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# Legends of the Lance™

Issue #7 - Snowfun



## Hangman Harbor

### A Journey Begins

As the months passed, Talan's plan came to fruition. People had been trickling into the town from places far and away, and now he felt he had enough people and enough ships to capture the pirate Kren and his cronies. Since Talan's adventure can be a book in itself, only the basics are recounted here.

Talan and his crew set out to sea, and after months of searching, he found and captured Kren. He and his crew, which consisted of men and women skilled in the art of war or sailing, killed all of the minotaurs but Kren, his first mate, and the captains of the other pirate ships that Kren commanded. They took these minotaurs back to Tarkenton for a "trial."

Once back in Tarkenton, Talan had the townsfolk erect several gallows in front of the temple of Zeboim. Then, with great showmanship, Talan held an open-air trial for all present to watch. With great fervor, he denounced the actions of Kren and his fellow minotaurs. Those who had worked with him on the ships led each of the lesser pirate captains to the five gibbets, and, with little hesitation, strung them up. After the first five were dead, Talan ordered Kren himself to hang. Before the rope noose went around the minotaur's neck, however, Kren uttered a short curse, saying that this "Hangman Harbor" will never know peace.

Thus, the town once known as Tarkenton first heard its new name: Hangman Harbor.

### The Town's New Name

Because little documentation exists on the topic of how Tarkenton's name officially became Hangman Harbor, one can only present various theories for the name. The main theory is that Talan, who was quite unbalanced by this time now that his revenge was finished, started calling the town Hangman Harbor during council meetings. It took less than a year before the rest of the council voted Talan out of the council, though the final "straw" that made the council rid itself of him did not ever become public. However, it's possible that others in the town said this name in front of merchants, who then spread it to the rest of the known world.

Another more solid possibility for this name comes from an event that occurs at seven minutes after the third chime in Gallows Square every day. If one is present in the square, one can see the faint forms of ghostly minotaurs swinging from the gibbets. The tale of this undoubtedly spread far and wide, as you can't help but pass near or through the square when going about your business in Hangman Harbor.

Some merchants swear that they can see the ghosts from their ships, if they're docked directly opposite the square!\*

Whatever the case, Hangman Harbor is the town's official name now, and it looks like it will not be changing anytime soon.

## Endnotes

By Farana Silvertreth

Since the writer ended his short history on this note instead of taking up the account through the War of the Lance and into today, I have taken the liberty of asking him to supply me with even more accounts of this small town. He has agreed to continue writing the accounts, starting with the War of the Lance and the town's occupation by the Red Dragonarmy. He mentioned that he may come up with some maps of the current town, if he can persuade his town's cartographer/artist to provide some.

\*I have found several accounts in journals and books about ghosts that include this minor haunting, so I believe that the second possibility is the correct one.--FS

*The Hangman Harbor series will continue in the next issue of the **Legends of the Lance** newsletter.*



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# Legends of the Lance™

## Issue #7 - Snowfun



## Hangman Harbor

### Dark Days Begin

The morning after the Tarkenton council made its fateful decision, things started going wrong. According to all accounts, omens started appearing everywhere. Rows of crows roosted along wash lines. Many farm creatures gave birth prematurely. The sea was choppy, and the sun hid behind dark clouds all day long. The final omen came back with the fisherfolk: One of the men pulled up the remains of a young boy, and no other fish were caught that day. When the local healer looked the corpse over, he found indications that the boy had been killed, possibly by a minotaur weapon like a clabbard.

Despite all of this, the townsfolk continued to go about their everyday life. That evening, however, the darkest of all days began.

Minotaur ships, which had long ignored that area of the coast, came in that evening in force. The pirates swept through the town, looting and killing all who stood in their path. A few quick-thinking individuals gathered themselves and their loved ones together and headed for Zeboim's abandoned temple. These people waited out the night, hearing the cries of pain and roar of fire as the minotaurs destroyed everything but the temple and the tower. The next morning, the minotaurs were gone.

The survivors of the raid started going through the wreckage. Though some became weak at what they saw and retreated back to the temple, others continued. The account of Talan Risk, one of the younger council members, details what he and the others found. After hours of looking, they determined that the minotaurs killed the old, the very young, and the hardest fighters. They took the remaining people with them as slaves. As for the town in general, all but the tower and the temple were rubble or fire-darkened ruined.

### Dark Days Continue

Over the next several weeks, Talan and the others did their best to survive. The minotaurs didn't return, but Talan used the talents of a young mage to figure out who had done this to them. The mage, Alys Tremain, didn't have extensive skills, for she wasn't of the Robes at this time, but she found out some small things via a scrying device left to her by her grandmother. The minotaurs had been led by one called Kren. He was one of the hardest pirates on the seas at the time, and certainly one of the most ruthless.\*

Talan and the others resolved to continue surviving, somehow hire a ship, and get revenge on this foul minotaur. After three weeks, a merchant ship arrived at the dock, bringing much-needed goods.

Though the townsfolk did not have enough to exchange for these goods now, the merchants were good-hearted enough to help them by donating the balance of the goods to help the townsfolk out.\*\* They also offered to have several more ships come out with more supplies. Talan, as the only remaining representative of the town council, wrote up a town decree to enlist hardy individuals for their effort at rebuilding and revenge in return for land ownership. With this he hoped to entice more people out to Tarkenton so that he could begin the next part of his plan

\*I found his name mentioned in a tome about pirates in the Shadow Years, though it mentions his son more than him.--FS

\*\*A "priest" of unknown religion on board the ship begged the merchants to give it all away, but the merchants had to be practical, it seems. Talan writes a little about this priest with no gods, but that's for another account.--JS

*Watch for the next installment of Hangman Harbor's History: A Journey Begins*



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# Legends of the Lance™

## Issue #7 - Snowfun



### Hangman Harbor

#### Gellis Lives?

The next notable event in the history of Hangman Harbor remains mysterious even to this day. Most accounts state that Gellis herself lived in that tower all those years\*, and that she had somehow taken students under her wing. Other accounts detail how Gellis was surrounded by an unwholesome troop of shriveled lackeys. Whatever the case may be, all accounts note that Gellis stepped out of her tower one fine spring day and made her presence known. The winds whipped up, the air howled madly, and a booming voice cried out over the town. The exact words are not known, but generally follow the same sentiment: "You have ignored my tower and the temple of Zeboim long enough! Suffer my wrath!"\*\*

After Gellis cried out these words, she summoned forth several waterspouts, which promptly set about destroying several ships at the docks. As this occurred, several robed forms stepped from the tower and surrounded Gellis protectively. Once the ships were destroyed, Gellis once again spoke. "You have suffered but a little for your lack of responsibility. Know this: If you fail to preserve my tower and Zeboim's temple, you will suffer even more! The minotaurs will once again return to this town on the day that you fail me again!"

With that, Gellis and her entourage went back her tower. The cowed townsfolk immediately set about making repairs on the tower and the temple.

#### The Curse Lives On

Unfortunately, since the memories of humans are shorter than the span of an elf's lifetime, the townsfolk of Tarkenton eventually forgot about Gellis's warning. Several accounts state that Gellis has never been seen again, but her curse still lived on. In fact, one rather dramatic text has an interesting story about the actual series of events that led to the return of the "minotaur plague" to Tarkenton. This text goes on to give a good account of the series of events that led to how Tarkenton became Hangman Harbor.

