

Legends OF THE Lance™

Newsletter
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Exclusive interview with Sue Weinlein Cook inside!



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AN OPEN LETTER FROM Stan!

Hi there. For those of you who don't know me, I'm Stan! . . . no last name, yes exclamation point. If we ever meet at a convention, ask me how I got the name—it's a pretty good tale as nickname stories go.

For the past three years I've worked on the DRAGONLANCE® team doing all sorts of things, but serving mostly as a game designer. Through a strange set of circumstances (which you'll read about in this issue's interview), I now find myself in the position of DRAGONLANCE Creative Director. Among other things, this means I get to write an open letter for this newsletter. I had a wonderful letter written and in place through the first galleys of this issue that told a touching little tale about how I came to feel like a part of the DRAGONLANCE team. However, I've had to take that letter and place it in the "use some other day" files. Something more important has come up.

There is no easy way to say this, so I'm just going to come out and tell you: This is the final issue of the LEGENDS OF THE LANCE™ newsletter that you will receive in the mail. The newsletter is not going away, it just won't be printed anymore. We're going to publish it purely electronically. Issue #6 of LEGENDS will be released at the same time that the TSR website (www.tsr.com) is relaunched this spring. I could go into some detail for the reasons this change became necessary (three people just spent nearly a full hour explaining it to me), but I think that it's more important to tell you some of the reasons that no one even once mentioned the idea of canceling it.

♣ LEGENDS is a success. Yes, hard as that may be to believe right now, this newsletter has surpassed all expectations placed on it during this year of publication. We have more than seven thousand subscribers, with more pouring in every week. What's more, we've received requests to create similar newsletters for nearly every game world that TSR has ever published.

♣ LEGENDS is an invaluable forum. Many of the DRAGONLANCE team members (as well as quite a few authors) participate in one or more of the mailing lists and newsgroups devoted to the Saga, but none of them allow us to talk directly with as many people as this newsletter does.

♣ LEGENDS is a vast resource. With each issue the newsletter contains more content generated by you, the DRAGONLANCE fans. Let's face it, for all our love and devotion to the world of Krynn, there are only so many hours that the DRAGONLANCE team can devote to it. And for every article, adventure, or story we write, there are at least a half dozen more that we can't. That's where you all come in. I have been unendingly pleased with the quality of the submissions we've received. Where is the next big DRAGONLANCE author going to come from? No one can say for sure, but I would be surprised if one or two don't eventually come out of these pages.

I'm not being at all coy or deceptive when I say that the move to electronic format is the best thing for LEGENDS at this point. We're keeping the same editorial staff and publishing schedule. The only thing we're losing is the costs of printing and mailing.

I won't tell you that I'm delighted by this twist of fate. I started my career working on a newsletter very much like LEGENDS, and it's a privilege to have been part of this endeavor from the beginning. When coming into my new position, I had hoped to see the newsletter grow in page count and circulation—and I still believe it will do just that. It'll just do it online. And who knows what the future will bring?

I also want to take this opportunity to send my most heartfelt thanks and profound wishes for a bright future to our departing Brand Manager, Sue Weinlein Cook. You brought me into the team and gave me a creative home. I owe you more than I can ever repay.

May all your stories be amazing.

Stan!

On the Cover: "Love and War" by Larry Elmore
first appeared on the cover of Tales, Volume 3: Love and War.

Sue Weinlein Cook: Cooking Up the Fifth Age

By Pat McGilligan



enough of a newshound—they say it has to be in your blood. That convention was the beginning of my decision to pursue one of my loves—fantasy and science fiction literature—for a living. I talked to Jim Lowder there and was thrilled to hear that he worked for TSR and even more thrilled to learn that TSR was just outside of Milwaukee. I really didn't realize that before. Since I was still going to school in Milwaukee, I managed to wangle an invitation for a tour of the building. Jim Lowder did

take me on a little tour later on, and

he introduced me to his boss, Mary Kirchoff, and eighteen months later, when an opening for an editorial assistant came up in their department, luckily she remembered me.

I applied and we had my interview by phone. I still

remember getting the message from her that I

had the job if I wanted it and

calling her from a phone at a

Kroger's to make sure. That job would open up a whole new world for me.

McGILLIGAN:

Take me briefly through your first responsibilities in the book department and how that might have helped you in later positions.

COOK:

I started in 1992. I spent eighteen months as an editorial assistant in the Book Department, and I learned so much. I had worked in a used and collector's bookstore before, so I knew a little bit about the book trade, but this was an immersion. I had a great time, doing a lot of proofreading, communicating with the authors, helping to set up authors' tours and signings, and corresponding with the media.

After a while, however, there was an opening in the games division for an

of the game. (Laughs)

I had a philosophical problem making the jump from board games to roleplaying games, so I put the box up on the shelf for a while. Later, in high school, a friend loaned me the DRAGONLANCE trilogy. I had no idea at that time that the DRAGONLANCE Saga had anything to do with the D&D® game I had failed at trying to play a couple of years earlier. I read the *Chronicles* trilogy and was really swept away; I loved it. Still later, I hasten to add, when I was in college, I had a really good DM, and I did learn to play the D&D game.

McGILLIGAN:

How did you get connected to TSR as an employee?

COOK:

I was raised mostly in Milwaukee and went back to Milwaukee for college, at Marquette. On a vacation from college I was in Chattanooga visiting my parents when I went to a convention there. [Former TSR Book Editor] Jim Lowder was appearing on a panel, talking about the writing and editing of a fantasy series with multiple authors. I thought the subject was fascinating. At that point, I was beginning to get a little disenchanted with the newspaper business; I was in journalism school and had done several internships. But I didn't really think journalism was for me. I wasn't

S

ince the acquisition of TSR by Wizards of the Coast in 1997, the leadership of the

DRAGONLANCE® game and product group has fallen to Sue Weinlein Cook. Born in Green Bay, Wisconsin, raised in Milwaukee with long stretches in Chattanooga, Tennessee, Cook (Weinlein, once her maiden name, is now officially a middle name) came to TSR fresh out of college and has steadily risen through the ranks of the company.

McGILLIGAN:

What is the background that brought you to TSR?

COOK:

My first real encounter with TSR was when I was in high school, and I got this publication called *Dynamite* magazine. In one issue was an article about this new fad called the DUNGEONS & DRAGONS® game, where you got to play a game and tell a story, all at the same time. I was a big reader and thought that sounded really cool and a whole lot better than Monopoly and other games I was, by then, real sick of playing.

So I bothered my parents and got the basic set—*Keep on the Borderlands*, the purple box—for Christmas. But try as I might, I'm embarrassed to say, I could not figure it out. I sat there with my highlighter, I highlighted what I thought was important, and by the end I had highlighted the entire book, and I still couldn't figure out the movement rates and hit points and the subtleties



editor. From what I could see in the Book Department, it might be a long time before I actually got a chance to do any real editing, and I had reached the point where I wanted to exercise my editing training and knowledge. I moved over to games in 1994 and started in the AD&D® group.

It wasn't long before Jim Ward, who had just been made the vice president of TSR's creative services and games division, announced that he wanted to bring back the DRAGONLANCE line as an active game product. It had gone dormant in 1993. As soon as I heard that, I remembered the fondness with which I'd read the original trilogy back in high school and how much I'd enjoyed proofing the DRAGONLANCE books in the book department, so I immediately signed up to move onto the DRAGONLANCE team. That's when I started working with Harold Johnson and others, to revive the DRAGONLANCE Saga as a game.

McGILLIGAN:

What were the goals of the team?

