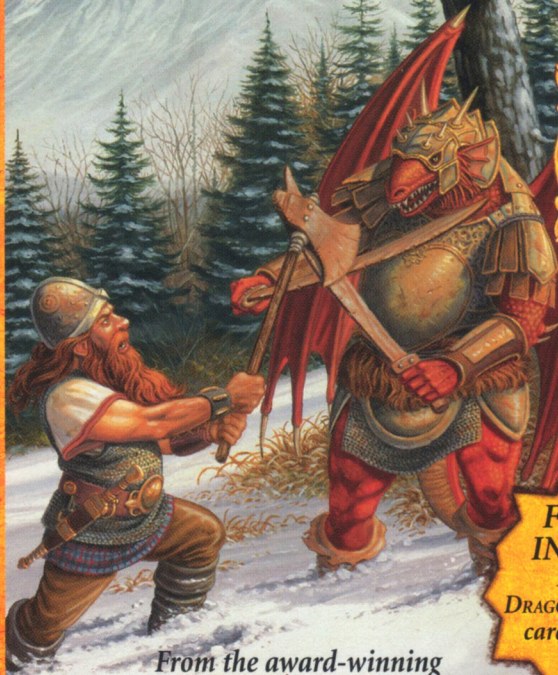


SAGA™

GAME RULES

FATE DECK



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SAGA™

GAME RULES

BASIC GAME

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*Dedicated to the subscribers of alt.fan.dragonlance,
for letting us know when we blow it.*

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Introduction

Margaret Weis and Tracy Hickman's novel *Dragons of Summer Flame* ushered in the fifth and final age of Krynn in 1995. On the heels of this success, the world of Krynn returned to a prominent position among TSR's role-playing game lines. The DRAGONLANCE®: FIFTH AGE® setting featured William W. Connors's new SAGA™ rules, an award-winning story-focused game system that uses a deck of cards to drive the story, not dice like most other role-playing games.

The DRAGONLANCE: FIFTH AGE dramatic adventure game has been both a critical and a popular success. This package was designed to provide players with replacement Fate Decks (the central element to playing the game) at a low cost, to introduce the concept of a "role-playing game" to fans of the DRAGONLANCE novels, and to bring the narrative SAGA rules to role-players everywhere.

What's in This Package?

This booklet introduces you to the SAGA rules, giving you all the information you need to start a role-playing game. The *SAGA Fate Deck* also contains:

- ♣ **82 Fate Cards:** The cards with the FIFTH AGE logo on the back, collectively known as the Fate Deck, are the foundation of the SAGA rules.
- ♣ **18 Character Cards:** The brown "leather" looking cards are heroes from the Fifth Age of Krynn, ready for you to use in your games.
- ♣ **2 card sheets:** One sheet has a rules reference section, a copy of the SAGA Hero Sheet, guidelines for playing two new hero races, and rules for the new DRAGON WARS™ card game, written exclusively for this package. The other sheet is divided into eight *Saga Cards*, featuring new characters and one complete adventure for your game. Four different sets of *Saga Cards* were designed for this product and randomly sorted into the *Fate Deck* packages to provide a variety of story options.

Basic Terms

Listed below are a few terms you need to be familiar with to understand the rules.

- ♣ **Hero:** A main character in an adventure scenario. Players always role-play heroes in SAGA games.
- ♣ **Character:** Any individual in a SAGA scenario other than the heroes (including monsters). Characters can be either friends or foes but are always controlled and role-played by the Narrator (see below).
- ♣ **Scenario:** The basic plot of a SAGA game. Often scenarios come as published adventures sold in book and hobby stores, but experienced role-players enjoy writing their own original scenarios.
- ♣ **Narrator:** The player who guides the other players through the scenario, role-playing the characters the heroes meet. The Narrator is the final judge on rules questions.
- ♣ **Abilities:** A number and letter pair that defines an individual's abilities in a SAGA game. Abilities and their use are fully described on pages 5 to 7.
- ♣ **Action:** A hero's attempt to do something in a scenario, such as climb a wall or cast a spell. Fate Cards are played to determine a hero's success or failure at an action (see pages 6 and 7).
- ♣ **Suits:** One of several traditional card-playing terms used in the SAGA game rules. The Fate Deck features eight suits instead of the four found in a normal deck of playing cards. The suits are defined on pages 6 and 7.
- ♣ **Hand:** The assortment of Fate Cards a player has available to use for attempting his hero's actions in the game. The card he chooses to play from his hand determines whether his hero succeeds or fails at his action.
- ♣ **Trump:** Another traditional card-playing term. A card is considered trump when its suit is directly linked to the type of action for which it is being played. The effects of trump cards are described on page 7. A *trump bonus* allows any card played to serve as trump, regardless of suit.





Role-Playing with the SAGA Rules

The best way to learn to play with the SAGA rules is to read this booklet, then get some friends together and play. (If you've never role-played before, review the "Storytelling" section on page 14 first.) To begin, separate the Character Cards from the Fate Cards and have each player choose one to serve as his hero for this game. Each player reads the description on the back of his card to get acquainted with his hero. The Narrator puts all extra Character Cards away for now.

The Narrator should read the scenes on all eight Saga Cards so he is familiar with the scenario. When he is ready to begin play, the Narrator shuffles the Fate Deck, then deals each player a number of cards equal to his hero's "Hand," found under the "Reputation" heading on the back of the Character Card. Once everyone has a full hand, play may begin.

The Narrator begins by describing the setting in Scene One from the scenario, telling the players where their heroes are and what they see. Next he asks the players, "What do your heroes do?" Based on their answers, the Narrator may call for the heroes to attempt *actions*, as described in these rules. This pattern is repeated until the scenario reaches its end, with each player speaking and acting in the role of his hero and attempting actions in keeping with his hero's description.

Other Game Elements

Everything needed to begin role-playing with the SAGA rules is in this package. The rules presented here are a basic version of those introduced in the DRAGONLANCE: FIFTH AGE boxed set. Players familiar with that game will note some differences in these rules (particularly those governing magic). Feel free to use the version that appeals to you more.

While the SAGA rules were specifically designed for use with the world of Krynn in the Fifth Age, they can also be used to create adventures in *any* fantasy world. This is *your* game—make the most of it!

The Rules

As you read these rules, keep Ironhawk's Character Card handy for reference. The front of the card shows the hero's name, his picture, and his ability ratings; the back provides a general description of the hero's personality, gear, and background.

Abilities

Heroes have eight abilities to define who they are and what they can do. Agility, Dexterity, Endurance, and Strength are the Physical abilities; Reason, Perception, Spirit, and Presence are a hero's Mental abilities.

An ability rating consists of a *score* (the number) and a *code* (the letter). The score defines a hero's natural talent in a particular ability, while the code is a measure of how much training he has received in the skills associated with that ability; for instance, the skill of swordfighting is associated with Strength. (Very minor characters in a scenario may not have codes listed.)

Some heroes may have a number in parentheses following their Reason or Spirit ratings. This is their total number of *spell points*; these points show that the hero can cast some types of magic spells (as explained fully on page 13).

Other Information

The back of the Character Card tells more about a hero. *Demeanor* defines how he acts outwardly, and *nature* describes what he is really like deep down. *Reputation* measures how well known the hero is (and determines the size of the player's hand), while *social status* indicates his economic class (and regulates how much money he has to spend). The weapon and armor entries tell what gear the hero favors (their use is discussed on pages 8 and 9).

The paragraphs in the lower half of the card describe the hero's background and goals. They also mention any special abilities he may have (such as magical aptitude or acute senses).





Hero Actions

At the start of the game, the Narrator deals each player a number of Fate Cards equal to the size of his hand (listed on the back of the Character Card). Only players maintain hands of cards—the Narrator does not need one for the characters he controls.

Once play begins, players will want their heroes to attempt actions, based on the scene at hand.

Types of Actions

- ♣ **Unopposed actions:** An action is *unopposed* when the hero does not face resistance from a character. The only factor governing its success is the hero's own skill.
- ♣ **Opposed actions:** An action is *opposed* when a character resists the hero's effort. To succeed, he must overcome the character's relevant ability.

Performing Actions

Simple actions automatically succeed. However, when a hero attempts a complex or risky action, use the following sequence to determine the outcome:

1. **Declaration:** The player announces that his hero will attempt an action. Occasionally, the Narrator will inform a player that the current situation dictates that his hero must attempt a particular action.
2. **Action ability:** The Narrator decides which ability the hero must use to attempt the declared action; this is the *action ability*. Each ability has an associated suit in the Fate Deck, both of which are linked to a particular type of action as follows:
 - ♣ Shields (Agility): Acrobatics/dodging missiles
 - ♠ Arrows (Dexterity): Fine manipulation/missile combat
 - ♣ Helms (Endurance): Stamina/melee defense
 - ♠ Swords (Strength): Raw power/melee combat
 - ♣ Moons (Reason): Intellectual tasks/sorcery
 - ♣ Orbs (Perception): Awareness/resisting sorcery
 - ♣ Hearts (Spirit): Willpower/mysticism
 - ♣ Crowns (Presence): Leadership/resisting mysticism

- 3. Action difficulty:** The Narrator estimates how hard the action ought to be for the hero—that is, decides on a *difficulty rating*. The general relationship between the difficulty of the action and its difficulty rating is: easy (4), average (8), challenging (12), daunting (16), desperate (20), impossible (24).
- 4. Play a card:** The player selects one card from his hand and lays it face up on the table. If the suit of the card is linked to the ability being used (for instance, a ♥ card for a Spirit action), the card is considered trump, and the player flips over the top card of the Fate Deck, laying it next to the card he just played. He then draws a new card from the deck and adds it to his hand.
- 5. Resolution:** The player adds his action ability score and the face value of the card(s) on the table. If that total, or *action score*, is equal to or greater than the difficulty rating, the action succeeds.