In 137AC, the town council held a meeting. The leader at the time, a woman named Falada Selene, brought a suggestion to the table. She wished to demolish the temple to make room for another waterfront inn, and she wanted to renovate the tower into something useful for the town. Although Gellis and her curse were brought up, the majority of the council members decided it was a foolish notion to worry about it. So, the council voted to follow Selene's suggestions. According to the account, the moment the Selene uttered the words making the suggestion an order, a gust of wind blew open the door to the council chamber. A misty, horned form stood in the door briefly, then vanished.

The council members muttered, but promptly forgot the omen until the next morning.\*\*\*

\*Most accounts I know of don't indicate that she was an elf. Elves, taken as a whole, are noted for their extreme opposition of Evil in all forms. As a result, I don't see how she could have lived all of that time, unless she had access to some dark arts that I know nothing of. --JS

\*\*I sense that Master Selnith has a bit of the dramatic within him. I found a note in a traveler's journal about this situation. According to Mistress Helena Wein, Gellis stepped out of her tower, used her magical staff, and caused quite a light show. The Evil mage's words were more like this: "Ignore me, will you! Fools!" However, I have not had the veracity of this journal proven against other sources as of yet. --FS

\*\*\*I have no records to verify or refute this. However, I don't discount omens--even though the gods were not present in that period of time.--FS

*Watch for the next installment of Hangman Harbor's History: Dark Days Begin*



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# Legends of the Lance™

## Issue #7 - Snowfun



## Hangman Harbor

### The False Goddess

As the ship of minotaurs sailed into the harbor, Gellis quickly set up her stage. Using a magical ring while standing in the shelter of the temple of Zeboim, Gellis created an illusion. She made the skies look dark, the thunder boom, and the seas seem choppy. The sound of a female voice thundered through the area, asking, "How dare you enter the seas of the chosen people of Maelstrom, minotaurs? Leave now or suffer the consequences.\*\*"

Knowing that the minotaurs might not leave immediately, Gellis readied her staff. The illusion continued making the waters boil, and wind whipped the sails of the ships. Some of the ships started to turn about, but a few remained. Gellis used the staff to create several waterspouts and directed them to converge upon one ship. The illusionary voice of Zeboim cried out, "Feel my wrath, then, fools!"

The waterspouts came at the ship from three directions, stressing the wooden planks and warping the shape. With an explosion of wood and water, the ship exploded outward. With that image in their minds, the remaining ships started turning about and heading away. Once the ships were well on their way out of the harbor, Gellis allowed the magic to fade away. She turned to Tarken, who was now standing next to her in the temple, and smiled. "I'll be in my room if you need me. Tomorrow, we start work on my tower."

### A Sense of Peace

The town prospered after that. The raids from the minotaurs ceased. With hard work from the townsfolk and good thinking on Tarken's part, the town became a stop on the shipping routes of several merchants. Occasionally, they'd lose supplies to minotaur pirates on the seas, but the minotaurs never set foot in Tarkenton for a long span of time.

After Tarken passed away and Gellis vanished into her tower, never to be seen again, a long line of townsfolk took up the mantle of leadership for the community. The leaders not only led their people responsibly, but they also took care to maintain both the temple of Zeboim and Gellis's Tower. However, the importance of both of these tasks lessened with each leader that came along. So, as the population grew and the town needed other things (such as more docks, more warehouses, more farmland, and so on), the leader of the time was less likely to request people to repair these other two "unnecessary" structures.\*\* However, the townsfolk hadn't forgotten that the mage Gellis might still be locked up in her tower. One of the popular stories that parents told their children during these times was about how Gellis would come get them if they misbehaved. Little did they know that Gellis had something to say about the way her tower and the temple of Zeboim were being ignored!

\*I have these words from the journal of a villager.—JS

\*\*As put forth by the leader Letran, "Why do work on those two blasted structures that nobody uses when we have ships waiting to unload in the harbor!"—JS

### **At the Gaming Table: Gellis's Staff and Ring**

Gellis used a *staff of water mastery* to call forth the waterspouts and a *ring of advanced illusion* to create the illusions on the day that she scared away the minotaurs.

#### **Staff of Water Mastery**

XP Value: 3,000

Steel Piece Value: 6,000

The *staff of water mastery* has several functions: It acts like a *ring of protection* +2 {see *The Last Tower* for the **Saga** description}, it allows the wielder to breathe water for up to seven days, and it calls forth up to three waterspouts once per week. The waterspouts stand 200 feet high, and they are 80 feet wide at the top, tapering to 10 feet wide at the bottom. The staff's wielder can direct the waterspout at will, even to the point of causing any objects affected by the spout to shoot out at a high speed. Upon impact with a solid object, a jettisoned object suffers 10d12 points of damage {60 damage points}. The waterspouts last for 2d10 rounds {draw two Fate Cards} and have a speed factor of 1. Each waterspout drains a charge from the staff, which has 30 charges after the minotaur incident.

#### **Ring of Advanced Illusion**

XP Value: 1,200

Steel Piece Value: 6,000

Much like the spell called *advanced illusion*, the *ring of advanced illusion* creates a programmed illusion with visual, audio, olfactory, and thermal components. {It creates an illusion using 40 spell points from the spectramancy school, with the option of making combined spells with the schools of aeromancy (for wind effects), cryomancy (for cold), and pyromancy (for heat), that the user can manipulate as he or she needs to.} Each use of the spell drains one charge from the ring (which has 40 charges left after the minotaur incident).

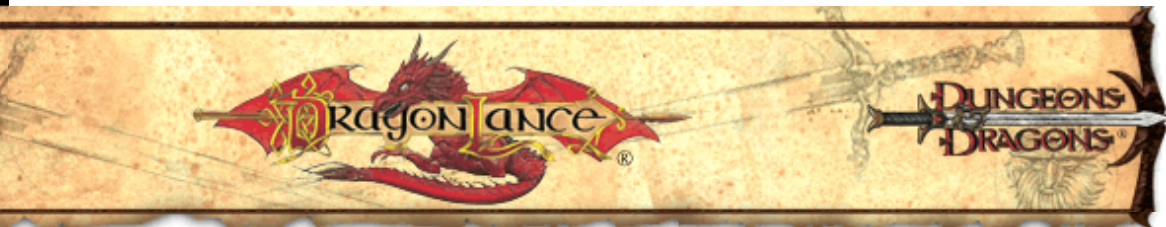
Watch for the next installment of Hangman Harbor's history: *Gellis Lives?*



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# Legends of the Lance™

## Issue #7 - Snowfun



### A Lecture on Ghosts

By Miranda Horner

Narrators who want to add a little undead fun to their campaign can use the following lightly fleshed-out adventure hook. It takes place in Palanthis, and it shouldn't take more than half a day of game time to complete. It is highly recommended that any heroes who partake in this adventure have the appropriate weapons to deal with a ghost. Statistics for the ghost have been provided, but Narrators will need to add a bit more work to make the adventure hook more suitable for their campaigns. Access to the dramatic supplement *Palanthis* by Steven "Stan!" Brown is also recommended.

#### Adventure Background

Recently at the University of Palanthis, one of the instructors decided that it was time to have a more "hands-on" class. Amantha Leriden, an instructor who specializes in undead lore and identification, asked a local spiritualist to come to her evening class. The spiritualist summoned a rather powerful ghost, which promptly possessed Leriden. Leriden, who has a previously unknown talent in a variety of sorcery schools, is now loose in the university. The heroes must capture Leriden and take her to Paladine's Temple in the New City or destroy the ghost once it is forced to leave Leriden's body at dawn.

