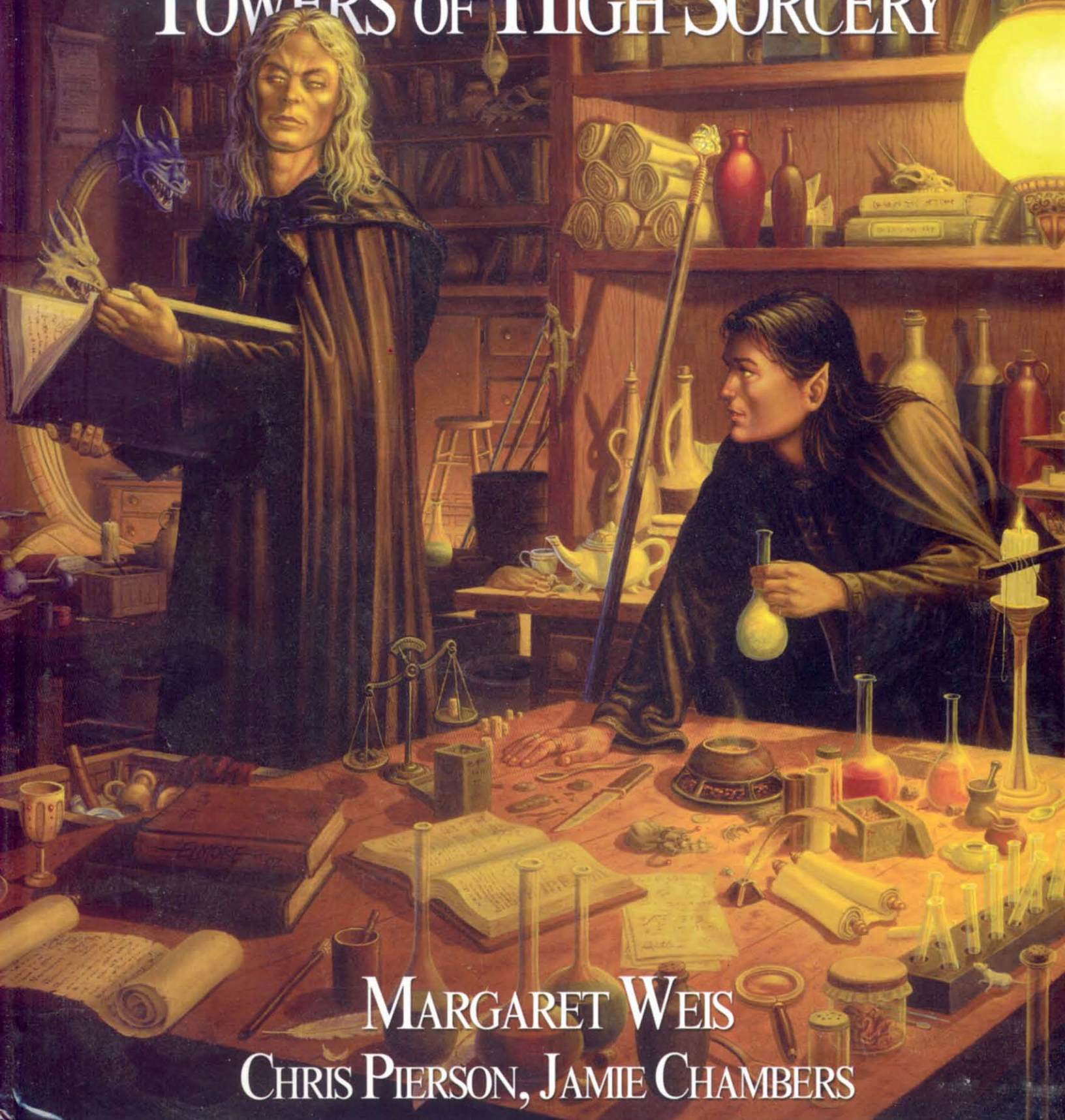




TOWERS OF HIGH SORCERY



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TOWERS OF HIGH SORCERY

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Chapter One

WIZARDS OF ANSALON

THERE are none upon Krynn who have the power to harm me. Certainly not you, apprentice. But you are brave. You have courage. Often you have stood beside me in the laboratory, facing those I have dragged from the planes of existence. You knew that if I but drew a breath at the wrong time, they would rip the living hearts from our bodies and devour them while we writhed before them in torment."

"It was my privilege," Dalamar murmured.

"Yes," Raistlin replied absently, his thoughts distracted. Then he raised an eyebrow. "And you knew, didn't you, that if such an event occurred, I would save myself but not you?"

"Of course, Shalafi," Dalamar answered steadily. "I understand and I take the risk"—the dark elf's eyes glowed, fears forgotten as he sat forward eagerly in his chair—"no, Shalafi, I invite the risks. I would sacrifice anything for the sake of—"

"The magic," Raistlin finished.

"Yes! The sake of the magic!" Dalamar cried.

Raistlin & Dalamar, *Time of the Twins*
by Margaret Weis &
Tracy Hickman

THE GIFT OF MAGIC

In boldest terms, magic is the power to manipulate the very fabric of creation itself. An intrinsic part of the universe, designed and shaped by the gods themselves, magic may be used as a tool for good and the betterment of the world—or it can be brandished as a weapon capable of laying whole nations low. And while many view a force of such extraordinary magnitude as too potent a power to be wielded by merely mortal hands, it is mortals to whom magic is ultimately bound. The arcane power of Krynn is refined and explored over generations by those with the talent, the courage, and the fortitude to wield it.

Arcane magic deals with forces so potent that it took the guiding hands of the Gods of Magic to instruct mortals in its proper use, and the Art of High Sorcery is the lasting legacy of this divine instruction. The Gods of Magic bestowed upon the world the methods of tapping, manipulating, and, most importantly, harnessing raw arcane energy, using formulas and exacting rituals designed to keep the manifestation of arcane power out of rash and careless hands. It is this gift of magic that has become the dominion of wizards throughout Krynn, and it is their duty, both to the Orders of High Sorcery and the Gods of Magic.

LIFE PATH OF A MAGE

The life of a wizard is one of exploration, evolution, and a greater understanding—both of the Art of High Sorcery and the hand that wields it. When the prospective wizard is young, her life is often dulled by a sense of longing for something more than the world alone can offer; a feeling that some indescribable, tangible force lies just out of reach.

For some, this feeling fades as they become increasingly shackled by the demands of day-to-day life. But those few who are able to escape a mundane existence can be educated in the Art of High Sorcery. Learning the Art is often a process of long years' slow advance through the fundamentals of arcane lore, a wizard quenching her thirst for knowledge through ever-more advanced education and study. And then comes a day when she is considered skilled enough to journey to the Towers of High Sorcery to take the Test — a gateway to the ranks of the Orders of High Sorcery, but one through which not all wizarding hopefuls will pass alive.

During the Test, wizards are not only challenged to demonstrate their full knowledge of magic but to look deep inside themselves — an assessment made not only of the power within, but of the potential toward which they must strive. For those who survive, the Test creates new self-awareness. Their horizons are widened as new vistas of magic and insight are opened up to them.

For each individual wizard, the path of life and magic is different. Some become stagnant in their learning (falling to the wayside of magic's petty and less noble uses), while others continue on to great things, growing ever more powerful in the service of the Art. Some will serve faithfully from far beyond the walls of the arcane towers, while others will immerse themselves in the structure and orthodoxy at the Orders' very heart. But in the end, all that the Gods of Magic can hope for is to have every wizard strive for the continued development of High Sorcery, working always to keep the evolution of the Art alive.

DISCOVERY OF MAGICAL TALENT

Despite popular belief, not all wizards grow up as outcasts with a talent for telling the future, nor must they have had childhoods in which strange events follow them wherever they go. Many children who will one day become wizards lead comparatively normal lives, with ambitions





and dreams like any other — dreams which often include no thought of becoming a wizard at all.

Throughout the ages, the Conclave of Wizards, which governs the Orders of High Sorcery, has sent its agents through all lands in search of new arcane talent. Traveling from town to town, these scouts use interviews, information gathering, and quiet observation in their attempts to single out young minds with a penchant for the Art of High Sorcery. Those who display an interest are given preliminary assessments to determine their relative knowledge and magical potential, and once an individual's aptitude for magic has been determined, he's encouraged to join a wizarding school or to find a mentor for further instruction.

In elven communities, these tests are standard, and any child showing promise is given instruction if desired. In the non-elven realms, though, the Art is feared far more often than it is embraced, and those who seek for it in others, like those who feel its calling in themselves, must sometimes be cautious in how they proceed.

The talent for High Sorcery can be cultivated in many individuals in whom the aptitude for magic is a natural skill. In some cases, the ability to wield arcane power is passed down through bloodlines; in others, fate simply sees them born to the Art. Regardless of its source, finding proper training and an outlet for the gift of arcane power is vital. Members of the Orders know countless tales of poor souls who attempted to deny their nature, suppressing the Art from fear and ridicule as their untrained power consumed them from within.

In most lands, stigma and prejudice attach themselves to the wizard, and as a result, a number of would-be spellcasters remain unmotivated to receive instruction until relatively late in life. Indeed, many spellcasters have well-established careers and skills outside of magic prior to their instruction in High Sorcery. Those who discover the gift can come from nearly any background and, over countless generations, the Orders of High Sorcery's ranks have been filled with warrior and merchant, noble and peasant.

EARLY EDUCATION

The greater the force of any tide, the greater the strength of the barrier that must contain it, and the arcane force of magic is no exception. To control energies as potent as those they wield, wizards are required to master a number of unique skills, often to excruciating standards. Alchemical chemistry, illogical mathematics, unscientific physics, structured linguistics, and the memorization of complex patterns and symbols are the merest beginnings of the skills required to truly understand a spell and cast it safely. And beyond the spells themselves, the many factors which can influence magic — the nuances of the seasons, the aspects of the day, the positions of the planets and

(especially) the moons — all become a part of a complex learning process.

For some, these abilities will become second nature seemingly overnight; for others, the Art will take years to master. In either case, there are two main routes that the study of magic can take. Hopeful students can sometimes take up an apprenticeship with an elder wizard, serving while they live under a master's tutelage, an arrangement that tends to make learning magic more personal but not always more structured. More commonly, students will attend a school for wizards, established by the Conclave for the express purpose of filling the ranks of the Orders of High Sorcery. In either case, students are given enough instruction to start them on the path to arcane power and, with guidance and determination, to pass the Test beyond which destruction or greatness lies.

RAISTLIN MAJERE, APPRENTICE

Male human Wiz 1: CR 1; Medium humanoid; HD 1d4–1; hp 3; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp –1; Atk/Full Atk –1 melee (1d3–1/x2/nonlethal, unarmed strike); SA spells; AL N; SV Fort –1, Ref +3, Will +3; Str 9, Dex 16, Con 9, Int 17, Wis 12, Cha 10; Height 5 ft. 8 in.; Weight 125 lb.

Skills and Feats: Concentration +3, Decipher Script +4, Heal +3, Knowledge (arcana) +7, Knowledge (history) +4, Perform (magic tricks) +2, Sleight of Hand +5, Spellcraft +9; Magical Aptitude, Scribe Scroll, Spellcasting Prodigy.

Languages: Common, Elven, Magius.

Wizard Spells Prepared (3/2; save DC 14 + spell level): 0—detect magic, read magic (2); 1st—comprehend languages, identify.

Spellbook: 0—arcane mark, dancing lights, detect magic, detect poison, light, mage hand, mending, message, open/close, prestidigitation, read magic; 1st—burning hands, comprehend languages, floating disk, identify.

Possessions: Wizard robes (white), spellbook, parchment (5 sheets), ink vial, inkpen.

Notes: As a 16-year-old student, Raistlin does not yet possess his full allotment of 0-level spells or bonus languages. His Perform (magic tricks) skill is used when Raistlin attempts to entertain others with his repertoire of non-magical tricks and illusions. He may earn money (in steel pieces) for doing so (see Perform, page 79 in the *Player's Handbook*).

"THEY ALL WILL LEARN"

Being a letter discovered among the possessions of the wizard Antimodes of Balifor, whose possessions were donated to the Tower of High Sorcery at Wayreth upon his death. Date on the letter reads "4th day of Autumn Harvest, 342."

Antimodes of Balifor, Archmagus

Dear Master,

As you have been kind enough to graciously take an interest in me, my teacher, Master Theobold, suggests that I write to you reporting on my progress in school, especially now that I have reached my sixteenth year of life.

Master Theobold tells me that I am doing quite well in my study of the art of magic. According to him, I am one of his top pupils, and in fact, he urges me not to work so hard, but to spend more time enjoying life. I fear I cannot agree with him in his assessment of me.

While it is true to say that I am the best student in his school (it would be false modesty in me to say otherwise), I feel I must point out that his other students are poltroons who have no serious interest in the art. Thus, to claim that I am smarter than my fellows is to preen myself for being smarter than a gully dwarf! I look at my work and I see serious flaws that need to be corrected if I am ever to achieve my dream of (dare I even say it!) someday being invited by the great mages such as yourself to take the Test in the Tower of High Sorcery at Wayreth.

Master Theobold considers me adept in my pronunciation of the language of magic. (Perhaps this is because he himself is so sloppy at it.) (Meaning no disrespect.) I speak the words and I know how they are supposed to sound and yet I cannot say them. It is frustrating to me to hear them coming from my mouth in ways that I do not intend! And, as I tell Master Theobold, this is so very important, because a single mispronunciation can cost a mage his life! Master Theobold scoffs when I tell him this and says that since I will be using my magic in “modest pursuits,” it is not likely I will ever be placed in such a dire situation.

“Modest pursuits!” He means me to be a prattling old has-been like himself, using his magic to rid his home of spiders. Has the magic ever burned in his blood as it burns in mine — so that he cannot sleep at night for the sheer torment and ecstasy of it? I very much doubt it. I believe the closest he has ever

come was that time he tried to cast Burning Hands and accidentally set himself on fire.

But I digress. Master Theobold tells me that I may begin to copy spells into my book. But what is the good of that? I want to know the spells in my heart and in my head. I want to be able to say them in my sleep and then wake up and repeat them backward! I do not want to have to be constantly referring to some wretched book. The man is a dolt. He simply does not understand! But then, no one around here understands. Not really.

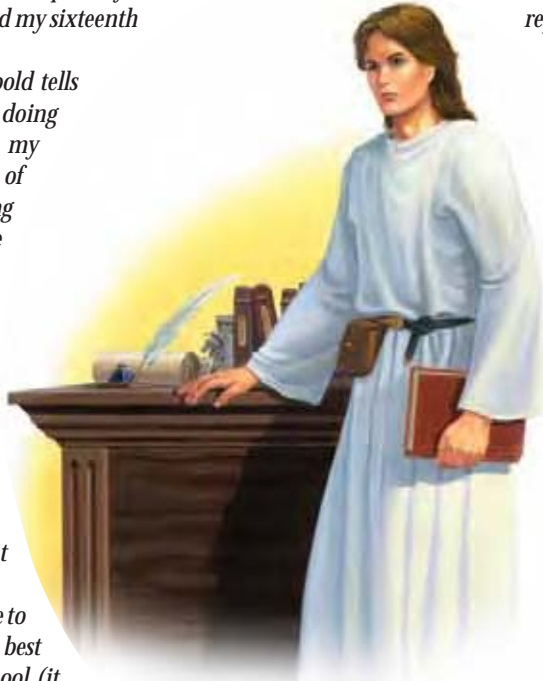
And as for my spending more time with my peers, I have come to the conclusion that my peers are idiots. My brother Caramon is a perfect example. He thinks only of two things—food and girls. If a serious thought ever did manage to limp into his brain, it would be immediately beaten senseless by the other two. When I try to point out to him that life is difficult and hard and that we must prepare ourselves to face it — and that this will not be done by stuffing oneself with spiced potatoes and giggling in the hayloft with some wench — he only laughs and tells me I don’t know what I am missing. He will learn his lesson one day. They all will learn. And then we will see who is laughing.


I hope you are well, sir. My own health is marginal. Master Theobold blames my weakness on spending too much time reading my books and practicing my art when I should be outdoors in the sunshine. He says I am to “run around” with the others, playing at such silly games as goblin ball, a sport at which my brother excels. What good goblin ball will do me (or any of us) is beyond my ability to fathom!

It has been some time since you have visited us, sir. I know the journey is a long one and tedious, but I hope you will be able to undertake it sometime soon. It would be good to talk to someone with some sense for a change.

Gratefully,
Raistlin Majere

PS. I send this letter by way of a merchant sailor who anticipates a voyage to Flotsam. It may therefore be some months before you receive it (if ever!).





PS 2. On rereading this letter, I am of two minds whether to send it to you or not, sir. I am afraid you will be shocked by it (as I am certain Master Theobald would be if he were to see it!). I believe, however, that you alone understand me. And, since I have gone to the trouble and expense of penning it, I think I will send it to you. In any case, writing it has to some extent relieved my pent-up feelings.

PS 3. If you have the time to write back to me, I would be deeply honored. (And if you know of a new spell you might care to share with me, I would be eternally in your debt!)

Yours in magic, RM

MENTORS

Once the more traditional method of arcane instruction, mentoring has fallen in popularity since the rise of the wizarding schools. But in those locations where instruction in an arcane school is impractical (or where there are reasons for a wizarding hopeful to want to avoid the attention that attendance at a school might bring), wizards experienced in the Art of High Sorcery may sometimes agree to take on an assistant who will live with and serve them, performing various tasks in exchange for instruction in the art. For the mentor, the long process of training is not about gaining prestige or additional power, but about the continuation of magical traditions and instilling a loyalty to magic in another generation.

Lessons under a mentor are seldom standardized, as each wizard has his own style of teaching and experiences to draw from. Usually, hopeful apprentices take up mentorship with wizards of similar outlook and temperament, but even so, some mentors are harsh teachers. Many demand strict obedience and exact even stricter punishments for failure, for they know that if they fail to supply the proper instruction, the Test will take the life of their charge. Other mentors are more lax, allowing students to move at their own pace and doling out lessons only when the student indicates they are ready to advance.

As a means of developing discipline, obedience and restraint, menial tasks are everyday parts of an apprentice's life. Sweeping laboratories, washing beakers, dusting bookshelves, collecting spell components, grinding herbs, and making meals are among some of the errands an apprentice can look forward to. Along with the more mundane chores, a number of unconventional tasks are handed out as well; counting cobblestones in a garden path or colored tiles in a mosaic to increase one's skill of memorization, or reciting the history of magic while dodging staff blows to improve concentration, or sorting through a sack of silk thread for all pieces exactly three inches in length to teach patience and determination.

Mentorship can take anywhere from five years to twenty-five, depending on the student and the master. Over this period, the student should gain enough knowledge to read and write magic, to understand the basic mechanics of magic, and to begin casting minor spells. As well, under a mentor, the student may gain additional understanding specific to the educational environment — neophyte elven wizards picking up a greater knowledge of the magic of nature, for example, or an apprentice of a sea wizard gaining skills relating to a sailor's life.

Regardless of the particulars of each apprenticeship, though, each student of magic will emerge at the end of training with not only a solid grounding in magical instruction, but (in most cases, at least) a stalwart companion who may be turned to in times of need. This connection between the old masters of magic and the new is perhaps the most important aspect of the mentoring tradition.

SCHOOLS AND ACADEMIES

Though mentoring in magic is a time-honored custom, the Orders of High Sorcery long ago recognized the relative slowness of the apprenticeship process and the lack of standards in training from one wizard to the next. So the first wizard schools were created, monitored, and regulated by the Conclave where they began to spring up across Ansalon. Standard tests and guidelines were established in an effort to train prospective wizards in the ways of magic in groups, rather than one or two at a time. Many of these schools were established within the vicinity of the Towers of High Sorcery, with notable academies rising in Daltigoth, Wayreth, Palanthat, Istar, and the stone city of Losarcum — centers of magical learning that came to serve all Ansalon.

