often tempestuous. Sirrion's followers and those of the goddess of trade share the same fiery yoke. They may often be found working against one another with as much ardor as they work for one another. The good businessman knows that a life of gain has little meaning if it is not laced with some fire and passion, while the poet knows that if he gives himself wholly to the fire, he may be consumed by it.

As both the gods are currently engaged in a crusade to regain their supporters and find new ones and to reestablish their churches, the two gods are working hand in hand. Followers of both Sirrion and Shinare can often be found working alongside one another, one using his fire to warm the heart and the other using her practical knowledge to bring in cold cash to support the body.

Sirrion also works well with the god of the forge, Reorx, for both delight in the power of fire to bring about physical change. It was Sirrion who brought flame to the world, and with the help of Reorx and Shinare, the three introduced blacksmithing and smelting, teaching dwarves and other races how flame could be used to meld metals into both functional and pleasing forms.

Sirrion's foes are the followers of Sargonnas. Where Sirrion is the god of the transformative fire, Sargonnas is the god of infernos, volcanoes, and destruction. When followers of the two gods meet in battle, they can bring devastation to their surroundings, as the two forces struggle to claim supremacy over the power of fire.

Shinare's churches and temples can be identified by the presence of an ever-burning flame, which serves as the conduit between the mortals and the god of flame. They are typically filled with works of art, books of poetry or other writings that evoke emotional response.

ZEBOIM

The Darkling Sea, the Great Dragon Turtle whose fury is the storms in the heavens, and the crashing of tidal waves upon the shores, Zeboim is the goddess of the seas, storms, and of envy. The Sea Queen is known to be the most tempestuous and mercurial of all the gods; her wild mood swings bringing destruction one day and causing the sun to shine the next.

More feared than adored, the Sea Queen claims dominion over most of the world, for the seas comprise a larger area than all the continents combined. Yet, she is not widely worshipped. Those who live far inland and who have no dealings with the sea rarely think of her, until they need to traverse her dominion.

All the evil creatures in the seas worship Zeboim. But she is unusual in that her favor is also sought out by many sailors and travelers, who align themselves with the side of Light, for they know that to venture upon the sea is to place their lives in the hands of the sea goddess and her blessing is always sought by those making a sea voyage.

Whether she bestows her blessing or not is another matter. She is a fickle goddess, capricious and flighty. The offering that pleases her on a given day may deeply offend her the next. She will sink a ship and end the lives of hundreds on a whim or work tirelessly to save the life of a single sailor set adrift upon the ocean.

Prior to the Chaos War, Zeboim wielded little influence upon the world at large. She could not be bothered to take an interest in mortals who had nothing to do with her or the seas. Then the fickle goddess fell in love with a human, Lord Ariakas, favored of her mother, Queen Takhisis, and leader of the Dark Armies during the War of the Lance.

Zeboim gave birth to a son, who became the darling of her eye. She might be fickle to all the world, yet she was fiercely loyal to her son. When he proposed creating the Knights of Takhisis, to stand in dark opposition to the Knights of Solamnia, Zeboim persuaded her mother, the Queen of Daknress, to hear Ariakan's plan.

Zeboim believed that Takhisis would be as loyal to her son as he was to his Dark Queen. Zeboim's illusions were shattered when her son was slain upon the field of battle. Takhisis was, at that time, busy with her plan to steal away the world and thus she paid no heed to the prayers of her faithful.

Blaming Takhisis for her son's death, the Sea Queen carried the body away, vowing revenge upon her mother. The Dark Queen's theft of the world only solidified Zeboim's hatred, creating a

thirst for vengeance that was finally slaked when the Dark Queen fell at the hands of Silvanoshei, the elven prince.

So grateful was Zeboim to the elf that whereas before elves were in peril if they dared venture upon the sea, now those elves who do sail the seas meet with calm waters and gentle breezes.

Zeboim always had an uneasy relationship with her father, Sargonnas. Zeboim has a great liking for the minotaurs, who are born with a love for the sea, and who are unfailing in their respect for the sea goddess. She was always mindful of the fact that she came seconds in the hearts of the minotaurs, that they gave their true loyal to her father, and this made her seethe with jealousy.

Feeling the need to reassert her presence upon Krynn, Zeboim has decided, for now, to ally herself with her estranged father. Sargonnas is glad of her aid, as the ships of the minotaurs sail the seas in search of conquest. But the mighty god does not trust his daughter and goes in some fear of her. Her violent mood swings and the ever shifting tides of her loyalty do not make her the most stable of allies. Yet, because he needs her support, he is currently working hard to placate her. Zeboim's clerics and those of Sargonnas can often be found working together, though each keeps a wary eye on the other.

Zeboim's greatest enemy is Habbakuk, who holds dominion over all the creatures of the deep, for she believes that all those who dwell in or near the sea should worship her. Even in this battle, she often finds that she is at odds with herself, for while she wants the loyalty and support of those who dwell in and near the sea, she cannot control her rage against them for defying her and she often ends up attacking the very people she is trying to attract.

ZIVILYN

The Tree of Life, god of wisdom, prophesy, and foresight, Zivilyn was nevertheless caught unaware when the Dark Queen stole Krynn. Shrouded from his ever-searching eyes, the world floated deep in the Ethereal Sea, leaving only a gaping void in the universe where it once stood. Zivilyn still blames himself for not seeing the Dark Queen's plans and for being unable to find the world after it was stolen.

Down through the ages, Zivilyn's followers have been mediators, prophets, philosophers, and diplomats, for he teaches wisdom, compassion, and understanding in dealing with others. A calm, rational deity, he is Gilean's advisor, often tempering Gilean's cold logic with compassionate understanding.

Known as the Seers, Zivilyn's clerics travel the continent, seeking to bring their wisdom to the world. The Seers try facilitating understanding

instead of preaching it. They have the ability to see that which is often overlooked and can usually find ways no one ever thought about to bring parties together.

Although he opposes the consuming evil of the Gods of Darkness, Zivilyn is equally opposed to the sometimes-unbending rigidity of the Gods of Light. He knows that it is just as easy to be blinded by light as it is to be blinded by darkness, Zivilyn's clerics do not often work in direct opposition to any of the other god and thus it is rare for the clerics of the other gods to interfere with Zivilyn's faithful. Zivilyn's wisdom and understanding is respected by all. It is not uncommon for Zivilyn's faithful to be found mediating disputes between clergy of different gods. In many villages, the Seers are preferable mediators to the priests of Mishakal, for the Seers often see things that others might ignore or misunderstand.

As Zivilyn has always taught that wisdom and age often go hand in hand, many of those whom Zivilyn has approached during this Fifth Age are the elderly, people who have lived to see the changes the world has undergone from before the Chaos War until the present day. Thus Zivilyn has gained the greatest understanding of the changes that have occurred in Ansalon, an understanding that has passed from his followers to the god and flowed back to his followers. As the Seers once again walk upon Ansalon, Zivilyn's understanding of the Fifth Age continues to grow—an understanding that he hopes to pass on to the other gods.

THE GODS OF MAGIC

Solinari the White Eye, Lunitari the Red Eye, and Lunitari the Dark Eye, are known as the Gods of Magic. Each a child of one of the three sibling gods, Paladine, Takhisis, and Gilean, the Gods of Magic have no clerics or priests, nor do they desire any. Their worshippers are those wizards who embrace the precepts of the Orders of High Sorcery, established by the three during the Age of Dreams in order to assert Balance over the chaotic magic of sorcery.

During the Age of Dreams, the Gods of Magic purposefully separated themselves from the other gods. They did so because they were concerned only with magic and those who practiced the arcane arts. Their devotion to arcane magic precludes them granting divine magic to answer the prayers of their followers. They believe that only those truly dedicated to the rigorous and demanding arts of High Sorcery are worthy of wielding arcane magic responsibly. They believe that the wild sorcery is the result of Chaos's influence in the world and that its unregulated use will lead to destruction on a massive scale, as it did once before during Krynn's past.



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Solinari

The son of Paladine and Mishakal, Solinari is the patron deity of mages who choose the White Robes of goodness when they pass the Test and enter the Order of High Sorcery. Because Solinari is a god of knowledge, those who are granted the White Robes seek out truth, using their magic to defend the innocent and uphold justice. Although mages are always suspect by those who do not understand and therefore fear their art, White Robes are viewed with less distrust than others, for they are known to walk the path of light.

Lunitari

Lunitari is the daughter of Gilean and thus the goddess of the Red Robed Wizards has come to represent neutrality and balance. Her Red Robed Wizards seek to balance the righteousness of the White Robes with the ambitions of the Black Robes. Red Robes are often mistrusted by most people, including their own White Robe and Black Robe peers, who see them as being unwilling to choose a side. Red Robes are not often bothered by this, but go their own way. Lunitari is the goddess of illusions, of dreams, and the imagination.

Nuitari

Born to Takhisis, the patron of the Black Robed Wizards of evil is the god Nuitari. He is the god of power, of forbidden magics and dark secrets. Many are attracted to his Order because of a thirst for power that is all consuming, but which all too often may consume the wizard. Black Robes are universally distrusted, even by other evil beings, for no one is safe who thwarts a Black Robe's ambitions.

The focus of terrestrial power for the Orders of High Sorcery has always been their Towers. Once, there were five Towers of High Sorcery, but now there are only two remaining and the location of one of those is unknown. Three Towers were destroyed prior to the Cataclysm, when the Kingpriest's wrath turned against those who practiced the arcane arts.

The Tower of Palanthas was abandoned during this same era, when a Black Robe's dying curse rendered it uninhabitable until the Master of Past and Present should return to it.

The Orders retreated to the Tower of Wayreth and there established their power base. The cursed Tower of Palanthas was eventually claimed by Raistlin Majere, who proved himself to be the Master of Past and Present. Upon his departure, the Tower of Palanthas was taken over by Dalamar the Dark.

During the Fifth Age, the Tower of Palanthas disappeared and was believed to have been destroyed. But in truth, the Tower had been

moved by Dalamar the Dark, in order to save the Tower from the Dragon Overlord, Khellendros. Dalamar transported the Tower to Nightlund, where the living dead of that cursed land would protect it.

The Tower of Wayreth, the last bastion of the Orders, was closed by the command of the Last Conclave, who believed that the Gods of Magic would never return and that High Sorcery was gone forever. The dragon, Beryl, long sought the Tower, as did the Grey Robe mages loyal to Takhisis. The Master of the Tower and the enchanted Forest of Wayreth protected the Tower from discovery.

When the Gods of Magic returned, they discovered that Dalamar had broken faith with them by betraying his principles in an effort to regain his life. As punishment, they forbade Dalamar from ever returning to the Tower of Nightlund. Dalamar might well have been more severely punished, even to losing his life, but he had always been a favorite of the god, Nunitari, who interceded on Dalamar's behalf with his brother and sister god. The three instructed him to bring back the Orders of High Sorcery and reopen the Tower of Wayreth.

Dalamar has been seen traveling throughout Ansalon, investigating the state of magic in the world and accessing the strength of those who are using sorcerous magic in an effort to determine how best to either convert them or deal with them. He has been seen in the company of Jenna of the Red Robes, but the two keep their own counsel and none know they are planning. Their main task at the moment appears to be the search for someone to take on leadership of the White Robes, for Palin Majere remains adamant in his decision to refuse to use magic of any sort.

The relationship of the three Gods of Magic with each other supercedes alignment and pantheon. As they removed themselves from the ranks of the other gods during the Age of Dreams, they continue to stand apart from the other gods, closing ranks against their elders during the Age of Mortals. It might be said that the three Gods of Magic comprise their own pantheon—the Pantheon of Magic. The bond that ties the three cousins together is unbreakable, for though there may be friction and rivalry between them, they are quick to close ranks when any force threatens either them or the magic to which they are devoted. It is said that when the three appear together, they speak as one, often finishing each other's thoughts, as if they were one entity in three different aspects.

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THE WALKING GOD, PALADINE

As the gods met to decide the punishment that must be levied against Takhisis for her betrayal, all knew that what the punishment must be—that she would be cast out of heaven. But for that dread decision to be reached, one god of the side of Light had to willingly sacrifice godhood in order to maintain the balance. Paladine, Takhisis's equal in the Heavens, acted out of his love for the world and agreed to the sacrifice, giving up his own immortality to ensure that Takhisis would be removed from the Heavens.

Taking on the form of one of his chosen people, the god Paladine became Valthonis, an elf. Because his body is that of a youthful elf and he dresses as an ordinary wanderer, he gives no outward appearance of being different from other mortals. Those who look into his eyes, however, may gain a clue to his true identity, for in his gaze can be seen a wisdom and knowledge far beyond his years.

Valthonis will live out his years as any other mortal. He faces the same dangers, the same joys and rewards. He will eventually age and die or he may be slain in combat or fall victim to disease or accident as any other mortal. He is also powerless to affect some events, as are all mortals. He was unable to halt the blow that struck down the Dark Queen, nor could he save Silvanoshei from death. Valthonis heard the Dark Queen's final curse, that he will know the sorrow of mortality as she had known it, even briefly.

Thus did Mina allow Valthonis to live, instead of taking his life in an act of simple revenge. Perhaps she hopes that he lives



a long time, for she wants him to see her vengeance—a vengeance she plans on taking out on the elven people.

Just as the elves are now exiles from their homeland, Valthonis is an exile from the immortal realms. He wanders the continent—never staying long in one place, never permitting himself to be close to anyone, for Valthonis realizes that there are many on Krynn who seek to use him and the power they believe he wields for their own ends.

The moment he became mortal, Valthonis felt all the knowledge he once held begin to fade from his mind. He traveled to the Great Library of Palanthas in order to record his perspective on what had happened to the world. When he finished this record, Valthonis once more began to travel the land on foot, exploring the world, to witness firsthand all that had changed during the Fifth Age and to bring aid and succor to the people, if he could.

Valthonis has begun to attract a tiny, but fiercely loyal, band of followers. Although they do not worship him (he refuses to permit people to worship him), nor would the gods

allow worship for one of the Fallen Gods, they view themselves as his protectors. For though Valthonis was once a god, he has no powers, except his overwhelming love for mankind. He does still possess an incredible amount of knowledge and an uncanny understanding of people. He has a way of inspiring loyalty in others, but he has no desire to be anything more than what he views himself—a simple elven wanderer.

And yet, Valthonis finds that he cannot stand by idly when he sees injustice in the world. Although he will not interfere directly with one of the gods, he and his small band, known as the Faithful, have already acted to right wrongs, always disappearing afterward, refusing any reward and often moving on before they can be thanked.

THE FALLEN QUEEN, TAKHISIS

Takhisis, the Dark Queen, the Dragon of All Colors and of None, the head of the Pantheon of Darkness, is dead. Made mortal as a punishment inflicted on her by the judgment of the other gods, she was struck down by a shattered *dragonlance* thrown by Silvanoshei, an elf who acted out of love.

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Sivlanoshei was in turn struck down by the one he loved, the Dark Queen's chosen, the priestess Mina.

Mina was last seen carrying the body of her goddess into the night. She has seemingly vanished from the face of Krynn, accompanied only by the minotaur Galdar, who viewed himself as her guardian.

Where Mina buried the body of the Fallen Queen, no one knows. Even the gods turned away their eyes, a show of their final respect to the deceased goddess. Using their combined might, they shroud her tomb from any who would find it. Many seek it, but none may pierce that awful veil, for no god will lift it.

Rumors of Mina and her whereabouts began to spread like wildfire throughout Ansalon. Cults sprang up, almost overnight, formed by those who believed that Takhisis's return was imminent. Most believed that Mina would come forth to lead them, but since months have passed and Mina has not appeared, nor has Takhisis returned, the cults have petered out. Many of the cultists have since gone on to worship other Gods of Darkness, who were eager to recruit them.

Somewhere, hidden from the world, Mina has built a tomb to house the body of her Fallen Queen. The gods have forbidden any mortal or any god to despoil the final rest of the Fallen Queen, threatening to bring about a Final Cataclysm rather than have the rest of Takhisis, one of the founders of the world, disturbed. The gods will ensure that the Fallen Queen is never forgotten, that both her glory and her misdeeds live in myth and legend.