Example: Ironhawk, a human hero, is trying to climb a moss-covered tree. The Narrator decides this is a challenging Agility action (difficulty rating 12). Ironhawk's player lays down the 8 ♠ card and adds its value to his Agility score of 6, generating an action score of 14. Since this score is higher than the difficulty rating, Ironhawk successfully climbs the tree.

Opposed Actions

When a hero attempts an opposed action, Step 5 above differs slightly: The player's action score must equal or exceed the action's difficulty rating *plus* the score of the ability the opposing character is using to resist his action (called the *opposition ability*).

Action Format

Published SAGA adventures use a standard notation format to describe a hero action:

difficulty rating + *action ability* (*opposition ability*)
So, lifting a large rock might be an *average Strength* action, and holding a door shut while a foe tries to break in might be an *average Endurance (Strength)* action.





Combat

Many hero actions involve fighting. The Character Cards list what weapons the heroes own but, of course, they may pick up other weapons during their travels. It is up to the Narrator to decide whether or not they are able to use them, based on their relevant ability codes (see page 15). Generally, the more damaging a weapon is, the harder it is to use. There are two main types of combat in this game.

- ✧ **Missile combat:** When combatants use bows, crossbows and similar weapons, they are engaged in *missile combat*. As they draw closer to their enemy, they may use thrown missile weapons like spears and daggers.
- ✧ **Melee combat:** When the combatants draw close enough to attack with hand-held weapons like swords, axes, and maces, they engage in *melee combat*. Fist fighting falls under this category, too.

Combat Sequence

Combat consists of a series of attacks and counterattacks. Use the following sequence of actions until one side is vanquished or runs away:

1. **Surprise:** At the start of combat, the Narrator must decide, based on the situation, whether one of the sides has surprised the other. If one side is surprised, the other side is allowed one free attack without fear of response.
2. **Hero attacks:** If there is no surprise, every hero can perform one attack action. In missile combat, this an *average Dexterity (Agility)* action. In melee combat, it is an *average Strength (Endurance)* action.

If the action succeeds, the player totals his hero's action ability score and the damage rating of the weapon (listed on the Character Card), if one is used. The enemy then totals the defense rating of his armor and shield. Subtract the total defense from the total damage; any remaining points will be suffered by the enemy as wounds in Step 4.

- 3. Hero defends:** Simultaneous with a hero's attack, he defends against the foe's counterattack. The Narrator does *not* make this assault; instead, every hero simply performs a defense action: an *average Agility (Dexterity)* action in missile combat, or an *average Endurance (Strength)* action in melee.

If the action succeeds, the hero has parried the strike. If the action fails, the player totals the defense ratings of his armor and shield (listed on the Character Card). The Narrator then adds the foe's opposition ability score to the damage rating of his weapon. Subtract the total defense from the total damage; any remaining points will be suffered by the hero as wounds in Step 4.

- 4. Assess wounds:** A character can sustain a number of wounds equal to his Endurance score before falling *unconscious*. After that, any further wound dealt him in a subsequent attack will kill him.

Heroes suffer damage differently. The player of a wounded hero must give up cards from his hand with a total face value equal to or greater than the hero's number of wounds. These discards cannot be replaced until the wounds are healed. When the player has no more cards in his hand, the hero is unconscious, as described above.

- 5. Resolution:** If the battle continues, return to Step 2 above. If one side is defeated or decides to withdraw instead of fighting on, combat ends.

Example: Ironhawk engages a bandit (whose ability scores are all 5) in melee combat. His player attacks with a 7 ♠ card and adds his Strength score (7) for a total of 14. The difficulty is average (8) plus the bandit's Endurance (5), for a total of 13. The attack succeeds.

For defense, Ironhawk's player lays down a 4 ♣. Since Helms are trump for melee defense, he flips the top card of the deck, 8 ♣, adding both values to his Endurance (6) for a total of 18. The difficulty (8) plus the bandit's Strength (5) add up to only 13. Ironhawk is unscathed.

The unarmored bandit suffers 12 wounds from Ironhawk's Strength (7) plus his weapon's damage rating (+5). The villain falls unconscious.





After Combat

At the close of the battle, one group of combatants has bested the other. But before the scenario can continue, there are a few loose ends to tie up.

Healing: After almost every battle, some or all the heroes will be wounded. How quickly they recover from these wounds will greatly affect their future adventures. When a hero's hand has been restored to its full size, he is completely healed.

- ☞ *First aid:* Immediately after the battle ends, a hero may receive basic medical attention. If any other hero succeeds at an *average Dexterity* action to give first aid (bind his wounds to avert the immediate threat), the hero recovers enough for the player to regain one card for his depleted hand.
- ☞ *Natural healing:* Time heals all wounds. However, it does so very slowly. For every week that passes during the adventure, a wounded hero recovers one card through natural healing.
- ☞ *Magical healing:* Those skilled in the mystical magic of healing can heal a hero instantly and completely. As a rule, giving one card's worth of magical healing requires a successful *challenging Spirit* action from the hero using the magic. Details of this and other aspects of magic appear on pages 11 to 13.

Spoils: As the adage says, "To the victors go the spoils." After any battle, the slain or unconscious foes will have some valuable equipment. The heroes may do with these items what they want, but the players should remember that they are playing *heroes*, not thieves.

Most published scenarios will list the important items to be found after a battle, though the Narrator can always adjust this list to suit the needs of his game.

Magic

Heroes with Reason or Spirit ability codes of "A" or "B" have the skill to cast magical spells. There are two forms of magic in this game, *sorcery* and *mysticism*. The *schools* of sorcery or *spheres* of mysticism a hero knows (if any) are mentioned on the back of his Character Card. (For example, Ironhawk knows pyromancy and animism.) These do *not* change during play.

Sorcery

Sorcery draws upon the magical energy left over from when the world was formed out of primordial chaos. It can affect only inert matter and the elements; it cannot directly affect living things. Heroes with high Reason codes have been trained in the use of sorcery.

The art of sorcery is divided into eleven schools: aeromancy (spells of air and wind), cryomancy (spells of cold), divination (see the past or future, or detect the unseen), electromancy (electrical magic), enchantment (make magical items), geomancy (spells of earth and rock), hydromancy (spells of water), pyromancy (spells of fire), spectramancy (spells of light and illusion), summoning (magical transport), and transmutation (changing matter).

Mysticism

Mysticism draws upon the power of life and the spiritual energies of its practitioners. It affects only living or once-living beings. Heroes with high Spirit codes have been trained in the use of mysticism.

Mysticism is divided into nine spheres: animism (talk to, control, or mimic plants and animals), alteration (shapechanging powers), channeling (raise or lower Physical ability scores), healing (heal illnesses or wounds), meditation (raise or lower Mental ability scores), mentalism (telepathy), necromancy (cause magical injury and create undead creatures), sensitivity (read auras), and spiritualism (talk to spirits and create undead spirits).





Wielding Magic

Creating spells under the SAGA rules is left to the imagination of players and the discretion of the Narrator. A hero can attempt to create any magical effect using the schools and spheres he is familiar with. Remember, a hero cannot cast spells from schools and spheres he does not know.

Casting a spell is the same as any other hero action. The player declares what effect his hero will try to create, then plays a card from his hand to determine the spell's success. Using sorcery requires a Reason action, while wielding mysticism calls for a Spirit action.

The Narrator assigns a difficulty rating to every spell. The more complex, intense, or long-lasting the spell effect, the harder it should be to cast. As a general rule, no spell should have a difficulty rating of less than 8.

Example: Ironhawk uses his skill in pyromancy to make his sword burn like a torch for ten minutes. The Narrator might decide this is an average Reason action. If Ironhawk wanted the sword to burn for thirty minutes, the action might become challenging. If, however, he wanted the torch to burn for an hour and work even while under water, the spell would likely be daunting or even more difficult.

Spells that target characters are always opposed actions unless the character is a willing subject of the spell or unable to resist. Sorcery is opposed by the target's Perception, while mysticism is resisted by the character's Presence.

A spell action is resolved like any other hero action. If the action score is equal to or higher than the difficulty rating (plus opposition ability score, where applicable), the spell succeeds. A failed action means the hero's spell simply doesn't work.

Spell points: Heroes cannot use magic indefinitely. Spells need energy to power them. That power comes in the form of *spell points* (see page 5).