#### At the University

It is up to the Narrator to get the heroes to the university, which can include something as simple as having one of the heroes' contacts ask them to help. Once there, however, the spiritualist Delen Anvers greets them. Delen is concerned that Leriden is possessed by a powerful priest-mage of Sargonnas. He believes that Leriden is on the fifth floor in one of the student's dorms. In the meantime, the faculty has evacuated the building and has sent those who suffered from the ghost's wrath to Paladine's Temple.

It is up to the heroes how they want to pursue the ghost. They can work their way through the fifth floor. They can ask Anvers to help them find the ghost. Here is some information to help Narrators adjudicate this adventure:

\* Leriden is possessed by a priest-mage of Sargonnas named Saleniun.

\* Saleniun wants to leave the university, but he has reason to believe that there is a book of his in the library on the seventh floor of the building. The book has a spell hidden within its chapters and is called *Variations on Rites of Vengeance*.

\* Saleniu knows that he can hold Leriden only until dawn. If the heroes can reach him before dawn, he fights them using Leriden's inherent powers.

\* If the heroes don't find possessed Leriden before dawn, Saleniu withdraws from the university and lurks in the local temple to Sargonnas.

\* Anvers unluckily drew Saleniu forth by mere chance while trying to speak to him. Saleniu had been haunting the Palanthas sewers, where he died many years ago (Narrator can make the call as to when).

\* Leriden's schools of sorcery are not available to her unless Saleniu is guiding her in their use. Otherwise, she knows of her affinity to pyromancy (elemental fire), though she never explored it. Once the adventure is completed, and if she still lives, she will continue to have access to pyromancy. Treat it as a wild talent (or wild magic in AD&D rules).

## Rewards

If the heroes succeed in driving off the ghost, they can be asked to go find it and destroy it (Narrator's discretion). If they destroy it, not only does the University of Palanthas thank them most heartily, but the person who originally asked them to perform this service can reward them as well. The Narrator should send the heroes to a dinner banquet honoring them, where the benighted Leriden (if she still lives) and other professors make speeches about the heroism of the group in ridding the university of an evil spirit. Narrators can then allow the heroes to use the resources of the university whenever they visit Palanthas. If the campaign is based in Palanthas, this could be very useful for them. If not, then the heroes should receive some gift, such as a magical tome or set of scrolls.

## Character Descriptions

**\*Leriden/Saleniu:** *Human adult female, studious (wrathful under Saleniu's possession) demeanor.* Co 6, Ph 5, In 8 (64), Es 9, Dmg +2 (dagger), Def 0 (common clothing), also sorcery (cryomancy, hydromancy, pyromancy).

**Leriden/Saleniu, female human W16\*:** AC 10; MV 12; hp 4; THAC0 11; #AT 1; Dmg 1d4 (dagger); SZ M (5'7" tall); ML fearless (20); Str 10, Dex 12, Con 10, Int 16, Wis 18, Cha 15; AL NG (LE as Saleniu).

*Wizard Spells (5/5/5/5/3/2/1):* 1st—*burning hands* (3), *wall of fog* (2); 2nd—*flaming sphere* (3), *fog cloud* (2); 3rd—*fireball* (5); 4th—*fire shield*, *ice storm* (2), *wall of fire*, *wall of ice*; 5th—*cone of cold* (5); 6th—*Otiluke's freezing sphere* (3); 7th—*delayed blast fireball*, *prismatic spray*; 8th—*Serten's spell immunity*.

\*Her normal level is a 0-level nonplayer character. Saleniu's influence has opened her up to spells that he knew when he was alive. If the Narrator needs a less powerful enemy, he or she should feel free to lower Leriden/Saleniu's character level, which will also decrease the number of spells available.

**\*Saleniu:** *Ghost.* Co 5, Ph 6, In 7, Es 8, Dmg N/A, Def N/A, also drain (Spirit), fear (aura), incorporeal, invisible, mentalism, resistant to silver weapons, and immune to mentalism, normal weapons, and poison.

**Saleniu (ghost):** AC 0 or 8; MV 9; HD 10; hp 76; THAC0 11; #AT 1; Dmg special; SA fear (age 10 years and save vs. spell or flee for 2d6 turns), magic jar effect; SD hit only by silver (half damage) or magic (full damage) weapons, spells affect ghost only when caster is ethereal; SW holy water, turning; SZ M (5'7" tall); ML fearless (20); Int exceptional (16); AL LE; XP 7,000.

**\*Delen Anvers:** Human adult male, grandiose demeanor. Co 6, Ph 6, In 5, Es 9 (81), Dmg 0 (unarmed), Def 0 (common clothing), also mysticism (necromancy, sensitivity, spiritualism).

**Delen Anvers, male human C16:** AC 10; MV 12; hp 100; THAC0 10; #AT 1; Dmg 1d2; SZ M (5'5" tall); ML steady (11); Str 12, Dex 12, Con 12, Int 10, Wis 18, Cha 13; AL N.

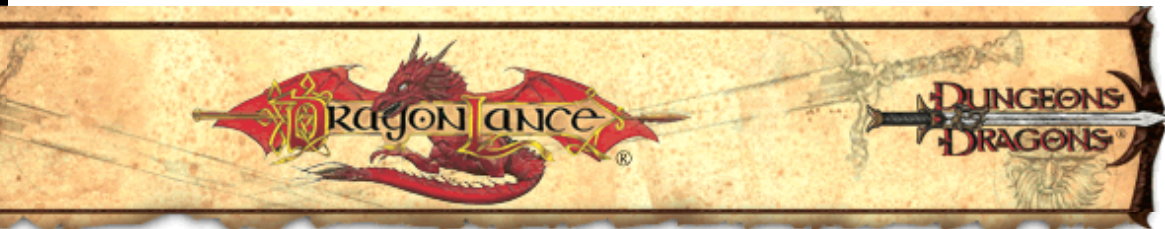
*Spells (9/9/8/7/4/3/1)\*:* 1st—*cure light wounds* (3), *detect evil* (2), *invisibility to undead*; 2nd—*aid* (6); 3rd—*feign death* (2), *negative plane protection* (3), *speak with dead*; 4th—*cure serious wounds* (3); 5th—*cure critical wounds*, *raise dead*; 6th—*heal*; 7th—*restoration*.

\*Delen used many of his spells already during the initial havoc created by Saleniun's possession of Leriden.



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# Legends of the Lance™

## Issue #7 - Snowfun



### Using the Cataclysm

By John Grubber

Most of the **Dragonlance**® game material focuses on the period long after the First Cataclysm. While these are interesting times to be sure, the period during and after the Cataclysm can present interesting and exciting situations for roleplaying. The meteor shower that occurred during the Cataclysm had devastating effects, but little detail is given as to the actual events that transpired within it and as a result of it. This short piece presents possible events that would occur shortly before, during, and after such a catastrophe. Dungeon Masters and Narrators can easily use these suggestions to help develop their own campaigns.