Mina

Female human Clr12/Righteous Zealot 8; CR 20; AL Lawful Evil; Size Medium; HD 12d8+36 (Clr) plus 8d6+24 (Righteous Zealot); hp 142; Init +2; Spd 30 ft.; AC (touch, flatfooted); Atk +18/+13/+8 melee (1d8+5/x2 plus 2d6 against Good, +5 *unholy flail*); SA Oration, spells; SQ Gather followers, resist enchantment +4, righteous indignation (3/day), turn/rebuke undead,

moderate fortification (75% chance to negate critical hit or sneak attack); SV Fort +13, Ref +8, Will +19; Str 10, Dex 14, Con 16, Int 17, Wis 20, Cha 21.

*Skills and Feats**: Bluff +20, Concentration +13, Diplomacy +29, Gather Information +15, Heal +15, Intimidate +20, Knowledge (arcana) +12, Knowledge (religion) +18, Listen +8, Perform (singing, storytelling) +12, Sense Motive +15, Spellcraft +15, Swim +5; Extra Turning, Greater Spell Focus (Necromancy), Improved Turning, Leadership, Persuasive, Spell Focus (Necromancy), Spell Penetration, Spellcasting Prodigy (Cleric). * On

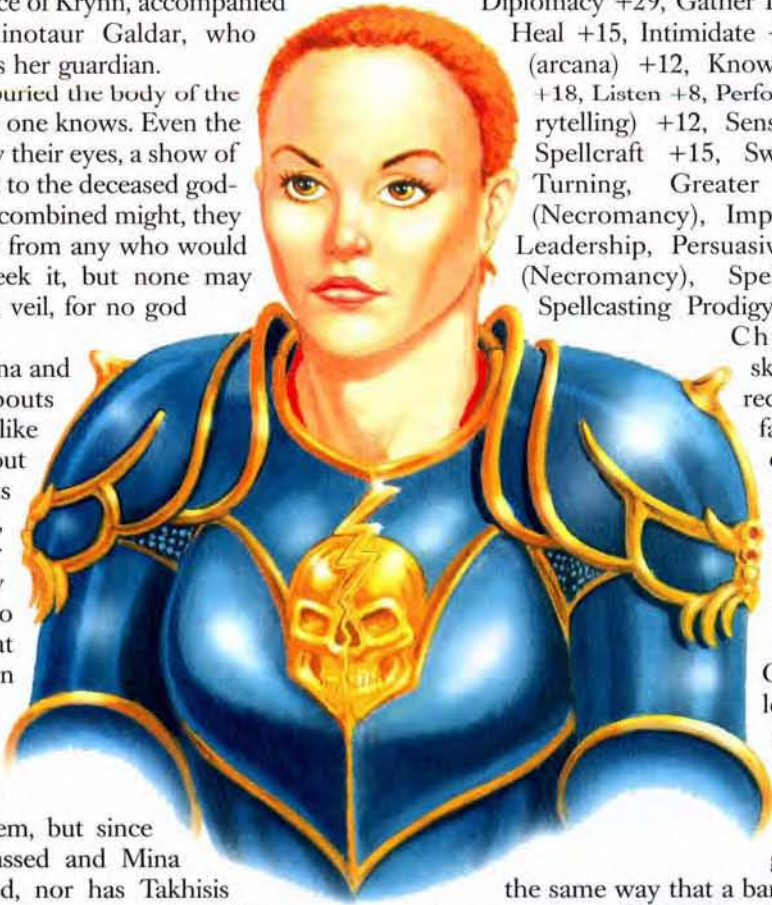
Charisma-based skill checks, Mina receives a +6 profane bonus on checks with Evil characters, +4 with Neutral characters, and +2 with Good characters.

Oration (Sp): Once per day per level (8/day), a righteous zealot may use her command of the spoken language in much

the same way that a bard can use music to sway others. The righteous zealot must be able to speak clearly and be heard for her to use this ability properly. As with casting a spell, a deaf righteous zealot suffers a 20% chance to fail with oration. If she fails, the attempt still counts against her daily limit. Mina has mastered the following Oration abilities:

Compelling Argument: A righteous zealot with 9 or more ranks in Diplomacy may attempt to implant a *suggestion* in any individual they have *enthralled* (with *Enthralling Discourse*) or *confused* (through *Verbal Obfuscation*). The *suggestion* does not count against the righteous zealot's daily limit on oration, but the *enthralled* or *confused* does. The target is allowed a Will saving throw against a DC of 19 (25 if Evil, 23 if Neutral, 21 if Good) to negate the effect. *Compelling Argument* is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sonic] ability.

Condemning Tirade: A righteous zealot can use her command of Oration to exploit weaknesses in other people. By verbally unleashing her anger against an individual, a righteous zealot can cause an opponent to question himself. The victim is



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allowed a Will save with a base DC of 19 (25 if Evil, 23 if Neutral, 21 if Good) to avoid becoming shaken (suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws) for 80 minutes. Condemning Tirade is an Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic] ability.

Enthralling Discourse: A righteous zealot can use her Oration ability to sway groups of people, causing them to pause in their activities to listen to her words. The ability to speak before large crowds and control the ebb and flow of sentiment is perhaps the most potent tool in a righteous zealot's arsenal. The crowd to be *enthralled* must be able to see and hear the righteous zealot, must be able to understand the righteous zealot (speak the same language), and must be within 90 feet. The righteous zealot makes a Diplomacy check, and each target can attempt to negate the effect with a Will saving throw equal to or greater than the zealot's check result. If the check fails, the victim sits (or stands) quietly and listens to the zealot's words as long as the zealot continues to speak and concentrate (up to a maximum of 16 rounds). The effects are otherwise identical to the *enthrall* spell. Enthralling discourse is an Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic] ability.

Verbal Obfuscation: A righteous zealot is capable of trapping a single individual within a web of words. The victim is allowed a Will saving throw against a base DC of 21 (27 if Evil, 25 if Neutral, 23 if Good) to avoid becoming *confused* for 8 minutes. Verbal Obfuscation is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sonic] ability.

Gather Followers (Ex): A righteous zealot receives a +2 effective levels for her Leadership ability.

Resist Enchantment (Ex): Righteous zealots are so caught up in their own moral superiority that it is difficult to sway their minds through magic. The righteous zealot receives a +4 bonus on all saving throws to resist enchantment spells and effects.

Righteous Indignation (Su): Filled with a sense of self-worth and virtue, a righteous zealot will not deviate from a given path. Three times per day, she may add her Charisma modifier to any one saving throw.

Cleric Spells (6/7/7/6/6/5/5/3/2/1+domain spells): 0 - *cure minor wounds, detect magic, guidance, light, mending, virtue*; 1st - *bane, bless, cause fear**, *command, cure light wounds, divine favor, protection from good, shield of faith*; 2nd - *augury, calm emotions, death knell**, *desecrate, enthrall, hold person, resist energy, zone of truth*; 3rd - *animate dead**, *bestow curse, cure serious wounds, prayer, remove curse, remove disease, speak with dead*; 4th - *cure crit-*

ical wounds, discern lies, divination, divine power, ethereal flame, fog of fear, neutralize poison*; 5th - *atonement, break enchantment, flame strike*, greater command, raise dead, symbol of sleep*; 6th - *create undead*, greater dispel magic, heal, second life, symbol of fear, symbol of persuasion*; 7th - *bind spirit, blasphemy, power word blind*, regenerate*; 8th - *create greater undead*, discern location, eternal repose*; 9th - *spiritual horde, wail of the banshee**.

* Domain spell. Domains: Death (The cleric may use a *death touch* once per day. The *death touch* is a supernatural ability that produces a death effect. The cleric must succeed at a melee touch attack against a living creature. If successful, the cleric rolls 1d6+12 and if the total equals or exceeds the creature's current hit points, it dies with no saving throw) and War (Free Martial Weapon Proficiency and Weapon Focus with deity's favored weapon).

Possessions: *Medallion of the One God, +5 unholy flail, +5 moderate fortification half-plate mail.*

Much of Mina's life is cloaked in mystery. Where she came from, who her parents were, what happened to them—no one knows the answers to these questions and perhaps never will.

Certainly it seems as if Queen Takhisis had an influence in Mina's life that perhaps extended from that life's inception. Mina was a young girl when she was found washed up on the shores of Schallsea, the island where Goldmoon had founded her Citadel of Light, in order to teach the newly discovered healing magic known as mysticism.

Goldmoon was the ancient foe of Queen Takhisis, who long believed that it was Goldmoon who was in part responsible for the Dark Queen's defeat during the War of the Lance. Thus it seems unlikely that it was only sheer coincidence that the girl who was later to become the disciple of Takhisis should be adopted in Goldmoon's household. There can be no doubt that Takhisis hoped to use Goldmoon's love for Mina to break Goldmoon's heart and her spirit. As always, Takhisis failed to see that love is a strength, not a weakness. Mina's love for Goldmoon eventually proved to be the Dark Queen's undoing.

Mina was taken into the orphanage of the Citadel and quickly became everyone's favorite. A bright and intelligent child, Mina was forever questioning Goldmoon and the other mystics about their beliefs and philosophies. Mina was especially interested in stories of the old gods, particularly Goldmoon's story about how she had brought back word of the return of the gods to the people of Ansalon during the Fourth Age.

At age fourteen, Mina disappeared from the Citadel of Light. Her movements were traced to a ship that had docked there and most people in



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the Citadel came to believe that Mina had betrayed Goldmoon's trust and faith and run away. Goldmoon could not accept this and, at her insistence, efforts were made to track this ship and to try to find where it put into port. Strangely, the ship was never heard from again.

What happened to Mina in those intervening years from the age of fourteen when she first ran away to the age of seventeen when she appeared out of the heart of Takhisis's storm are not known. Mina never spoke of them. Knowing the nature of the Dark Queen, there can be little doubt that Takhisis appeared in her godly form to Mina, with the promise that she could become the second Goldmoon, bringing word of the return of the One God to Krynn. There is also little doubt but that Takhisis would have made Mina prove her faith by inflicting trials upon her, trials meant to test her courage and loyalty.

When Takhisis felt that she was ready to prepare the world for her return, she sent Mina, now armed with the godly power of the old clerics, back into the world. Mina appeared first to a group of dark knights in Neraka, a place long sacred to the Dark Queen. Mina performed her first miracle of healing, restoring the arm of Galdar, the minotaur.

Impressed, the dark knights quickly become her loyal followers, with Galdar as her second-in-command. Mina led her small band of followers to the city of Sanction, which had long been under siege by the dark knights. When it appeared that the Solamnic Knights would break the siege, Mina ordered her archers to fire on their own troops, halting a Solamnic advance with a wall of dead. Despite her exhaustion, Mina prayed over each of the fallen, commending the souls of the dead to the One God. She then brought the miracle of healing to the wounded, further winning their loyalty.

Guided by the hand of the One God, Mina marched south from Sanction to the elven lands of Qualinesti. Here she managed to enter the magical Shield raised by the Silvanesti to keep out the Dragon Overlords and to protect them from the suffering of the rest of the world. Unbeknownst to the elves, the Shield was, in truth, killing them. Mina and her small force were handily defeated by the elven army and Mina was "captured" by the elven Speaker, the youth, Silvanoshei.

Mina seduced Silvanoshei, encouraging him to fall in love with her. She revealed to him and the elves the truth behind the Shield, that it had been raised by the green dragon, Cyan Bloodbane, to further gain vengeance on the elves. Mina led the elves in battle against the green dragon, winning their admiration and approval. She persuaded the

Medallion of the One God

Given to Mina by the Dark Queen, this medallion crafted from pure *dragonsteel* is shaped to resemble the image of blank disk. This medallion acts in all ways as a *medallion of faith*, however, it grants its wearer a number of other additional powers:

- +5 effective spellcaster levels: the *medallion of the One God* grants any cleric of the One God an effective increase of +5 spellcaster levels (spells per day and caster level, but not other level-based benefits, such as HD, BAB, or other abilities).
- As long as the medallion is worn, the cleric receives a +6 profane bonus on all Charisma-based skill checks when dealing with individuals of an Evil alignment, a +4 bonus in dealing with individuals of Neutral alignment, and a +2 bonus with individuals of Good alignment. This bonus also comes into play when the individual is rebuking or controlling undead. In Mina's case, this bonus is also added to the DC to resist her Oration abilities as a righteous zealot.
- While worn, the medallion confers the following benefits upon the wearer at all times: *deathward* and *see invisibility*.

besotted Silvanoshei to lower the Shield. Forces of dark knights immediately marched into Silvanesti.

Mina enthralls the elves as she enthralled their king, healing their children of the wasting sickness and bringing them the promise of a "god" that will ease their suffering. The elves embraced her and she betrayed them, leaving Silvanesti to the dark knights, who began building prison camps and torture chambers.

Silvanoshei was rescued from the dark knights by his mother, Alhana Starbreeze, and her band of elven warriors. He was obsessed with Mina, however, and ran after her, leaving his mother to lie about his absence to her people.

Mina traveled to the Tower of High Sorcery in Palanthas, where she planned to meet with her adoptive parent, Goldmoon. Mina hoped to persuade Goldmoon to worship the One God. Goldmoon realized the true identity of the One God, however, and refused to serve Takhisis, although the goddess promised her renewed youth and beauty. The aged Goldmoon died in Mina's arms.

Mina was shocked and bewildered. She could not understand what had gone wrong. She was directed by Takhisis to seek out Dalamar the Dark and Palin Majere, who had been hiding in the Tower, witnessing events. The two also defied Takhisis. In her anger, Mina killed them both. Mina then discovered that the kender, Tasslehoff Burrfoot, has escaped.

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Takhisis was furious, for the kender possessed the magical time-traveling device with the power to upset all her plans. Takhisis blamed the kender's escape on Mina's preoccupation and grief over the death of Goldmoon. Takhisis inflicted a terrible punishment on Mina. Galdar witnessed this punishment. He reflected on all Mina had done for this One God and he begins to think that a god who can be so unjust is not a god he particularly wants to follow.

Mina had no choice but to keep the souls of Palin and Dalamar tethered to their bodies, so that they could identify the kender, for no one else knew him. She took their souls and the body of Goldmoon, encased in amber, with her on her journey of conquest, that stretched from Solanthus across Solamnia and ended in Sanction, where she ended the siege and conquered the city.

Even in the absence of the gods, the forces of good had been at work against Takhisis. She ordered the souls of the dead to steal the magical totem from the Dragon Overlord, Malystrix, and bring it to Sanction. Takhisis planned to use the powerful totem to focus her energy, preparing her way onto the mortal plane. As Mina and Galdar battled the enraged dragon, the spirit of Palin, working with the blind silver dragon, Mirror, took advantage of the Dark Queen's preoccupation with the battle to destroy the totem, greatly weakening the goddess.

Takhisis abandoned Mina, leaving her to fight the dragon without aid. Despite that, Mina managed to slay Malystrix, although she is mortally wounded. Galdar foresaw that Mina would be honored down through the ages for her sacrifice and he is glad. The minotaur expected her to die a hero and a warrior.

Takhisis realized that she needed Mina, and the goddess appeared—ready to “forgive” Mina for her transgressions. She restored Mina to health, as Galdar watched in helpless rage.

Mina made preparations to welcome the One God into the world, but at this juncture, her plans started to go awry. Hearing word that their Speaker, Silvanoshei, was being held prisoner by Mina, the elven army marched to Sanction to free him. They were joined by Solamnic Knights and metallic dragons, recently freed from their lunar prison.

In the interim, the gods discovered that Takhisis betrayed them and they find their missing world. The gods passed judgment on the goddess and, with the sacrifice of Paladine, the judgment came to pass. As Takhisis prepared to enter the world, she discovered to her horror that she had been stripped of her godhood. She was made mortal. Her brother, Paladine, also took mortal form and thus the balance was maintained.

Takhisis once again blamed Mina and prepared to take her revenge upon the girl. Mina was ready to die for her Queen, but Silvanoshei defended her. Seizing hold of the shattered remains of a *dragonlance*, Silvanoshei slew Takhisis. Mina turned upon the elven king in fury and slew him. Picking up the body of her dead queen, Mina walked into the night, first vowing vengeance on Paladine and all those who walk in the light.