Every time a spell action is attempted, the caster must spend a number of spell points equal to the difficulty rating of the spell. The caster *must* spend these spell points whether the spell succeeds or fails. If he doesn't have enough spell points to power a spell, it fails automatically, no matter how high an action score he may generate.

Heroes begin each day with a full complement of spell points. They also recover spent spell points at a rate of 1 point per hour. Heroes who know both sorcery *and* mysticism recover 2 spell points per hour—1 point for each discipline.

Note: Reason spell points can be spent *only* on sorcery and Spirit spell points *only* on mysticism.

Resisting Magic

When a character tries to cast a spell at a hero, that hero's player may attempt an *average Perception (Reason)* action to resist sorcery, or an *average Presence (Spirit)* action to avoid mysticism.

Notes on Magic

Magic can be a challenge for players in a SAGA game. It requires them to be creative and invent new and fantastic applications for their heroes' magical abilities. In the beginning, the Narrator may need to help players along, suggesting possible spells or helping them become familiar with the capabilities of the different schools and spheres. After a while, the players will have a better feel for the magic system and become more innovative on their own.

Later, magic becomes problematic in a different way. In theory, a hero who knows the right schools (or spheres) and has the right cards can do almost *anything* in a scenario. However, magic is in the game to advance the story, not to allow the heroes to circumvent it. If the spells their heroes cast threaten to derail the story, the Narrator should invent a reason why they fail to work correctly. Do not over-use this power, but do not allow ultra-powerful magic to ruin a good story, either.





Storytelling

Unlike most traditional games, there are no winners or losers in a role-playing game. The goal here is simply to have fun telling a good story.

What's a Role-Playing Game?

Role-playing games are best described as “let’s pretend—with rules.” Each player controls one of the main characters (known as “heroes”) in a story and tries to make him act the way he is “supposed to,” according to his personality description. As the story unfolds, the players describe their heroes’ actions and attitudes. When the story draws to a close, hopefully the heroes have all acted wisely and will live happily ever after—until the next story.

What Does a Narrator Do?

The Narrator has a different part than the other players. He is the ultimate authority on all matters in the game. His main duties, though, can be broken down into the following categories:

Describe: The Narrator is the only player in the game who knows the whole plot of the story. Using the information in the scenario, he describes to the other players what the heroes would see, hear, and smell in each scene. He also controls the actions and attitudes of all the characters other than the heroes.

Interpret: Next, he listens to how the heroes respond to his descriptions and interprets what effects their actions should have on the characters and places in the story. Every time the heroes act, the Narrator reacts, advancing the scenario. Usually, he goes on to describe the new situation.

Judge: Sometimes, the heroes’ actions will cause disagreement on points of rules interpretation. In these cases, the Narrator judges the dispute, listening to all sides and making a decision so that play may continue. The Narrator’s decision is final.

Hints for Narrators

Narrators should keep in mind a few additional concepts as players attempt actions in the game.

Mishaps: One suit of the Fate Deck has not been discussed yet: the Suit of Dragons (♠). Dragons represent misfortune and can have dire effects on heroes' actions. If a hero plays a card from the Suit of Dragons *and* his action fails, some sort of mishap has occurred, such as an injury (loss of a card) or just embarrassment. It is up to the Narrator to interpret the situation and decide exactly what the mishap is and how bad the situation becomes.

Ability codes: In many ways, a hero's ability codes are more important than his scores. He may be as strong as an ox, but without proper training he can use only the most basic of weapons. Narrators should make sure that heroes do not consistently perform actions that are beyond their capabilities. The general relationship between code, capability, and level of training in skills related to the ability is as follows:

A (expert): Fully trained in associated skills.

B (advanced): Trained in most associated skills.

C (journeyman): Trained in common associated skills.

D (beginner): Trained in basic associated skills.

X (novice): No training in associated skills.

Tips: Finally, here are a few things every Narrator should keep in mind during a SAGA role-playing game:

- ♣ Only *heroes* attempt actions! No one ever need play cards for a character.
- ♣ Be colorful with your descriptions. You are painting the scene for the players, describing all the things their senses would tell them. The more artfully you do this, the more everyone will enjoy the game.
- ♣ You and the other players are working together to create a story; you are *not* adversaries (even though the heroes and some characters might be). When the heroes succeed, you do too!
- ♣ SAGA role-playing is supposed to be fun! These rules are guidelines only, so never let strict adherence to them spoil your game!





Creating a Hero

Once you are comfortable with role-playing, you can use the following steps and the Hero Sheet included in this package to create your own heroes.

Personal information: Decide your hero's name, sex, and race (common races on Krynn include humans, elves, half-elves, dwarves, and kender). Next, look through the inscriptions at the top of each card of the Fate Deck and choose demeanor and nature entries that suit your hero's personality.

Background: Newly created heroes all have a reputation of "Adventurer" and a hand of four cards. You may choose your hero's social status (with associated wealth score in parenthesis), but the Narrator has the right to overrule you before play begins. Your choices are: slave (1), peasant (2), commoner (3), tradesman (4), guildsman (5), gentry (6), aristocracy (7), nobility (8), and royalty (9).

Ability ratings: Next, draw ten cards from the Fate Deck. Use the face values of the cards to fill in your hero's ability scores in any order you see fit. When you are done, there should be two cards remaining. Discard them.

Ability codes are also filled in as you see fit. However, your hero must have one code of "A," two codes of "B," four codes of "C," and one code of "D." If you wish, you may decrease the "D" code to "X" and increase one "C" code to "B."

Any hero with a Reason or Spirit code of "A" or "B" can use magic. Heroes with an "A" code may choose three schools (Reason "A") or spheres (Spirit "A") to be trained in, while those with a "B" code may choose only one. Heroes have spell points equal to their ability score squared. For example, a sorcerer with a Reason score (or a mystic with a Spirit score) of 7 would have 49 spell points ($7 \times 7 = 49$).

Equipment: Choose your hero's weapons and armor using the examples found on the Character Cards. Narrators may allow new types of weapons and armor based on the available examples.



DRAGON WARS™ GAME

A DRAGONLANCE®: FIFTH AGE® card game for three to ten players.

Using your Fate Deck, you can recreate one of Krynn's frightful DRAGON WARS: the ferocious battle of the wyrms called the Dragon Purge, which shaped the early years of the Fifth Age.

To start, remove the character cards from your deck. They are not used in the DRAGON WARS game. To play, you need:

- 1 Fate Deck (82 cards)
- 10 life counters per player (pennies, scraps of paper, etc.; not included)

Getting Started

In preparation for play, remove the ten cards of the Suit of Dragons from your Fate Deck, shuffle them, and set them face down in the center of the playing surface. This area is called the Dragon Nest.

Each player draws one Dragons card from the Nest. This becomes the player's Dragon, at least for the start of the game. It is a player's duty to protect his or her Dragon from harm, while purging the other Dragons from the playing field.

The face value of a Dragon (the number in the upper left corner of the card) is equal to that Dragon's total life points. If a Dragon suffers a number of damage points equal to or exceeding its life point total, it is eliminated from the game. Each player should place on the Dragon a number of life counters equal to its life point total. As a Dragon suffers damage, the player removes some or all of these counters.

Shuffle the rest of the Fate Deck and deal each player a hand of six cards. In DRAGON WARS, these cards represent your Dragon's weapons against enemy Dragons, as well as its defense against attack.

How to Play

The object of the game is to purge as many Dragons from Krynn as you can, while protecting your own Dragon from harm. The player whose Dragon has the highest face value gets to act first.

1. At the beginning of your turn, make sure you have six (6) cards in your hand. Draw from the Fate Deck as needed (if you already have six cards, skip this step). If you draw the last card in the Fate Deck (or need to draw more cards than there are remaining), simply shuffle the discard pile and start again.
2. Flip over the top card of the Fate Deck. The suit of this card is the trump suit for your turn.
3. You may choose to either attack one (1) opposing Dragon or discard your hand and draw a new one. If you discard, your turn ends when you draw your new hand. If you attack (see "Attacking and Defending"), your turn ends after one attack.
4. When your turn ends, play passes to the player on your left.

Attacking and Defending

After dividing out the Dragons from your Fate Deck, there are eight remaining suits. Three of these suits (Arrows ↗, Swords ⚔, and Moons ☾) represent attack cards, while three others (Helms 🛡, Shields 🛡, and Hearts ♥) are defense cards. Two suits (Orbs ● and Crowns ☙) can be used as either attack or defense cards.

Attack: To launch an attack, choose one attack card from your hand and direct your attack at an opponent's Dragon. The face value of the attack

GOBLINS AS HEROES



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HALF-OGRES AS HEROES











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SAGA™ HERO SHEET

PERSONAL INFORMATION

Hero
Race
Role
Demeanor
Nature
Social Status
Reputation
Hand **Wealth**

ABILITY RATINGS

Coordination		Intellect	
Agility	A D	Reason	A D
	B		B
	C X		C X
Dexterity	A D	Perception	A D
	B		B
	C X		C X
Physique		Essence	
Endurance	A D	Spirit	A D
	B		B
	C X		C X
Strength	A D	Presence	A D
	B		B
	C X		C X

ARMS & ARMOR

After dividing out the Dragons from your Fate Deck, there are eight remaining suits. Three of these suits (Arrows ↗, Swords ⚔, and Moons ☾) represent attack cards, while three others (Helms 🛡, Shields 🛡, and Hearts ♥) are defense cards. Two suits (Orbs ● and Crowns ☙) can be used as either attack or defense cards.

