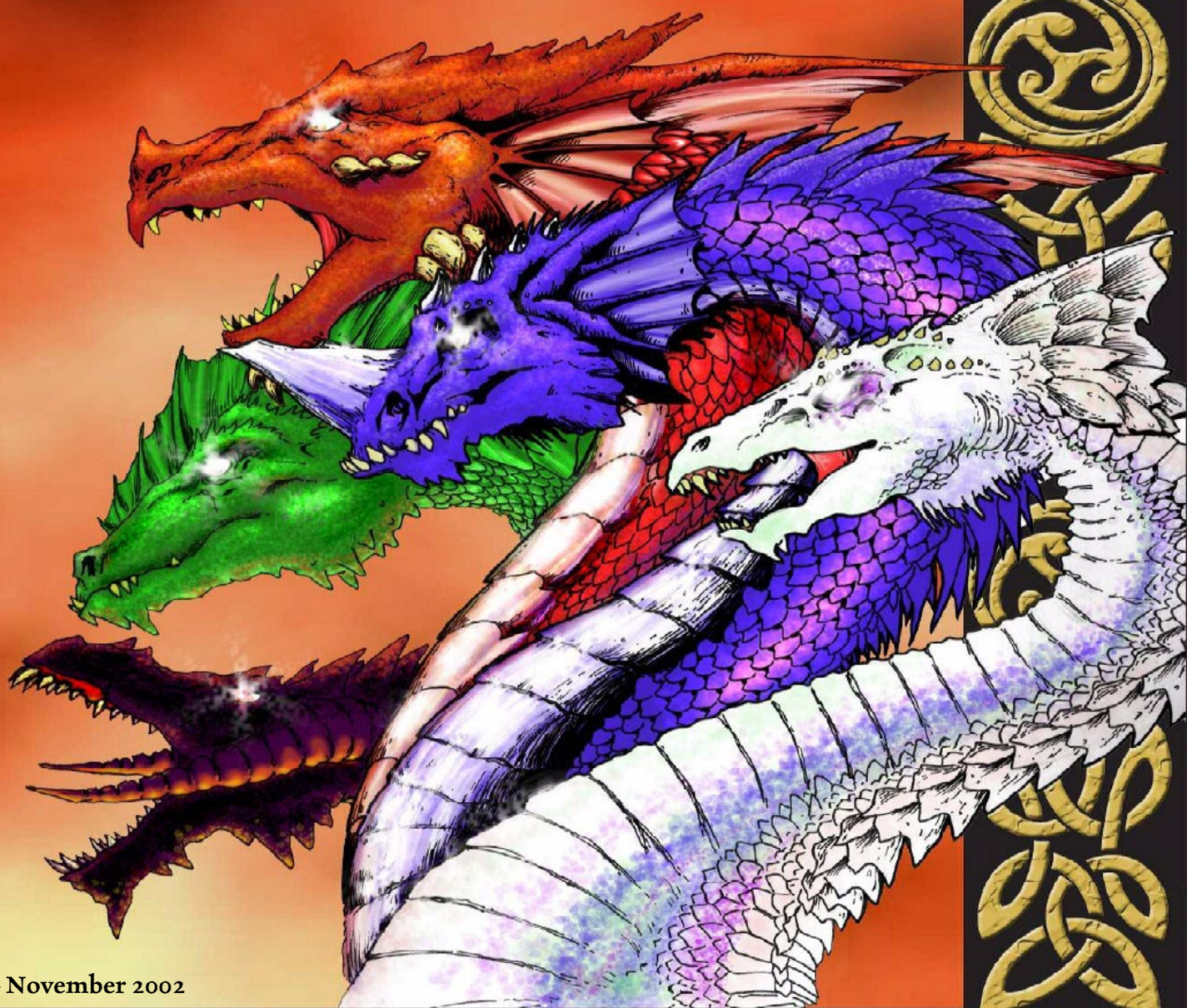




DRAGONLANCE

THE
TOBRÍL



Issue 1 — November 2002

The Tobril

A DRAGONLANCE web-magazine

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Editorial

What is this all about?

—Written by Luis Fernando De Pippo



*reetings! I am Luis Fernando De Pippo, the editor of the *Tobril* magazine you are now holding, and I would like to*

*explain why we created the *Tobril* and what you can expect to find in this issue, and the ones that follow.*

The magazine was born from a conversation between fellow Whitestone Council member Neil Burton and myself. We both felt that when the *Legends of the Lance* newsletter disappeared, a void was created in the community. *Legends* was a great resource and its passing is still deeply mourned, so why not produce a new e-zine to provide different kinds of articles for Dragonlance fans? From there the idea was presented to the Council and thus the magazine was born. Neil and I remain the editors of the e-zine and we have the talented help of Richard Connery to make it great.

Why the “*Tobril*”? The name is derived from the book that Gilean was given by the High God at the beginning of time, containing within its pages every detail about the world of

Krynn. Like its namesake, the main goal of the magazine is to provide steady, original content related to all things Dragonlance, and to create a comprehensive resource with articles of interest for a wide variety of readers. This means that you will be able to see gaming content (such as new magical items or prestige classes), alongside reference material (such as an in-depth analysis of the ancient Bakali summoning jars), next to articles on the Dragonlance community at large and much more, designed for gamers and non-gamers alike.

To fulfill the goal we have set out, your opinion is very important to us. We would like you to submit content or ideas to the magazine as well as to help us get better after each issue. If you think something should be in the magazine, and it's not, then feel free to point it out to us; if you think a particular feature is not working, then tell us. Feedback is very important and the only way for us to get better is to know what we are doing both right and wrong. Send all your questions and comments to tobril@dragonlance.com. We are also looking for artists so if you think you got what it takes, drop us a line.

In the meantime, I hope you enjoy the magazine!

Luis Fernando De Pippo
Editor of *the Tobril*

Thanks to:

G. Bidart is a graphic design student who sometimes gets some art done. He has done some freelance works in that area, but he's currently living on a nine to five job. He honestly believes he has talent, and his mother thinks he's gorgeous, for what it's worth.

Neil Burton lives and works in the 51st State of the USA, England, where he claims to be a professional software engineer. He's been with the Council since day one but has, as yet, failed to make everyone realise that they're spelling “colour” wrong. Krynn has been his gaming home for over a decade.

Trampas Whiteman founded the Whitestone Council in January 2001, bringing together a group of talented fans with the purpose of keeping Dragonlance gaming alive and supporting Dragonlance fandom. Alongside co-chair Matthew Haag, Trampas oversees both Dragonlance.com and the Dragonlance Nexus. Trampas is a Kansas City native with a degree in Broadcasting and Film, and has worked in radio, TV, and advertising. Trampas recently spoke at Bertrem's funeral at GenCon 2002, and works as coordinator between the Whitestone Council and Sovereign Press.

Submitting your articles:

If you've written a piece of fiction, reference, gaming or have some other Dragonlance-related article to show the community and would like to see it in an future issue of *the Tobril* just send your proposals to tobril@dragonlance.com. We're also very interested in hearing your thoughts on the magazine so sharpen those quills and bring out the ink. “By the fans, for the fans.”



Ancient Krynn

Bakali Summoning Jars

—Written and illustrated by John Grubber



The following information is an excerpt from my journals, compiled during my time amongst the Bakali of Nordmaar, supplemented with library research completed after the fieldwork ended. If the legends told by the Bakali shaman are true, these artifacts are most dangerous, and work should be done to find them, or at very least, discover their fate.

*Iago Tomasi, Scribe of Gilean
Library of Kalamán—Brookgreen, 367AC*

SECOND DAY OF YURTHGREEN, 366 AC

It has been three days since my guide left me at the Jukana Fork. I have continued up the Devida River in my canoe alone, but I still feel eyes upon me as I travel. These past two nights, I have been able to find safe shelters, but I am in the midst of a narrow canyon now, and night is falling. The current has carried me, making the paddling easy, and giving me much time to view the verdant jungle around me. It is beautiful, there are trees here that rival the vallenwoods of Solace in size. I have never seen so many shades of green, but even that is broken up by bright plumage of jungle birds or the petals of exotic flowers. If it weren't so hot and humid, I might mistake this for the paradise of Zhan that the priests of Zivilyn speak of.

FOURTH DAY OF YURTHGREEN, 366 AC

I have made my camp on a narrow sandbar, it appears that the river does not reach it, so I should stay dry, if it doesn't rain.

FIFTH DAY OF YURTHGREEN, 366 AC

When I completed my morning devotions, I set about striking camp, only to find my canoe gone, and my equipment scattered. The sand could not hide the footprints though—large, and three toed—a large troglodyte, or, if my guide was right, one of the Bakali native to this region. Nothing appears to be missing, except the canoe. This is an exciting development, but it also leaves me stranded in the middle of a fast-flowing river.

SIXTH DAY OF YURTHGREEN, 366 AC

I have been on the sandbar for over a day now. Last night torches appeared on both sides of the river, accompanied by a hissing chatter—I can only assume my search for a Bakali tribe to study is nearing an end, and the real work will soon begin.

NINTH DAY OF YURTHGREEN, 366 AC

It has been three days since I was able to enter anything in my journal—it has only just been returned to me.

I was awoken three nights ago in the middle of the night by the sound of dripping water and a sharp pain in my side. I rolled over to find a group of the lizard men, weapons drawn, surrounding me. The weapons were crude, made of wood and stone, but I do not doubt their effectiveness. The two Bakali in front of me leaned in close, and I reeled under the foul smell. They sniffed at me once or twice, before jumping back, covering their noses and calling something to their compatriots.

The sound that followed in response was a strange hissing chuff—perhaps they were laughing, I later learned they were—and that I smelled as bad to them as they did to me. As I reached under my robe to pull out my holy symbol, one of the pair dropped with amazing speed and seized my hand in an iron-grip, slowly drawing it out as the other pressed a spear against my throat. As my hand was pulled out of my robe, the creatures' slitted eyes fixed on what was in my grasp. I had initially wanted the symbol to explain why I was there, in hopes they would recognize what a book is and its purpose, but I confess that at that moment, I was praying for protection against whatever they had planned for me. The creature released my hand, only to bark-hiss out to the group

again, in what had the cadence of a command or sentence of some kind.

The assembled group of torch bearing lizardmen (I later learned the group was actually comprised of males and females) parted and a strange figure approached us. Though I could tell this one was a Bakali, he was draped in skins, feathers, jangles and other talismans, and in one hand he carried a staff—topped with what appeared to be a very human skull. This person hopped towards us, barely leaning on the staff, hissing softly as it approached. It crouched down in front of me, shooing off the other pair, and pressing its face close to mine while his clawed hand gently took hold of my amulet. I was somewhat scared—given that medallions of faith can injure those of impure intent—that if this person were to be injured, I would certainly be killed.