What has happened to Mina now? Did she raise up the tomb to the Dark Queen? If so, where? What is Mina doing now? Is she enacting her vengeance against the mortal Paladine? Has she been recruited by another god? Does she travel alone or with the loyal minotaur, Galdar. None know the answer to these questions except Mina herself, and she has disappeared.



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"Something has them frightened," cried the Lioness. Lifting her gaze skyward, she pointed. "There, Blessed E'li! There!"

Light flared above them, light so brilliant that it seemed to catch the sun and drag its bright ways into the valley, banishing the shadows. At first, Gilthas thought that some miracle had brought the sun to the elves, but then he realized that the light was reflected light—the sun's rays shining off the scales of the belly of a golden dragon.

The Gold dived low, aiming for the side of the mountain that was thick with ogres. At the sight of the resplendent dragon, the marching ranks of the enemy dissolved into a jumbled mess. Mad with terror, the ogres ran up the mountainside and down and even sideways in their panicked effort to escape.

The dragon blasted the hillside with a fiery breath. Jammed together in knots of fear, the ogres died by the hundreds. Their agonized screams echoed among the rocks, screams so horrible that some of the elves covered their ears to blot out the sound.

The Gold sailed up and over the mountain. Smaller silver dragons flew in behind, breathing killing hoarfrost that froze the fleeing ogres, froze their blood, froze their hearts and their flesh. Hard and cold as rock, the bodies toppled over, rolled down into the valley. More golden dragons flew to the attack, so that the sky was aflame with the glitter of their scales. The ogre army that had been racing down gleefully upon their trapped enemy was now in full retreat. The dragons followed them, hunted them down wherever they tried to hide.

Dragons of a Vanished Moon
Margaret Weis and Tracy Hickman

There exists a strange and startling array of creatures both fair and foul in the world of Krynn. Some of these creatures are natural, but many monsters came into being long ago because of the Chaos-infused Graygem that wrought many changes across the land.

When Chaos was released from his prison within the stone millenia later, his power stretched out, creating countless new beasts and monstrosities, and although he was eventually defeated and cast out of the world, the impact he had is one that will be felt for countless generations to come.

Although Ansalon is a relatively small continent, it displays a wide variety of climates and terrains that are home to more than humans, elves, and ogres. Chaos was not the only one to create monsters, nor shall he be the last to do so. From the draconians created at the bequest of the Dark Queen to the twisted sea creatures of Zeboim and the undead minions of Chemosh, many creatures never before seen emerged beneath the pale light of the new sun, and though the sun and moons have returned, these creatures have secured a foothold in the world that will not be easy to dislodge.

BOUND SPIRIT TEMPLATE

Bound spirits are souls of the dead who have been prevented from moving along the River of Souls, usually because of magic cast upon them that binds them to the mortal realm.

Bound spirits are ethereal creatures, resembling how they appeared in life, although a thin, ephemeral chain stretches from their bodies, disappearing into the ethereal world. This ephemeral chain is similar to the silver cord projected by astral travelers.

Bound spirits are often mistaken for ghosts, which is not far from wrong. Bound spirits that are released from their binding, either through the destruction of the vessel that binds them to the mortal plane, or through the application of magic, can sometimes become true ghosts, imbued with an undying hatred of the living, who they view as responsible for their suffering.

CREATING A BOUND SPIRIT

"Bound spirit" is a template that can be added to any living aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, or shapechanger. The creature (referred to hereafter as the "base creature") must have a Charisma score of at least 6. The creature's type changes to "undead." It otherwise uses all the base creature's statistics and special abilities, except as noted here.

Hit Dice: Increase to d12.

Speed: Bound spirits have a fly speed of 30 feet (unless the base creature has a higher fly speed) with perfect maneuverability.

AC: Natural armor is the same as the base creature, but applies only to ethereal encounters. When the bound spirit manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attacks: The bound spirit retains all the attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures.

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Damage: Against ethereal creatures, a bound spirit uses the base creature's damage ratings. Against nonethereal creatures, the bound spirit cannot deal physical damage at all, but can use its special attacks (if any) when it manifests (see below).

Special Attacks: The bound spirit retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The bound spirit gains the following special attacks described below, dependent upon the base creature's HD when it was transformed. Saves have a DC of $10 + 1/2$ bound spirit's HD + bound spirit's Charisma modifier, unless noted otherwise.

Manifestation (Su): All bound spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, bound spirits become visible but remain incorporeal. However, a manifested bound spirit can strike with its touch attack or a ghost touch weapon. A manifested bound spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes. When a spellcasting bound spirit is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting bound spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally, unless the spells rely on touch. A manifested bound spirit's touch spells don't work on material targets.

Telekinesis (Su): By using a full-round action, a bound spirit can use telekinesis once per round, as cast by a sorcerer whose level equals the bound spirit's HD or 10, whichever is greater.

Frightful Visage (Su): As a free action, the bound spirit can manifest in a frightful form. All living creatures within a 30-foot spread must succeed at a Will save or be panicked for 2d4 rounds. This is a mind-affecting necromantic fear effect. A creature that successfully saves against the fearful visage cannot be affected by the same ghost's fear attack for one day.

Magic Drain (Su): Bound spirits of 4 or more HD are able to drain the magic from creatures and objects. A bound spirit's touch attack can drain away 1 level worth of spells from a spellcaster per level/HD of the bound spirit, or drain an amount of magical potential from a magic item equal to the bound spirit's level/HD + bound spirit's Charisma modifier. Spellcasters in the midst of casting a spell, or a magic item struck, is allowed a Fortitude save to mitigate the effects of the magic drain.

Malleable Visage (Ex): Bound spirits of 6 or more levels/HD are able to change their physical appearance when they manifest. A bound spirit can alter its physical appearance as if using an *alter self* spell—the bound spirit can assume the form of a creature the same type as their normal form (such as humanoid or magical beast). Bound spirits of 12 or more levels/HD can change their form as if using a *polymorph* spell (can appear as the same type as the bound spirit, or as any of the following types: aberration, animal, dragon, fey,



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giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin). The bound spirit's form is still ethereal and incorporeal when it manifests.

Corrupting Gaze (Su): A bound spirit of 8 HD or more can blast living creatures with a glance, at a range of up to 30 feet. Creatures that meet the bound spirit's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Possession (Su): Bound spirits of 10 HD or more are capable of possessing living creatures, temporarily inhabiting the body and controlling its actions. In order to attempt to possess a living creature, the bound spirit must make a full-round action and succeed with a successful touch attack while manifested. The creature struck is allowed a Will saving throw in order to resist the effect (DC 10 + 1/2 bound spirit's HD + bound spirit's Charisma modifier). If the victim succeeds the saving throw, the bound spirit cannot attempt to possess that creature again for a 24-hour period. If the victim fails the saving throw, the bound spirit enters the victim's body, taking active control of the victim for 1 hour per level/HD of the bound spirit. The effects of the possession mimic the effects of a *magic jar* spell.

Special Qualities: A bound spirit has all the special qualities of the base creature and those listed below, and gains the undead type and the incorporeal subtype.

Rejuvenation (Su): In most cases, it's difficult to destroy a bound spirit through simple combat. The "destroyed" spirit will retreat to its vessel, reforming itself completely within 2d4 days. Even the most powerful spells are often only temporary solutions. A bound spirit that would be otherwise destroyed returns to its vessel with a successful level check (1d20 + bound spirit's level or HD) against a DC of 15. The only means of destroying a bound spirit requires that its vessel first be destroyed.

Turn Resistance (Ex): A bound spirit has a +2 turn resistance. If within 30 feet of its vessel, the bound spirit's turn resistance increases to +4.

Saves: Same as the base creature.

Abilities: Same as the base creature, except that the bound spirit has no Constitution score, and its Charisma score increases by +4.

Skills: Bound spirits receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise, same as the base creature.

Feats: Same as the base creature.

Environment: Any land and underground.

Organization: Solitary

Challenge Rating: Up to 3 HD, as base creature +1

4 HD to 7 HD, as base creature +2

8+ HD, as base creature +3

Treasure: None (except for vessel, see below)

Alignment: Any

Advancement: Same as the base creature.

Level Adjustment: Same as base creature +4

THE BOUND SPIRIT'S VESSEL

To create a bound spirit, the soul of a recently deceased creature must be magically bound to a physical vessel. The vessel binds the spirit to the mortal plane, creating a tether that prevents it from moving along the River of Souls.

The vessel of a bound spirit must be a non-living object. This can be the spirit's original body, although the skull must be completely intact for the body to be used. If an object other than the spirit's original body is used, the object must be valuable, worth at least 100 gp for every level/HD possessed by the creature to be bound.

Unless a bound spirit's vessel is found and destroyed, the bound spirit cannot be truly killed. It will reform, completely rejuvenated, within 2d4 days after being defeated.

The vessel provides another weakness to a bound spirit. Whoever physically controls the vessel can exert control over the bound spirit. As long as the vessel is held, worn, or otherwise controlled by a living creature, they can command the bound spirit as if a control undead spell has been successfully cast upon the bound spirit. The bound spirit need not be present for the individual to exert control, for the focus of communication and control rests with the vessel itself.

BOUND SPIRIT EQUIPMENT

Like a ghost, when a bound spirit is created, all its equipment and carried items usually become ethereal along with it. In addition, the bound spirit retains 2d4 items that it particularly valued in life (provided that they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better enchantment, however, can harm material creatures when the bound spirit manifests, and enchanted weapons can harm the bound spirit.

The original material items remain behind, just as the bound spirit's physical remains would. If another creature seizes the original, the ethereal copy fades away. This invariably angers the bound spirit, who stops at nothing to return the item to its original resting place.

SAMPLE BOUND SPIRIT

This example uses a 7th-level human rogue as the base creature.

Eramis Fabron

Medium Undead (Augmented Humanoid) (Incorporeal)

Hit Dice: 7d12 (45 hp)

Initiative: +7 (Dex, Improved Initiative)

Speed: Fly 30 ft. (perfect) (6 squares)

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AC: 14 (+3 Dex, +1 deflection), touch 14, flat-footed 13; or 17 (+3 Dex, +4 masterwork studded leather), touch 13, flat-footed 14

Base Attack/Grapple: +5/+6

Attack: Incorporeal touch +5 melee or +6 against Ethereal foes (magic drain 7 levels or 8 potential); or masterwork rapier +7 melee (1d6+1/18-20); or masterwork shortbow (1d6/x3)

Full Attack: (Same as above)

Space: 5 ft. by 5 ft./5 ft.

Special Attacks: Sneak attack +4d6, manifestation, telekinesis, frightful visage, magic drain, malleable visage (alter self).

Special Qualities: Evasion, trapfinding, uncanny dodge (Dex bonus to AC, can't be flanked), trap sense +2, rejuvenation, turn resistance.

Saves: Fort +4, Ref +9, Will +3

Abilities: Str 12, Dex 16, Con -, Int 14, Wis 10, Cha 12.

Skills: Appraise +10, Balance +9, Bluff +11,

Climb +6, Decipher Script +8,

Diplomacy +11,

Disable Device

+11, Disguise +9,

Escape Artist

+8, Hide +11,

Intimidate +9,

Listen +7, Open Lock +8, Search +8,

Sleight of Hand +13, Spot +9.

Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 9

Treasure: None (vessel, see below)

Alignment: Chaotic neutral

Advancement: By character class

Level Adjustment: +4

The saving throws against this bound spirit's abilities have a DC of 14.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Eramis Fabron was a famed cat-thief of Palanthis, until he choose to steal from the wrong person—a renegade wizard who placed a great value upon his amulets. One of his most valuable amulets was actually a trap—any living creature that touched the amulet would be instantly killed by a backlash

of magical energy, then their spirit permanently bound to the amulet. Eramis happened to be the one who touched the amulet.

For many years, Eramis was the wizard's hapless servant, sent constantly to bedevil the renegade's enemies, stealing important information and reporting back to the wizard. When the Chaos War ended, however, the renegade was left without his power. The sly Eramis secretly contacted some of his old allies in the Palanthis underworld, getting them to raid the wizard's secret lair, avenge his death and make off with the loot—including the amulet, although the thieves had no idea what they held, and Eramis refused to tell them his secret.

Now, Eramis operates his own small thieves guild, a band of thieves who answer to the bound spirit, without realizing that the amulet that would enable them to control him lies hidden in his sewer lair.

OGRE TITAN

Titans are ogres that have undergone a magical transformation, which changes them into beings of incredible power, inhuman beauty, and unsurpassed cruelty.

Through the use of a dark ritual, imparted to an ambitious ogre-mage by a vision sent to him by the Dark Queen, those descended from the ogres of old can transform themselves into beings of seemingly unsurpassable power and beauty—an idealized image of the original ogres, before the Fall.

Before the transformation, or the "Rebirth" as it is called by Dauroth, the ogre-mage to whom the secrets of the dark ritual had been imparted, the ogre is like any other. However, after the Rebirth, the ogre titan stands more than fifteen feet tall, with skin as pure a blue as the summer sky, stretched taut over a highly muscular body. Their hands become graceful and articulate, with sharp black talons at the tip of each finger. A five-inch long, forward-hooking spur of bone protrudes from the titan's elbows. The titan's features become beautiful and refined, similar to an elf's, although without any of the delicacy. The titan's eyes become upswept, typically turning a shade of golden yellow, lit by some inner light. And the titan's mouth, comely when closed, conceals a double row of shark-like teeth.



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More than the physical transformation, however, is the inner change the ogre undergoes. The strength of the titan's mind increases many times over, giving them an inhuman intellect capable of processing thoughts and plans with startling speed. The titan is also imbued with the potential for powerful magic, although if the ogre did not study magic before the transformation (whether as a shaman or whether they were an ogre-mage), the titan must study and work to master this newfound talent for "titan magic."

Thus far, with the exception of Dauroth, only true ogres have undergone the Rebirth. With his heritage as an ogre-mage, Dauroth's magical talents amongst the titans are unsurpassed. No half-ogre, minotaur, or Irda has been offered the opportunity to undergo the Rebirth, so it is uncertain what effect the ritual would have upon them.

CREATING A TITAN

"Titan" is a template that can be added to any ogre (ogre, minotaur, ogre-mage, Irda, or half-ogre). The creature (referred to hereafter as the "character") must have a Constitution score of at least 12 in order to survive the transformation process. The character's type changes to "Monstrous Humanoid [Ogre]." It otherwise uses all the character's statistics and special abilities, except as noted here.

AC: Natural armor improves by +4.

Attacks: Same as the character; 2 elbow-spur attacks at base attack

Damage: Same as the character; elbow-spurs deal 1d6 points of damage, modified by Strength.

Special Attacks: The titan retains all the special attacks of the character and also gains a number of other abilities. Unless otherwise noted, all saving throws against a titan's innate abilities is a DC of 10 + 1/2 titan's HD + titan's Charisma modifier.

Awe-Inspiring Presence (Su): The mere presence of a titan can have an incredible effect upon those around him. Ogres and half-ogres (including ogre-mages, but not minotaurs or Irda) within a 30-foot radius + 10 ft. per Charisma modifier of the titan, must make a Will save, or else be *charmed* (as per *charm person*) by the titan. While *charmed*, the affected individuals receive a morale bonus equal to the titan's Charisma modifier on saving throws against charm and fear effects, and to both attack and damage rolls, for as long as they remain within the area of effect. Non-ogres (including minotaurs and Irda) that enter the area of effect must make a Will saving throw as well, or else shaken for as long as they remain within the titan's aura. If directly confronted by the titan, shaken characters must make another saving throw, or else become panicked.

Necromantic Talent (Su): Because of the nature of the ritual of Rebirth, all ogre titans are imbued with necromantic energy. They receive a +4 natural bonus to all saving throws to resist necromantic effects (including *energy drain* and the like). Any necromantic spell they cast has a +2 bonus to the DC to resist the spell, and they gain a +2 bonus on caster level checks to break through spell resistance when casting a necromantic spell.

Stone and Steel Shaping (Su): As a full-round action, an ogre titan can use *stone shape* as a 9th-level sorcerer. The titan can use this ability at will, but it requires their complete concentration when they do so. Also, unlike the spell, they are capable of finer manipulation of stone into more complex designs, with a successful Intelligence check (DC determined by the complexity of the design).