### Chronology of Events

#### Before the Cataclysm: The Thirteen Signs of Warning

- Disappearance of true priests throughout the land
- Green skies and the cyclone in Istar
- Fear and panic among the kender
- Moonless nights (only Nuitari present)
- Black flame of Thoradin
- Fires will not burn throughout the land of Solamnia
- Storms and wildfires across the plains of Abanasinia
- People turning on each other throughout the land (including Lord Soth's actions)
- Unnatural fog in Palanthas
- Trees bleeding in Silvanesti
- Animals rampaging in Qualinesti
- Tides and floods of blood in the North
- Eruption of the Lords of Doom and other mountains

#### Immediate Effects

##### (1–2 hours before impact up to 7–10 days after impact)

- Thunder and fire in the heavens (meteors passing through atmosphere)
- Stampedes and animal agitation
- Impact occurs, causing water and rock vaporization

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- Shockwave, with a rain of molten rock
- Earthquakes, avalanches, mudslides, and volcanoes
- Firestorms, winds, and tidal waves, stampedes
- Dust cloud or rain of ash and blood (Istar region)
- Perpetual darkness

### Long Term Effects

#### (From impact time to years after the event)

- Death of sea life
- Drought and forest fires
- Temperature drop
- Crop failure
- Animal starvation
- Epidemics
- Wars and raiding mercenaries
- Increase in undead
- Encroachment of animal life

### Impact and Aftermath Timeline

- 0–10AC: struggle for survival, governmental collapse on all but local (village) scale, epidemics, famine, crop failures
- 10–20AC: recovery begins (crop failures, famine end), wars, purges, civil disorder, epidemics
- 20–50AC: minor recovery continues on a localized scale
- 50–100AC: low prosperity, population stabilizes (deaths = births)
- 100–200AC: recovery begins on a regional scale
- 200AC and beyond: Cataclysm relegated to history, its immediate physical effects no longer affect commoners

### Geographic Effects

The initial impacts, since the asteroids struck earth and water, had two effects. The white-hot asteroid vaporized the water, creating a cloud of scalding steam, while the heat and force generated from the impact threw pieces of the planet's crust and the asteroid into the atmosphere. This led to a rain of molten rock, which started fires of various types. The ground shockwave from the various impacts fractured the planet along any fault lines, causing volcanoes and earthquakes. The volcanoes caused fires as lava crept across the land, as did the burning ash thrown into the skies. Earthquakes turned soil slopes into mudslides as rains and aftershocks liquefy them. In the high mountains, avalanches resulted due to increased heat. All of these destroyed many towns or cities that survived the initial impact.

### Weather Effects

As the shockwave moved outward from the points of impact, a wall of air was pushed before it. Within this wall of air, storms of hurricane force occurred, and the superheated air ignited whatever it touched that was combustible for a range of several hundred miles out from the impact point. In some locations, precipitation did not occur, while in others monsoon force rains became commonplace. The ash, dust, and water vapor thrown into the atmosphere blocked out the sun for months, and as the water mixed with ash, a black rain fell. This rain coated plants, and buildings, causing further devastation as plants died and buildings collapsed. The friction from the impact, as well as the ash in the air, caused an initial rise in temperature, melting glaciers, causing extensive lowland flooding, and destroying crops and arable lands. A sudden drop followed this rise in temperature as sunlight could not penetrate the blocked atmosphere. When the temperature dropped, glaciers at the poles and in the mountains expanded, further lowering water levels. Cooler temperatures and a lack of sunlight destroyed remaining plant life.

### Social Effects

The social effects of an event like the Cataclysm cannot be understated. Large portions of the population, especially in the Istarian region of Ansalon, died in the impact or its immediate effects. Those that survived faced food shortages, wars, raids by animals, insects and monsters, marauding undead, plagues, fires, shortages of fresh water, hoarding, rationing, and shortages of common items. Those that survived came to wish they had not. The first few years following the Cataclysm also saw mass migrations, ships full of dead bodies drifting at sea, fields of shipwrecks lying in open plains, and religious zealotry. Witch burnings and crusades were the most common exhibition of this phenomenon. Large-scale society ceased to exist for the most part, as the infrastructure was in ruins. Few, if any bridges survived the initial event, making travel across rivers difficult or impossible. Society was reduced to village level in most cases, as communication with outsiders was difficult, pointless, and discouraged. The mass migrations left many abandoned towns, forts and keeps, while in other places, the hopeful gathered, causing further shortages, riots, and social unrest. The economy collapsed, leaving money worthless, and in other cases, prices were beyond affordability. Within cities, walls or buildings may collapse, streets cave in onto catacombs or sinkholes, giving characters new areas to explore or rescue survivors. As protection of what meager supplies became of paramount importance, it is obvious why steel became the most valuable coinage.

### Floral and Faunal Effects

The initial impact generated so much heat through friction that the oceans over a large area boiled, killing much of the existing sea life. As these organisms decayed and wash up on shores, waters would be poisoned, killing further life. The drop in temperature retarded crop growth, as did the lack of sunlight. As plants die, animals were forced further into civilized lands to search for food. Those living things that drowned in the floods decomposed, poisoning water, eventually causing epidemics of diseases as insect and scavenger populations exploded. Forest fires drove herds of animals into stampedes, causing further devastation and plant depletion. Large burned or flooded forests dotted the landscape, as did sea floor area that had been thrust above the surface. Exploration of this alien world presents many unique opportunities to characters.

### Character Effects

Characters in this time face many challenges, but they also have many opportunities. Supplies are costly, and money is worthless. Bartering is the most effective form of commerce, and some items are not available at any price. Weapons and tools are especially valuable, as skilled craftsmen are few and far between. Characters may find themselves forced to use crude iron or bronze weapons if steel is not available. Magic-users face difficulty in obtaining their fabricated spell components, and until vegetation rebounds, herbal components as well. Any minor magical ability displays could be seen either as a sign of a savior or as the mark of a witch. Both situations have interesting possibilities. Priests have no abilities, though, as with mages, herbalism skills could be useful. Legend says that no true clerics walk the land after the Cataclysm, but this need not be true. If a campaign begins before the Cataclysm, a character could refuse the call of their god and be stripped of their powers. This presents a challenge as a character could still try to follow the teachings and spread his or her god's message, to varying effects, without the aid of his or her deity. Warrior characters face little difference, unless they were a Knight before the Cataclysm. Knights of Solamnia, as is widely known, were blamed for not averting the event, thus a character may be forced to go into hiding or disguise themselves. This all presumes that the characters survive the initial earthquakes and floods. Characters may also be conscripted into civil militias to aid in city defense or to look for survivors in ruins.

### Adventuring Hooks

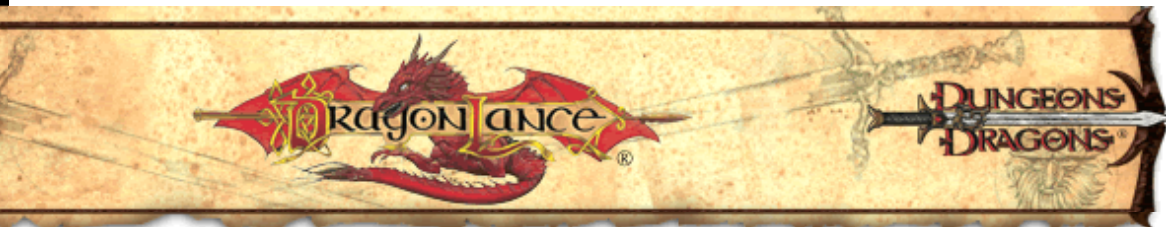
There are numerous possibilities for adventuring after the Cataclysm. Accumulation of monetary wealth is relatively useless, except in the least damaged areas. Retrieval of a magical item, clearing a path for refugees, mapping an area, protecting a village, and carrying messages to distant cities are all possibilities for adventures in this new, dark age. As mentioned, the Cataclysm resulted in many new unique areas for characters to explore. Examples of these include undersea cities and landscapes thrust above the surface, shipwrecks of all types, from before or during the Cataclysm, and many abandoned cities, forts, keeps or cave complexes. There are also Bakali and High Ogre cities, abandoned for ages, that the Cataclysm may expose. There is no limit to the possibilities in this new world. It truly is a time in need of heroes.