But then the Kingpriest of Istar declared war on the Wizards of High Sorcery, with devastating effect. In Istar and Palanthat, schools were abandoned or put to the torch. In Daltigoth and Losarcum, schools were destroyed when the towers fell. In the aftermath of the Fall of Istar, the Conclave strove to establish new academies, but safe locations and the dedicated wizards necessary to run them were scarce, and in the time since, the handful of schools in operation cast only a shadow of their former glory.

All schools operating under the watchful eye of the Conclave are in session for eight months, from autumn to spring. Most offer room and board for students, and are often separated into separate girls' and boys' institutions, in the belief that a lack of distracting social interaction will allow students to focus more on their studies. Fees for room, board, and instruction must be paid at the beginning of the school year unless other arrangements have been made. If the child is under

the age of sixteen, a legal guardian's permission is required before studies can begin, with some schools taking students as young as six years of age (under strict observation and supervision, of course).

Schools are often nondescript structurally, and are usually built away from major population centers. In general, a school will consist of a modest collection of classrooms, laboratories, libraries, and common rooms. Shelves, cabinets, and tables take precedence over decoration and ornamentation, and windows are a precious commodity, often reserved for common rooms or the master teacher's private study.

With their stone floors and walls, wizard schools are often likened to dungeons. Their laden shelves overflow with jars of spell components, scrolls, books, and other esoteric paraphernalia. Sturdy wooden desks and stools fill each classroom, with each student given his own space to perform the various tasks presented by his teachers. The school's cooking, cleaning, and daily chores are delegated to hired help, allowing the students to focus exclusively on their work. In the elven realms, schools are similarly adorned but generally much cleaner and more comfortable.

Because students of all ages attend wizard schools, all of the classes are split into three categories — novice, intermediate, and advanced. The master teacher of the school spends half a day with both the novice and intermediate classes going over basic skills, often assisted by volunteers from the advanced class. Advanced students work semi-independently, crafting their first-draft spellbooks and perfecting their spellcasting talents, with exams given at the end of the year to determine if each student has gained enough knowledge and magical ability to advance to the next level of training.

When a student seeks a mentor, his ultimate goal is almost always the study of the Art of High Sorcery. With the wizards' schools, a good many students hail from middle-class merchant families who sometimes simply view the schools as a practical way to get a troublesome youth out of the house. In elven schools, it is considered an honor to rank among the wizards, but in human lands, wizards are treated with a great deal less respect. As such, human schools are often a dumping ground for problem children, forcing instructors to quickly separate the wheat from the chaff.

The curriculum for students at a wizards' school is generally much more extensive (but much less customized) than that of a mentored student. For the most part, schools attempt to create programs that will appeal to as wide a range of students as possible. Scribing, herb lore, astrology, alchemy, reading magic, speaking magic, proper hand gestures, the care and use of magical devices, and dealing with spellbooks and material

components are just a small part of the regimen set down by the Conclave, all of which must be mastered.

Students who have proven their mettle and their determination to magic — demonstrating the growth and development of their talent — are then given the privilege of taking the Test, and it is these few who will be given the chance to join the ranks of those blessed by the Gods of Magic. Prior to the Test, many wizards take up adventuring in an effort to put their classroom learning up against the challenges of the real world. They are honing their fundamental skills as they increase their practical knowledge of the Art.

Since the War of Souls and the return of the Gods of Magic, reestablishing the former greatness of the wizards' schools has been a top priority for the Conclave. In the interim, the Orders have come to rely on a more formal kind of apprenticeship, with individual wizards across Krynn opening their doors in search of new recruits.

THE TEST

The end result of years of training and experience, the Test of High Sorcery is the pivotal point of any true wizard's life; a kind of waking dream state that will challenge a supplicant's knowledge and limits, creativity and skills, talent and inner self. Much more than a simple trial of magical ability, the Test seeks to assess a wizard's spirit and ultimate potential, forcing each hopeful to look within himself to assess his dedication to magic, his strengths and weaknesses, and his sense of where the path of High Sorcery might lead him. And in the end, the Test asks two questions of each who person takes it: Are there any things more important to you than the gift of magic? And, when called upon, will you sacrifice those things for the Art?

In normal circumstances, a wizard will take the Test only when invited by the Conclave to do so — either when his mentor petitions an invitation from the council, or when a wizard who has already passed the Test sponsors the young magus and makes a formal request. Invitations come by many means, but most commonly as a simple letter stating the time and day for the wizard's appearance at the Tower, rules for arrival, and whether he is permitted an escort or not. New wizards taking the Test are then asked to dress in the robe color of their sponsor, as a means of honoring the allegiance to their master (though this in no way determines the color of their own robes after the Test). Weapons and equipment of any kind are not permitted.

In those rare cases when a self-taught wizard feels that the time has come to take the Test, she may travel to the Tower of Wayreth and request a meeting with the Conclave or the Council of Three—leaders of each of the Orders of High



Sorcery. At that time, the applicant's level of power and skill are determined, and a decision is made as to whether the Test can be taken or not.

Details of the Test are a closely guarded secret of the Orders. Each Test is custom tailored to each individual wizard, focusing on specific strengths to build on and weaknesses to overcome. For those who fail the Test, death is the only outcome, for wizards long-ago judged it better to allow unfocused or undisciplined students to die rather than give their skills the chance to do harm. For those who pass, the Test often inflicts scars, both physical and emotional, which will mark the wizards as surely as the color of the robes most will wear for the rest of their lives. From that day forward, they will have earned the honor of wielding High Sorcery, and nothing will ever be the same.

DALAMAR THE DARK

Male Silvanesti elf Wiz4/Black1: CR 5; Medium humanoid; HD 5d4; hp 15; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +2; Grap+4; Atk/Full Atk +5 melee (1d4+3/17–20, +1 keen dagger); SA spells; SQ arcane research +1, elvensight, moon magic (Nuitari), Silvanesti traits, spells, summon familiar, tower resources; AL NE; SV Fort +1, Ref +4, Will +9; Str 14, Dex 16, Con 10, Int 17, Wis 17, Cha 12.

Skills and Feats: Concentration +7, Intimidate +8, Knowledge (arcana) +11, Knowledge (history) +10, Listen +5, Search +5, Spellcraft +14, Spot +5; Empower Spell, Scribe Scroll, Spell Focus (necromancy)

Silvanesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

Wizard Spells Prepared (4/4/3/2; base save DC 13 + spell level, 14 + spell level w/ necromancy spells): 0—*detect magic, mage hand, prestidigitation, read magic*; 1st—*cause fear, magic missile, ray of enfeeblement, shocking grasp*; 2nd—

command undead, detect thoughts, scorching ray; 3rd—*dispel magic, hold person*.

Spellbook: Dalamar's spellbooks contain all 0-level and 1st-level wizard spells from the *Player's Handbook*, as well as the following: 2nd—*arcane lock, blindness/deafness, command undead, darkness, detect thoughts, false life, ghoul touch, knock, resist energy, scorching ray, touch of idiocy*. 3rd—*dispel magic, fireball, hold person, lightning bolt, nondetection, protection from energy, vampiric touch*.

Possessions: +1 keen dagger, cloak of resistance +1, ring of protection +1, wand of lightning bolt (caster level 5th, 30 charges), robes, spell components.

Note: Dalamar has chosen not to take an arcane focus as a Wizard of High Sorcery.



DOUBTS AND REFLECTIONS

Being an excerpt from the Journals of Par-Salian, Tower of High Sorcery, Wayreth, circa 355 AC.

The Conclave has this day made the momentous decision to send the elven wizard, Dalamar, to the Tower of High Sorcery in Palanthas, there to act as our spy on the renegade wizard, Raistlin Majere.

I trust we are doing the right thing.

I spoke confidently before the Conclave, but, now, alone, at this late hour, I must admit that I have many doubts. Yet, what other option do we have except to send one of our own to play at being his apprentice, to watch him and report back to us? Raistlin is far too powerful for us to battle. The Tower of High Sorcery at Palanthas, surrounded by the horrific magicks of its grove, is impregnable. Even Ladonna blanched at the thought of entering that fearsome place and there is little in this world that frightens her.

No. On going over this again in my mind, I must conclude that the Conclave made the right decision. We will send a spy to keep an eye on Raistlin and, armed with knowledge of what he plans, we will be able to act in time to stop him before he brings disaster to us all.

At least I have no doubt on one score — that of our choice of the mage who must undertake this dangerous journey. I can think of no one more suited to the task than Dalamar the Dark.

All of us know his history, how he was exiled from his native home of Silvanost and declared a dark elf — one who is cast out of the light. If one were to judge by his calm and imperturbable demeanor, his exile bothers him not a whit. I know, though, from his Test, that his love for his beautiful homeland runs deep and the knowledge that he will never more be able to return has pierced him to the heart. He is adept at hiding his feelings and emotions, however; one of the main reasons he was chosen for this onerous task.

The elves claim that the reason he was exiled is that he was caught practicing the art of dark magic. In truth, the elves would have probably cast him out for daring to study magic at all. Those of his House are not permitted to rise so far above their station. Considering that he is one of the most talented mages I have met, this would have indeed been a waste.

Some of my brethren of the White Robes have doubts about him, declaring that simply because Dalamar is a Black Robe, he will betray us. I have no fear of that. Dalamar is wholly dedicated to the magic and to the laws of the Conclave. He is ambitious, but he has the ability to keep his ambitions in check. He is young (for an elf) and knows that he still has much to learn. He coolly announced to us that one of the reasons he is eager to take this dangerous assignment is that, even though he will be in peril of his life every moment he is in that Tower, he plans to use this mission to learn as much as he can from the powerful archmagus Raistlin! Being a lover of learning myself, I find this most admirable. There are times when I think I would enjoy sitting down for a visit with Raistlin Majere, myself. Alas, that will never be.

Dalamar has one other valuable asset — an extremely close relationship with the god Nuitari. Few people, even among the Conclave, know this. Dalamar, though always polite and respectful, is closed-mouthed and reticent whenever any of us broaches this subject. I felt Nuitari's influence strongly when we Tested the elf, however, and (knowing the god's dislike for his mother, Takhisis, and the long-standing elven hatred for the Dark Queen) I am not surprised that Nuitari has chosen Dalamar as his champion. Nor is it surprising that Nuitari has chosen to turn his back on Raistlin Majere, who has turned his own back on the Conclave and its god-given laws.

Now, having set down my doubts and reflections, I bring this entry to a close. The hour is late and I am an old man and look forward to my bed.

I must say one thing more. I know—none better—the terrible peril this young elf faces. I commend Dalamar the Dark to the god Nuitari and ask that he guide and protect him on his dangerous mission and that he and the other Gods of Magic protect us from the overweening ambition of Raistlin Majere, Master of Past and Present.

PATHS TO GREATER POWER

Once a wizard has passed the Test, he is free to move on to greater studies, continuing the development of his skill at magic as he shapes it around the philosophies of the Order he has joined. After the Test, wizards are usually apprenticed to a master wizard who will continue the supervision of their training. A wizard trained by a mentor may choose to extend that master-student relationship (though it's not unheard of for the Conclave to assign a new mentor for reasons of its own).

Some apprenticeships are nothing more than a formality, giving the new wizard a contact within his new Order for a year or so. Others are life-bonds that last as long as both wizards live. Regardless, the time following the Test is the period in which wizards gain more knowledge in areas of specific interest, exchanging their study of the broad base of arcane skills for an increasing specialization in the subjects to which they are most strongly drawn.


Within the range of roles open to them in both arcane culture and society at large, wizards tend to break down into two categories. Book wizards are those who turn inward in their studies, often seeking secure places to settle as they spend their lives in research and self-development through written lore. Some book wizards balance research and study with lending assistance to the community. Others hide away from the world, leading very private lives. Traveling wizards, on the other hand, find it more beneficial to put their magic to practical uses, expanding their knowledge through exploration and experience. Taking an active part in the unearthing of arcane mysteries and facing down larger-than-life threats is the life of these adventuring wizards.

No matter where their journey ultimately takes them, most mages make a concerted effort to keep in touch with the Conclave and, as their power grows, are often appointed to positions that will benefit the Orders. Many become teachers or serve their Order as ambassadors or arcane scouts, using their specific gifts and abilities to benefit the health and development of High Sorcery in the world.

CALL OF THE CONCLAVE

Obtaining a seat on the ruling body of the Wizards of High Sorcery is one of the most prestigious moments in a wizard's life, for to be a part of the Conclave is to wield the power to help shape High Sorcery's future and ideals. As well as possessing an extraordinary level of arcane skill, wizards seeking consideration for ascension to the twenty-one-member council must demonstrate a dedication to the Orders of High Sorcery that overrides all other concerns and desires.

Service to the Conclave is for life, and advancement is generally slow. In the end, only



the most exceptional wizards will rise through the ranks to become Master of their respective orders, beyond which lies the possibility of becoming the Head of the Conclave, the ultimate authority of the Orders of High Sorcery.

ANTIMODES

Male human Wiz5/White9/Lore3: CR 17; Medium humanoid; HD 17d4+17; hp 70; Init +2; Spd 30 ft.; AC 20, touch 16, flat-footed 18; Base Atk +7; Grap +8; Atk +9 melee (1d4+1/19–20, masterwork dagger); Full Atk +9/+4 melee (1d4+1/19–20, masterwork dagger); SA spells; SQ arcane research +4, lore, loremaster secrets, moon magic (Solinari), White Robe order secrets, spells, summon familiar; AL NG; SV Fort +10, Ref +11, Will +18; Str 13, Dex 15, Con 13, Int 19, Wis 15, Cha 15.

Skills and Feats: Appraise +10 (+12 alchemy), Concentration +21, Craft (alchemy) +24, Decipher Script +24, Diplomacy +4, Intimidate +22, Knowledge (arcana) +31 (+33 scrolls), Knowledge (history) +14, Knowledge (nobility and royalty) +14, Spellcraft +30; Brew Potion, Craft Wand, Forge Ring, Improved Counterspell, Scribe Scroll, Silent Spell, Skill Focus (Knowledge: arcana), Spell Focus (abjuration), Still Spell.

Lore: Antimodes has the ability to know legends or information regarding various topics, just as a bard does with bardic knowledge. This lore check has a +9 bonus and functions otherwise exactly like a bardic knowledge check.

Loremaster Secrets (Su): Secret knowledge of avoidance, secrets of inner strength.

White Robe Order Secrets (Su): Magic of defense, magic of resistance, magic of sustenance, magic of truth.

Wizard Spells Prepared (4/5/5/5/5/4/4/3/2/1): base save DC 14 + spell level, 15 + spell level w/ abjuration spells): 0—*cleansing*†, *detect magic*, *mending*, *prestidigitation*; 1st—*alarm*, *hold portal*, *magic missile*, *protection from evil*, *shield*; 2nd—*cat's grace*, *eagle's splendor*, *obscure object*, *resist energy*, *scorching ray*; 3rd—*dispel magic*, *fireball*, *heroism*, *hold person*, *magic circle against evil*; 4th—*dispel magic* (stilled), *dispel magic* (silent), *fireball* (stilled), *lesser globe of invulnerability*, *secure shelter*; 5th—*break enchantment*, *dismissal*, *sending*, *teleport*; 6th—*antimagic field*, *globe of invulnerability*, *greater dispel magic*, *teleport* (stilled); 7th—*delayed blast fireball*, *greater dispel magic* (stilled), *teleport* (silent, stilled); 8th—*mind blank*, *protection from spells*; 9th—*freedom*.

† New spell from Chapter 3.

Spellbook: Antimodes has an extensive collection of spells and spellbooks, and has access to any common spell from the *Players Handbook* of 6th level or less, as well as the following: 7th—*banishment*, *delayed blast fireball*, *mass hold person*, *power word blind*, *symbol of stunning*; 8th—*binding*, *mind blank*, *power word stun*, *protection*

from spells, *symbol of insanity*; 9th—*foresight*, *freedom*, *gate*, *refuge*.

Possessions: Masterwork dagger, bracers of armor +4, ring of protection +4, cloak of resistance +2, donkey (“Jenny”), robes, spell components.

Note: Antimodes has chosen not to take an arcane focus as a Wizard of High Sorcery.

THE WIZARD AS UPSTANDING CITIZEN

Being excerpts from a lecture delivered by Justarius, Head of the Order of the Red Robes, to a group of White and Red Robe apprentice wizards.

When the word “mage” is mentioned to someone in the general populace, one image invariably comes to mind—that of a shadowy, mysterious personage in shabby robes, with long, unkempt hair and piercing eyes, roaming about with a sinister air and the stench of decaying bat wings. [Laughter from the students.]

You may well laugh, my friends, but this is the image most people have of wizards, and it is not a good one. Small wonder that people shun us, that they cross the street to avoid meeting us, that our neighbors view us with suspicion. People fear us and, all too often, we foster that fear, because we equate fear with respect. That is not and should not be the case.

The gods in their wisdom have given to us the gift of magic. The gift is a precious one and we are meant to use it not only for our own personal benefit, but also to the benefit of all. And to accomplish this, we must open ourselves up to our fellows, allowing them to see that we are not so different from them, and that we are and can be upstanding citizens who have something valuable to contribute to our community. If we do this, we will find not only that we gain the respect of our neighbors, but also that we gain financially as well. And for those of us who do not plan to spend our lives shut up in a Tower—and that is most of us here, I believe — financial independence is an important consideration. Because though others may believe that we can turn copper to steel, only we know the sad truth. [More laughter, much of it rueful.]

In these regards, I can think of no finer example for you to study than our friend and fellow wizard Antimodes of Balifor. Archmagus Antimodes is highly regarded in his community. He comes from a family of the upper middle class, well-known in Balifor as clothiers, tailors, weavers, and merchants. His father was one of the founders of the Wool Merchants Guild in Port Balifor, and Antimodes himself is a member in good standing of the guild, in addition to serving on the city council.

From the beginning, Antimodes and his family did everything right. When their son first exhibited skill in magic, the family did not to lock up him in a dark cellar [laughter and some shaking of heads], nor did they ship him off to live with his

weird Aunt Ethel in some distant forest. Instead, his father enrolled him in the most prestigious school for wizardry in the area. They brought in private tutors to aid him in his studies. They did not keep his talent a secret, but rather boasted of it to family and friends. They often had young Antimodes show off his skills at parties and family gatherings, where he was much admired. In addition, in order to make him a well-rounded individual with feet planted firmly on the ground, they made certain that he learned the family business. Antimodes not only knows how to cast spells, but also can keep account books and ledgers. And I am told that he is an excellent judge of wool and can tell good quality from cheap just by casting a critical eye upon it.

Because his family made it clear that they loved Antimodes and accepted him for who he was, his neighbors came to view the child's gifts as gifts, not as burdens or curses. His brother the tailor could sew a fine seam. Antimodes could stop a thief by scattering a few rose petals, causing him to fall asleep in his tracks. To each his own individual talents.

I invite you to walk with Antimodes down the street of Balifor sometime, as I have. For if you do, you will see people cross the street to shake his hand, or call out cheerful greetings, or invite him to dine. The mayor may well stop him to discuss some matter of politics. His fellow merchants gather around to discuss the drop in the price of wool.

Far from skulking about in ratty robes covered in cobwebs, Antimodes is as well-dressed a man as you will find south of Palanthas. He is well-groomed and fastidious in appearance, a fact no doubt connected in some small way to his popularity with the ladies. [Laughter and applause.]

In short, Antimodes of Balifor can stand as a model and a lesson to us all. His family honors him. His neighbors admire him, and when in need, do not hesitate to seek his help, for they know that he is always prepared to give it. Whenever we are fortunate enough to have Antimodes visit us here at Wayreth—as we are this day—I urge each of you to spend some time with him, get to know him, and, finally, come to emulate him. You can do no better than to take Antimodes of Balifor as your ideal, modeling your life upon his, using your magic for the good of your community, and thereby enhancing the image of all wizards.

I am now proud to introduce to you, our friend, Archmagus Antimodes of Balifor.

[Entrance of Antimodes, bowing modestly, to thunderous applause and a standing ovation.]

