

Legends OF THE Lance™

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Exclusive interview with Harold Johnson inside!



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AN OPEN LETTER FROM Mary Kirchoff

I had one of those odd, out-of-body experiences at the DRAGONLANCE® summit in June. Looking at the faces around the conference table strewn with empty soda cans, I couldn't escape the thought that I was part of some historic cycle. Perhaps it was when Tracy Hickman and Margaret Weis tried recounting the names and deeds of the original DRAGONLANCE team members through the fuzziness of fifteen hectic years.

The summit discussions will influence the novels and game products for years to come, but individual names will slip away with the mists of time. So, for the sake of posterity, here are my less-than-scientific musings about those attending the DRAGONLANCE summit.

Tracy Hickman, the father of Krynn (does that make him Paladine?), would have been a bard in medieval times. Tracy's knack for weaving a fascinating tale is eclipsed only by his ability to suggest an even more compelling alternative when faced with an apparently impassable road block.

Margaret Weis, the mother of Krynn (I like this metaphor, though she is the opposite of Takhis!), finds subtle ways to nurture the best ideas from both authors and members of the team. Margaret is a quiet observer of human nature, which she puts to great use in her complex characters.

Don Perrin, DRAGONLANCE author, is our military expert. Give him a piece of chalk, and when the dust settles, we're left with a map of military maneuvering of such precision to put General Douglas MacArthur to shame. A big kid at heart, Don is a bit more like Tasslehoff than Lord Gunthar. Hmm, a kender with military skill . . . that would make him Kronin Thistleknot.

Sue Cook, DRAGONLANCE brand manager, has a razor-sharp memory for recorded detail (are you thinking Astinus?). Sue is the fulcrum on which the concerns of books and games are balanced. Sue could organize a war and inspire all parties to arrive on time with weapons polished and ready.

Steven "Stan!" Brown, assistant brand manager for the DRAGONLANCE line, is a jack-of-all-trades. Strong, yet warm-hearted, Stan! could manage the finances of an inn and lead an army into battle with equal skill (Caramon comes to mind, without the drunken stupor). Stan! prompts the team to consider all options before rushing in.

Miranda Horner, DRAGONLANCE game editor, is the collector of DRAGONLANCE tales, large and small (Quivalen Soth, perhaps?). We once had a very serious but spirited email discussion about the gestation period of DRAGONLANCE elves (we have the answer, so you needn't write and tell us).

Steve Miller, DRAGONLANCE game designer, is the brand team's source for the details of the fifteen years of Krynn product (Bertrem, but you saw that coming). If Steve doesn't know the answer, it's probably not worth worrying about.

Pat McGilligan, long-time DRAGONLANCE novel editor, provides thought-provoking direction from the wings, in many ways the group's compass. As such, he shares Flint Fireforge's venerable status in the group but, like Flint, his bark is worse than his bite.

Peter Archer, TSR Books managing editor, puts everything in literary context for the group. A former professor, Peter once described himself as an information freak. If he were a gnome (without the obnoxious bits), his Life Quest would be to gather all the information in the world and build a machine that would . . . well, you get the idea.

Mary Kirchoff, Executive Editor of Books, is an author of DRAGONLANCE novels and head of TSR's book department. She'd like to think she provides the impartial wisdom of Par-Salian, the courage of Laurana, the heart of Crysania. . . . But perhaps I'm not the one to write of her.

Mary Kirchoff

On the Cover: "The Hands of Doom" by Clyde Caldwell first appeared in the 1987 DRAGONLANCE® calendar.

Harold "Wisconsin" Johnson: The Herald of Krynn

By Pat McGilligan



Harold Johnson, age forty-four, is the longest-term, continuing employee of TSR. After twenty years with the company, he still lives in Lake Geneva, Wisconsin, with his wife and three children, although he commutes regularly and stays for stretches of time in Renton, Washington, where parent company Wizards of the Coast is based. Johnson hired Tracy Hickman, was in on the origins of the DRAGONLANCE® setting, and in two decades has held key creative and executive positions for TSR. He is well-known in-house for his "brainstorming" of stories, but perhaps is best noted, informally, as company historian.

Currently a senior designer/editor, Johnson is busy scripting the animation sequences for a forthcoming DRAGONLANCE CD-ROM, which will be a comprehensive guide to Krynn and electronic companion to the official encyclopedia being prepared by Jean Black.

McGILLIGAN:

Tell me a little about your personal background.

JOHNSON:

I'm a child of the Midwest. I was born and raised in Evanston, Illinois, lived and grew up in Davenport and Iowa City, Iowa, before going to high school in Lincoln, Nebraska, where my Dad, a professor of industrial engineering, taught college. I myself went to Northwestern University of Illinois and finished my degree there in 1977.

I became a gamer in the summer of 1975, the year after DUNGEONS & DRAGONS® was released, and I remember I played using a fourth-generation photocopy of the rules, because TSR had only published, by then, two thousand sets. Right away I was good at making up my own stories. One of the first times I played, we were doing an all-nighter and the referee bailed out at nine o'clock in the evening, and I said, "I don't know the rules, but I can make up a story . . ." and I've been refereeing ever since.

Back at Northwestern, I fell in with other gamers, and I heard about the GEN CON® Game Fair, and we all went up and attended in 1975, which was the first time TSR owned the convention. After college, I did theater and television, I was a playwright and puppeteer, and I probably would have gone into theater, if it wasn't for gaming. But, it so happened, I saw a job posted in DRAGON® magazine, and I contacted the company and was told they had an opening for an editor. Originally I applied, thinking I'd find interim employment before I went back for a Master's degree. I was living in Chicago, and Chicagoans don't have cars, so I took a Greyhound bus up to Lake Geneva to be interviewed. In those days, Gary Gygax and the rest of the company were into science fiction and military games; my second major in school was history—mostly the history of warfare and ancient religions—so when I showed off my fount of knowledge of ancient societies, Gary was fascinated. He said he had always wanted to do an ancient variation on the DUNGEONS & DRAGONS game, so, although I didn't get the job, he told me to stay in touch.

Some time later there was another posting for a staff game designer to work with Gary on the DUNGEONS & DRAGONS game. I contacted him, and he gave me a

take-home test, asking me to write an adventure. I love take-home tests! I wrote a thirty-nine-room 'dungeon,' although only twelve of the rooms got typed up—I still have all the notes. I posted it just before the deadline and was hired. My first day was April 28, 1979. TSR was a very small company in those days, located in the old Hotel Clare in downtown Lake Geneva. I was the twenty-third employee.

McGILLIGAN:

I understand that it was you who, not long after, hired Tracy Hickman.

JOHNSON:

At that point, I had become a manager of editing. Tracy contacted me; he probably knew my name from my time at the GEN CON® Game Fair. He had written three modules. I took a look at them. They were very professionally presented. I said to Tracy, "These look published, like someone has printed and sold them . . ." He said, "Well, yeah, I did . . ." I said, "Tracy, that's illegal . . . but these are really pretty good. Let's see what we can do."

I sat down with my boss and said I had met a very talented young man who would make a good game designer and who was also desperate for money. My boss said if he was good, then hire him. So we called Tracy and offered him a job and he drove out from Utah. He became my best friend, and we spent a lot of time together over the next years, some of it professional and some of it personal. Those three modules, incidentally, were "Pharaoh," which we later purchased and published; the second was a product called "Ravenloft"; and the third was "Eye of the Dragon," the only one of the three which we never bought.

McGILLIGAN:

I know that many of the earliest discussions regarding the DRAGONLANCE setting were between you and Tracy. What role did you take in the creative genesis?

JOHNSON:

As a manager, I was always in the position of proposing products to the marketing groups. At that time, we were trying out a lot of new ideas, adventure series, and modules. One of



them was a multi-part adventure series about dragons. Originally, it was supposed to be about ten dragons, but when I added in the king and the queen of dragons, it came out to twelve. I started to think: twelve dragons. That would make a good calendar! That started us thinking about cross-merchandising and the talk about a calendar led to talk about miniatures, toys, computer games, and even novels.