COOK:

At that point, we didn't know what was going on with the books, because *Dragons of Summer Flame* was still in the galleys stage. So the first thing we did was talk to the book department to find out where the line was going and read *Dragons of Summer Flame* to orient our ideas. The disappearance of magic is a big issue at the end of *Dragons of Summer Flame*. So we quickly realized that for the new DRAGONLANCE games to be the traditional gaming world that fans have come to expect, we needed to find some way to bring magic back into the world.

We decided, first of all, to move the storyline thirty years ahead into the future, after the ending of *Dragons of Summer Flame*, at which point the heroes of the games would have just begun to discover the new magic. We wanted it to feel like a new world in many ways, while still retaining the charm and character of the original DRAGONLANCE world. We tried to keep as many of the favorite characters and representatives of races as possible, for the new heroes to interact with. We also

BEING ON THE DRAGONLANCE TEAM HAD ALWAYS BEEN A DREAM OF MINE, AND IT'S NOW A DREAM FULFILLED. WE'VE SPENT A LOT OF TIME SINCE THE ACQUISITION OF TSR BY WIZARDS OF THE COAST PLANNING THE NEXT GAMES AND BOOKS.

Illustration by Don Clavette from the cover of Dragons of Chaos.

Sue's story "Eyes of Chaos" appears within.

brought in a new challenge for the heroes to face, in the wake of the Chaos War: That was the Great Dragons, who have swooped down on this land in turmoil and seized territory. The new DRAGONLANCE Saga was envisioned as freedom-fighting game, with the heroes seizing the power of the new magic and attempting to wrest their world back from the control of these Great Dragons.

McGILLIGAN:

What is the future of the DRAGONLANCE game product, and, for that matter, of the Fifth Age?

COOK:

We have been attempting, in games and books, to fill in that thirty-year period with backstory, to help readers with a fuller view of the events reshaping the world. The next stage will resolve the struggles of the heroes as well as answer a lot of questions that were first posed in *Dragons of Summer Flame*. Such as: Where are the



gods? Is mankind in charge of its own destiny? The *War of Souls*, the forthcoming trilogy by Margaret Weis and Tracy Hickman, will be the centerpiece of this whole effort. The books and games division will be publishing collateral stories to enhance the central storyline.

McGILLIGAN:

At this crucial stage of DRAGONLANCE's history, you are leaving the helm. Why?

COOK:

Being on the DRAGONLANCE team had always been a dream of mine, and it's now a dream fulfilled. We've spent a lot of time since the acquisition of TSR by Wizards of the Coast planning the next games and books. When Margaret and Tracy came back on board as creative consultants, that set in motion a new phase of the storyline. They presented us with a fabulous outline of the events, about which we have all taken a vow of secrecy. I've been kind of along for the ride, shepherding projects through. And

the plan for *War of Souls* and the *Battle Lines* series of books and games is a real winner. My job is really done. I feel like I'm leaving the helm in good hands.

McGILLIGAN:

What are you going to be doing next at the company?

COOK:

I've spent the last year and a half as a manager, which I've really enjoyed. But I'm going to get back to editing again. I feel those skills have been woefully ignored, and I'd like to get a little closer to writers and writing again. I'm moving into the periodicals department to become the managing editor of *Amazing Stories* magazine, which will give me all of that opportunity and more.

McGILLIGAN:

What is the future of *Amazing Stories*?

COOK:

We came back this past year with three issues. It's the world's oldest science fiction magazine, so when the opportunity came up to be part of it, I jumped at the chance. Our first issues featured stories set in the *Star Trek* and ALTERNITY®—STAR*DRIVE®—universes. We will continue to publish both original science fiction and shared-world fiction. It's a real good blend of where science fiction is today, with both original stories by some of the industry's top writers as well as the media-related fiction that people love. The future of *Amazing Stories* is bright. You can get it by subscription or with increasing availability at newsstands. It is quarterly now, and if it goes well we hope to take it bimonthly.

Pat McGilligan continues to work as a TSR novel editor. ~

A NEW HERO: PURIFIER

By Chris Schilling

Elves often twist nature to their own advantage; purifiers do not and will not!

—Shali, a purifier from Khur

Purifiers seek to restore Krynn to her natural beauty. These heroes oppose most of the Great Dragons and those who would warp or destroy the natural setting of any landscape. Also, they constantly seek to restore Krynn to its original beauty and embrace nature to its fullest by worshipping Chislev, the goddess of nature. Harming Krynn's environment in any way provokes rage from the purifier that rivals a half-ogre's bloodlust.

All purifiers are natural sorcerers and mystics. They frequently make use of their magic in their quest to return the world to its natural grace.

Roleplaying

Purifiers can be cold and heartless to those who prefer civilized life, such as pampered nobles and rich merchants. They see them as life-leeching people who can't deal with the beauty of the world. As a result of this attitude, most purifiers are loners and can be divided into two groups: those who believe the world would be better off with people who can live in harmony with nature, and those who believe the world would be better off with fewer people. Generally, however, purifiers act distant to all but those associates they know best. In fact, some can be downright cold and arrogant, acting without caring about others' beliefs and feelings. To those they know, purifiers make excellent companions, being helpful and appreciative of others' talent.

Requirements

Purifiers are toughened by the outdoor life, requiring a 7 or better in Endurance. Since they have a problem relating to others, they cannot have a score higher than 5 in Presence. Few purifiers utilize armor or shields, so they must have a code no higher than "C" in Agility and "D" in Endurance. In addition, all purifiers are predestined heroes (see *Heroes of Defiance*). This can be either an advantage or disadvantage, but it must apply.

The most important requirement about purifiers involves their natural proclivity to magic. All purifiers must have a code of "A" in Reason and a "B" or better in Spirit. Finally, all purifiers must have access to the sphere of animism or the school of alteration.

Advantages

Purifiers are amazing spellcasters, so any card a purifier uses for a sorcerous spell that uses only one school and is cast outside is trump. Also, purifiers can combine their magic far more easily than most other spellcasters, with the exception of sorcerer-mystics. Thus, they are allowed to create hybrid spells. (Use the rules in *Heroes of Hope* for hybrid spellcasting.)

Disadvantages

Purifiers often receive a lot of grief from others for their beliefs. Not only are Presence actions never trump (-3 penalty if the hero already cannot gain a trump to Presence actions), but the hero must perform a *challenging Spirit (Presence)* action to deal with people they do not know. This action, if successful, allows the hero to swallow his or her resentment and carry on with the person. If failed, the hero dislikes the whole situation and refuses to deal with it.

Also, purifiers never gain the following schools and spheres because of their intense study and love of nature: divination, summoning, transmutation, necromancy, and spiritualism.

For purifiers, dealing with being apart from nature is nearly impossible. These heroes act distracted and moody (and even paranoid) when not outside, and as such, no action attempted inside is trump. (This of course is not cumulative with the social problem discussed above.)

AD&D® Kit: Purifier

This kit is based on Wanderer druid kit from *The Complete Druid's Handbook*.

Branch Restrictions: None. Weapon Proficiencies: Recommended—staff, one other weapon. Secondary Skills: Based on background. Nonweapon Proficiencies: Bonus—direction sense; Recommended—(general) animal handling, swimming, weather sense; (priest) healing, herbalism, religion; (warrior) mountaineering, running, survival, tracking; (wizard) ancient history, spellcraft. Equipment: Anything appropriate for the hero's background. Special benefits: The purifier can automatically cast *speak with animals* or *plant growth* once per day. Special hindrances: In addition to spheres forbidden to druids, purifiers cannot use spells from the sphere of divination. Also, purifiers can never gain followers.

Chris Schilling is a fan who subscribes to the DRAGONLANCE® mailing list. ~

LETTERS TO THE EDITOR

Here are some frequently asked questions that we have received.

DEAR LEGENDS:

I would like a list of your books. Additionally, I would like a list of what is supposed to come out in 1999 and a checklist of books that have already come out.