MASTERY OF A TOWER

To carry out the mission of spreading magical knowledge and protecting the Art of High Sorcery, the Conclave long-ago commissioned the building of the Towers of High Sorcery. To be awarded mastery of a tower is one of the greatest honors that a wizard can receive. Though the Conclave's

original designs called for seven towers, only five were ultimately raised to serve as bastions of magical knowledge and safe havens for all Wizards of High Sorcery.

The locations of the Towers were selected based on strength and security, as well as the favor and influence granted them by the Gods of Magic. Powerful enchantments were woven over each site, all of which were tied together with the spirit of the Conclave. Once completed, each tower was placed under the administration of one wizard, selected by the Conclave to oversee day-to-day functions and upkeep.


In selecting a Master for one of the Towers of High Sorcery, candidates from each order are traditionally presented before the Conclave, who based their selection not only on a wizard's skill and dedication, but on considerations of the community surrounding a Tower and the likely interaction between the Tower's Master and the populace. In out-of-the-way locations such as the Towers of Wayreth and Losarcum, the Conclave might have allowed a Black Robe or Red Robe wizard to become Master of the Tower. In locations close to often distrustful human communities (such as the Tower of Istar), White Robes most generally filled the role. In the case of Raistlin Majere and his claiming mastery of the Tower of Palanthas, the Conclave did not officially approve his actions (and had little trust in his motives). They accepted the Black Robe wizard's presence as the price to be paid to see the tower reopened.

Each Master has complete control over the particular Tower of High Sorcery under his command, and each makes certain sacrifices to this end. Every Tower is an incredibly powerful artifact in its own right, and wizards who become Tower Masters undergo secret rituals during which a part of their life force is given over to merge with the Tower's arcane essence, granting them complete control of building, guardians, and the surrounding environs. Once this bonding is complete, it cannot be broken, barring the death of the Master or the collective Conclave's will.

RACES & WIZARDRY

Prior to the creation of the Orders of High Sorcery, the chaos and upheaval caused by the flight of the Graygem and the destructive magic of the first Dragon Wars were all the arcane lore most races knew. Humans sought to obtain magical power solely for their own ends. The ogres grasped for the dark arcane secrets that might reverse their fall. The elves alone attempted to harness the power of sorcery for the forces of good. As history shows, all failed, sometimes with disastrous consequences. Only in the aftermath of death and ruin did the Gods of Magic walk the surface of Krynn, gifting three chosen magic-users with the secrets of High Sorcery.





Since their formation, the Orders of High Sorcery have had an impact on the lives of all the races of Ansalon. Having established themselves as the only group with true sanction to wield arcane magic in Ansalon, the Wizards of High Sorcery have taken it upon themselves to instruct and police the use of magic — a task that has become ever more problematic as the Age of Mortals unfolds.

To maintain a hold on the responsible use of magic (whether for good or for evil), the wizards have made their way into almost every major community on Ansalon. Sometimes their presence is as blatant as the sight of a Tower of High Sorcery rising above a city's walls, or some members of the Orders obtaining special rights and privileges above the common folk. Others might feel the Orders' presence through only a roaming wizard using his skill to assist the populace of far-flung hamlets and farmlands.

At the same time, among the races in which Wizards of High Sorcery are rare or even unheard of (specifically the kender, the dwarves, and the draconians), the Orders have come to rely on alternative methods to monitor the use of magic. Even the lack of wizards in these societies does little to lessen the Orders' impact. Both the kenders' fascination with magic and the dwarves' outright hatred of it ensure that most contact between the Wizards of High Sorcery and these races is noteworthy, to say the least.

Every intelligent race on the face of Ansalon has had to have dealings with the Wizards of High Sorcery at one time or another, and the relationships that have developed over time are as varied as the races themselves. Each race has its own view on the Orders.

The information that follows explains how each of the races of Ansalon relates to the Wizards of High Sorcery, and how they tend to view and deal with wizards and renegade spellcasters within their own society.

HUMANS

Throughout the centuries leading up to the Age of Mortals, humans have comprised the largest percentage of the membership of the Orders of High Sorcery. Though the elves were the first to learn the arcane arts, it was the adaptive and more-flexible humans who gained domination of the Art. As a result, the Orders of High Sorcery tend to a kind of human-centricity and, despite a stated dedication to magic and magic alone, their leaders have made many decisions based on a human point of view.

In the non-wizarding world, perception of the orders is as wide-ranging and contradictory as most human affairs. By and large, wizards tend to be looked upon with fear and distrust by other humans. Commoners, ignorant of the ways of

magic and often superstitious in their view of the world, are careful in their dealings with those they consider wizards. The passage of time — and a strong show of good faith — is often the only method of acceptance for wizards in most human communities.

Civilized human nations — and the larger population centers in less civilized areas — are generally more open to arcane spellcasters, some even going so far as to allow the establishment of businesses or schools. Scattered throughout Abanasinia, Ergoth, Schallsea, and Palanthas, one can find enclaves and independent towers dedicated to the study of High Sorcery. Nearly all of these institutions were shut down or abandoned when the Gods of Magic departed the world. Many schools have reopened with the gods' return, as venerable human wizards and eager elven teachers look to rekindle the spark of magic that was once thought dead.

The Wizards of High Sorcery are not welcome in all human nations. Solamnia, the center of power on the mainland for the Solamnic Knights, has long been at odds with the Orders, and although wizards have occasionally served with the Knights in an unofficial capacity, there is little genuine trust between the groups. As a result, wizarding schools within Solamnia are few, and the profession itself is fundamentally frowned upon (especially for those wizards who do not wear the White Robes). Likewise, the nation of Khur is notoriously hostile to wizards. Arcane magic is largely distrusted there by all except the roguish Mikku tribe, who have adopted a limited use of arcane magic as an aid to their natural skills as thieves and entertainers.

In the wilds of Ansalon, in regions such as Estwilde, Taman Busuk, the Desolation, and the Plains of Dust, arcane magic is generally held in deep contempt. Distrustful of outsiders and naturally afraid of the unknown, the uncivilized folk can be openly hostile to the Orders of High Sorcery if not dealt with carefully. The plainsmen and the barbarians reject magic completely, and in some areas, those caught practicing it face almost certain death.

ELVES

While the elves as a race have made use of arcane magic for thousands of years, each elven culture treats magic in its own way.

SILVANESTI

The elves of Silvanesti embrace the Art of High Sorcery as their own. Their legends state that it was the elves who first received gifts and guidance from the Gods of Magic. The Silvanesti House Mystic is one of the most ancient and respected of all elven houses. Its wizards all join the Orders of High Sorcery (or forfeit their lives trying).

Though the original three wizards were each taught the art by one of the three Gods of Magic, House Mystic allows within it only the practice of the magic of Solinari. Those Silvanesti wizards who are initially drawn to follow the path laid down by Lunitari are persuaded to change their ways or suffer the fate of those who practice the dark arts of Nuitari — they are branded as dark elves and cast out of elven society.

Traditionally limited to Silvanesti elves who have shown an initial aptitude for the arcane arts, House Mystic has long served as an extension of the Wizards of High Sorcery in Silvanesti. For generations, Silvanesti wizards have studied and performed magical research in the isolation of their lofty towers (and in fact, the joining of the Conclave by the Silvanesti was seen by many elves as an unnecessary concession to outside power).

After the Cataclysm, most Silvanesti withdrew from Wayreth and the other centers of magic, retreating into a kind of exile broken only by the need to trade for magic items and new spells.

In the aftermath of the Chaos War, House Mystic suffered greatly under the loss of High Sorcery. Yet early in the Age of Mortals, the Silvanesti wizards took the same path ultimately followed by Palin Majere, looking back through their ancient texts and discovering the secrets of primal sorcery hidden there, secrets which would allow them to maintain their hold on power.

During the War of Souls, House Mystic entered the conflict when Silvanesti was caught off guard by the minotaur invasion. Sadly, the elven wizards could do little but protect themselves, and the towers of House Mystic fell. Bereft of their magic, the wizards fled, many escaping the devastation only by taking up residence in nearby cities as refugees.

Now that Solinari has returned, the wizards of House Mystic are in exile. Secretly, they are actively seeking out one another and the scattered artifacts of their former glory, hoping to restore their magic as a means of striking back against the minotaurs that have stolen their homeland.

QUALINESTI

The elves of the west have their own house dedicated to the study of magic. Though the structure of their caste system is much less rigid than that of the Silvanesti, the art of wizardry is no less prestigious, with elven wizards highly respected within their communities.

The Qualinesti view High Sorcery as they view nature — as a gift bestowed upon the world that must be responsibly cared for and nurtured in order that it might properly grow. Like the Silvanesti, the Qualinesti allow only White Robe wizards to practice the arcane arts, with wizards of any other calling branded as dark elves and forbidden to enter elven lands.

Prior to the War of Souls, the elven capital of Qualinost maintained its own center of learning for elven wizards (though given their proximity to the Tower of Wayreth, many elven wizards made that the focus of their magical research and education instead). Following the Chaos War, the elves of Qualinesti found themselves under the occupation of the Knights of Neraka. With primal sorcery outlawed, elves desiring to study the newly discovered arcane arts were forced to either leave their homeland or learn in secrecy.

The eventual destruction of Qualinost resulted in the loss of an untold wealth of magical artifacts, submerged now beneath the depths of the *Nalis Aren*.

With the return of the Gods of Magic, the exiled Qualinesti wizards hope to reestablish ties with the Wizards of High Sorcery, seeking to recover lost lore and items of power that might assist them in regaining their homeland.

KAGONESTI


The wild elves, much like the human nomads, distrust wizards for the most part, and though they understand that High Sorcery was gifted by the gods, it is a gift for which they have no particular use. During the War of the Lance, the more “civilized” Silvanesti and Qualinesti used arcane magic to crush the Kagonesti, and many of the wild elves still blame magic for the emotional scars left by their slavery and exile. Though naturally distrustful, individual Kagonesti tend to judge individuals on their actions and deeds, and arcane spellcasters using the art to aid the wild elves can come to be held in high regard.

As their society offers no institutions dedicated to magical study, Kagonesti become wizards more rarely than other elves (though the advent of primal sorcery has seen a small number of wild elves tap into their undiscovered arcane talents to become sorcerers). In general, Kagonesti wizards almost always number among those who were once “servants” of the more “civilized” elves, and who have learned of High Sorcery through them. Like their elven kin, Kagonesti who follow the path of wizardry almost always become White Robes.

DIMERNESTI

Though wizards among the varied sea races are rare, sea elf wizards are occasionally drawn from those whose curiosity for the surface world has led them to spend considerable time with those above the water. In many cases, a Dimernesti elf will learn simple spells from a passing wizard in exchange for information on life below the waves. On much rarer occasions, a more serious student will make the journey to a Tower of High Sorcery for Testing. Most shoal elves remain mere dabblers in the arcane arts, casting minor spells and cantrips only for their own amusement. The free spirit and





roaming nature of the Dimernesti doesn't mesh well with the studious nature of the wizard. But any sea elf is more than capable of answering the calling if it comes.

Dimernesti wizards must use specially crafted spellbooks wrought from thin sheets of silver, with their arcane markings carved into them so as to not fade or rot away in an underwater environment. These waterproof tomes are priced at five times the value of a normal spellbook. Dimernesti wizards who succeed at the Test often spend little of their time on land, and thus many create underwater laboratories in which their work (often exploring the specialized nature of water magic) can be undertaken in comfort.

DARGONESTI

The Dargonesti, or deepsea elves, learned the arcane arts over countless generations. Their own brand of High Sorcery is openly practiced by any capable spellcaster. As a whole, the deepdwelling sea folk view the Orders of High Sorcery with contempt (an effort of the surface dwellers to capitalize on magic for their own exclusive ends). Officially, the Conclave view Dargonesti wizards as renegades, operating outside of official reach and sanction.

In reality, few Dargonesti research magic beyond the spells they've used for generations to protect their families and homes. Given high-level wizards are scarce to non-existent among the deep sea elves, the Orders rarely see a need to intervene in their affairs.

When High Sorcery was lost in the aftermath of the Chaos War, the Dargonesti simply did without, blaming the surface folk (as they generally do) for the loss. Primal sorcery remains a relatively unknown art to the Dargonesti, but those among the deepsea elves who have dabbled in this new form have seen the benefit in no longer needing to rely on the whim of the gods — or risk attracting the attention of the surface-dwellers — for the use of arcane power.

HALF-ELVES

Caught between two worlds and often looking for a place to call their own, half-elves with the talent for wizardry often embrace the Orders of High Sorcery with great enthusiasm. As a social order based exclusively on individual worth, wizardry provides half-elves with a sense of community that many feel their ancestry denies them. Many half-elf wizards find themselves donning the Red Robes of Lunitari, but (true to the mutability of their human nature) have been known to follow the paths laid down by Solinari or Nuitari as well.

OGRE RACES

Long before its devastating fall to barbarism, the ogre race possessed magical power to rival any other, though few today without knowledge of the ogres' lost legacy would ever suspect it.

OGRES

The ogre race had already been in decline for centuries before the Orders of High Sorcery were formed. By the time the Gods of Magic had passed on their gifts to the world, the ogres were a race of violent barbarians, driven by a longing for the grandeur they once possessed. Most contemporary ogres lack the intelligence necessary to become wizards. Those rare few who have ever learned High Sorcery have done so as renegades, rarely learning spells of sufficient power to attract the notice of the Orders or require the taking of the Test.

As with many of the wild races of Ansalon, ogres are generally distrustful of magic that doesn't take the form of some powerful weapon (in their own hands, of course). If captured by ogres, spellcasters are often killed outright unless their ogre captors can find use for them as slaves, in which case the wizards' tongues are most often cut out as a means of stealing their spellcasting power.

OGRE MAGI

Occasionally an ogre will give birth to a child of rare ability and stature, a "blessed" offspring thought to be touched by the god Sargonnas. Long believed to be throwbacks to the lost age when ogres were charismatic and intelligent beings, ogre magi may be a separate race, originally hailing from lands beyond Ansalon. Whatever their origins, the ogre magi are dangerous foes.

The tradition of High Sorcery has been learned by the ogre magi and passed down over generations to other gifted ogres. A young ogre mage will often seek out others of her kind, working with older magi to further her education in the Art. Except in the rare cases when they come into conflict with wizards on the hunt for renegade spellcasters, ogre magi rarely give the Orders of High Sorcery any thought.

It is rumored that the ogre magi secretly worship Nuitari, and that even outside the Orders, they receive the god's protection. Most think this unlikely, as the ogre magi's brand of arcane power seems as much a threat to the Orders as any other manner of renegade spellcasting.

Ogres in the service of an ogre mage will often focus on slaying wizards above all else, so as to make an offering of their belongings as a means to gain their master's favor.

HALF-OGRES

Very few half-ogres join the ranks of High Sorcery, tending to rely more on their natural brute strength than what brains they might have. Even so, their human ancestry gives them a better chance of becoming effective arcane spellcasters than pure-blood ogres. Having no true society (even more so than half-elves), a half-ogre who joins the Orders often finds a measure of comfort in the fellowship that comes with it. Yet half-ogres often face prejudice. Such intolerance can either force them to turn from the Orders to take the renegade path or cause them to work even harder in an attempt to prove their ultimate worth.

IRDA

The solitary and aloof high ogres known as the Irda tend to view the people of Ansalon with a critical but not unsympathetic eye. Preferring to distance themselves from the self-serving and war-like races of the continent, the Irda have lived for millennia with no intrusion of other cultures into their own. They view the Wizards of High Sorcery with a kind of grudging approval. An institution dedicated to guiding the use and development of magic on a continent of irrational and aggressive races seems a worthy idea, even if the notion of their own involvement in such an organization is laughable.

While the other races of Ansalon have spent their lives fighting an endless succession of wars, the Irda have spent their time exploring the intricacies of arcane magic. Irda travelers to Ansalon were the first to learn the Art of High Sorcery. They brought back the practice to their communities so that High Sorcery's powerful methods could be blended with their own natural arcane skill. The result was an incredibly advanced hybrid arcane form, the instruction in which was strictly forbidden to any non-Irda.

The Chaos War began when the Irda inadvertently released the god Chaos into the world. The resulting backlash of power destroyed both their island nation of Aianatha and the culture founded there. Only a scattered number of Irda survived the destruction. They are desperate now to find others of their kind.

In the aftermath of the Chaos War, a number of surviving Irda turned to primal sorcery, though its primitive feeling disgusted a race accustomed to High Sorcery's formal training and discipline. With the return of the Gods of Magic, the few remaining high ogres have enthusiastically picked up the calling of High Sorcery once again.

Many Irda wizards are renegades, feeling no compulsion to join any order created by and for the lesser races. At the same time, some Irda harbor a great curiosity regarding the Test and are willing to balance its risks against the arcane secrets that

membership in the Orders might reveal. Now that the majority of their kind have perished, some Irda have begun posing as elven wizards, assisting with the rebuilding of the orders while they keep their true natures to themselves.

MINOTAURS

Arcane magic has never been widely accepted among the minotaurs. Magic is often thought of as a crutch used by the lesser races of humans and elves to make up for their inferior stature and strength. Casting arcane magic is widely seen as dishonorable. The might of the warrior lies in the strength of his arm, not in the ability to cast illusions and gouts of flame from afar. Needless to say, there are few honored practitioners of magic among the minotaurs.

Predictably, the rare minotaurs who take up High Sorcery are slightly smaller of build than their massive, muscular kin, and tend to be loners, practicing their art far outside mainstream minotaur society. Minotaur wizards on the isles of Mithas and Kothas are renegades, learning their skills from other minotaur renegades. The few who actually dwell within the minotaur cities are often war mages (one of the few paths that can generate at least a grudging respect from their kin). For these minotaur wizards, the more powerful the magic, the more potent a weapon it will make, and the combination of natural strength and magic ability makes for a formidable foe.

Often, minotaur wizards will leave their homelands to live as exiles, a decision that will haunt them the rest of their lives for the shame and disgrace it brings upon the family they'll never see again. Having made a choice that places their pursuit of magic over their allegiance to the minotaur empire, such wizards live as hermits, practicing magic in out-of-the-way places. Occasionally, younger minotaur wizards will take up adventuring as a means to prove themselves, or will find themselves working for a cause they've come to believe in.

Minotaurs rarely if ever join the Orders of High Sorcery, as most are unable to accept the sense of being beholden to superiors of the lesser races. Those who do join the Orders often find themselves donning the Black Robes, as the innate need to dominate others leads them down Nuitari's path.

The disappearance of High Sorcery from Krynn affected minotaur wizards more than most, taking from them the power and principles for which they'd abandoned their culture and kin. Some made their way into new lives without magic. A few others turned to sorcery. Still more knew only despair. Now that High Sorcery has returned, the minotaur wizards are eager to reclaim their destiny and to train a new population of minotaur wizards to follow them.





DWARVES

As a rule, most dwarves detest arcane magic with a singular passion, not trusting its power or the wizards who wield it. They consider the arcane art to be unnatural—plain and simple. Each individual dwarf clan has its own views of the Orders of High Sorcery, relating to them in sometimes very different ways.

HYLAR

The noble Hylar of Thorbardin dislike magic as much as the next dwarf. Tales are still handed down from one generation to the next of the death and destruction caused by the arrogance of spellcasters.

The Hylar have a diplomatic side and, even if they don't trust wizards, they can work with them as the need arises. They understand that the Orders of High Sorcery are at least making attempts at maintaining stability and enforcing laws among its members, and stability and law are concepts the Hylar can appreciate.

Despite this common philosophical bond, no Hylar has ever been known to answer the call of wizardry. Any Hylar foolish enough to take up High Sorcery faces outcast and excommunication from the Hylar clan. Within the cities of the Hylar under Thorbardin, centers of learning for wizards are expressly forbidden.

DAEWAR

Loud and brash, the flashy, golden-haired Daewar don't trust wizards any farther than they can throw them. Unlike the Hylar, the Daewar aren't nearly as tactful in keeping their derision for the Wizards of High Sorcery to themselves.