My medallion saw true though, and this being of obvious power, intelligence and peaceful intent was unharmed. The smell of this one was even worse—it was a combination of lizardman, plants and other odours—like a walking herbalists shop. He reached under one of the skins covering his chest, and drew out a talisman of his own—a shard of pottery on a rawhide neck loop. In the dark I could not make out what the image carved upon it was. He held it closer, but in the shifting light I still couldn't see. He pressed it into my hand, and I was amazed at its weight—it was easily thrice that of my medallion. The shard trembled in my hand—it was teeming with magical emanations, it was then that I was certain he was a holy man as well—no one but a representative of the gods could wield such power.

I released the amulet, and he rose up, looming to an intimidating seven feet tall, and bellowed out to the group, before grasping the front of my robe and hauling me to my feet. I was terrified, but really had no options, surrounded as I was. I started towards my equipment, but was seized by another of the lizardmen, one of the initial pair, and pushed in another direction. As I looked back, I saw two of the Bakali crouch and gently begin to put things into my pack. I strained to see further, but the crowd closed behind me, and opened in front of me at the waters edge, to reveal a large pontooned raft at least twenty feet long, complete with a straw-roofed center section. The Bakali that had grabbed me urged me aboard while the other of the original two bellowed out to the group, making had gestures as well—perhaps Bakali language has both verbal and somatic components. At once the group disintegrated, and the lizardfolk darted into the water, racing off in various directions. Six stayed behind, boarded the raft and took hold of large poles, which they used to guide the boat further up the river.

TWENTY-THIRD DAY OF YURTHGREEN, 366 AC

It has been two weeks that I have been among the Bakali. My main contact with the tribe is through the shaman. From my observations, he is revered or honored by much of the tribe, and they defer to him in their actions, even the chief, but in general they avoid him. It seems almost like they fear him. This is understandable—similar behaviors have been noted among many hunting and gathering folk. They treat me similarly, though sometimes small children will summon up the courage to peek into my tent, or sneak up and touch me before scampering away with their fellows.

The diet has taken some getting used to—I am not a lover of insects—but has proven surprisingly diverse. Much of the time in the early day is spent gathering berries, nuts, tubers and other plants, while at small groups leave the village at dusk and return in the morning with a few small animals and mud-lined woven baskets full of insects.

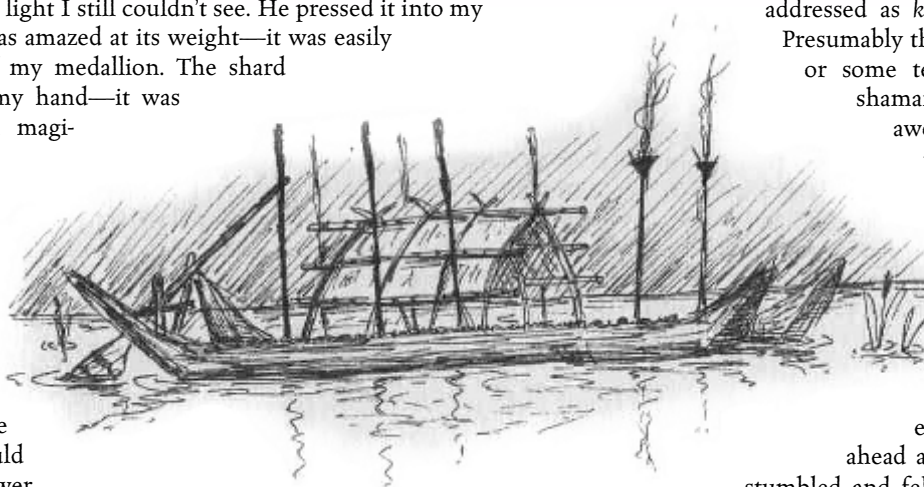
I have been making much effort to the basics of the Bakali language, starting with proper nouns, as near as I can decipher. The shaman, who has moved into my tent this day, may be called *kerr-iss*, or that may be his title, as I am addressed as *kerr-itt* by the tribesfolk.

Presumably the word means “student” or some term or relation to the shamans name-title. I was awoken last night by *kerr-iss*, who pressed his medallion into my hand before taking my wrist and pulling me out of the tent.

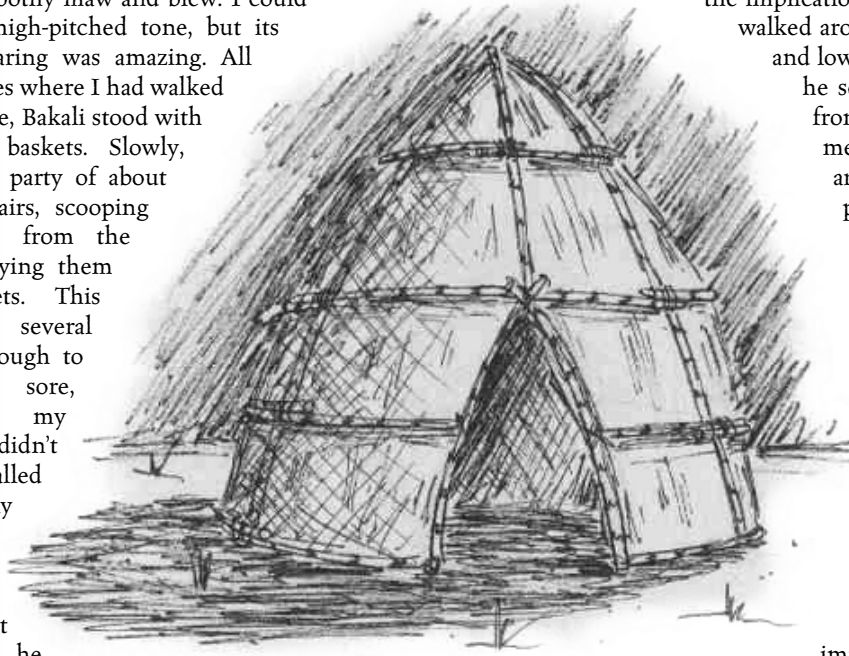
The moon was full, so I could see easily the jungle paths ahead as we raced along. I still stumbled and fell several times, but the Bakali's steps did not falter once—they must have tremendous eyesight in the dark.

He lead me onwards for nearly an hour before we entered a large grassy clearing with a small mound of earth in the center. It was about six feet tall, and we cut a path through the tall grass for it. Standing on it, he held his medallion above his head and began to chant. A soft wind began to blow, swirling through the grass, and the image on the shard began to glow—outlining the dragonfly image in a fiery orange color. The chanting continued and the wind grew, and soon a buzzing sound began to fill my ears. Few at first, but growing every second, dragonflies began to circle us, until a deafening cloud whirled around us. The chanting ceased and *kerr-iss* pressed the shard into my hand. I brought it close to my face to examine it, and instantly the dragonflies dropped low in the air, hovering just above the grass. *Kerr-iss* took my hand, raised it high, and with a jerk, emphasized I should keep it raised.

Again, the swarm of dragonflies flew up to the height of my hand and began a slow wheeling turn, all the way out to



the edge of the clearing, like an enormous wheel, with me at its center. *Kerr-iss* pulled a shell horn from his belt, pressed it to his toothy maw and blew. I could barely hear the high-pitched tone, but its effect in the clearing was amazing. All around us, in places where I had walked not minutes before, Bakali stood with wove nets and baskets. Slowly, methodically, the party of about ten walked in pairs, scooping net-full of bugs from the swarm and emptying them into the baskets. This continued for several minutes, long enough to make my arm sore, though in my fascination, I didn't care. So enthralled was I that I barely noticed when *kerr-iss* took my wrist and began to chant again. Slowly, he lowered my hand and the chanting grew softer. The swarm began to dissipate, and soon was gone. I hadn't even noticed the basket and net bearers leave either. Exhilarated but also exhausted, I followed the shaman back to our tent.



potentially thousands of years of tribal history recorded here.

While I stared at the bundles as pondered the implications of their contents, *kerr-iss* walked around the hut, looking lower and lower towards the floor. At last he seized a bundle and lifted it from its hook, placing it before me. He held out the shard around his neck, and then pointed at the bundle again, before he unrolled it on the mat in front of me. Carving leapt out at me, dark against the yellowed bone. He pointed at an image of a jar, a carving that rivalled those of the Ergothian scrimshaw artists in detail level. The jar carving had a grid on it, each with a smaller image within it. One leapt out at me immediately: a dragonfly.

Other images followed, ants, scorpions, spiders and other insects. Another jar image followed, with serpents, frogs, lizards and other small reptiles. Another jar followed that one, with what appears to be clouds and lightning upon it. In all, I counted seven jars. I spent long hours poring over the bone-scrolls, as I came to call them. This could greatly add to my research.

EIGHTH DAY OF FLEURGREEN, 366 AC

Kerr-iss took me to his hut today. The chief met us at the door of my tent, along with several warriors, who provided an escort across the village. We stopped once, where the assembled group bowed towards a *stone stela*, a round pillar carved like twisted cord, topped with an egg-shape. I followed suit, and while at first they seemed surprised, they soon continued on. They left us at the door of the tent, and the shaman and I went inside. He gestured toward a finely woven grass mat of many colors, where I sat while he retrieved what looked like animal bone tubes, hanging in a cluster on a wall. He untied the bundle, and it was revealed to be a set of tubes bound together side by side, an inch across, each with carving upon it. Each was set on a spindle, so that it could be rotated, while the spindles were all bound to each other.

Looking around the room I noticed that there were more bundles—hundreds of them. The ones I held were quite white, but there were others that were amber and even brown with age. The other bundles had red leather bound around them, while this one did not. It was then that I noticed the dangling cords at the end of the last spindle, and the smooth tubes on the floor. A small stand held another and several small tools. Clearly marked on the tube was the symbol of Gilean, a rendering of my tent and what appeared to be an image of a man—me, if I guessed correctly. *Kerr-iss* was not just the tribes' shaman, he was its record keeper!

I don't know how long the records extended, but if the bundle in front of me was for *Kerr-iss'* lifetime, there was

SUMMARY:

THE SUMMONING SHARDS

Over the remaining months I spent with the tribe, I was able to learn more of their language, and they some of mine. Biology was a hindrance though, for both of us, as we lacked the features to make some sounds properly. In my field notes I have compiled an extensive pictograph and glossary, perhaps for future release.

If the pictographs on the bone-scrolls and the legends of the Bakali are true, the jars were made ages ago, even before the birth of the starborn races, the ogres, elves and humans. The most powerful Bakali shaman-mystics created them to help control weather, insects and other natural forces—to allow the Bakali civilization to grow and flourish in the early days of Krynn.