—M. Bishop
Grand Island, Nebraska

DEAR M. BISHOP:

We printed a list of books and games for the DRAGONLANCE Saga in the third issue of the newsletter. Please call our customer service line to request a copy of this list (1-800-324-6496). As for our 1999 list of publications, you can visit our website at www.tsr.com or call customer service for help. We won't be putting all of our 1999 schedule up yet, but if you keep checking back, you should see new updates as they come out.

DEAR LEGENDS:

I was wondering if you could point me in the right direction to find some out-of-print novels that I'm looking for to complete my collection.

—James Haines
Franklin, Massachusetts

DEAR JAMES:

I would begin by visiting your local retail store and asking about the status of the books you're looking for. If the bookseller says that the book is out of print (not out of stock—booksellers can try to order books that are out of stock), ask if they can recommend a good used bookstore. A lot of used bookstores can do book searches for you, so don't hesitate to ask a bookseller there for help in this. If neither of these options work for you, and you have access to the Internet, then do a search using one of the search engines with the subject "used books." You should find many different possibilities for where to go from that point. If you don't have access to the Internet, try reading a few periodicals that deal with the publishing industry. Some of them have advertisers or ads that will lead you to a place that does extensive book searches.

If you want to write for LEGENDS OF THE LANCE™ newsletter, please email legends@wizards.com or send a self-addressed stamped envelope to LEGENDS OF THE LANCE newsletter; P.O. Box 707; Renton, WA 98057-0707. Be sure to include your postal address! We can send you submission guidelines and a standard disclosure form.

DEAR LEGENDS:

What happened with the Irda in Chaos War? Did they all die?

—Fabio Cavalcante
Rio de Janeiro, Brazil

DEAR FABIO:

As you probably know, all of the Irda living on the island mentioned in *Dragons of Summer Flame* died. However, we don't know for sure if every Irda is dead. If you are a Narrator or Dungeon Master and wish to use the Irda in your campaign, feel free to bring some Irda into play. The setting is what you make of it; our products merely provide guidelines. Also, you never know whether the Irda will pop up in a future game supplement or novel, or whether some scholar will determine beyond a shadow of a doubt that every last Irda is dead.

DEAR LEGENDS:

Like a gully dwarf I just stumbled on your newsletter. It's packed with more treasures than a dragon's hoard. And it's easier to crack open than Fistandantilas's spellbook.

—Carl Austin
Tennessee Ridge, Tennessee

DEAR CARL:

Thanks for the comment! I just couldn't resist printing it.

If you have any questions or comments, please send them to the following address:

Editor, LEGENDS OF THE LANCE™ newsletter; Wizards of the Coast; P.O. Box 707; Renton, WA 98057-0707 or legends@wizards.com (they'll be forwarded to the editor from there). We'll print them in this forum so that all can see! Of course, the editor reserves the right to edit the letter for space considerations. ~

TALK BACK

We're still getting responses to our former questions, so here they are! The most current question: What place in Ansalon would you like to know more about and why?

Who is your favorite DRAGONLANCE® character and why?

My favorite character would have to be Tasslehoff. I am much like him in some ways. I enjoy the experience of traveling to new places and meeting new people, and I always seem to get into mischief! Tas is carefree and easy-going, and he can't seem to wait to get around the corner and see what waits for him up ahead.

—Steven Caughorn
Huntsville, TX

My favorite hero is Tanis, because he seems to get the respect of everyone around him, including Raistlin (in certain situations, that is). And what's even cooler is that he is a half-elf who doesn't even know his father, and yet he is like a father to the Companions (next to Flint, of course). Most of all, though, is that he is as noble as the elves and yet as weak and fragile as the humans.

—Alexander "Raze" Signey
Fairview, Philippines

Of all the Good and Evil dragons of Krynn, which one is your favorite and why?

Khellendros (Skie) is my favorite dragon because I like to think of him as having some of the same traits as I do. He's probably my favorite character in the whole Saga (except for Raistlin). From what I've read, he is the cleverest of all the dragons.

—Norman Child, Jr.
Portland, ME

My favorite dragon is Gwyneth, the silver dragon who fell in love with Huma. She didn't think of herself as better than the lesser nondragon races. This was shown through her fear of rejection from Huma when she revealed her true form to him. This proved that although she was a powerful dragon and could have thought of herself as superior to the 'lesser' races, she didn't.

—S. DeMink
Lee's Summit, MO

SPELL-◊-RAMA

By Matthew Lynch

SPEED CURRENT

A ship's sorcerer named Salifien crafted the spell "speed current" while serving aboard the *Coastal Mariner*, cog of Captain Sterling Silvershadow. Silvershadow, an aging half-elf mariner, has many enemies on the high seas, not the least of whom was the pirate-lord Mandracore the Reaver. Though Mandracore himself had never come after the half-elf, he often sent his minions. Such was the case when, in 315C, the *Mariner* ran supplies to Southern Ergoth. As they neared Pontigoth, one of Mandracore's subordinates surprised them on the galleon *Cutter*.

Knowing they could not possibly outrun the other ship, the crew prepared to die fighting. Salifien thought that if the current at least moved more quickly in a direction that helped them, they could possibly escape. More slowly than the sorcerer liked, he drew upon the power of the waves beneath the cog and seized part of the current. After he successfully moved the ship out of harm's way, he sent a small tsunami after the *Cutter*.

Invocation (30 minutes)	1
Range (artillery)	5
Duration (1 hour)	5
Area (IVb: large)	5
Spell effect (impeding)	4

Total difficulty 20

This spell has proven to be a boon to mariners and other sea-goers recently because it seizes a portion of the water in a current and causes it to magically speed up. As a result, the ship traversing the current arrives at its destination much more quickly than normal. The current increases its speed by a number of miles per hour equal to the number of additional spell points the caster spends beyond the required cost. When the spell's duration ends, the detached water once more conforms to the body of water around it. Some ambitious sea captains have employed a duo or trio of sorcerers who cast cooperatively to ensure speedy deliveries.

Mishap: The spell causes the waters to slow by the amount of spell points expended.

Matt is a student at the Francis W. Parker Charter Essential School in Massachusetts. An avid reader and fan of the DRAGONLANCE® series, he was first introduced to it in seventh grade. ♪

FACES BEHIND THE SCENES: ANGELIKA LOKOTZ



Angelika Lokotz, TSR's Typesetting Goddess

Photo by Miranda Horner

Angelika Lokotz, one of TSR's most experienced typesetters, came to the company in January 1989. She states, "From my first tour of the company I decided I needed to work here. The people were an interesting mix of weird and cool. The amount of talent here is amazing. There has never been a day that I didn't look forward to coming to work."

Angie graduated from Lewis University with a BA in English and worked at "fun, though underpaid jobs in various creative environments such as advertising agencies, catalogue houses, publishing houses, and newspapers doing copy writing, ad design, editing, dummy-ing, layout and prepress, and (of course) typesetting."

In her job here, she thinks of herself as a behind-the-scenes facilitator. "I'm not the star, but without me the stars won't shine as brightly."

She also finds that her job as a typesetter appeals to her Type A nature. She enjoys the challenge of making the words fit, making it look good, and making a deadline. She likes the way it takes shape: from a rough layout with only text to the finished product with illustrations, maps, and graphics.

One of her most recent projects was *The Bestiary*. She loves the look of it; it had a great design that made it fun and challenging to work on. She finds that it's always easier to work on a good-looking product.

When asked what one of her more memorable moments at TSR was, she said that it occurred at the GEN CON® Game Fair several years ago. Someone checking out of the Auction Store looked at her name tag, told her that she typeset all his favorite modules, and asked for her autograph. She figured he was a deeply disturbed stalker-type. A few years later, the module she signed went up for auction (as "defaced").