Somewhat ironically, Daewar smiths have long been known to join forces with wizards in a common effort at crafting the weapons and armor that are the dwarven forté. Every so often an item of power appears with the unmistakable hallmarks of both Daewar craftsmanship and arcane enchantment. (Though most Daewar swear that such items must have been stolen or sold to wizards, then enchanted without their knowledge.)

Like the Hylar, any Daewar who takes up wizardry is exiled from the dwarves' mountain home.

KLAR

The wild-eyed Klar of Thorbardin are more willing than most dwarves to kill a wizard without a second thought, so it's surprising to find the Klar numbered among the dwarven wizards. Among the dwarves, the Klar have a reputation for insanity, often manifested in undwarflike urges to abandon Thorbardin for the lands above without so much as a word, or to suddenly take to the open road in order to see the world, or to abandon all

dwarven sense and reason in order to study the arcane arts.

The few Klar wizards who maintain enough focus to study magic and display sufficient prowess to pass the Test tend to advance at a slower rate than their peers. Most reports of Klar wizards have likened them to rabid dogs—friendly one moment, but prone to fits of arcane rage if provoked. In any event, in dwarven lands, Klar wizards are typically given a welcome no less hostile than that of their nondwarf fellows.

THEIWAR

The original dwarven settlers of the Kharolis Mountains, the Theiwar are the only dwarves who openly acknowledge the practice of High Sorcery. The history and nature of the dark dwarves of Thorbardin has been well documented. It was in the years following the creation of the Orders of High Sorcery that the Theiwar first began to experiment with magic. The Theiwar sensed power in magic, and they used it to protect themselves from the upstart clans that presumed to rule over all the mountain realm.

Due to their ongoing experimentation with magic, there grew a pronounced physical difference in the Theiwar. Once sharing the same ruddy complexion and physical stature of other dwarves, their eyes began to bulge out and become sensitive to light. Their hair grew thin and brittle as their skin took on a sickly yellow tone. Theiwar women started giving birth to the savants — dwarves marked by pure white skin and hair, whose formidable aptitude for wielding magic showed in their yellow eyes.

It was a Theiwar savant named Vosil Grudgeback who first made contact with the Orders of High Sorcery after receiving visions from Nuitari. The savant dark dwarf studied High Sorcery and took its teachings back to his people, who raised a secret tower of magical learning in Thorbardin's dark recesses. Any dwarf found practicing magic outside the dwarven faction which Grudgeback created — clandestinely known as the Obsidian Circle — was tortured and put to death.

When High Sorcery disappeared after the Chaos War, the Obsidian Circle disbanded. Its members fled, laden with as much arcane weaponry and lore as they could carry. Over the next forty years, many Theiwar became sorcerers, seizing the opportunity to exploit this new arcane form until the return of the Gods of Magic caused the Theiwar leadership to attempt to reform the Obsidian Circle. A number of savants, now proficient in primal sorcery, are standing against the reformation of the arcane dwarven cabal, and in the ensuing magical power struggle, the dark dwarves have found yet another reason to murder and destroy one another.

DAERGAR

The dark-seekers of Thorbardin do not openly admit to using magic, but it's an unspoken truth that the ruthless Daergar have used High Sorcery to gain the same advantage as the Theiwar over their magic-fearing dwarven rivals. Daergar are not as comfortable with the Art of High Sorcery as the Theiwar, but it's still common for these dark dwarves to take up the practice, often specializing in crafting weapons and armor geared toward enhancing their natural abilities, mentally dominating an opponent, or striking fear into an enemy's heart.

Although disputes have arisen between the Theiwar and Daergar in the past, both groups often work together to further their own ends. For this reason, the less organized Daergar wizards frequently turn to the Theiwar for magical instruction. With the passing of Chaos, a number of Daergar assassins studied sorcery, combining it with their natural strength and use of stealth to become even more adept at their dark trade.

NEIDAR

The hill dwarves may be more worldly than their mountain-dwelling kin, but they share the same view of wizards (can't trust them, won't trust them). For the Neidar, this distrust runs deeper than for other clans, as it was during the Betrayal (just after the Cataclysm, when the mountain dwarves shut out the Neidar) that Fistandantilus, a wizard of great power and renown, not only failed in his promise to deliver the hill dwarves into Thorbardin, but killed thousands with his devastating magic. His treachery has never been forgotten.

As the most commonly found dwarves in Ansalon (and the ones having the most interaction with the other races of Krynn), the Neidar look beyond their inborn distrust. Though their numbers are small, dwarven wizards are most likely to hail from the Neidar clan (though within their own communities, hill dwarf wizards are still likely to be shunned if their actions haven't earned them outright exile first).

When High Sorcery was lost to the world during the first decades of the Age of Mortals, some among the scant number of hill dwarf wizards turned to sorcery. Most pursued alternate studies (often as sages or scholars) or simply turned their wizardly talents to the crafts of the forge.

ZHAKAR

The dark dwarves in the lands surrounding the original dwarven home of Thoradin are descendants of the Theiwar. Following the Cataclysm, the dark wizards of that clan utilized their magic to survive the destruction. Trapped

in their ruined home, the dwarves' magic could not curtail the mold and decay that permeated the underground city, nor could it hold back the deadly spores that slowly drove them insane. The Zhakar, as they began to call themselves, abandoned the Orders of High Sorcery and turned away from Nuitari. The wizards among them, now all renegades, passed on the magical tradition of High Sorcery from one dwarf to the next.

After the Chaos War and the discovery of primal sorcery, a number of Zhakar picked up the practice only to make the transition back to High Sorcery when the Gods of Magic returned. Their lack of attachment gives them no obligation to any particular source or school of magical power. Unlike the Theiwar in Thorbardin, wizards and sorcerers of the Zhakar work side by side to accomplish their dark goals.

AGHAR

The gully dwarves of Ansalon tend to react to any non-gully dwarf with an immediate combination of suspicion and fear. Living in the most squalid, out-of-the-way locations, and concerned only with their own survival, the Aghar have little inclination to think about the world at large. Most have only a vague notion of what wizards are, let alone any knowledge of the Orders that bind them.


Since most gully dwarves are illiterate, this is a fairly insurmountable hurdle for a prospective wizard to leap, never mind that it would take a gully dwarf of exceptional intellect to grasp the fundamentals of magic at any level beyond the most simple cantrips. Though no known gully dwarf wizards have ever attempted the Test, it has been observed that since the passing of Chaos, some gully dwarves have begun to utilize primal sorcery to a small degree (though they seem to do so without conscious effort).

GNOMES

Many gnomes view the Wizards of High Sorcery with a mixture of curiosity and disdain, as the idea of manipulating magical energies isn't something most gnomes would consider a worthy endeavor. Moving the world with a few words and some complex hand gestures can't hold the attention of the average gnome, especially when compared to accomplishing the same effect with gears, pulleys, water, steam, and variable grades of speed and distance based on the weight ratio of the world to be moved.

For the most part, any gnomish interaction with magic comes from those tasked with deconstructing it in order to develop machines that replicate magic's effects. In order to better perform the task, gnomes will study High Sorcery as a means of understanding the laws of arcane cause and effect, an education nearly always done within the gnomish city of Mount Nevermind.





The school there has a few expert instructors for teaching practical lessons in magic — lessons which (in the best gnome tradition) are made even more complex and mystifying than usual.

Gnomish spellbooks tend to be twice as large as normal spellbooks, as they often have diagrams, instructions and notes scrawled on every page. Though few realize it, the practitioners of High Sorcery within Mount Nevermind are renegades. Few gnomish wizards have ever gained enough knowledge in spellcasting to be considered dangerous (at least to anyone other than themselves). No doubt Mount Nevermind has seen gnomish wizards of considerable power from time to time, but since their lives are passed entirely within the depths of the mountain city, their art goes unnoticed by the Orders.

The Chaos War was a time of devastation and great challenge for the gnomes of Mount Nevermind. A good part of the city was destroyed during the battle and their people were subjugated both by Dark Knights and the red dragon, Pyrothraxus. But the passing of Chaos unleashed new types of magical energies into the world, and with each new manifestation leading to the further investigation and study that gnomes love more than life, many among their number are beginning to explore the mysteries of sorcery and mysticism with great enthusiasm.

Prior to the War of Souls, there was no recorded instance of any gnome taking the Test, but with the return of the Gods of Magic — and with no real idea what fruit the gnomes' secret experiments will bear — this may yet change.

KENDER

Once considered a single race, the events of the Age of Mortals have split kender into two distinct groups — true kender and the afflicted.

TRUE KENDER

In contrast to most of the other races of Ansalon, true kender love magic and have a great admiration for those who can wield it, holding wizards of all robes in the highest regard. Despite this kind of race-enthusiasm, no kender has even been recorded as taking the Test. Explanations range from kender incompetence to a grand conspiracy by the Wizards of High Sorcery to keep them out of the Orders. Like trying to slay a dragon with a toothpick, trying to get a kender to sit still long enough to concentrate is generally thought as dangerous as it is impossible, and it's this lack of focus that prevents the majority of the kender from ever following the path of the magic they love.

The kender themselves tell tales of wandering kender wizards, describing them as creatures of exceptional intelligence and unerring persistence. Oftentimes, the kender wizard is said to have

learned the basics of the art from another wizard, once a wanderer as well. An initial infatuation with minor tricks blossomed to a full-fledged compulsion to wander the path of magical discovery. If there ever were kender spellcasters of High Sorcery prior to the War of Souls, they would have been considered renegades. As their institutions are slowly rebuilt, wizards may end up seeking new arcane talent in unexpected places.

AFFLICTED KENDER

Afflicted kender, preoccupied with their own worries, rarely look beyond their immediate safety or the safety of their loved ones. As the Wizards of High Sorcery were essentially defunct at the time of the kender flight (when the red dragon Malystrix destroyed the city of Kendermore), most of the afflicted kender created in the aftermath have no real concept of what the Orders are. The only arcane magic with which afflicted kender are truly familiar is the primal sorcery that a small number have been able to master. With the return of the Gods of Magic, many afflicted kender, having never experienced High Sorcery, have little idea what to make of it, and are prone to suspicion.

Since one side effect of the afflicted kenders' condition is a loss of the erratic personality and inability to focus of their true kender cousins, it is not inconceivable that afflicted kender interested in wizardry might some day rise to the challenge.

HALF-KENDER

The best (or worst, depending on who you talk to) of both worlds, half-kender are a rare half-breed. None have ever taken the Test (or if they did, their kender nature was never made a matter of record). Half-kender are often fascinated by magic (in the manner of their kender parentage), but lack the drive required for the intense study of the art (again, a factor of their kender side).

CENTAURS

Like most of the uncivilized folk of Ansalon, centaurs hold the Wizards of High Sorcery in little esteem. Revering nature and their own skill as warriors above all else, centaurs prefer the company of other centaurs and hold fast to the traditions (and preconceived stereotypes) of their people. Centaur tribes only rarely come into contact with wizards and, when they do, the results are invariably violent. Within the tribes, the study of arcane magic is unheard of.

That being said, young centaurs occasionally leave their tribes and strike out into the world seeking adventure. As these more open-minded travelers expand their experience of the world, they learn of the Art of High Sorcery. A number of centaurs have joined the Orders of High Sorcery, though once they take the path of magic, centaurs seldom return to their homelands.

DRACONIANS

The draconian race had existed for a mere fifty years before High Sorcery was lost to the world and the Orders were disbanded. Draconians were familiar with the Orders, often serving under Black Robe wizards and battling those of the White and Red Robes. Draconians' perceptions of wizards cover a healthy range of animosity and distrust, but each draconian type ultimately holds a view of arcane magic all its own.

AURAK

The dominating and deceitful auraks, originally crafted from gold dragon eggs, are as powerful as they are highly skilled in the use of magic, and have a strong interest in High Sorcery. All aurak wizards have been renegades, their arcane study augmenting their innate spellcasting abilities to make them a supremely dangerous foe.

After the Chaos War, a number of auraks discovered a natural talent for primal sorcery, with a majority giving up the demanding methods of High Sorcery for the ease of the more natural path.

BAAZ

The weakest and most numerous of the draconians, the baaz are renowned for their undisciplined and raucous personalities. Created from brass dragon eggs, the baaz were trained to hate all races except those serving Takhisis, and were primarily used as shock troops during the War of the Lance.

On the surface, the second generation of baaz seems just as crude and self-indulgent as the first, but their innate hatred for all races has softened. This change is most noticeable in the baaz draconians of Teyr, who seem more open to change (though not yet as accepting of other races as the humans of the larger cities). With no spellcasting tradition, most baaz continue to serve as mercenary fighters, and any taking up the call to arcane study would be extremely rare.

BOZAK

Bozaks had the most contact with humans and other races during the War of the Lance and, though not nearly as magically inclined as the auraks, they have a drive and dedication that lends itself well to arcane study. Of all draconians, bozaks are the most suited to discipline and leadership. Their strength of will and their innate gift for spellcasting gives them a more intimate understanding of arcane magic than their draconian cousins.

A number of bozaks dabbled in primal sorcery during the beginning of the Fifth Age, with many continuing to do so in the aftermath of the War of Souls.

KAPAK

Venomous dragonmen created from copper dragon eggs, the kapaks are the most treacherous of draconians. During the War of the Lance, the kapak were trained as elite fighting squads, many employing their inherent stealth and quick thinking as formidable assassins. Kapak wizards are virtually unheard of, but kapak assassins who mix sorcery and stealth are becoming more common.

SIVAK

Created from silver dragon eggs, sivaks are the largest and well-respected branch of the draconian race. Both powerful and cunning, the sivak has the innate ability to alter its shape to the form of the last person it killed. This often enables them to integrate into non-draconian societies, if only for short periods of time.

During the War of the Lance, rumors told of sivaks who had been specially trained in the Art of High Sorcery, sent out as assassins to destroy powerful wizards, then using magic to take the slain wizard's place. In the aftermath of the Chaos War, some sivaks experimented with primal sorcery, but most simply focused on the day-to-day challenges of rebuilding and survival.

HIGH SORCERY

Of all the orders of Ansalon, none are as feared or as respected as the Orders of High Sorcery. Throughout history, the Wizards of High Sorcery have been viewed as both a bastion of strength and an arcane abomination by the people around them.

During his reign, the last Kingpriest of Istar declared arcane magic to be an enemy of good and persecuted the Wizards of High Sorcery for fear of their magical power. In the aftermath of the Cataclysm and the disappearance of divine magic from the world, the Wizards of High Sorcery maintained their faith in both their gods and their own arcane strength. But in the wake of the Chaos War, when the three moons and their magic disappeared from Krynn, the Wizards of High Sorcery faced a challenge they could not overcome. And with the Last Conclave's decision that the old ways had lost their meaning in a new world of primal sorcery and mysticism, the Orders of High Sorcery were no more.

With the return of the Gods of Magic to Krynn, movements have arisen to rebuild the old orders and make High Sorcery ascendant once again. But Krynn today is not the world it was, and many of those who once followed the Orders' laws have exchanged those laws of magic for the more independent arcane power of the sorcerer's path. Others remain acutely aware that the Orders' original purpose — to keep magic from ever again becoming the threat to the world it once was —



SWITCHING ALLEGIANCE (CHANGING ROBES)

When the Test of High Sorcery is undertaken by the aspiring wizard, her actions and conduct during the Test determine the Order to which she will owe allegiance if she survives. Because any being's will is changeable (and because the conditions of the Test are sometimes quite different than the conditions of the life the wizard will lead), a Wizard of High Sorcery may find her attitudes, beliefs, and goals drifting from those of her Order. Wizards such as Raistlin Majere and Tyros of Ergoth, both Red Robe mages, switched allegiances and joined other Orders after pivotal events in their careers (Raistlin becoming a Black Robe; Tyros a White Robe).

Because of their position between the extremes of alignment, such shifts are more common among the Red Robe wizards. White Robes and Black Robes rarely abandon their original calling and, if they do, are more likely to become renegade mages than simply switch Orders outright. For many Red Robes, the difficult road of balance which the wizards of Lunitari must walk makes it easy to take one step too many toward light or darkness.

Next to the Test, a change in Order is likely to be the most profound and significant moment in a wizard's life. It is never undertaken lightly. The player of such a wizard should consult with the Dungeon Master on the consequences and options available if this choice is ever under consideration. A Dungeon Master should recognize and point out any occasions of a character acting in manner contrary to the tenets of his Order — actions that might make a change necessary, whether desired or not. In every case, it should be the will of player character that decides the matter, though a wizard deliberately played as if aligned to another Order will eventually have to face the consequences.

A Wizard of High Sorcery who undergoes an alignment change (on the good–evil axis) in the course of the game must either atone for

her actions to maintain standing in her Order (see the *atonement* spell, page 201 in the *Player's Handbook*) or else declare allegiance to her new Order of High Sorcery. Once the new allegiance is declared, the wizard instantly assumes the class features of a mage of the appropriate robes (though the full benefit of her new moon magic is not received until one full turning of the new god's moon). She retains any Order secrets previously learned (though may exchange them for the secrets of the new Order), but may not learn any further secrets from her previous order.

Until she gains a new level, any Wizard of High Sorcery who changes orders takes a –20% XP penalty for every step away from her original order the change has taken her (so that a Red Robe wizard who switches to the Black or the White takes a –20% XP penalty, but a change from Black to White or White to Black means a –40% penalty). This penalty stacks with the XP penalty paid by a multiclass character with uneven levels.

A wizard of High Sorcery who has taken one of the Arcane Focus options for specialization must either choose a new specialist school upon joining her new order or lose all benefits of specialization, possibly resulting in the loss of a significant number of spells she had previously learned. Some wizards who change orders spend a great deal of time undertaking research and acquiring new spells, but many simply give up specialization altogether to become “generalist” wizards, who are well-rounded but less firmly committed to any single school.

A Wizard of High Sorcery who switches allegiance has the option each time she attains a new Wizard of High Sorcery level of switching out any Order secret she knows from her old Order with one from her new Order. This reflects the wizard's steady acclimation and understanding of the ways of her new Order as she relinquishes the ways of the old.

remains as valid now as the day the Foundations of Wizardry were handed down.

Adventurers: Though united in their devotion to magic, Wizards of High Sorcery are nonetheless diverse in their goals and motivations. Some go adventuring for profit or in search of magical lore with which to increase their own power. Some act as agents for unknown masters, executing

secret missions and assignments. Others travel the world for the simple pleasure of meeting new people and seeing new sights. Regardless, whether they wear the White Robes of Good, the Red Robes of Neutrality, or the Black Robes of Evil, all wizards ultimately seek knowledge, power, and the advancement of magic throughout the world.

Characteristics: Despite the differences in the outlook of their Orders, all Wizards of High Sorcery hold magic above all other social and moral considerations. Protecting and nourishing the seeds and sources of magic while preserving its knowledge and history is the primary goal of all three Orders. In other matters, each wizard takes instructions passed down the arcane hierarchy, but ultimately acts in accordance with alignment and personal beliefs.

Alignment: Wizards of High Sorcery tend toward law over chaos, as the study of magic is a difficult path undertaken only by those willing to dedicate themselves to a lifetime of work, study, and sacrifice.

White Robes are always aligned toward good, and use their magic to further the predominance of good in the world. They believe that a world in which good deeds and thoughts predominate will benefit each race through an end to the suffering that plagues them all.

Black Robe mages believe that true power lies in the dark nature of all life, and that magic should be pursued without ethical or moral restraint as such mundane considerations have no bearing on its power and use.

Red Robes recognize that good and evil exist in all creatures, and that attempts to limit one or the other are not only futile but misguided. Only when the two opposing forces of good and evil are balanced does life have the richness sought by all. It is that balance that Red Robes use their magic to encourage and maintain.