Tracy and I spent a weekend plotting out what became the first story, usually with me pacing and extrapolating, and Tracy taking furious notes and then later typing it up. We asked each other questions about this world of dragons, and for every question that came up we developed an answer that added to the story. We had a series of long, intense meetings at work and on the weekends. Three to six months later, Tracy had one thousand pages of the story bible down. Not everything—we didn't have all the characters, not even after the design team had finished with the outlines for the first twelve modules. Tanis, for example, Tracy wrote into the book, and Lord Soth, too; they were characters who suddenly appeared in Margaret and Tracy's minds as they were writing.

McGILLIGAN:

What do you think were your main contributions to the Saga?

JOHNSON:

Apart from working on the core story, I was very involved with the characters. One I helped co-design was Tasslehoff, who I felt was 'my character' from the start. The kender came partly out of my love for Peter Pan. That started us all having a real bent toward adding humor to the story as well as the inherent drama.

McGILLIGAN:

What was your role, officially?

JOHNSON:

I was permitted to pick some staff for a design team, which included Tracy, Jeff Grubb, and Carl Smith. We were the four originally destined to write the first twelve modules, each of us doing three. My job, besides keeping the continuity and everybody together, was to sell it to the company. I did a lot of selling, as well as inventing and contributing my own ideas to the story. Whenever someone needed a story angle and didn't know where to go, they'd come to me and say, "Tell us how this might have happened . . ." and I'd spin a story. We would talk and I would pace and free-associate. I think of myself, primarily, as a storyteller.



*Illustration
by Larry Elmore*

WE ASKED EACH OTHER QUESTIONS ABOUT THIS WORLD OF DRAGONS, AND FOR EVERY QUESTION THAT CAME UP WE DEVELOPED AN ANSWER THAT ADDED TO THE STORY.

McGILLIGAN:

You were one of the rare hybrids, a 'creative' who was also management. Did you feel like you were always suffering under company constraints?

JOHNSON:

The point is to play with the cards that are dealt. To be a good gamer, you have to understand the rules that are on the table, and if you understand the rules, you realize there may be a way to give management what they want, but at the same time to create a product that everybody will be proud of and the public will enjoy. I can tell you, however, that early on it was very difficult to sell the DRAGONLANCE setting to TSR. They talked multiple times about killing it, and I had to go to the mat and work with the company and convince them to keep the line alive.

McGILLIGAN:

Jumping ahead, the DRAGONLANCE Saga became a huge success. But you moved on to a number of different jobs over the years. Is there any way you can encapsulate what you have been doing for TSR over the last twenty years?

JOHNSON:

I went from being Director of Games and leader of the design team for the DRAGONLANCE setting, to becoming the Director of Consumer Services, overseeing RPGA® Network and the GEN CON Game Fair. Then I became a Director of Special Projects for the marketing department, point man for the legal department, and company historian. Recently I returned as a Brand Manager to re-launch the DRAGONLANCE setting as a game line.

McGILLIGAN:

You were in on the creation of the FIFTH AGE® setting. How did that come about?

JOHNSON:

I had been out of the game department for about nine years when the company came to me to help get the DRAGONLANCE game off the ground. The game product had wandered away from the novels and been canceled. Now they had the intention of trying to bring the DRAGONLANCE setting as a game back into the market. We had just seen a rough draft of the novel *Dragons of Summer Flame*, and a lot of people took the position that the world had been destroyed and all of the heroes had been killed and there was no future for the DRAGONLANCE setting. I said, "Are you insane? Margaret and Tracy have taken us back to the start position, and it's brilliant of them! It's perfect for what will come next. . . ."

We knew it had to be a whole new game, so we developed a new system using cards with a storytelling base that was more free-form and that didn't require you to buy one hundred dollars worth of product and go through several levels of qualification. The story itself got generated in cooperation with the book department.

McGILLIGAN:

What is happening to the long-rumored DRAGONLANCE movie?

JOHNSON:

We are shopping it around. I think there's a lot of interest in it because we have very strong characters, and especially very strong male characters. Our females are not wimps and then of course there is all that wonderful art by TSR artists. These things make it very attractive in Holly-

THE INCREDIBLE EDITABLE ENCYCLOPEDIA

By Jean F. Blashfield (a.k.a. Jean Black)

wood. At one point, there was actually a complete animation script done, based on an adventure that Tracy had written but not included in the novel series. The script is co-owned by us and the original production company, which pulled out. So far, it's been a tale of frustration, but after eighty books and thirty-five game products, not to mention computer games and award-winning miniature figures, the interest is very high.

McGILLIGAN:

I think one of your unique and difficult roles is in being the company historian.

JOHNSON:

Well, with the DRAGONLANCE setting being a shared world, we always thought of it as a growing study. Since we always had multiple authors, we took the approach that we had to have a reason for some of the inconsistency. Our idea is that we are translating a history; we have found a wealth of ancient knowledge that we are translating and publishing, and if there is conflict between one author or another, it's an error in translation, or simply a different author's point of view.

McGILLIGAN:

You're like the company Astinus.

JOHNSON:

People have said that, but Tracy is Astinus. I'm more like the new guy in Fifth Age called the Herald, a wandering bard who is the replacement for the missing Astinus. That's a definite dig at me. He's a guy with no memory of his own; he doesn't remember who he is or his own past—who arrives at a pivotal point in history—and can tell people of the past glories of Krynn. And all the modern people he meets say, "Oh! Is that what happened? Hey, maybe we can learn from that. . ."

Pat McGilligan has been a TSR editor for about thirteen years. When he isn't editing, he's writing books about film. His latest Fritz Lang: The Nature of the Beast, a biography of the German director, will be issued by St. Martin's Press in paperback this fall. ~

Aleth-groomgift-
Sauveur-soris-
dreamshadow-Thistleknott-
Telmer-Deerwood-mage-
Astinus-

Words, names, places, ideas—ten thousand of them wending their way onto the entry list for the DRAGONLANCE® Encyclopedia. But first they are pouring into the Lake Geneva area in Wisconsin in the form of thousands and thousands of descriptions made up of an improbable, impossible four million words.

How big is four million? I don't know yet, but it certainly seems a daunting figure, except perhaps in terms of Bill Gates's personal worth. For me, it's the number of words that have been pouring into my Macintosh G3 through that dauntless communications pathway called email. It's the number of words that have been generated by the DRAGONLANCE Encyclopedia Project researchers from around the world.

You DRAGONLANCE Saga fans are an enthusiastic and literate—if not to say verbose—lot. And you're certainly international. The reports on the more than two hundred DRAGONLANCE books, games, gamebooks, comics, calendars, and periodicals have been coming from Israel, Australia, Norway, Spain, France, Philippines, Hong Kong, Korea, Canada, England, Argentina, and, of course, the United States. The researchers producing the words vary in age from perhaps 16 to about 61. The only things they have in common are their access to a computer and their enthusiasm for their favorite fantasy world. I marvel at the things they know and the discoveries they make. They've become anthropologists of Krynn.

What are the researchers doing? They're first reading a book or game product with a fresh eye, and writing a summary of the story. For some researchers, this is the hardest part of the job because they have to pare down their love of detail into a lively, coherent story-in-brief. Perhaps while doing that reading, or perhaps later, they'll mark up their copy (oh, the sacrifices we make!) to highlight the words and phrases that they'll enter into a template TSR provided, along with the brief description or factoid (sorry 'bout that) that defines the term. Once done, and perhaps redone, the report is sent to me as an attachment. Then, an amazing number of researchers have said, "Please, may I do another!" Obviously, gluttons for punishment, all of them, because—while it certainly is no way to make a living—they receive payment in the form of a check or in product.