Presumably they worked, and became quite important icons to the people, artifacts of peace, at least for a time. According to the scrolls, all that changed. One of the jars had been used carelessly, and had become a tool of war. With it, one city marched on others, using the power of the jar to summon storms and swarms to attack and batter them into submission. The other cities had no choice but to respond by misusing their own jars to defend themselves. The great gift that the jars represented was perverted and used for war.

Then one day, the end of the world came to the Bakali civilization. Snows began to fall, and the ice came from the south—the jars were powerful, but not powerful enough to stop the ice. The Bakali began to flee north, away from the cities and towards the equator, while the greatest warriors and mystics gathered on a mountaintop. There were once seven jars, but only four remained by then—two were destroyed, and another was lost on the seas. The jars were placed in a circle (this may be related to the presence of the five interlinked circles in Bakali iconography), and a great chant was begun, to summon a storm of great power to melt the ice and sweep away the snow forever. To do this though, the jars would have to be broken, and their full might released.

Though they were initially reluctant, eventually all present agreed, and the ritual began. As it neared its height, the skies clouded over, and a great opening formed, above the mountaintop. Mists and ice began to swirl, and coalesced into the form of a majestic-hooded serpent—the goddess Chislev as she is known to the Bakali. A second pillar formed, of fire and smoke, and became an image of Sirrion. The chanting was halted, and the circle broken while the gods told their children that their rite would fail, but that they must not give in to despair. Instead, the gods commanded them, they must break the jars, and give a shard to the shaman or greatest warrior of each tribe, and to pass it down through the years, until one day they would receive a sign, and a way to reunite the pieces and rebuild their ruined cities. One can only presume they obeyed, and the shard I saw around *Kerr-iss'* neck is but one of many.

Physically, the shards and jars are made of a tan or sand-colored clay, presumably sun-fired. If my estimates are correct, a complete jar is roughly three feet tall, with an egg-shaped body and a flared neck opening. Below the rim there is a band inscribed with as yet untranslated Bakali glyphs. In general then, the jars conform to ancient Bakali pottery standards. Where they differ is in the decoration. The pictographs are simple, which contrasts with other Bakali artwork, such as paintings and carvings which are often quite intricate, if simple in technique. They exist in a dual band slightly above the mid-point of the jar, and circle the vessel. At the base of the jar there are no feet to support it—presumably it is to be held by the seated user or placed in a stand of some sort.

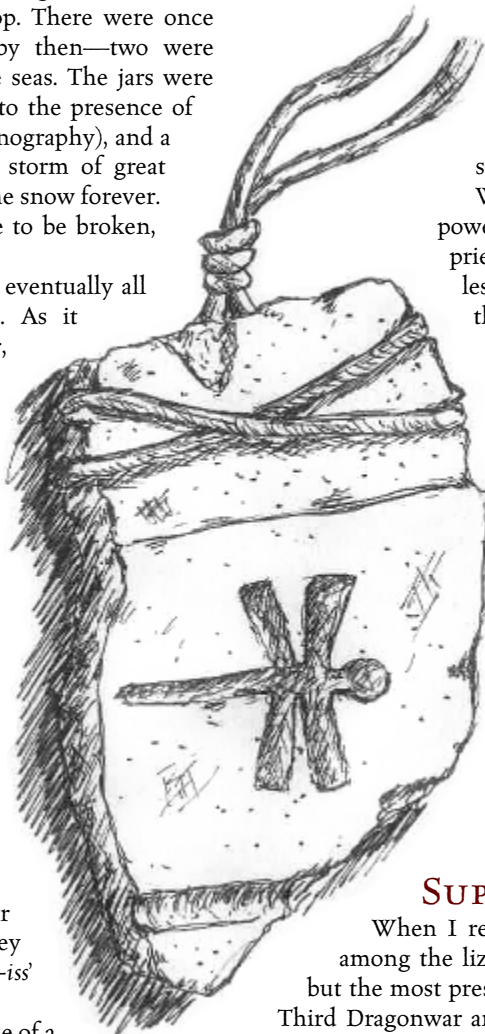
The shards are powerful amulets, and they are probably the greatest relics a given tribe possesses. They are flawed though—they can summon what they depict, but they provide only limited control once the summoning has

manifested. It seems that they can also only be used three or four times in a month, but this could vary in the hands of different wielders. Using a shard is a draining experience, as I can attest to. I witnessed its use, and aided in the ceremony,

many more times during my fieldwork. The might of the Shaman seems to affect efficacy and frequency—the greater the summoner's power, the more will he can exert and dominate what has been summoned.

When I held the shard, I sensed great power within it, but not power like that of a priest granted by the gods. It felt rawer and less focused, as though it was bound within the shard, barely contained and very unstable. I think greater study is needed.

Kerr-iss has met others with shards during his lifetime—some have known their power, but many have not. Some, he guessed, cannot feel the power—he says they are *Jarak-Sinn*, the tainted. Others have fake shards, copies made for some reason, while others have shards that are worn smooth with age—their image, and hence their power, lost forever. The rims and bases of the jars are of great importance, but *Kerr-iss* did not know anything of their fate—he said that the signs will reveal all that is needed when the time comes. He seems content to wait.



SUPPLEMENTARY NOTES

When I returned from the field after six months among the lizardmen, I had many tasks ahead of me, but the most pressing was to delve into the history of the Third Dragonwar and look for references to the completed summoning jar, or indeed any of the jar fragments.

My search was made more interesting by the newfound presence of accounts from that war. A stronghold of Galan Dracos, who led the forces of Takhisis, was recently uncovered and excavated in the mountains of Solannia, though it remains unclear if it is the citadel from which he commanded or merely a bastion for his forces. Regardless, within the ruins was found a chest of scrolls and books, journals and letters of officers in the Dragonarmy and members of the dark priesthoods that aided the horde. It provided a valuable glimpse at the other side of that war, but more important to my purposes, it described the jar in great detail. I have summarized the journals of the priests, paraphrasing for clarity and rectifying archaic language they used. There are no surviving accounts from the Second Dragonwar, the war in which Takhisis and Hiddukel tricked many Bakali into serving them in great armies.

SUMMARY:

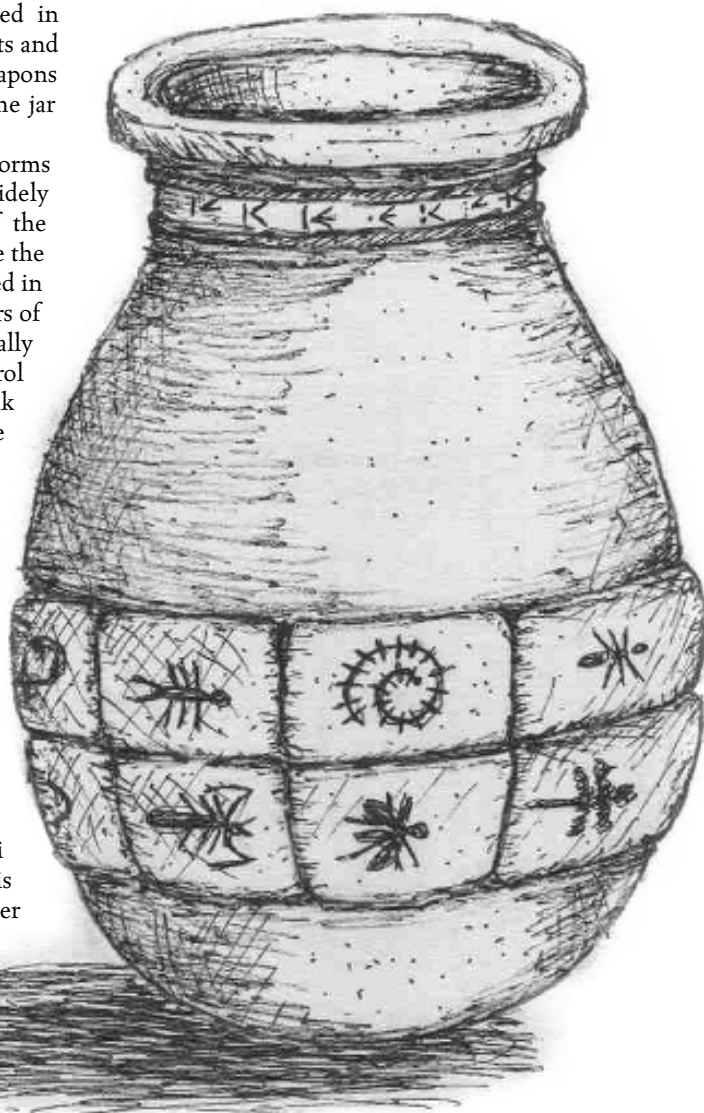
THE SUMMONING JAR

The dark priest Savo, working with Galan Dracos, scoured Ansalon and the lands beyond in search of artifacts to aid them in the Dark Queens war. Their agents traveled in disguise, doing research under the noses of other priests and scholars, all the while attempting to gather secret weapons to turn the tide in their favor. We can only assume the jar was one of their discoveries.

Accounts from the Solamnic side speak often of storms and swarms lashing their forces, but until now it has widely been assumed it was the action of priests alone. If the legends of the summoning jars are true, this may not be the case. It is well known that the priests of Takhisis worked in groups to focus their power, and according to the letters of Audemar of Estwilde, one group was set aside specifically to use a magical jar that had been constructed, to control and focus the power it unleashed. Other accounts speak of the origins of the jar, how ogres were lead across the continent by several priests, slaughtering Bakali in village after village, all to find more of shards.

It was Dracos himself who led the reconstruction, he knew only a person of his might and will could complete the task. The journal also speaks of the rim shards of the jar—and how Dracos was obsessed with finding them, even above finding more inscribed pieces. He apparently knew that the rim was where the control would be found, that it was both the gate through which the power channelled, and the ring through which it could be controlled.

According to the notes of Savo, his agents found pieces to complete one, buried in the ruins of a Bakali city in the Plains of Dust. The ultimate fate of the jar is unknown, for the war continued for several years after Audemar's letter describing the its completion. There is no record of it being found after the surrender, so it may survive, to this day, hidden away in the catacombs of some temple—perhaps in Dracos' lost citadel itself.



About the Author

John Grubber is an aspiring artist and author who lives in the wilds of Northern Ontario, Canada. He is currently working a Fine Art Degree to compliment his anthropology, religion and education degrees. A long-time lover of Dragonlance, he hopes to work in Krynn for many years to come.



Kender Corner

Kender Wizards

—Written by Sean Macdonald; illustrated by Gaston Bidart



Magic has always fascinated kender. To a race that can get excited about small shiny objects it's not too hard to see

how the fireworks and mysticism of the arcane arts could hold their attention. At the heart of each kender beats a longing to know more about or experience magic, just as they long to explore the mysteries of the world. But there is nothing quite so stunning as the look of child-like wonder of a kender staring at a mage as she performs extraordinary feats of enchantment. Magic is just one of the things that makes the world worth living in for this race.

