Exclusive interview with Douglas Niles inside!
I have heard from many of you in regard to The Soulforge, the new book that is out about Raistlin Majere. I enjoyed writing the book and my enjoyment increases with your enjoyment of the book! I had fun for me to revisit the Companions and to see them together in their early years. Also it was interesting for me to find out what really happened to Raistlin in the Test in the Tower of High Sorcery. I had not known myself, until I sat down to write it!

Thanks to the success of The Soulforge, I will be writing another book about the early years of the twins. Since this book will be dealing with Raistlin's and Caramon's adventures during their years spent as mercenaries, I've asked my husband, Don Perrin, (Canadian Army officer, retired) to work with me on the book, which will also tell of the rise of Kitiara in the forces of the newly formed dragonarmy. This book is currently scheduled to come out in 1999.

In addition, I am working with Tracy Hickman to produce a new Fifth Age trilogy, The War of Souls. Tracy and I are very excited about this project, which will deal with events taking place thirty years after the Chaos War. I wish I could tell you more about it, but all of those "in the know" about what is happening on Krynn have been sworn to secrecy! The first book in this series is scheduled to come out in 1999.

To those who have access to the Internet, I would like to invite you to drop by the DRAGONLANCE® newsgroup, alt.fan.dragonlance. We have a great group and very interesting and lively discussions. Many well-known DRAGONLANCE authors participate on the newsgroup. I would also like to invite you to visit our website at www.mag7.com.

And for those of you who will be visiting Wisconsin this year, make plans to stop by our game and book store, The Game Guild, located in beautiful downtown Lake Geneva. If you let us know you're coming, we can make arrangements to meet you at the store. The annual Game Guild pre-GEN CON® Game Fair party is August 4. Come for the free food, the fun, and the chance to meet lots of interesting people. And then come to the GEN CON Game Fair, of course! Look for us in the Game Guild booth.

In other news, Tracy and I have handed in the manuscript to our publisher, Del Rey, for the Sovereign Stone project. The first novel is titled Daggar of the Vrykyl and will be out in 1999 from Del Rey publishers. Sovereign Stone takes place in a world created by well-known fantasy artist Larry Elmore. It is a magical world of pony-riding dwarf hordes, honor-and-duty bound elves, ork pirates, human rogues and barbarians, princes and knights, mysterious monks, rare dragons, bone-crushing evils, evil fae warriors, and their leaders, the hideous, powerful, undead Vrykyl. Standing against the Vrykyl are the Dominion Lords, a force of knights belonging to every race who strive to restore peace to the world.

A roleplaying game is being developed for Sovereign Stone. Currently in beta testing, Sovereign Stone is the Role-Playing Game that is being written and produced by many of the team members who are also working in the DRAGONLANCE® setting. These include myself, Doug Niles, Jeff Grubb, Don Perrin, Steve Winter, James M. Ward, Karen Boomgarden, Jean Rabe, Janet Pack—to name only a few! More on this exciting project later!

Finally, I'd like to express my thanks to the great DRAGONLANCE® game team, led by Sue Cook, who are working to continue the tradition Tracy and I started so many years ago. We are very pleased to be working with this great team.

On the Cover: "Mages’ Battle" by Jeff Easley first appeared in the 1988 DRAGONLANCE® calendar.
Douglas Niles: Author and Game Designer Extraordinaire

By Pat McGilligan

Douglas Niles has for almost twenty years been one of the pillars of TSR. In that time he has written a remarkable number of game products ("three or four dozen") and novels ("about twenty-seven"). Forty-three years old, married to a schoolteacher, and the father of two children, Niles was born and raised in Wisconsin and lives in Delavan. This year will see publication of the mass-market edition of the concluding chapter in his popular Watershed Trilogy for Ace Fantasy, and his new Dragonlance® book in the Chaos War series. The latter book, titled The Last Thane, will be available for the Gen Con® Game Fair, where he will be the RPGA® Network Guest of Honor.

A full-time author, Niles estimates he writes at least five hours every day, turning out three books a year on the average. We caught up with him on a break:

McGilligan: How and why did you first go to work at TSR?

Niles: Actually, I started playing the Dungeons & Dragons® game because I had Heidi Gygax, who was Gary Gygax’s daughter, in my class. I was a teacher of speech, English, and drama at Clinton High School in Clinton, Wisconsin. Heidi, who was a great student, was in my speech class. She had a pass to get out of class one day because she was going to be part of an interview for People magazine. As far as I knew, nobody in Clinton, Wisconsin had ever been interviewed for People magazine before. I asked her why she was being interviewed, and she told me that her Dad had invented this game, and it was going to be the subject of an article. I said, “I’ve heard of that game. I’d like to try it some time.” So, nice girl that she is, Heidi brought me a complimentary copy of the old ‘Blue Basic’ set. I think she gave it to me on a Wednesday, and by Friday night I had a campaign started with a couple of my old high school and college buddies and my wife.

For a couple of years, I enjoyed the D&D® game as a Dungeon Master. That kind of rekindled my creative juices. I had done an awful lot of fiction writing in high school, mostly for fun, although I actually did a semester of independent study in English, where I wrote stories for a teacher, who evaluated and graded them. Then I went to college at UW-Oshkosh—about as far away from home as I ever got—and I put aside those thoughts and decided I’d better learn something pragmatic, so I could actually get a job. I pursued a teaching degree with an English minor. My writing was then very much on the back-burner. I taught for five years, and during those years as a teacher I never even considered being a writer, until I started playing D&D.

I was designing campaigns for my dungeon, and I said to myself, "Some of this might make an interesting story." One summer— in 1979 or 1980—I sat down on the spur of the moment and started to write a novel. It ended up being a piece of crap, but it was fun. I did half of it during the summer and then bits and pieces during the school year, at which point I learned from a friend, who had been hired by TSR to work for Dragon® magazine, that the company was hiring game designers. I liked teaching, but it sounded like a chance to turn my hobby into a job.

In a lot of ways I was just lucky—for example, Lake Geneva being so near to Delavan. I went over to TSR and then went through five different job interviews. Basically it took from September to December to finish the process. Although I had no credentials whatsoever as a game designer, I think the fact that I could bring in a mostly finished novel and drop a stack of three hundred pages on Harold Johnson’s desk was impressive. As I say, it wasn’t a great novel, but they read it and concluded that I could put sentences together and do some things with description that at least encouraged them to give me a chance. In January of 1982, I was hired on staff as a game designer.

McGilligan: What did that entail?

Niles: Basically writing modules, or Advanced Dungeons & Dragons® adventures. That was actually a period of growth for the company. That same year, they hired Jeff Grubb and Tracy Hickman, after me, and Zeb Cook had been hired half a year before me.2

McGilligan: Game designers were at the top of the creative hierarchy?