Melee Weapon **Damage**
Missile Weapon **Damage**
Armor **Defense**
Shield **Defense**

HALF-OGRES AS HEROES

Half-ogres are a popular DRAGONLANCE race whose potential is often overlooked. This is an optional hero race not included in the FIFTHAGE boxed set.

Description: Half-ogres resemble tall, powerfully built, brutish humans. Too often humans and elves judge them by their looks rather than their hearts.

Requirements: Because of their powerful physiques, half-ogre heroes must have Strength and Endurance scores of at least 8. Further, at least one of these abilities must have an "A" code. Finally, half-ogre heroes may never have a Presence score above 5.

Advantages: Half-ogres have within them a savage spirit that can fill them with a terrible bloodlust. When a half-ogre hero's hand is reduced to zero cards through melee combat, the player must turn over the top card of the Fate Deck. If it is a Shields card, the player may opt to draw a new hand of three cards and continue the battle.

Once the battle ends, the hero falls unconscious. Should this second hand be reduced to zero, the hero is dead.

Disadvantages: Because of the uneasy mix of human and ogre blood in their veins, half-ogres find it a challenge to learn sorcery or mysticism; they may never achieve greater than a "B" code in either Reason or Spirit.

GOBLINS AS HEROES

Goblins are a traditional race of DRAGONLANCE villains, but now players can prove that these creatures aren't all bad. This is an optional hero race not included in the FIFTHAGE boxed set.

Description: Goblins are short, flat-nosed humanoid creatures with bright red skin. They stand about four feet tall and weigh about eighty pounds.

Requirements: Goblins are a hardy, agile race, despite their diminutive stature. Heroes must have an Endurance score of at least 5, as well as Agility and Dexterity scores of at least 6, to qualify as goblins. However, goblins can never have Strength scores of more than 5.

Advantages: Goblins have a nose for trouble and treasure. Therefore, these heroes receive trump bonuses on any Perception actions to detect ambushes, hidden trails, and concealed or secret doors.

Disadvantages: Most people see goblins as disgusting creatures of Evil. As such, goblins have a difficult time interacting with other races. Goblin heroes never enjoy a trump bonus on social actions (usually Reason or Presence actions) with nongoblins.

card indicates how many *damage points* your attack can cause. If the card you use to attack belongs to the trump suit for that turn, flip over the top card of the Fate Deck and add its face value to your attack. If the new card is also trump, repeat this process until you flip a card that is not trump, adding each subsequent face value to your attack.

Defend: Your opponent, however, can attempt to block your attack. The defender may now choose to play one or more defense cards from his or her hand, blocking all or part of your damage. If a card used for defense is trump for this turn, the opponent flips the top card of the Fate Deck and adds its face value to the defense. If the new card is also trump, the defender repeats this process until he or she flips a card that is not trump, adding each subsequent face value to the defense.

Press the Attack: If you have another attack card from the same suit as your first, you may use it to *press the attack*, playing the card to increase the damage you cause the Dragon. For example, if you attacked with a card from the Suit of Arrows, you must use another Arrows card to press the attack; if you do not have another Arrows card, you cannot press the attack.

Your opponent may then choose to add to the defense. However, the defender is free to use cards from any defense suit in his or her hand. You, in turn, may choose to press the attack further, with another card of the proper attack suit. This sequence continues until you cannot or choose not to press the attack.

Assess Damage: To determine the outcome of your attack, subtract your opponent's *total defense* from your *total attack*. If the remainder is positive, your opponent's Dragon incurs that many damage points.

For every damage point the defending Dragon suffers, your opponent must remove one life counter from his or her Dragon. If any counters remain, the Dragon survived the attack, and play passes to the left.

If, however, your attack removed the last life counter from the opponent's Dragon, you have purged that Dragon! Remove the Dragon from the game (see "New Dragons and Despoilers") and place it face down behind your Dragon. It is now part of your *victory pool*.

All cards used in the attack and defense are discarded and placed, face up, next to the Fate Deck.

New Dragons and Despoilers

If your Dragon is purged, you immediately draw a new one from the Nest, put the appropriate number of life counters on it, and refill your hand to six (6) cards before play passes to the next player. If no Dragons remain in the Nest, you are still in the game, but you are now a *Despoiler*.

A Despoiler has no Dragon to protect but fights only to purge other players' Dragons. A Despoiler is at something of a disadvantage. This player does not draw cards upon losing his or her last Dragon. However, a Despoiler may refill a depleted hand at the beginning of his or her turn. Since Despoilers have no Dragons to defend, all Defense cards they draw are useless. They can get rid of these cards only by passing their turns and discarding their whole hands.

When there is only one Dragon left on the playing field (and all the other players have become Despoilers), the game is almost over. Each player may have one more turn, the Despoilers attacking the remaining Dragon, and the Dragon's player filling his or her hand or discarding it and drawing a new one. The game is over when every player has had one final turn or when the last Dragon dies.

Winning the Game

When the game is over, the players add up the face values of all the Dragons in their victory pools to get their *victory point totals*.

If your Dragon still remains face up on the table, it has survived the DRAGON WARS, and you get five (5) free victory points to add to your total.

The player with the highest victory point total wins the game.

Two-Player Rules

While DRAGON WARS is an excellent game for three or more players, it works just fine with two, also. In the two-player variant, the rules are the same, except that the Fate Deck is not reshuffled. The game ends once all the cards have been drawn; the player with the highest victory total at that point wins the game.

If no Dragons have been purged at the end of a two-player game, the player whose Dragon has the most remaining life points wins. If all Dragons are purged in a two-player game before you go through the Fate Deck once, the game ends normally.

NARRATOR'S REFERENCE CARD

Reading the Cards

Suit	Ability	Icon	Aspect
Shields	Agility	☛	Dodging missiles, acrobatics
Arrows	Dexterity	☞	Missile combat, fine manipulation
Helms	Endurance	☛	Melee defense, stamina
Swords	Strength	☞	Melee combat, raw power
Moons	Reason	☾	Sorcery, intellectual tasks
Orbs	Perception	☛	Awareness, resisting sorcery
Hearts	Spirit	♥	Mysticism, willpower
Crowns	Presence	☞	Leadership, resisting mysticism
Dragons	Mishap	☛	Hazard, bad luck

Action Difficulty	Rating
Easy	4
Average	8
Challenging	12
Daunting	16
Desperate	20
Impossible	24

Schools of Sorcery

Aeromancy	Spells of air/wind
Cryomancy	Spells of cold
Divination	See the past/future
Electromancy	Electrical magic
Enchantment	Make magical items
Geomancy	Spells of earth/rock
Hydromancy	Spells of water
Pyromancy	Spells of fire
Spectramancy	Spells of light/illusion
Summoning	Magical transport
Transmutation	Changing matter

Spheres of Mysticism

Alteration	Shapechanging
Animism	Talk with or mimic plants/animals
Channeling	Raise/lower Physical ability scores
Healing	Healing illnesses or wounds
Meditation	Raise/lower Mental ability scores
Mentalism	Telepathy
Necromancy	Cause magical injury, create undead
Sensitivity	Read auras
Spiritualism	Talk to spirits, create undead spirits

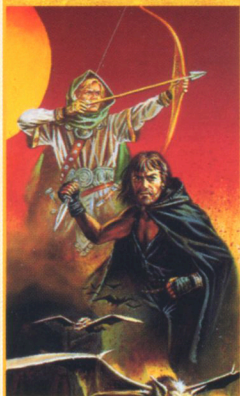
Action Sequence

1. Declaration
2. Action ability
3. Action difficulty
4. Play a card
5. Resolution

Combat Sequence

1. Surprise
2. Hero attacks
3. Hero defends
4. Assess damage
5. Resolution

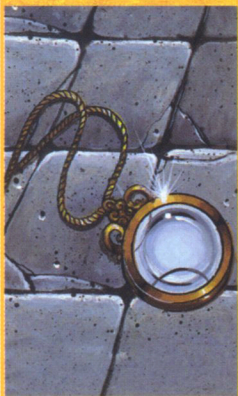
THE HAUNTED AMULET



Scene One:
The Brigands

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Scene Two:
Deadly Dreams

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Scene Three:
Speaking with the Spirit

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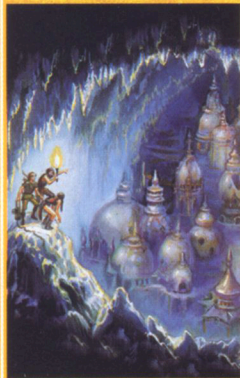
THE HAUNTED AMULET



Scene Four:
Dark Watchers

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THE HAUNTED AMULET



Scene Five:
Life Underground

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SILYANA



Agility	9C	Reason	5D
Dexterity	9B	Perception	7C
Endurance	7D	Spirit	8A (64)
Strength	7B	Presence	6D

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THE HAUNTED AMULET



Scene Six:
Blood Ties

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THE HAUNTED AMULET



Scene Seven:
The Burning Cavern

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If the heroes try to find out about the mysterious "Silyana," they run across a local farmer who tells them she often visits a nearby marketplace.

