It is an ancient world with ancient troubles. The last four ages have defined epic struggle on Ansalon. Now the gods have left the world, and humans must fight the new overlords—the Great Dragons—just to survive. Yet another epic struggle has begun. This is DRAGONLANCE®. This is the FIFTH AGE®.
I see everything.

It is a quiet morning. The sun slowly rises out of the east, softly illuminating the world around me. I stand tall on the highest mountain peak in the Gamet range of Solamnia. I feel strangely at peace. I know not why, when all my world seems at odds. But just the way the sun is climbing into Krynn's wide sky, bestowing gentle shafts of gold upon my land, promises better days to come.

I am the Heirdi, singer of songs, teller of tales. I have seen much upon the continent of Ansalon, and have learned even more. And so I pause, for as this new day dawns we enter what the keepers of time shall call the Age of Mortals—the Fifth Age of Krynn.

From the shadows of this war-ravaged land, great and terrifying dragons have emerged to subjugate mankind. This once great nation of Solamnia lies besieged on all sides rule dragons far stronger than any we have ever known. The gods have gone, and thus none remains who can contain these creatures of evil.

And so I have come forth to do what I may in this time of peril. I am a man with no memories of my own—my mind knows only the memories of the world. Perhaps within my tale of what once was lies the key to what will be, and how Ansalon may rise again.

Before the beginning, before form or purpose took shape, there was only Chaos. Out of this Chaos, thought and being were born, and a call went out into the Beyond. Two divine beings answered: one of light and one of darkness. Paladine and Takhisis came forth, and together they created the first children of Krynn—five mighty dragons. The Age of Starbirth had begun.

But it was written in the stars that the two should never rule peaceably together. Takhisis, Queen of Darkness, destroyed the light within these new children, leaving only Evil. A monstrous Paladine forged five monuments to the lost dragons and breathed new life into them. Inevitably, light and darkness collided in the wars of All Dragons and All Saints. Oh, the terrible devastation released upon the world by these warring dragons and deities!

In time, the gods agreed to cease their warring to form the first peoples of the land. The deities of Good fashioned elves, and those of Evil formed orcs. The gods of Neutrality created humans, with the greatest potential for Good or Evil—and the greatest freedom to choose between them. The birth of these three nations ushered in the Age of Dreams. Great civilizations arose, as did three great Dragon Wars. The gods of Good gifted men and elves with weapons to best the Evil wyrmse: wizardly magic and the holy Dragonlances.

The Age of Might which followed offered the world peace once more, but without the threat of dragons to remind mankind of the blessings of the gods, humans fell victim to their own self-righteousness. As punishment, the gods turned away from their world, first sending a great Cataclysm, which destroyed nations and forever reshaped the face of Krynn.

The world entered the Age of Despair, when darkness engulfed Ansalon and opened a gate for the return of the Dark Queen and her Evil children. She fastened her wicked claws upon the land, and brought death and destruction. But at the moment all hope seemed to have fled, the gods of Good returned! The War of the Lance ended with the humans rediscovering the blessed Dragonlances and banishing the Dark Queen once more. For a time, the folk of Krynn found redemption and lost glory. But then—Chaos came.

A misunderstanding loosened the chains that bound Chaos, from whose very essence the gods shaped the world. Once free, Chaos sought to destroy the gods' greatest treasure: the world of Krynn. Through the power of magic, in that Summer of Chaos, all the gods' children paired together and forced Chaos to leave. He agreed, but commanded the gods to follow. Now, more than any time in the history of Krynn, mortals are alone. As the gods exit this world, the door closes upon their precious gift of magic. Without it, mortals cannot stave off the ravages of the Dark Queen's first children: the dragons are free to rule. From across the sea comes a race of Great Dragons led by Malystryx the Red. In a grim Dragon Purge, these dragons fight to claim the choicest lands of Ansalon for their own. At the dawn of this new age, mortals wage a desperate battle for survival as dragon fights dragon, heedless of the destruction they wreak upon the world.

The present is shadowed and uncertain. Plotting their nefarious schemes, dragons dominate and feast upon the mortals of the once-free lands. Where their power fades, the Knights of Takhisis, those foes of the Good who worshipped the Dark Queen, still remain a strong force in the land. The future looks grim.