Niles: I guess, although certainly we felt like peons in the corporate hierarchy.

McGilligan: What kinds of things did you do, at first?

1 Harold Johnson is one of the co-creators of the Dragonlance® setting. For many years, he was the setting’s creative director.

2 Between the two of them, Jeff Grubb and David “Zeb” Cook have worked on most of the game lines TSR has published over the years.
Niles:
For a couple of weeks, my boss had me reading all their different games—Top Secret®, Boot Hill®, and other games—and the ones they were working on—including the Star Frontiers® and Gangbusters® games. I kept bugging my boss, “Can’t I write something?” Finally, mainly to shut me up, he said, “Okay, here’s a brief for a low-level adventure called Against the Cult of the Reptile God. See what you can do with it.” I thought ‘great,’ so basically I sat down and started to write. I was using a typewriter at the time—some of the people were actually using computers, but us new guys had typewriters—and I pounded away and stacked up the pages and ended up coming up with what I still think is a pretty good adventure module. Then, of course, it had to be edited and that was a deflating experience, because I realized it wasn’t enough to just make something up, you had to be aware of the rules and the nuances. Anyway, that was my big start, and after that I wrote several other adventures for different parts of D&D, before I finally got a chance actually to design a game system.

McGilligan:
How was TSR different from teaching?

Niles:
I’ve often made the comparison to college. There was a college atmosphere. The officers were in an old hotel in downtown Lake Geneva. The top floor was designers and editors, who worked very closely together. People were always brainstorming, going out to lunch together—that was something I found really nice, compared to teaching. (On the other hand, when June, July, and August came along, I started to miss being a teacher.) The creative atmosphere was always exciting, and of course on certain holidays, like Halloween, everyone would dress up for work. The artists always had the best costumes.

McGilligan:
What was the first inkling you had of the Dragonlance Saga?

Niles:
A kind of decree came down saying the game was called Dungeons & Dragons, but they’d never really done any modules that dealt with dragons. There was a sort of competition to think of cool dragon adventures. I did a brief for the Dragonlance concept, along with everyone else. Mine was a big, three-module series. Of course, Tracy Hickman came up with this twelve-module series. One module for each color of dragonkind was the original theory behind it. Tracy’s idea blew everybody else’s right out of the water. It was this sprawling epic, and then he got the artists involved and excited, and the idea really took off. I know Tracy then spent about half a year working on just doing a sourcebook for the Dragonlance setting—nothing that would even be published—just a sourcebook for designers, editors, and artists.

I wasn’t really involved in the project at that time. In fact, I got drawn in when the company went through its relatively depressing growing pains and ended up laying off a lot of people. A department that had been twelve game designers was trimmed down to five or six. That brought me into the Dragonlance Saga, because the company had decided that this line was going to get a lot of resources devoted to it. Even though I was not in on the ground floor, so to speak, I was in on the Dragonlance setting from the beginning of the time we started doing product.

McGilligan:
Is there any way to separate out your earliest contributions to the Dragonlance Saga?

Niles:
One area I could claim some credit for is in thinking about, mapping out, and eventually doing a game design for the strategic course of the War of the Lance. Tracy was really going at the story from the perspective of the characters, so I think I made some contribution as to how the conquest of Krynn was going to happen—how the armies were going to be deployed, where they were going to attack, how these battles were going to be waged. I’d always been a war gamer, and I was a buff of military strategy. Way back in high school, I had started playing military board games, and I really did enjoy that aspect of gaming. I have to say, now, that for recreational gaming I play the military board games. I don’t really play roleplaying games anymore.

McGilligan:
When did the light go on in your head that you might write a novel for TSR?

Niles:
After the success of the first Dragonlance novels, TSR started to talk to Ed Greenwood about acquiring the Forgotten Realms® setting. We were going to try to launch another sort of Dragonlance world, only different. Instead of building a world around one epic story, it was supposed to be a lot more wide open in terms of stories—a world with a ton of stories going on all at the same time. In addition to doing sourcebooks and game product, we were going to do a line of Forgotten Realms novels, and it evolved that I got to do the first one—Darkwalker on Moonshae.

Actually, the germ for the book was the novel I brought in when I was hired. Obviously, I had to do a total rewrite. I had learned so much in the intervening years. When I look back on that first book, I’m amazed; I was such a rank amateur then. I had learned a lot working at TSR, and then...
I learned a lot more writing the Moonshae Trilogy. The first book was remarkably successful, and then I started trying to do more ambitious things with successive books. I realized, especially, that the way I approached characterization was an area that needed to be developed. By the time I had the first trilogy done, however, I also realized how much fun it was to write fiction. I actually found it more fun than writing game product, so, from a purely selfish standpoint, I sought opportunities to write books whenever I could get them.

McGilligan: How long was it before you woke up one morning and knew you were a full-blown author?

Niles: I wrote the first two trilogies, one book a year, all outside of my regular, forty-hour a week job. I had to design games during the day, and in the evenings and on weekends put those novels together. In the summer of 1988, when we were building a new house out in the country, I designed my own office—a nice big area for writing, with tables to set up board games on—and I remember looking out the window at the view and thinking, “Boy, if I could be here, writing all the time, I could write several books a year . . .”

For a time I had an arrangement negotiated with my boss at TSR, Jim Ward, that allowed me to work at home, but still as an employee of the company, only coming in periodically for meetings. In January of 1990, however, I leaped out of the airplane; I left the company as an employee and became a full-time freelancer. Finally, I was a full-time author.

McGilligan: What are you writing, right now?

Niles: I am working, with a co-author, Michael Dobson—who goes back with me to TSR days; we co-wrote the Bloodstone Path series of adventures—on a book entitled Fox on the Rhine. It’s an alternate history of WWII, which will be published by Tor in 1999. The concept of the book is that the July 20th assassination of Hitler succeeds and puts an even more dangerous Nazi hierarchy in command of the Third Reich. It’s something totally different for me, and I’m very excited about it.

McGilligan: You’ve dipped into so many worlds. Are the Forgotten Realms and Dragonlance settings ancient history for you nowadays?

Niles: I feel like I’m fairly removed from the Forgotten Realms setting, because it’s been a long time since I’ve written in that field. But Krynn and the Dragonlance setting have never gotten old for me. I feel like I’ve gotten a chance to do some really neat histories in that world, including the dragons and the Kagonesti, and this year the dwarven nation during the Chaos War. And for next year, I’ll be going back to the elven nations and dealing with their history, also during the Chaos War. I try to take inspiration from Michener and what he did in his books: treating, not just centuries, but millennia, in the saga of people, showing how threads of characters and clans have continuity in history. I’ve always been fascinated by history, and I enjoy the challenge of weaving historical threads together. I would have said, before Dragons of Summer Flame, that the tale of the Dragonlance Saga had been told. Now, thanks to Margaret and Tracy, the Chaos War opens a whole new venue. I find it just as exciting and fascinating to work on the developing history.