These reports provide the basis for the database that will live on a server at Wizards of the Coast in Seattle. The server will be shared by the FORGOTTEN REALMS® world and, perhaps later, some other gaming worlds. And, no—all you who are starting to pant with anticipation—you can't get into it; it's only for the staff to use in managing more carefully than has been possible in the past all the details that go into the fully developed worlds of TSR fantasy.

What can you get into? Either the print or CD-ROM DRAGONLANCE Encyclopedia that are currently in development. It will be my job to take those four million words, merge them, massage them, refine them, edit them, and possibly even dump them or pump them, into the little-bit-less-than one million words of all-encompassing, enlightening, and entertaining copy needed for the encyclopedia.

Oh, dear. I think I need to get to work. More later.

Jean Blashfield Black served as the Managing Editor of the TSR Book Department during the publication of the original DRAGONLANCE Chronicles. She is an accomplished author and an editor of encyclopedias and travel books. ~



LETTERS TO THE EDITOR

We have received a lot of letters asking questions similar to the first two below, so we hope that by printing the answers here, everyone will benefit!

DEAR LEGENDS:

I received your newsletter Vol. 1, No. 2. I was wondering if I might be able to receive the first issue.

—Noah Kronemeyer
Atlanta, Georgia

DEAR NOAH:

Once we print and send out a newsletter, we have very few extras. As a result, if you (or anyone) want to see an earlier issue of the newsletter, please visit our website at [www.TSR.com/Dragonlance/LoL/Issue_1/Welcome.html](http://www TSR.com/Dragonlance/LoL/Issue_1/Welcome.html) and download the articles. We have uploaded the first issue, and we have plans to upload future issues about four months after they're printed.

DEAR LEGENDS:

I hope you wouldn't mind sending me information about where gamers may submit works. I have created several hero roles I'd like to see published.

—Benjamin Sharef
Commerce Township, Michigan

DEAR BENJAMIN:

We're happy to hear that you have some ideas to submit! For our submission guidelines, please send us a self-addressed stamped envelope. We will send out our guidelines and a Standard Disclosure Form, which you must sign and send back with your submission. Eventually you should be able to download both of these forms off of our website, so keep watching for it!

DEAR LEGENDS:

I've read just about every DRAGONLANCE book there is, and I've noticed very few mistakes. However, I would like to bring two very crucial mistakes to your attention.

I found the first one in *Dragons of Spring Dawning*. When the Dargonesti elf Apoletta appeared, the authors never described her skin as blue. Isn't sea elf skin blue?

Finally, why did Jean Rabe call the Dargonesti elves "Dimernesti"?

—Shane Grillo
South Paris, Maine

DEAR SHANE:

As a matter of fact, the Dargonesti elves do have blue skin. As for the sea elves in Jean's book, they are Dimernesti elves, which live in shallower waters than their Dargonesti cousins. The Heroes of the Heart visit Dimernesti, which is in the Southern Courrain Ocean, while the Heroes of the Lance went to the Dargonesti in the Blood Sea of Istar.

DEAR LEGENDS:

The reason I am writing is that I want to know what happened to Dalamar. Also, I would really like to know what happened to my favorite villain Lord Soth. Do you sell audio tapes of DRAGONLANCE® books? Finally, can you give me any information on the following characters: Tanis, Sturm, Goldmoon, Riverwind, Raistlin, Caramon, Flint, Tasslehoff, Lord Soth, and Kaz.

—Joseph Kalanta
Kountze, Texas

DEAR JOSEPH:

Unfortunately, due to the Vow of Silence that the creative staff made about the DRAGONLANCE® storyline, we cannot tell you anything about Dalamar that hasn't already been published. On the topic of Lord Soth, though, look at the article "A Komplete Krynnish Kollection, Part One" under the RAVENLOFT® section. Several products there detail Lord Soth further.

As for audio books, the following books or sets of books are available from Random House (*) or Soundelux (†): *Chronicles* trilogy*, *Legends* trilogy*, *Dragons of Summer Flame*†, *The Doom Brigade*†, and *The Soulforge*†. It might be hard to find all but the last two listed. We suggest that you check with your local bookstore and try to order them if you don't see them on the shelves.

Finally, if you're interested in learning more about the various characters you've listed in your letter than what you can find in novels like *Riverwind the Plainsman* or *Spirit of the Wind*, you can find it in the *Tales of the Lance* boxed set (ISBN 1-56076-338-8). There are character cards and descriptions in that AD&D® campaign setting. You can also learn more about some of these characters in the *DRAGONLANCE: FIFTH AGE*® boxed set (ISBN 0-7869-0535-2). Also, keep an eye on the "Up and Coming" article in this newsletter. That will keep you on top of the newest DRAGONLANCE releases. ☺

If you don't have a subscription to LEGENDS OF THE LANCE™ newsletter, please email legends@wizards.com or write to LEGENDS OF THE LANCE newsletter; P.O. Box 707; Renton, WA 98057-0707. Be sure to include your postal address! The newsletter is a free quarterly publication about the DRAGONLANCE Saga.

Wanted: Short submissions on gnome machines, recipes, artifacts, and common and uncommon kender insults. All submissions become the property of TSR, Inc. If your submission is chosen for inclusion in a new *Leaves from the Inn of the Last Home*, you'll receive credit within the product and one free novel. Send hard copy (typed) and electronic submissions to "Leaves" at the newsletter address or legends@wizards.com with the subject line "Leaves submission." Deadline 12/12/98. Please include your postal address or your submission will not be read.

TALK BACK

Here are more responses to our past questions!

Who is your favorite DRAGONLANCE® character and why?

I enjoy the character Tanis Half-Elven most. He's a reluctant hero filled with self-doubt. But above his own problems, he is faithful to his friends, kind, and willing to help those weaker than himself. He will try to do the right thing even at the cost of his life. I think he deserved a quiet death surrounded by family and friends.

—Tim McCann
Lawrence, MA

My favorite DRAGONLANCE character is, and I am proud to admit, the late and great irrepresible kender Tasslehoff Burrfoot. Tas was no ordinary kender. He learned to care for people and even to refrain from handling some people's property (I would never say steal, being the kender fan that I am). Tas's sense of wonder and his unfailing curiosity brightened the *Chronicles* and *Legends* trilogies for me. Whenever the novels seemed too dark or dramatic, Tas was there to make me laugh out loud. I don't think anyone could have done the job better!

—Brittany Blackburn
Easton, PA

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

I would have to say Khellendros, or Skie, as some prefer to call him. Not only did he survive the War of the Lance and the Chaos War, but he also survived and came out on top in the Dragon Purge. He had the willpower to resist the call of the Dragon Orb in Palanthis, and he had an extremely strong bond with Kitiara. He is also ruthless in battle. He's clever and knows when to charge and when to retreat. Despite his massive size, his sinuous form favors him with unexpected grace, as seen in the numerous battles he has fought in. Even though Skie has committed horrible acts in his time, he is, all in all, an honorable dragon.

—Noah Kronemeyer
Atlanta, GA

The next question: What place in Ansalon would you like to know more about and why? Send us your thoughts!

SPELL-⊙-RAMA

By Tim Haney

REMEMBRANCE

After moving to Willik from a forgotten village in Nordmaar, Toman Dupree discovered many things about the past. Evidently, his mother, who had forgotten why she had hidden the two of them in a root cellar about thirty years before, had been keeping them safe from some creatures of Chaos. He further learned that these creatures erased their victims' existences from the memories of others. These facts caused Toman to start wondering about his family and the village he grew up in. Since Willik has a small library with records from the local villages, Toman wanted to look at these records. However, the crusty old man who kept the records insisted that no Duprees ever existed in that area of Nordmaar. Toman, who felt cheated of his chance to discover his heritage, decided to use the old man's memories against him so that he could gain access to the records that the man hovered over protectively. His ability to use the spheres of alteration and mentalism allowed him to cast a spell he later called "Remembrance." He soon discovered that the spell made the old man believe him to be a Solamnnc Knight acquaintance. Although the spell worked, Toman discovered nothing of use in Willik's town records.