In closing, Angie says that the greatest appeal TSR holds for her is the people around her. She has met some of the most talented, dedicated, interesting, eccentric, wonderful people over the years. "Where else can you get a bear hug from Bill Connors in the morning and take a tai chi class with that heartthrob Phil Athans in the afternoon? The chocolate bribes help too!"



Fires in the Sky

By Ron Vitale



any have not heard of Puget Twinkletail, the gnome who devoted his life to stargazing, but his friends believe him to be famous. When they see him, they retell the story of how he got his name, in which he took a “trip” to Lunitari by being launched from a long metal tube. Flying through the air with the seat of his pants twinkling in a red and green fiery sparkle display, his trip lasted approximately five seconds. Although unsuccessful, Puget commented that he was smart enough to wear a helmet, which broke his fall.

Interested in astronomy from the time he saw the great Reorx Comet as a young boy, Puget Twinkletail has used his skyscope to track the changes in the night sky for over thirty years. But his true loves are the firestorms that occur seasonally within the Fifth Age. Like clockwork, Puget has successfully predicted the appearance of the mysterious sparks that streak across the heavens. Oddly enough, Puget recently discovered that he is not the only one to have noticed these storms. During a recent firestorm, Puget brought his skyscope to a location outside the town of Schallsea. Years of study indicated that some of the radiance of the firestorms fell toward the southern portion of Schallsea Island. At the height of the recent storm, at which about fifty of the firestorms could be seen per hour, Puget used his skyscope to view some of the brighter streaks. It was then that he noticed a dragon circling over the western part of the island as though it was chasing after the streaks.

Even for one as unfamiliar with the troubles of the world as Puget is, he has heard of the Great Dragon known as Sable

the Black (*black female ancient wyrm, treacherous demeanor, 6*). Although he could not determine if the dragon was Sable or one of her underlings, Puget became frightened just the same. Then Puget was jolted out of his fright by the sound of a loud roar overhead. Heading toward the Barren Hills, a large flaming ball of fire whistled and crackled through the air. It was the first time Puget could confirm his suspicions: the firestorms flying high overhead were not the lost sparks flung from Reorx’s hammer, as they were in the Fourth Age, but some sort of rock that whizzed high in the night sky. Puget also noticed that the black dragon followed the path of the flaming rock as it fell. Seconds later the firestorm split into three pieces and then they impacted. For a moment all was quiet, and then Puget heard the echoing boom of the blasts.

Drawing the trajectory of the fallen meteor, Puget determined the approximate location of the three impact sites. Filled with curiosity and excitement, he went back to Schallsea to gather the rest of his instruments and start up an expedition. He has waited for this moment all his life and is determined to discover the nature of the fallen sky rocks.

Seek and Retrieve

Puget’s curiosity knows no bounds. He is a persuasive gnome who is fun-loving and always interested in finding answers to his questions. In a sense, he is fearless but is also not afraid to ask for help. He knows his limitations and understands that without protection he will not survive the Barren Hills of Schallsea Island. Puget hopes to encourage several adventurers to come with him on his quest. He first tries to gain an audience with First Master Goldmoon (*barbarian human elder female, compassionate demeanor, Legend, 3♥ {fourteenth-level priest of Mishakal}*) at the Citadel of Light on Schallsea and tell her about his seeing a black dragon chase after the broken piece of a firestorm. Though the dragon followed only one piece of the firestorm, Puget fears that the dragon might return to find the other pieces. Puget hopes to recover one of the pieces in order to determine its origin and also to learn why a dragon might wish to possess the rock. (Narrators are encouraged to use the heroes and situations in the *Citadel of Light* dramatic supplement. For example, Sunbringer might go on this quest since one of the rocks fell near Qué-Tepeht.) Possible outcomes of the expedition could include the following:

rators are encouraged to use the heroes and situations in the *Citadel of Light* dramatic supplement. For example, Sunbringer might go on this quest since one of the rocks fell near Qué-Tepeht.) Possible outcomes of the expedition could include the following:

- ♣ Stealth (*black male young dragon, confident demeanor*) found the first and largest piece of the rock. He has taken the piece back to Sable in the hopes that she can use its power to strengthen her dark spawn. The firestorm’s impact caused a small fire to blacken the area and destroy all vegetation. The rock blew down trees, burned away grass, and formed a small crater near Qué-Tepeht. The heroes find this out by talking to the villagers of Qué-Tepeht.
- ♣ Puget discourages the heroes from searching for the second piece because he did not have ample time to calculate the trajectory of the rock’s fall. If the expedition searches for this piece, they learn from the Qué-Nal barbarians who live in Qué-Hep that the firestorm overshot the island and crashed into New Sea. Due to its submersion off the coast, no markings exist to indicate the whereabouts of the firestorm’s impact. However, the heroes can attempt to talk the Qué-Nal into taking one of their small boats out and do a bit of diving. Narrators can include an encounter with a Dimer-nesti elf who escaped from Sable’s experiments in this instance.
- ♣ The third piece fell in the Barren Hills between the Garden of the Dead and the ruins of Angat, and its impact threw dirt and sand thousands of feet away from the crater. The impact occurred on the top of a hill and can be seen for miles. The surrounding area is blackened, and small pieces of quartz rest at the crater’s center. The heat of the rock’s impact incinerated all vegetation on the hill.

If the heroes find one of the pieces, the Narrator should read “The Secret of the Firestorm” for more information on what happens next.

The Secret of the Firestorm

At the center of the impact crater is a black porous rock (except in the case of the crater near Qué-Tepeht). Those heroes who have access to the sphere of spiritualism can attempt *daunting Spirit* actions {or cast appropriate AD&D® spells} to discover that the rock is attracting spirits from miles around. The heroes cannot discern anything unusual from a normal visual inspection.

However, any armored heroes who come within 50 feet of the mysterious rock feel a tug

toward it. (This should not be a consideration if the heroes are swimming, unless one of them was foolish enough to swim with metal weighing him or her down.) If the heroes move within 15 feet, some unknown force irresistibly pulls them toward the rock. Heroes this close must make successful *challenging Strength* actions {saving throw vs. paralyzation} in order to resist being pulled forward. If a hero fails, he or she is uncontrollably attracted to the rock and becomes magnetically stuck to it. To pull themselves away at this point, heroes must perform successful *daunting Strength* actions {saving throw vs. paralyzation with a -2 penalty} to pull themselves up.

The rock is a powerful magnet with the apparent ability to disappear at night. (Though anyone who is familiar with necromantic magic can see the rock after sunset.) Outside of its unusual inner magnetism, the rock also weighs much more than it would seem for its size. The hero who carries the rock must succeed at a *challenging Spirit* action {saving throw vs. spell} every six hours. Failure causes the hero to become possessed by a wrathful spirit. The spirit directs the hero to travel to the Garden of the Dead for some unknown purpose. (See the *Citadel of Light* supplement for the further effects of a wrathful spirit taking control of a hero, and look below for some more adventure nuggets regarding the Garden of the Dead.)

Heroes who bring a rock back to Goldmoon with Puget's help discover that the silver dragon Mirror (*silver male great wyrm, eccentric demeanor*) believes that the rock possesses unusual qualities, such as the ability to use necromancy spells more easily, among other things. Goldmoon calls Amil Lavatar (*barbarian human adult male, decisive demeanor, Adventurer {sixth-level necromancer}*), the Mentor for studies in the sphere of spiritualism {or spells dealing with incorporeal undead in the AD&D rules}, to verify this theory. Once he does so, Goldmoon reiterates the Citadel's forbiddance of magic dealing with necromancy {or AD&D spells that affect or utilize corporeal undead} and insists on putting it away in a safe place. Since Sable could be interested in these unusual rocks, the First Master of the Citadel declares that she must ensure it doesn't fall into the dragon's claws. Without further delay, Goldmoon calls for one of the Citadel masters who has the ability to use the school of divination so that he can start working on finding out what other powers the rock may possess.