Soul Blast (Su): At will, an ogre titan can create a *magic missile*-like attack, summoning forth a blast of magical energy that strikes unerringly. Each summoned missile does 1d4 points of damage, however, each missile fired drains an equal amount of hit points from the ogre titan. For example, the titan fires 3 *soul blasts*, rolling 2, 3, and 4 points of damage respectively, but he immediately suffers a loss of 9 hit points.

Special Qualities: An ogre titan has all the special qualities of the character, plus the following abilities:

Heightened Senses (Ex): Titans have extremely acute senses, giving them a +10 racial bonus to Listen, Search, and Spot checks. Titans also gain low-light vision, able to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions. In total darkness, a titan possesses darksight with a range of 30 feet.

Inscrutable Intellect (Su): The alien mindset of titans makes them incredibly resistant to spells or effects that influence their minds. They receive a +6 racial saving throw bonus against enchantment spells or effects.

Titan Language (Su): Titans speak a strange tongue they claim is ancient ogre, although it only bears a passing similarity to that dead tongue. All titans are given the gift of this language during their transformation, however, others have a difficult time with the language. Learning the language as a skill requires 4 skill slots to be expended on the skill, while understanding or speaking the language through magic (such as *comprehend languages* or *tongues*) must make an Intelligence check (DC 20) each round in order to understand or speak the language.

Saves: Same as the character

Abilities: Increase from the character as follows: Str +6, Dex +4, Con +4, Int +8, Wis +4, Cha +10.

Skills: Titans receive a +8 racial bonus to Concentration, Intimidate, Knowledge (arcane), Knowledge (history), and Sense Motive.

Feats: Same as the character

Environment: Any land

Organization: Solitary,

Challenge Rating: Same as the character +2.

Treasure: Double standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +6

TITAN CHARACTERS

Regardless of the favored class of the original character, an ogre titan's preferred class is sorcerer. The process of becoming an ogre titan is an act of unspeakable evil and can only be undertaken by a character's own free will. The ogre titan retains all class abilities it had in life.

THE TRANSFORMATION

The Rebirth requires a number of rare components, in addition to the incredible amount of magical energy necessary to trigger the transformation. The most vital ingredient, however, is both the most difficult to obtain and the most vile. In order to trigger the initial transformation, the spell requires the pure blood of ten adult elves. The blood must be fresh, no more than three hours old, and it must be placed within a specially prepared cauldron large enough to hold the ogre to be changed. Unfortunately, the sheer amount of blood required is more than enough to ensure those elves used for the ritual are dead.

The cauldron serves as the foci for the spell, placed above a pit of burning pitch, into the mixture of blood, other rare and exotic ingredients must be included: quartz taken from the Valley of Crystal, precious and rare gemstones, night-blossoming lilies from Nightlund, and other strange ingredients. Once the mixture is brought to boiling, it must be infused with raw magic, which drains the caster almost completely of all magical energy for 24 hours.

Once the brew is prepared, the would-be ogre titan steps into the cauldron, submerging their body completely beneath the surface of the mixture. Instantly, as the spell is completed, the ogre's body absorbs all of the infused blood into their body, a process that causes incredible pain. The ogre must have a Constitution score of 12 or higher in order to survive the process, and even then, must make a Fortitude save (DC 18) or else die horribly during the transformation. Those that survive are instantly transformed into an ogre titan, stepping forth from the cauldron with a new body, a new mind, and a new sense of purpose.

MAINTAINING THE STATE OF GRACE

Unfortunately for the titans, the process of the transformation does not seem to be perfected yet. About 28 days after the transformation, the titan begins to suffer incredible muscle pains and splitting headaches (treat the titan as *sickened*, see *Dungeon Master's Guide*). Over the next few days, they slowly begin to revert back as the Curse begins to reassert itself. The back begins to stoop, sores and pustules erupt across the body, and the titan's face begins to become misshapen and hideous once again. Within five days, the titan completely reverts back to their "normal" form, bearing the hideous marks of the process that makes them outcasts even to the other ogres. Known as the "Fallen," this is a fate that all titans fear.

There are two solutions that Dauroth has discovered to hold off the "degeneration," as the titans call it. The first is to repeat the ritual of Rebirth, but that requires the fresh blood of ten elves. Fortunately for the titans, Dauroth has discovered a way to maintain the transformation, without the full ritual. Through experimentation and research, he has been able to create an elixir that will hold off the degeneration for a month. As long as it is taken regularly, the titans can retain their forms indefinitely. The elixir only requires the blood of a single elf, and it need not come entirely from the same elf, so unfortunate elves prisoners that fall into titan hands find themselves regularly bleed, but never to the point of release. Only Dauroth knows the proper way to create this elixir, which secures his power amongst the titans. The elixir can be created and maintain its power for up to a year, but Dauroth ensures that his control over the elixir, and thus his control over the titans, remains unassailable.

THE FALLEN

An ogre titan who undergoes the degeneration does not simply revert back to their original form. Instead, the ogre bears not only the physical scars of the wrenching transformation, but indeed is tainted deeply by the horrifying ritual involved. A fallen ogre loses all benefits of the titan template, additionally suffering a permanent -4 Strength, -6 Constitution, -4 Intelligence, and -8 Charisma. Although their minds no longer truly grasp the same concepts and ideas that they once had as titans, they have the memory of it all. They know they once stood over all other ogres, but now they are the lowest of them all. Many self-destruct, finding some way to die and free themselves from the memories. A few try and "earn" their way back to greatness, but usually, Dauroth refuses to even entertain the thought, for it is typically his choice that the titan has fallen for some slight or mistake they made.



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SAMPLE TITAN

Chief Donnag

Large Monstrous Humanoid

Hit Dice: 4d8+12d10+5d4+126 (222 hp)

Initiative: 7 (+4 Improved Initiative, +3 Dex)

Speed: 40 ft. (8 squares)

AC: 30 (+9 natural, +3 Dex, +8 *breastplate*)

Base Attack/Grapple: +17/+32

Attack: Large greatsword +32 melee (3d6+14/19-20 and 1d10 *flaming burst*) or elbow-spur +28 melee (1d6+11)

Damage: Large greatsword +32/+26/+21/+16 (3d6+14/19-20 and 1d10 *flaming burst*) or elbow-spur +28/+23 melee (1d6+11)

Space: 10 ft./10 ft.

Special Attacks: Awe-inspiring presence, necromantic talent, stone and steel shaping, soul blast, spellcasting

Special Qualities: Heightened senses, inscrutable intellect, titan language, spellcasting, fire resistance 30 (*breastplate*)

Saves: Fort +21, Ref +13, Will +13

Abilities: Str 32, Dex 16, Con 23, Int 16, Wis 15, Cha 19

Skills: Bluff +11, Concentrate +19, Diplomacy +10, Intimidate +24, Knowledge (arcana) +16, Knowledge (history) +16, Listen +19, Spellcraft +6, Sense Motive +10, Search +13, Spot +16, Swim +12

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Diehard, Endurance, Great Cleave, Improved Initiative, Improved Unarm Strike, Leadership, Persuasive, Power Attack, Spell Focus (conjuration), Weapon Focus (greatsword)

Environment: Any land

Organization: Solitary or band

Challenge Rating: 23

Treasure: Double standard

Alignment: Neutral evil

Advancement: By character class

The ruler of Bloten, Chief Donnag was a sly, cunning ogre who united the factitious ogre tribes in order to combat the rising threat of the Dragon overlords. Unfortunately, the vain and power hungry ogre was already feeling the approaching of death as he got older. In his greed, he eagerly accepted Dauroth's offer to transform him into a titan, hoping for not only incredible power but eternal youth. He got both, as long as he continues to drink the foul potion of Dauroth's concoction.

Donnag is utterly and completely loyal to Dauroth, to the point of fanaticism. Tall, inhumanly beautiful, invigorated with raw power, he is working hand in hand with Dauroth to create a nation that will proclaim the glory of the ogre titans forever.

Combat

Donnag is a 12th-level fighter and a 5th-level sorcerer. The DC of the saving throws to resist Donnag's titan abilities is 24, while the saving throw against his sorcerer spells is DC 14 + spell level.

Spellcasting: Sorcerer spells (6/5/3): 0 – *daze, detect magic, message, prestidigitation, ray of frost, read magic*; 1st-level: *mage armor, magic missile, obscuring mist, ray of enfeeblement, shield, summon monster I*; 2nd-level: *fog cloud, misdirection, summon swarm, web*.

Magic Items Carried: +3 *large flaming strike greatsword*, +3 *golden greater fire resistance breastplate*, +2 *cloak of resistance*, *ring of regeneration*, *necklace of adaptation*.

DRAGONS & DRAGON OVERLORDS

Dragons are the first children of the gods, created during the Age of Dreams, before the gods created elves, humans, or ogres. Created with an inherent bond to the natural world, they are creatures of incredible power, both physically and magically. On Krynn, there are ten primary dragon clans, divided into the five metallic clans of Good and the five chromatic clans of Evil. The metallic clans honor Paladine as their father, revering him as the Platinum Dragon who lovingly fashioned them from the earth. The chromatic clans worship Takhisis, the Dragon of All Colors and of None, the five-headed dragon who is both mother and goddess.

Throughout history, just as Paladine and Takhisis clashed in the celestial heavens, their children clashed in the skies. These wars have always wrought great change upon the world, and afterwards, the dragons retreat to their lairs to lick their wounds, bury and honor their dead, and to rest and regain strength for the next battle. There were certain rules and conventions honored by both factions, based upon an Oath pressed upon the metallic dragons when the chromatic dragons, at the bequest of their Dark Queen, stole the eggs from the resting metallic dragons in order to hold them ransom. The Oath kept the metallic dragons from interfering during the early War of the Lance, until it was discovered that the chromatic clans had already shattered the Oath when the captured metallic dragon eggs were used to create draconians.

Following the War of the Lance and the Chaos War, dragons of both factions were prepared to retreat from the world for awhile, to regain their strength once more, but then came a new threat,

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the first to ever truly mark the members of both factions as equal prey—the arrival of the alien dragons.

Scholars have been unable to discover the name of this so-called “alien world” that the strange new dragons came from. Indeed, at first it was believed that the dragons had actually come from an unknown continent across the ocean. All that is known is that the dragons native to that world are far larger than Krynn’s native dragons, even the youngest amongst them larger and stronger than the most aged great wyrms of Krynn. The native dragons were easy prey for the alien dragons, who revealed that it was possible to catch the soul of a departing dragon and use it to become more powerful, destroying the soul in the process. The alien dragons also brought with them the knowledge of how to craft *skull totems*, which enabled them to use those souls to grow ever stronger, enabling them to retain their great size, to shape the land at their whims, and to warp the bodies and minds of lesser races in order to create slaves.

The Dragon Purge resulted in the death of a great percentage of the native dragon population. Scholars estimate that more than half of the dragons were killed, decimating both the metallic and chromatic clans.

Five alien dragons rose above all the other dragons, setting themselves as Dragon Overlords. For decades, these terrifying, evil dragons ruled most of the continent of Ansalon, growing fat and bloated upon the riches of the land. During the War of Souls, however, these Dragon Overlords who had styled themselves as gods, discovered that they were not the top predators as they had believed. The prophet of the One God swept across Ansalon on an unholy crusade, and by the end of the War, three of the five Overlords were dead and the other two barricaded themselves in their realms.

With the return of the gods, it is believed that the gods have sealed the pathways through the spirit realms that enabled the alien dragons to find

Krynn. Only those alien dragons that found their way to the world before the War of Souls remain. That path that the dragons of both factions will take in the future is unclear, but there seems to be an uneasy truce of sorts between them, a truce that will hopefully enable them both to somehow fight off possible extinction.

DRAGON, ADVANCED

Dragons have twelve age categories, from wyrmling to great wyrm.

The creation of *skull totems*, however, enables a dragon to increase in power above and beyond the powers even displayed by great wyrms.

A g e

Category: A standard dragon gains one “virtual age category” for every 3 Hit Dice it gains beyond the great wyrm stage. A 61-HD red dragon, with 21 more Hit Dice than a standard great wyrm, has gained seven virtual age categories, meaning its effective age category is nineteen. Abilities that function once per day per age category or otherwise use the dragon’s age category as part of a calculation use this adjusted number.

Size: One important element of dragon advancement is increasing size. The dragons that don’t reach Colossal size by the great wyrm stage can never reach it according to the standard advancement rules. When advancing a dragon, consider its basic size group: lesser (white, black, brass, and copper dragons), ordinary (green, blue, and bronze dragons), greater (silver, red, and gold). A dragon that is Tiny as a wyrmling is in the lesser group, a dragon that is Small as a wyrmling and never reaches Colossal size is in the ordinary group, and a dragon that is Small to Large as a wyrmling and reaches Colossal by the great wyrm stage is in the greater group.

A lesser dragon becomes Colossal when it gains two age categories (6 HD) beyond great wyrm. It increases to Colossal+ when it gains an additional four age categories (12 HD). Thus, a white great wyrm reaches Colossal at 42 HD and



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Creation of Spawn

Few have witnessed the spawning ceremony and walked away to relate its horrid events. More appropriately, few have walked away without scales. Victims of the spawning process are often changed both physically and mentally. Though they retain their identity and memories, the personalities of most victims are radically changed, acquiring more draconic and feral aspects. This dynamic change in personality originally led mystics and sorcerers to believe that a duplicate draconian spirit replaced the victim's soul.

Discovered by Khellendros the Blue, the spawning ritual requires the blood of a draconian and some physical catalyst donated by the dragon performing the ritual such as blood, scales, tears, etc. Only the Dragon Overlords, with their skull totems, have been able to create dragonspawn, although a few of the other dragons have tried to create their own spawn, none of them have been successful.

At one time, up to 50 Hit Dice worth of humanoids may be transformed by the ritual, although afterwards, the Overlord must rest for one hour per HD of creatures transformed. Upon the successful completion of this ritual, targets must make two saving throws. While the physical transformation is inevitable, the target must succeed at a Will saving throw (DC 10 + 1/2 dragon's HD + dragon's Charisma modifier) or have their alignment change to the appropriate of the spawn variety. If the first saving throw is failed, a second Will save (same DC) is required to avoid falling under the control of the caster.

The variety of dragonspawn created is reflexive of the color scale used as a component.

Colossal+ at 54 HD, while a bronze great wyrm becomes Colossal at 45 HD and Colossal+ at 57 HD.

An ordinary dragon becomes Colossal when it gains one age category (3 HD) beyond great wyrm. It becomes Colossal+ when it gains an additional four age categories (12 HD). Thus, a green great wyrm reaches Colossal size at 41 HD and Colossal+ at 53 HD, while a bronze dragon becomes Colossal at 42 HD and Colossal+ at 54 HD.

A greater dragon becomes Colossal+ when it gains four age categories (12 HD) more than it needed to reach the Colossal size. Thus, a silver or red dragon becomes Colossal+ at 52 HD, and a gold dragon becomes Colossal+ at 50 HD.

Armor Class: A dragon's natural armor bonus increases by +1 for every Hit Die it gains beyond the great wyrm stage. (You can use this rule for lesser dragon advancement as well, since natural armor and Hit Dice always increase at the same rate.)

Breath Weapon: If a dragon's breath weapon deals damage, the damage typically increases by 2 dice for every virtual age category the dragon gains. The two exceptions are the brass and white dragons, whose breath weapon damage increases by only 1 die per age category. The saving throw DC against a dragon's breath weapon remains 10 + 1/2 the dragon's Hit Dice + its Constitution modifier.

Spell Resistance: For standard advanced dragons, spell resistance increases by 2 per additional age category.

Speed: When a dragon becomes Colossal, its fly speed increases by 50 feet and its maneuverability becomes clumsy. When it reaches Colossal+, its fly speed increases by another 50 feet, and its maneuverability remains clumsy. A dragon's land speed and other special movement types (swim, burrow, and so on) do not change.

Ability Scores: A great wyrm's Strength and Constitution scores both increase by +2 for every virtual age category the dragon gains. Its Dexterity remains unchanged. Its Intelligence, Wisdom, and Charisma increase by +2 for every two age categories the dragon gains.