Invocation (instant)	5
Range (melee)	2
Duration (30 minutes)	4
Area (individual)	1
Spell effect (troublesome)	2

Total difficulty 16

This spell causes the target to perceive the caster as someone from the target's memories. Mannerisms and speech are directly from the target's memories and so the spell remains undetectable. The image is a pleasant one for the target, so he or she will not react unfavorably (or attack) the caster while the spell is in effect. The caster cannot end the spell before the duration is complete. Until then, the target of the spell will continue to see the caster as that person from his or her memory.

Mishap: The caster accidentally pulls up a painful memory and the target immediately reacts extremely unfavorably (or even attacks the caster).

Tim Haney lives in Boaz, Alabama.

FACES BEHIND THE SCENES

The Second DRAGONLANCE® Summit



Upper row, left to right: Don Perrin, Pat McGilligan, Peter Archer, Sue Weinlein Cook, Steven "Stan!" Brown, Steve Miller

Lower row, left to right: Mary Kirchoff, Tracy Hickman, Margaret Weis, Miranda Horner

Photo by Cindy Rick

The next chapter in the DRAGONLANCE® Saga took shape earlier this summer when authors Margaret Weis and Tracy Hickman met with the Saga's other writers and editors for a three-day storyline discussion to kick off the epic *WAR OF SOULS* novel series. Although the participants discussed many topics during the days of the summit, they each signed a Vow of Silence, binding them to "remain publicly silent on the details we carve until such time as TSR/Wizards of the Coast officially announces our plans." Sue Cook, DRAGONLANCE Brand Manager, sees the War of Souls storyline as a natural progression from the current one. "I believe it will still surprise and excite fans," she stated.

Tracy said at the conclusion of the meetings that the group would all one day look back at this period as one of the best times of their lives. "The act of creation is one of the best things we can do."

Immediately after the summit, Weis and Hickman started work on the first novel of their new DRAGONLANCE collaboration, their first since 1995's blockbuster *Dragons of Summer Flame*. At the same time, the editors and designers of the game products started integrating the storyline into upcoming releases.

Those interested in seeing the seeds of this storyline can find them in the game adventure *The Sylvan Veil* by William W. Connors and Miranda Horner. This adventure sourcebook reveals the mysteries of the Silvanesti Shield and allows the Narrator and players to learn the events that have occurred behind the shield over the last twenty years. Further installments in this series will tie in to the *War of Souls* novels without paralleling them exactly. Sue says, "Our goal is to create a wider tapestry of stories surrounding the landmark events of the War of Souls rather than telling the same series of events in several different ways."

Further, the DRAGONLANCE line is starting the new year with an addition to the *Bridges of Time* novel series: *The Silver Stair* by Jean Rabe. In February comes *The Puppet King* by Douglas Niles, a *Chaos War* novel about Speaker Gilthas. These titles all lay the groundwork for the epic events to come in Krynn!

The DRAGONLANCE team plans to get together again this winter and hatch some new plans for next year!



The Citadel Guardians

By Steve Miller



The Citadel Guardians are a group of warriors dedicated to the defense of the Citadel of Light, its mystics, and its followers. They are as dedicated to the Citadel's ideals as are the mystics, but they serve in the capacity of protectors rather than teachers.

Although a peaceful organization, the Citadel of Light has many violent enemies, ranging from minions of the Dragon Overlords to fanatic followers of the old gods. All want the Citadel's message—one of personal responsibility and spiritual self-reliance—silenced, even if their reasons for doing so may be as different as night and day. Therefore, although the mystics always look for the best in others, the Citadel Guardians look for the worst so they can defend their charges against it.

HISTORY OF THE CITADEL GUARDIANS

Iryl Songbrook, a Silvanesti elf who has been with the Citadel since its earliest days, originally organized the Citadel Guardians after a band of Qué-Nal warriors attacked some dwarf crystal miners. For the next few years, the Guardians remained a loosely organized group consisting of warriors and aspirants who had extensive combat or adventuring experience. But when Goldmoon decided in 1350 that the Citadel needed to undertake a more coordinated effort to spread their message through Ansalon, it seemed clear that the Guardians needed to become more organized as well: Schallsea was a safe haven, protected both by the sea around it and by the Knights of Solamnia, but once the mystics ventured off the island, there was little or no protection for them.

In addressing this problem, Goldmoon and Jasper Fireforge, Goldmoon's aide and confidant, turned to the Guardians. She asked that someone within their ranks invent a structure through which the most experienced among them could take permanent command duty or protect the missionaries.

Kolan Tyel, a one-time member of the Legion of Steel who had come to the Citadel in search of stronger moral direction in his life, formulated a structure that remains with the Guardians to this day. A four-step rank system was put in to place. The lowest ranking members of the force were simply Guardians. After eighteen months of service, the Guardians become eligible for promotion to Senior Guardian. After three years of service, Senior Guardians become eligible for promotion to Guardian Commanders; only Senior Guardians and Guardian Commanders would be eligible for duties such as escorting mystics on journeys away from Schallsea. Finally, Tyel's structure placed a Citadel Master at the head of the Guardians. Although the Guardians had been led by a mystic from their founding, Tyel thought it best if one of the highest-ranking mystics of the Citadel was the ultimate authority among the Guardians, because he reasoned that such a man or woman would have complete understanding of the importance of the Citadel's mission. Tyel also felt the leader of the Guardians should be a master at the skills of a warrior to supplement his or her complete competency of the powers of the heart.

Goldmoon approved the new organization of the Guardians, and Jasper temporarily filled the role of Master Guardian until a more suitable mystic could fill the role. As the missionary efforts began, the Guardians had reorganized. The mystics were escorted safely to the courts of Ansalon's free realms and even into the lands controlled by Evil beings. The Citadel's message started to spread at an increased speed across the land.

Tyel himself eventually became an Aspirant of the Citadel and rose to the rank of Master Guardian. He held the position for more than ten years until he was slain while protecting Goldmoon from Elan assassins. He was replaced by his long-time second, Kentry, who remains the Master Guardian.

ORGANIZATION OF THE GUARDIANS

Two types of Citadel Guardians serve the Citadel: those who stay on Schallsea to protect the island, pilgrims, and the Citadel

itself; and those who serve as bodyguards for missionaries traveling Ansalon or for mystics attached to a royal court.

The rank-and-file Guardians guard the entrances to the Citadel of Light, patrol the streets of Schallsea in conjunction with the Knights of Solamnia, and safely escort pilgrims and new aspirants from the Port of Schallsea to the Citadel of Light. They are organized into squads of twelve Guardians, two Senior Guardians, and one Commander. The Senior Guardians typically take care of individual duty assignments—such as ordering which two Guardians will patrol specific streets in Schallsea for the day—while the Commander sees that the squad executes its duties in the most effective fashion. The Master Guardian reviews all assignments and solves any disputes and addresses disciplinary problems that are too complicated for the Senior Guardians or the Commanders to deal with. The Master also approves promotions—candidates for which are put forward by other Senior Guardians and Commanders.

The Master Guardian also chooses the Guardians to serve as escorts and protectors for mystics who travel off Schallsea. Typically, this honor is reserved for those Guardians who have proven they are resourceful and skilled warriors while serving on Schallsea.

At present, eighteen Guardian squads are assigned to the Citadel of Light and the surrounding lands, and four squads are stationed in the Port of Schallsea and the road between the town and the Citadel. Several Guardians are not attached to squads at the moment. Some of these serve as bodyguards for important or high-risk students—such as Princess Mercidith of Ergoth who continues to have Senior Guardian Daneel Warnoc watch over her. Warnoc has already played a key role in thwarting two abduction attempts directed at the princess. The number of Guardians assigned to mystic advisors in royal courts and to wandering missionaries is close to one hundred, although the number fluctuates.