Religion: The three Gods of Magic — Solinari of the White Moon, Lunitari of the Red Moon, and Nuitari of the Black Moon — first instructed mortals in the proper ways of using the dangerous forces of arcane might. They are the only gods revered by the Wizards of High Sorcery, whose faith revolves around the advancement and study of the Art that is the gods' legacy. Even during the Age of Despair, when people labored under the belief that the gods had disappeared, the Wizards of High Sorcery knew better. In the heavens each night, they could see their gods when the three moons rose (though the dark light of Nuitari shines only for those of the Black Robes). The Three Cousins had also not taken away their followers' ability to cast spells.

Background: Wizards of High Sorcery have roots in virtually every part of society — from the lowly street urchin who uses magic to earn a few coppers, to the Silvanesti elves of House Mystic whose study of magic goes back generations beyond counting. A common understanding regarding the laws of magic allows the Wizards of High Sorcery to transcend barriers of race, culture, and even alignment when it comes to dealing with others of their kind. Unfortunately, despite the wizards' stringent adherence to the laws put

forth by the three Gods of Magic, most people on Ansalon view the Wizards of High Sorcery with ill favor and mistrust.

Races: The most prolific members of the Wizards of High Sorcery are humans, turning to magic from ambition, lust for power, a love of forbidden knowledge, or any other number of reasons. A human's drive, creativity, and adaptability provide a good foundation for the study of magic, and indeed, some of the most powerful Wizards of High Sorcery have been human.

To the elves, magic is as natural a part of life as breathing and birth. Elves view magic in much the same light as they view any aspect of nature — as a gift whose growth is to be nurtured and directed as a means to establishing harmony between it and the world. From their own cultural traditions, elves tend to be White Robe wizards, and any elf who shows an inclination toward embracing the Red or Black Robe path is deemed an outcast dark elf, sacrificing both homeland and family to follow his calling.


Dwarven wizards are extremely rare but not unheard of, with dwarves of the Theiwar and Daergar sometimes seen at the Tower of High Sorcery, either preparing to take the Test or engaged in the study of arcane lore. Dwarves from other clans occasionally show an aptitude for magic, but, in an atmosphere of racial and social ill will, are most likely to become outcasts if they choose to follow the arcane path.

Gnomes exhibit a marked disdain for magic in preference to their science and technology. Though gnomes are capable enough of using magic, few ever realize that they have the potential — even those whose experiments and inventions show capabilities somehow not explainable by scientific principles. An accusation of having crossed the line from engineering to magic is a deadly insult in gnome culture.

Kender and magic, like oil and fire, are a potentially lethal combination. No kender has ever taken the Test of High Sorcery (a fact that few wizards lament), and though kender may be interested in the effects of magic, precious few are able to summon the focus and dedication required to master the magical arts.

Wizards of other races (such as the seadwelling Dargonesti and the minotaurs in their island kingdoms) operate outside the strictures of the Towers of High Sorcery. Though there are records of minotaurs, sea elves, and even stranger creatures who have taken (and passed) the Test of High Sorcery, such instances are few enough to be considered aberrations.

Other Classes: *The warrior has his blade. The wizard has his magic* — a motto embraced by all Wizards of High Sorcery. Magic is the only weapon a wizard truly needs for, once mastered,



it can be as powerful and deadly as any sword. The skills of a fighter and a wizard are usually complementary. The fighter focuses on the battle, intent on protecting the wizard from harm, as the wizard provides support and protection for the fighter, while keeping an eye out for enemy magic. Unfortunately, all too often, the potential power a wizard wields is a wedge that divides him from others who are incapable of understanding his arts.

WIZARD OF HIGH SORCERY

Wizards draw their strength from the Gods of Magic — Solinari, Lunitari, and Nuitari — who trained the first Wizards of High Sorcery in their arcane laws. This First Conclave trained other spellcasters, starting a process of seeking out worthy students and handing down the principles and codes that would eventually bring order to the arcane energies that threatened constantly to disrupt the world. Since that time, the laws of magic have been upheld by all three orders of the Wizards of High Sorcery.

When a wizard successfully completes the Test of High Sorcery, those conducting the Test determine which color robes he will wear and which god of magic focuses his power. After the Test, the character is no longer simply a wizard and, so long as the other requirements are met, may begin taking levels in the Wizard of High Sorcery prestige class.

Wizards of the Black Robes: Though Black Robe wizards embrace the cause of evil, they don't seek to advance that cause by randomly hurling fireballs at the peasantry (at least not frequently), for such activities would abuse and jeopardize their primary loyalty to magic itself. Black Robe wizards may be cruel, but they are also selfish and cunning, and tend to avoid open acts of violence if more subtle ways can be found.

Wizards of the Red Robes: Red Robe wizards tread the path of neutrality, working to balance good and evil in addition to their ultimate loyalty to magic. While forces of good and evil may battle for control of Krynn, the forces of neutrality understand that it is the balanced dynamic of that battle that truly defines the world.

Wizards of the White Robes: Aside from their vow to uphold the primacy of magic, the cause of good is the White Robe wizards' central concern. Acts that violate the precepts of good can lead to a wizard's ruin, and White Robes who stray from the path soon find themselves cut off from Solinari's blessing. Though sometimes finding themselves allied with clerics of the pantheon of good or the Knights of Solamnia, the ever-present fear of persecution by a suspicious populace means that even White Robes must often operate alone.

Hit Die: d4

REQUIREMENTS

To qualify to become a Wizard of High Sorcery, a character must fulfill all the following criteria.

Alignment: Any good (White Robe), neutral (Red Robe), or evil (Black Robe).

Base Save Bonus: Will +4.

Spellcasting: Ability to prepare and cast 2nd-level arcane spells.

Skills: Spellcraft 7 ranks.

Feats: Spell Focus (any), Scribe Scroll, and one other Item Creation or Metamagic feat.

Special: *Test of High Sorcery:* One of the traditions established by the First Conclave is the institution of the Test of High Sorcery, designed to challenge the dedication of any student desiring to master the art of magic.

Each Test of High Sorcery is uniquely designed for the individual taking it, and should include at least three challenges to be overcome by the wizard's knowledge of magic and its use. Characters must solve problems and defeat foes by casting every spell they know at least once, and should also face confrontation with someone thought to be a friend or ally. The Test must also include at least one lethal danger of a Challenge Rating equal to the wizard's own level.

Those taking the Test can bring companions with them if they desire, but will find the challenges scaled upward in compensation. No one who accompanies a wizard on his challenge has any guarantee of returning, for by the harsh terms of the Test, failure means death.

Favored Specialization: Each of the three Orders of High Sorcery has a degree of expertise in two schools of magic. This knowledge and mastery of these schools is reflected in the narrowed focus of dedicated wizards (see the Arcane Focus class feature). The favored schools are abjuration and divination (White Robes), illusion and transmutation (Red Robes), and enchantment and necromancy (Black Robes).

CLASS SKILLS

The Wizard of High Sorcery's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Wizards of High Sorcery prestige class, regardless of which path its members follow (White Robe, Red Robe, or Black Robe).

Wizard of High Sorcery

Skill Points at Each Level: 2 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Arcane focus, item of power, moon magic, tower resources	+1 level of arcane spellcasting class
2nd	+1	+0	+0	+3	Arcane research +1	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+3	1st Order Secret	+1 level of arcane spellcasting class
4th	+2	+1	+1	+4	Arcane research +2	+1 level of arcane spellcasting class
5th	+2	+1	+1	+4	2nd Order Secret	+1 level of arcane spellcasting class
6th	+3	+2	+2	+5	Arcane research +3	+1 level of arcane spellcasting class
7th	+3	+2	+2	+5	3rd Order Secret	+1 level of arcane spellcasting class
8th	+4	+2	+2	+6	Arcane research +4	+1 level of arcane spellcasting class
9th	+4	+3	+3	+6	4th Order Secret	+1 level of arcane spellcasting class
10th	+5	+3	+3	+7	5th Order Secret, Arcane research +5	+1 level of arcane spellcasting class

Weapon and Armor Proficiency: Wizards of High Sorcery gain no additional proficiency with any weapons or armor. In fact, tradition forbids them to use any weapon except the quarterstaff or dagger. There is no penalty for ignoring this prohibition, but most Wizards of High Sorcery choose to honor it, holding strongly to traditions.

Like wizards and sorcerers, Wizards of High Sorcery suffer a chance of arcane spell failure if they attempt to cast spells with material components while wearing armor.

Spells per Day: When a new Wizard of High Sorcery level is gained, the character gains new spells per day as if he had also gained a level in the arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a Wizard of High Sorcery, he must decide to which class he adds the new level for purposes of determining spells per day.

Arcane Focus: Upon passing the Test of High Sorcery, a wizard has the option of narrowing the focus of his arcane power in accordance with the traditions of his order. The effects of this optional focus depend on whether the wizard was already a specialist or not.


Non-Specialists: At 1st level, a Wizard of High Sorcery who was not already a specialist wizard may choose a specialty school from one of those favored by his Order (see *Favored Specialization*). From this point on, he follows all of the rules regarding specialist wizards in the *Player's Handbook*, including the selection of prohibited

schools. He can never again learn spells from the prohibited school, though the prohibited spells he knew prior to becoming a Wizard of High Sorcery remain usable to him, including allowing the use of items activated by spell completion or spell trigger.

Specialists: If the wizard was already a specialist in one of the two favored schools of his order, his specialization is enhanced. In addition to his existing benefits, he gains a +1 bonus to caster level on spells from the specialist school, as well as gaining a +1 bonus on saving throws against spells from his specialist school and against spell-like abilities (but not supernatural abilities) that duplicate such spells.

In exchange for this enhanced focus on one school, the wizard must give up one additional school of magic, chosen from among the specialist schools of the other two Orders of High Sorcery (see *Favored Specialization*). He can never again learn spells from the prohibited school, though the prohibited spells he knew prior to becoming a Wizard of High Sorcery remain usable to him, including allowing the use of items activated by spell completion or spell trigger. He cannot choose a prohibited school that he already chose as a 1st-level specialist.

For example, Rikar is a wizard who specializes in the school of Illusion. His prohibited schools are Necromancy and Enchantment. When he passes his Test and joins Order of the Red Robes, he must choose one additional prohibited school and has only one option: Abjuration. He must choose from among the schools favored by the Orders of the White and Black Robes, and no wizard can take Divination as a prohibited school.



Item of Power: Once a prospective Wizard of High Sorcery successfully completes the Test, his order gives him a permanent magic item, usually valued between 2,000–4,000 gp. The order does not tell the new Wizard of High Sorcery what powers the item possesses, as discovering the item's secrets is seen as a challenge on his new path.

Moon Magic: All Wizards of High Sorcery draw strength directly from the moon aligned with their particular Order—White Robe wizards from Solinari, the White Moon; Red Robe wizards from Lunitari, the Red Moon; Black Robe wizards from Nuitari, the Black Moon (whose aspect only Black Robe wizards can see).

The waxing and waning of their respective moons has an effect upon the magic of Wizards of High Sorcery. When a moon is at High Sanction (from waxing gibbous, through full, to waning gibbous), wizards of that moon's order cast spells at +1 caster level and with a +1 to any spell save DCs. When a moon is at Low Sanction (from waning crescent, through new, to waxing crescent), wizards of that moon's Order cast spells at –1 caster level and with a –1 to any spell save DCs. During the waxing and waning periods around the quarter moons, wizards of that moon's Order cast their spells normally.

The alignment of any two moons is a positive event for wizards of both orders, even if the moons are at Low Sanction. When two moons are in conjunction, wizards of both moons' Orders cast spells at +1 caster level and with a +1 to any spell save DCs. These bonuses stack with any bonus or penalty already in place for the phase of the moons. Thus, if Lunitari and Nuitari come into conjunction at High Sanction, Wizards of the Red and Black Robes cast at caster level +2 and a +2 on spell save DCs. If the same two moons come into conjunction at Low Sanction, the benefit from the conjunction cancel out the penalty for the two moons being at Low Sanction, and these wizards cast spells as normal.

When all three moons come into alignment, all magic becomes more powerful. Wizards of all three Orders cast spells at caster level +2 and with a +2 on spell save DCs. Again, these bonuses stack with any bonus or penalty in place for the phase of the moons. If the three moons are in conjunction at Low Sanction, every wizard still casts with +1 bonuses. If they align at High Sanction, the bonuses are +3. This alignment, known as the Night of the Eye, occurs in a cycle of 504 days (exactly 1–1/2 years).

Tower Resources: A Wizard of High Sorcery gains full admission to any operational Tower of High Sorcery and its resources for spell research and the creation of magical items.

Access to Libraries: A wizard who has passed the Test of High Sorcery and declared allegiance to the Gods of Magic gains access to the libraries within

the Tower. These libraries contain the spellbooks of countless wizards throughout history, stretching back to the Age of Dreams. With access to these libraries, it is easier for a wizard to create new spells or to add new spells to his spellbooks. When a wizard is researching or scribing a spell using the Tower's libraries, the time requirement for replacing or copying spells is halved (so a wizard can scribe two spells per day), while the cost for creating new spells is three-quarters of the normal cost (750 stl per week of research).

Access to Laboratories: Laboratories in the Tower of High Sorcery are available for the use of any Wizard of High Sorcery wanting to create magic items. The laboratories and come complete with most commonly used components. Rare and exotic components may have to be bartered for or gained independently through other channels. A wizard using these laboratories can almost certainly complete the creation process without interruption.

Arcane Research: A Wizard of High Sorcery has access to the secrets and knowledge of the Conclave and the Towers of High Sorcery. Beginning at 2nd level, the character gains a +1 competence bonus to Spellcraft and Knowledge (arcana) skill checks. This bonus increases by +1 every two levels thereafter (so +2 at 4th level, +3 at 6th level, and so on).

In addition, each level that grants a bonus in Arcane Research also allows the Wizard of High Sorcery to add a bonus spell to his spellbook (in addition to the spells normally gained through level advancement). This spell must be of a level the Wizard of High Sorcery can cast and must be from one of his Order's specialist schools.

Order Secret (Su): At 3rd level, and again at 5th, 7th, 9th, and 10th level, a Wizard of High Sorcery learns one of the secrets of his Order described in the following sections.

SECRETS OF THE BLACK ROBES

The following are the secrets of the Order of the Black Robes. Each time a Black Robe wizard gains an Order secret, she may choose from one of the following. A Black Robe wizard may not choose the same secret twice.

Magic of Betrayal: Once per day for every two class levels attained, a Black Robe wizard who knows this secret may Empower or Extend any necromancy spell she casts. The spell functions as though she had applied the appropriate metamagic feat, but does not use a higher-level spell slot. When she does so, a backlash of negative energy deals 2d6 points of damage to a single living ally within 30 feet, chosen by the wizard (who may not choose an undead ally, who would benefit from the negative energy). The ally is allowed a Will save (DC 10 + one-half caster level + Intelligence modifier) for half damage.

Magic of Darkness: Once per day for every two class levels attained, a Black Robe wizard who knows this secret can imbue a damaging spell with negative energy. Half of the damage dealt by such a spell is negative energy damage, and is therefore not subject to being reduced by protection from energy or similar magic (although *death ward* negates it). The remainder of the damage is dealt as normal for the spell. Undead are healed by negative energy, so damage dealt to undead creatures simply averages out to nothing for a spell modified in this way. (Assume that the healing takes place first, granting the undead creature temporary hit points above its maximum if necessary, with equivalent damage then dealt to leave the creature back where it started.)

Magic of Fear: A Black Robe wizard who knows this secret can make her spells more intimidating. As a full-round action, the wizard can cast any spell that deals damage and has a normal casting time of 1 standard action. Then, as a free action, she can immediately attempt to demoralize one opponent within 30 feet by making an Intimidate check against the opponent's modified character level (see the Intimidate skill, page 76 of the *Player's Handbook*). The wizard receives a circumstance bonus on the Intimidate check equal to the level of the spell she casts.

Magic of Hunger: A Black Robe wizard who knows this secret may draw even further upon her own resources to increase the scope of her magic. Each day, she may prepare one extra spell of any level she can cast at the cost of 1 point of Constitution damage per spell level. This ability damage heals normally but cannot be magically restored.

Magic of Pain: Once per day for every two class levels attained, the Black Robe wizard who knows this secret may cast any spell that deals hit point damage to inflict pain beyond the spell's normal effects. Any creature damaged by such a spell must make a successful Fortitude save (DC 10 + spell level + Constitution modifier) or suffer a -2 penalty on attack rolls, skill checks, and ability checks for one round due to the lingering pain the spell inflicts. As a price for this wracking pain, the Black Robe herself takes 1d6 points of damage when the spell is cast.

SECRETS OF THE RED ROBES

The following are secrets of the Order of the Red Robes. Each time a Red Robe wizard gains an order secret, he may choose one of the following. A Red Robe wizard may not choose the same secret twice.

Magic of Change: Once per day for every two class levels attained, a wizard who knows this secret may Enlarge or Extend any transmutation spell he casts. The spell functions as though he had applied the appropriate metamagic feat, but does not use a higher-level spell slot.

Magic of Deception: Once per day for every two class levels attained, a wizard who knows this secret may Enlarge or Extend any Illusion spell he casts. The spell functions as though he had applied the appropriate metamagic feat, but does not use a higher-level spell slot.

Magic of Independence: A Red Robe wizard who knows this secret casts spells that are harder to dispel. When another spellcaster makes a dispel check against one of the wizard's spells (including using dispel magic to counterspell a spell the wizard is casting), the DC is 15 + the wizard's caster level.

Magic of Mystery: A Red Robe wizard who knows this secret casts spells that are harder to detect and identify. When another spellcaster attempts to use a divination spell (such as *detect magic*), or a spell-like ability or magic item that might detect the magical aura of one of the wizard's spells, the other caster must make a level check (DC 11 + the wizard's caster level) to successfully detect the spell. Similarly, a spellcaster attempting to use a divination (such as *see invisibility*) to reveal the effects of one of the wizard's spells must make a level check to reveal the spell's effects. Any given caster can check only once for each divination spell or effect used, no matter how many of the wizard's spell effects may be operating in an area.

In addition, when another spellcaster attempts to identify the spell a Red Robe wizard is casting (for instance, to counterspell it), the DC of the required Spellcraft check is increased by +1 for every 2 class levels the Red Robe wizard has attained.

Magic of Purity: Once per day for every two class levels attained, a Red Robe wizard who knows this secret can imbue any spell that deals hit point damage with pure arcane energy. Half of the damage dealt by such a spell comes from this arcane energy, and is therefore not subject to being reduced by protection from energy or similar magic. The remainder of the damage is dealt as normal for the spell.


SECRETS OF THE WHITE ROBES

The following are secrets of the Order of the White Robes. Each time a White Robe wizard gains an Order secret, she may choose from one of the following. A White Robe wizard may not choose the same secret twice.

Magic of Defense: Once per day for every two class levels attained, a wizard who knows this secret may Empower or Extend any Abjuration spell she casts. The spell functions as though she had applied the appropriate metamagic feat, but does not use a higher-level spell slot.

Magic of Radiance: Once per day for every two class levels attained, a White Robe wizard who knows this secret can imbue any spell that





deals hit point damage with radiant energy. Half of the damage dealt by such a spell comes from this radiant energy, and is therefore not subject to being reduced by protection from energy or similar magic. The remainder of the damage dealt is as normal for the spell. Against undead, a spell modified in this way deals half again as much damage as normal (double the radiant energy damage). As a side effect, radiant spells give off as much illumination as a light spell of equivalent caster level, and this light lingers in the area for one round after the end of the spell's duration (or one round for an instantaneous spell).

Magic of Resistance: This secret allows a White Robe wizard to more easily counter or dispel the magic cast by others. The wizard gains the benefit of the Improved Counterspell feat (if she does not already possess it) and gains a competence bonus on dispel checks equal to +1 per two class levels.

Magic of Sustenance: This secret allows a White Robe wizard to cast spells even under difficult circumstances. The wizard gains a competence bonus equal to +1 per two class levels on all Concentration checks made to cast or direct spells (but does not gain a Concentration check bonus while casting defensively).