Pat McGilligan continues to edit Dragonlance novels while traipsing around the world and doing interviews and biographies.
Letters to the Editor

Here are some letters we’ve received over the past several months. We’re always happy to hear from our readers, so don’t hesitate to write in with your questions and comments!

Dear Legends:
I would be very interested to receive any additional information on the Dragonlance® Saga that may be available, such as where I could order things like games, puzzles, calendars, etc.
—Tim
Merritt, British Columbia, Canada

Dear Tim:
To find out where you can buy Dragonlance TSR products, please call our customer service department (206) 624-0933 or email custserv@wizards.com. Also, we have a few classified ads containing information about how to get some of our out-of-print products. As for things like puzzles and other licensed merchandise, we intend to put our licensees into the spotlight in the newsletter. Each issue will contain an article about one or more of the companies who produce items for the Dragonlance Saga. Finally, if you’re searching for a particular out-of-print product, don’t hesitate to send in a classified ad yourself!

Dear Legends:
I found the Dragonlance Saga® rules to be a good game, but it doesn’t cut it everywhere. When I purchased the boxed set, I was very excited. I had heard a lot of praise all over the game. But it doesn’t cut it everywhere. I found the Dragonlance Saga® rules to be a good game, but it doesn’t cut it everywhere.
—Damian
Rohnert Park, California

Dear Damian:
Thanks for the input! In fact, the cards do allow for faster roleplaying and put more choice into the hands of the players. As for your concerns about classless systems, pick up a copy of A Saga Companion or one of the recent dramatic supplements. Within these products are hero archetypes called roles. If you want a campaign where the heroes maintain a certain mindset and skill set, you could use roles to help you! With the help of A Saga Companion, you can introduce a basic skills system from Chapter One to help you focus a hero’s abilities even further.

In the Saga rules, hitting powerful creatures like dragons is harder for heroes than it would be for high-level player characters in the AD&D® system! This fact of life should help keep in mind that the heroes have an advantage such as higher ground or good cover, they have a better chance at taking out some of their tougher opponents. Of course, it should take some real ingenuity and skill to destroy even a small dragon! As the Narrator, you certainly don’t have to build your campaign plots with the destruction of a dragon or giant in mind. You can allow stealthy or guileful heroes to win through despite the odds.

Also, we have so much information about Krynn that we can’t fit it all into a small book. Keep an eye on the “Up and Coming” section for new products that will provide you with more details on certain subjects! For example, the Citadel of Light supplement goes into more detail on Goldmoon and the institution she created to teach others about the magic of the heart!

Finally, Narrators should feel free to make the campaign their own! We can’t emphasize enough the fact that Narrators can choose what they wish to do with the Dragonlance setting and the Saga rules. The game is made to be flexible!

Spell-O-Rama
By Bret W. Davenport

Khariod’s Earth Image
Khariod created this spell of geomancy, enchantment, and spectramancy schools after years of dangerous and often futile attempts at duplicating the High Sorcery spell known as project image. Frustrated at his continual failures, he decided to join the many students at the Academy of Sorcery. He took up studies in enchantment and geomancy. After mastering many of the techniques of these two disciplines, he then studied his first love, spectramancy. Taking what he learned in the other two schools, he began the long journey down a path of study, testing, and failing before finally striking upon success. The result: a golem made of earth with the illusionary image of himself held upon it. Forming it out of soft clay and taking time to mix within it fragrance and other minor effects, Khariod made an illusionary image of himself that duplicated him exactly and offered a soft texture and realistic odor to heighten the effect.

Khariod first used it to fool a teacher into believing that he was actually in attendance at a lecture. The student sorcerer used enchantment to make the golem nod its head in understanding and turn the pages of a book it held. More than half an hour after the beginning of the lecture, the spell’s duration ended, and the golem was revealed! Those present noted that close inspection of the image indicated that it was not of flesh and had an earthy smell beyond that of the herbs and perfumes Khariod had used. Still, the Academy received the combination of effects well! Now Khariod is working on a way to make the whole thing work for a longer duration with some extra, more complex commands.

Invocation (30 minutes) 1
Range (personal) 1
Duration (1 hour) 5
Area (individual) 4
Spell effect (27 points)* 6
Total difficulty 14

The golem resists initial control with its Intellect, so the spell difficulty increases by 1 point. Once the caster creates the golem, he or she must succeed at an average Presence (Presence) action to control it. If it fails, the golem turns upon its creator.

During the duration of the spell, the caster cannot regain spell points used to cast the sorcery. Once the duration lapses, the caster can regain spell points normally, but because he caused an object to take on minimal intelligence and life, he loses 1 spell point permanently.

* Creates a golem of Co 5, Ph 8, In 1, Es 1, Dmg +7, Def –5 (no special abilities). See A Saga Companion for more rules on enchanting creatures.

Bret is a consultant and writer who lives in the warm sun and refreshing rains of Oregon.
Poison and the Saga® Rules

By Tom G. Harrison

According to the rules presented in the Book of the Fifth Age in the DRAGONLANCE® FIFTH AGE® Dramatic Adventure Game, creatures who successfully hit a hero with a poison attack cause the hero to perform a successful average Endurance (Strength) action or find herself affected by poison. Once the poison sets in, the hero’s player must give up a card each minute until none are left. One minute after that, the hero dies, unless first aid or mystical healing can help her. For Narrators who wish to have a little more choice in the quickness and strength of a poison, Tom presents the following optional poison rule.

Poison, as a game term, currently has one function in the Saga rules as they stand: to kill, usually by damaging the nervous system. However, some Narrators might want to add a second function to poison: to debilitate or impair a victim! These types of poisons can cause fatigue, hallucinations, or any assortment of harmful effects.