When the kender race was born into the world through the mayhem of the Graygem, the Wizards of High Sorcery had been getting organized for almost five hundred years, learning the secrets of controlling arcane magic and shaping it into desired results. It was a labor of love for these first pioneering wizards. They took on dangerous and sometimes deadly experiments to catalog the precise hand symbols, esoteric words, and materials needed to craft each and every spell. What was once considered to be a loosely structured group of wild wizards had formed into the Orders of High Sorcery. Mostly human mixed with a few elves, these first wizards had decided that past atrocities and accidents by unskilled mages demanded strict regulations on the use of magic. No one was allowed to practice arcane magic outside of the structure of the Wizards of High Sorcery or be branded a renegade.

Following the passing of the Graygem, the Wizards found themselves inundated with new races and creatures to deal with and the growth in the studies of magic slowed down in order to better understand the changing world around them. Roughly five hundred years after the creation of the Orders

the first kender arrived on the doorstep of a school of learning wanting to know more about the arcane arts.

At this time the race was still relatively new. Few wizards had ever had dealings with individuals of this new race. Over the next twenty years debates raged among the Orders over allowing this new race to participate. Certainly there had been very few gnomes that had ever been interested in the arcane arts, except those that wanted to know how to dismantle it to examine its different properties, and this other new race, the dwarves, did not seem to have any particular interest in it. In fact, they shunned it. So now they had a new race that was eager about learning magic. Those mages who had spent any amount of time with a kender reported that they felt it was a bad idea. The kender race did not show any inkling of being orderly or even capable of learning in a structured environment. Other wizards thought that by denying kender wizards, they invited themselves for failure in exploring new areas of arcane magic that had not been used before. In the name of the growth of the arcane arts kender were admitted into the Orders of High Sorcery.

It was not long before the wizards that had spoken against their entrance proved themselves correct. One thing the kender were apparently excellent at doing was making something disappear and they did it without the first bit of knowledge of magic. Teachers found that classroom equipment and supplies went missing at the most inopportune time and most spell components ended up with the kender instead of with the teacher or other students. Fights broke out and taunting occurred when the kender were teased which only exacerbated the problem. The kender also had a hard time staying in class, and following explicit instructions. "Why only add one pinch of sulfur when a handful would make a much larger explosion?" The experiment of integrating kender into the institutes of magic was considered a dismal failure.

All kender were asked to leave the classrooms and the future of kender wizards looked bleak. But some wizards discovered that kender could learn better while on the road. A kender that is busy traveling here and there will be happy to listen to any kind of teaching that might come her way. A very few wizards did take on kender apprentices, but only those kender that showed the greatest amount of discipline and ingenuity were ever considered. Thus it came to pass

that a few number of kender did actually make it into the Orders of High Sorcery. They learned enough on the road to take "The Test" and the few kender that passed it made it into the Orders of High Sorcery. For the next four hundred years kender wizards continued to thrive, but only a handful of kender ever actually made it past "The Test."

The Orders were not happy with this latest addition into their ranks however. There were many complaints of missing spell books, unlawful entries into secret rooms and private meetings, all of which was explained with flippant attitudes and implausible excuses. Plus the few kender that had learned even the lowest of spells were not known for using them responsibly. They used them for pranks and entertainment. Something the wizard community frowned upon and something that scared the general populace.

In the year 2600 PC the kender race did something that would forever doom their future as wizards. They "borrowed" a flying citadel and crashed it into the Sentinel Mountain range of Northern Ergoth. The discovery of the floating fortress and subsequent reckless disregard of it was the last straw. At this point and time discussions of the Towers of High Sorcery had been underway and the citadel was considered to have been an ideal instrument to use. The tide turned against the kender. The one or two kender wizards at the time suddenly disappeared, it was unknown if they had left of their own volition, but it was rumored that they had never discussed leaving. In most cases this was chalked up to typical kender behavior.

An unwritten rule began to circulate that teaching magic to kender was an offense that could be punishable by expulsion from the Order or, sometimes even, death. This conspiracy was held up by all Orders. Those of the white robes believed the deception was necessary for the good of the Orders. Those of the red robes felt the most uncomfortable with the conspiracy and started a rumor to appease themselves and the kender that incessantly inquired about the lack of training.

They began a rumor that the kender race, as a whole, was resistant to magic and unable to wield it with any skill beyond basic cantrips. Over time this lie spread and when enough wizards heard the theory and the orders to stop teaching kender the number of kender wizards dwindled rapidly.

Half a century later, construction of the towers of High Sorcery began. A place was needed for a neutral meeting place among all wizards. Kender, hearing of this, attempted to visit many of the towers on their journeys. This, in part, led to the creation of the powerful groves that surround each tower and keep unwanted visitors from approaching them. Finally thwarted at their attempts to learn magic, fewer and fewer kender tried, and the tales of their inability to manipulate arcane magic was accepted as truth. The Orders of High Sorcery had won and kender wizards were almost never heard of.

Occasionally, though, a kender of unusual skill and determination does manage to find his or her way into the

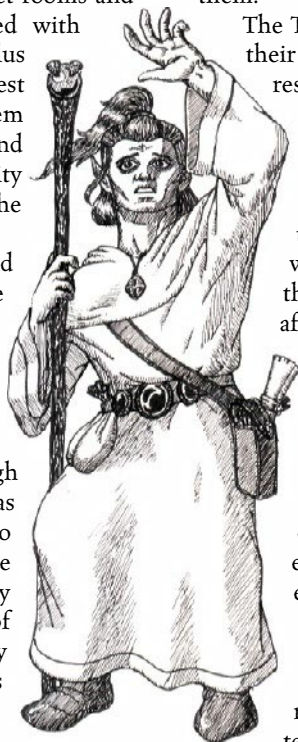
Order. These kender always refuse to say who taught them their skills, and some even claim they learned it on their own by "finding" lost spell books and deciphering them on their own. This notion is generally dismissed as a kender tale. If a kender can find a mage to vouch for his or her skills and gain access to a Tower of High Sorcery then they may be permitted to take "The Test." Since so few kender pass it the Orders find it to be a reasonable course of action to take with them.

The Test for kender is unusually harsh, it tests not only their skills as mages but also their patience, responsibility, concentration, and self-control. All of which are immeasurably difficult for any typical kender to deal with. Kender do not fear death, and as a result the Test is not viewed as a daunting task. As such, those kender that do manage to pass the Test will usually pay the ultimate price, they will lose their fearlessness. That is the greatest price they could hope to pay. They choose to become afflicted by the love of magic.

Kender wizards that pass the test are much more careful than a typical kender when it comes to all things. They have cultivated a true respect of the power with which they have been given. This does not however prevent them from acting like kender most of the time. They are still ever as curious about the world around them, especially when it comes to magic. They will talk endlessly of seemingly nonsensical subjects, but now it seems that much more likely that they might be telling the truth.

The majority of kender wizards are of the red robes. Although good by nature, Kender wizards tend use their magic more for the enjoyment of others and for protection, rather than specifically use it to further any cause of good. Although there was a pair of twins that were accepted into the black robes. This however, was an unsubstantiated rumor.

Kender actually make surprisingly good wizards. Their quick thinking, and high dexterity make it easier to avoid opponents while they are being attacked and their small size only adds to their defense. When casting is not an option kender are still unusually skilled at slipping into the shadows and disappearing. However they suffer when it comes to concentration and must expend more time one focusing on casting spells. Even kender that pass "The Test" can get easily distracted. An encounter with a kender wizard can be terrifying no matter of you are a friend or foe.



About the Author

Sean Macdonald has been dreaming about Krynn for almost two decades and is webmaster of the largest kender website on the Internet. He is currently part of the Whitestone Council and is looking forward to the future of gaming in Dragonlance. He is kender crazy and is finishing up a long awaited kender handbook called the Kencyclopedia.

Player's Arsenal



Faith Feats

—Written by Luis Fernando De Pippo & Richard Connery

What is Faith? Some might say it's the search for the meaning of life, others might shrug it as feelings of insecurity, still others feel it's the spiritual payment mortals have to reimburse the gods of Krynn for services rendered. However you look at Faith, it has shaped the people and the world of Krynn.

The most visible, pragmatic and influential facet of Faith has always been the priests and clerics of the deities that rule Krynn; be it for their presence or absence. In this article you'll find an ample collection of feats specifically directed at characters that wield divine magic and spread the dogma of their patron deity; whether you're a player or a DM your characters will no longer feel like they're a carbon copy of the rest of the priesthood.

Table 1—1: Faith Feats

General Feats	Prerequisite
Animal Tongue	Divine spells granted by Habbakuk, Int 13+, Wis 13+
Astounding Performance	Divine spells granted by Branchala
Extra Healing	Divine spells granted by Mishakal, must not have any combat feat
Extraordinary Craftsmanship	Divine spells granted by Reorx, Skill Focus (Craft)
Fiery Knowledge	Divine spells granted by Sirrion
Frightening Presence	6th-level divine spells granted by Takhisis, Intimidating Presence
Holy Attack	2nd-level divine spells granted by Kiri-Jolith, Base Attack Bonus +2, Any one feat from the Fighter bonus list
Improved Holy Attack	4th-level divine spells granted by Kiri-Jolith, Base Attack Bonus +5, Any two feats from the Fighter bonus list
Improved Mind Shield	Divine spells granted by Majere*, Base Will save bonus +9, Mind Shield

Improved Vivid Recollection	4th-level divine spells granted by Gilean, Int 19+, Vivid Recollection
Insight	Divine spells granted by Zivilyn*, Wis 19+, Improved Initiative
Intimidating Presence	3rd-level divine spells granted by Takhisis
Mind Shield	Divine spells granted by Majere*, Base Will save bonus +6, Iron Will
Nature's Awareness	Divine spells granted by Chislev, Alertness
Rotted Visage	Divine spells granted by Morgion, Con 13+, must have lost one ability point to a disease
Sharkskin	Divine spells granted by Zeboim, Swim 6 ranks
Sharp Appraiser	Divine spells granted by Shinare, Int 13+
Silver Tongue	Divine spells granted by Hiddukel, Bluff 6 Ranks
Undead Truce	Divine spells granted by Chemosh, must not have destroyed a neutral or evil undead creature in combat
Unholy Vengeance	Divine spells granted by Sargonnas*, must have accomplished a vengeance mission once
Vivid Recollection	Divine spells granted by Gilean, Int 17+ Skill Focus (Knowledge)

Divine Feats	Prerequisite
Turn Evil	5th-level divine spells granted by Paladine, Lawful Good alignment, Extra Turning

* A monk character that declares this god as patron deity can also choose this feat if she fulfils the other prerequisites (if any).