Magic of Truth: Once per day for every two class levels attained, a wizard who knows this secret may Enlarge or Extend any Divination spell she casts. The spell functions as though she had applied the appropriate metamagic feat, but does not use a higher-level spell slot.

EX-WIZARDS OF HIGH SORCERY

A Wizard of High Sorcery who foreswears his vows or does not answer a summons from the Conclave becomes a renegade. He no longer gains any of the benefits (nor suffers any of the restrictions) of being a Wizard of High Sorcery. He does not lose any bonus feats he may have gained, but he loses the benefits of his Order: access to the libraries and laboratories, and the connection with the moons of magic. He is no longer bound by the laws of High Sorcery and can wear armor, use weapons, and the like. A Wizard of High Sorcery who advances wizard levels instead of prestige class levels is not automatically considered a renegade (indeed, most Wizards of High Sorcery adopt this route by the time they reach high levels), only those who break their vows.

Renegade wizards are considered dangerous by the Conclave, and the Wizards of High Sorcery will expend considerable time and resources to track down and neutralize them. The manner in which a renegade is dealt with varies, depending on the Order.

A Wizard of High Sorcery who gains a level in any class other than a class that prepares arcane spells may never again raise his Wizard of High Sorcery level, though he retains all prestige class

abilities unless taking the additional class also violates his vows. The path of the Wizard of High Sorcery requires an absolute commitment to magic, to the exclusion of all other careers.

ARCANE PRESTIGE CLASSES

The Orders of High Sorcery require a great deal of commitment, especially for the majority of Wizards of High Sorcery who choose to specialize in a single school of magic. Even so, notable wizards throughout history have distinguished themselves by following an unusual calling or creating an even more refined area of expertise. The following prestige classes are available to Wizards of High Sorcery (with some available to other arcane spellcasters) who want to branch out or strike their own path.

WAR MAGE ERRATA

(FROM AGE OF MORTALS)

The war mage's Battle Magic class feature can be used a number of times per day equal to 3 + the war mage's Constitution modifier. This bonus is not a variable spell effect, and is therefore unaffected by metamagic feats that affect variable spell damage (such as Empower Spell). Intimidate is also a class skill for the war mage.

DARK DWARF SAVANT

Although abandoned by the Orders of High Sorcery in the Age of Dreams, the Theiwar clan continued to nurture their own brand of arcane power in the darkest caverns beneath Thorbardin. These dwarven savants later re-established ties with the Order of the Black Robes and are now the dark power that stands behind the spread of dwarven magic. During the early Age of Mortals, the Theiwar readily adapted to the changes in the magical climate of Krynn, producing highly skilled sorcerers. With the return of Nuitari, the savant leadership has mandated a restoration of High Sorcery alongside its own deviant traditions and rites.

Most dark dwarf savants are wizards or sorcerers, though a few acquire levels in rogue or noble depending on their role in the clan. If the opportunity presents itself, dark dwarf savants will take the Test as a means maintaining good relations with the Orders (by appearing anxious to slow the spread of renegade wizards), and a number of savants have levels in the Wizard of High Sorcery prestige class.

In any era of play, NPC dark dwarf savants will be spending much of their time behind the scenes, hidden from the surface world as they weave plots and craft malevolent items from the precious gems and minerals of their underground homes. Groups of adventurers spending any time in Thorbardin

may encounter a dark dwarf savant with a band of Theiwar, especially in times of war or unrest. NPC savants make excellent villains and foils for either good wizards or dwarf PCs with a history of animosity against the Theiwar.

Hit Dice: d4

REQUIREMENTS

To qualify to become a dark dwarf savant, a character must fulfill all the following criteria.

Race: Dwarf.

Alignment: Any evil.

Feats: Magical Aptitude and any three item creation feats.

Spells: Able to cast 3rd-level arcane spells.

CLASS SKILLS

The dark dwarf savant's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

All the following are class features of the dark dwarf savant prestige class.

Weapon and Armor Proficiency: Dark dwarf savants gain no additional proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new dark dwarf savant level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that

class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a dark dwarf savant, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

Dark Taint (Ex): The dark dwarf savant's dark workings and heightened exposure to magical energies slowly mutate him, twisting both body and mind. Each time the savant acquires this ability, he may choose a new dark taint trait (and undergo the applicable physical effects) from the following list. No taint may be taken more than once.

Odius Might: +2 bonus to Strength (muscles thicken and bulge)

Abhorrent Speed: +2 bonus to Dexterity (arms and legs lengthen and appear bestial)

Profane Vigor: +2 bonus to Constitution (torso broadens and belly grows distended)

Malign Cunning: +2 bonus to Intelligence (head elongates and swells to half-again normal size)

Pernicious Insight: +2 bonus to Wisdom (eyes grow larger and bulge)

Vile Aspect: +2 bonus to Charisma (facial features grow exaggerated and prominent)

Each time the dark dwarf savant acquires a dark taint, he grows more and more corrupted, and spells of healing and restoration grow progressively less potent when used on him. Individuals attempting to affect the savant with any spells of the healing subtype (or any spell-like ability that duplicate such spells) have their effective caster level reduced by 2 for each dark taint their healing must overcome. If this reduces their caster level below the level at which the spell would normally be available to the caster, the spell is wasted with no effect. By the time the dark dwarf savant reaches 10th level, any cleric of 8th level or

Dark Dwarf Savant						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Dark taint	+1 level of arcane spellcasting class
2	+1	+3	+0	+3	Innate magic	—
3	+1	+3	+1	+3	Secret of artifice	+1 level of arcane spellcasting class
4	+2	+4	+1	+4	Dark taint	+1 level of arcane spellcasting class
5	+2	+4	+1	+4	Innate magic	—
6	+3	+5	+2	+5	Secret of artifice	+1 level of arcane spellcasting class
7	+3	+5	+2	+5	Dark taint	+1 level of arcane spellcasting class
8	+4	+6	+2	+6	Innate magic	—
9	+4	+6	+3	+6	Secret of artifice	+1 level of arcane spellcasting class
10	+5	+7	+3	+7	Dark taint	+1 level of arcane spellcasting class



less will be unable to cure his corrupted body of injury without additional power.

Innate Magic (Sp): At 2nd level (and again at 5th and 8th level), the dark dwarf savant may use one of his arcane spell slots to permanently prepare one of his arcane spells as a spell-like ability that can be used once per day. The savant does not need to expend any mundane material components when casting the spell, though spells that carry an XP cost to cast have the XP paid each time the ability is used, and spells requiring costly material components exact 10 times their gp cost in XP. The spell to be made innate must belong to either the Conjuration, Enchantment, Evocation or Necromancy school.

Secret of Artifice: Dark dwarf savants are renowned for the creation of secret arcane items and devices. At 3rd level and again at 6th and 9th levels, the dark dwarf savant gains a bonus item creation feat.

DREAMSHAPER

The realm of dreams borders the Ethereal Plane and lends its essence to the power of illusion. Wizards who have dedicated their study to the mastery of the dreaming mind and the mysteries of the phantasms within it are known as dreamshapers. The Orders of High Sorcery rely heavily on these mages, as it is their power to reach into the subconscious of apprentices that creates the waking dream that is the Test of High Sorcery. The restoration of Silvanesti from the ravages of the Nightmare was aided in part by the assistance of dreamshapers from the Tower of Wayreth.

Dreamshapers are exclusively wizards, and always Red Robe mages. The power of illusion is Lunitari's domain, and the dreams of mortals are of great interest to her. Some dreamshapers may also have levels of rogue or noble, but the dedication required of the dreamshaper's art affords few distractions.

NPC dreamshapers will often be encountered indirectly, assisting the Conclave in conducting Tests of High Sorcery. In the early days of the Age of Mortals, many of Lunitari's wizards will be developing their skills as dreamshapers, as the need to enlist more wizards to the Orders (and to create the Tests that will determine their worthiness) increases. Others will travel Ansalon, seeking more knowledge regarding the nature and purpose of dreams and the Ethereal Plane, and might be contacted by player characters seeking aid in dealing with renegade illusionists, ethereal threats, or even rogue fey creatures such as huldrefolk.

Hit Dice: d4

REQUIREMENTS

To qualify to become a dreamshaper, a character must fulfill all the following criteria.

Patron Deity: Lunitari.



Skills: Spellcraft 12 ranks.

Feats: Spell Focus (illusion).

Spells: Able to prepare and cast 5th level illusion spells, including *dream*.

CLASS SKILLS

The dreamshaper's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the dreamshaper prestige class.

Weapon and Armor Proficiency:

Dreamshapers gain no additional proficiency with any weapon or armor.

Spells per Day: When a new dreamshaper level is gained, the character gains new spells per day as if she had also gained a level in an arcane spellcasting class to which she belonged before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a dreamshaper, she must decide to which class she adds the new level for purposes of determining spells per day.

Dreamshaper						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Oneiric circle, lucidity	+1 level of arcane spellcasting class
2	+1	+0	+0	+3	Phantasmal potency +1	+1 level of arcane spellcasting class
3	+1	+1	+1	+3	Figment potency +1	+1 level of arcane spellcasting class
4	+2	+1	+1	+4	—	+1 level of arcane spellcasting class
5	+2	+1	+1	+4	Oneiric circle leader, phantasmal potency +2	+1 level of arcane spellcasting class
6	+3	+2	+2	+5	Figment potency +2	+1 level of arcane spellcasting class
7	+3	+2	+2	+5	—	+1 level of arcane spellcasting class
8	+4	+2	+2	+6	Phantasmal potency +3	+1 level of arcane spellcasting class
9	+4	+3	+3	+6	Figment potency +3	+1 level of arcane spellcasting class
10	+5	+3	+3	+7	Greater oneiric circle leader	+1 level of arcane spellcasting class

Oneiric Circle (Ex): Dreamshapers work well together, developing the ability to coordinate their efforts in a mystic link that strengthens magical effects. This ability functions similarly to circle magic (page 194 of the *Dungeon Master's Guide*), with the following differences: all participants in the oneiric circle must have this ability; for an hour prior to the circle, all participants (including the circle leader) must lie within a self-induced dreamlike trance; the circle only affects spells from the divination and illusion schools.

Lucidity (Ex): A dreamshaper needs to maintain a stable anchor in reality in order to work with and manipulate the etheric forces which power illusions. This lucidity provides a bonus to all saving throws to resist illusion and mind-affecting spells and effects equal to the dreamshaper's class level.

Phantasmal Potency (Ex): At 2nd level, a dreamshaper gains a +1 bonus on effective caster level for purposes of determining level-dependent spell variables and for caster level checks when casting illusion (phantasm) spells. This bonus increases to +2 at 5th level and +3 at 8th level.

Figment Potency (Ex): At 3rd level, a dreamshaper gains a +1 bonus on effective caster level for purposes of determining level-dependent spell variables and for caster level checks when casting illusion (figment) spells. This bonus increases to +2 at 6th level and +3 at 9th level.

Oneiric Circle Leader (Ex): At 5th level, a dreamshaper gains the ability to lead an oneiric circle and benefit from its effects. She may channel the magical power of up to five participants.

Greater Oneiric Circle Leader (Ex): At 10th level, a dreamshaper is able to channel the magical power of up to nine participants in an oneiric circle.

GRIFFON WIZARD

The elves of Ansalon have long maintained a strong relationship with griffons, whose valor, speed, and magical nature make them ideal mounts. Throughout the ages, especially in the lands of Silvanesti, elven mages have worked to develop a deeper connection with these noble beasts, conferring their own arcane powers to the griffons, while strengthening the bond between rider and mount.

Though all griffon wizards come from the ranks of the White Robes, some have ranger levels as well (often working in tandem with members of the Windriders of House Protector), while others originating in the elven aristocracy may have levels in noble.

NPC griffon wizards may be found joining in the battle to liberate Silvanesti from the Nightmare in the years following the War of the Lance. Heroes operating in or near the Qualinesti lands during the Age of Might may also encounter griffon wizards. In the months of recovery following the War of Souls, a few griffon wizards — with their power newly restored — may begin acting with the blessing of Solinari to battle enemies of the elves.

Hit Dice: d4

REQUIREMENTS

To qualify to become a griffon wizard, a character must fulfill all the following criteria.

Race: Elf.

Alignment: Any good.

Patron Deity: Solinari.

Skills: Handle Animal 4 ranks, Knowledge (arcana) 4 ranks, Ride 4 ranks.

Feats: Leadership, Mounted Combat.

Spells: Able to prepare and cast 2nd-level arcane spells.

THE GRIFFON WIZARD'S MOUNT

A griffon wizard's mount is a large magical beast, superior to a normal griffon and with special powers as described below.

Griffon Wizard's Mount Basics: Use the base statistics for a griffon (see page 139 of the *Monster Manual*), but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier as normal. Extra Hit Dice improve the griffon's base attack and base save bonuses. A griffon's base attack bonus is equal to that of a cleric of a level equal to the griffon's HD. A griffon has good Fortitude and Reflex saves (treat it as a character whose level equals the griffon's HD). The griffon gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice (see the *Monster Manual*).

Natural Armor Adj.: The number on the table is an improvement to the griffon's existing natural armor bonus of +6.

Str Adj.: The griffon's new Strength score.

Int: The griffon's new Intelligence score.

Empathic Link (Su): The griffon wizard has an empathic link with his mount out to a distance of up to 1 mile. The griffon wizard cannot see through the griffon's eyes, but they can communicate empathically. (Note that griffons see the world differently from humanoids, so misunderstandings are always possible.)

Because of this empathic link, the griffon wizard has the same connection to an item or place that his mount does, just as with a master and his familiar (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a griffon takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells (Ex): At the griffon wizard's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his griffon mount. The griffon must be within 5

feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the griffon if it moves farther than 5 feet away and will not affect the griffon again even if it returns to the griffon wizard before the duration expires.

Additionally, the griffon wizard may cast a spell with a target of "You" on his griffon mount (as a touch range spell) instead of on himself. A griffon wizard and his mount can share spells even if the spells normally do not affect creatures of the magical beast type.

Share Saving Throws (Ex): For each of its saving throws, the griffon uses its own base save bonus or the griffon wizard's, whichever is higher. The griffon applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the wizard might have.

Improved Flight Speed (Ex): The griffon's flight speed increases to the listed amount. Maneuverability remains average.

Ferocious Arcana (Su): By giving up an arcane spell he has already prepared, the griffon wizard can briefly enhance the damage of his mount's natural weapons. For each level of spell expended, the griffon gains a bonus of +1d6 points of damage with its beak attack for one round, or +1d4 points of damage with each of its claw attacks for one round, but not both. For example, a griffon wizard who expends a prepared spell that occupies a 5th-level spell slot could increase his griffon's base bite attack to 7d6 points of damage, or improve his griffon's base claw attacks to 6d4 points of damage each. For purposes of overcoming damage reduction, a griffon's natural weapons are considered magical when they are enhanced by this ability. The griffon wizard activates this ability as a standard action.

Spell Resistance (Ex): A griffon mount's spell resistance equals its master's griffon wizard level +10.

Griffon Wizard's Mount

Class Level	Bonus HD	Natural Armor Adj.	Str.	Int.	Special
1st	+1	+1	20	6	Empathic link, improved evasion, share spells, share saving throws
2nd	—	+2	21	7	Improved flight speed (90 ft)
3rd	+2	+3	22	8	Natural weapon enhancement
4th	—	+4	23	9	Improved flight speed (100 ft)
5th	+3	+5	24	10	Spell resistance

Griffon Wizard

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Griffon bond, mounted spellcasting	+1 level of arcane spellcasting class
2nd	+1	+0	+3	+3	Aspect of the lion	—
3rd	+2	+1	+3	+3	Improved mounted spellcasting	+1 level of arcane spellcasting class
4th	+3	+1	+4	+4	Aspect of the eagle	—
5th	+3	+1	+4	+4	Greater mounted spellcasting	+1 level of arcane spellcasting class

Special: Must have passed the Test of High Sorcery and have access to a griffon mount. In addition, a griffon wizard must not already possess a familiar, nor may he have a cohort when he acquires this prestige class.

CLASS SKILLS

The griffon wizard's class skills (and the key ability for each skill) are Concentration (Con), Handle Animal (Cha), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the griffon wizard prestige class.

Weapon and Armor Proficiency: Griffon wizards gain no additional proficiency with any weapon or armor.

Spells per Day: At 1st, 3rd, and 5th level, a griffon wizard gains new spells per day as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a griffon wizard, he must decide to which class he adds the new level for purposes of determining spells per day.

Griffon Bond (Su): Griffon wizards gain a +10 competence bonus on any Handle Animal checks made to train griffons (for details, see the "Griffon" entry, page 139 of the *Monster Manual*). In addition, a griffon wizard forms an empathic connection with his griffon mount that resembles that of a normal wizard and his familiar, or a paladin and his special mount. As he advances in level, the griffon wizard's connection with

his mount grows stronger, and both gain more abilities. The griffon wizard may maintain a bond with only one mount at a time, and the griffon with which he has this bond must be one he has previously trained or reared.

Mounted Wizardry (Ex): At 1st level, a griffon wizard gains a +5 competence bonus on Concentration checks he makes to cast a spell while riding his griffon mount.

Aspect of the Lion (Su): At 2nd level, a griffon wizard can draw power from his mount in order to temporarily take on some of its qualities. He may assume the aspect of the lion once per day in order to gain a +4 enhancement bonus to Strength and a +2 morale bonus on Fortitude saving throws for a number of rounds equal to his griffon wizard level + Constitution bonus.

Improved Mounted Wizardry (Ex): At 3rd level, a griffon wizard's competence bonus on Concentration checks he makes to cast a spell while riding his mount increases to +10.

Aspect of the Eagle (Su): At 4th level, a griffon wizard can draw additional power from his mount in order to temporarily take on some of its qualities. He may assume the aspect of the eagle once per day in order to gain a +4 enhancement bonus to Charisma and a +2 morale bonus on Reflex saves for a number of rounds equal to his griffon wizard level + Constitution bonus.

Greater Mounted Wizardry (Ex): At 5th level, a griffon wizard no longer needs to make a Concentration check when casting spells while riding his mount.

EX-GRIFFON WIZARD

A griffon wizard whose griffon mount is killed or mistreated may no longer advance in this class until he trains a new mount or regains the trust of his former one.

RENEGADE HUNTER

Keeping arcane magic out of the hands of those who would abuse it (and punishing those who do) is a charge that the Orders of High Sorcery take very seriously. Across Ansalon, those who carry out the task of locating and dealing with defiance of the Conclave are the renegade hunters. Working alone or in small groups, armed with tightly held rituals of power designed to counter or eliminate the threat of rogue wizards, renegade hunters fulfill their responsibilities to the Conclave with a measure of dedication that few other Wizards of High Sorcery can match.

All renegade hunters are wizards, though their backgrounds can vary. Some have experience as fighters, the better to handle aggressive opposition from their quarry. Others have backgrounds as rogues or rangers, making use of tracking and stealth to find renegades where they hide. With their dedication to law and their commitment to the Gods of Magic, renegade hunters rarely (if ever) arise from the barbarian or divine spellcaster ranks.

NPC renegade hunters will most often be encountered tracking down a renegade or accompanying one back to the Towers of High Sorcery. A PC wizard's or sorcerer's chance of running afoul of a renegade hunter depends on the era of play. After the War of Souls, most renegade hunters will be assigned to keep tabs on powerful sorcerers in an effort to gauge any resistance to the rebuilding of the Orders. During the early Age of Despair, the fear and distrust in which wizards are held accentuates the need to deal quickly with renegades.

Hit Dice: d6

REQUIREMENTS

To qualify to become a renegade hunter, a character must fulfill all the following criteria.

Alignment: Any lawful.

Skills: Gather Information 5 ranks, Sense Motive 5 ranks, Search 5 ranks.