In the market, heroes with acute eyesight notice they are being followed by several figures in hooded cloaks. If the heroes do not confront their pursuers, the figures eventually corner the group, saying simply, "You are the bearers of the amulet. Surrender it!" All the locals and merchants either feign disinterest or flee.

If the heroes refuse to give up the amulet, the cloaked figures attack. Underneath their hoods, the villains wear black iron masks, which cannot be removed. If they defeat the heroes, they bring them, unconscious, to their lair (Scene Five).

Should the heroes win, they can question the Dark Watchers with an *average Presence* (Presence) action to learn the location of the lair.

If the heroes surrender the amulet, the cloaked figures back away and hurry from the market. Assuming the heroes keep searching for Silyana, they learn that she was recently abducted by men in cloaks just like those. A *challenging Perception* action lets them track the villains to their lair.

- **Ten Dark Watchers:** Ag 6, Dx 8, En 6, St 8, Re 4, Pe 4, Sp 5, Pr 7, Dmg +3 (short swords), Def -3 (chain mail).

In the smaller cavern, the heroes see a group of cloaked figures standing around an altar, singing in an ancient language. Flames leap from the altar and strike their faces, then fly to a bent, old man standing upon a dais on the other side of the cave. If he has the amulet, he holds it above his head and the flames encircle it. (If he doesn't have the amulet, he merely appears in deep concentration.) "Soon," he says, "Soon, Wilhanna, your spirit will be mine forever!" Heroes with Spirit scores of 6 or higher can hear Wilhanna's voice in their minds. "Help me! Don't let him do this! I want my spirit to go free! I want to die!"

If Silyana freed the spirit earlier, Garnal noticed her spell. Furious, he steps down from the dais and orders the Dark Watchers to attack.

Either way, this is the big climax. The heroes must defeat Garnal or they will be killed and Wilhanna's spirit may remain trapped forever.

- **Garnal:** Ag 4x, Dx 4D, En 5C, St 3D, Re 9A, Pe 7B, Sp 7B, Pr 6A, Dmg 0 (unarmed; spell counterattacks) Def -3 (chain mail armor), also sorcery (pyromancy, enchantment, geomancy) and mysticism (spiritualism).
- **Ten Dark Watchers:** Ag 6, Dx 8, En 6, St 8, Re 4, Pe 4, Sp 5, Pr 7, Dmg +3 (short swords), Def -3 (chain mail).

A hero who knows the sphere of spiritualism can communicate with the spirit trapped in the amulet. At first, he or she simply senses great rage, pain, and sorrow from the imprisoned spirit. If the hero makes a successful *challenging Spirit* action, however, he or she can speak to the spirit directly. If the action results in a mishap, the amulet burns the hero's hand, and the holder must succeed at a *daunting Presence* action before attempting to touch the pendant again.

Upon establishing contact with the spirit, the hero stands alone in the shadow-filled crypt from the dream. A beautiful elfmaid, sorrow etched in her features, appears a foot away. She asks the hero to bring the amulet to her sister, Silyana. "She is the only one who can put me to rest." She does not know how to find Silyana, however.

If asked how she became trapped in the amulet, the spirit says, "My name is Wilhanna. In life I loved a human mage. We were happy for a time, but he became mad with envy as I, an elf, remained young while he aged as all humans do. My existence painfully reminded him of his mortality until he could no longer suffer me to live."

- **Wilhanna, an elf spirit:** Ag 8, Dx 6, En 7, St 7, Re 8, Pe 6, Sp 7, Pr 7, Dmg 0 (unarmed), Def 0 (no armor).

Silyana is relieved to see the heroes, explaining that her captors gloated they had found (or would shortly have) the amulet holding the spirit of her sister, Wilhanna. The spirit was trapped there by Garnal, the human wizard Wilhanna loved. As the wizard started to grow old and Wilhanna remained young, he went mad with jealousy and killed her. He imprisoned her spirit in the amulet with a spell reversible only by a blood relative of Wilhanna. Silyana is the last one.

When Garnal gets the amulet, he will change the enchantment so that no one—even Silyana—can free the spirit. She asks the heroes to help her rescue her sister's spirit from bondage.

If the heroes still have the amulet, Silyana immediately casts the spell to release her sister's spirit. If they do not, she plans to go after Garnal, who is in the other cave preparing his new spell.

Even if the spirit is freed, Silyana plans to kill Garnal to avenge the torture he inflicted on her sister. The heroes can choose to flee, but hopefully they will help Silyana fight the foul Garnal. (If they abandon Silyana, ten Dark Watchers rush them as they leave the cavern.)

- **Ten Dark Watchers:** Ag 6, Dx 8, En 6, St 8, Re 4, Pe 4, Sp 5, Pr 7, Dmg +3 (short swords), Def -3 (chain mail).

The amulet appears to be some kind of religious symbol but is otherwise unremarkable. Nothing on it gives any information about the mysterious "Silyana."

Actually, the amulet is haunted by a desperate spirit, which plagues the dreams of the hero carrying it. Although asleep, the hero "wakes up" alone in a misty, shadow-filled crypt. A wind blows dry leaves across the floor, creating a sound like whispering voices. The spirit, a beautiful elf woman, silently appears out of the mist. She stares at the hero expectantly for a moment, then leaps to attack him or her.

Combat should be run normally in the dream. If the hero inflicts any damage upon the spirit, she disappears and the hero snaps awake, shivering in a cold sweat. If the hero fails to avoid one of the spirit's blows, he or she awakes shrieking, "Silyana! We must go!" Until the group begins looking into this mystery, the spirit appears each night to whichever hero has the amulet.

- **Elf spirit:** Ag 8, Dx 6, En 7, St 7, Re 8, Pe 6, Sp 7, Pr 7, Dmg 0 (unarmed), Def 0 (no armor).

SILYANA

Description	Female Silvanesti elf
Demeanor	Thoughtful (2 ☺)
Nature	Observant (6 ●)
Reputation	Hero (Quests 17, Hand 7)
Social status	Gentry (Wealth 6)
Melee weapon	Long sword (+7)
Missile weapon	Light crossbow (+3)
Armor	Leather (-2)
Shield	None

Silyana trained her whole life to be a healer. That dream seemed to be dashed when the gods took their magic from Krynn after the Chaos War. However, she and her sister Wilhanna left their forest home and became the first Silvanesti elves to study mysticism at the Citadel of Light.

After an Evil wizard murdered Silyana's sister, imprisoning her spirit in a magical amulet, Silyana devoted her life to finding him and winning Wilhanna her freedom.

Silyana has mastered the mystic spheres of healing, sensitivity, and spiritualism.

While traveling in a desolate area, the heroes hear weapons clashing. When they reach the site of the conflict, they see a wounded elf trying to fend off three brigands. The elf is clearly outnumbered. If the heroes don't help him, he will be killed.

In this combat scene, the heroes can enter battle against the brigands. As the heroes engage these men, the elf collapses from his injuries. Once the brigands have been defeated, heroes who can use the mystic sphere of healing may want to try curing the elf's wounds. However, his injuries are too great—he is dying. As the end nears, he presses a crystal amulet into a hero's hand, saying, "Deliver this to Silyana. She is the only one who can help."

If the heroes refuse to help, the brigands finish the elf quickly and begin searching his gear. One of them looks up and sees the heroes. "We've been seen! Get them!" he yells, and the brigands move to attack the heroes.

- **Three human brigands:** Ag 5, Dx 5, En 6, St 6, Re 3, Pe 5, Sp 3, Pr 5, Dmg +3 (short swords), Def -2 (leather armor).

If the heroes have been captured, they awaken in a hut that has no windows and a door that is locked from the outside. Their gear and valuables have been taken from them, but their wounds have been treated.

Heroes can try a *daunting Dexterity* action to pick the lock using makeshift tools. Alternatively, burly heroes who succeed at a *challenging Strength* action can batter the door down. This alerts the guards, however, and the heroes will have to fight their way out.

After the heroes defeat the guards (or if they tracked the cloaked figures to their lair), they find themselves in a large cavern in which a village has been built. Two tunnels lead out of the main cavern: One leads outside, the other to another cave. From this latter one, the heroes can hear faint chanting and singing (Scene Seven).

If the heroes search the other buildings, they find their stolen belongings, but not the amulet. In one domed structure, though, they discover a battered elf woman—Silyana.

- **Five guards:** Ag 6, Dx 8, En 6, St 8, Re 4, Pe 4, Sp 5, Pr 7, Dmg +3 (short swords), Def -3 (chain mail).