ADVENTURE NUGGETS

◆ **The Princess and the Green Man.** Master Guardian Kentry assigns Citadel Guardian heroes and their associates to help watch over Princess Mercidith ("Mercy") of Ergoth while Mercy struggles to expand her spiritualism talent in the forest around the Citadel. Suddenly, the young girl starts cackling madly and refers to herself as "the Green Man." The heroes find themselves attacked by a variety of wild animals, and the princess flees into the forest.

Attempts at locating her fail, until reports arrive several days later that predators attacked a Wemitowuk village, and a wild-looking, rag-clad woman proclaimed

that all humans would be driven from the island so that Nature could reclaim it.

The heroes must find and capture this woman, who they later find out is Mercy. Master Guardian Kentry fears that she has been possessed by some sort of spirit. By the time they manage to track her, however, she has amassed a veritable army of beasts which she intends to send against the Port of Schallsea. The heroes should manage to subdue her, but then find that the spirit within her is too powerful to be forced out without extraordinary measures. They must find out the identity of the spirit so that the Masters of spiritualism at the Citadel can free Mercy. (Of course, Mercy might also escape again, giving the spirit within her time to gather a larger army of controlled beasts.)

The heroes can either use the clues the spirit provides (someone who calls himself the Green Man and who is obsessed with driving humans from Schallsea) to ask old-timers among the barbarian tribes or citizens of the Schallsea for information, or they can attempt to communicate with spirits themselves. Mercy's guardian spirit, Lord Julius, would be an obvious choice from which to seek information.

Eventually, the heroes should learn that a crazed hermit who was devoted to driving all others from the island recently died. He called himself the Green Man, although his real name was Joss Hekar.

❧ **One of Our Mystics is Missing.** Dark Knights have abducted Jemtal Oermann, a Citadel aspirant, from the grounds through a daring raid. The heroes are among the Guardians dispatched to head off the Knights before they leave the island.

The heroes should catch up with the Dark Knights and end up locked in battle. In the process, they may discover that Jemtal is actually a Dark Knight plant who had his memory altered through mysticism. The Knights were trying to retrieve him so that they could restore his true personality and learn what secrets the Citadel has unlocked since they last infiltrated the fellowship. Jemtal of course insists that the Dark Knights are lying, that he is loyal to the Citadel in all things, and that they are engaged in some bizarre scheme to undermine the Citadel.

One of the Dark Knights attempting to retrieve Jemtal is the wife he doesn't know he has. She wants him restored to his true identity, more for herself than for the Dark Knights. If the heroes managed to retrieve Jemtal and if Jemtal's wife isn't captured, she will stage an ever-escalating series of strikes against the Citadel and its servants.

GOLDMOON ASKED THAT SOMEONE WITHIN THEIR RANKS INVENT A STRUCTURE THROUGH WHICH THE MOST EXPERIENCED AMONG THEM COULD TAKE PERMANENT COMMAND DUTY OR PROTECT THE MISSIONARIES.



Illustration by Thomas J. Biondillo

She may even attempt to open negotiations through the heroes.

❧ **What Grows in the Garden of the Dead?** The aging Qué-Nal shaman Shadowwalker escaped execution at the hands of Chief Skydancer following the revelation that he helped Dark Knights kidnap Skydancer's daughter to discourage the chief's support of the Citadel. Shadowwalker has gathered a large number of disaffected warriors and lesser shamans, and they have established a fortified camp near the mysterious Garden of the Dead.

The spirits around the War Memorial are growing more restless than ever, and the Silver Stair has been seen to flicker. The theory is that Shadowwalker and the shamans have rediscovered the link that the Garden of the Dead once supported to either Chemosh or Chislev, and they are using it to perform necromantic rituals designed to destroy Schallsea's connection to the powers of the heart.

The heroes, Iryl Songbrook—who lived in the area around the Garden of the Dead for several years—and a force of Guardians must stop Shadowwalker and the shamans.

Upon fighting their way through the warriors, the heroes and Iryl dis-

cover that the ten shamans have been transformed into rotting, humanoid plants. The shamans have the game statistics of trolls, and the ability to cast necromantic spells. Each has 49 spell points to use (or one *animate dead* spell and one *cause disease* spell according to the AD&D® rules). The heroes discover that the Garden of the Dead is flourishing stronger than ever, but they find no sign of Shadowwalker. They must locate him and work together with mystics and elf woodshapers to uncover the secrets behind what happened here.

For more on the Citadel Guardians and Schallsea, see *Citadel of Light*, a DRAGONLANCE SAGA® dramatic supplement (ISBN 0-7869-0748-7) by Steve Miller, with Miranda Horner, and Stan!

Steve Miller recently completed work on a special DRAGONLANCE® game release that will be published next year to coincide with the 15th anniversary of the first DRAGONLANCE game adventure.

BEHIND THE TAPESTRY

Daring Deeds of Krynn's Co-Creators

EDO VAN BELKOM

The author of *Lord Soth* has just finished a collection of erotic horror stories, and he is anxiously awaiting publication of his first short story collection, *Death Drives a Semi*, scheduled for an October release from Quarry Press in Kingston, Ontario. The collection includes the story "Rat Food" for which he and David Nickle won the Bram Stoker Award from the Horror Writers Association in New York City this past July. He will be attending Primedia in Toronto on November 6–8. His email address is e.vanbelkom@genie.com and his web page is www.horror.net.com/belkom.htm.

NANCY V. BERBERICK

Nancy has finished a short story for the new DRAGONLANCE® anthology. She has also recently put the finishing touches on *Tears of the Night Sky* with Linda Baker. Her short story "Guardian of the Barrow" will appear in a Fall issue of DRAGON® magazine, and her story "Scatheling" will show up in the UK publication *Odyssey*, Issue #6. She can be reached at her email address Nancy_Berberick@compuserve.com, and her home page is http://ourworld.compuserve.com/homepages/Nancy_Berberick.

STEVEN "STAN!" BROWN

Stan! has finished working on his section 15th Anniversary Project. He is working with Niles on another project that deals with Gilthanas.

of the DRAGONLANCE
Steve Miller and Doug

WILLIAM W. CONNORS

Bill playtested the live-action roleplaying adventure (LARP) at the GEN CON® Game Fair, with the help of Nicky Rea and her adept LARP crew.

LARRY ELMORE

Larry is working on his *Snarfquest* strip and on covers for paperback books and computer games. He will soon start on a new limited art print for *Sovereign Stone* (the fourth in the *Seasons of the Witch* series). You can find him attending a convention in Essen in October and Orcon in Los Angeles in February. His email address is larry@larryelmore.com.

TRACY HICKMAN

Tracy is currently working with Margaret Weis on the first DRAGONLANCE *War of Souls* novel and getting his first Party Flicks product out about the same time. He and Margaret have just completed a *Sovereign Stone* novel. The third *Starshield* novel is his next project.

MIRANDA HORNER

Miranda continues to work on the newsletter in between projects. She just recently turned over her portion of *The Sylvan Veil* for editing and has also finished editing *Palanthas*. She is now coordinating the editorial side of the DRAGONLANCE 15th Anniversary Project. Also, Miranda just recently turned over a DRAGONLANCE short story manuscript to TSR.

TODD LOCKWOOD

Todd works as an artist for TSR's DRAGONLANCE, RAVENLOFT®, and FORGOTTEN REALMS® lines. He has recently won a Chesley Award for Best Cover Illustration in a magazine for DRAGON magazine #238. DRAGONLANCE fans have seen his work recently on the cover of the 1999 DRAGONLANCE calendar.

DOUGLAS NILES

Doug has finished work on the DRAGONLANCE novel *The Puppet King* and is now working on *Circle at Center*, the first novel of a fantasy trilogy he is writing for Ace. It's part of the *Seven Circles* epic of his own creation, which is a tale of six fantasy worlds and Earth. He is also writing an alternate history novel called *Fox on the Rhine*, with Michael Dobson as a co-author.