ANIMAL TONGUE [GENERAL]

The character can empathically understand animals.

Prerequisites: Divine spells granted by Habbakuk, Intelligence 13+ and Wisdom 13+.

Benefits: The cleric, druid or ranger can empathically understand animals. This understanding comes in a feeling represented by one word such as "hungry", "angry", "sleepy", "afraid" and "happy". The character can, likewise, convey a one-word feeling that the animal will obey to the best of its ability, unless it is obviously self-destructive (like the *command* spell). Each use of this feat is a full-round action and doesn't draw any attacks of opportunity.

ASTOUNDING PERFORMANCE [GENERAL]

You get a bonus while using your Perform skills.

Prerequisite: Divine spells granted by Branchala.

Benefits: The cleric of Branchala gains a +2 competence bonus to all Perform checks, and gains a +4 competence bonus to a special type of performance (such as singing, dancing, telling jokes, etc) chosen when the feat is taken. Also, when using the specialized Perform the character is always able to retry a failed or not satisfactory performance once.

EXTRA HEALING [GENERAL]

The character can heal a little more than others.

Prerequisites: Divine spells granted by Mishakal, must not have any combat feat (see Special).

Benefits: With this feat the cleric heals 1 extra point of damage per dice with any *cure* spells or ability (such as Lay on Hands). It also enjoys a +2 competence bonus on Heal checks.

Special: This feat can only be taken if the character does not possess any of these feats: Blind-Fight; Combat Reflexes; Spring Attack, Exotic Weapon Proficiency; Expertise and all its related feats; Improved Critical; Improved Unarmed Strike and all its related feats; Mounted Combat and all its related feats; Point Blank Shot and all its related feats; Power Attack and all its related feats; Two-Weapon Fighting; Improved Two-Weapon Fighting; Weapon Finesse; Weapon Focus. The character also loses the benefits of this feat if the cleric ever takes any of these feats.

EXTRAORDINARY CRAFTSMANSHIP [GENERAL]

You gain a bonus to certain Craft skills.

Prerequisites: Divine spells granted by Reorx, Skill Focus (Craft (Weaponsmithing or Armorsmithing)).

Benefits: All the DCs for creating items in the Craft (Weaponsmithing or Armorsmithing) categories are halved, including the creation of masterwork items. The time to create the item remains unchanged, as well as the cost of any materials needed.

FIERY KNOWLEDGE [GENERAL]

The cleric knows everything about any given fire (magical or mundane) as well as having a small resistance to them.

Prerequisite: Divine spells granted by Sirrion.

Benefits: After examining a fire, or the remnants of one, the cleric knows whether the fire is/was natural or magical and what was used to create it (tinderbox, *fireball*, etc.) as well as the race (but not a specific person) of the one who caused the fire; if caused by multiple persons, a mob burning down a house for instance, the character can perceive it was caused by more than one person but nothing else. Ongoing spells tied to the fire, such as *fire charm*, are known and identified, but not dispelled in any way so they can affect the cleric. Examining a fire is a standard action.

This feat also conveys a +2 resistance bonus on saving throws against spells with the [Fire] descriptor regardless if they were examined or not.

FRIGHTENING PRESENCE [GENERAL]

You evoke even stronger feelings in your opponents.

Prerequisites: 6th-level divine spells granted by Takhis, Intimidating Presence.

Benefits: All the spells you cast (or activate from a magic item etc.) with the [Fear] descriptor have more incisive effects. If an effect allows a save to negate any fear effects the target becomes shaken even if the save is successful. If an effect would make the target shaken, the target becomes frightened instead. If the effect usually makes the target frightened, the victim becomes panicked instead. If the effect would make the target panicked, the target becomes panicked for twice as long.

HOLY ATTACK [GENERAL]

The character finds it easier to strike and injure evil creatures.

Prerequisites: 2nd-level divine spells granted by Kiri-Jolith, Base Attack Bonus +2, any one feat of the Fighter bonus list.

Benefits: The cleric gains a +1 morale bonus to both attack and damage against beings of evil alignment.

Special: This feat can only be taken once and this bonus does not allow the character to overcome an opponent's Damage Reduction, if any.

IMPROVED HOLY ATTACK [GENERAL]

The cleric strikes even harder at evil beings.

Prerequisites: 4th-level divine spells granted by Kiri-Jolith, Base Attack Bonus +5, any two feats of the Fighter bonus list, Holy Attack.

Benefits: The cleric gains a +2 morale bonus to attack and damage to beings of evil alignment. The bonuses of this feat replace, do not stack with, the bonuses from Holy Attack.

Special: This feat can only be taken once and this bonus does not allow the character to overcome an opponent's Damage Reduction, if any.

IMPROVED MIND SHIELD [GENERAL]

The follower of Majere is able to extend its mind protection over larger periods of time.

Prerequisites: Divine spells granted by Majere*, Base Will save bonus +9, Mind Shield.

Benefits: By extending his trance to one hour, the character can benefit from the immunity to any mind-affecting spells and spell-like abilities for a period of 12 hours. Unlike Mind Shield, however, the character can only use this power once per day. As always any interruption during the trance negates the benefit.

* A monk character that declares this god as patron deity can also choose this feat if he fulfils the other prerequisites (if any).

IMPROVED VIVID RECOLLECTION [GENERAL]

You have an incredible mnemonic capability and are able to remember near everything with small or no effort at all.

Prerequisites: 4th-level divine spells granted by Gilean, Intelligence 19+, Vivid Recollection (relevant Knowledge skill).

Benefits: Your already amazing talent becomes even more inconceivable; you automatically remember any detail that you have experienced, heard or read about thus you don't need to roll the check for your favored Knowledge area of expertise. If there's any doubt of whether the character has been exposed to a certain fact, the character still needs to roll the Knowledge check but she enjoys a +10 competence bonus to the Knowledge check.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new Knowledge skill that you have Vivid Recollection on.

INSIGHT [GENERAL]

Your wisdom lets you gain an insight on what your opponent may do next.

Prerequisites: Divine spells granted by Zivilyn*, Wisdom 19+, Improved Initiative.

Benefits: You gain a +1 insight bonus to all attacks, saves and checks, provided you spend a full-round action analyzing your opponent. This bonus applies only to that opponent and lasts until the end of the encounter, but you can analyze as many opponents as you wish in the following rounds.

Special: If you face the same opponent in more than one encounter previous uses of this feat against that opponent are no longer valid and you must re-analyze your foe to claim the bonus.

* A monk character that declares this god as patron deity can also choose this feat if he fulfils the other prerequisites (if any).

INTIMIDATING PRESENCE [GENERAL]

Your countenance is naturally nerve-racking.

Prerequisite: 3rd-level divine spells granted by Takhisis.

Benefits: You receive a +2 competence bonus on all Intimidate checks and all the spells you cast (or activate from a magic item etc.) with the [Fear] descriptor are harder to resist as their DC is improved by +4.

MIND SHIELD [GENERAL]

The priest or monk can still his mind and become immune to mind-affecting spells for a short period.

Prerequisites: Divine spells granted by Majere*, Base Will save bonus +6, Iron Will.

Benefits: Entering a deep meditative trance, which requires half an hour to complete, the monk becomes immune to any mind-affecting spell and spell-like ability, whether beneficial or harmful for an hour following the trance. He can meditate as many times as he wants in a given day, but an interruption during the meditation means he must start over.

* A monk character that declares this god as patron deity can also choose this feat if he fulfils the other prerequisites (if any).

NATURE'S AWARENESS [GENERAL]

You are especially aware of your surroundings.

Prerequisites: Divine spells granted by Chislev, Alertness.

Benefits: The druid is always aware of his surroundings while in a natural, not touched by man, setting. As such, the druid is never lost in a natural environment, not even when under the effect of spell as *hallucinatory terrain*. Furthermore the character benefits from a +2 bonus to his saving throws when trying to disbelieve illusions and a +1 bonus to his initiative in a natural setting because of the enhanced awareness.

ROTTED VISAGE [GENERAL]

Due to Morgion's power, the priest no longer suffers the effect of any disease

Prerequisites: Divine spells granted by Morgion, Constitution 13+, must have lost an ability point to a disease.

Benefits: When taking this feat, the worshipper becomes immune to every disease for a limited number of times per day. The advance of the disease he is suffering (if any) stops, but the feat does not remove the disease from the body and all previous symptoms (and lost ability points) remain. The character is not considered a carrier of the disease. If the worshipper ever displeases Morgion, this feat is taken away and the disease kills him in 1d6 rounds. This disease immunity extends to the first number of disease infections per day equal to the character's Constitution modifier. Infections of the same disease count individually.

SHARKSKIN [GENERAL]

Due to Zeboim's power the skin of the priest hardens and gains the consistency of shark skin.

Prerequisites: Divine spells granted by Zeboim, Swim 6 ranks.

Benefits: The skin of the cleric hardens, providing a +2 natural armor class bonus and a +1 circumstance bonus on all Swim checks. Her skin also turns a sickly shade of blue giving the cleric a -1 penalty on all reaction rolls.

SHARP APPRAISER [GENERAL]

You know when something related to wealth is original or not as well as being more accurate in your checks to determine an item's value.

Prerequisites: Divine spells granted by Shinare, Intelligence 13+.

Benefits: When looking at any symbol of wealth (gold, gems, statues, art) you receive a +2 circumstance bonus to Appraise checks. If you succeed the check, you automatically determine if the item you're analyzing is a forgery or the real thing. For example you know that a statue from the famed sculptor Roden is really a cheap imitation or that the emerald of the gold ring is just a cheap piece of jewelry. Finally, regardless of the check's result, all error margins are halved due to your enhanced knowledge, experience or even Shinare's guidance.

SILVER TONGUE [GENERAL]

You can tell convincing lies.

Prerequisites: Divine spells granted by Hiddukel, Bluff 6 ranks.

Benefits: When a cleric of Hiddukel tells a lie she enjoys a +2 competence bonus to Bluff checks and a +4 competence bonus to saving throws against spells or spell-like abilities that detect lies (like *discern lie* or *zone of truth*). However, this feat does not offer additional protection if the interviewer uses indirect means to uncover the truth (like *augury* or *divination* spells).

TURN EVIL [DIVINE]

You can channel positive energy to turn evil beings.

Prerequisites: 5th-level divine spells granted by Paladine, Lawful Good alignment, Extra Turning.

Benefits: You can spend one of your turn undead attempts to turn an evil creature with Intelligence 3 or higher. You suffer a -6 penalty to the turning check because living beings are harder to turn than undead. The turning damage for the turn evil is also smaller: 1d4 + half your cleric level + your Charisma modifier. Each use of this feat costs the character one turn attempt from his or her number of attempts each day. If you don't have any turn undead attempts left, you can't use the feat.