*If you have any specific adventure hooks for the world of Krynn shortly after the Cataclysm, feel free to write them up and send them to the editor! Look at the submission guidelines for important information on making submissions to **Legends of the Lance™** newsletter.*



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# Legends of the Lance™

## Issue #7 - Snowfun



### Hangman Harbor

#### Tarken's Quandary

As time passed in the Tarkenton, word spread to the minotaurs about the little settlement. One night, the townspeople had to fight off a group of minotaurs who had every intention of looting the town of what little it possessed. While Tarken had planned for such an eventuality, he either forgot about the tenacity of the minotaurs or chose to ignore it, for after the first such raid, more followed. As months of night raids passed, one of Tarken's fellow captains decided to attempt some diplomacy. During one of the raids, Captain Leren and her first officer snuck out of town and talked to the minotaurs. It took some doing to get the parley set up, but in the end, it succeeded. In return for rights to dock at the town, the minotaurs would not attempt to destroy it. When Leren took news of this agreement to Tarken, he reacted badly. He refused to deal with the minotaurs, and he didn't understand why they would even bother to make such an agreement. He felt strongly that the town was being set up for a fall. Rejecting the offer meant another round of battles with the minotaurs, which depleted the limited resources of the settlement, though.

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Tarken decided to buy some time. He sent back Captain Leren with his answer: If a written agreement signed by the minotaur king could be attained and brought back, then Tarken would allow the minotaurs to dock at the town. He did not care why they wished to dock there. In fact, it seems he had a reason for buying time: He wanted to gain the aid of a former acquaintance.

Using a magical ring, he contacted a mage of dark powers that he had once met while enslaved to the minotaurs. At the time, Tarken had performed a small service to the mage that had ended up saving the mage's life. In return, the mage Gellis had agreed to help Tarken out at some later date. Though dealing with the mage was extremely distasteful to Tarken, he preferred that to losing his life to the scurrilous minotaurs.

#### Gellis Arrives

The mage Gellis came to Tarkenton within a manner of hours via magic. After listening to Tarken's problems, she suggested something that left an even more bitter taste in Tarken's mouth. Gellis would remain in the town and aid them with the minotaurs, but for a price. The first thing she wanted was her own tower\*. She would help quarry the stones for it, and it didn't need to be an elaborate affair. She needed only two floors. The second thing she demanded in return for her aid was a temple to Zeboim. Gellis explained that though the gods were not present in Krynn, if the right kind of temple were to be built, she could use it to set the stage to repel the minotaurs for as long as she lived in the town. She refused to discuss exactly how the temple would help her, however.



Tarken reluctantly agreed, though he told none of his people what little he knew about Gellis's plans. The townspeople set to work instantly, though they wondered at the cause of this activity. Once the temple was done, they started on the tower. Before they could do more than get the stones to the tower's site, a ship full of minotaurs came into sight.

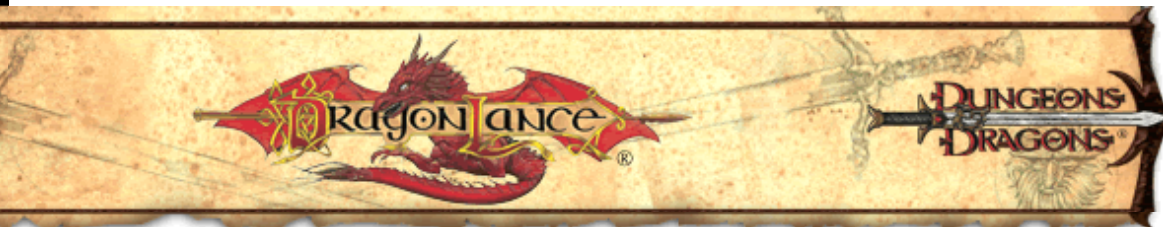
\*The few remaining stones of this tower were used to build the current Hall of Justice. Some say that these stones make up the walls of the prison area, which is why some prisoners claim to see the ghost of a human female with a staff made of glowing wood. We occasionally have kender ask to enter the cells so that they can see if a ghost does exist. ÑJS

*Look for the next part of Hangman Harbor's history: The False Goddess*



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### Dear Uncle Trapspringer

The clerics keeping Uncle Trapspringer safely from harm have recently allowed this famous kender out of his room so that he can answer some of the most important questions fans of Krynn have. Here are the questions and Uncle Trapspringer's responses.

**DUT:**

During the Cataclysm, why did the gods really leave?

—Worried about Religion

**Dear Worried:**

Unlike what most of the haughty priests might tell you (or my naive nephew for that matter), the gods left for one reason—vacation. That's right. Ever thought how boring it must be to raise and lower the sun? By golly, just go ahead and tie me up. I'd be bored to death. That's a real worry you know? Kender can die from boredom. In fact, boredom is the number one killer of kender. Give it some thought, and you'll realize I'm not leading you wrong. Oh yeah, they came back and there was a war.

**DUT:**

Where did the kender *spoon of turning* come from?

—Interested in Silverware Lore

**Dear Interested:**

*It was part of a set, silly. Sheesh! If I had a steel piece for every time I've heard that question...*

**DUT:**

Are there any other magical pieces of "silverware" to be found out there?

—Really Interested in Silverware Lore

Dear Really Interested:

Sure. The world is a magical place. Full of wonders and colors. My favorite color has got to be red. You'll always stand out in red. Or people will think you're loosing blood. Regardless, most decent folk will come to your aid.

**DUT:**

Why do Dalamar and Alhana have dark hair? Doesn't that race of elves normally have light-colored hair?

—Wondering about Elf Hair

**Dear Wondering:**

We kender really enjoy top knots. Keeps your hair out of locks and your food, while drawing attention away from your hands. Not to mention if a city guard decides your head should be separated from the rest of you, it gives you an extra foot or so. SO TAKE THAT, YOU NOT-WEARING TOP KNOT KENDER! A POX ON YOUR HOMES! Bah! What's the use? Kids. Well, anyway... hair color? That's easy. As I've always said, "There must have been a Kagonesti in the wood pile." Or they are using a lot of black dye.

Should you have questions and want good old Uncle Trapspringer to answer them, please send your questions to: **Legends of the Lance** newsletter; Wizards of the Coast; P.O. Box 707; Renton, WA 98057-0707. You can also email the questions to [gumdrop@wizards.com](mailto:gumdrop@wizards.com) and place "DUT" as the subject line of the email.

