

# A DRAGONLANCE®: FIFTH AGE™ Contest

## *Fate Deals A New Hand*

### Chaos Comes to Krynn

by Harold Johnson

*"The Gods are Gone!" ...or so the tale is told. We mortals are left alone in a cruel world with only our wits and each other to fend off the destruction of dragons unfettered! Krynn has weathered much since the Chaos War, and though the nations of Ansalon rally and struggle for freedom, the world is much changed and bears the scars of Chaos.*

- Lissa Barbre recording the words of the Herald

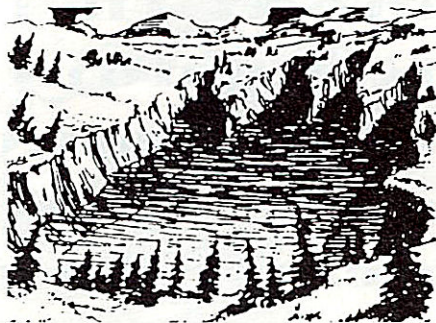
In the summer of 382 AC the final chapter in the War of the Lance saga was written—Chaos came to Krynn and nearly destroyed our world. The ballads sing of a last battle fought by the world's champions to save the gods and all creation from utter dissolution. When the world awoke from that nightmare Battle of the Rift the gods once again abandoned Krynn, this time to save their creation.

The withdrawal of the gods was just the final signature on Chaos' metamorphoses of this world. Chaos left its mark on Krynn, scarring the land, transforming the beasts, tainting the relics of the land, and breathing danger and destruction

into the very life of the world.

Here are examples of some Chaos marks which have been identified:

**The Chaos Footprint** is a great furrow, a footprint of some gargantuan drake. Those who tread its shadowed canyons and burnt vale feel the chill of Death. Even mighty heroes grow weak with palsy, unable to leave their beds for months. Rumor suggests Chaos left its spoor in this dread divide, a fallen scale, a smear of blood, or a broken talon whose Chaos essence disrupts all sorcery.



**The Mindless Drone** is a creature whose reason was destroyed by Chaos. This humanoid is the ultimate mimic, duplicating the strongest personality or emotion encountered and exceeding the ability of the model. But the creature lacks discrimination, for instance, when duplicating a war-

rior's skill it becomes a berserker attacking friend and foe alike. What race the Drone was originally is unknown. Rumors suggest it can adapt its appearance as well.

**The Tangled Coil** is an armband shaped like a twisted vine. This band can sprout new tendrils to entangle foes or aid in climbing. Beneath the dark of the moon, it bears a bitter black fruit that transforms one into a shadowy wraith for a night. However, those who have possessed the Coil have been led by events into jealousy, corruption and betrayal. Folktales suggest that the Coil may take root in its owner's flesh eventually changing him into a tree.

**Winter's Sleep** is a glistening veil of snow and ice. Those caught in its path are overwhelmed and fall into a dreamless sleep. Bewitched for weeks, victims may waste away as their sleep consumes their body's fat. Some have even frozen to death.

It is our goal to identify and catalog any Chaos marks left on our world to warn others and provide for the safety of our children. These dark scars blight the land, cripple creatures, curse our kindred, and hide deadly dangers. Your help is required.

#### Contest Rules

We are looking to catalog all of the marks and changes made on the world of Krynn in Chaos' passing. Since Krynn survived the Battle of the Rift, none of these scars or transformations would be far reaching or have a wide ranging impact on our world. Further, Chaos is opposed to order and none of these changes would be global, racial or broad in scope, exhibiting unique individual effects or combination of effects, presenting exceptions rather than changing standards.

Marks identified thus far have been grouped into the following categories.

- Landmarks, locations, settings;
- Creatures, plants, living things;
- Items, artifacts, curses;
- Phenomena, weather, events.

Other types of Chaos marks may exist, but will not be considered valid submissions.

Each submission for consideration should be presented in

the following format: typed, double-spaced, with 1" margins all around. Each page should be numbered and the item's name and the author's name should be typed in the upper right corner. A Standard Disclosure Form is required to accompany each entry. This form appeared in the August issue of the Newszine, and is available for download from the TSR areas on America Online and GENie, as well as by mailing a SASE to the Network. Winners will receive an autographed collection of brand new DRAGONLANCE: FIFTH AGE game products

All submissions become the property of the RPGA Network and TSR, Inc. Use of any submissions will be credited to the original author. Send your submissions to: "Chaos Marks Contest," RPGA Network, 201 Sheridan Springs Road, Lake Geneva, WI, 53147.

**Deadline: December 31, 1996**

All entries **must** be postmarked by this date. Any entries not postmarked by this date will be void. Sorry, we cannot accept emailed or faxed submissions for this contest.