1 

Careless and Innovative



TASSEHOFF BURRFOOT

1 

Courageous and Inspiring



STURM BRIGHTBLADE

1 

Thorough and Brave



CARAMON MAJERE

1 

Impulsive and Inquisitive



PALIN MAJERE

1 

Calm and Merciful



CRYSANIA

1 

Nosy and Opinionated



TIKA WAYLAN MAJERE

ГОТТВАР ОТН ВИСТАД



1 


Authoritative and Just

ALPHA STARREEZE



1 

Reserved and Insightful

2 

Meticulous and Resourceful



TANIS HALF-ELVEN

2 

Brave and Commanding



SIR LIAM EHRLING

2 

Resolute and Stouthearted



FLINT FIREFORGE

2 

Thoughtful and Curious



PAR-SALIAN

2 

Honest and Kind



JASPER FIREFORGE

2 

Gregarious and Optimistic



USHA MAJERE

LAURANA



2 

Inspiring and Fair

SPEAKER GILTHAS



2 

Serious and Open-Minded

3



Scrupulous and Artistic



THE ROS IRONFELD

3



Valiant and Motivated



HUMA DRAGONBAPE

3



Decisive and Courageous



KHARAS

3



Absent-Minded and Nosy



FIZBAN THE FABULOUS

3



Sensible and Compassionate



GOLDMOON

3



Tight-Lipped and Confident



LIPSHA MAJERE

3



Independent and Reasonable

MOONSONG



3



Thoughtful and Insightful

SARA DUSTAP



4



Cautious and Inventive



BLISTER PIMBLEFINGERS

4



Aggressive and Commanding



STEEL BRIGHTBLADE

4



Cautious and Resolute



DERKIN LAWGIVER

4



Thoughtful and Contemplative



JUSTARIUS

4



Honorable and Grandiose



VINAS SOLAMPUS

4



Capable and Stubborn



GILTHANAS

SEVERUS STOPPEHAND



4



Charismatic and Demanding

ASTIVUS OF PALAETHAS



4



Studious and Methodical

5



*Conscientious and
Clever*



KITH-KAΠAΠ

5



*Relentless and
Independent*



DHAMON GRIMWOLF

5



*Purposeful and
Careful*



DOUGAN REDHAMMER

5



*Enigmatic and
Introspective*



THE SHADOW SORCERER

5



*Realistic and
Self-Centered*



LORAC CALADON

5



Open and Sensible



MAQUESTA KAR-THON

BELLADOPIA



5



*Lawless and
Tough*

RIVERWIND



5



*Deliberate and
Vigilant*

6 ♀

*Distant and
Cunning*



PORTHIOS

6 †

*Domineering and
Belligerent*



KAZ THE MINOTAUR

6 ♀

*Determined and
Circumspect*



SILVER CLAW

6 ☾

Rash and Crafty



MAGIVS

6 ♥

*Deceitful and
Uncaring*



GARGATH

6 ♠

*Modest and
Practical*



MILGAS KADWAR

MIRIELLE ABREDA



6 ♀

*Imperious and
Commanding*

GROLLER DAGMAR



6 ♀

*Simple and
Observant*

7 ♀

*Fastidious and
Conventional*



OTIK SANDATH

7 †

*Aggressive and
Brutal*



CHOT ES-KALIP

7 ♀

*Decisive and
Cowardly*



RENNARD THE OATHBREAKER

7 ☾

*Mysterious and
Plotting*



FISTANPANTILUS

7 ♥

*Pragmatic and
Murderous*



LORD SOTH

7 ♠

Wild and Realistic



FERILLEEAGH DAWNSPRINTER

SEEKER HEDERICK



7 ♀

*Egotistical and
Despotic*

ACKAL ERGOT



7 ○

*Shrewd and
Bigoted*

8



Careful and Unimaginative



GILDENTONGUE

8



Commanding and Fierce



KITIARA VTH MATAR

8



Dedicated and Timid

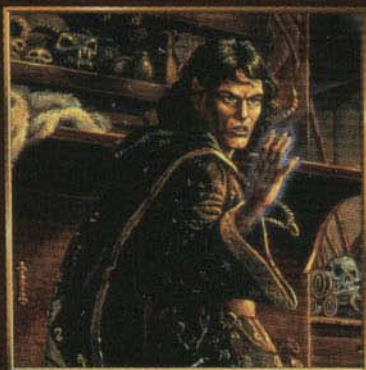


BERTREM THE AESTHETIC

8



Thoughtful and Conniving



DALAMAR THE DARK

8



Forthright and Cruel



LORD ARIAKAN

8



Roguish and Cynical



RIG MER-KREL

FEWMASTER
TOEDE



8



Inspiring and Tyrannical

VERASH



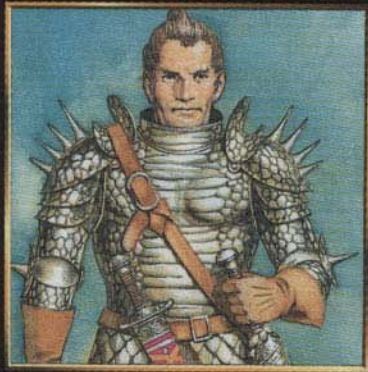
8



Studious and Opinionated

9 ♀

Heedless and
Dogmatic



BAKARIS

9 †

Ruthless and
Sadistic



EMPEROR ARIAKAS

9 ♀

Groveling and
Afraid



BUPU

9 ☾

Obsessive and
Scheming



RAISTLIN MAJERE

9 ♥

Dishonest and
Immoral



THE KINGPRIEST

9 ♣

Prying and
Pessimistic



JENDARON

HIGHLORD VERMIPARD



9 ♀

Dominating and
Dictatorial

HIGHBULP PUDGE I



9 ○

Lazy and
Prejudiced



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1  Eccentric



SOLOMIRATHNIIVS

2  Hedonistic



SUHPRYSANTI

ΚΗΛΕΠΔΡΟΣ



7  Wrathful

3  Cantankerous



SHAΨAKΛAΠGG

4  Egomaniacal



ΨΕΡΑΠΥΕΧ

ΒΕΡΥΛΙΠΗΡΑΠΟΧ



8  Malicious

ΓΕΛΙΔΙΥΣ



9  Sadistic

5  Vain



ΙΥΕΣΤΑ

6  Treacherous



ΟΠΥΣΑΒΛΕΪ

ΜΑΛΥΣΤΡΥΧ



10  Megalomaniac



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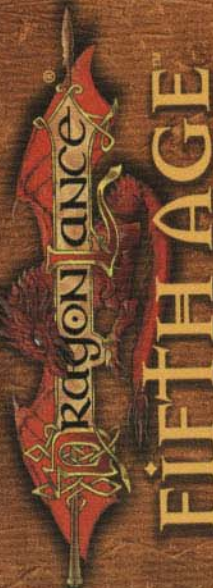
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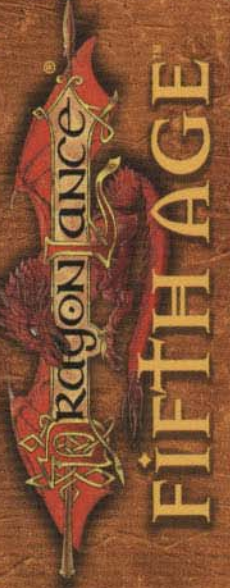
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HORN RA-KAR



Agility	3C	Reason	8C
Dexterity	5A	Perception	7C
Endurance	8A	Spirit	9D
Strength	9A	Presence	5C

PALIN MAJERE



Agility	8C	Reason	10A (100)
Dexterity	8C	Perception	9B
Endurance	7D	Spirit	9C
Strength	7D	Presence	9C

BELLADOPPA



Agility	7D	Reason	5C
Dexterity	8B	Perception	6A
Endurance	4C	Spirit	6C
Strength	4B	Presence	6B

LAURANA



Agility	7C	Reason	8C
Dexterity	9A	Perception	6A
Endurance	7C	Spirit	6D
Strength	7B	Presence	9A

THE SHADOW SORCERER



Agility	9C	Reason	10A (100)
Dexterity	9B	Perception	9A
Endurance	9B	Spirit	9B (81)
Strength	9D	Presence	9A

ROSELEPPA



Agility	6C	Reason	7A (49)
Dexterity	7A	Perception	6B
Endurance	4C	Spirit	7C
Strength	4B	Presence	8C

SPEAKER GILTHAS



Agility	8C	Reason	7C
Dexterity	8A	Perception	7C
Endurance	4C	Spirit	7C
Strength	4B	Presence	6B

TUFFY



Agility	7D	Reason	8C
Dexterity	7B	Perception	9B
Endurance	4D	Spirit	6C
Strength	4D	Presence	7B

FIREMADE



Agility	8C	Reason	5C
Dexterity	8A	Perception	7A
Endurance	9X	Spirit	8D
Strength	8B	Presence	6A

BELLADONNA

Description	Female afflicted kender
Demeanor	Lawless (5 ♣)
Nature	Cunning (6 ♠)
Reputation	Hero (Quests 17, Hand 7)
Social status	Gentry (Wealth 6)
Melee weapon	Short sword (+3)
Missile weapon	Blowgun (+1)
Armor	Leather (-2)
Shield	None

Although her given name is Billee Juniper, Belladonna adopted her present moniker in the wake of the Kender Flight. With her entire clan burned to cinders by Malystrix, she vowed to be the poison that finds its way into the Red Dragon's belly. Since that time, she has dedicated herself to fighting the Great Dragons and, more because of her grim determination than anything else, has risen to become the effective leader of the afflicted kender.