Special Abilities: Dragons do not gain additional spell-like abilities, but their damage reduction continues to increase as they gain Hit Dice. The great wyrm's damage reduction increases by 5 for every two age categories it gains beyond the great wyrm stage and its DR type changes to Epic.

Caster Level: A great wyrm's caster level increase by 2 for every virtual age category the dragon gains. Advanced dragons gain the Improved Spell Capacity feat as a bonus feat once for every three caster levels above 20th.

Feats: Like ordinary dragons, advanced dragons receive one feat for every 4 Hit Dice they have. Feats gained after the dragon attains great wyrm status can be epic feats.

Challenge Rating: For standard dragons, CR increases by 2 per additional age category.

All other dragon statistics are as presented for dragons in general and specific dragon varieties in the *Monster Manual* and in other sources.

SKULL TOTEMS

The secret behind the Dragon Overlords' ability to access untapped reserves of raw power necessary to shape the landscape, to create dragonspawn, and other feats of magic beyond any seen outside the hands of the gods, lies in the creation of the grisly trophies of the Dragon Purge—the Totem of Skulls.

These *skull totems* are constructed from the desiccated skulls of dragons. The skulls come from dragons both chromatic and metallic, making no distinction between good and evil. It's the magic inherent to their being and the connection

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☞ Create Skull Totem ☞

The dragon is able to create a *skull totem*, granting the dragon access to an incredible amount of power.

Prerequisites: Dragon, Draconic Vampirism, spellcasting ability

Benefits: You are able to construct a *skull totem* and gain all the benefits thereof. The construction takes a minimum of ten skulls (one from each of the dragon clans) per power rank of the totem. Enchanting a *skull totem* takes one month per power rank desired and requires a permanent sacrifice of 2 HD times the power rank desired.

☞ Draconic Vampirism ☞

The dragon is able to absorb the fleeing life energy from a dragon as they lay dying, using the energy to temporarily increase their own strength.

Prerequisites: Dragon, spellcasting ability

Benefits: If you strike the killing blow against a dragon, you can attempt to absorb the dragon's soul as it departs its body. The spirit of the deceased dragon is allowed to make a Will save (equal to the DC of your breath weapon). If successful, you are unable to absorb the dragon's spirit. If the saving throw is failed, you absorb the essence.

The dragon killed must be able to cast spells (typically of adult age or higher). For every age category of the dragon killed, you gain one "virtual Hit Die." These virtual Hit Die increase your abilities just as if you had gained age, increasing your power and your size, although you do not age any. The effects, however, are only temporary. Each week, you lose one virtual Hit Die and decrease in power. Without a *skull totem*, the loss cannot be halted by any means.

Special: Without a *skull totem*, a dragon can only retain the virtual Hit Die temporarily.

☞ Undead Battery ☞

[Metamagic]

You can drain negative energy from undead in order to power your spells.

Prerequisite: Greater Spell Focus (necromancy), ability to use sorcery or mysticism, ability to cast 6th level necromancy spell.

Benefit: With a successful touch attack, you can attempt to drain an undead creature of its energy. The undead is allowed a Will save (DC 10 + your caster level + Charisma bonus) in order to resist the drain. Failure of the saving throw means that you drain 1 HD per your Charisma modifier from the undead. Undead that are drained to 0 HD must make another Will saving throw, or else be completely destroyed. Against ethereal/incorporeal undead, you must be able to physically touch them in order to drain them.

You can then use that stored energy to cast any spell you know, giving it the benefit of any other metamagic feat that you possess (such as Empower, Enlarge, etc.). For every point of stored energy that you expend, you reduce the required increase in effective spell level of the spell. For example, an empowered and enlarged *fireball* would normally take up the slot of a 6th-level spell (3rd level spell, +2 levels for empowered, +1 level for enlarged); by expending 3 levels of stored energy, you cast the spell as a 3rd-level spell, although it retains the benefits of both being empowered and enlarged. You do not need to be of a level high enough to cast the spell normally (i.e., you do not need to be able to cast 6th level spells in the above example), however, you can not spend more energy in a single spell than your Charisma modifier. You can store up to a maximum amount of energy equal to your character level + your Charisma modifier, although you will lose 1 level of energy every 10 minutes after it is absorbed.

between dragons and the world that is important, characteristics possessed only by those dragons native to Krynn.

The dragon, using the skulls of dragons that were killed in battle, constructs the totem. Malystrix discovered the secret of the construction of skull totems, but with surprising rapidity, other dragons fighting in the Dragon Purge discovered the secret on their own. The dragons of light, the metallic dragons, were disgusted by the discovery, but many of Krynn's native evil dragons quickly seized upon the opportunity to not only increase their own power, but in hopes that the power would offer them some protection against the marauding invaders from another world. Unfortunately, because none of the good dragons even began to construct a totem, they

were unable to match the desperation of either the evil dragons that were struggling to survive, or the ferocity of the invaders.

Construction of a Skull Totem

The *skull totem* is a macabre trophy. The skulls must come from a dragon that has at least reached adulthood; the skulls of younger dragons simply do not possess enough energy to complete the totem. As Malystrix and the other Overlords discovered, there must be a balance between the different energies. There must be at least one skull from each of the ten native dragon types of Krynn: black, blue, brass, bronze, copper, gold, green, red, silver, and white. The skull must be relatively fresh and intact, with little decaying to the



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brain within the cavity. The skulls must be arranged in a tall column, wide at the base and tapering to a point.

Creating a *skull totem* is a process that takes many years, for it not only requires the collection of the dragon skulls, but the dragon must slowly and carefully imbue it with a portion of their own essence. Once the totem consists of at least one skull from each of the ten dragon clans, and the proper ritual is completed, the totem begins to manifest its initial powers. Even after the totem is activated, the dragon can continue to add skulls to the totem, but unless the balance is maintained between the skulls from the ten clans, the totem's power doesn't noticeably increase.

When the *skull totem* is built and the final ritual is completed, the pillar of skulls flares to life. Once active, the eye sockets on each skull glow with a cool, unwavering illumination.

Powers of the Skull Totem

The potent magic inherent to each *skull totem* is truly what made each of the Dragon Overlords incredibly powerful, for in addition to their draconic abilities, the totem enables the dragon to call upon a number of powerful abilities.

The strength of the *skull totem* is determined by two factors: the number of skulls in the totem and the balance between the ten dragon clans. The most powerful totems have an equal distribution of the ten dragon clans. The addition of any skull to the totem will increase the totem's power, but if the balance is maintained, the power increases dramatically. The additional power of unbalanced skulls is a trickle compared to the torrent of maintaining a balance between the clans. It takes ten skulls of a single dragon type to make up for the lack of a skull of the appropriate type.

The power level of a skull totem is the number of dragon skulls divided by ten (rounded down).

Create Minions: The dragon is able to draw upon the power of the *skull totem* in order to imbue living creatures with their essence. The dragon can create both dragon vassals and dragon spawn. The dragon can create a total number of vassals and spawn equal to their HD times the power level of the *skull totem*.

Dragon Cohorts: The dragon is able to attract a number of dragons of the same clan. The dragon can attract a number of cohorts equal to the power level of their totem. The age of the dragon cohorts is determined by the following table.

DRAGON COHORTS

Power Level	Max Age Category of Dragon Cohorts
1	Young
2	Juvenile
3	Young Adult
4	Adult
5	Mature Adult
6	Old
7	Very Old
8	Ancient
9	Wyrms
10	Great Wyrms

A dragon can only attract one of the maximum age category indicated, no more than two dragons of an age category one less than the maximum, and so on.

Epic Power: The construction of a *skull totem* enables a dragon to gain power above and beyond even the legendary powers of the great wyrms. Each power level of a *skull totem* enables the dragon to gain and retain one "virtual age category" above that of great wyrms. The dragon gains all the benefits and powers of the advanced dragon template. Without a *skull totem*, no native dragon of Krynn can advance to the point of becoming an advanced dragon.

Legendary Leadership: The dragon gains a number of followers that they attract equal to their Leadership score times the power level of *skull totem*.

Realm-Sense: By calling upon the power within the *skull totem*, the dragon can *scry* (as per the spell) anywhere within a radius around their totem. The area that can be scryed is determined by the power level of the totem:

REALM-SENSE

Power Level	Radius of Scrying
1	100 ft./HD
2	1 mile/HD
3	2 miles/HD
4	3 miles/HD
5	4 miles/HD
6	5 miles/HD
7	10 miles/HD
8	50 miles/HD
9	75 miles/HD
10	100 miles/HD

Realm-Shaping: Perhaps the most potent power that a dragon gains from the *skull totem* lies in the ability of realm-shaping. The amount of area that a dragon can shape is determined by both the power level of the *skull totem* and the strength of the dragon (as determined by its HD).

In the area around the dragon's *skull totem*, the terrain and climate begin a slow, but inexorable mutation until it matches that of the ideal terrain for the dragon's type: icy glaciers and blizzards for white dragons; swampy bogs with torrential rain fall for black dragons; deep, verdant rain forests for green dragons; desert wastelands wracked by electrical storms for blue dragons; and volcanic peaks with dry, sweltering heat for red dragons.

The affected area is not perfectly spherical, instead the radius of effect provides a general area in which the dragon can exert control. As of yet, none of the Dragon Overlords ever reached the maximum affected area for realm-shaping, for only Malystrixx possessed a totem with the strength to alter such an enormous change.

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It takes about one day to shape ten square miles, beginning with the area immediately surrounding the *skull totem*. Once the shaping is complete, the dragon enters into a deep hibernation, as power is drawn from both the *skull totem* and from the dragon. The hibernation is so deep that anything less stimulating than physical pain will not allow the dragon to awaken. This hibernation lasts for two days per day spent realm-shaping.

The effects of the shaping remain in effect for as long as the dragon remains within the shaped realm and the *skull totem* remains intact and undisturbed. If either, or both, condition changes, then the realm will slowly begin to revert to its natural state. Unfortunately, the reversion is much slower than the transformation. For every power level of the *skull totem* used to shape the realm, it takes one full year for the shaping to revert back to its natural state.

Note: Already, the effects of the shaping in the former realms of Khellendros and Beryllintranox have begun to unravel as nature begins to reassert itself.



DRAGON, SEA

Dragon (Aquatic, Water)

Environment: Temperate and warm aquatic

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always neutral evil

Advancement:

Wyrmling 7-8 HD (Small); very young 10-11 HD

(Medium-size);

young 13-14 HD

(Medium-size);

juvenile 16-17 HD

(Large); young

adult 19-20 HD

(Large); adult 22-23

HD (Huge); mature

adult 25-26 HD

(Huge); old 28-29

HD (Huge); very

old 31-32 HD

(Huge); ancient 34-

35 HD

(Gargantuan);

wyrm 37-38 HD

(Gargantuan); great

wyrm 40+ HD

(Gargantuan)

Level adjustment:

Wyrmling +3; very

young +3; young

+5; others -

REALM SHAPING

Power Level	Maximum Area of Realm-Shaping
1	100 sq. ft./HD
2	500 sq. ft./HD
3	1000 sq. ft./HD
4	1 sq. mile/HD
5	2 sq. miles/HD
6	10 sq. miles/HD
7	25 sq. miles/HD
8	50 sq. miles/HD
9	100 sq. miles/HD
10	250 sq. miles/HD

Not considered by some scholars to be true dragons, sea dragons are in fact just as large, dangerous, intelligent and fearsome as their surface-dwelling cousins, and can rightly said to be lords of the ocean. They are vicious and predatory, taking great pleasure in capsizing seagoing vessels and dragging the wrecks to their lairs on the sea floor. Uninterested in most surface world affairs, they do not usually extend their activities beyond the ocean in which they are most at home. This combination of reclusive and savage behavior has earned them a reputation as somewhat mytho-

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logical even among other dragons, a force of nature that rises only occasionally from the deep to terrorize sailors.

Superficially similar to the dragon turtle, the sea dragon has a tough, armored shell covering its body. In place of legs, it has powerful paddle-like flippers ending in sharp thorny claws, and its sinuous snake-like neck and tail are crested in sharp barbed fins. It has a distinctively dragon-like head with a mouthful of teeth like a shark's, and its scales are very fine and variegated in color between black and green. As the sea dragon ages, its skin grows more and more mottled, and its shell builds up years and years of barnacle-like growths and mossy strands—making it all the more difficult to see when it is at rest, submerged and waiting for hapless sailboats and schooners.

Individual sea dragons sometimes surround themselves with sea life such as sharks, giant squid or giant crabs to serve as sentries or scouts. Others have been known to employ lacedons and other horrid creatures. Their lairs are most often caves in the walls of sea trenches or reefs, the hulls of sunken sailing ships, or ruins from empires and cities lost to the waves. Any sea dragon lair is guaranteed to be a source of great riches to those brave or foolhardy adventurers who survive finding one.

Sea dragons clash most often with bronze dragons and dragon turtles, both of which share the sea dragon's environment. Because of this, many sea dragons choose to lair as far away from coastlines as possible, where they can gather their hoards of sunken treasure and feed on deep-sea creatures or seaweed. They are feared among communities of sea elves, such as the Dimernesti, in whom they generate as much respect, awe and hatred as other dragons do in surface elves. Apart from these enemies, the sea dragon is on the top of the food chain in Krynn's oceans and is left alone by lesser marine creatures.

Sea dragons speak Common, Draconic and Aquan.

COMBAT

A sea dragon engages in combat with anyone entering its territory, especially ships and sailing vessels. Because it lacks wings and cannot fly, it typically begins an attack from below instead of above, capsizing a vessel and using its breath weapon on any crew or passengers. Thereafter it will use its powerful jaws and clawed front flippers on stragglers and swimmers, saving any spells and spell-like abilities for stronger opponents. Sea dragons who know they will be facing substantial opposition will often summon other

TABLE 6.1: SEA DRAGONS BY AGE

Age	Siz	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Atk	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	S	6d12+6 (45)	13	10	13	10	9	12	+6/+3	+8	+6	+5	+7	1d8 (14)	-
Very young	M	9d12+18 (76)	15	10	15	10	9	12	+9/+11	+11	+8	+6	+8	2d8 (16)	-
Young	M	12d12+24 (102)	17	10	15	12	11	14	+12/+15	+15	+10	+8	+11	3d8 (18)	-
Juvenile	L	15d12+45 (142)	19	10	17	14	13	14	+15/+23	+18	+12	+9	+13	4d8 (20)	-
Young adult	L	18d12+72 (189)	23	10	19	14	13	16	+18/+28	+23	+15	+11	+15	5d8 (23)	22
Adult	H	21d12+105 (241)	27	10	21	16	16	16	+21/+37	+27	+17	+12	+17	6d8 (25)	23
Mature adult	H	24d12+120 (276)	29	10	21	16	16	18	+24/+41	+31	+19	+14	+19	7d8 (27)	26
Old	H	27d12+162 (337)	31	10	23	18	17	18	+27/+45	+35	+21	+15	+21	8d8 (29)	28
Very old	H	30d12+180 (375)	33	10	23	18	17	20	+30/+49	+39	+23	+17	+23	9d8 (31)	30
Ancient	G	33d12+231 (445)	35	10	25	20	19	20	+33/+57	+41	+25	+18	+25	10d8 (33)	31
Wym	G	36d12+288 (522)	37	10	27	22	21	22	+36/+61	+45	+28	+20	+28	11d8 (36)	34
Great wyrm	G	39d12+312 (565)	39	10	27	22	21	22	+39/+65	+49	+29	+21	+29	12d8 (37)	35

TABLE 6.2: SEA DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	20 ft., swim 60 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Water breathing, immunity to fire, seasense	-	-
Very young	20 ft., swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18		-	-
Young	20 ft., swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21		-	-
Juvenile	20 ft., swim 60 ft.	+0	23 (-1 size, +14 natural), touch 9, flat-footed 23	<i>Scaly command</i>	1st	-
Young adult	20 ft., swim 60 ft.	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	<i>Capsize</i> , DR 5/magic	3rd	20
Adult	20 ft., swim 60 ft.	+0	28 (-2 size, +20 natural), touch 8, flat-footed 28	<i>Entangle</i>	5th	22
Mature adult	20 ft., swim 60 ft.	+0	31 (-2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	7th	23
Old	20 ft., swim 60 ft.	+0	34 (-2 size, +26 natural), touch 8, flat-footed 34	<i>Suggestion</i>	9th	25
Very old	20 ft., swim 60 ft.	+0	37 (-2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	11th	26
Ancient	20 ft., swim 60 ft.	+0	38 (-4 size, +32 natural), touch 6, flat-footed 38	<i>Control water</i>	13th	28
Wym	20 ft., swim 60 ft.	+0	41 (-4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	15th	29
Great wyrm	20 ft., swim 60 ft.	+0	44 (-4 size, +38 natural), touch 6, flat-footed 44	<i>Mass suggestion</i>	17th	31

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large marine animals to aid them. Another favorite tactic is to use their suggestion ability on whoever is piloting the vessel, causing them to run aground on a reef or ram other ships.