Special: The character can only turn, not destroy, evil beings. The *positive energy protection* spell (*Manual of the Planes*) offers protection against this feat.

UNDEAD TRUCE [GENERAL]

Mindless undead ignore you and intelligent ones accept you as one of them

Prerequisites: Divine spells granted by Chemosh, must not have destroyed a neutral or evil undead creature in combat.

Benefits: All mindless undead not under the direct control of the priest are unaware of the character's presence and will not attack him, even if directed by an external source or controller.

Intelligent undead not under the direct control of the character consider the priest to be one of them and will not attack. If an intelligent undead is forced by an external source to attack the cleric, it gets a Will saving throw (DC equal half the controller's HD + controller's Charisma modifier) to ignore the order.

Special: If the cleric attacks any undead in combat, except those of good alignment, this feat is lost until the cleric atones (see the *atonement* spell). If the cleric destroys (delivers the killing blow) any non-good undead the benefit of this feat is lost forever. Any action that could be considered as an offence (stealing) or an attack (imprisoning) towards an intelligent undead breaks the protection granted by this feat against that particular undead being for one day.

For instance, a cleric of Chemosh can use this feat to examine the lair of a lich but removing any item, causing excessive noise, spoiling, marring or vandalizing the lich's den or its belongings would automatically cancel the feat's power; healing the lich's enemies even when in battle, however, would not cancel the feat. Intelligent undead of

good alignment are always free to attack the priest. Finally, even though the cleric's necromantic experiences might entail changing, destroying or rebuilding undead these practices are encouraged by Chemosh and don't effect the functionality of this feat.

UNHOLY VENGEANCE [GENERAL]

When in a mission of vengeance, the priest gains divine aid.

Prerequisites: Divine spells granted by Sargonnas*, must have accomplished a vengeance mission once.

Benefits: The cleric gains a +1 insight bonus to attacks, saving throws, checks and armor class when in a mission of vengeance.

Special: This mission must be a specific vengeance against a named enemy, even if an organization was behind it. For example a vengeance vow against the Lord Warrior of the Knights of Solamnia is ok but a vengeance vow against all the Knighthood is not.

During this mission everything that knowingly prevents the priest from gaining his vengeance becomes an obstacle and the cleric gains the bonus, but this needs to be an active opposition.

* A monk character that declares this god as patron deity can also choose this feat if he fulfils the other prerequisites (if any).

VIVID RECOLLECTION [GENERAL]

You possess an incredible ability to remember specific details even from events long gone.

Prerequisites: Divine spells granted by Gilean, Intelligence 17+, Skill Focus (relevant Knowledge skill).

Benefits: Through sheer knack or special training, you can remember even the most obtuse or obscure finer points of a certain topic. You receive a +5 competence bonus to a single Knowledge skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new Knowledge skill that you have Skill Focus on.



About the Authors

Luis F. De Pippo is a journalist and the only member of the council living in Argentina. He works for the government of his country, which explains a lot about the current situation, and has been with the Whitestone Council since its formation. He is the current editor of the *Tobril* magazine you are reading.

Richard Connery has been running his current *Dragonlance* campaign for almost 4 years now, transferring it to D&D 3E rules in the middle of the *War of the Lance*. He still hopes to run a *Masque of the Red Death* campaign with his regular players someday. Richard's other interests include graphic design, programming and reading as much as he can, from physics papers to fantasy literature.



Ansalonian

Gazetteer

Kharolis

—Written by Terry Doetzel; cartography by Richard Connery

KHAROLIS

Proper Name: Principality of the Crown of Kharolis.

Ruler: Grand Prince “False” Toli Knezar (CN male human Bbn3/Rog6).

Government: Independent Feudal Monarchy with hereditary rulership, though with little actual control over the various clan leaders who act independently of one another. The king controls the various villages and cities along the coast, but does not have much authority within the interior.

Capital: Deepwater, however the actual court of the Grand Prince is located at Hearthkeep, a castle a few miles from the city.

Major Towns: Alsip (pop. 1,200), Barter (pop. 3,000), Bonfaire (pop. 900), Deepwater (pop. 2000), Halter Wood (pop. 300), Hamlet (pop. 500), Swiftwater (pop. 700), Than-Khal (pop. 5,000), Valens (pop. 400), Windkeep (pop. 1,000).

Provinces: Various grazing lands held by various clans, which are constantly in flux as the clans intermarry, split apart, or take the lands of their neighbors by force.

Resources: Livestock (especially caribou), horses, diamonds, furs, and cloth.

Coinage: Knez (stl), Zupan (gp), Druzynik (sp), Smerdy (cp). Currency trades at .75 of Ergothian or Solamnic coinage.

Population: 89,000 (estimated) Human 80%, Dwarf 11%, Half-Ogre 2%, Gnomes 3%, Half-elves 4%.

Languages: Kharolian, Common, Ergot, Goblin, Dwarvish.

Alignments: CN*, N, NG, NE, CE.

Religions: The Firemaster (Sirrion)*, Jolith (Kiri-Jolith), Lunitari, Zyr (Zeboim).

Allies: Duntillok, Hillow, Que-Latal, Tarsis, Thorbardin, Daltigoth.

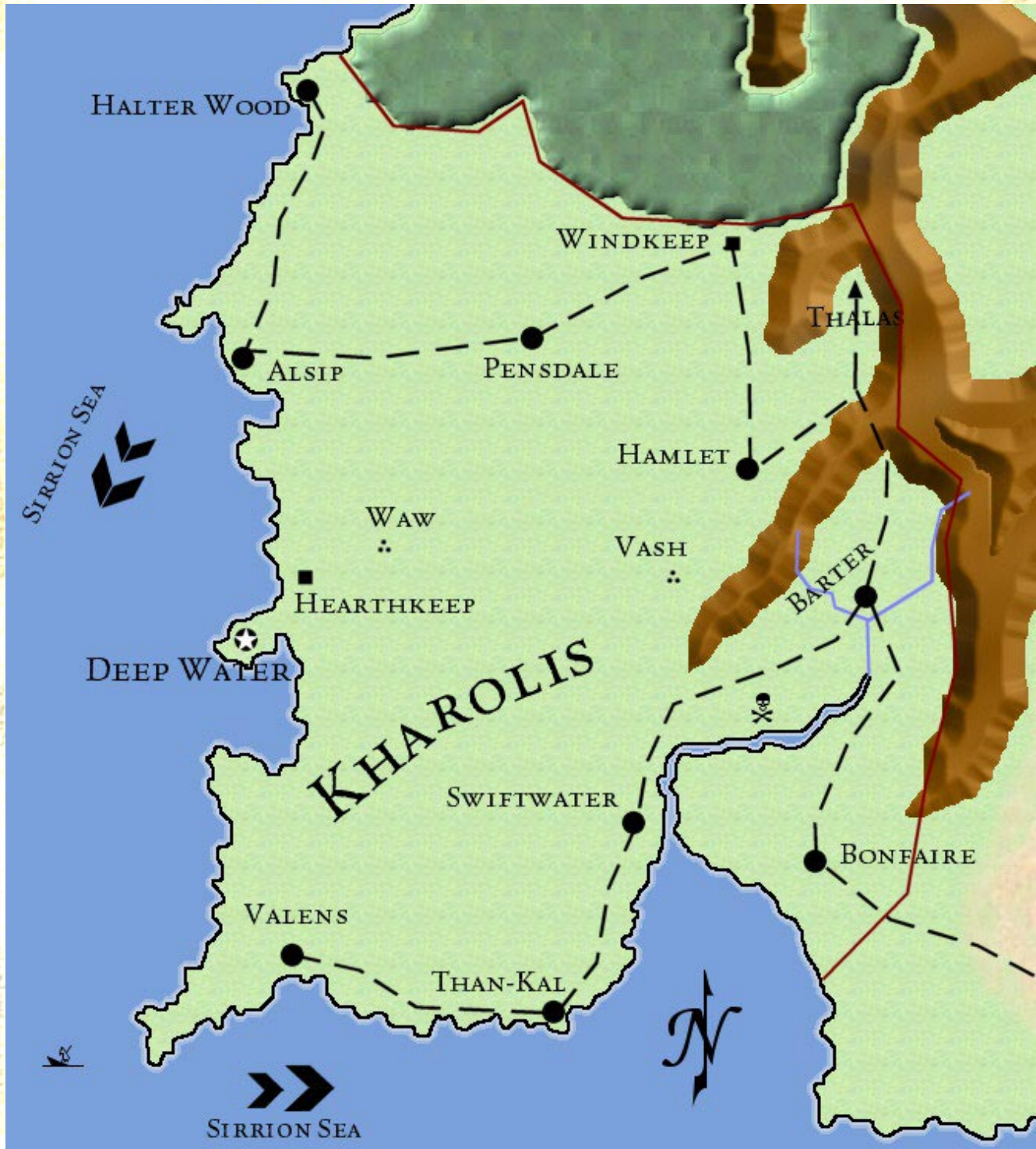
Enemies: The elven exiles of Qualinesti, Nostar, Colinesti (distrusted).

Overview

This is a land in which the cold winds blow continuously off the great glacier of Icewall to the south. As such the waters of Icewall Bay to the south are littered with glaciers and most of this harsh land is covered with tundra and steppes. The conquered forests of the Qualinesti elves and the mountain halls of the Thorbardin dwarves lie to the north, while the endless Plains of Dust stretch east all the way to Silvanesti. Across the stormy ocean Strait of Algoni to the west lay the turbulent nations of Southern Ergoth, as well as the unholy menace of the shadow wights on the isle of Nostar.

At Castle Hearthkeep, the Grand Prince of this realm and the secret priesthood of Sirrion hold sway over the cities along the west and southern coasts of the realm. The interior of the nation is another matter, as various clan leaders pay only token homage to the Grand Prince. These clans make their living by trapping furs, raising subsistence crops, and by grazing caribou in the northern tundra, while cattle and sheep are more common along the borders of Qualinesti. Feuding between the clans is endemic, with the borders between the lands claimed by each clan changing constantly due to intermarriage, succession of heirs, or paid as compensation or tribute to stronger clans. Though technically each clan is expected to respond to the prince when he summons soldiers for military actions, but most blatantly ignore this custom. The Grand Prince's forces are thus mostly made up with mercenaries hired with money from the royal treasury.