NICKY REA

Author and editor of DRAGONLANCE role-playing adventures, Nicky is currently editing a part of the DRAGONLANCE 15th Anniversary Project. She also is serving as a playtest coordinator on TSR's live-action adventures.

PAUL B. THOMPSON

Paul has recently turned over a new MAGIC: THE GATHERING® short story and an original SF novel. He has just revised a new FIFTH AGE DRAGONLANCE short story for the next anthology. He has also turned in the first draft of a MAGIC novel tentatively titled *Dark Fortress*. His email: MrApol@aol.com. He also reads alt.fan.dragonlance and can be reached there.

PENNY WILLIAMS

Penny, who contributed to *The Last Tower* dramatic supplement, is currently editing a part of the DRAGONLANCE 15th Anniversary Project. She is also advising on the development of the live-action roleplaying project and editing various projects for the MARVEL SUPER HEROES® Adventure Game. ☺



Illustration by Rachel Stewart of Coral Gables, FL

THE HERALD'S REPORT

The Latest News from Krynn

M

My name is Dana Foxtail, a vagabond bard and a Keeper of the Word*. In my wanderings, I hear many tales filled with promise and portent, offering many lessons to be learned, if only one can decide where in these tales the truth lies.

PORT BALIFOR EMPTY?

I know of very few places that suffer as badly as the city of Port Balifor. The once thriving port town had the bad luck to fall under the control of Malys the Red. While the rest of Balifor and Kendermore became victims to the Great Dragon, the hardy folks in this city decided to defy Malys's will and remain in their homes. In response, the mighty Red leveled the city. Too proud to bow, the folk of Port Balifor rebuilt their town only to have their new overlord raze it again. This pattern of creation and destruction has continued for years now.

Today, however, I was regaled with a tale calling Port Balifor a ghost town. Apparently a rider passed through the city the other day and found it abandoned. All the buildings stood, and many had fires burning in their hearths, but not a soul was to be found. I laughed to hear this tale for—though very few know it—the people of Port Balifor have, for several years now, been constructing a new city in the sea caves below and to the north of the old city. The site has an easily navigable entrance and is deep enough that Port Balifor can continue on as the foremost harbor for ships sailing the Southern Courrain Ocean. They nearly had to abandon their plan, though, when they realized that the torches required to implement such a scheme would generate enough smoke to draw Malys's attention. However, brave heroes faced the dangers of waters known as Leviathan's Deep to gather a species of deep-water kelp that glows with an inner light.¹ After months of transplanting and tending the kelp beds, the caves have enough light to allow the citizens of Port Balifor to move into their new homes.

So far, the Red has failed to notice anything amiss. When she does return to destroy the old city, the citizens will rebuild again (though certainly with a lower level of quality). The city elders hope that the thousand feet of rock between them and the surface, as well as their proximity to the water, will protect the citizens from any attack the red dragon launches. However, they also feel that the best chance they have for survival is to fool Malys into thinking that nothing has changed.

I tell you this story so that hope may grow in your hearts, but I beg you not to repeat it. Should word of this deception reach the Red, no amount of rock on Krynn would prevent Malys from punishing the folk of Port Balifor.

MAGIC EMISSARIES MISSING

When last I spun tales for you, I told you of Emma Xela and Briony Thistleknot, two spellcasters who are traveling the continent teaching advances in the arts of sorcery and mysticism. They have certainly found more adventure than they bargained for along their path.

Their investigations into rumors that fire dragons near the town of Willik had begun to breed led them to enter a long-dormant volcano south of town. Later that day, the people of Willik heard unearthly howls that echoed across the land, followed by a sudden and violent earthquake as the mountain exploded in blood-red flame. Ash coated the town, but no lava flowed.

In the wake of this event, the folk of Willik have reported no sightings of any fire dragons for several weeks. Sadly, nobody has seen either Emma or Briony. Diviners at the Academy of Sorcery have not yet determined the pair's fate, but they fear the worst.

FROZEN DRAGON PERFORMS MIRACLES

Currently, I am on my way to Rigitt, a port just off the Plains of Dust, to board a ship sailing across Ice Mountain Bay. Reports have come to me that something wonderful is happening there.

More than a dozen ships have sighted an iceberg whose sides are nearly clear. They can see frozen inside the ice a gold dragon at least two hundred feet long. The dragon's wings are spread and it assumes a protective posture, as though it were defending a tiny charge from some heinous attack.

No one knows how the dragon came to be in the iceberg, but every sighting is accompanied by tales of miraculous healings and blessings bestowed just as the dragon floated into view. Though I've seen no proof, I hear a blind man has been made to see again and that the sailors of a foundering ship found the leaks in their hull patched and its hold magically cleared of water.

According to rumors, no passenger or sailor has ever seen the iceberg twice. It was last sighted floating into the open waters of the South Sirrion Sea. I understand that the crew of the vessel I am to sail on were hand-picked—none of them have yet seen the floe—and that the ship will be filled with scholars, mystics, and priests of all descriptions.

I must hurry or the ship will sail without me. With any luck, when next we meet, I will have a story of ice mountains, frozen dragons, and honest to the gods miracles. What a tale that will be to tell!

Dana Foxtail

* Keeper of the Word: A bard who has devoted his or her life to studying the tales and storytelling techniques of the Herald.

¹ From "Leviathan's Deep," an ADVENTURER'S GUILD™ tournament played in stores in early winter 1998. It will be available in RPGA® TSR Jam 1999 in March (ISBN 0-7869-1445-9).

RAL PARTHA ENTERPRISES:
MAKERS OF OFFICIAL
DRAGONLANCE® MINIATURES

By Jim Bishop

Ral Partha Enterprises, an official licensee of TSR, Inc., has produced AD&D® miniatures for over a decade. Their award-winning sculptors have created a full range of twenty-five millimeter miniatures featuring many of the characters from DRAGONLANCE novels and roleplaying games.

Five boxed sets and over a dozen individually blister-packed personalities are currently available in the DRAGONLANCE line. The boxed sets include impressive display pieces like Huma's Silver Dragon or the combined Heroes of the Lance. The personalities line is no less impressive and offers collectors the option of buying just their favorites.

The miniatures are modeled in a unique pewter alloy called Ralidium that is unlike anything else in the miniatures industry. It retains paint well and has a high index of strength without being brittle, making the figures suitable for gaming.

Item #	Name	Price
10-500	Red Dragon of Krynn	\$25.95
10-501	The Draconians	\$19.95
10-502	Heroes of the Lance	\$14.95
10-503	Huma's Silver Dragon	\$25.95
10-504	The Villains of Krynn	\$19.95
11-064	Lord Soth	\$6.25
11-065	Tanis	\$2.25
11-066	Goldmoon	\$2.25
11-067	Fizban	\$2.25
11-073	Lord Gunthar	\$2.25
11-074	Silvara	\$2.25
11-075	Gilthanas	\$2.25
11-076	High Bulp & Bupu	\$2.95
11-069	Raistlin	\$2.25
11-070	Caramon	\$2.25
11-071	Kitiara	\$2.25
11-072	Laurana	\$2.25
11-077	Flint Forge	\$2.25
11-080	Tasslehoff Burrfoot	\$2.25
11-081	Sturm Brightblade	\$2.25

You can find Ral Partha's miniatures at your local hobby store, or visit their website at <http://ralpartha.com/ralpartha/ral.html> to order a catalog, view their collection, and use their online ordering service to buy miniatures over the Net. If you wish to call them, their number is (800) 543-0272.

A longtime miniatures painter and collector, Jim, of the Wizards of the Coast licensing department, has enough pewter in his house to choke a gully dwarf.

UP AND COMING

The month of Newkolt is fast approaching, so look for these new DRAGONLANCE® products in your local book and hobby stores, or visit www.tsr.com!