*The opinions and answers in this column are certainly not the opinions or answers of Wizards of the Coast or anyone who has a shred of common sense. The responses are meant to provide insight and comedy from everyone's favorite Krynnish uncle. We'd also like to thank Shaun Horner and Steve Miller, who made this column possible. Should there be any negative fallout from this column, they will, of course, disavow that they participated in any way other than taking notes while the good Uncle Trapspringer talked.*



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# Legends of the Lance™

## Issue #7 - Snowfun



# Hangman Harbor

### Introduction

Hangman Harbor is a small port town located in Neraka on the eastern coast of Ansalon. Because of its location, it has a variety of different races living there, and an even more diverse group of beings use this little town as their regular port of call. Throughout the next several installments of this article series, the nooks and crannies of Hangman Harbor will be fully explored.

### Transcriber's Note

#### From Farana Silvertreth

Just recently, I received a visit from a person who grew up in the little town of Hangman Harbor. His name was Jollan Selnith, and he claimed to dabble in researching and writing history texts. One of the things that he wanted to do while visiting Palanthis was have one of the famed Aesthetics look over his current project, a history of Hangman Harbor, and make comments about it. As Bertrem didn't have the time to take care of this matter, it fell into my hands. I duly read it and gave my comments back. At the same time, though, I informed him that I wished to make a copy of the texts for the Great Library. He had done a solid job of writing down some of the local lore of Hangman Harbor, and I felt it necessary to add his work to the little we currently have about that port. He agreed in a most sincere way and extended his visit for the time it took me to quickly transcribe his texts. The result is this short work. I have added my own footnotes to this work to help enhance the reader's knowledge of Hangman Harbor. The reader is cautioned to peruse this with a logical mind, as I do not have access to the same research and local lore that Jollan Selnith does. As a result, I cannot verify most of the information within.

#### The Beginning: Tarkenton\*

The continent of Ansalon has not always been what it is today. Due to the influence of the gods and the acts of various mortal beings, the world around us has changed throughout the centuries. One of these changes included the great Cataclysm. Many years after this Cataclysm, long after Istar had sunk below the body of water we call the Blood Sea, a captain and several of his crewmates decided it was time to settle down. These sailors wanted to make a better life for themselves, away from the various vices that plague mortals, so they needed a place a bit away from the rest of the world. At the same time, they still wanted access to the trade opportunities that the world provided. When they stumbled across the location in which Hangman Harbor now resides, they decided to make this place their headquarters.

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The location itself was perfect! There were no ogres around the area then, and the minotaurs weren't all that interested in that section of land. The kender were far, far away, and there were some settlements that they could set up trade routes to once they became established. So the people aboard the four ships got the supplies they needed to start a small port and farming community, gathered what families they had, and made landfall. During an evening of celebrations, the place was named Tarkenton, after the captain who came up with the idea to settle in the first place.

Captain Tarken was a solid, respectable man with high morals. He had trained every one of the other sailors with him during some part of their seagoing lives, and he knew their characters well. As such, he felt that he had a strong seed to begin this settlement, and he hoped that his dream of having a good place to live in would come true. However, he had a dark secret to hide. During the days after the gods had left, it was hard to find faith and keep it. At one point during the early days of his life, before he imposed a strict discipline upon himself, he had worked briefly with some minotaur pirates. At that time, it was probably hard to imagine a minotaur deigning to work with a weak human, but Tarken had fallen into their debt while gambling. Instead of losing his life when he couldn't pay his debt, he had agreed to work the worst jobs aboard a minotaur ship for a year. During this year, Tarken saw the worst that the minotaurs had to offer. When his service was done, the minotaurs may have tried to enslave him or kill him, but he knew their treacherous ways well enough to flee when the first opportunity presented itself. After that experience, Tarken swore never to fall prey to his gambling urge again and never to deal with the minotaurs.

So, the settlement of Tarkenton started as a good place to live, though the work was hard and the ships with supplies were few and far between. After several years, it started to grow a little and prosper. However, Captain Tarken found himself faced with a difficult decision that changed the tenor of life in his town.

\*This information comes from various sources. Not only has it been passed down within Tarken's family, but I've read several journals of the times. The most amusing and useful journal is that of Hanna Tremaine, the young wife of Tarken's second-in-command. I place the date of Tarkenton's establishment as a town somewhere in the first three hundred years after the Cataclysm. No dates exist in any of the aged journals, unfortunately, and our town records have several gaps in the early years due to various problems, which will be mentioned later in these texts.—JS

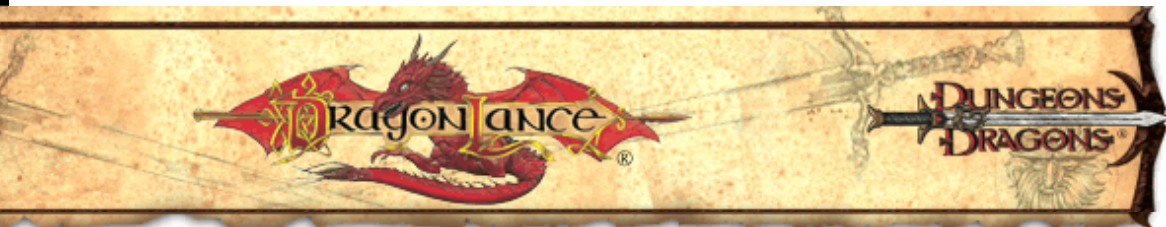
I have found no records to help Jollan place the founding of Tarkenton.—FS

*Watch for the next installment: Tarken's Quandary*



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# Legends of the Lance™

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# Spell-O-Rama

By Timothy R. Haney

### Shriek

While wandering home from her work at the local tavern, Millie Thornfeld ran into some trouble. Several unknown men and women stopped her in her path, gruffly requesting her to hand over her earnings for the day. Seeing the weapons in their hands and their earnest looks, Millie did two things. First, she grabbed the few copper pieces that she had earned in tips that day and threw them at the rogues. Then, using her small talent in aeromancy, she shrieked at the top of her lungs. Not only did her magical yell for help stun the thieves, but it also alerted everyone within the area that something bad was happening. Millie took this momentary advantage and ran away as quickly as possible. Due to this quick thinking, she still lives today.

Invocation	(instant)	5
Range	(personal)	1
Duration	(1 minute)	2
Area	(large house)	5
Spell effect	(painful)	5
Total difficulty		18

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The shriek spell requires a caster's voice, so if the caster is muted in any fashion, it cannot work. The effect of the spell causes the caster's voice to take on a shrill quality that can shatter objects made of glass. The sound instantaneously erupts from the caster's throat and causes a momentary deafness to anyone caught within its effects. Those who are deafened by this spell also suffer the effects of a stun for one minute, unless they successfully resist the spell. The stun effect is similar to a creature's paralysis effect; for more details on this effect, see Chapter Six in the *Book of the Fifth Age* in the **Dragonlance®: Fifth Age® Dramatic Adventure Game**.

Mishap: If the caster suffers a mishap, he or she is mute for the spell's duration.

*Timothy is a frequent submitter to this newsletter. He lives in his hometown Boaz, Alabama.*



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# Legends of the Lance™

## Issue #7 - Snowfun



## The Herald's Report

### The Latest News from Krynn

*In my recent travels, Lord Knight, I have seen and heard much of note. The most troubling information is included in this missive. I shall look more deeply into those rumors that I haven't set down yet.*

#### Missing Griffin Riders in Khur

Just recently, a band of Shield-exiled Silvanesti griffin riders missed an appointment at North Keep. The Knights there have retraced the flight of the griffin riders, thinking that perhaps some ogres brought them down and kidnapped them, but instead they found another source of possible foul play: the Khurish people. The sailors on a ship called *Zeboim's Delight* in the Bay of Balifor saw a band of griffins flying over Khuri-Khan several months ago. This is the last time the griffins were seen. Further information indicates that the tribe of Khurish folk known as Weya-lu believes that the tribe called Khur took the riders from the air and now holds them for some unknown purpose. This bodes ill for the balance of power in the Khur region, I believe. I shall send more news as I receive it.