All poisons, regardless of function, have two defining terms: Strength and Speed. Strength uses a number (usually 1 to 15) to indicate the power of the toxin, while Speed has a code that reflects the duration of its effect. When trying to decide how strong a poison is, a Narrator can use the following chart to help assign a score:

<table>
<thead>
<tr>
<th>Score</th>
<th>Example</th>
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<tbody>
<tr>
<td>1-4</td>
<td>Provides a low level of discomfort or sickness temporarily (alcohol, for example)</td>
</tr>
<tr>
<td>5-8</td>
<td>Knocks a hero out for a few minutes or so (venom from ants or wasps)</td>
</tr>
<tr>
<td>9-12</td>
<td>Debilitates or paralyzes a hero for a while (spider or snake venom)</td>
</tr>
<tr>
<td>13-15</td>
<td>Kills a hero (extract from rare sources like mandrake roots or an herbalist’s deadly mixture of herbs)</td>
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A poison’s Speed has a code of “F” (fast: it fully affects the body in one minute), “N” (normal: it fully affects the body in two minutes), or “S” (slow: it fully affects the body in five minutes or more). Unless resisted successfully at the outset, a poison that has a code of “F” causes a hero to lose two cards every minute; a code of “N” causes a hero to lose one card every minute; and a code of “S” causes the hero to lose one card every five minutes (or more; Narrator’s discretion). In cases where the Strength of the poison is less than 13, the Speed of the poison determines how many minutes the effect lasts. The Narrator should multiply the Strength of the poison by the Speed factor (listed above in parenthesis). For example, a

(continued on page 10)
If you're like me, you spend a good portion of your time (and paycheck!) haunting used book stores for those classic titles. Even those of us here at the TSR offices don't have complete collections of all those Dragonlance® gems. (What I wouldn't give for another copy of the Art of the Dragonlance Saga right now!)

To help collectors round out their shelves, here's a bibliography of all the Dragonlance books and games that we're aware of (yes, even we miss some!). Each title is preceded by its TSR stock number. Underlined titles are scheduled for release later this year. Titles marked with a dagger (†) are in stock but scheduled to go out of print when inventory runs out. Titles marked with an asterisk (*) are out of print and unavailable. That means get hauntin'!

Sadly, we can keep in print only the titles with high consistent demand. On the up side, if you start demanding, we'll start printing! Case in point: Look for a reprint of the much sought-after Art of the Dragonlance Saga this fall due to public demand—it's been out of print for years. If you want your opinions heard, email or write us c/o the Legends of the Lance™ newsletter. I promise, we'll listen.

You can order any available Dragonlance title from your local game, hobby, or book store. To find the store nearest you, try our retailer locator at http://locator.wizards.com. If you're having trouble regarding product availability, contact our cheerful Customer Service department at (206) 624-0933 or custserv@wizards.com.

Now, just when you think you've got a handle on your Dragonlance wish list—there's more! Watch this space next issue for a list of obscure Krynnish references in TSR products, Dragonlance magazine articles, licensed publications, and more!

<table>
<thead>
<tr>
<th><strong>The Chronicles Trilogy</strong></th>
<th><strong>Villains Series</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>8300 Dragons of Autumn Twilight</td>
<td>8352 Before the Mask*</td>
</tr>
<tr>
<td>8301 Dragons of Winter Night</td>
<td>8353 The Black Wing*</td>
</tr>
<tr>
<td>8302 Dragons of Spring Dawning</td>
<td>8354 Emperor of Ansalon*</td>
</tr>
<tr>
<td>Chronicles collection (hardcover)</td>
<td>8355 Hedorick the Theocrat †</td>
</tr>
<tr>
<td><strong>The Legends Trilogy</strong></td>
<td>8356 Lord Toede †</td>
</tr>
<tr>
<td>8307 Time of the Twins</td>
<td>8357 The Dark Queen*</td>
</tr>
<tr>
<td>8308 War of the Twins</td>
<td>8349 The Covenant of the Forge*</td>
</tr>
<tr>
<td>8309 Test of the Twins</td>
<td>8350 Hammer and Axe*</td>
</tr>
<tr>
<td>Legends collection (hardcover)</td>
<td>8351 The Swordsheath Scroll*</td>
</tr>
<tr>
<td><strong>Heroes Trilogy</strong></td>
<td><strong>Defenders of Magic Trilogy</strong></td>
</tr>
<tr>
<td>8323 Legend of Huma</td>
<td>8360 Night of the Eye</td>
</tr>
<tr>
<td>8324 Stormblade</td>
<td>8361 The Medusa Plague</td>
</tr>
<tr>
<td>8325 Weasel's Luck</td>
<td>8362 The Seventh Sentinel</td>
</tr>
<tr>
<td><strong>Heroes II Trilogy</strong></td>
<td><strong>Warriors Series</strong></td>
</tr>
<tr>
<td>8334 Kaz, the Minotaur</td>
<td>8366 Knights of the Crown</td>
</tr>
<tr>
<td>8335 The Gates of Thorbardin</td>
<td>8367 M aquesta Kar-Thon</td>
</tr>
<tr>
<td>8336 Galen Beknighted</td>
<td>8368 Knights of the Sword</td>
</tr>
<tr>
<td><strong>The Elven Nations Trilogy</strong></td>
<td>8375 Theros Ironfeld</td>
</tr>
<tr>
<td>8337 Firstborn*</td>
<td>8370 Knights of the Rose</td>
</tr>
<tr>
<td>8338 The Kinslayer Wars*</td>
<td>8377 Lord Soth</td>
</tr>
<tr>
<td>8339 The Qualinesti*</td>
<td>8383 The Wayward Knights</td>
</tr>
<tr>
<td><strong>Preludes Trilogy</strong></td>
<td><strong>Lost Histories Series</strong></td>
</tr>
<tr>
<td>8328 Darkness and Light</td>
<td>8363 The Kagonesti</td>
</tr>
<tr>
<td>8329 Kendermore</td>
<td>8364 The Irdan</td>
</tr>
<tr>
<td>8330 Brothers Majere</td>
<td>8365 The Dargaoneti</td>
</tr>
<tr>
<td><strong>Preludes II Trilogy</strong></td>
<td>8371 Land of the Minotaurs</td>
</tr>
<tr>
<td>8331 Riverwind, the Plainsman</td>
<td>8373 The Guilly Dwerves</td>
</tr>
<tr>
<td>8332 Flint, the King</td>
<td>8374 The Dragons</td>
</tr>
<tr>
<td>8333 Tanis, the Shadow Years</td>
<td><strong>Lost Legends Series</strong></td>
</tr>
<tr>
<td><strong>Meetings Sextet</strong></td>
<td>8388 Vinas Solamnus</td>
</tr>
<tr>
<td>8340 Kindred Spirits</td>
<td>8384 Fistandantilus Reborn</td>
</tr>
<tr>
<td>8341 Wanderlust</td>
<td><strong>&quot;Dragons&quot; Anthologies</strong></td>
</tr>
<tr>
<td>8342 Dark Heart</td>
<td>8359 The Dragons of Krynn</td>
</tr>
<tr>
<td>8343 The Oath and the Measure</td>
<td>8378 The Dragons at War</td>
</tr>
<tr>
<td>8344 Steel and Stone</td>
<td>8382 The Dragons of Chaos</td>
</tr>
<tr>
<td>8345 The Companions</td>
<td><strong>Dragons of a New Age Trilogy</strong></td>
</tr>
<tr>
<td><strong>Tales I Trilogy</strong></td>
<td>8376 The Dawning of a New Age</td>
</tr>
<tr>
<td>8314 The Magic of Krynn</td>
<td>8381 The Day of the Tempest</td>
</tr>
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<td>8315 Kender, Gully Dwerves, and Gnomes</td>
<td>8385 The Eve of the Madstrom</td>
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<td>8316 Love and War</td>
<td><strong>Tales of the Fifth Age Anthologies</strong></td>
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<td><strong>Tales II Trilogy</strong></td>
<td>8386 Relics and Omens</td>
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<td>8346 The Reign of Istar</td>
<td><strong>The Chaos War Novel Series</strong></td>
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<td>8347 The Cataclysm</td>
<td>8380 The Doom Brigade (paperback)</td>
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<td>8348 The War of the Lance</td>
<td>8393 The Last Thane</td>
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<td><strong>The Villains Series</strong></td>
<td>8389 Tears of the Night Sky</td>
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<td>8352 Before the Mask*</td>
<td><strong>The Lost Realms Series</strong></td>
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<td>8353 The Black Wing*</td>
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<td>8382 The Lost Realms</td>
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The Bridges of Time Series
8390 Spirit of the Wind
8392 Legacy of Steel