Limited Dragon Abilities: Sea dragons cannot make crush or snatch attacks, nor can they employ wing buffets, due to their physiognomy. They lack the blindsense of other dragons but make up for this in other ways (see Seasense, below).

Breath Weapon (Su): Sea dragons have one type of breath weapon, a cone of superheated steam (treat as fire damage). This breath weapon is effective both on the surface and underwater.

Frightful Presence (Su): Creatures above the water or on land gain a +4 bonus to their saving throws to resist the frightful presence of sea dragons. It otherwise behaves exactly like the standard ability of other true dragons.

Water Breathing (Ex): Sea dragons can breathe underwater indefinitely and can freely use their breath weapons, spells, and other abilities while submerged.

Seasense (Ex): This ability allows a sea dragon to automatically detect any object of Medium-size or larger in the water around it. It has the same range as the dragon's frightful presence ability and replaces the standard blindsense ability of other true dragons. Opponents the sea dragon can't actually see still have total concealment against the dragon.

Capsize (Ex): A submerged sea dragon of young adult age or older that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long. Ancient and older sea dragons have a 100% chance to capsize boats under 20 feet long, a 75% chance to capsize a vessel from 20 to 60 feet long, and a 50% chance to capsize one over 60 feet long.

Scaly Command (Sp): A sea dragon can use this ability three times a day. It operates as a *mass charm* spell that only works on scaled animals (reptiles and fish). The dragon can communicate with any charmed animals as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Other Spell-Like Abilities: 3/day-*entangle*, *suggestion*, *control water*; 1/day-*mass suggestion*.

Skills: Hide, Survival and Swim are class skills for sea dragons.

DRAGON, SHADOW

Dragon (Shadow)

Environment: Underground

Organization: Wyrmling, very young, young, juvenile, and young adult; solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm; solitary, pair, or family (1-2 and 2-5 offspring).

Challenge Rating: Wyrmling 2; very young 3; young 5; juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wyrm 21; great wyrm 23.

Treasure: Double standard

Alignment: Always chaotic evil.

Advancement: Wyrmling 5-6 HD (Tiny); very young 8-9 HD (Small); young 11-12 HD (Small); juvenile 14-15 HD (Medium-size); young adult 17-18 HD (Medium-size); adult 20-21 HD (Large); mature adult 23-24 HD (Large); old 26-27 HD (Huge); very old 29-30 HD (Huge); ancient 32-33 HD (Huge); wyrm 35-36 HD (Gargantuan); great wyrm 38+ HD (Gargantuan).

Shadow dragons are not native to Krynn, yet there are a few that have found their way to Ansalon through one means or another: Whisper, an ancient shadow dragon said to have served Fistandantalus; Soulchill, a sly, mysterious shadow dragon who haunts Nightlund; the strange, unnamed shadow dragon said to have been created from the shadow of the primal god, Chaos; and Dhamon, a shadow dragon who arose from the dark designs of the unnamed shadow dragon of Chaos.

Shadow dragons tend to be malicious, and devious, with an innate connection to the Plane of Shadow.

Shadow dragons have translucent scales and dark bodies, giving them an indistinct appearance—from a distance, they seem to be nothing more than a foreboding mass of shadows.

Combat

Shadow dragons prefer to attack from hiding, employing their *shadow blend* ability. They commonly use illusion spells to confuse and misdirect their foes, using the terrain of their lairs to their advantage to confuse and separate groups of foes to be picked off one by one.

Breath Weapon (Su): A shadow dragon's breath weapon is a cone of billowing, smoking shadows with an *energy drain* effect. Creatures within the cone gain the number of negative levels showing on the accompanying table; the saving throw to remove the negative level is shown on the table as well. A successful Reflex save (against the same DC) reduces the number of negative levels by half (round down).

Shadow Blend (Su): During any conditions other than full daylight, a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Create Shadows (Su): Three times per day, a great wyrm shadow dragon can conjure a mass of leaping shadows with a radius of 100 yards and duration of 1 hour (this is a creation effect). All



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normal and magical light sources are negated within this radius. All characters and creatures gain a +4 bonus on their Hide checks within the shadows, and can hide even if directly observed. Shadow dragons and other creatures with ties to the Plane of Shadow gain total concealment within the shadows (50% miss chance), though they can move and attack normally. Their attacks gain a +2 bonus and deny their opponents any Dexterity bonus to AC, because they are considered invisible.

Other Spell-Like Abilities: 3/day – *mirror image, nondetection*; 2/day – *dimension door*; 1/day – *shadow walk*.



BRINE, THE DRAGON OVERLORD OF THE SEA

The Dragon Overlord known to mortals as Brine is a native of Krynn's oceans, a member of one of the lesser-known species of dragon and a somewhat reclusive one at that. Brine spends the better part of his life raiding seagoing merchant vessels near the Blood Sea of Istar, but the Summer of Chaos brought the Blood Sea's maelstrom to a halt as hordes of

Chaos creatures spilled into the sea from the shores of Ansalon. Fleeing these changes, Brynseidimer found himself in the waters near Silvanesti when the Dragon Purge began. He

TABLE 6-3: SHADOW DRAGONS BY AGE

Age	Siz	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Atk	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	T	4d12+4 (30)	11	10	13	14	14	15	+4/-2	+6	+5	+4	+6	1 (14)	-
Very young	S	7d12+7 (52)	13	10	13	16	16	17	+7/+4	+9	+6	+5	+8	1 (16)	-
Young	S	10d12+10 (75)	13	10	13	16	16	17	+10/+7	+12	+8	+7	+10	1 (18)	-
Juvenile	M	13d12+26 (110)	15	10	15	18	18	19	+13/+15	+15	+10	+8	+12	2 (20)	-
Young adult	M	16d12+32 (136)	17	10	15	18	18	19	+16/+19	+19	+12	+10	+14	2 (22)	33
Adult	L	19d12+57 (180)	19	10	17	20	20	21	+19/+27	+22	+14	+11	+16	3 (24)	24
Mature adult	L	22d12+88 (231)	23	10	19	20	20	21	+22/+32	+27	+17	+13	+18	4 (26)	36
Old	H	25d12+125 (287)	27	10	21	24	24	25	+25/+40	+31	+19	+14	+21	5 (29)	39
Very old	H	28d12+140 (322)	29	10	21	26	26	27	+28/+45	+35	+21	+16	+24	5 (32)	32
Ancient	H	31d12+186 (387)	31	10	23	23	23	29	+31/+49	+39	+22	+17	+26	6 (34)	34
Wyrm	G	34d12+238 (459)	33	10	25	30	30	31	+34/+57	+41	+26	+19	+29	7 (37)	37
Great wyrm	G	37d12+296 (536)	35	10	27	32	32	33	+37/+61	+45	+29	+21	+32	8 (39)	39

TABLE 6.4: SHADOW DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	80 ft., fly 150 ft. (average)	+0	19 (+2 size, +7 natural)	12 touch, 19 flatfooted	Energy drain immunity	- 12
Very young	80 ft., fly 150 ft. (average)	+0	21 (+1 size, +10 natural)	11 touch, 21 flatfooted	Shadow blend	- 13
Young	80 ft., fly 150 ft. (average)	+0	24 (+1 size, +13 natural)	11 touch, 24 flatfooted		+ 15
Juvenile	80 ft., fly 150 ft. (poor)	+0	26 (+16 natural)	10 touch, 26 flatfooted	Mirror image	1st 17
Young adult	80 ft., fly 150 ft. (poor)	+0	29 (+19 natural)	10 touch, 29 flatfooted	Damage reduction 5/magic	3rd 20
Adult	80 ft., fly 150 ft. (poor)	+0	31 (-1 size, +22 natural)	9 touch, 31 flatfooted	Dimension door	5th 22
Mature adult	80 ft., fly 150 ft. (poor)	+0	34 (-1 size, +25 natural)	9 touch, 34 flatfooted	Damage reduction 10/magic	7th 25
Old	80 ft., fly 150 ft. (poor)	+0	36 (-2 size, +28 natural)	8 touch, 36 flatfooted	Nondetection	9th 27
Very old	80 ft., fly 150 ft. (poor)	+0	39 (-2 size, +31 natural)	8 touch, 39 flatfooted	Damage reduction 15/magic	11th 28
Ancient	80 ft., fly 150 ft. (poor)	+0	42 (-2 size, +34 natural)	8 touch, 42 flatfooted	Shadow walk	13th 30
Wyrm	80 ft., fly 150 ft. (clumsy)	+0	43 (-4 size, +37 natural)	6 touch, 43 flatfooted	Damage reduction 20/magic	15th 31
Great wyrm	80 ft., fly 150 ft. (clumsy)	+0	46 (-4 size, +40 natural)	6 touch, 46 flatfooted	Create shadows	17th 33

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learned of the actions of the enormous alien dragons and their rise to power, and seized upon the chance to do the same.

Brine gained power by killing younger and less powerful sea dragons and the occasional bronze, green or black dragon, but fearful of recriminations from other surface dragons relocated farther out to sea. He swiftly brought Dimernesti under his rule, causing the ruin of many of the sea elves' settlements and ancient buildings. However, due to the artifact known as the *Crown of Tides*, he was prevented from fully destroying the elven kingdom and settled for picking off stray elves and ships that sailed into his realm.

Brine's domination of the eastern seas of Ansalon came to an end when the Heroes of the Heart, including Jasper Fireforge, Dhamon Grimwulf and Rig Mer-Krel, sought out the *Crown of Tides* and in doing so managed to defeat the sea dragon with the aid of a magical artifact called the *Fist of E'li*. Brine's shock at being confronted by mortals capable of harming him quickly turned to anger, but he died on the bowsprit of the heroes' ship *Nautilus* and sank beneath the waves. Satisfied that the heroes had upheld their bargain, the Dimernesti granted them the *Crown of Tides* and Brynseldimer's reign of terror passed into history.

Brine favors using his breath weapon in combat whenever possible, causing often fatal scalding burns and boiling the sea in its wake. He surfaces beneath ships and capsizes them, picks off the stragglers, and lets the wreck sink to the bottom where it joins the hundreds of others. He does not make frequent use of his magic, partly because he never truly feels that he needs more than just physical might to achieve his ends. Perhaps if he had known the Heroes of the Heart would prove so challenging, he may have rethought his tactics.

Brynseldimer "Brine": Male wyrm sea dragon; CR 23; Gargantuan dragon (aquatic, water); HD 36d12+288; hp 539; Init +4; Spd 20 ft., swim 60 ft.; AC 41, touch 6, flat-footed 41); Base Atk +36; Grp +61; Atk +46 melee (4d6+13, bite), Full Atk +46 melee (4d6+13, bite), +43 melee (2d8+6, 2 claws), +42 melee (2d8+19, tail slap); Space/Reach 20 ft./15 ft. (bite 20 ft.); SA breath weapon, capsize, frightful presence, spell-like abilities, spells, tail sweep; SQ damage reduction 20/magic, darkvision 60 ft, immunity to fire, *sleep* and paralysis, low-light vision, *scaly command*, seasense, spell resistance 29, water breathing; AL NE; SV Fort +28, Ref +20, Will +25; Str 37, Dex 10, Con 27, Int 22, Wis 21, Cha 22.

Skills and Feats: Bluff +42, Concentration +44, Diplomacy +42, Escape Artist +36, Knowledge (arcana, nature) +42, Listen +43, Search +42, Sense Motive +41, Spellcraft +42, Spot +43, Survival +41, Swim +57; Ability Focus (breath weapon), Alertness, Cleave, Combat Expertise,

Create Skull Totem, Draconic Vampirism, Great Cleave, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Spell Focus (enchantment), Weapon Focus (bite)

Breath Weapon (Su): 60-ft cone, damage 11d8 fire, Reflex DC 37 half. This breath weapon is effective both on the surface and underwater.

Capsize (Ex): Brine has a 100% chance to capsize boats under 20 feet long that he surfaces under, a 75% chance to capsize a vessel from 20 to 60 feet long, and a 50% chance to capsize one over 60 feet long.

Frightful Presence (Ex): 330-ft. radius, HD 36 or less, Will DC 34 negates. Creatures not in the water (on land, in the air, etc) gain a +4 bonus to their saving throws.

Scaly Command (Sp): 3/day—as *mass charm*, but works only on scaled animals (reptiles and fish). The dragon can communicate with any charmed animals as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Seasense (Ex): 660-ft. radius, detects any object of Medium-size or larger in the water around the dragon.

Spell-Like Abilities: 3/day – *control water, entangle, suggestion*. Caster level 15; save DC 16 + level.

Spells: As 15th-level sorcerer.

Sorcerer Spells Known (6/8/7/7/7/6/4; save DC 16 + spell level, DC 17 + spell level with enchantment): 0—*dancing lights, detect magic, detect poison, ghost sound, mage hand, mending, open/close, read magic, resistance*; 1st—*charm person, endure elements, mage armor, sleep, shield*; 2nd—*blur, bull's strength, cat's grace, darkness, fog cloud*; 3rd—*dispel magic, haste, protection from energy, slow*; 4th—*confusion, emotion, polymorph, spell immunity*; 5th—*animal growth, dominate person, feeblemind, summon monster V*; 6th—*acid fog, control water, greater dispelling*; 7th—*control weather, spell turning*.

Tail Sweep (Ex): Half circle 30 ft. in diameter, Small or smaller opponents take 2d6+19 points of bludgeoning damage, Reflex DC 33 half.

Water Breathing (Ex): Brine can breathe underwater indefinitely and can freely use his breath weapons, spells, and other abilities while submerged.

KHELLENDROS, THE STORM OVER ANSALON

For a long period of time Khellendros was thought to originate from Ansalon. In truth, he traveled from the home world of the other overlords prior to the War of the Lance. Not long after arriving, Khellendros took a mate by the name of Nadir, who died not long before their clutch hatched. Yet despite his numerous offspring, there was one particular daughter named Zephyr whom the great blue favored.



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During the War of the Lance, Zephyr fell in battle during an attack on Schallsea, as did Khellendros's original rider, Kartilann of Khur. The blue dragon was then partnered with Zephyr's former rider, the fiery warrior Kitiara Uth-Matar. The two waged a hugely successful campaign during the War of the Lance and rose to lead the Blue Dragonarmy. During this time, Skie grew close to his rider, eventually falling in love with her and regarding her as more an equal than any dragon could possibly claim to be.

After Kitiara's death, Khellendros became obsessed with reclaiming his former rider's spirit. Informed by Takhisis that Kitiara's soul rest among a plane called the Gray, Khellendros took to those misty ethers once more, but lacked the ability to bring her soul back with him. It was the desire to regain Kitiara that drove Khellendros throughout the Age of Mortals. From his ascendance as an overlord, to discovering spawning, it was all for Kitiara.

Takhisis grew enraged over the dragon's audacity at placing a mere mortal above her in terms of importance. After a long culmination of planning, the blue dragon attempted to return to the Gray again. But Takhisis deceived Khellendros, teleporting him to his lair and enchanting the blue to think he was once more in the Gray.

Skie was able to recover from this, however, and upon finally waking, he demanded that Takhisis restore Kitiara to him. Instead, the dark goddess empowered her disciple Mina, who grievously wounded the blue. This state was enough to allow Malystrixx to kill Skie, leaving behind the mortals of the world to vie for control of the swath of Solammia he had seized.