Belladonna will aid other adventurers only if they are directly opposing the will of the Evil dragons. If she discovers heroes who match her dedication to this cause, she may even offer them positions within her cadre of guerrillas.

When she uses her blowgun, Belladonna fires darts that inject a deadly poison drawn from the juices of the plant from which she took her name. (See the poison special ability in Chapter Six of the *Book of the Fifth Age* for a description of a toxin's effects.)

In addition to acute eyesight, Belladonna has an exceptional sense of smell.

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PALIN MAJERE

Description	Male human (civilized)
Demeanor	Impulsive (1 ♣)
Nature	Thorough (1 ♠)
Reputation	Legend (Quests 23, Hand 8)
Social status	Gentry (Wealth 6)
Melee weapon	Quarterstaff (+2)
Missile weapon	Light crossbow (+3)
Armor	None
Shield	None

Palin is the founder and highest ranking member of the Academy of Sorcery. He has devoted his life to the study of primordial magic and the teaching of his craft to others. He will often support adventurers who are searching for lost knowledge or trying to uncover the secrets of magic in the Fifth Age.

As a member of the Last Conclave, Palin is one of the three most powerful sorcerers on Krynn. In conjunction with the mysterious Shadow Sorcerer and the equally enigmatic Master of the Tower of Wayreth, Palin unflinchingly helps defend the world from the ravages of the Great Dragons.

Palin has mastered the use of sorcery from the schools of divination, pyromancy, and summoning. He has excellent hearing.

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HORN RA-KAR

Description	Male minotaur
Demeanor	Imperious (6 ♣)
Nature	Resolute (4 ♠)
Reputation	Adventurer (Quests 6, Hand 4)
Social status	Commoner (Wealth 3)
Melee weapon	Great axe (+8)
Missile weapon	Arbalest (+9)
Armor	Leather (-2)
Shield	None

Horn's parents were traders who sailed the Blood Sea for many years and eventually became quite wealthy. Before they acknowledge their son as an acceptable heir, however, they insist that he prove himself both in business and as a minotaur of honor. Thus, he has left home to seek his fortune.

Horn really doesn't care about money. He knows that he has all he needs and, in time, will be as wealthy as anyone could want to be. What he does desire, however, is a chance to demonstrate his acumen and business sense. He hopes to find some source of profit that his father can tap into, thus showing himself to be a worthy heir.

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ROSELENNA

Description	Female Silvanesti elf
Demeanor	Inquisitive (1 ♣)
Nature	Contemplative (4 ♣)
Reputation	Adventurer (Quests 6, Hand 4)
Social status	Tradesman (Wealth 4)
Melee weapon	Cutlass (+4)
Missile weapon	Horse bow (+4)
Armor	Leather (-2)
Shield	None

Rose is a young elf lass just old enough to begin traveling the world on her own. Born and raised in the city of Silvamori in Southern Ergoth, she eagerly seeks to see all there is to see and explore the most exotic of places. She has a child's innocence and doesn't yet understand just how dangerous the world can be in the Fifth Age.

Because of her youth and inexperience, Rose is prone to act without thinking. On more than one occasion her companions have had to rescue her from peril that her own eagerness brought upon her.

Roseleenna has acute vision and wields sorcery from the schools of spectramancy and enchantment.

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THE SHADOW SORCERER

Description	Male human (?)
Demeanor	Enigmatic (5 ♣)
Nature	Resolute (2 ♠)
Reputation	Legend (Quests 22, Hand 8)
Social status	Unknown
Melee weapon	None
Missile weapon	None
Armor	None
Shield	None

Most people in Ansalon know the Shadow Sorcerer to be a member of the Last Conclave, but they know nothing of his ultimate objectives—no one can even say for certain that he is indeed a man. All anyone really knows is that the Shadow Sorcerer opposes Beryllintranox and has magical skills seemingly beyond equal.

The Shadow Sorcerer appears to make his home in the heart of the Desolation, living virtually under the very talons of the fearsome Malystrix. It is presumed that he is studying her ways with the ultimate goal of driving her from Ansalon or destroying her. Only time will tell if these suppositions are correct.

The Shadow Sorcerer appears only where and when he will. He seldom interacts with anyone in the outside world, including heroes, unless they can help him further his own plans.

People believe the Shadow Sorcerer uses the schools of geomancy, divination, and spectramancy, in addition to the sphere of mentalism. He is thought to have acute eyesight and hearing.

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LAURANA

Description	Female Qualinesti elf
Demeanor	Inspiring (2 ♣)
Nature	Clever (5 ♠)
Reputation	Legend (Quests 25, Hand 8)
Social status	Aristocracy (Wealth 7)
Melee weapon	Long sword (+7)
Missile weapon	Long bow (+6)
Armor	Chain mail (-3)
Shield	None

Once known as the Golden General, Lauranalanthala is a brilliant strategist and a charismatic leader whose actions during the War of the Lance brought about many victories. There is no more respected or beautiful woman in all the forests of the Qualinesti.

Laurana continues to battle for the cause of right in the Fifth Age, but she does so in a more reserved manner. As an aide to her son, Gilthas, she seeks to thwart the advances of Beryl the Green while appearing to do the wrym's bidding. Her people follow her unflinchingly.

The Golden General enjoys acute hearing and eyesight.

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FIREMANE

Description	Male centaur
Demeanor	Egotistical (7 ♣)
Nature	Just (1 ♣)
Reputation	Adventurer (Quests 5, Hand 4)
Social status	Peasant (Wealth 2)
Melee weapon	Broad axe (+7)
Missile weapon	Great bow (+8)
Armor	None
Shield	None

Firemane is an energetic stallion out for adventure, romance, and fame. His self-confidence borders on egotism, but he is not unfair in his assessment of others. Firemane always seems more than willing to recognize the accomplishments and abilities of others, so long as they are quick to admire his own prowess.

Many humans think of the centaur race as hedonistic and savage. While this is not true of all centaurs, it certainly describes Firemane. His fondness for women, wine, and fun has gotten him into trouble more times than he can recount.

Firemane has two acute senses: vision and taste.

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TUFFY

Description	Male true kender
Demeanor	Gregarious (2 ♣)
Nature	Open-Minded (2 ♠)
Reputation	Adventurer (Quests 5, Hand 4)
Social status	Peasant (Wealth 2)
Melee weapon	Dagger (+2)
Missile weapon	Sling (+2)
Armor	Leather (-2)
Shield	Buckler (-1)

Tuffy is a cheerful fellow overcome with the wanderlust that is the bane or blessing of the kender race. No road is too rugged or too long for him to travel. Of course, the Fifth Age is not a time that most travelers find hospitable, so a fair number of those highways lead to trouble.

This young kender loves games, from jacks and tidlywinks to jackstraws and marbles. Given half a chance, he'll spend hours playing at such pastimes and teaching anyone who expresses the least amount of interest. He can be talked into playing for money, but the whole concept of wagers and betting escapes his understanding.

Tuffy has acute eyesight, as do all kender.

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SPEAKER GILTHAS

Description	Male Qualinesti elf
Demeanor	Serious (2 ♣)
Nature	Stubborn (4 ♠)
Reputation	Hero (Quests 18, Hand 7)
Social status	Nobility (Wealth 8)
Melee weapon	Long sword (+7)
Missile weapon	Long bow (+6)
Armor	Chain mail (-3)
Shield	None

Gil, the reigning Speaker of the Sun, is a troubled soul. On the one hand, he blames himself for striking the deal that allowed Beryl to take over the forests of the Qualinesti. On the other, he feels vindicated because he believes there was no other way to save his people from the dragon's wrath.

Today, the Speaker leads a double life. Most of the nation sees him as the puppet ruler of the great Green Dragon. What few know is that he is also the secret head of the elven resistance. Gilthas weathers the scorn of his opponents as best he can, but it is a heavy burden.