Art and Oversized Books
8447 The Art of the DRAGONLANCE Saga
8446 Leaves from the Inn of the Last Home
8372 The History of the DRAGONLANCE Saga

Other Book Titles
8358 The Second Generation (hardcover)*
8358P The Second Generation (paperback)
8369 Dragons of Summer Flame (hardcover)*
8369P Dragons of Summer Flame (paperback)
8656 Murder in Tarsis (hardcover) †
8380 The Doom Brigade (hardcover)*
8379 The Soulforge (hardcover)
8387 Tales of Uncle Trapspringer

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8951 Prisoners of Pax Tharkas* (Super ENDLESS QUEST®Adventure Gamebook 1)
8954 The Soulforge* (AD&D Adventure Gamebook 4)
8960 Lords of Doom* (AD&D Adventure Gamebook 10)
8470 Dragonwand of Krynn* (1 on 1 Adventure Gamebook 10)
8966 Shadow over Nordmar* (AD&D Adventure Gamebook 16)
8421 Gnomes 100, Dragons 0* (CATACOMBS® Books Solo Quests 2)

Maps/Map Books
8448 Atlas of the DRAGONLANCE World*
9400 TM 3, The World of Krynn Trail Map*

Roleplaying Rules Titles
2021 DRAGONLANCE Adventures*
2105 M C4, DRAGONLANCE Appendix to the MONSTROUS COMPENDIUM® accessory*
1074 Tales of the Lance †
2143 Player’s Guide to the DRAGONLANCE Campaign †
1148 DRAGONLANCE: FIFTH AGE Dramatic Adventure Game
9560 DRAGONLANCE Fate Deck
9566 A Saga Companion
9564 The Bestiary

Dragons of a New Age SAGA Dramatic Supplements
1150 Heroes of Steel
9517 Heroes of Defiance
9543 Heroes of Sorcery
9546 Heroes of Hope
9551 Wings of Fury

The Chaos War AD&D/SAGA Adventures
9587 Seeds of Chaos

Herald’s Lorebook SAGA Dramatic Supplements
9588 Palanthas

Other SAGA Dramatic Supplements
1149 The Last Tower: Legacy of Raistlin
9554 Citadel of Light

DL AD&D Adventure Series
9130 DL1, Dragons of Despair*
9132 DL2, Dragons of Flame*
9131 DL3, Dragons of Hope*
9139 DL4, Dragons of Desolation*
9135 DL5, Dragons of Mystery*
9140 DL6, Dragons of Ice*
9136 DL7, Dragons of Light †
9141 DL8, Dragons of War †
9137 DL9, Dragons of Deceit †
9142 DL10, Dragons of Dreams †
9144 DL11, Dragons of Glory†
9133 DL12, Dragons of Faith †
9176 DL13, Dragons of Truth†
9180 DL14, Dragons of Triumph †
9231 DL15, Mists of Krynn*†
9237 DL16, The World of Krynn †

DLC AD&D Adventure Collections
9291 Classics Vol. 1 (DL1–DL4) †
9394 Classics Vol. 2 (DL6–DL9)*
9453 Classics Vol. 3 (DL10, DL12–DL14) †

AD&D Campaign Expansions
1050 Time of the Dragon*
1086 Dwarrow Kings of Krynn*

DLE AD&D Adventure Series
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9244 Dragon Magic †
9245 Dragon Keep †

DLS AD&D Adventure Series
9314 New Beginnings*
9319 Tree Lords†
9327 Oak Lords †
9334 Wild Elves †

DLR AD&D Adventure Series
9278 Otherlands †
9344 Taladas: The Minotaurs †
9383 Unsung Heroes †

DLQ AD&D Adventure Series
9381 Knight’s Sword*
9382 Flint’s Axe*

DLT AD&D Adventure Series
9395 New Tales: The Land Reborn*
9396 Book of Lairs*

Other Games
1058 Mage Stones game*
1038 DRAGONLANCE (board) game*

Calendars
8885 1985 DRAGONLANCE Calendar*
8887 1987 DRAGONLANCE Calendar*
8888 ADVANCED DUNGEONS & DRAGONS DRAGONLANCE Calendar 1988*
8891 DRAGONLANCE Saga 1991 Calendar*
8892 DRAGONLANCE 1992 Calendar*
8893-1 DRAGONLANCE & Other Worlds 1993 Calendar †
8894-1 DRAGONLANCE Saga 1994 Calendar †
8895 DRAGONLANCE Saga & Other Worlds Calendar 1995 †
8896 DRAGONLANCE Saga & Other Worlds 1996 Calendar †
8899 1999 DRAGONLANCE Calendar

Illustration by Larry Elmore

Sue Weinlein Cook controls the forces behind the SAGA® rules at Wizards of the Coast.
Poison and the Saga® Rules
(continued from page 7)

5N poison will last for 10 minutes. In the case of killing toxins, multiply the
duration by two. For instance, a 14F poison will last for 28 minutes
((14 × 1) × 2 = 28).

Resist Poison

- Difficulty: Average
- Action ability: Endurance
- Opposition ability: Strength (of poison)
- Comments: Even if the hero succeeds with this action, there may be some
residual effects, especially with the more powerful toxins. In any case, failure
in this action results in the player losing cards (determined by the Speed of
the poison). When the player loses all the cards on her hero sheet, she suffers the
final effect of the poison, whether it is death, paralysis, debilitation, sleep,
or simple illness. If the hero doesn’t die, the player draws a new card
once the duration of the poison expires. If the hero succeeds at resisting
the poison, the Narrator might have a killing poison merely debilitate
and a debilitating poison cause sleepiness or illness for as long as the
duration would have lasted ordinarily.