The settled towns and cities of the western and southern coasts are quite a contrast to the herdsmen of the interior. Founded on a legacy of trade and diamonds, these towns possess far more wealth, education and luxury than the herdsmen can expect. Though the diamond mines around Than-khal are the property of the Grand Prince, the wealth generated from the diamonds ensures that taxes are light. The luxury items of elven artifacts from conquered Qualinesti, furs, and textiles also ensure that the docks and inns of these cities and towns are kept busy. Than-khal in fact desires to be the city that recaptures the beauty and glory of Tarsis before the cataclysm. However, the treache-



rous oceans and fell creatures of Nostar prey upon the shipping lanes, restricting the city's potential for growth.

Aside from the crown prince, the link that ties this realm together is the cult of SIRRION. This priesthood is shrouded in secrecy, entrusted with secrets of alchemy and the tending of sacred fires. No one other than the ordained know who truly these priests are. When performing acts of sacred

ritual, or enflamed by SIRRION'S fire to speak about the present of the world, these priests don an all-concealing orange burka which is reminiscent of a candle's flame. When their duties as a priest of SIRRION are through, they slip out of their burka and resume their tasks in various levels of society. Nobody knows their numbers, but the nature of the priesthood ensures an unseen and powerful influence.

History

Once before the Cataclysm, Kharolis was a vast and powerful nation in the South of Krynn, on par with the great empires of Ergoth, Solamnia and Istar. Their horses were renowned around the world for their hardiness and endurance, their warriors for their valor and cunning. They also possessed a city of beauty and culture in Tarsis, known as the "Jewel of the South".

However, though the Cataclysm left Kharolis relatively untouched (with the exception of Tarsis, which lost its harbour) the lingering effects of the maelstrom in the Blood Sea would eventually destroy it. Everywhere on Ansalon, the dust thrown up by the fiery mountains striking Istar led to a period of darkness, cold and famine. However while the rest of Krynn recovered as the dust settled, the Kharolians found that the rain ceased to fall. The massive and continuous maelstrom in the Blood Sea forced the storms that used to sweep across the southern land north and the plains and tundra of the Kharolis dried up and turned into desert known as the "Plains of Dust". Huge numbers of cattle, sheep and caribou died, famine continued, and warfare for the diminishing resources was endless. Though a few would eventually learn to adapt, the vast majority of the population scattered and looked for new homelands to settle.

Some of the refugees would join the refugees and the plains barbarians settling in Abanasinia, others would likewise be absorbed by the people of Blodhelm or New Coast.

The modern nation of Kharolis found its origins in a mass migration of people led by a prince of the realm who could see no future for himself or his people in the now arid land. As such, he led a mass migration of people in 40 AC across the Swiftwater river, into lands nominally claimed by the dwarven realm of Thorbardin. Since it was merely tundra and plains that the dwarves had little interest in, they practically arranged for the Kharolian refugees to deliver a yearly tribute of 10% of the flour from the mills and one out every 10 animal ready to be butchered. This was to offset the devastating food shortages incurred in Thorbardin as a result of the war that shattered the relations between themselves and the hill dwarves who had provided food for the dwarves under the mountain in trade.

However, a peaceful beginning to the new settlement was not to be. The Qualinesti elves were reeling from human settlers in Abanasinia taking so much land from them that their capital city was practically on the border. The elves were determined that the humans would not do the same to the south of their realm, and thus launched a preemptive strike against the Kharolians. In 42 AC elven warriors raced across the plains attacking and scattering the newly settled clans. The Kharolians though caught off guard, quickly rallied and easily pushed the elven invaders back into the Qualinesti forest. Though many clan leaders wanted to push forward with the invasion of Qualinesti, the prince knew that such a move would spell disaster. The Kharolians would

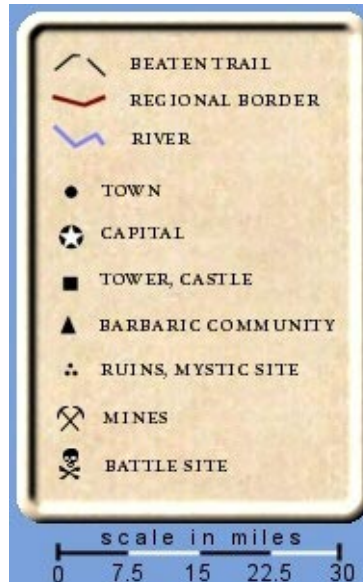
quickly get lost in the unfamiliar territory of the lush forest and cut them down in a series of ambushes. Instead, he ordered 1,000 men of various clans to dig in and found a military fort, and to keep a continuous patrol of the northern border. He needn't have bothered, for the elves of Qualinesti turned their back on the outside world and adopted the isolationist policies of their Silvanesti brethren, frightening off or killing any humans who dared set foot in their woods.

After several decades, the clans of the interior grew increasingly independent of the authority of the reigning prince, and eventually left the princes received less and less from the clan leaders of the tribute the dwarves demanded for peace. Since the princes could not rely on the military support from the clan leaders, the task of paying the tribute fell increasingly to the coffers of the prince and the settled towns along the coast. This all changed however, when diamonds were discovered around the area of Than-kal. To the mountain dwarves nothing is more precious than diamonds, for of all the gems diamonds shine the brightest in the torch or candlelight of their mountain homes. Diamonds had also become unknown on Ansalon, having previously come from the lands of Istar. As a consequence Argyle III, the reigning prince of the time, demanded the end of the tribute in return for the rights to buy

diamonds from his people. With great reluctance the dwarves agreed and began trading dwarf crafted items from under the mountain in exchange for the diamonds and foodstuffs. With this new economic development, the villages along the coast boomed, particularly Than-kal which found its diamonds in markets as far away as Palanthas. Later, the town of Barter as well emerged as a place of trade between the dwarves and humans, with goods shipped up the Swiftwater River in barges.

During the War of the Lance, after the destruction of Tarsis, the dragonarmies turned their sights on Kharolis. Prince Yakov was branded a coward for his quick capitulation, but he was wise enough to realize that there was no chance his scattered clans of horseman could stand up to the sheer power of the red dragons. Instead, he signed the proper treaties, gave up his crown to a dragonarmy puppet, and immediately began a campaign of guerilla warfare in which he harrassed the draconian garrisons as an outlaw. After a 20-year campaign the remnants of the dragonarmy occupation in Kharolis were scattered and he reclaimed his crown. At the celebratory feast for his return to power Prince Yakov was poisoned, a gesture from the draconian assassins whom he had forced into hiding.

His son and successor Lolek II was raised in the rebel camps, and thus was bored and restless with the domestic affairs of state which his father left him. As a consequence he began asserting his power over the clan leaders in order to form an army that would be capable of expanding Kharolian influence over the islands of Enstar and Nostar. Though his efforts were doomed by the sudden outbreak of the Chaos



War, the military preparations undertaken by the prince ensured that his nation was not swept away by the demons of Chaos.

Thus, Kharolis fared better than many other realms on Ansalon, and the Prince Lolek was admired by his people for his heroism. The admiration by his people turned to heedless pride in the heart of the prince, and thus he forgot the lessons of his father during the war of the lance. When faced with the unstoppable might of Bellathrynox the Green, he refused to capitulate. Prince Lolek had faced dragons of fire and ice during the greatest wars to ever shake his nation, and he had no doubt he could face and defeat the monstrous wyrm as well. Thus, when the emissaries from Bellathrynox came to his court to demand he swear fealty to the Green, he had those emissaries beheaded. In response, Bellathrynox flew to Hearthkeep, breathed a poison gas over the castle that choked the life out of everyone inside, then used her bulk to push over the central towers so they collapsed into rubble. With the death of the entire royal family, the clan leaders and village headmen quickly capitulated.

The rule under the green was unreasonably harsh, with the herds of caribou going into her belly, and the diamonds collected to sit uselessly in the piles of treasure making up her hoard. Poverty ran rampant, fear warring with hunger in the people's decision to defy the green dragon. When the agents of the green offered the people a chance to loot and settle the rich lands of the Qualinesti elves, thousands of her hungry subjects in the Kharolis joined her mercenaries, draconians and hobgoblins in the invasion. After Beryl's death at the hands of the legendary elven heroine and mother of King Gilthas, the flash flood that destroyed the city of Qualinost also left many in the dragon overlord's army washed away into a watery grave.

Amidst all this disaster, one man smelled the opportunity. A minor officer in the army rallied the men around him with the reminder that now that Beryl was dead, and that her dragon servants had abandoned her, her lair and her hoard were left unguarded. Toli and his men stole as many horses as they could and rode hard towards the lair of the dragon overlord while the rest of the soldiers were a mass of crazed looters, fighting amongst themselves for the scraps of treasure left among the abandoned elven cities. When they finally found the dragon overlord's hoard, the sheer amount in the glittering piles left them spellbound and immediately the officer realized that there was no amount of power that could not be bought with a treasure such as this.

Seizing the treasure, the officer and his men marched back into the city of Than-khal in glory, claiming that he was the son of Prince Lolek II who had managed to escape the destruction of Hearthkeep 30 years earlier. While very few believed his claims, the dragon's treasure spent liberally assured his acclimation as the new Grand Prince and successor to the throne of Kharolis and the possession of the lands around Hearthkeep which was promptly rebuilt to greater splendor.

Conflicts and Intrigues

Since the throne was bought with gold, Prince Toli has few anchors of support among his countrymen that are deeper than his immediate favors. The daemon warriors and shadow wights on the isle of Nostar have been growing more aggressive, leading many to fear that a large scale attack is imminent. Elves exiled in many nations across Ansalon have started to refuse to do business with any merchant that also trades with Kharolis. What effect this economic sanction will accomplish has yet to be seen, but the elves have been able to see through any ruse by merchants to secretly trade with both themselves and the people of Kharolis.



About the Author

Terry Doetzel is bracing for another school year at the University of Saskatchewan after a summer of hard work and hard living. He is currently finishing off a degree in history and classics, and will return to school next year to start a degree in political science. Aside from D&D he enjoys aggressive sports, homemade brew, beautiful women, and the meditations of the rosary.

Behind the Screen



The Classics - Players and PCs

—Written by Bradley Potts



So you've gone to eBay and bought the original 1st edition modules and are facing the prospect of running the adventures that started it all. Quite a challenge, especially if you a starting DM or even an experienced DM new to Dragonlance.

Where to begin? They provide you with these prewritten characters as did many of the 16 modules of the mid-80s. It is a huge adventure spanning 14 modules with too many books to name written about it; Chronicles, Legends, Preludes, Preludes II, *Dragons of Summer Flame*, Villains, Meetings of the Sextant...

Okay, first of all, read the Chronicles, cover to cover, all three books. This is the core of Dragonlance, the wellspring so to speak. Here you are introduced to all the major characters and learn the dynamics. But wait, does that mean we're using the pregenerated characters? Damn straight!!