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 and Nancy Berberick

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

NOVEMBER

Legacy of Steel

By Mary Herbert

A Novel in the *Bridges of Time* Series

Inspired by the terrors of the Dragon Purge, the outcast Knight Sara resolves to lead a new order of Knights based on selflessness and mutual aid. To honor her adopted son's sacrifice, she names it the Legion of Steel.

\$5.99 U.S./\$6.99 CAN

ISBN: 0-7869-1187-5

DECEMBER

Palanthas

By Steven "Stan!" Brown

A DRAGONLANCE Dramatic Supplement

Palanthas is a detailed look at Ansalon's best-known city. Now players and Narrators can make it their home, exploring the Great Library, the underground thieves' network, even the site where the Tower of High Sorcery once stood. *Palanthas* is an excellent background source for the *Seeds of Chaos* adventure.

\$11.95 U.S./\$15.95 CAN

ISBN: 0-7869-1199-9

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

1998 GEN CON[®] Game Fair Wrap-Up



†

he doors opened. The people streamed in. They played games twenty-four hours a day for four days. And now it's over. What do we have left? The memories of the fun games we played and the people that we met while playing them.

More than twenty thousand people attended the convention. Many streamed through the TSR castle and the other dealers in the Exhibit Hall to see the newest products, participate in demos and events, and talk to dealers and special guests. A lot of people visited the art show to see the fantastic pieces that were on display. A record number of RPGA[®] tables were filled in the Arena area of the convention center. Players played card games, board games, dice games, and miniature games throughout the convention's areas. With all of that activity going, it's hard to pick only one or two things to focus on, so here are brief snippets of things that the DRAGONLANCE[®] team saw or heard at the convention:



From left to right: Charles Jewell (mystic Tiger Hawk), Scott Koester (hybrid spell-caster Talamar), Russell Niborgeer, (sorcerer Obolasi).

- ✦ During a DRAGONLANCE demo, many of Otik's spiced potatoes were sent flying all over the place when the heroes' dinner was interrupted by a surly elf.
- ✦ In the Spell-O-Rama event, one of the heroes changed into a bird and fell forty feet when his spell's duration ran out. The hero took enough damage that he couldn't finish the test, unfortunately.
- ✦ During the RAVENLOFT[®] Drama, our own Harold "Wisconsin" Johnson "died" a total of ten times over a period of two nights.

- ✦ Tracy and Margaret teased the audience with hints of what was to come in the War of Souls.
- ✦ Fans of Lord Soth could take away free covers of the forthcoming novel *Spectre of the Black Rose* by James Lowder.
- ✦ The TSR Dungeon Delve event ran continuously during Exhibit Hall hours, causing many heroic player characters to meet their demise.
- ✦ At a DRAGONLANCE demo, William W. Connors had players thumbwrestling in a tournament of strength!
- ✦ In the earliest hours before the convention opened, people read signs that declared the building clean, or "swept of bombs."

Also, these signs stated that it is illegal to bring bombs into the building. So, all in all, the convention center was the safest facility that the GEN CON Game Fair has ever seen.

being demolished. As each day passed, more and more of the building was exposed to the sunlight. At one point, a chandelier on the second floor was exposed.

- ✦ Throughout the convention, attendees could watch the old MECCA center
- ✦ Tracy sang his (in)famous Knight of Solamnia song at the "Songs of the Saga" event Thursday night. Of course, all enjoyed "Goldmoon's Song," "Three Sheets to the Wind," and other favorites from DRAGONLANCE songstress Janet Pack. She is currently working on one about gnomes, so be warned!
- ✦ Doug Niles had so many takers for his "Dragon Wars!" celebrity aerial dragon combat event that the DRAGONLANCE crew scurried over to the Ral Partha booth nearby to borrow more dragon minia-

tures! (Thanks to Stewart and Gordon for the loan!)

- ✦ Glimpses from Saturday's "Weis and Hickman Traveling Road Show": Aron Eisenberg (the actor who plays Nog on *Deep Space 9*) stunned the crowd by getting up near the end of the event and introducing himself as a longtime DRAGONLANCE fan. Janet Pack once again reprised her delightful role as all the kender in the stories the group read. Douglas Niles played most of the dwarves as well as a black-robed mage during the readings, and many other authors participated as well. Nicole Harsch and Mike Sakuta ("The Crossed Swords") performed a duel in tight quarters, with Nicole standing up for the integrity of the Solamnic Knights! Margaret and Tracy thrilled the audience at the standing-room-only event by reading a chapter from their forthcoming first book in the War of Souls trilogy.

All in all, this convention was a load of fun. We should be there again next year, so if you want to meet some of us, please feel free to contact www.andonunlimited.com or call 1-800-529-EXPO to learn more about the 1999 GEN CON Game Fair. ~



THE COMPLETE KRYNNISH COLLECTION, PART ONE

By Sue Weinlein Cook

So, you have all the DRAGONLANCE® books, eh? All eighty-seven different titles? Not bad . . . but you've still got a ways to go before your collection is complete.

Oh, but you have all the game products as well? Well, that's another fifty-six titles. But don't stop there. Characters, locales, and items from DRAGONLANCE Saga also pop in numerous other TSR products, magazine articles, and licensed publications. For a really complete collection, you have to go beyond the DRAGONLANCE logo and really dig.

Last issue, I promised to get the digging started by delivering a list of obscure official DRAGONLANCE publications—and boy, are some of these items obscure! As with the first part of the DRAGONLANCE 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 me c/o the LEGENDS OF THE LANCE™ newsletter and let me know. After all, it was your piles of letters that brought *Leaves from the Inn of the Last Home* and the *Art of the DRAGONLANCE Saga* back into print! Your opinions do make a difference.

You can order any available TSR 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 (800) 324-6496 or custserv@wizards.com, or visit our online store, accessible from the TSR main web page at www.tsr.com.

Art and Oversized Books

- 8443 *The Art of the ADVANCED DUNGEONS & DRAGONS® Fantasy Game*
- 8441 *The Worlds of TSR* (hardcover)
- 8441P *The Worlds of TSR* (paperback)
- 8897 *1997 Dragons Calendar*

AD&D® Core Products

- 1056 "Drungar" (a fortress on Krynn), in the *Castles* boxed set
- 9549 "Introduction to the Arcane Order: Campaign Worlds" in *College of Wizardry*

SPELLJAMMER® Setting

- 9409 *Krynnspace* game accessory
- 8030 *Beyond the Moons* novel
- 8031 *Into the Void* novel

RAVENLOFT® Setting

- 1108 Vlad Drakov and Soth character sketches in the *RAVENLOFT Campaign Setting*
- 8057 *Knight of the Black Rose* novel
- 9476 *When Black Roses Bloom* adventure
- 9497 *The Evil Eye* adventure
- 9331 "Merilee" in the *Darklords* game accessory
- 2162 "Kender vampire" in the *RAVENLOFT Appendix to the MONSTROUS COMPENDIUM™, Vol. I*
- 2174 References to Sithicus, Soth, Falkovnia, and Vlad Drakov in the *Domains of Dread* campaign setting
- 9513 "Lady Adeline" in the *Children of the Night: Vampires* game accessory
- 8065 "The Rigor of the Game" in the *Tales of Ravenloft* anthology

- 9336 "The Dark Minstrel" in the *Book of Crypts* adventure anthology

FORGOTTEN REALMS® Setting

- 8576 Kender character in *Finder's Bane* novel
- 8583 Kender character in *Tymora's Luck* novel

PLANESCAPE® Setting

- 2600 *PLANESCAPE Campaign Setting* (Krynn's gods and their home planes)
- 2607 *Planes of Law* boxed set (powers section)
- 2615 *Planes of Conflict* boxed set (powers section)
- 2603 *Planes of Chaos* boxed set (powers section)
- 2623 *On Hallowed Ground* accessory (Krynn's gods)
- 2620 *The Planewalker's Handbook*
- 2625 *A Guide to the Astral Plane*
- 2633 *A Guide to the Ethereal Plane*