Khellendros ("Skie"): Male advanced great wurm blue dragon; CR 35; Colossal+ dragon (earth); HD 54d12+702, hp 1,109; Init +4; Spd 40

ft., burrow 20 ft., fly 300 ft. (clumsy); AC 46 (touch 2, flat-footed 46); Base Atk +54; Grp +89; Atk +68 melee (8d6+19, bite); Full Atk +68 melee (8d6+19, bite) and +63 melee (4d8+9, 2 claws) and +64 melee (4d6+9, 2 wings) and +63 melee (4d8+27, tail slap); Space/Reach 40 ft./30 ft. (bite 40 ft.); SA breath weapon, *create/destroy water*, crush, frightful presence, snatch, sound imitation, spells, spell-like abilities, tail sweep; SQ blindsense, damage reduction 30/epic, darkvision 60 ft., immunity to electricity, *sleep* and paralysis, low-light vision, spell resistance 36, water breathing; AL LE; SV Fort +37, Ref +27, Will +37; Str 49, Dex 10, Con 37, Int 26, Wis 27, Cha 26.

Skills and Feats: Bluff +65, Concentration +70, Diplomacy +67, Escape Artist +57, Gather Information +32, Intimidate +65, Knowledge (arcana) +65, Knowledge (history) +65, Knowledge (planes) +65, Listen +67, Sense Motive +65, Spellcraft +65, Search +65, Spot +67; Alternate Form, Cleave, Create Skull Totem, Draconic Vampirism, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Improved Natural Armor, Maximize Spell, Power Attack, Snatch, Strafing Breath, Weapon

Focus (claw), Wingover.

Breath Weapon (Su): 140-ft. line, damage 34d8 electricity, Reflex DC 50 half.

Create/Destroy Water (Sp): 3/day—as *create water*, but can also be used to destroy water. Caster level 27th; Will DC 45 negates.

Crush (Ex): Area 40 ft. by 40 ft.; Huge or smaller opponents take 8d6+27 points of bludgeoning damage, and must succeed on a DC 44 Reflex save or be pinned; grapple bonus +89.

Frightful Presence (Ex): 510-ft radius, HD 54 or less, Will DC 45 negates.



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Snatch: Grapple bonus +89; claw against creature of Huge or smaller for 4d8+9/round, bite against Gargantuan or smaller for 8d6+19/round, or 16d8+38/round if Khellendros does not move, snatched creature can be flung 170 ft. for 17d6 damage.

Sound Imitation (Ex): Khellendros can mimic any voice or sound he has heard, any time he likes. Listeners must succeed at DC 45 Will saves to detect the ruse.

Spell-Like Abilities: 3/day *ventriloquism*; 1/day - *hallucinatory terrain, mirage arcana, veil*. Caster level 27th; spell save DC 18 + spell level.

Spells: As 27th-level sorcerer.

<i>Sorcerer</i>	<i>Spells</i>	<i>Known</i>	(cast
6/8/8/8/8/7/7/7/7/6;			spell save DC 18 + spell level):
0— <i>arcane mark, daze, detect magic, detect poison, flare, ghost sound, open/close, prestidigitation, ray of frost</i> ;	1 st — <i>alarm, identify, magic missile, ray of enfeeblement, tenser's floating disk</i> ;	2 nd — <i>blindness/deafness, invisibility, locate object, shocking spark, stone shards</i> ;	3 rd — <i>sleet storm, dispel magic, fireball, summon monster III</i> ,
4 th — <i>dalamar's lightning lance, polymorph self, scrying, storm wall</i> ;	5 th — <i>magic jar, summon monster V, stone shape, teleport</i> ;	6 th — <i>chain lightning, circle of death, mislead</i> ;	7 th — <i>ethereal jaunt, plane shift, summon monster VII</i> ;
8 th — <i>clone, electrical swarm, mass charm</i> ;	9 th — <i>power word (kill), wail of the banshee, weird</i>		

Tail Sweep (Ex): Half circle 40 ft. in diameter, Large or smaller opponents take 4d6+27 points of bludgeoning damage, Reflex DC 50 half.

MALYSTRYX, THE RED MARAUDER

Out of all the alien dragons to invade Krynn, the red dragon Malystrix reigned supreme. Arriving in 385 AC (2 SC), Malys quickly made her presence known by burning a swath across the Goodlund Peninsula, resulting in the extermination of countless thousands of kender lives and the creation of afflicted kender. After extensive cullings, the only remain-

ing inhabitants of the Goodlund Peninsula (renamed "the Desolation") were tribes of goblins, ogres, draconians, and red dragonspawn.

Easily the largest dragon ever to have spread wings in Krynn's skies, Malystrix defeated all dragons that faced her in combat, launching the dragon purge. Over the course of nearly thirty years, countless dragons of both metallic and chromatic origins died as a result of others following the red's insidious soul-devouring methods.

The only aspect of Malystrix that was stronger than her magic or physical prowess was her egomania, which eventually culminated in the dragon's failed attempt at replacing Takhisis. Though this defeat bruised Malys's ego, she was not dissuaded for long and quickly resumed her oppressive presence in the lives of her subjects and the other dragonlords. It was ultimately Malys's unswerving ego that brought about her defeat during the War of Souls.

After Takhisis stole her skull totem, the great red flew to Sanction to take out her wrath upon the city populace. Above the city she faced the young prophet Mina in combat, not fearing once for her own safety. Such carelessness proved Malystrix's final mistake.

Malystrix ("Malys"): Female advanced great wyrm red dragon; CR 39; Colossal+ dragon (fire); HD 63d12+1071, hp 1,504; Init +4; Spd 40 ft., fly 250 ft. (clumsy); AC 67 (touch 2, flat-footed 67); Base Atk +63; Grp +103; Atk +79 melee (8d6+24, bite); Full Atk +79 melee (8d6+24, bite) and +77 melee (4d8+12, 2 claws) and +77 melee (4d6+12, 2 wings) and +77 melee (4d8+36, tail slap); Space/Reach 40 ft./30 ft. (bite 40 ft.); SA breath weapon, crush, frightful presence, spell-like abilities, spells, tail sweep; SQ blindsense, damage reduction 35/epic, darkvision 60 ft, immunity to fire, *sleep* and



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paralysis, low-light vision, spell resistance 46, vulnerability to cold; AL CE; SV Fort +50, Ref +33, Will +44; Str 59, Dex 10, Con 45, Int 32, Wis 33, Cha 32.

Skills and Feats: Appraise +77, Bluff +77, Concentration +77, Diplomacy +77, Escape Artist +66, Gather Information +44, Intimidate +77, Jump +90, Knowledge (arcana) +77, Knowledge (geography) +77, Listen +77, Move Silently +25, Search, Spellcraft +44, Spot +77, Survival +77, Use Magic Device +77; Ability Focus (breath weapon), Cleave, Combat Casting, Combat Expertise, Create Skull Totem, Draconic Vampirism, Empower Spell, Enlarge Spell, Eschew Materials, Flyby Attack, Flyby Breath, Great Cleave, Heighten Spell, Hover, Improved Initiative, Improved Natural Armor, Maximize Spell, Multiattack, Power Attack, Snatch, Strafing Breath, Wingover.

Breath Weapon (Su): 80-ft. line, damage 38d10 fire, Reflex DC 60 half.

Crush (Ex): Area 40 ft. by 40 ft.; Large or smaller opponents take 8d6+36 points of bludgeoning damage, and must succeed on a DC 58 Reflex save or be pinned; grapple bonus +103.

Frightful Presence (Ex): 570-ft. radius, HD 62 or less, Will DC 52 negates.

Snatch: Grapple bonus +103; claw against creature of Huge or smaller for 4d8+12/round, bite against Gargantuan or smaller for 8d6+24/round, or 16d8+48/round if Malystryx does not move, snatched creature can be flung 190 ft. for 19d6 damage.

Spell-like Abilities: 19/day – *locate object*; 3/day – *suggestion*; 1/day – *find the path*, *discern location*; Caster level 33rd; save DC 21 + spell level.

Spells: As 33rd level sorcerer.

Sorcerer	Spells	Known	(cast
6/9/9/9/8/8/8/8/7/7;			spell save DC = 21 + spell level):
0	<i>-dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, ray of frost, read magic;</i>		
1st	<i>-burning hands, hold portal, identify, magic missile, message;</i>		
2nd	<i>-blur, elemental darts, flaming sphere, produce flame, pyrotechnics;</i>		
3rd	<i>-wind wall, dispel magic, fireball, palin's pyre,</i>		
4th	<i>-black tentacles, baleful polymorph, scrying, wall of fire;</i>		
5th	<i>-animate dead, dominate person, magic jar, prying eyes;</i>		
6th	<i>-disintegrate, flesh to stone, move earth;</i>		
7th	<i>-delayed blast fireball, fire storm, prismatic spray;</i>		
8th	<i>-bestow greater curse, horrid wilting, incendiary cloud;</i>		
9th	<i>-elemental swarm (fire only), meteor swarm, wail of the banshee.</i>		

Tail Sweep (Ex): Half circle 40 ft. in radius, Large or smaller opponents take 4d6+36 points of bludgeoning damage, Reflex DC 58 half.

ONYSABLET, THE BLACK

The fearsome Onysablet is among the most recluse of the Overlords. Alien to Krynn, this black dragon claimed vast swaths of former Ogre lands bordering along New Sea. Over the years, Sable slowly converted the terrain into a gigantic marsh known as New Swamp, populating it with all sorts of creatures altered through her horrendous magical experiments.

Out of all the Overlords, Sable is the least interested in the goings-on of the outside world. She is an intensely curious dragon, and is very focused upon studying (and augmenting) nature and the creatures found within it. Thus, she is content to remain within the confines of her dark swamp, sending out spawn and abominations to pick up any solitary wanderers for fuel in her experiments. It is for this purpose that Sable allows the various mortal races to maintain the now dank and corrupt city of Shrentak within her swamps. She reasons that this will keep the flow of raw biological "materials" through her swamp fresh.

With the deaths of her three cousins Khellendros, Malystryx, and Berylinthranox, Onysablet is even more resolute in her desire to simply keep out of the continent's eye without following Gelldius's example and hiding like a coward.

Onysablet ("Sable"): Female advanced great wyrm black dragon; CR 26; Colossal dragon (water); HD 43d12+400; hp 654; Init +4; Spd 60 ft., fly 200 ft (clumsy), swim 60 ft.; AC 45 (touch 2, flat-footed 45); Base Atk +43; Grp +74; Atk +50 melee (4d8+15, bite); Full Atk +50 melee (4d8+15, bite) and +45 melee (4d6+7, 2 claws) and +45 melee (2d8+7, 2 wings) and +45 melee (4d6+23, tail slap); Space/Reach 30 ft./20 ft. (bite 30 ft.); SA breath weapon, crush, *darkness*, frightful presence, spell-like abilities, spells, tail sweep; SQ blindsense, damage reduction 30/epic, dark-vision 60 ft., immunity to acid, *sleep* and paralysis, keen senses, low-light vision, spell resistance 32, water breathing; AL CE; SV Fort +33, Ref +25, Will +29; Str 41, Dex 10, Con 31, Int 22, Wis 23, Cha 22.

Skills and Feats: Bluff +29, Concentration +56, Diplomacy +52, Escape Artist +46, Knowledge (arcana) +52, Hide +30, Knowledge (nature) +52, Listen +54, Search +52, Spellcraft +52, Spot +54, Survival +29; Alertness, Blind-fight, Create Skull Totem, Draconic Vampirism, Enlarge Spell, Eschew Materials, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Improved Natural Armor, Lightning Reflexes, Maximize Spell, Power Attack, Wingover.

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Breath Weapon (Su): 140-ft. line, damage 2d8+4 acid, Reflex DC 41 half.

Charm reptiles (Sp): 3/day—as *mass charm*, but works only on reptiles. Sable can communicate with any charmed animals as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell. Caster level 19th; Will DC 37 negates.

Corrupt Water (Sp): 1/day—stagnates 10 cubic ft. of water within a 420-ft. radius, spoiling potions and other items. Caster level 19th; Will DC 37 negates.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 4d8+23 points of bludgeoning damage, and must succeed on a DC 41 Reflex save or be pinned; grapple bonus +74.

Darkness (Sp): 3/day—As *darkness*, but 150 ft. radius. Caster level 19th.

Frightful Presence (Ex): 420-ft radius, HD 43 or less, Will DC 37 negates.

Spell-Like Abilities: 3/day—*insect plague*; 1/day—*plant growth*. Caster level 19th; spell save DC 16 + spell level.

Spells: As 19th-level sorcerer.
Sorcerer Spells Known (cast 6/8/8/7/7/7/6/6/4; spell save DC 16 + spell level, DC 17 + spell level for transmutation spells): 0—*dancing lights, daze, detect magic, detect poison, flare, light, mending, open/close, read magic*; 1st—*expeditious retreat, hold portal, identify, magic missile, ray of enfeeblement*; 2nd—*crackling sphere, detect thoughts, hold person, invisibility, web*; 3rd—*clairaudience/clairvoyance, earthen shield, stinking cloud, suggestion*; 4th—*charm monster, polymorph other, polymorph, scrying*; 5th—*cloudkill, feeblemind, nightmare, true seeing*; 6th—*circle of death, drown, flesh to stone, gear*; 7th—*deep freeze, greater scrying, summon monster VII*; 8th—*bestow greater curse, horrid wilting, polymorph any object*; 9th—*shades, wish*.

Tail Sweep (Ex): Half circle 40 ft. in diameter, Medium or smaller opponents take 2d8+23 points of bludgeoning damage, Reflex DC 40 half.

Water Breathing (Ex): Onysabret can breathe underwater indefinitely and can freely use her breath weapons, spells, and other abilities while submerged.

RAZOR, A BLUE DRAGON

A veteran of the Chaos War and an instrumental figure in the defeat of Malystryx the Red near the end of the War of Souls, Razor served the major part of the Age of Mortals as mount to dark knight Marshal Medan. As a young man, Medan rode Razor during the conquest of Ansalon by the

dark knights of Takhisis and the pair earned a deserved reputation as by-the-book career officers.

Early in the Dragon Purge, Razor's lifemate was killed by the Green Peril, Beryllintranox, and her skull was taken to form part of the Green's totem. Razor was spared her fate only due to Medan's insistence that he not immediately seek revenge for his mate's death. After the Purge ended and an uneasy kind of stability formed over Ansalon, Marshal Medan makes sure that Razor was hidden away, secreted among the woods of Qualinesti and away from the notice of the Dragon Overlords. This rankled with all of Razor's honorable impulses, but he remains loyal to Medan and made the most of his sequestered life.

During the War of Souls, Razor was assigned to a young Solamnic Knight disguised as a Knight of Takhisis, Gerard uth Mondar, to fly him north into Solamnic territory. What began as a brief mission steadily grew to include the assault on Qualinost by Beryl, the death of Khellendros, the adoption of a disguise when traveling with Mirror the silver dragon, and the final climactic battle alongside Mina against Malys. Here, Razor joined the battle with the dark knight minotaur Galdar on his back. Although the pair inflicted telling injuries upon the Red, Razor was thrown to the side of a mountain and then landed in woodland, impaled and broken on a rocky outcrop. He died as he lived, with honor and grave duty.

In battle, and in most any situation, Razor is completely professional. He makes coordinated strikes, safeguards his resources, and attempts to master the battlefield quickly to ensure a victory. He feels no need to leave his breath weapon for special occasions, finding it as useful a tool outside of combat as within it.

Whether Razor's stern, gruff and business-like personality comes from the thirty or more years he serves as Medan's mount, or if Medan himself was influenced by the dragon, is unclear. Certainly the one is a match for the other, and Razor's loyalties are undeniably paired with his rider.

Razor: Male adult blue dragon, CR 14; Huge dragon (earth); HD 21d12+105; hp 247; Init +4; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 28, touch 8, flat-footed 28; Base Atk +21; Grp +31; Atk +27 melee (2d8+8, bite); Full Atk +27 melee (2d8+8, bite), +23 melee (2d6+4, 2 claws), +22 melee (1d8+4, 2 wings), +22 melee (2d6+12, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, *create/destroy water*, crush, fright-



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ful presence, sound imitation, spells, spell-like abilities; SQ damage reduction 5/magic, darkvision 60 ft., immunity to electricity, *sleep* and paralysis, low-light vision, spell resistance 21; AL LE; SV Fort +17, Ref +12, Will +15; Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

Skills and Feats: Bluff +21, Concentration +26, Diplomacy +24, Escape Artist +21, Knowledge (Knights of Neraka) +24, Listen +26, Search +27, Sense Motive +27, Spellcraft +24, Spot +29; Ability Focus (breath weapon), Alertness, Alternate Form, Flyby Attack, Honor-Bound, Hover, Improved Initiative, Weapon Focus (claws).