Debilitating effects cause a -3 penalty to all actions and prevent trump
bonuses for the duration of the poison. If a hero survived a killing poison,
the Narrator may rule that she also suffers these effects and the player loses
a card for the rest of the poison’s duration (since it was a killing poison, the
duration is multiplied by 2 as mentioned above).

Mishap: Increase the poison’s Speed by one category.

In any situation, the hero should have a chance to realize that she has
been poisoned (even when suffering from a weak poison). For example, a
Narrator might allow an average Perception action for a hero sickened (but
not paralyzed or debilitated) by a mid-Strength poison, while allowing her
attempts to make a successful challenging Perception action if she suffers from a mild
poison. (If this latter action fails, then she might think that she merely
suffers from bad food or a stomach flu!)

Finally, successful first aid can determine the function of the poison
and attempt to slow it by one Speed category (a challenging Reason action).
Attention by a mystic using the sphere of healing can negate the poison
effects entirely. If the type of poison is known (Narrators can allow for a rel-
ent skill such as herbalism to help), a readied antidote can negate poisons
weaker than 13 Strength in three minutes or prevent a hero from dying from
a Strength 13 or higher toxin!

Tom Harrison currently attends the University of North Texas to
pursue his Masters in English Literature. He is a founding member of
the online Council of Greyhawk and has been published in their Oerth Journal
e-zine. Tom currently runs a regular Tuesday night Greyhawk® campaign
using the Saga game rules.
Honored Bard,

First, I thank you for your kind words to First Mystic Goldmoon regarding my recently completed history of the Citadel of Light. Naturally, it cannot compare to the works you create, but I am glad that both you and Bertrem of the Great Library found the information within its pages useful.

In return, I am sending you some of the most interesting news that I have heard from pilgrims arriving at the Port of Schallsea. Perhaps you can spin tales around them, or perhaps you will find some of these warrant further investigation.

Blood Sea Isles Tensions Increase

I assume you have already heard about the deepening divide between Emperor Chot and the leadership of the Church of Sargas. Several travelers have said that affairs there have grown worse of late. Ship-to-ship battles between the sea barbarians of Saihuhm and minotaurs have been growing more frequent and more intense, and the High Priest of Sargas, Touro Et-Pethis, has been stirring devout followers of his faith into frenzies of hatred against the human colony on Mithas by painting them with the same brush as the sea barbarians. You and I both know that these two human groups descend from cultural heritages with a long-standing enmity, but the distinction is apparently lost on all but the most sophisticated of minotaurs.

Although Chot is doing his utmost to hold true to treaties that were signed with the seafaring humans of Eastern Ansalon, the emperor has lately been placed in the awkward situation of protecting human merchants from minotaur “patriots.” He can hold the treaty with the humans only for so long, after which the humans of Mithas may well set aside their ancient feud with the sea barbarians so that they can protect each other against their common minotaur foes.

I wonder if divided minotaurs will survive against united humans.

Tax Riot in Jelek

A roaming mystic in the lands of Neraka brought back a report of an uprising in the town of Jelek. Lord Knight Sammel Tyv made several sweeping changes to the city’s tax codes, many of which actually lightened the tax burden on farmers and artisans. He wanted to streamline the collection efforts, however, and insisted that all taxes owed by all citizens be paid on a single day. He made the changes in the city’s tax codes, changed the date taxes were due, and informed citizens how to determine the amount they were to pay via written instructions. All in all, it seemed like a sound idea.

However, the Lord Knight failed to take into account the high degree of illiteracy that the Dark Knights, and the Highlords before them, have fostered among the common people in that part of Ansalon. Few people even realized that there was a new system of taxation in effect until the Lord Knight declared martial law in the city in anger over the low adherence to his new laws. The Lord Knight had also demanded at this time that all citizens pay a full year of taxes before the end of the week.

The response of the populace was an uprising so universal and violent that the Knights were taken almost entirely by surprise, and they were actually forced to retreat into the town’s central keep. After a day under siege by the townsfolk, Lord Knight Tyv, who is an honorable man as far as Dark Knights go, opened negotiations with them rather than ordering his troops to attack. The root of the miscommunication—or rather the total lack of communication—was discovered, and the Lord Knight is now reportedly trying to find people willing to teach his citizens how to read.

Wind Dancer Peaks Mystery

Since Princess Mercidith of Ergoth became a student of Citadel of Light, we have been receiving a steady stream of news from the Empire. Much of it is of little interest to anyone not personally involved in the complicated tangle that is Ergothian politics, but one event was particularly fascinating.

One of Mercidith’s brothers, by all accounts a reckless thrillseeker who is quite unlike his regal sister, led a group of young nobles on a quest to penetrate the secrets of the Wind Dancer peaks. He and his companions weren’t heard from for almost three months, and then suddenly the prince returned to the Imperial Palace. Eyewitnesses report that a winged female of such beauty that it brought tears of joy to the eyes of all who looked upon her left him on the plaza in front of the Imperial Palace and flew away without a word.

The prince has reportedly been driven insane, and even the Citadel mentalists at the imperial court can’t penetrate the haze of madness. His companions are still missing, and several powerful Ergothian nobles are looking for answers about what happened to their first-born sons.

That is all I can provide you with for now, Herald. I hope you find these tidbits of interest, and I look forward to speaking with you when you next visit Schallsea.

Respectfully Yours,

Iryl Songbrook

The Latest News from Krynn
Hey there. Yeah, you, the SAGA fan. Listen close, ‘cause this summer, we’re putting out a game that’ll blow the doors off, SAGA-style.

Crashing into stores this summer, the MARVEL SUPER HEROES Adventure Game brings the SAGA game rules to a whole new universe—the Marvel Universe! Now you can play all the heroes of Marvel Comics—Thor, Storm, the Invisible Woman, and legions more—in the same dramatic manner as heroes of Krynn!

Check this game out, and you’ll find some familiar friends from the DRAGONLANCE® FIFTH AGE® box: a Fate Deck, dramatic actions, emphasis on characterization and story rather than rules. By using SAGA, the fast, furious, and action-intensive MARVEL game breaks the mold of super hero games. It’s easy to learn and thrilling to play, just like the DRAGONLANCE Saga.

But we didn’t stop there. The new game brings some innovations to the SAGA rules that make the game suit a purely MARVEL setting. An exciting system of dramatic events means a simple card flip can bring on a fire, a rescue, or an unexpected rift in space! Heroes gain a new statistic called Edge which represents their ability to bend the rules and make truly superheroic things happen. And the game has a full powers and skills system which lets you create any hero in the Marvel Universe and beyond.