#### Agents of the Red

Just recently, a proprietress of a magic shop in Palanthis discovered an unfortunate fact. Mistress Jenna, a former Red-Robed wizard, found herself in possession of an interesting magic item that allowed users to see past a magical facade. To some extent, this magical gem also showed a creature's true nature. While exploring the fullness of its powers, Mistress Jenna held it up to her eye and looked through it and out onto the street outside her shop. She evidently noted that one of the Knights of Takhisis under Khellendros's control was truly a red dragon! Looking into this further, she discovered several Dark Knights who were simply dragons in disguise. Using this knowledge, she called a session with Sir Kinsaid, Lord Knight of Palanthis. What happened next is a mystery to me, but my sources tell me that the dragons in disguise are no longer a part of Sir Kinsaid's forces. In fact, these agents returned to the Desolation, which certainly indicates their true allegiance. As for the magical gem, it mysteriously disappeared from Mistress Jenna's possession shortly after she had her chat with Sir Kinsaid. My sources tell me that Jenna is rather upset by this disappearance.

#### Strange Cloud Sighted Near Karthay

Some minotaurs have recently reported that while sailing north of Karthay, they spotted an unusual cloud on the horizon. It looked very large and caused many waterspouts to form. When asked if it moved at all, the minotaurs told my source that it didn't, even though the other clouds in the sky were moving along at a fair clip. When my source decided to look into this matter herself, she didn't find any



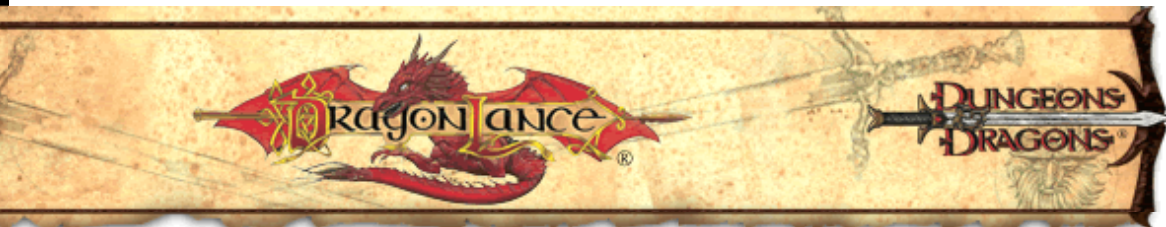
such cloud on the horizon, so it must have moved or dispersed. However, some of the sea barbarians have since reported seeing the cloud well off the coast of Nordmaar. I shall have my agents keep track of any further sightings.

*Look for my next report at the Silver Moon Inn. It will include some news about Belthanos, the leader of Silvamori. I've just received some intriguing news from that part of Ansalon, but I must verify it first!*



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# Legends of the Lance™

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**Home Rules: Fighting the Good Fight  
A New Combat Ability for the Saga™ Rules  
by Stephen Kenson**

In the **Saga** rules for the **Dragonlance™: Fifth Age™** setting, heroes use their Strength ability to perform actions in melee combat. Characters with high Strength codes are also better trained in the use of weapons. This causes difficulties with some hero concepts players may have: What about the wiry swordsman who's deadly with a blade but not particularly brawny, or the strong hero who can't hit the broad side of a barn? Additionally, some players may have difficulties equating combat skill with brute strength.

One option for handling these concerns is to introduce a new ability to the **Saga** rules: Fighting. In the **Dragonlance: Fifth Age** setting, Fighting takes the place of Strength and is aligned with the Suit of Swords. It measures the hero's training in melee combat, both armed and unarmed, and the ability to use different weapons effectively. The Fighting ability code works the same as the standard Fifth Age Strength code; an "A" means the hero is trained with all melee weapons, a "B" allows for all but very heavy weapons, and so forth. If a hero does not have training in a particular weapon, the hero suffers a one-degree increase in difficulty when using it.

To make room for Fighting, the Strength and Endurance abilities are combined into one ability (called Strength), measuring the hero's overall muscle and stamina, and aligned with the suit of Helms. Heroes call upon the new version of Strength for actions involving brute strength (like breaking down doors and bending bars), as well as all actions they normally use the Endurance ability for.

Fighting is used to make all melee attacks, and it is also used to avoid melee attacks, representing the hero's skill in parrying and blocking. So attacking in melee combat is an *average Fighting (Fighting)* action, as is avoiding an attack. The Narrator may also wish to allow heroes the option of using Agility to avoid melee attacks, giving nimble heroes (like kender) a better chance of getting out of the way. If the attack hits, the hero's Strength still determines damage normally.

Strength is still used as the action ability for close-in unarmed attacks like wrestling, representing the advantage greater Strength provides the attacker.

The Narrator should choose the Fighting score for characters and creatures in the game. Creatures may have Fighting equal to their Physique, or the Narrator may choose to give them a lower fighting score to represent creatures that are physically very strong (high Physique) but not particularly swift or accurate (lower Fighting). This also gives heroes more of a fighting chance when going up against larger, more powerful creatures.

Steve Kenson is a freelance roleplaying game writer who has contributed to a number of game books, including *The Sylvan Veil* for the **Dragonlance: Fifth Age** setting. He can be reached by e-mail at [talonmail@aol.com](mailto:talonmail@aol.com).



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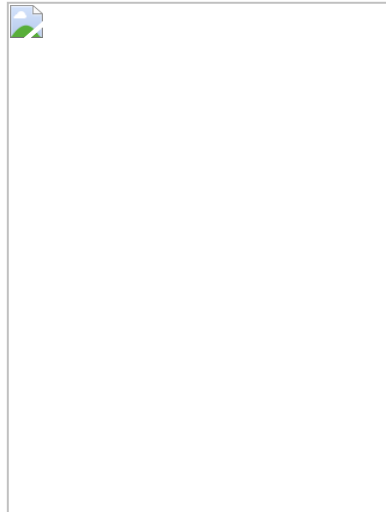
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### An Interview with Jean Rabe By Patrick McGilligan

One of the rising stars of the **Dragonlance**™ world is Jean Rabe, whose Fifth Age trilogy (*The Dawning of a New Age*, *The Day of the Tempest*, and *The Eve of the Maelstrom*) first catapulted her onto the best-seller lists in 1997. A writer with an impressive output of other books and short stories, she is presently busy crafting a three-novel sequel, starring Dhamon, the haunted protagonist of her first trilogy. Somehow she found time to discuss her life and career.



**McGilligan:**

Tell me a little bit about your background, where you were born and raised, and your education and early job experience.

**Rabe:**

I was born in Ottawa, Illinois, which is near Starved Rock and Buffalo Rock. I used to go to the parks a lot as a kid and try to pet the buffalo through the fence. They had signs that told you not to do that, but no one paid attention, and the buffalo liked all the attention. Anyway, I attended Illinois Valley Community College in Oglesby (a very small city also near the parks) and concentrated on geology, geography, and journalism, working for the local newspaper as a reporter and cartoonist.