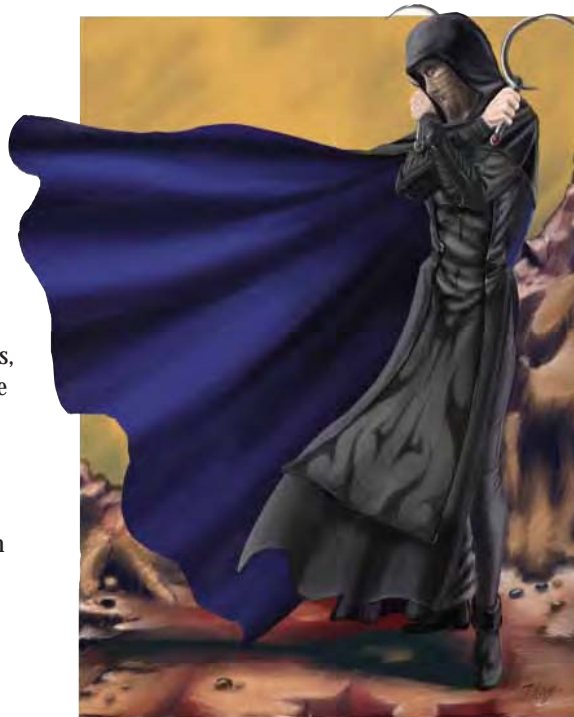
Feats: Improved Counterspell, Track.

Spells: Able to prepare and cast 4th-level arcane spells, including dispel magic.

Special: Must have passed the Test of High Sorcery and be a member in good standing of one of the Orders of High Sorcery.

CLASS SKILLS

The renegade hunter's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis) and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.



Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the renegade hunter prestige class.

Weapon and Armor Proficiency: Renegade hunters gain no additional proficiency with any weapon or armor.

Spells per Day: At 1st, 3rd, and 5th level, a renegade hunter gains new spells per day as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a renegade hunter, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Lunar Rebuke (Su): A renegade hunter has the weight of her order and her patron God of Magic behind her, and may draw on this when facing off against other wizards. She gains a +2 bonus on all Spellcraft checks made to identify spells for the purpose of counterspelling and a +2 bonus on caster level for dispel checks.

Investigator: At 1st level, the renegade hunter gains Investigator as a bonus feat. If she already has this feat, she may choose another feat so long as she meets all requirements.

Minor Syzygy (Su): A renegade hunter's understanding of the influence of the moons of magic is advanced. Once per day as a free action, she may act as if the moon of her Order was in alignment with one other moon for the purposes of determining moon magic effects. If the renegade

hunter's moon is already in alignment with that moon, there is no additional effect. This effect lasts for a number of rounds equal to the renegade hunter's class levels.

Discern Lies: At 2nd level, the renegade hunter may cast discern lies as a 4th-level arcane spell. It is automatically added to her spellbook and does not require a divine focus to cast.

Lunar Censure (Su): At 3rd level, the renegade hunter's connection to her patron God of Magic intensifies. As a standard action, she may impose the effects of a Low Sanction on a single target wizard within 30 feet (if the target is normally unaffected by moon phases), or reduce the effects of moon magic on a single target wizard within 30 feet by one step (High Sanction to waxing or waning, waxing or waning to Low Sanction) if he was normally affected by moon magic. The target wizard is allowed a Will save to negate the effects (DC 10 + caster level + Charisma bonus) or the lunar censure takes effect for a number of rounds equal to the renegade hunter's class levels. If the target makes its saving throw (or once the duration of the censure expires), the renegade hunter may not use lunar censure on that target again for 24 hours. Lunar censure may only be imposed on one target at a time.

Major Syzygy (Su): At 4th level, the renegade hunter's knowledge of moon magic reaches its peak. Once per day, the renegade hunter may take moon magic bonuses as if the moon of her order was in alignment with both of the other moons. If the three moons are already in alignment or the mage has already invoked a minor syzygy, there is no additional effect. If the moons are all in High Sanction, the renegade hunter effectively gets all benefits of the Night of the Eye (all moon magic bonuses are at +3). The major syzygy lasts for a number of rounds equal to the renegade hunter's class levels.

Mark of Justice: At 4th level, the renegade hunter may cast mark of justice as a 5th-level spell.

It is automatically added to her spellbook and does not require a divine focus to cast.

Lunar Interdiction (Su): At 5th level, the renegade hunter's devotion to her cause affords her greater power against other wizards. Once per day as a standard action, she may choose to temporarily reduce her own caster level in order to reduce the caster level of a single target wizard within 30 feet by the same amount. Neither caster level may be reduced below 0. Any prepared spells that could not be cast at the reduced caster level are lost from both wizards' memories as if they had been cast. As well, any currently active spells with a duration of 'concentration' which could not be cast at the reduced caster level automatically fail.

The effect lasts for a number of rounds equal to 3 + the renegade hunter's Wisdom bonus, but can be voluntarily ended by the renegade hunter at the end of her turn as a free action.

EX-RENEGADE HUNTERS

A renegade hunter who abandons the Orders of High Sorcery or transgresses the orders' law immediately loses all supernatural class abilities and all bonus spellcaster levels. The renegade hunter must be reinstated by the Conclave of Wizards before these benefits can be regained.

SEA MAGE

The siren song of the sea calls out to other people in addition to mariners. Many of those born with a talent for magic and raised with a love for the oceangoing life take up the role of the sea mage. While they learn how to adapt their arcane power to shipboard life, sea mages further refine the skills that a life on the water has given them — at one with the secrets of wind and wave. Unlike most wizards with their sometimes staid and bookish reputations, sea mages can be as reckless, rough, and rakish as any other sailor, embracing the maritime traditions as easily as their own arcane creed.

Renegade Hunter						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+2	Lunar rebuke, investigator	+1 level of arcane spellcasting class
2nd	+1	+3	+3	+3	Minor syzygy, discern lies	—
3rd	+1	+3	+3	+3	Lunar censure	+1 level of arcane spellcasting class
4th	+2	+4	+4	+4	Major syzygy, mark of justice	—
5th	+2	+4	+4	+4	Lunar interdiction	+1 level of arcane spellcasting class

Sea mages hail equally from the ranks of wizards or sorcerers, but a great many are also mariners or rogues. A handful of sea mages are merchants or fishermen early in life before awakening to their arcane destiny. Many grow up in families of pirates or sailors and earn their keep on the docks while they wait for the chance to explore the magic within them. The majority of sea mages are humans, with a small number of minotaurs taking to the role outside of the Orders of High Sorcery. There are no recorded examples of dwarven or kender sea mages, and elves among their ranks are rare.

NPC sea mages will often be found serving on Ergothian merchant vessels, minotaur warships, and on smaller vessels crossing the New Sea. An NPC sea mage might be found helping refugees escape the encroaching armies of the War of the Lance, or might lead the flight from the destruction of Goodlund and Port Balifor in the early Age of Mortals.

Dunbar Mastersmate, former head of the White Robes, is an example of a sea mage.

Hit Dice: d4

REQUIREMENTS

To qualify to become a sea mage, a character must fulfill all the following criteria.

Skills: Balance 4 ranks, Profession (sailor) 8 ranks, Knowledge (arcana) 8 ranks, Swim 4 ranks.

Base Save Bonus: Reflex +3.

Spells: Able to cast 3rd-level arcane spells, including water breathing.

Special: Must have spent at least a year as a member of a ship's crew.

CLASS SKILLS

The sea mage's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (sailor) (Wis), Spellcraft (Int), Spot (Wis), Swim

(Str), Survival (Wis) and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the sea mage prestige class.

Weapon and Armor Proficiency: Sea mages gain no additional proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new sea mage level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a sea mage, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

Seamanship (Ex): Sea mages receive a +1 competence bonus to all Balance, Climb and Profession (sailor) checks. The bonus increases to +2 at 5th level. If the sea mage has this ability from another class, the bonuses stack.

Sea Magic (Ex): A sea mage draws power and strength from the oceans of Krynn. At 1st level, while at sea (whether on a ship or in the water) the sea mage gets a +1 bonus on any Concentration checks and a +1 bonus on the save DCs of any spells he casts. These bonuses increases to +2 at 3rd level and +3 at 5th level.

Bonus Feat: At 2nd and 4th levels, the sea mage gains a bonus feat, which can be chosen from the following list: Acrobatic, Agile, Alertness, Athletic, Combat Casting, Deft Hands, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Maximize Spell, Quicken Spell, Toughness, Widen

Sea Mage						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Seamanship +1, sea magic +1	+1 level of arcane spellcasting class
2nd	+1	+0	+3	+3	Bonus feat, imbue boat	+1 level of arcane spellcasting class
3rd	+1	+1	+3	+3	Sea magic +2, master of waters	+1 level of arcane spellcasting class
4th	+2	+1	+4	+4	Bonus feat, imbue ship	+1 level of arcane spellcasting class
5th	+2	+1	+4	+4	Seamanship +2, sea magic +3, master of winds	+1 level of arcane spellcasting class

Spell. The sea mage must meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Imbue Boat (Su): At 2nd level, the sea mage learns to instill a portion of his magical power in a sailboat or other sea-going vessel of up to 75 feet in length (including rowboats, keelboats, or longships). Once per day, when the sea mage is preparing his spells, he may imbue a number of spells equal to his sea mage level into the boat itself. The maximum level of any spell to be imbued is one less than the highest level spell the sea mage can cast, and imbued spells use up spell slots like other prepared spells.

The sea mage casts an imbued spell as normal (including requiring all verbal, somatic, and material components), but, so long as he is in contact with the boat at the time, he and the boat are considered to be one for the purposes of determining the spell's range. Specifically, touch spells can be directed to any target in contact with the boat, and any point in or on the boat can serve as a spell's point of origin.

Master of Waters (Su): At 3rd level, the sea mage's study of ocean, current, and tide grants him a degree of control over the elements. The sea mage's effective caster level increases by 1 for purposes of determining level-dependent spell variables and for caster level checks when casting spells with the water descriptor.

Imbue Ship (Su): At 4th level, the sea mage expands his capacity to instill magical power in a seagoing vessel, gaining the ability to imbue prepared spells in vessels longer than 75 feet (including galleys, sailing ships, and warships). This ability otherwise works exactly like the imbue boat ability, above.

Master of Winds (Su): At 5th level, the sea mage's study of wind, sky, and storm grants him a further degree of control over the elements. The sea mage's effective caster level increases by 1 for purposes of determining level-dependent spell variables and for caster level checks when casting spells with the air descriptor.

SPELL BROKER

The closest thing the arcane community has to a merchant class, spell brokers are the definitive artisans of magic, interacting closely with the general populace as professionals and entrepreneurs. While some spell brokers view magic merely as a means to amass wealth, many others use their skills in the service of magic, providing wizards and sorcerers alike with the supplies and components they need.

Spell brokers can benefit from a smattering of skilled class levels in their background. Spell brokers with experience as rogues, nobles, and experts are common. While it is possible for the spell broker to produce magical items endowed

with divine power, few are willing to intrude in this sacred domain of the Holy Orders of the Stars, thus spell broker clerics or mystics do not exist.

In the current era following the War of Souls, spell brokers are as likely to be sorcerers as wizards. Regardless of game era, NPC spell brokers will most often be found in large cities or towns, selling their wares or running workshops in arcane craftwork. Itinerant NPC spell brokers will often travel with caravans or wagon trains, performing minor magical services for armies or other merchants. Most player characters will have many reasons to run afoul of or seek the support of a spell broker.

Jenna, daughter of Justarius and head of the Order of the Red Robes (after the Orders are reformed following the War of Souls), is an example of a spell broker.

Hit Dice: d4

REQUIREMENTS

To qualify to become a spell broker, a character must fulfill all the following criteria.

Skills: Appraise 4 ranks, Bluff 4 ranks, Decipher Script 4 ranks, Knowledge (arcana) 4 ranks.

Feats: Any four item creation feats.

Spells: Able to cast 2nd-level arcane spells, including *identify*.

CLASS SKILLS

The spell broker's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the spell broker prestige class.

Weapon and Armor Proficiency: Spell brokers gain no additional proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new spell broker level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a spell broker, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Trade Secret: Spell brokers continue to focus on learning new and different means of creating

Spell Broker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Trade secret, niche market	+1 level of arcane spellcasting class
2nd	+1	+0	+0	+3	Item of distinction	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+3	Trade secret	+1 level of arcane spellcasting class
4th	+2	+1	+1	+4	Item of renown	+1 level of arcane spellcasting class
5th	+2	+1	+1	+4	Trade secret	+1 level of arcane spellcasting class

magical items. At 1st level, then again at 3rd and 5th levels, the spell broker gains a bonus item creation feat.

Niche Market (Ex): A spell broker specializes in order to excel at her profession. The character chooses one item creation feat she knows. When she creates items of that type, all item costs (including XP costs and monetary expenditures) are reduced by 10%.

Because they need to remain competitive, a spell broker who acquires a new item creation feat may choose to replace her old niche market item category with the newly acquired one.

Item of Distinction (Ex): At 2nd level, the spell broker has developed a reputation for quality in the items she creates. The spell broker may choose any one specific magic item (*ring of protection*, *amulet of natural armor*, *wand of magic missiles*, etc.) that belongs to her niche market category. Any time the spell broker creates this item, all item costs (including XP costs and monetary expenditures) are reduced by 20%, and the spell broker gains a +1 bonus to effective caster level when determining level-dependent variables and spell save DCs for spells used in the creation of the item. Anyone assessing the item's value or function will be able to identify the spell broker as the creator with a successful DC 15 Appraise check.

If the spell broker changes her niche market, she may also choose a new item of distinction to replace the older one. Any item that has already been created retains its benefits and recognizable signs of quality.

Item of Renown (Ex): At 4th level, the spell broker's signature item achieves an even greater reputation. This item (which must be the same item chosen as the item of distinction) now has its creation costs reduced by 30%, and the spell broker gains a +2 bonus to effective caster level when determining level-dependent variables and spell save DCs. The Appraise DC for recognizing the item drops to 10.

As with an item of distinction, the spell broker may change her signature item if her niche market category changes.

SYLVAN MAGE

The natural world holds a particular fascination for some wizards, who hold the arcane powers of its more elusive inhabitants in high regard. The study of the fey and their secrets often brings a wizard closer to the wilderness, unlocking mysteries usually reserved for the faerie folk or the chosen faithful of Chislev. These sylvan mages are found on the very fringes of magical society, eschewing the towers for the forests and woodlands as they learn all they can of the lore of the wild.

Almost all sylvan mages are wizards who have chosen to specialize in wilderness and nature-related skills. Though they represent a clear departure from the usual path of High Sorcery, most sylvan mages remain members in good standing of their Orders. Previous levels in ranger or barbarian may prove beneficial to the sylvan mage, as can levels in druid (although wizards in the Orders of High Sorcery forge a strong dedication to their God of Magic, and so most find it difficult, if not impossible, to split their faith).

In any game era, NPC sylvan mages will typically be found in the wilds of Krynn, spending time with dryads, sprites, and other forest creatures, as they act as a liaison between them and the Conclave. They make excellent guides and aides for wizards in regions far from civilized centers, or when knowledge of the fey is crucial to the completion of a quest or trial. Evil NPC sylvan mages make powerful opponents, both for other wizards and for wilderness-oriented characters such as druids, barbarians, and rangers.

The legendary wizard Bram diThon is an example of a sylvan mage.

Hit Dice: d6

REQUIREMENTS

To qualify to become a sylvan mage, a character must fulfill all the following criteria.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Skills: Handle Animal 4 ranks, Knowledge (arcana) 6 ranks, Knowledge (nature) 8 ranks, Survival 4 ranks.

Feats: Self-Sufficient, Track.

Spells: Able to cast 3rd-level arcane spells.

Special: Must speak Sylvan and have spent at least a day and a night in the company of fey creatures (dryads, satyrs, etc).

CLASS SKILLS

The sylvan mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

The following are class features of the sylvan mage prestige class.

Weapon and Armor Proficiency: Sylvan mages gain no additional proficiency.

Spells per Day/Spells Known: At every even-numbered level, the sylvan mage gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a sylvan mage, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

At each level at which a sylvan mage gains new spells per day, he may add a spell from either the Animal or Plant clerical domain to his spellbook as an arcane spell or, if he doesn't prepare spells, may choose one of these spells as one of his new spells known. The chosen spell must be of a level that the sylvan mage can cast. These spells may be transcribed or copied only by another sylvan mage, as they are not considered to be on the standard wizard or sorcerer base spell lists, and are indecipherable to those without the sylvan mage's understanding of nature magic.

Nature Sense (Ex): A sylvan mage gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A sylvan mage can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability

Sylvan Mage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Nature sense, wild empathy, sylvan rite	—
2nd	+1	+3	+0	+3	Resist nature's lure	+1 level of arcane spellcasting class
3rd	+1	+3	+1	+3	Sylvan rite	—
4th	+2	+4	+1	+4	Woodland stride	+1 level of arcane spellcasting class
5th	+2	+4	+1	+4	Sylvan rite	—
6th	+3	+5	+2	+5	Trackless step	+1 level of arcane spellcasting class
7th	+3	+5	+2	+5	Sylvan rite	—
8th	+4	+6	+2	+6	Venom immunity	+1 level of arcane spellcasting class
9th	+4	+6	+3	+6	Sylvan rite	—
10th	+5	+7	+3	+7	Timeless body	+1 level of arcane spellcasting class

Sylvan Rites

Ability	Effect
Rite of Beast-speech	Gain speak with animals at will for 24 hours, as a spell-like ability at the sylvan mage's caster level. Cost: One 2nd-level spell slot.
Rite of Dawn	Gain a +2 inherent bonus to Constitution and Wisdom for 24 hours. Must be prepared at sunrise. Cost: One 2nd-level spell slot.
Rite of the Satyr	Gain sleep as a spell-like ability usable 3/day at the sylvan mage's caster level. Cost: One 3rd-level spell slot.
Rite of Leaf-speech	Gain speak with plants at will for 24 hours, as a spell-like ability at the sylvan mage's caster level. Cost: One 3rd-level spell slot.
Rite of Day	Gain a +2 inherent bonus to Dexterity and Intelligence for 24 hours. Must be prepared at midday. Cost: One 3rd-level spell slot.
Rite of the Sprite	Gain greater invisibility as a spell-like ability usable 3/day at the sylvan mage's caster level. Cost: One 3rd-level spell slot.
Rite of Life-speech	Gain commune with nature as a spell-like ability usable 3/day at the sylvan mage's caster level. Cost: One 4th-level spell slot.
Rite of Dusk	Gain a +2 inherent bonus to Strength and Charisma for 24 hours. Must be prepared at sunset. Cost: One 4th-level spell slot.
Rite of the Dryad	Gain tree stride as a spell-like ability usable 3/day at the sylvan mage's caster level. Cost: One 4th-level spell slot.
Rite of Stone-speech	Gain stone tell as a spell-like ability usable 3/day at the sylvan mage's caster level. Cost: One 5th-level spell slot.

functions just like a Diplomacy check to improve the attitude of a person (see the *Player's Handbook*, page 72). The sylvan mage rolls 1d20 and adds his class level and Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the sylvan mage and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The sylvan mage can also use this ability to influence a magical beast with

an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Sylvan Rite (Sp): A sylvan mage's attunement to and understanding of the magic of the natural world grows over time. At 1st level and at every odd-numbered level thereafter (3rd, 5th, 7th, and 9th), the sylvan mage acquires a new affinity for natural magic. Every time he gains this ability, the sylvan mage chooses a new rite from the table, but must permanently eliminate an existing arcane spell slot of the specified level or higher. The spell slot eliminated also determines the effective level of the rite's effects for purposes of dispel magic and anti-magic effects.

Each use of any rite requires the sylvan mage to prepare undisturbed for 10 minutes in a natural outdoor location. Some rites have specific times of the day they must be prepared. Once activated, the rite is either usable at will throughout a 24-hour period, or has a limited number of uses. A full 24 hours must elapse before a rite may be prepared again.

Resist Nature's Lure (Ex): Starting at 2nd level, a sylvan mage gains a +4 bonus on saving throws against the spell-like abilities of fey.