Before Dragonlance, role-playing was really in it's infancy, "roll"-playing was more like it. Open the door, kill the monster, take the treasure, open the door, kill the monster, dodge the trap, take the treasure... Dragonlance was a whole new evolution in module writing, not to say good role-playing campaigns didn't exist, they did, but they were far rarer than they are today. It was a younger age and the players were far less savvy and experienced.

Dragonlance is not about killing monsters. It is not about getting rich. It is about good versus evil, true heroism and the sacrifices that must be made to those ends. The game focuses on character interaction and building relationships, and living in the world of Krynn.

In this series of articles, I will discuss many facets of the Dragonlance judging experience. It is a highly rewarding campaign, but it takes a lot of work to get started and to maintain. More material exists about this world than any other D&D campaign before or after and new material has

been continually in print for over 18 years both in the form of modules and source books and in a highly successful series of novels which has pushed the campaign far beyond the original series of modules. It is important to not be overwhelmed.

In this first article I will address the collecting of players for your game and the characters they will be playing. In later articles I will address the major NPCs and how to prepare to play them. This is a campaign of personalities, not battles, though there will be plenty of those as well. The success of your own game will largely depend on your ability to role-play these personalities successfully and to educate your players about their own characters. We will then move on to other aspects of the campaign, knights, wizards, clerics, dragons and how everything fits together.

Eight characters. That's a lot. I recommend a group of at least five players, but not more than seven to start. It is always a good idea to keep one character as an NPC as this gives you a voice in the party when you want to make sure they are aware of an option or you think they are contemplating something really stupid.

You may already have a core group, if you need more players, try some of the online gaming chat boards. The various RPGA boards are good because you get a pretty high caliber of player. Also, use your players to recruit additional players. While it is certainly not necessary to match the sex of the player to that of the character, there are a few romances and guys can get uncomfortable about that sort of thing. ☺

Now you have your players, what now? First you have to explain to them that they can't write up their own characters. I have found that they give in after a brief explanation and once they sit down and play, everyone is happy. A good way to overcome objections, especially with RPGA players is to compare it to a Classic style RPGA event. The focus is on portraying the character well, not min/maxing your stats.

Next you need to decide who is playing who. Here is where your research comes in. Make sure that before you reach this point that you are thoroughly familiar with each character. You need to be able to describe the character's backgrounds and personalities in such a way that the players understand them and can make choices that match their

own personalities and playing styles. You also need to be able to say no to obviously inappropriate choices.

There are several good sources for information on the PCs. Module DL5 is the best primary source. The characters are detailed here with backgrounds, personalities, and shared histories. Read this through several times and it will make all the difference. Again, read the Chronicles. The modules may or may not follow the same path, but the series gives great insight into the hearts and minds of the PCs. The Preludes are also helpful to a point, though many of the adventures don't really agree with either the Chronicles or the modules, same with Meetings of the Sextant. Both these series give excellent insight into the characters, but pick and choose carefully what you decide is history and what is just story.

I recommend writing up a page or two about the campaign and the characters. In this document, you will include all the basic assumptions of the campaign, no clerics, no dragons, Cataclysm 350 years ago, etc. Also, you will want a short blurb about each character, such as:

Tanis: *male half-elf, Rng1/Etr3. Tanis is the leader of the Innfellows. Tortured by inner doubts and his own split heritage, his companions have far more faith in him than he himself does. A true hero, Tanis feels that his own needs and desires are secondary to the good of the group.*

Once everyone has a character, you will need to have a one-on-one with each player to discuss their characters in more detail. For this, I have written detailed backgrounds and personalities drawn from the modules and novels. One to three pages each, they provide everything a player would need to know about their character in one place. Each is customized so, for instance, Raistlin and Caramon's players know what happened in the Tower of High Sorcery, but none of the other players will learn of it unless they are told. After all, they weren't there.

Which characters are important to the game? In truth, they all have a role to play in the events to come, but some characters have more important roles than others, and this importance changes as the game progresses. Throughout the modules, I think that Tanis is a key character. As leader of the group, it is important he be a PC. Also, as a lot of the surprises of the campaign revolve around him, I prefer a player who has no previous knowledge.

Goldmoon's role in the first module is very important. This story is largely hers. It is a challenging position though, a cleric without spells, and a difficult role. I would recommend that this player also play Riverwind, if for no other reason that Goldmoon is not very effective in combat and the two of them are a natural match. After module 2, Goldmoon's importance fades, other than the fact that she is still the party's only cleric.

Raistlin and Caramon. Raistlin is such a cool character and a joy if you have a good player, so definitely try to include him. His conflict between light and dark can be amusing as the events of the campaign push him one way or the other. Caramon can be played by the same person, but often the dynamic between the two characters, which is lost if they are played by one person, leads to very good role-play. If you have a player who has read all the books, Raistlin might be a good choice as it makes Raistlin seem more knowledgeable

and wise. One thing to keep in mind. Raistlin is NOT preordained to become evil. That was the path he followed in the novels, but your players will make different choices and have different experiences which may lead down a different path.

Sturm is a good character. His struggle with his noble heritage, his antiquated knightly ideals and the fact that, quite frankly, they don't work in the world of adventurers leads to good role-play. His important in the early modules is limited though. He becomes much more prominent in modules 6-9.

Flint Fireforge is often my choice to keep as an NPC. He is respected by everyone but is not the leader. He is a good source of trusted advice. Flint rarely holds an important role in the campaign. He is not preordained for greatness and none of the plots revolve around him. A player will have to find his own path to greatness.

Tasslehoff will either be loved or despised. Tas is a fun character who excels at getting himself and the party into trouble. Again, Tas has no great destiny and the player will find his own way.

Eight more characters will be introduced as the campaign progresses. Whether to add more players, have players play two characters, or just playing them as NPCs is largely a personal choice. Gilthanas, Tika and Laurana make marvelous PCs. Elistan has potential, but it is rarely realized in play (even the author of the novels thought he was boring). Crownguard makes a good NPC and I recommend keeping hold of him. Depending on the players, they may rally behind the strong leader or they may unite because they hate him. I've seen both. Aaron, Kronn, and Serinda are really meant to just fill out the parties. Very little background is provided on them, in fact they don't appear in the novels.

In DL2 a decision will need to be made regarding Eben Shatterstone. His is, of course, a traitor and everybody knows it. This is the root of the problem. In my most recent campaign I have finally succeeded in infiltrating Eben into the party. How? I made him a PC! Everyone trusts a fellow PC, no matter how suspicious their introduction. In a sense, that player is secretly a co-DM.

So in my games, I have to have a Tanis, Raistlin, and Goldmoon. I also try to have a Sturm and Caramon. If I have extra players, then I worry about the remaining PCs. Sturm and Goldmoon have proven the most difficult as far as getting good players for them. I have had excellent luck with Tanis, Raistlin, and Tasslehoff.

So now you have a group of players, well briefed in the roles they will play. As the game begins, you take on the roles of the NPCs and villains. In the next installment we will delve into the important personalities of the campaign and what is important to get across with each.

About the Author

Brad is a Computer Network Engineer in Chicago IL. Always an early implementer, he ran his first Dragonlance Campaign in 1984. He is now busy converting the original modules to 3e D&D, trying to stay ahead of his latest table full of heroes. Look for a chronicle of their adventures in the Campaign Journals section of the Nexus.



Community

Tobin's Miniatures

—Submitted by Tobin Melroy



LAURANA



TANIS



STURM



FLINT



TAS



CARAMON



RAISTLIN



TIKA



GOLDMOON



RIVERWIND



Guest Forum

Long Live the Lance!

—Written by Trampas Whiteman



Sometimes, in order to see where one is going, one must look at where they have been. It's always good to reflect, as it shows you the hurdles that you have surpassed, and gives you firm conviction that you can continue to surpass those hurdles in the future.

The Whitestone Council has come a long way since the time of it's founding. During that time, Jim Butler (then of WotC) had announced that Wizards would no longer be producing gaming materials for Dragonlance. I was working on my fledgling Whitestone Council idea, and a certain Mr. Tracy Hickman had his idea of the Dragonlance Nexus.

Destiny went into motion, and the Nexus was born, with the Whitestone Council at its head. We have worked hard for the last year-and-a-half to provide a continued source of Dragonlance gaming materials "by the fans, for the fans". We even worked on *Dragonlance Adventures Third Edition* (or DLA3e for short), the new online Dragonlance sourcebook. Sure, we made our mistakes along the way, but we learned from them, and 2002 was looking to be a very good year for us.

Early in March 2002, I got an e-mail from Margaret Weis saying that she had some very exciting news and that she wanted to speak to me in person. I replied back, and soon found myself talking to her in person.

That was when I found out that Sovereign Press had acquired the licensing rights to the Dragonlance role-playing game.

Certainly, a flurry of emotions sank over me. I was excited that Dragonlance gaming would live again. Thrilled at the idea that I may have an impact on it! Sad that DLA3e would never see the light of day. It soon hit me that I was no longer in charge of Dragonlance gaming.

Soon, Matt and I went to meet with Sovereign Press to discuss the websites, as Dragonlance.com was being looked at as well, and a very logical decision was made. We would

bring everything together, both gaming and novel materials, and create the most complete Dragonlance site ever.

I was a bit heartbroken as the Nexus, which began with me, was about to undergo a drastic change, and now my focus was to be Dragonlance.com.

Life, though, is about change. We must be willing to change with it, or we will get lost in the currents of the River of Time.

After I got rid of my funk, I started thinking again, and suddenly everything seemed so much brighter than before. Here we are with a site that is dedicated to the novels, the games, and above all—to the fans. We're not just talking gaming fans, either! We finally have a comprehensive online resource for Dragonlance. There is finally a site that has something for all Dragonlance fans.

So what does the future hold?

The future is about endless possibilities. WotC will still be producing Dragonlance novels, and we'll be supporting them. Sovereign Press will soon be producing Dragonlance gaming materials, and we will be supporting them. The fans will still be writing fan fiction, gaming rules, poetry, and composing music. We most definitely will be supporting them!

There are great potentials for crossovers as well! Imagine a website where you have a campaign setting such as the War of the Dark Lance, and then you have fan fiction to tell the story in full! Imagine a website that will show you the endless possibilities of gaming, including how to use various handbooks in your games, and giving alternatives for your Dragonlance game. Imagine being able to find anything you ever wanted on Dragonlance at one stop.

Dragonlance is finally coming back together again, and will provide something for novel and game fans, Ansalon and Taladas fans, and 4th and 5th Age fans. We no longer need these subdivisions, as we are all Dragonlance fans.

The future of Dragonlance is a bright one, and is bound in the endless possibilities of the imagination. May dragons soar forevermore in your heart.

Long Live the Lance!

Trampas Whiteman
Chairman, Whitestone Council
Dragonlance.com