SPELLFIRE® Game

- 1119 1994 DRAGONLANCE booster pack
- 1133 *SPELLFIRE Reference Guide Vol. 1*
- 1154 *SPELLFIRE Reference Guide Vol. 2*

Graphic Novel Series (with DC Comics)

- 8445 DRAGONLANCE Saga Book One
- 8430 DRAGONLANCE Saga Book Two
- 8432 DRAGONLANCE Saga Book Three
- 8434 DRAGONLANCE Saga Book Four
- N/A DRAGONLANCE Saga Book Five

DC Comics DRAGONLANCE Series

- | Issue(s) | Title |
|----------|---|
| 1 | "Fire & Light" |
| 2 | "Beware the Draconian!" |
| 3 | "Caught in a Dream's Clutches" |
| 4 | "Honor or Life?" |
| 5-8 | "Raistlin's Pawn" |
| 9-12 | "The Arena of Istar" |
| 13-16 | "High Sorcery" |
| 17-20 | "A Winter's Knight" |
| 21 | "The Sorceress' Apprentice/To Sail on Sunbeams" |
| 22-23 | "Landfall!" |
| 24-25 | "The Dragonring Saga" |
| 26-27 | "The Gathering" |
| 28 | "The Path to Power/The Perilous Power of Feh" |
| 29 | "A Sort of Homecoming" |
| 30-32 | "Sword of the Kinslayer" |
| 33-34 | "On Death of Pain" |

Promotional Comic Book

Fifth Age (August 1996)

The next issue of the newsletter will contain the second part of this list, so stay tuned!

Sue continues to manage the DRAGONLANCE and Marvel brands with an adeptness that makes her group very happy she's their boss. However, we sometimes wonder when she plans to take over the world. ☺



TALES FROM THE RPGA® NETWORK

By Robert Wiese

Have you recently gone to a convention only to realize that there were not enough DRAGONLANCE® events for you to play in? Or have you played in one that caused you to think, “I could write something like that!” Or have you ever thought, “I’d like to get paid to write a DRAGONLANCE adventure.” Well, the RPGA Network is always looking for a few good tournaments. This article should help you figure out the basics of how to write a tournament and what conditions you should fulfill to get paid for it. One thing that should be noted before you read further is that you must be a GUILD-LEVEL™ member (paying member) of the RPGA Network before you can submit a tournament.

A Few Primary Considerations

One stumbling block in writing adventures is that many people do not know how to turn their great ideas into a workable Network tournament. It is often easier to create campaign adventures than tournament adventures, where time and proper game balance are key considerations. Frequently, people unconsciously begin writing under the assumption that they will be running the tournament. Once you have written a few scenarios and seen them run at conventions, you begin to see how much information must be included so that a complete stranger can run your event.

Define Your Goals

In every project, defining your goal before you begin is very important, and in tournament writing, this is especially true. Here are some goals that may apply to tournament writing:

- To provide a good time for your players
- To express your creativity
- To make a name for yourself in the Network

What is a Tournament?

A tournament is an adventure in which some protagonists attempt to accomplish a goal. Sound like a story? It’s not, yet. You must keep a couple of critical differences in mind. First, a tournament is a scenario that uses a set of rules. A story does not have rules. Second, when you write a story, you control the protagonists. When writing a tournament, you do not. A tournament is only a story once it is played, not before. So, remember that you are not writing a story. Many players do not like to be led through a story; they would rather play a game.

To create a good tournament, you define a plot, create heroes, create characters to interact with them, and determine how the heroes can interact with the plot (encounters). You set the story up; the players make it come alive. For further information on creating a DRAGONLANCE-style plot, read Chapter Two of the *Book of the Fifth Age* in the DRAGONLANCE: FIFTH AGE® boxed set. This chapter will also help you create an adventure outline and detail specific scenes and villains within the overall plot.

Six to eight encounters (or scenes) occupy players for about three hours, the length of the playing time in a game slot.

Once you’ve figured out the plot, it’s time to write the protagonists, or heroes. While these beings can be anything you want, humans and humanoids are more common because they are easier to relate to. The key things to keep in mind are that they should be balanced with respect to each other (in other words, one hero shouldn’t be more powerful than the others), and they should be able to complete the adventure. To balance heroes in the SAGA® game, create them all with the same level of reputation. Give them magic items of approximately equivalent power, but suited to their personalities and professions.

While statistics are important for heroes, and you should work to get them right, personality notes and interaction information are more important. They should be detailed enough so that players can portray them as you picture them, and yet not so detailed that players have little room to add their own stamp. Interaction information is what the characters know about each other; this helps the group work as a team.

The number of heroes required for a RPGA tournament is six. Occasionally up to eight characters can be used, but six is the optimal number. Heroes should be no longer than three pages.

Fleshing Out the Adventure

With heroes done, pull out your outline and begin writing, considering these points:

- Provide an adventure background section detailed enough that any Narrator can understand what is going to happen.
- When detailing an encounter, create characters as necessary to make it serve its purpose. If you create new creatures, spells, magic items, or whatever, detail them fully.
- In most cases, statistics for opponents and allies are required; the judge should not have to derive these from game books. Follow the format for SAGA stats as you see them in *Heroes of a New Age*, the adventure in the DRAGONLANCE: FIFTH AGE® boxed set.
- Be sure that each encounter has more than one way of being resolved and that there are several ways to discover each clue necessary to solving mysteries or puzzles. At least two heroes should have the abilities necessary to resolve any encounter or solve any problem.
- Maps and handouts are nice. Maps help the judge see where things are happening and should be made even if the players do not need them. Handouts get players more involved.
- Follow TSR’s Standards of Content. All Network tournaments must abide by these standards. For more information on this, consult page 14 of the RPGA Handbook, or send a self-addressed stamped envelope to this newsletter. Remember that in order to write an RPGA tournament you must be a GUILD-LEVEL member, so if you join at that level, you will receive the handbook.

Before You Submit It . . .

Once you have written the entire tournament, go back through and edit it. Check for spelling and

grammatical errors, but also look for extraneous information, redundant sentences, ambiguous language, and so on. Read your manuscript out loud and see if your words make sense.

Many word processors support style sheets, which can apply the same set of formats to whole sections of a document. If you really want to endear yourself to your tournament coordinator, use the guidelines set out in the RPGA Handbook.

Finally, playtest the tournament. It’s required! Playtests uncover the holes in your plot and problems with the encounters. The best playtest conditions involve someone else running your event while you watch and take notes. Provide the names and contact information of your playtesters with the submission; we sometimes check with them on certain points.

Submitting It

Send a printout of the tournament, and a 3.5” disk with the files on it, to Network HQ. Include printouts of any maps and handouts, even if computer-generated. Electronic file formats must be readable by Microsoft Word 6.0, so any version of Microsoft Word, Wordperfect versions older than 6.0, and many other word processing formats will work. If you have Microsoft Word and don’t want to take any chances, convert the file to Rich Text Format (RTF). Any electronic files containing maps or other images should be in bitmap (.bmp), PICT, or TIFF formats.

Include a Standard Disclosure Form. The staff cannot look at your manuscript without the signed form. If you are submitting your tournament for a specific convention, write the name of the convention and the contact name and phone on the form. Include a SASE with enough postage to return your manuscript; HQ is not obligated to return a manuscript unless you provided a SASE. Send your complete submission to:

RPGA Network
Tournament Coordinator
P.O. Box 707
Renton, WA 98057-0707

We also accept tournament submissions over email, so check out the RPGA Handbook for further procedural information!

That’s all there is to it. If you take the time to get these details right, your tournament will wing through the submissions process much faster.

Payment

Network HQ pays for tournaments written in TSR-owned game systems, such as AD&D®, SAGA (DRAGONLANCE: FIFTH AGE, MARVEL SUPER HEROES, and ALTERNITY® games). In return for this payment, Network HQ assumes all rights to the tournament.

Robert is the RPGA Network Coordinator. Look for him at a convention near you! ☺