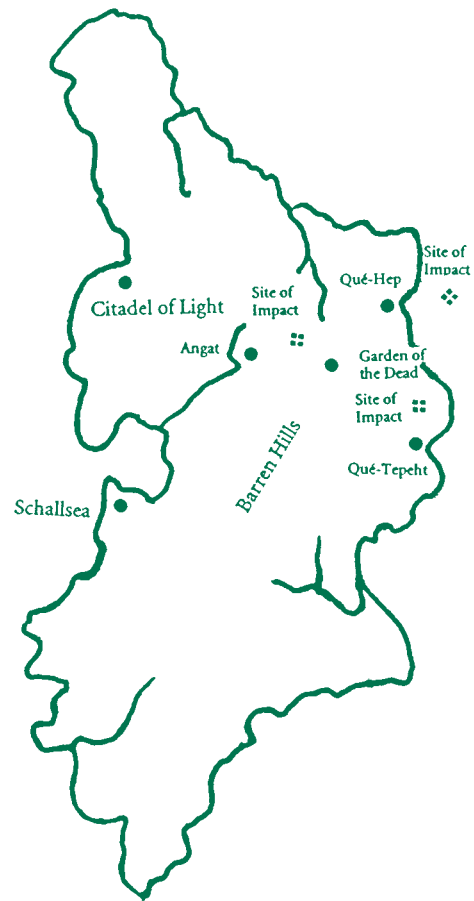
Further Adventure Nuggets

☞ Once the heroes return one of the rocks to the Citadel, they can attempt to find out who exactly took the rock near Qué-

SCHALLSEA ISLAND



HEADING TOWARD THE BARREN HILLS, A LARGE FLAMING BALL OF FIRE WHISTLED AND CRACKLED THROUGH THE AIR.



Tepeht. If they watch for a dragon to approach the crater the Barren Hills, the heroes discover that Stealth is involved. Puget suggests putting a nearby dark rock into the crater. If confronted with arms, the black dragon will attack. However, speaking a few words allows the heroes to converse with the dragon long enough to find out its human-name and that Sable is indeed behind the quest for these rocks. Then Stealth takes the rock and leaves. The heroes can follow, but the Narrator needs to flesh this nugget out further if that happens.

☞ If the heroes went to the Garden of the Dead with a possessed companion, the spirit unerringly leads the heroes to a specific spot and starts digging. If the heroes wait long enough, the possessed hero digs into a tunnel leading underground. Once the passage is open, the spirit forces the hero down into it. A waft of foul air hits the other heroes full in the face, and they see that the tunnel is crumbling. At this point, the heroes can go into the tunnel and see where it leads or simply attempt to stop their companion from going into the unsturdy tunnel. Either way, the

Narrator can work out further options for the Garden based on the information presented in the *Citadel of Light* supplement. The Garden is reputed to be a place where dead Wemitowuk leaders forever tend plants that bear only rotten produce under the eyes of Chemosh or Chislev.

Character

☞ **Puget Twinkletail:** *Thinker gnome male adult, curious demeanor, Adventurer. Co 7, Ph 4, In 6, Es 6, Dmg +2 (dagger), Def -2 (leather).*

He carries his portable skyscope with him. Essentially, it's a long, hollow tube made of a light wood, with a small swivel stand and a mount that enables the scope to be raised to various points in the sky. Puget carries a backpack with starmaps, both from before the Second Cataclysm and the present. He is extremely knowledgeable in star lore and can calculate his position through use of the stars.

Ron Vitale lives in Philadelphia, PA. ☞



BEHIND THE TAPESTRY

Daring Deeds of Krynn's Co-Creators

PETER ARCHER

Peter continues to assist Mary Kirchoff in guiding the TSR Book Department.

EDO VAN BELKOM

Edo recently guest-edited an issue of *Canadian Fiction Magazine*, which is to be a horror-themed issue and will likely come out in the fall of 1999. He also won the Bram Stoker Award presented by the Horror Writers Association for superior achievement in a short story for "Rat Food," co-written with David Nickle. Also just out is his novel *Mister Magick*, published in the White Wolf Omnibus, *The Quintessential World of Darkness*. In 1998, he had a chapbook novella called "Yours Truly, Jackie the Stripper" come out. His email address is e.vanbelkom@genie.com and his web page is www.horrornet.com/belkom.htm.

NANCY V. BERBERICK

Nancy is working on a DRAGONLANCE® novel very tentatively titled *Song of the Dark Elf*. Her short story "The Road Home" will appear in the DRAGONLANCE *Heroes and Fools* anthology, and the short story "Dvergtril (Intercourse With a Dwarf)" will show up in one of Margaret Weis's Daw anthologies. She is also writing about the Tower of Wayreth for the second volume of *Leaves from the Inn of the Last Home*. Her email address is Nancy_Berberick@compuserve.com, and her home page is http://ourworld.compuserve.com/homepages/Nancy_Berberick.

TRACY HICKMAN

Tracy is currently working with Margaret Weis on the first DRAGONLANCE War of Souls novel.

MIRANDA HORNER

Miranda continues to work on the newsletter in between projects. She recently turned over the DRAGONLANCE 15th Anniversary project and is currently wrapping up an editing pass on the project code-name "The Gilithiad."

MARY KIRCHOFF

Mary continues to guide the DRAGONLANCE book line and to coordinate with Stan!, the DRAGONLANCE game line creative director, and David Wise, the brand manager for TSR AD&D® campaign settings.

TODD LOCKWOOD

Todd works as an artist for TSR's DRAGONLANCE, RAVENLOFT®, and FORGOTTEN REALMS® lines. His most recent piece for the DRAGONLANCE Saga will be featured on the DRAGONLANCE 15th Anniversary project.



Illustration by Rachel Stewart of Coral Gables, FL

STEVE MILLER

Steve has finished his work on the project code-named "The Gilithiad." He continues to contribute his expert advice on the DRAGONLANCE and RAVENLOFT lines.

DOUGLAS NILES

Doug is finishing up *Circle at Center*, the first book in a new trilogy to be published by Ace Fantasy, and the project code-named "The Gilithiad." He has completed

Fox on the Rhine, a WW2 alternate history novel written with a co-author, Michael Dobson. He will be working on a DRAGONLANCE adventure, which is a sequel to "Seeds of Chaos." He also expects to be working on a DRAGONLANCE novel (as yet untitled) during late spring and summer.

STAN!

Stan! is taking up the reins of the creative director position over the DRAGONLANCE, GREYHAWK®, and RAVENLOFT® worlds. For more information, read an "Open Letter from Stan!" in the front of the newsletter!

PAUL B. THOMPSON

Paul has written some articles for second volume of *Leaves from the Inn of the Last Home*. These will be encyclopedia style articles on catapults and other subjects. He has also finished two short stories: one DRAGONLANCE story (for the *Heroes and Fools* anthology) and one MAGIC® story (for the *Colors of Magic* anthology). He has also turned in the final draft of his MAGIC novel. He has started an original SF novel. His email: MrApol@aol.com. He also reads alt.fan.dragonlance and can be reached there.

MARGARET WEIS

Margaret is currently wrapping up work on the DRAGONLANCE anthology *Heroes and Fools*, with Pat McGilligan's able assistance. She has also finished a DRAGONLANCE book with Don Perrin titled *Brothers in Arms*. The new *War of Souls* book that she is co-writing with Tracy Hickman has recently been turned over, as well. ~

THE HERALD'S REPORT

The Latest News from Krynn

P

lease forgive me for the lateness of this missive, Lord Knight. Much has happened within the past few weeks. Of the most importance, however, is the current health of Governor-General Abrena.