In this game, your fate is truly in your hands. Fate cards fly left and right, and you stop to catch your breath only when the laser beams stop firing. The MARVEL game is quick and high-impact, and right, and you stop to catch your breath only when the laser beams stop firing. The MARVEL game is quick and high-impact, and right, and you stop to catch your breath only when the laser beams stop firing. The MARVEL game is quick and high-impact, and right, and you stop to catch your breath only when the laser beams stop firing.

So come join us as we bring the SAGA rules into a new world—the Marvel Universe! Now you can play your game with our line of support products that are as deep and clever and kind, many never before offered in SAGA® format. A great gift for DRAGONLANCE fans and collectors.

Mike Selinker, the lead designer of the MARVEL SUPER HEROES Adventure Game, has worked on such games as the MAGIC: THE GATHERING® card game, the ADVENTURE GAMES & DRAGONS® game, the BATTLETECH® Trading Card Game, and the ALPHABLTZ® family card game. He owns a Silver Surfer tie AND a Fantastic Four tie. —

Illustration by Todd McFarlane

The month of Autumn Twilight is just around the corner, so look for these new DRAGONLANCE® products in your local book and hobby stores!

**JULY**

**Citadel of Light**
By Steve Miller

A DRAGONLANCE: FIFTH AGE® Dramatic Supplement
In a world shadowed by dragonwing, the Citadel of Light is both a beacon of hope and a valuable weapon in the struggle against the Great Dragons. This resource offers a wealth of new information on mysticism and the Citadel to encourage campaigns based on this center of mystical power. The adventure included in this supplement allows heroes to follow the path of mysticism with the guidance of the Citadel mystics.

$29.95 U.S./$39.95 CAN
ISBN: 0-7869-0770-3

**Spirit of the Wind**
By Chris Pierson

A Novel in the Bridges of Time Series
Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon, Malystryx. This is the first in a new series to bridge the years between Classic and Fifth Age DRAGONLANCE novels.

$5.99 U.S./$6.99 CAN
ISBN: 0-7869-1174-3

**SEPTEMBER**

The Art of the DRAGONLANCE Saga
Edited by Mary Kirchoff

An Art Book
In response to popular demand, TSR reprints its bestselling art book, with a new foreword by Margaret Weis and Tracy Hickman. The visual creation of the DRAGONLANCE world is depicted on top-quality paper, with text revealing the creative process behind each painting. A great gift for DRAGONLANCE fans and collectors.

ISBN: 0-7869-1181-6

The Bestiary
By Steven “Stan!” Brown, Harold Johnson, and slade

A DRAGONLANCE: FIFTH AGE® Dramatic Supplement
This resource is to the DRAGONLANCE: FIFTH AGE game what the MONSTROUS MANUAL™ supplement is to the AD&D® game: an indispensable guide to beasts both cruel and kind, many never before offered in SAGA® format. The Bestiary, narrated by Caramon Majere, features full-colored illustrations of each creature—a must-have for all DRAGONLANCE novel and game fans.

$24.95 U.S./$32.95 CAN
ISBN: 0-7869-0935-9

**OCTOBER**

Seeds of Chaos
By Douglas Niles

A Classic DRAGONLANCE Adventure
Dark Knights or Solamnic Knights, invaders or freedom fighters, your characters can fight the final battles of the Fourth Age of Krynn in The Chaos War adventure series. This AD&D scenario contains SAGA conversion rules, ties into the new novel Tears of the Night Sky, and offers a chance to experience the Dark Knight invasion during the Summer of Chaos.

$13.95 U.S./$18.95 CAN
ISBN: 0-7869-1198-0

Tears of the Night Sky
By Linda P. Baker

A Novel in the Chaos War Series
A quest for her god becomes a test of faith for Crysania, blind cleric of Paladine. A magical tiger companion that is beholden to the mysterious dark elf wizard Dalamar aids her.

$5.99 U.S./$6.99 CAN
ISBN: 0-7869-1185-9
Let the Games Begin!

DRAGONLANCE® Events at the 1998 GEN CON® Game Fair

As promised in the last issue, here are the DRAGONLANCE and SAGA events you can find at the 1998 GEN CON Game Fair, which is held at the Midwest Express Center in Milwaukee, Wisconsin August 6-9. Not only can you play in all kinds of games, but you can also visit exhibitors, see celebrities, enjoy the art show, buy or sell merchandise at the game auction, and much more!

Seminars

Songs of the Saga: Hear the music of the DRAGONLANCE Saga performed by Janet Pack—one of the true bard of Krynn—and YOU! Bring your own songs and instruments for the third annual concert and sing-along. Featuring appearances by Margaret Weis and Tracy Hickman.

News from the World of Krynn: Catch the latest developments in the DRAGONLANCE Saga, including the first hints about the new War of Souls book and game story line! Seminar features popular writers, editors, and game designers, including Margaret Weis and Tracy Hickman.

Writing and Judging Saga Adventures: This "how-to" session offers tips on game mastering adventures using the award-winning SAGA roleplaying rules from the DRAGONLANCE: FIFTH AGE® game and the MARVEL SUPER HEROES adventure game to suit other roleplaying settings.

A Saga of Your Own: Game designers discuss how to adapt the SAGA roleplaying rules from the DRAGONLANCE: FIFTH AGE® game and the MARVEL SUPER HEROES adventure game to suit other roleplaying settings.

DRAGONLANCE Dramatic Reading: The Weis and Hickman Traveling Road Show returns to the Game Fair with an all-new performance guaranteed to dazzle and amaze! Don't miss this one-of-a-kind event!

High-Profile/Celebrity Events

SAGA Spell-O-Rama!: Join game designer Stan! in the second annual contest to find the greatest spellcasters in all of Krynn! Create your own sorcerer, mystic, or hybrid spellcaster and pit your magical skill against all comers. This event features the innovative magic system from the DRAGONLANCE: FIFTH AGE® game. Thrills, chills, prizes, and more fun than you can shake a kender at!

Dragon War!: As close as you can come at the Game Fair to experiencing a ferocious battle of the wyrmis! Doug Niles, this year's RPGA® Guest of Honor, guides players through a legendary dragon battle using the SAGA aerial combat rules he created for Wings of Fury.

Hickman's Killer Cocktail Party: The Game Fair's favorite "killer DM" has changed his game—come see how many heroes survive this all-out attack on SAGA adventurers!

Events at the Saga Tower

DRAGONLANCE Castle Demo: Come visit the TSR Castle in the Exhibitor Hall for a fun demonstration of the DRAGONLANCE: FIFTH AGE® game.