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TIKA WAYLAP MAJERE



Agility	7B	Reason	5C
Dexterity	7B	Perception	5C
Endurance	6B	Spirit	7C
Strength	7B	Presence	7B

IRONHAWK



Agility	6C	Reason	7B (49)
Dexterity	8B	Perception	7A
Endurance	6C	Spirit	6B (36)
Strength	7B	Presence	5D

BRIMSTONE STEELHAMMER



Agility	6B	Reason	4C
Dexterity	6B	Perception	3C
Endurance	8B	Spirit	6C
Strength	7B	Presence	7D

SEVERUS STOPENHAND



Agility	3D	Reason	8C
Dexterity	5D	Perception	6B
Endurance	7A	Spirit	6A (36)
Strength	8B	Presence	9B

CARAMON MAJERE



Agility	5A	Reason	7C
Dexterity	5A	Perception	7C
Endurance	8A	Spirit	7C
Strength	8A	Presence	8B

SPINNER



Agility	6C	Reason	9C
Dexterity	8C	Perception	9B
Endurance	4D	Spirit	7A (49)
Strength	3D	Presence	5B

GOLDMOON



Agility	3C	Reason	8C
Dexterity	4D	Perception	8B
Endurance	5C	Spirit	9A (81)
Strength	5C	Presence	9B

PORTHIOS



Agility	7C	Reason	7C
Dexterity	7B	Perception	5A
Endurance	8C	Spirit	5D
Strength	8B	Presence	8A

MOONSONG



Agility	8A	Reason	6C
Dexterity	8A	Perception	8B
Endurance	9B	Spirit	8C
Strength	8B	Presence	8B

BRIMSTONE STEELHAMMER

Description	Male Daewar dwarf
Demeanor	Wild (7 ♥)
Nature	Relentless (5 ♠)
Reputation	Adventurer (Quests 6, Hand 4)
Social status	Commoner (Wealth 3)
Melee weapon	Broad axe (+7)
Missile weapon	Heavy crossbow (+7)
Armor	Scale (-4)
Shield	None

Brim, the blacksheep of his family, was all but driven out by his parents as soon as he reached adulthood. Always on the lookout for excitement and adventure, no matter how much danger it might bring, Brim has gotten himself into trouble with the law several times.

There is nothing Brim loves more than a good brawl or a wrestling match. Given any excuse, this hothead will throw the first punch and worry about who was right or wrong later.

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IRONHAWK

Description	Male human (barbarian)
Demeanor	Cautious (4 ♠)
Nature	Serious (2 ●)
Reputation	Adventurer (Quests 5, Hand 4)
Social status	Commoner (Wealth 3)
Melee weapon	Mitre (+5)
Missile weapon	Long bow (+6)
Armor	Leather (-2)
Shield	None

Ironhawk is the last survivor of his tribe and now lives as a wandering nomad. He still remembers the dragon attack that left him alone in the world and keeps a hatred of all dragons smoldering in his heart. Seldom does a night pass that this troubled youth does not cry out in fitful sleep.

In his travels, Ironhawk has picked up a wide array of useful skills. In addition to being a skilled warrior and archer, he has achieved some mastery of both sorcery and mysticism. In the latter case his skill lies in the school of pyromancy, while he based his mystical background in the sphere of animism.

Ironhawk has acute senses of hearing and smell, which help him move through dark forests with ease.

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TIKA WAYLAN MAJERE

Description	Female human (civilized)
Demeanor	Opinionated (1 ♥)
Nature	Curious (2 ♣)
Reputation	Legend (Quests 25, Hand 8)
Social status	Guildsman (Wealth 5)
Melee weapon	Short sword (+3)
Second weapon	Iron skillet (+2)
Armor	Leather (-2)
Shield	None

Because Tika is a veteran of the War of the Lance and has always fought for the side of Good, she is greatly troubled by the events of the Fifth Age. In conjunction with her husband, Caramon, she operates the Inn of the Last Home, using it as a cover to support the covert activities of the Legion of Steel.

Tika generally seems willing to help a band of heroes, provided that they can prove to her that they are both trustworthy and competent.

Although Tika is more than seventy years old she seems much younger, and her spirit is as fierce as it was when she was only seventeen. When called upon to defend herself, she can still wield a skillet with the best of them.

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SPINNER

Description	Female thinker gnome
Demeanor	Clever (5 ♠)
Nature	Observant (6 ●)
Reputation	Adventurer (Quests 6, Hand 4)
Social status	Tradesman (Wealth 4)
Melee weapon	Sickle (+3)
Missile weapon	Crossbow (+5)
Armor	None
Shield	Kite (-2)

Spinner's true name translates into the common tongue as *Maker of wheels that spin in endless circles but go nowhere*, a gnomish appellation that describes her fondness for water wheels, windmills, and similar devices. This young lady of endless curiosity loves to sit for hours just watching a machine operate, trying to understand its every working aspect.

In addition to her interest in mechanisms, Spinner's patience and concentration have enabled her to master the art of mysticism. She is talented at using the spheres of divination, healing, and meditation. Spinner also has an acute sense of touch, which aids her in fine work.

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CARAMON MAJERE

Description	Male human (civilized)
Demeanor	Thorough (1 ♠)
Nature	Brave (2 ♠)
Reputation	Legend (Quests 27, Hand 8)
Social status	Guildsman (Wealth 5)
Melee weapon	Long sword (+7)
Thrown weapon	Dagger (+2)
Armor	Plate (-5)
Shield	Horse (-4)

Caramon and his bride Tika own and operate the Inn of the Last Home in the city of Solace. Behind the scenes, they do what they can to support the Qualinesti elves in their resistance against the green dragon Beryl's tyrannical claw.

Caramon is less willing to help strangers than Tika, however. He worries that such risks could accidentally betray the Inn's secret nature as a safe house for members of the Legion of Steel. However, if a band of adventurers can convince him they are noble and good, this Hero of the Lance will do all he can to aid them in their efforts. Caramon also will support a plan that benefits the Academy of Sorcery, which was founded by his son, Palin.

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SEVERUS STONEHAND

Description	Male Daewar dwarf
Demeanor	Charismatic (4 ♥)
Nature	Egomaniacal (4 ♣)
Reputation	Hero (Quests 16, Hand 7)
Social status	Aristocracy (Wealth 7)
Melee weapon	Battle axe of fame (+12)
Thrown weapon	Shuriken (+1)
Armor	Plate (-5)
Shield	None

Severus is a powerful and charismatic figure. A zealot in his devotion to Reorz, he believes himself to be the prophet of that departed god. It is his duty to lead the dwarves through these dark times and prepare for the eventual return of the gods.

Although many outsiders might consider Severus a dangerous madman, none can doubt the loyalty of his followers. Indeed, the bone helm that he wears has become a symbol of the Daewar thane and the dwarves' determination to weather these difficult times. Severus will allow no one to live who challenges his beliefs or teachings.

A skilled mystic, Severus uses magic of the healing, divination, and channeling spheres. He also has excellent hearing.

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MOONSONG

Description	Female human (barbarian)
Demeanor	Resolute (4 ♠)
Nature	Just (1 ♥)
Reputation	Master (Quests 11, Hand 6)
Social status	Aristocracy (Wealth 7)
Melee weapon	Mace (+7)
Missile weapon	Great bow (+8)
Armor	Leather (-2)
Shield	None

Moonsong, the elder of twin daughters born to Riverwind and Goldmoon, is the ruler of the Abanasinian plains barbarians. She is a skilled hunter, a bold warrior, and an unswerving enemy of injustice. Goldmoon remembers will the horrors of the Kender Flight and has vowed to protect her people from the fate that befell the kender. To that end, she often seeks the counsel of her mother, the First Master of Mysticism.

Moonsong will support adventurers who oppose the power of the Great Dragons, but only if she sees no danger that their actions will cause the eyes of those terrible beasts to look upon her people. She knows the power of the wyrms and believes that only fools fight an enemy they have no hope of defeating.

This Chieftain has an above-average sense of smell.

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PORTHIOS

Description	Male Qualinesti elf
Demeanor	Distant (6 ♠)
Nature	Opinionated (8 ●)
Reputation	Hero (Quests 18, Hand 7)
Social status	Guildsman (Wealth 5)
Melee weapon	Long sword of fame (+12)
Missile weapon	Long bow (+6)
Armor	Leather armor of glory (-10)
Shield	Target shield of renown (-7)

Porthios, a dark elf, lives the life of an exiled member of the aristocracy. He insists on being treated with all the respect and adoration that his former position as Speaker of the Sun carried. In truth, however, his resources and current social influence reflect his expulsion from the elven kingdoms.

Porthios is always willing to offer military support to unify the races of elves and to remove the dragon Beryl from her position of power. He will not, however, agree to any action which would leave his "traitorous" nephew Gilthas on the throne permanently, for he sees that as the rightful place for his own son, Silvanoshei.

This elf's acute eyesight and hearing help him sneak unnoticed about Beryl's realm.

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GOLDMOON

Description	Female human (barbarian)
Demeanor	Compassionate (3 ♥)
Nature	Optimistic (2 ♥)
Reputation	Legend (Quests 26, Hand 8)
Social status	Aristocracy (Wealth 7)
Melee weapon	Mitre (+5)
Missile weapon	Prodd (+1)
Armor	Leather (-2)
Shield	None

Goldmoon is the mistress of the Citadel of Light and seeks to spread peace and harmony through the world. She believes the answers to all of Krynn's current difficulties lie within the hearts of mankind.

Goldmoon will help those who are undertaking just and noble causes. A healer by birth, she feels reluctant to do anything that will promote bloodshed or war, however.

The mother of the Citadel is the First Master of Mysticism. She has mastered the spheres of animism, healing, and sensitivity.

Due to her age, the barbarian Goldmoon's Physical ability score total no longer exceeds her Mental ability score total. (However, the strong in spirit continue to see her as young and beautiful.) She has acute eyesight.

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