ASSASSIN STRIKES MIRIELLE ABRENA

While in Jekek on business, Governor-General Abrena found herself the target of a sly assassin. According to the Herald, the would-be killer crept into the Governor-General's outer chambers using magic and then attacked her with a poisoned dagger. None of the Knights with her detected this assassin until suddenly the Governor-General moved and the dagger thunked into the wood of a table. Thanks to the quick reflexes of Knight of the Lily Devin Straus, the invisible assassin was caught. Minutes after that, they discovered that their unseen prisoner was a female half-elf. Unfortunately, the Knights never discovered her identity or what motive she might have had for her actions. Even the efforts of the Skull Knights have not gleaned any further information, for her spirit seems to be protected from interrogation.

DIRGE OF LOST ONES

In the town of Hidar in Hylo, a group of kender have gathered at the port and started singing a low, mournful song. According to several ships' captains, the kender have sung this unusual dirge for weeks. After watching the process, they have seen that each kender sings as long as he or she can, taking only minimal breaks for food and sleep . . . always being replaced by a fresh voice. Apparently, the song is a dirge for those who died in Malys's attack on Kendermore. No one has ever known kender to have any talent for composition, but these kender have created an eerily haunting piece that, while it starts over every three hours, constantly changes. Reports from my agents say that it differs distinctly now from what it was a day or a week ago. No one has discovered how long this haunting music will continue, for the kender are strangely silent on this topic (except when singing, of course).

WILD ELF IN BLÖDE

You have asked to be kept abreast of the whereabouts of certain individuals who have recently thwarted the plans of the Red Marauder. In light of this, I need to alert you that the Kagonesti elf Feril is currently moving through ogre-ridden Blöde, heading toward the southwest. My agent followed her through Khur just until a group of ogres started tracking her on the borders of Blöde. She was captured outside the boundary of Thoradin, and the ogres started moving south with her as their prisoner. Through her magic, she made good her escape that evening. However, my agent heard several puzzling things while watching the ogre camp, which makes me think that perhaps it is time to start watching the ogres more closely. With your permission, I will send one of my agents in to Blöten to keep an ear to the ground.

TRUTH OR MADNESS?

As requested, I have sent an agent to the Third Eye shop in Palanthas to discover whether the diviner Soothtongue is perpetuating a hoax or if she speaks the truth. I supplied my agent with the puzzling nightmare that one of my own diviners has been experiencing and gave specific instructions as to what to listen for and watch for. In addition, my agent had a scripted description of the dream, so she couldn't give any verbal clues to the minotaur. The news I have received back seems to indicate that the minotaur has a true gift for prediction and prophecy. First of all, Soothtongue knew that my agent was not the one experiencing the dream (although it took my agent several hours to decipher the rhyme the minotaur spoke). Furthermore, my agent left the shop with another nonsensical rhyme that indicates that the Silvanesti Shield is the object that terrifies my own diviner when he sleeps, or at least that is my take on the subject. Other possibilities exist for the nightmare's subject matter, but I don't wish to entertain them until I have something more to go on. I shall assign agents to further investigate the matter.

My next report will find its way to you at the Griffin's Whim. May it find you in good health! ~

ANTIOCH PUBLISHING
Makers of DRAGONLANCE®
Bookmarks

Antioch Publishing, an official licensee of TSR, Inc., now produces tasseled bookmarks featuring art from the DRAGONLANCE Saga. Antioch has been working with TSR since mid-1998 to create the bookmarks, which are now on sale for \$1.69 at retail stores such as Waldenbooks. Four different bookmarks should be available at a local store near you: *The Second Generation* cover art by Larry Elmore (0-7824-1636-5), *The Doom Brigade* paperback cover art by Keith Parkinson (0-7824-1637-3), *The Dragons of Krynn* cover art by Paul Jaquays (0-7824-1635-7), and *The Dragons of Chaos* cover art by Don Clavette (0-7824-1638-1)



These bookmarks are normally found on specialized spinner racks, so be sure to look there! For more information on Antioch Publishing, visit their website at www.antioch.com and check out their products! They also produce blank journals, book plates, and much more. 🐉

UP AND COMING

The month of Yurthgreen brings new DRAGONLANCE® releases, so look for them in your local book and hobby stores, or visit www.tsr.com!

JANUARY

The Soulforge

By Margaret Weis
A Paperback Novel

A reprint of the novel that describes the early years of Raistlin, one of the most popular characters of the DRAGONLANCE setting.
\$6.99 U.S./\$8.95 CAN ISBN 0-7869-1314-2

The Silver Stair

By Jean Rabe
A Novel in the *Bridges of Time* Series

Amid the wreckage of the Chaos War, a new kind of magic arises in the world of Krynn. To study this magic, Goldmoon, Hero of the Lance, founds the Citadel of Light. This magic offers hope, but in the wrong hands it could spell doom for the inhabitants of Krynn.
\$5.99 U.S./\$7.95 CAN ISBN 0-7869-1315-0

FEBRUARY

The Puppet King

By Douglas Niles
A Novel in the *Chaos War* Series

As war and destruction spread across Ansalon, the elven ruler Gilthas must make a fateful choice, one that could spell victory or disaster for his people.
\$5.99 U.S./\$7.95 CAN ISBN: 0-7869-1324-X

The Sylvan Veil

By William W. Connors and Miranda Horner
A SAGA®/AD&D® DRAGONLANCE Dramatic Supplement
This epic adventure is rich with source material and drama revolving around the land of the elves. It includes history, lore, legendary heroes, and a quest beyond the magical Silvanesti Shield. Inspired by a story concept by Margaret Weis and Tracy Hickman.
\$18.95 U.S./\$27.95 CAN ISBN: 0-7869-1132-9

MARCH

The Rose and the Skull

By Jeff Crook
A Novel in the *Bridges of Time* Series

Weakened, their numbers shattered by the destructive Chaos War, the Knights of Solamnia look to the Knights of Takhisis. The alliance forged during the last days of the Chaos War is renewed, but when the grandmaster of the Knights of Solamnia dies, the very existence of the Solamnic Knights is challenged.
\$5.99 U.S./\$7.95 CAN ISBN: 0-7869-1336-3

Fashions of Palanthas

By Charlie Martin



I

ust as in any society, fashion is a fickle mistress in Ansalon. One day dragon-skin boots might be all the rage, but on the next, people could embrace squirrel fur stockings. So, to help heroes choose the perfect thing to wear on occasions where the right clothing is a life-or-death necessity, the bard Eldarath Fernstalker brings word of the latest fashions from the noble quarters of Palanthas. Heroes who have no need of attending audiences with the upper crust of Palanthas can use these guidelines to help them predict what styles will become appropriate with the young set in the courts of Ergoth within a few months. As with anything, however, the nobility of nonhuman lands have their own sense of style. A final note: Don't expect anything to be popular very long.

Headgear

Helmets are soooo passé. Anyone who's anyone wears bright, wide-brimmed hats with as much decoration as possible. Nobles prize flowers and the feathers of rare birds especially, and if anyone has the unbelievable luck to stumble upon a pegasus, he or she can make a fortune from those feathers. Though be wary of merchants selling these feathers; I've heard that some pluck white swans and sell the feathers in this manner.

Leather headgear is out. Today's popular hat material tends to consist of softer, more pleasant (but less practical) materials, such as velvet. Popular colors range from blue to rosy pink, always bright and often sporting intricate designs (some including gems or ornamental stones on the brim). Black or white hat bands made of delicately cured leather is most popular, though make sure the hat pin is made of

gold, steel, or platinum and ornamented at its end with a jewel or flashy stone.