The Visions of Destiny tournament cycle: The "Visions of Destiny" series consists of ten adventures that draw together a group of heroes for a long-term quest. The adventure begins with Moongard Rising, where the heroes set sail for Moongard Keep in search of a missing Solamnic Knight and a legendary sword. The first adventure is followed by Stormwind Rising, Autumn's Crown, and Nightingale's Flight. RPGA-sanctioned but open to nonmembers.

Ad&D® Game Events

Hickman's Killer Breakfast: A sadistic group of crazed DM's has only one desire: to kill! Your 1st-level AD&D character goes up against the baddest dudes in the universe in this annual bloodbath.

Interactive Game Events

Playtest TSR's Live-Action Game!: They said it would never happen—but think again! This is your chance to playtest the new live-action roleplaying game currently in development at TSR. We need those with and those without live-action gaming experience to help make this LARP the best game it can be.

Other DRAGONLANCE-Related Events

TSR Periodicals Panel: Want to write for TSR? Let the editors of DRAGON® magazine and DUNGEON® Adventures show you how.

For more information on the Game Fair, call 1-800-529-EXPO, visit www.andonunlimited.com, or see DRAGON magazine #248.

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The Chaos War and the Beginning of the Fifth Age
By Peter Archer

Several astute readers, poring over Dragons of Summer Flame and the Dragons of a New Age Trilogy, have asked a reasonable question: How long was the first year of the Fifth Age?

The answer’s not quite as obvious as you might think. Since the Summer of Chaos ended in the Second Cataclysm, the year was only partly over when the Fifth Age began. The problem is connected to the question of when the Chaos War began and ended. Sue Cook and I have put our heads together over Dragons of Summer Flame in an effort to come up with an answer to this question.

Dragons of Summer Flame is not, unfortunately, a book that’s very heavy on dates. The only firm mention of a date in the entire book, in fact, is when Raistlin tells Palin to find Usha and take her to the Great Library of Palanthas. “I will meet you there the day after tomorrow, on midnight of Midsummer’s Eve,” the mage tells his nephew.

Since we know that Midsummer’s Eve on Krynn fell on June 21, we know that this conversation occurred on June 19. We also know, looking at the events described in the rest of the book, that the Cataclysm occurred two days after Raistlin met Usha and Palin in the Library. Therefore, the Second Cataclysm occurred on June 23. (Although we should keep in mind that the “days” grew longer during this time, for our purposes, even a longer day still counts as one day!) Effectively, the moment of the Cataclysm (that is, the moment when Usha imprisoned Chaos’s blood in the Graygem) was 0, and the Fifth Age began immediately after that point. Thus, the first year of the Fifth Age was only six months long: from June 24 to December 31.

Trying to calculate backward from this to the point when the war began is trickier. What fans of the DRAGONLANCE Saga are accustomed to call the Chaos War in fact refers to two different wars: the invasion of Ansalon by the Dark Knights under the command of Ariakan, and the conflict with the forces of Chaos, which occurred later in the year. Weis and Hickman give a few dates that we can use to estimate precisely when these events happened, but some of this is necessarily guesswork.

Dragons of Summer Flame opens with a visit to the island of the Irda by two Dark Knights, at a point that the book describes as late spring. Two days after that, the Protector sends Usha away from the island, later that night the Irda break the Graygem, releasing Chaos. From that point to the siege of Kalamath, approximately three days pass (enough time for Usha to make the journey to Palanthas, meet Tasslehoff and Jenna, and be introduced to Dalamar; also during this time Steel Brightblade travels to Solace in the company of Palin).

The other events of Books 2 and 3 take place in approximately four days to a week. At the beginning of Book 4, we’re told that a month has passed since the taking of Palanthas (that is, since the battle at the High Clerist’s Tower and the death of Tanis Half-Elven). Several paragraphs later Weis and Hickman write, “Within a matter of weeks, Lord Ariakan was ruler and master of more territory than the Dragon Highlords had been able to gain during the War of the Lance.” I think we can allow for approximately six weeks between the fall of Palanthas and the time the story again picks up with the appearance of Raistlin at the Inn of the Last Home.

If we calculate back six weeks from June 19, we get May 8. If we go back another week, allowing for the time of Books 2 and 3, we get May 1. Three more days makes April 28 the day Usha arrived in Palanthas. Therefore, it seems reasonable to suggest that Dragons of Summer Flame begins on or around April 26.

Such are the conclusions we’ve come to about the timeline for this book. What do you think? If you wish to respond to this question, please write to “Talk Back,” LEGENDS OF THE LANCE editor; P.O. Box 707; Renton, WA 98057-0707 or legends@wizards.com.
MMI Distribution: Makers of Stained Glass Designs

By Mendy Lowe

MMI Distribution, an official licensee of TSR, Inc. located in Wisconsin, has a license to produce Stained Glass Designs featuring reproductions of Jeff Easley and Paul Jaquays art from the Dragonlance Saga. MMI takes the artist's works and adapts it for stained glass production. Each image represents the highest quality and offers a unique way to display your favorite art.

Three different designs are currently available: the cover art from the Dragonlance® Fifth Age® Dramatic Adventure Game (product number 1148), Dragon Mountain (product number 1089), and the Dragon Attack art from the Monstrous Manual™ tome (product number 2009). These limited production stained glass designs contain a high level of detail that maintains the complexity of the original image.

The pieces are made using new technology that allows MMI to keep their costs down while bringing you some of your favorite art in a unique format. The designs are screen printed, using up to fourteen screens each, producing vibrant colors, technical accuracy, and hairline precision. Typically, it takes five to six days for one piece to be completed from start to finish. The designs measure 16 inches high by 12 inches wide and are hand finished and framed with an authentic lead came. The images will not fade in UV light.

Each individual piece retails for $200 and comes packaged with hooks and a chain for hanging. Additionally, the boxes have been drop tested and approved by United Parcel Service to assure safe delivery.

MMI Distribution will be at the Gen Con® Game Fair this year if you wish to visit their booth. You may also contact your favorite TSR retailers and have them place an order or you can visit MMI's website at www.mmidistribution.com for ordering information and to view the stained glass designs.

Mendy Lowe is Licensed Product Manager for the Consumer Products Team at Wizards of the Coast. She enjoys working with licensees and bringing new products to gamers. She played her first roleplaying adventure in April and feels the best word to describe her fellow adventurers and herself is "bumbling."
Classifieds

Jonas Williams where are you? If you know this person, who went by the AOL screenname “Gilean2”, please have him contact Stan! at StanB@wizards.com. (5/98)

Gamer/college student looking for other AD&D®/DL gamers in the Virginia Beach, VA area. Email: nhaywood@interlonetaddress.com. (5/98)

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LEGENDS OF THE LANCE™ newsletter
TSR, Inc.
P.O. Box 707
Renton, WA 98057-0707

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Be sure to include your name, address, and phone number in the ad request!

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