Breath Weapon (Su): 100-ft line, damage 12d8 electricity, Reflex DC 27 half.

Create/Destroy Water (Sp): 3/day—as *create water*, but can also be used to destroy water. Caster level 5th; Will DC 23 negates.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+8 points of bludgeoning damage, and must succeed on a DC 25 Reflex save or be pinned; grapple bonus +31.

Frightful Presence (Ex): 180-ft radius, HD 21 or less, Will save DC 23 negates.

Sound Imitation (Ex): Razor can mimic any voice or sound he has heard, any time he likes. Listeners must succeed at DC 23 Will saves to detect the ruse.

Spell-Like Abilities: 3/day - *ventriloquism*. Caster level 5th; spell save DC 13 + spell level.

Spells: As 5th-level sorcerer.

Sorcerer Spells Known (cast 6/7/5; spell save DC 13 + spell level): 0—*detect magic, detect poison, dancing lights, ghost sound, resistance, read magic*; 1—*endure elements, mage armor, obscuring mist, shocking grasp*; 2—*bull's strength, cat's grace*.

MARSHALL ALEXIUS MEDAN

Male human Ftr 5/Knight of the Lily 6/Dragon Rider 3: CR 14; Medium-size humanoid; HD 5d10+10 (Ftr) plus 6d10+12 (Knight of the Lily) plus 3d8+6 (Dragon Rider); hp 102; Init +2; Spd 30 ft.; AC 20 (10 touch, 20 flatfooted); Atk +18/+13/+8 melee (1d8+6, 19-20/x2, +1 *longsword*); SA Demoralize, mounted attack, sneak attack +2d6; SQ Armored mobility, dragon feat, empathic communication, unbreakable will; AL Lawful Evil (LN tendencies); SV Fort +14, Ref +8, Will +5; Str 16, Dex 14, Con 15, Int 13, Wis 12, Cha 13.

Skills and Feats: Balance +8, Decipher Script +4, Diplomacy +12, Handle Animal +10, Intimidate +7, Knowledge (religion) +6, Listen +5, Ride +10, Sense Motive +5, Spot +5; Alertness, Diehard, Honor-Bound, Leadership,

Mounted Combat, Negotiator, Resist Dragonfear, Weapon Focus (*longsword*), Weapon Specialization (*longsword*).

Demoralize (Ex): A Knight of the Lily gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If the knight's check is successful, the target is shaken for 6 rounds.

Mounted Attack (Ex): A dragon rider can always attack on the same round as his dragon cohort and is not required to make a Ride check to do so.

Sneak Attack (Ex): If a Knight of the Lily's target would be denied his Dexterity bonus to AC (whether he actually has a bonus or not), or when the Knight of the Lily flanks his target, the knight's attack deals +2d6 points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, the Knight of the Lily can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. A Knight of the Lily can sneak attack only living creatures with discernable anatomies. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The knight must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The Knight of the Lily cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Dragon Cohort: A dragon rider may designate a dragon that he has previously ridden as his dragon cohort. In Medan's case, Razor is his dragon cohort. Because of the bond between the two, Razor receives the following benefits as long as he remains Medan's cohort: +2 Bonus Hit Dice, +2 Natural Armor, +1 Strength adjustment. If Razor and Medan ever part ways, then Razor will lose the benefits at a rate of -1 per week, until the dragon's normal statistics are reached (note that the stats presented for Razor above reflect the dragon following Medan's death).

Dragon Feat (Ex): A dragon rider can grant the dragon cohort the full benefits of a bonus feat that does not count against the dragon's normal allocation of feats, although it must still meet all the prerequisites. The dragon only gains this feat while his rider is riding or somehow "controlling" the dragon. Medan can bestow the Strafing Breath feat to Razor.

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Empathic Communication (Ex): A dragon rider is able to use nonverbal communication with his preferred mount. A dragon rider can convey information and instructions to the mount as long as they are within sight of one another.

Unbreakable Will (Su): A Knight of the Lily has such devotion to his cause that he becomes immune to fear effects. In addition, he receives a +2 morale bonus on all saving throws against mind-affecting magic.

Possessions: +1 longsword, +3 half-plate.

Alexius Medan was the son of a Palanthian nobleman, Baron Andruis Medan. Alexius's mother died when he was a baby, leaving the boy to be raised by his father. The wealthy Baron Medan was noted for being a hard man, stern, strict, inflexible and intolerant. The elder Medan had no use for non-humans, and he actively opposed the efforts of Tanis Half-Elven and others to try to bring peace to Ansalon through unification of the races.

Although not a knight himself, Baron Medan had once been an admirer of the Order of Solamnic Knights. He became disillusioned with them over the years, and when they stated their approval of an elven alliance, he renounced them as traitors to Solamnia. The Baron raised his son to believe in a code of honor that was strict, hard and inflexible as himself. Chaos was the great evil in the world, order the great good. Freedom was acceptable only for those who had the rank and privilege to deserve it. Those who did not must conform to the will of those who did.

When Lord Ariakan was forming his Order of the Knights of Takhisis, he was in need of money and backing. He sought out Baron Medan, as someone who might share the same philosophies. The two became fast friends. The baron supplied much of the funding that Ariakan used to build up his knighthood.

A young man at this time, dreaming dreams of honor and glory on the battlefield, Alexius admired Lord Ariakan immensely and was overjoyed to be invited to join the knighthood. Although his father was a patron, Alexius asked

for no favors and he was given none. He started at the bottom as any other squire and worked his way up through the ranks. He was granted the Vision from Queen Takhisis and was shown a world locked in a prison house of peace, with none daring to dissent or to question. Medan approved of this vision.

Medan proved himself to be an excellent soldier, brave and honorable and loyal to his commander and his comrades. He gained the respect of those above and below him. During the so-called Summer of Flame, Medan was given command of the forces of the dark knights who sought to conquer Silvanesti. He had no use for elves and his ill opinion of them was confirmed by the infighting and ambitious scheming of some of the elven senators. He permitted the elves to bring down their own house and, when it lay in ruins, Medan accepted their surrender and entered Qualinesti as a conqueror.

Medan's rule was harsh, but not cruel. He did not set up slave camps, nor did he send out extermination squads, as the elves expected. He brought peace, as well as law and order to the land, allowed the elves to live their lives as they were accustomed without much interference. He permitted the elves to keep their puppet king, a young man named Gilthas, whom Medan despised for being weak and vacillating.

Eventually, over the years, most elves found that they could tolerate his rule. Some elves refused to live under his benevolent dictatorship, however. Pockets of rebellion formed throughout Qualinesti. Medan was constantly plagued by these rebels, who struck at his patrols, assassinated his soldiers, tried to assassinate him, and did all they could to try to drive the dark knights from Qualinesti. Medan had no patience with the rebels, who disrupted the ordered way of life, and his punishment for those he caught was swift and harsh.

The Chaos War reinforced Medan's beliefs that the world could only survive through the unity of law and order. He was dealt a telling blow at the war's end, with the perceived desertion of Queen Takhisis and the subsequent death of Lord Ariakan. Medan was shaken to the core of his



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being and for a time, he retreated from the world, isolating himself in his garden, trying to put together the pieces of his shattered ideals.

He briefly retained faith in the precepts of the dark knights, for he saw in them the world's salvation. Unfortunately, the leadership of the knighthood fell prey to ambition and greed. They abandoned the Vision. Standards for acceptance into the knighthood fell lower and lower, until it became little more than a training school for thugs and rogues.

In his dark time of inner turmoil, Medan came to see that his ideals and beliefs were twisted and distorted. He realized that honor and courage exist in the world, though not where he once looked for them. He found these qualities in the people he conquered, especially in Laurana, the Queen Mother. Her grace and charm and beauty exerted their influence on him, as did the charm and beauty of the land of the elves. When he saw this threatened by the avaricious cruelty of the Dragon overlords, Medan views himself as protector of Qualinesti, no longer her dictator.

During the War of Souls, Medan discovered an assassination plot against the king, Gilthas. He foiled the plot and killed the assassin, then joined together with Gilthas and Laurana to save the Qualinesti people from an attack by the Dragon Overlord Beryl. As King Gilthas led elven refugees to safety, Medan and Laurana formed a plan to work together to bring down the dragon. Before they can put their plan into action, Medan was slain by the grief-maddened brother of the elven assassin, leaving Laurana to face the dragon alone.

The dragon was defeated, but at a great cost. Through the machinations of Queen Takhisis, Qualinesti fell into ruin, became the Lake of Death.

Despite the fact that his efforts to save the land he loved ended in failure, Marshall Alexius Medan is remembered as a hero among the surviving Qualinesti, one of the few humans ever so honored.

SOLOMIRATHNIUS, THE MIRROR GUARDIAN

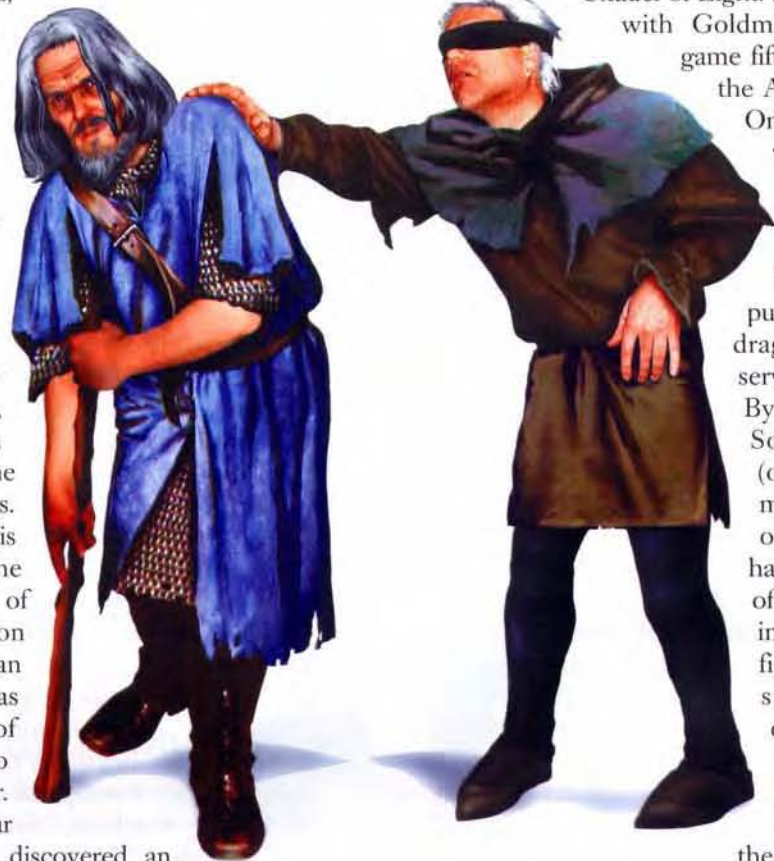
The silver dragon Solomirathnius served for a long time as the guardian of the Citadel of Light. His association with Goldmoon's mystics game fifteen years into the Age of Mortals.

One evening the wounded silver dragon arrived at the Citadel, having been pursued by black dragons in the service of Sable. By the time Solomirathnius (or "Mirror") met the mystics of Schallsea he had used up all of his spellcasting during the fight and his subsequent escape.

Mirror would have died at the claws of those

black dragons if the Citadel mystics had not healed him, allowing him to drive away the black dragons that were lucky, and slay their less fortunate kin. When the battle was over, the heavily scarred Mirror decided to stay at the Citadel and serve as its guardian. While this move emboldened the mystics, there were those who saw this association as an ominous move. Among these groups ranked a nearby tribe of nomads called the Wemitowuk who had warred with a clan of silver dragons for territory during prior millennia.

During the great storm that swept across Ansalon, Takhisis called out to Mirror, luring him from the Citadel. While on this flight, the dragon



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was struck by lightning and horribly wounded, leaving him blind. In the following months, Mirror played a pivotal role during the War of Souls; from gaining the truth about Krynn's new age from his old enemy, the dying Khellendros, to destroying the totem that Takhisis used for marshalling her energies, and eventually restoring the metallic dragons to Krynn.

With the War of Souls over, Solomirathnius was last seen with Odila Windlass with the intention of helping the Silvanesti root out their minotaur invaders.

Solomirathnius ("Mirror"): Male great wyrm silver dragon; CR 25; Colossal dragon (air): HD 40d12+400; hp 654; Init +0; Spd 40 ft., fly 200 ft. (clumsy); AC 42, (touch 2, flat-footed 42); Base Atk +40, Grp +72; Atk +49 melee (4d8+16, bite); Full Atk +49 melee (4d8+16, bite), +44 melee (4d6+8, 2 claws), +43 melee (2d8+8, 2 wings), +44 melee (4d6+24, tail slap); Space/Reach 40 ft. by 80 ft./15 ft.; SA breath weapon, crush, spell-like abilities, spells, tail sweep; SQ alternate form, blindsense, cloudwalking, damage reduction 20/magic, darkvision 60 ft., immunity to acid, cold, sleep, and paralysis, low-light vision, spell resistance 32; AL LG; SV Fort +32, Ref +22, Will +33; Str 43, Dex 10, Con 31, Int 30, Wis 31, Cha 30.

Skills and Feats: Appraise +23, Bluff +53, Concentration +53, Diplomacy +53, Disguise +53, Escape Artist +43, Intimidate +43, Knowledge (arcana) +53, Knowledge (geography) +53, Knowledge (history) +53, Knowledge (religion) +53, Listen +53, Search +53, Sense Motive +40, Spellcraft +31, Spot +53, Use Magic Device +53; Combat Casting, Enlarge Spell, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Improved Natural Armor, Maximize Spell, Power Attack, Silent Spell, Stubborn, Weapon Focus (bite), Weapon Focus (claw), Wingover.

Alternate Form (Su): Mirror can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on himself at 19th level, except that he does not regain hit points for changing form and can only assume the form of an animal or humanoid. Mirror can remain in animal or humanoid form until he chooses to assume a new one or return to his natural form.

Breath Weapon (Su): 70-ft. cone, Damage 24d8 cold, Reflex DC 40 half, or 70 ft. cone, paralysis 1d6+12 rounds, Fortitude DC 40 negates.

Cloudwalking (Su): Tread on clouds or fog as though on solid ground; functions continuously but can be negated or resumed at will.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 4d8+24 points of bludgeoning damage, and must succeed on a DC 40 Reflex save or be pinned; grapple bonus +72

Frightful Presence (Ex): 360-ft. radius, HD 39 or less, Will DC 40 negates.

Spell-like Abilities (Sp): 3/day—fog cloud, control winds ; 2/day—feather fall; 1/day—control weather, reverse gravity. Caster Level 19th; save DC 20+ Spell level.

Spells: As 19th level sorcerer

Sorcerer	Spells	Known
(6/9/9/8/8/8/8/7/7/5;	spell save DC=20 + spell level):	0— <i>arcane mark, dancing lights, daze, detect magic, flare, light, mage hand, read magic, resistance</i> ; 1st— <i>alarm, hypnotism, identify, ray of enfeeblement, floating disk</i> ; 2nd— <i>blindness/deafness, elemental darts, hold person, hideous laughter, wind walk</i> ; 3rd— <i>sleet storm, speak with dead, stinking cloud, suggestion</i> ; 4th— <i>charm monster, cure critical wounds, scrying, wall of fire</i> ; 5th— <i>cone of cold, dream, feeblemind, true seeing</i> ; 6th— <i>forbiddance, harm, geas, summon monster VI</i> ; 7th— <i>greater scrying, holy word, sunbeam</i> ; 8th— <i>antipathy, mass heal, mind blank</i> ; 9th— <i>crushing hand, elemental swarm</i> (air).

Tail Sweep (Ex): Half circle 40 ft. in radius, Medium or smaller opponents take 2d8+24 points of bludgeoning damage, Reflex DC 40 half.

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