Cloaks and Jackets

Silk jackets are a must. Unless someone can find a water naga coat, exotic animal furs are in for cloaks. Do not wear silk in your cloak in any way; it will clash terribly with your jacket. Plain black, white, or gray fabric is out of the question. Make sure you dress as colorfully and brightly as possible, with frills and laces everywhere. This is the Age of Mortals; don't treat it like a funeral procession. And, as always, never dress like a mere adventurer. Such rabble can't mix even with the savage ogres and yeti. Don't ever expect them to mix with civilization.

Footwear

Everyone needs good shoes that make a nice, rhythmic clatter when dancing. Shoes are probably the one article of clothing that should be dark, preferably black. If you can add a special twist to them, like a couple of tiger's claws, by all means do so. Just make sure not to have any lizard skin in your wardrobe; the dragons have control and nobody in their right mind wants to anger them. The soles should be made of a durable material, but with your busy schedule of rubbing elbows with the upper crust, expect to purchase new shoes every few weeks.

Pants

Robes have fallen out of style except as nightwear. Even some former wizards have begun to update their looks since the dusty old things of yesteryear are only in style in the desert, where such dress is all but required for survival. Even baggy or loose pants have fled; today's fashion demands tights or breeches. Have your tailor make most of your wardrobe just a tad too small—that accentuates the natural beauty of humans and not the folds of cloth. Again, modern society turns its nose up at black fabric. Common colors range from green to white, although pants are not quite as decorated and ornate as jackets, tunics, and cloaks. This fashion results mostly from the fact that pants do not play much of a role in one's appearance. Few people (except maybe the kender—who rarely look at faces anyway) comment on a noble's

pants, and the current trend in art does not depict anything below the chest. People *are* judged on appearance, but pants simply play a muted role.

Weaponry

Never show up at a party with a club or a quarterstaff. Modern weapons focus toward slim, straight blades, such as stilettos and rapiers. One's scabbard should display a family coat of arms in some prominent color, usually highlighted with gold or silver. The bearer should always keep the blade clean. Armor should not be worn in public except by warriors, who should wear platemail during ceremonies and parades only. The Fifth Age may be deadly, but it's the soldier's job to fight the noble's battles.

Adventure Nuggets

- ⚔ A Palanthian noble wishes to gain a roc's feather for an outfit, and he offers to finance an expedition into the Worldscap Mountains for some lucky heroes. He also adds 50 steel apiece up front, with the promise of another 200 steel when they get back with the feather. Can the heroes find a roc? If they do, how do they get a feather from it?
- ⚔ While traveling, the heroes meet another group heading in their direction. One of the members of the group is a noble with a very fashionable (yet gaudily decorated) long coat made of water naga hide. As the heroes and the group pass by an area with water, a nearby water naga notices the coat and immediately attacks the noble, angrily declaiming the death of its fellow for a simple piece of clothing. Do the heroes defend the noble and attack the naga or do they attempt to find a way to reason with the naga.

Charlie Martin lives in St. Johnsbury, VT. ~



THE COMPLETE KRYNNISH COLLECTION, PART TWO

By Sue Weinlein Cook

It's time for another list of DRAGONLANCE® products! This time we explore magazine articles featuring the DRAGONLANCE Saga and various licensed items. As with the first part of the bibliography, the list below features titles each preceded by a TSR stock number (where appropriate).

A number of you have written to me, dismayed to hear that certain titles are out of print. If you have a favorite out-of-print product you'd like to see return to the shelves, I encourage you to email or write c/o the LEGENDS OF THE LANCE™ newsletter and let the editor know. Your opinions do make a difference.

DRAGON® Magazine

Issue	Title
#83	"The Test of the Twins," Margaret Weis, March 1984
#85	"A Stone's Throw Away," Roger E. Moore, May 1984
#91	"Chronicles: A Novel Idea," November 1984
#94	"My Honor is My Life," Tracy Hickman, February 1985
#98	"The Dragons of Krynn," TSR staff, June 1985
#101	"All about the Kender," Roger E. Moore, September 1985
#102	"All about the Gully Dwarf," Roger E. Moore, October 1985
#103	"All about Krynn's Gnomes," Roger E. Moore, November 1985
#107	"More Dragons of Glory," Douglas Niles and Tracy Hickman, March 1986
#121	"Love and Ale," Nick O'Donohoe, May 1987
#125	"The Game Wizards," Mike Breault, September 1987
#134	"Dragon's Bestiary," Gregory Detwiler, June 1988
#143	"Sage Advice," Skip Williams, March 1989
#154	"Raistlin and the Knight of Solamnia," Margaret Weis and Tracy Hickman (reappears in a book), February 1990
#156	"Sage Advice," Skip Williams, February 1990
#158	"Novel Ideas," Will Larson, June 1990
#160	"Sage Advice," Skip Williams, August 1990
#161	"Role-Playing Reviews," Jim Bambra, September 1990
#168	"Novel Ideas," Marlys Heeszel, April 1991
#173	"The Role of Computers," Hartley, Patricia, and Kirk Lesser, September 1991
#182	"Not Cheaper by the Dozen!" Spike Y. Jones, June 1992
#188	"The Wizards Three," Ed Greenwood, December 1992
#190	"Sage Advice," Skip Williams, February 1993
#192	"The Companions' Rhapsody," Band on the Run, April 1993
#192	"Weapons of Mass Destruction: On Sale Now!" Matthew Webber, April 1993
#194	"Novel Ideas," Will Larson, June 1993
#196	"Sage Advice," Skip Williams, August 1993
#196	"Three Wizards Too Many," Ed Greenwood, August 1993
#200	"The Best," Margaret Weis, December 1993
#200	"The Wizards Three," Ed Greenwood, December 1993
#204	"Love Me Kender," Bard on the Run, April 1994
#206	"Part Dragon, All Hero," Roger E. Moore, June 1994
#209	"Branching Out All Over," Roger E. Moore, September 1994
#210	"The Game Wizards," Bruce Nesmith, October 1994
#210	"Role-Playing Reviews," Rick Swan, October 1994
#211	"The Wizards Three," Ed Greenwood, November 1994
#216	"April Fool's Factions," Tim Beach, April 1995
#219	"The Wizards Three," Ed Greenwood, July 1995
#223	"Interview: Margaret Weis and Tracy Hickman," Sue Weinlein, November 1995
#224	"The Chronology of Krynn," Harold Johnson and Sue Weinlein, December 1995
#224	"Sage Advice," Skip Williams, December 1995
#225	"Kindling," Jean Rabe, January 1996
#227	"Mission from Kendermore, Part One," Harold Johnson, March 1996
#228	"Mission from Kendermore, Part Two," Harold Johnson, April 1996
#229	"The Taking of Mount Nevermind," David Wise, May 1996