Next was Northern Illinois University in Dekalb--near lots of cornfields. I worked on the school paper there and was also a stringer for the *Rockford Register Star*. Though I still studied geology, I'd pretty much given up on that as a career. And from Dekalb I went to Quincy, Illinois, where the *Herald-Whig* offered me my first regular newspaper job.

I covered health and education, though I frequently also covered politics and police. I liked the exciting stories, and at the time I didn't shirk from murders and such. I worked there about four years until I got disgruntled and left. I was working on a story about midwives in Missouri and Illinois, and had a lot of great material. Well, somehow the local doctors caught wind of it and wanted the newspaper to cough up the names of the midwives. Of course, the paper wouldn't. When there was word I might get thrown in jail for failing to cooperate (midwifery is illegal in Illinois), the paper decided not to run the story. Being a young, crusading journalist, I thought a brief stint in jail would do wonders for my career. You know, 'reporter sticks by her sources'. But I was so disappointed the paper caved in I started looking for work elsewhere.

I found it with *Scripps Howard's Evansville Press* in southern Indiana. I was their Kentucky news bureau chief. And I had an editor there tell me "if it's bloody and within a hundred and fifty miles of your office, it's yours." So in addition to politics and such, I covered fires, murders, plane crashes, and all manner of grisly things--and picked up a major award along the way.

I'd still be reporting, I suspect, if my husband hadn't needed a better job. He's a chemist, and the market was limited in Evansville, so we started to look elsewhere.

**McGilligan:**

When and why and in what capacity did you go to work for TSR?

**Rabe:**

I went to work for TSR because the company was originally located in Lake Geneva, Wisconsin, which was in the center of the Chicago-Milwaukee-Janesville circuit. We needed to be in a spot where there were chemistry possibilities for my husband, Bruce. Initially, I wasn't looking for a job at TSR. I was interested in the newspapers in Milwaukee. But Penny Williams encouraged me to apply, and Harold Johnson hired me as the director of the **RPGA** Network.

**McGilligan:**

Were you at all a gamer?

**Rabe:**

Oh yeah. I learned to game in college. The bar scene wasn't for me, so I found [the] **Advanced Dungeons & Dragons** [game]. It was more stimulating, and I made some long-lasting friendships through it. I've since learned to love all sorts of games--roleplaying, miniatures, board games, card games. I'm fond of WWI and WWII games.

**McGilligan:**

When did you begin to write science fiction and fantasy?

**Rabe:**

I actually started writing science fiction and fantasy in college, collecting rejection slips here and there and getting published in several fanzines. When I moved to Evansville, Indiana, I fell in with a great group of gamers and started writing **AD&D** tournaments, one of which was picked up by TSR. I did some freelance editing work for TSR before they hired me. And after I joined the company, I concentrated on writing game and fiction material in my free time. My first novel, in 1992, was in the **Forgotten Realms** [setting], a Harpers novel called *Red Magic*. I always loved [the] **Dragonlance** [setting], though, and finally got the chance to delve into that world by co-authoring *Maquesta Kar-Thon* with Tina Daniell.

**McGilligan:**

How did you get picked to write the first **Fifth Age** trilogy?

**Rabe:**

I had recently left TSR to strike out on my own as a writer. Brian Thomsen, the head of the book department at the time, had liked my work on other projects and approached me with the trilogy. It was a lot of upfront work before I ever got the go-ahead. I remember spending more than a month just on the storylines. Then I tinkered with them some more before Brian gave me the final go-ahead. Of course, I was thoroughly thrilled to get a trilogy. I count myself fortunate.

**McGilligan:**

Describe the process whereby you wrote the Fifth Age trilogy, keeping up with the changes that were going on in Krynn.

**Rabe:**

I met regularly with the **Dragonlance** RPG group, as TSR was still in Lake Geneva and within easy driving distance. It was fun, and I got to participate quite a bit. I helped create Brine, the sea dragon overlord--that I subsequently killed. And I helped develop the process for creating spawn. I also got to help create the initial group of **Fifth Age** heroes--Dhamon, Rig, Shaon, Blister, Raph, Feril, Groller,

Fury. Harold Johnson especially helped with Blister and Raph, as he is an expert on kender. I'm not sure which one is my favorite character. I like Dhamon, naturally, because he's complex. But I like Rig a lot, too. He doesn't bother with pretenses. He just deals with things.

**McGilligan:**

I know you are writing a sequel trilogy about Dhamon now. What can you say, without giving away any secrets, about what will happen to him in your new trilogy?

**Rabe:**

Dhamon was initially created to be an offspring of Lord Soth, sort of a 'cursed-from-birth' kind of thing. But I scrapped that. I'm a World War II buff, and so instead, Dhamon became like one of Hitler's youths--seduced by the promises of the military and taught to believe in a cause that wasn't necessarily a good one. He joined the Knights of Takhisis and rose rapidly through the ranks. It wasn't until he was rescued by an enemy that he did some soul-searching. In the first Fifth Age trilogy, Dhamon found a new cause--helping Goldmoon and going against the big dragons. He's an individual that needs something to inspire him. However, at the end of that trilogy, he learns man isn't really powerful enough to stand up to the big dragons.

Going from there, Dhamon has become a changed man when this trilogy starts. He's seen friends die--Jasper, Shaon, Raph. And he's seen the dragons grow more powerful. That, and a few other things, have put him in a bit of a downward spiral. Hence, I guess, the title of the first book: *Dhamon: The Downfall*.

**McGilligan:**

How much time a day do you spend writing?

**Rabe:**

I spend six to nine hours a day writing. I used to do more than that, but I discovered my writing went downhill when I threw too much 'time' at it. I schedule a mid-morning break with my dog--walking, playing, whatever suits me. And an afternoon break to garden, run errands, and maybe play with the dog again. I find that I write much better when I pull myself away from the computer for awhile.

**McGilligan:**

What is the hardest part of the writing for you?

**Rabe:**

I think the plotting and replotting. I suspect, sometimes, I spend as much time on setting up an outline and detailing what I want to happen as I do on the actual writing. I don't know if that's true, but it sure feels like it. However, I've learned a good plot is integral. So I don't think I'm throwing too much time at that end of the job. Also, sometimes I have a hard time writing the 'slow' scenes, where you're describing the scenery and what people look like. I have to go back and work on those. I think action scenes come easier to me. (But then I like movies that 'blow up realllllll good.')

**McGilligan:**

What do you do when you're not writing?

**Rabe:**

Well, I even write for a hobby. I also write fantasy and science fiction short stories and edit a quarterly BattleTech magazine. I have put together a game club newsletter. And I try to write two **AD&D** tournaments for the **RPGA** Network each year. I used to work for the **RPGA** Network and got a lot out of the organization. I believe in continuing to put something back in it. Other than that . . . I have a goldfish pond, which requires a little work; a garden, that doesn't do as well as I'd like; I occasionally craft steins--I have an old kiln in my basement; I play with my dog--of course; and I go to lots of movies and museums with my husband Bruce. Oops . . . and I buy books. Lots of books. I have books stashed behind the towels in my linen closet. Books under the bed. Books stacked up next to the dresser. Books overflowing the bookcase. I read a little each night to try to put a dent in the stacks.

*Patrick McGilligan* spends his time editing **Dragonlance** novels and interviewing people for his current book (or newsletter) project.



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