But though the gods have abandoned us, I say there is still hope. Our world was not saved from Chaos to be given over to Evil dragons. I can see a turning point coming: the light of Good shining within the dark veil of Evil's rule. New sorcerers have restored to us the most ancient magic of our world. Our Citadel of Light teaches us to look within to find the power of our own hearts. The Knights of Solamnia continue to champion the forces of Good, the Legion of Steel fights for justice, and the Good dragons—though hidden—are at work within the world.

This is an age of discovery, an age of adventure, an age of heroes, an age of hope. Arielle, beloved Krynn, to the Fifth Age, the Age of Mortals, know that, for all peoples of Ansalon, Good shall prevail.

It is up to all of us.
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THE FIRST AGE
The Age of Starbirth

<table>
<thead>
<tr>
<th>Chaos reigns</th>
<th>High God awakens, summons the Gods</th>
<th>The gods create Krynn</th>
<th>Dragons created from fury and love</th>
<th>All-Dragons War</th>
<th>All-Saints War</th>
<th>Gods form elves, ogres, humans</th>
</tr>
</thead>
</table>

UNCHARTED TIME

9000
8000
7000
6000
5000
4000

BIRTH OF CIVILIZATION

EVELYN
Treat others as you would treat yourself.

IGRANE
Free will and good will is good for business.

SITHAS
Elves are keepers of civilization, our blood must not be thinned.

KIT
No one created anything by authority alone.

CHARACTER KEY:

- Good
- Balance of Good and Evil
- Evil
THE FOURTH AGE

The Age of Despair

Nasir
Action, Excision, Force, Fire

Shinare
Goddess of wealth, industry, commerce, honesty, integrity, freedom

Sirron
God of flame, innovation, art, transformation, creativity

Solinari
God of hope, goodness, protection, beneficial white magic

Takhisis
Queen of the gods, Dragonqueen, hatred, intrigue, darkness

Zeboim
Goddess of weather, the drowned, rage, storm, seas, jealousy

Zibylin
God of the Tree of Life, history

The Age of Despair

War of the Lance

Ansalon falls
Whitestone Council
Blue Lady's War

Summer of Chaos
Second Cataclysm

750
200
225
250
275
300
325
350
375
0

ME OF DARKNESS

TIME OF DRAGONS

Crysan
I will go where Paladin wills.

Chot
Terror is the tool of kings.

Dalamar
Knowledge and magic above all.

Guerrande
Beware what you desire, your wish may be fulfilled.

Fritzon
There's always time for a wenches, a mug of ale, or a good fight.

Flint
Fighting is bad for business.

Galdake
Glory is the Dark Queen.

Gildentongue
Twist your enemies' motives so that they serve you.

Goldmoon
Faith is our true strength.

Sestun
There is more to life than two.

Tanis
Halfling
Control of self is true strength.

Tasselhoff
I don't need anyone's protection.

Lord Toede
Toede comes first.

Kitar
Mabar
Trust yourself only, honor only the letter of a contract.

Lord Verminaard
Glory in destruction.
The Fifth Age
The Age of Mortals

<table>
<thead>
<tr>
<th>The Last Heroes' Tomb</th>
<th>The Dragon Forge begins</th>
<th>The Power of the Heart discovered</th>
<th>Solamnic Knights' Council</th>
<th>The Vision returns</th>
<th>Shadow Sorcerer</th>
<th>Desolation</th>
<th>Sorcery in chaos</th>
<th>The Last Conclave</th>
<th>The Dragon Purge ends</th>
<th>The present</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 SC</td>
<td>5</td>
<td>10</td>
<td>15</td>
<td>20</td>
<td>25</td>
<td>30</td>
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</tbody>
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**BLISTER**
NIMBLEFINGERS
I'd be careful if I were you.

**FERIL**
The seasons change without our help, learn to change with them.

**FURY**
Grrr ... rrf! [Loyalty is earned, not owned.]

**GROLLER**
The guilty don't deserve forgiveness or happiness.

**JASPER**
GNEISSFELD-FIREFOE
Judge with your heart and mind at all.

**LAURANA**
Love conquers all.

**SHAON**
Better a rolling deck beneath your feet than silken slippers.

**USHA MAJERE**
Embellishment is the bard's brush.

The story has just begun...

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The Legacy of Raistlin
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TSR #1149
On Sale in January 1997

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