#230	"Mirta's God," Mark Anthony, June 1996
—	"Between the Ages," Douglas Niles (introduction by Harold Johnson), Annual 1996
#231	"The Game Wizards: DRAGONLANCE: FIFTH AGE®," Sue Weinlein Cook, July 1996
#231	"Measure of the Homeguard," J. Robert King, July 1996
#232	"The Gift of Fire," William W. Connor and Sue Weinlein Cook, August 1996
#233	"Thunder and Ice," Douglas Niles, September 1996
#234	"Firstborn," David Gross, October 1996
#235	"Relics," Jeff Grubb (reappears in a different form in the Relics and Omens anthology), November 1996
#236	"Sage Advice," Skip Williams, December 1996
#237	"Hidden Talents," William W. Connors, January 1997
#237	"Role-Playing Reviews," Rick Swan, January 1997
#238	"The Day the Magic Died" The Bard on the Run, August 1997
#238	"Dungeon Mastery: Campaigns of Intrigue, From Foe to Finale," Steve Miller and Sue Weinlein Cook, November 1997
#239	"A Saga of Your Own," Stephen Kenson, September 1997
#240	"Saga of the Mists" Matthew L. Martin, October 1997
—	"Hark the Herald," Steven Brown, Annual 1997
#242	"The Magic of Krynn Reborn!" Stephen Kenson, December 1997
#243	"The Treasures of Krynn," Stephen Kenson, January 1998
#243	"Honor and Guile," Margaret Weis, January 1998
#243	"ProFiles: Margaret Weis," Allen Varney, January 1998
#245	"Bazaar of the Bizarre," Kevin Melka, March 1998
#246	"The Dragon's Bestiary: Chaos Creatures," Gregory W. Detwiler, April 1998
#248	"Spells the SAGA® Way: Spell Contest Winners," June 1998
#250	"The Dimernesti," Stephen Kenson, August 1998
#251	"Beyond the Tree," Miranda Horner, September 1998
—	"The Homefront" Richard "Ricko" Dakan, Annual 1998

DUNGEON® Adventures Magazine

Issue	Title
#22	"Unchained!" Bruce Norman, March/April 1990
#40	"The Draven Deeps' Menace," Jeff Fairbourn, March/April 1993
#43	"Mayhem at Midnight," Trae Stratton, September/October 1993
#65	"The Ice Tyrant," Chris Perkins, November/December 1997
#71	"Under a Pale Moon," Jason Carl, January/February 1999

POLYHEDRON® Magazine

Issue	Title
#59	"Bookwyrm," Pat McGilligan, May 1991
#62	"Bookwyrm," Marlys Heeszel, August 1991
#77	"Weather Report for Krynn," H. Johnson and J. Terra, November 1992
#78	"Kenderspeak, Anyone?" H. Johnson and J. Terra, December 1992
#100	"Lightning Strike: The Shadow of a New War," Margaret Weis and Don Perrin, October 1994
#100	"Arms Against the Dragonlords," Edward Gioffre, October 1994
#114	"Larger Than Life," Lawrence Hurley, December 1995
#114	"DRAGONLANCE: FIFTH AGE—Under Construction," William W. Connors, December 1995
#114	"Death's Teeth," Steve Miller, December 1995
#120	"The Endless War," William W. Connors and Sue Weinlein Cook, May 1996
#128	"The Toenail of Chaos," Adam Bennington, and "The Chaos Cloud," Henry R. Gannon, February 1998
#129	"Trouble in Mind," Stephen Kenson, April 1998

Newsletters

LEGENDS OF THE LANCE™ newsletter, Vol. 1, Nos. 1–5

Audio Books from Random House

RH126 Dragons of Autumn Twilight	ISBN 0-394-58607-7
RH127 Dragons of Winter Night	ISBN 0-394-58608-5

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RH128 Dragons of Spring Dawning	ISBN 0-394-58609-3
RH177 Time of the Twins	ISBN 0-679-40499-6
RH178 War of the Twins	ISBN 0-679-40498-8
RH179 Test of the Twins	ISBN 0-679-40497-X

Audio Books from Soundelux

Dragons of Summer Flame	ISBN 1-55935-206-X
The Doom Brigade	ISBN 1-55935-218-3
The Soulforge	ISBN 1-55935-251-5

Bookmarks from Antioch Ltd.

“Book of Lair’s” by Bruce Eagle	“The Second Generation” by Larry Elmore
“The Red Dragon of Krynn” by Paul Jaquays	“The Doom Brigade” by Keith Parkinson
“Dragons of Chaos” by Don Clavette	

Promotional Bookmark

“The Bestiary” by Rebecca Guay (September 1998)

Clothing

II-DLB DRAGONLANCE Logo TSR Sweatshirt	DRAGONLANCE: FIFTH AGE T-shirt
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Computer Games from Strategic Simulations, Inc. (SSI)

War of the Lance	DragonStrike
Champions of Krynn	Death Knights of Krynn
Dark Queen of Krynn	Heroes of the Lance
Dragons of Flame	Shadow Sorcerer

Posters

PSTRA	Dragons of Triumph
PSTRD	Verminaard the Dragonlord!
PSTR I	Lord Soth’s Charge

Stained Glass Designs from MMI Distribution

“Fifth Age” stained glass design	“The Red Dragon of Krynn” stained glass design
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Vinyl Models from Screamin’ Products

#4100 The Red Dragon of Krynn

Miniatures from Ral Partha

01-504 Takhisis
 10-500 Red Dragon of Krynn
 10-501 Draconians
 10-502 Heroes of the Lance
 10-503 Huma’s Silver Dragon
 10-504 Villains of Krynn
 10-566 Lord Soth’s Charge
 10-573 Takhisis: The Dark Queen
 11-014 Kender Rogues (male and female)
 11-064 Lord Soth (mounted and on foot)
 11-065 Tanis
 11-066 Goldmoon
 11-067 Fizban
 11-069 Raistlin
 11-070 Caramon
 11-071 Kitiara
 11-072 Laurana
 11-073 Gunthar
 11-074 Silvara
 11-075 Gilthanas
 11-076 High Bulp and Bupu
 11-077 Flint
 11-080 Tasslehoff
 11-081 Sturm
 11-425 Minotaurs of the Imperial League
 11-428 Young Dragon of Krynn
 11-852 Lord Soth’s Skeleton Cavalry
 10-511 RAVENLOFT® Denizens Set



Sue Weinlein Cook now resides above us and works on *Amazing Stories*.

HOME RULES

REFRESHING THE PILE

One of the situations sure to arise in any Narrator’s career occurs at the end of a game session when most of the Fate Deck sits in the neighboring discard pile. This isn’t always bad, except when the discard pile also contains all of the high cards, and the players are starting to grumble about dealing with Dark Knights. Either you start coming up with new options soon or find a way to burn off the rest of the deck. If you’ve ever been in this situation, here’s a handy little optional rule to help solve it.

The Refreshment Card

Choose one card out of the Fate Deck and make this the refreshment card. The Ten of Dragons works very nicely in this capacity due to its uniqueness. If you have an extra Fate Deck lying around, consider slapping a sticker on the face side and adding it to the play deck. Please note that suits related to specific abilities are probably not the best choice in this regard.

Whenever someone draws the chosen card in the course of play, toss it into the discard pile and reshuffle the deck. If it comes up as a trump, count it for value before reshuffling. Do not reshuffle the players’ hands back into the deck (see “The Armageddon Option”).

Using this rule, the Fate Deck is constantly being refreshed, and cards are in play much more often. This increases the opportunity for the heroes to draw high cards as well as low ones, and even the One of Dragons may make a few rounds in a single session.

The Armageddon Option

Let’s face it: Some players love to hoard high cards. This isn’t always a bad thing in the SAGA® rules. In fact, unless they aren’t expecting combat for awhile, it may be in their best interest to keep those eight’s and nine’s up their sleeves. By the same token, all players will end up with a fist full of Dragon-suit cards at one time or another.

With this option, whenever a player draws the refreshment card, the player discards his or her entire hand into the discard pile. After the deck is reshuffled, the player gets a new hand. This way, players always have a potential to trade in their hands for Dragons or something slightly more safe or of losing all those high cards they’ve been hoarding so long. If the refreshment card is drawn as a trump card, be sure to count it for value; nobody needs to lose his or her hand.

The Narrator should consider the ramifications of this option, considering SAGA’s combat system and the instability it might create. It does not need to be used for the refreshment option to work.

Tom Harrison is pursuing his Masters in English Literature at the University of North Texas. ~