Woodland Stride (Ex): Starting at 4th level, a sylvan mage may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Trackless Step (Ex): Starting at 6th level, a sylvan mage leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Venom Immunity (Ex): At 8th level, a sylvan mage gains immunity to all poisons.

Timeless Body (Ex): After attaining 10th level, a sylvan mage no longer takes penalties to his ability score for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place. Bonuses still accrue, and the sylvan mage still dies of old age when his time is up.

EX-SYLVAN MAGES

A sylvan mage who loses the neutral element of his alignment loses all supernatural and spell-like abilities gained from this prestige class until he benefits from an *atonement* spell (see page 201 in the *Player's Handbook*) and reacquaints himself with fey creatures for at least another day and night.

WINTERNORN

Among the Ice Folk of the southern reaches of Ansalon, the art of arcane magic is practiced by a small number of ice wizards known as winternorns. The harsh environment breeds mages who are not only attuned to the icy climate, but who are permitted to see into the fog-shrouded distance of the River of Time, catching brief glimpses of every man's fate.

Most NPC winternorns are neutrally aligned, as they dispassionately follow the dictates of fate and understand the fickle natural whims of the frozen wastelands of the south. Good winternorns act as protectors and wardens. Evil winternorns are coldhearted and bitter individuals, who act only in the pursuit of darkness. Winternorns are not exclusively found among the Ice Folk. From time to time, mages from other regions have journeyed south to gain the knowledge and lore of the ice wizards.

So long as the three moons shine above Krynn, winternorns will be almost entirely drawn from the ranks of the wizard class. During the early Age of Mortals, sorcerers with an affinity for cryomancy and divination will often bear the mantle of the winternorn. Their numbers will be fewer following the return of the gods. A party of adventurers traveling in Icereach may seek a winternorn's help against the White Dragon sisters, while heroes in Southern Ergoth may stumble upon an evil winternorn's plan to ally with Gellidus and spread her icy realm even further.

The dark elf renegade Feal-Thas is an example of a former Black Robe wizard who practiced the traditions of the winternorns.

Hit Dice: d4

REQUIREMENTS

To qualify to become a winternorn, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Sense Motive 4 ranks.

Feats: Spell Focus (divination).

Spells: Able to cast 3rd-level arcane spells including at least two divination spells and two spells with the cold descriptor.

Special: Must have been taught the traditions and rituals of the winternorns by one who already knows them.

CLASS SKILLS

The winternorn's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the winternorn prestige class.

Weapon and Armor Proficiency: Winternorns gain no additional proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new winternorn level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a winternorn, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Cold Resistance (Su): At 1st level, a winternorn gains cold resistance 5. This increases to cold resistance 10 at 4th level, and cold resistance 15 at 7th level.

Ice Magic (Ex): A winternorn may change the energy designator of any spell she casts to cold, so that spells that normally deal damage of another energy type (such as fire or electricity) deal cold damage instead. The spell's descriptor changes to the new energy type. For example, a lightning bolt composed of cold energy is an evocation [cold] spell.

Wyrd (Su): A winternorn becomes aware of eddies and currents in the River of Time created by the lives of mortals. This grants her brief and intense moments of insight. Once per day, starting at 2nd level, the winternorn gains a +10 insight bonus on any Initiative, Knowledge, or Sense Motive check. Her use of the ability increases to twice per day at 5th level, three times per day at 8th level, and four times per day at 10th level.

Cold Summoning (Ex): A winternorn is capable of calling forth creatures of ice and frost to do her bidding. Beginning at 3rd level, a winternorn who casts any summon monster spell may summon a cold element creature rather than a celestial or fiendish creature (see sidebar).

Cold Apotheosis (Ex): At 10th level, the winternorn's affinity with cold is complete, and she gains the cold subtype (providing immunity to cold and vulnerability to fire).

Winternorn

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Cold resistance 5, ice magic	+1 level of arcane spellcasting class
2nd	+1	+0	+0	+3	Wyrd 1/day	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+3	Cold summoning	+1 level of arcane spellcasting class
4th	+2	+1	+1	+4	Cold resistance 10	+1 level of arcane spellcasting class
5th	+2	+1	+1	+4	Wyrd 2/day	+1 level of arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of arcane spellcasting class
7th	+3	+2	+2	+5	Cold resistance 15	+1 level of arcane spellcasting class
8th	+4	+2	+2	+6	Wyrd 3/day	+1 level of arcane spellcasting class
9th	+4	+3	+3	+6	—	+1 level of arcane spellcasting class
10th	+5	+3	+3	+7	Cold apotheosis, wyrd 4/day	+1 level of arcane spellcasting class

COLD ELEMENT CREATURES

A cold element creature is an animated ice sculpture summoned by a winternorn. The cold element creature mimicks the form and function of a normal creature, but is composed only of snow, rime, and ice. At the end of the summoning duration, a cold element creature swiftly melts away.

CREATING A COLD ELEMENT CREATURE

“Cold element” is an acquired template that can be added to any aberration, animal, magical beast, plant, or vermin. The template uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to elemental (cold). Size remains unchanged.

Hit Dice: Change to d8.

Armor Class: Natural armor improves by +3.

Special Attacks: A cold element creature retains all the special attacks of the base creature and also gains the following special attack.

Chill (Su): Cold element creatures with 4 HD or more deal additional cold damage with their natural weapons, as follows:

4–7 HD: +1d4 points of cold damage

8–11 HD: +1d6 points of cold damage

12 HD or more : +1d8 points of cold damage

Special Qualities: A cold element creature retains all the special qualities of the base creature and gains those described below.

Darkvision (Ex): A cold element creature has darkvision out to 60 feet

Damage Reduction (Su): Cold element creatures of 8–11 HD gain damage reduction 5/magic. Creatures of 12 or more HD gain damage reduction 10/magic.

Icwalking (Ex): The cold element creature can climb sheer surfaces of ice or snow as though with a spider climb spell.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7 HD, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Neutral

SPELLS & MAGICAL OBJECTS

RAISTLIN copied out the spell, pronouncing each word as it was written. The work was painstaking and time-consuming. Sweat formed beneath his hair, trickled down his neck and breast. He had to stop writing after each word to rub the cramp from his hand, cramps that came from clutching the pen too tightly, and to wipe the sweat from his palm. He wrote the seventh word with fear in his heart and the thought as he completed the scroll that this might have been all for naught. If he had mispronounced that word, the entire scroll and all his careful work were worthless.

Reaching the end, he hesitated a moment before adding the final period. Closing his eyes, he again asked a prayer of the three gods.

“I am doing your work. I am doing this for you. Grant me the magic!”

He looked back on his work. It was perfect. No wobble in the Os. The curls on the S were graceful but not overdone. He cast an anxious glance at the seventh word. There was no help for it. He had done his best. He put the fine silver point of the quill to the lamb’s wool and added the period that should start the magic.

Nothing happened. Raistlin had failed.

His eye caught a tiny flicker of light. He held his breath, wanting this as he had wanted his mother to live, willing this to happen as he had willed her to continue breathing. His mother had died. But the flicker of the first letter of the first word grew brighter.

It was not his imagination. The letter glowed, and the glow flowed to the second letter, and then to the second word, and so on. The seventh word seemed to Raistlin to absolutely blaze with triumph. The final dot sparked and then the glow died away. The letters were burned into the lamb’s skin. The spell was ready for casting.

— *The Soulforge*
by Margaret Weis

Over the centuries, the ranks of the Orders of High Sorcery have developed countless spells and magic items, and in the distant past were known to have created artifacts of unsurpassed power. Many of the spells developed by the Orders have passed into common usage, found in the spellbooks of both Wizards of High Sorcery and those renegades working outside the strictures dictated by the three Gods of Magic. A number of the arcane spells of Krynn were developed by mimicking the divine magic of clerics, just as some divine magic found its way from the clerical to the arcane sphere. Regardless, there are secrets still to be found within the Orders of High Sorcery — secrets that have

withstood the compromise with the Kingpriest of Istar, the destruction and disappearance of the Towers of High Sorcery, the Cataclysm, and even the disappearance of the Gods of Magic and their arcane legacy in the aftermath of the Chaos War.

Besides the creation of the countless spells crafted within their walls, the Orders of High Sorcery are unmatched when it comes to the production of magic items. Although many of the Holy Orders have impressive histories of magical invention, the Wizards of High Sorcery have developed the creation of arcane items into an art form, seeking to expand a wizard’s power beyond just the magic that the mind can hold.

Of the many magic items circulating freely across Krynn, some are created and sold by wizards seeking to fund personal research. Others are crafted to provide arcane firepower for an adventuring wizard’s party, or to be given as gifts to comrades-in-arms. Whatever their source, most magic items have a tendency to pass through many hands over the years, often ultimately winding up in the treasure hoards of the villains or monsters they were meant to overcome. Many magic items have inherent power that is too great for the Orders of High Sorcery to allow them to fall into dangerous hands. The orders guard these items’ locations — and sometimes their very existence — closely. The dragon orbs, the Portal to the Abyss, and other such artifacts of ancient power have often been the source of some of Krynn’s most cataclysmic events.

ARCANE ENERGY

Arcane energy is the raw power of creation, the same power used by the gods to shape the world and all creatures within it. Wizards are capable of tapping into this energy, focusing it through the force of their will and shaping its specific effects through incantations, gestures, and material augmentation.

Though of the same arcane nature, the power used by sorcerers is a bit different from the power used by wizards, for where sorcerers tap into the raw power of creation, the ritualized magic of High Sorcery acts as a filter for the chaotic energies of that power, allowing the wizard better control over these powerful energies. The Gods of Magic created the Orders of High Sorcery as a means to overcome raw magic’s destructive and chaotic potential.

The two different forms of arcane magic — primal sorcery and High Sorcery — require very different mental and spiritual frameworks in which to operate. Some consider primal sorcery an “art”



as compared to High Sorcery's "science," but this is a simplistic and not a completely accurate analogy. And while it's true that primal sorcery requires its casters to have a strong will, as compared to High Sorcery's requirements for a keen intellect, there are enough exceptions to disprove the rule.

In the end, the difference lies not so much in spirit or mind, but in the distinction between focused and unfocused energy. Sorcerers are able to tap into unfocused energy — the raw energy source of creation that still permeates all the physical world. The focused energy used by wizards is that same power purified by the presence of the Gods of Magic, minimizing the taint of Chaos. Over the centuries prior to the Fifth Age, those who were able to tap into the unfocused energy were few, and the energy seemed to wane with the passage of time. When Chaos was released from his prison within the Graygem, the world saw a resurgence of this Chaos-tainted raw power. For the long years in which the moons of magic vanished from the sky, primal sorcery seemed poised to supplant High Sorcery as the dominant arcane art of Krynn. At the end of the War of Souls, however, the Gods of Magic and, with them, High Sorcery returned, and it is uncertain what the future will hold.

THE LANGUAGE OF MAGIC

The language used by wizards to write their spells and for the incantations they speak in order to release the magic within them is known as Magius. Some believe the language is named for the famous wizard companion of Huma Dragonbane, but the language is far older than that. The language was originally given to the first three wizards in the Age of Dreams by the Gods of Magic. The ritualized form of the language, the complexity in mastering and speaking the words, and the specific style of writing are all meant to focus the wizard's mind on the spell he is casting and the consequences of that spell.

The language is spoken only in the casting of spells. Its written form is used for creating scrolls and spellbooks, and also by wizards to write research notes and private messages meant to be read only by other wizards (or by those few non-spellcasters able to translate the language). Although a complete language, it is not used in casual conversation. As the Orders teach, "*words have power, use them wisely.*"

Learning the language of magic — the sounds associated with each letter and the proper way to form words and sentences — is the first thing an apprentice learns and it is a process that continues

throughout a wizard's life. The shape of every letter, the pronunciation of every syllable, must be precise in order for magic to work, and the more complex a spell, the more complex the shaping of the spell's verbal components. The lower-level spells — those common among most apprentices and inexperienced wizards — may require only a single, simple word. The greatest spells — created by archmages and often known only to the heads of the Orders — may require a complex incantation requiring hours to speak or write.

NEW SPELLS

Magic plays an important part in the **Dragonlance** campaign and, while there are numerous spells known to wizards, sorcerers, clerics, and mystics alike, the following are spells commonly practiced only by the Wizards of High Sorcery (or by those who once wore the colored robes).

Ambient spellcasters could only learn them under extreme circumstances.

In general, these spells should not be commonly used among those outside the Orders of High Sorcery. Even when used by wizards, some spells should remain extremely rare. Spells such as *kiss of night's guardian* and *time-reaver* will be known only to a Master of the Tower.

A Dungeon Master should carefully plan and monitor the introduction of new spells into a campaign — remembering that in Dragonlance, all powerful magic comes at a great price.

ARCAINE EYE, GREATER Divination (Scrying)

Level: Sorcerer/wizard 7
Components: V, S, M
Casting Time: 10 minutes
Range: Unlimited
Effect: Magical sensor
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell functions as *arcane eye* (see page 200 in the *Player's Handbook*), creating an invisible magical sensor that enables you to view across great distance as if you were there. *Greater arcane eye* grants both 60-foot darkvision and low-light vision, as well as enabling you to see ethereal and invisible creatures as if you had cast *true seeing*.

Material Component: A bat figurine carved of crystal.



A MAGICAL LEXICON AND GLOSSARY

A complete lexicon and glossary of Magius would fill a volume many times the size of this book. Presented here are a small number of complete phrases and words most commonly used in the casting of spells. Different wizards have found that different combinations of sounds and words may produce similar results, so it is possible for a single spell to have many alternate forms of its verbal component.

The following list is taken from what is commonly known as “low Magius,” the magical dialect taught to students and apprentices.

Magius	Common	Magius	Common	Magius	Common
amarah	Anger	es	Ice	tanda	Shadow
anak	Dart (missile)	gedeng	Large	tidur	Sleep, slumber
api	Fire	halilintar	Lightning	ular	Snake
asam	Acid	hantu	Ghost	Pronouns	
asmarah	Passion	hitim	Black	aku	I
banteng	Bull	imbas	Air	ente	you
batin	Hidden	kartu	Hand	mu	yours
belit	Wind	keajukan	Mimic, copy, duplicate	saya	me
benci	Hate	keawetan	Life	mas	my
bentuk	Shape	kendala	Barrier, wall	kami	we/us
berair	Water	khalayan	Illusion	mereka	them
berjalan	Walk	kinta	Love	dia	he
bisau	Blade	kulit	Hide	betina	she
burun	Bird (all birds)	labala	Spider	itu	it
burun'hantu	Owl (“ghost bird”)	laksana	Like, similar	Modifiers	
burun'hitim	Raven (“black bird”)	lingkaran	Sphere	semua	all
busuk	Spoiled, putrid	mata	Eye	ayun	away
cair	Melt	mati	Dead	saban	every
capik	Paralyze	mayat	Body	dari	from
cas	Cat	mencelik	See	esa	only
cepat	Swift	penglihatan	Sight	berlua	over
cerlang	Bright	perak	Silver	ke	to
cermin	Mirror; reflect	perubahan	Change, shift	-nir	un-
cilin	Small	pesona	Dazzle, enchantment	bawa	under
colang	Steal (by force)	pveatherfall	feather fall	dalam	within, inside
corak	Color	rubah	Fox	Numbers	
damai	Peace	sahabat	Friend	eka	one
darah	Blood	santet	Black Magic	dua	two
daya	Power (powerful)	sekali	More	tiga	three
dingin	Cold	selemat	Safe	empat	four
draconis	Dragon	sentu	Touch	elak	five
dumak	Dark	shirak	Light	enam	six
edar	Circle	sihir	Magic	sapta	seven
elang	Hawk, eagle	tak'kelihatan	Invisible, unseen	delapan	eight
emas	Gold	tanah	Earth	sembilan	nine
emosi	Emotion			sepuluh	ten

DIFFERENT WORLD, DIFFERENT MAGIC

PART I: MAGIC SPELLS

Spell	Krynn Equivalent
Bigby's Clenched Fist	Clenched Fist
Bigby's Crushing Hand	Crushing Hand
Bigby's Forceful Hand	Forceful Hand
Bigby's Grasping Hand	Grasping Hand
Bigby's Interposing Hand	Interposing Hand
Drawmij's Instant Summons	Instant Summons
Leomund's Secret Chest	Secret Chest
Leomund's Secure Shelter	Secure Shelter

Spell	Krynn Equivalent
Leomund's Tiny Hut	Tiny Hut
Leomund's Trap	Illusory Trap
Mordenkainen's Disjunction	Disjunction
Mordenkainen's Faithful Hound	Faithful Hound
Mordenkainen's Lucubration	Lucubration
Mordenkainen's Magnificent Mansion	Magnificent Mansion
Mordenkainen's Private Sanctum	Private Sanctum
Mordenkainen's Sword	Mage Sword
Otiluke's Freezing Sphere	Freezing Sphere

Spell	Krynn Equivalent
Otiluke's Resilient Sphere	Resilient Sphere
Otiluke's Telekinetic Sphere	Telekinetic Sphere
Otto's Irresistible Dance	Irresistible Dance
Rary's Mnemonic Enhancer	Mnemonic Enhancer
Rary's Telepathic Bond	Telepathic Bond
Tasha's Hideous Laughter	Hideous Laughter
Tenser's Floating Disk	Floating Disk
Tenser's Transformation	Titan's Transformation

ARCAINE STAFF

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Nonmagic quarterstaff touched

Duration: Permanent until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Spells you can normally cast may be placed into a prepared quarterstaff. You can store a number of spell levels equal to your caster level, but no spell can be higher than 4th level. For example, a 9th-level wizard could store two 4th-level spells and a 1st-level spell; or one 4th-level spell, one 3rd-level spell, and one 2nd-level spell; or any other combination totaling nine levels. 0-level spells cannot be stored within an arcane staff.

A spell stored within the quarterstaff can be cast just as any other spell. It does not count against your normal allotment of spells for a given day. You use up any applicable material components and expend any experience cost to cast the spell when you store it in the staff. You cannot have more than one prepared arcane staff at any given time.

Focus: The masterwork quarterstaff that stores the spells.

ARCAINE STAFF, GREATER

Transmutation

Level: Sorcerer/wizard 7

As *arcane staff*, except that you can store up to your spellcasting level + ability modifier (Intelligence if a wizard, Charisma if a sorcerer) in total spell levels within the quarterstaff, and the spells you store can be up to 6th level.

ARCAINE STAFF, LESSER

Transmutation

Level: Sorcerer/wizard 3

As *arcane staff*, except that you can store only up to your ability modifier (Intelligence if a wizard, Charisma if a sorcerer) in total spell levels within the quarterstaff, and the spells can be only 1st or 2nd level.

AWAKEN THE MIND

Transmutation

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell, you imbue any creature of animal intelligence with increased intellect and personality, granting a +8 bonus to Intelligence and +4 bonus to Wisdom and Charisma. If the target creature already has a natural Intelligence of 3 or more, the spell fails.

Though you have no special empathy or connection with a creature under the effects of *awaken the mind*, affected creatures are friendly toward you, and will serve you in specific tasks or endeavors if you communicate your desires to them. As well, a target creature can speak one language that you know.

The target creature's type becomes magical beast (if it isn't already), but creatures under the effects of the spell can't serve as animal companions, familiars, or special mounts. The effects of *awaken the mind* can be made permanent by a 15th-level spellcaster casting *permanency*, but require the expenditure of 3,000 XP.

Material Component: A small diamond worth at least 1,000 stl.

CLEANING

Transmutation

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This simple cantrip removes grime, dirt, dust, cobwebs, and other filth from an area, just as if it had been scrubbed by soap and water. It can be used only on solid surfaces (such as wood, cloth or stone), but has no effect on contaminated liquids or items that have been permanently stained.

CONSENSUS

Divination

Level: Wizard 9

Components: V, S

Casting Time: 1 standard action

Range: Special; see text

Targets: All Wizards of High Sorcery

Duration: Special; see text

Saving Throw: None

Spell Resistance: No

This spell is typically cast only by the highest ranking Wizards of High Sorcery, those who serve as Master of the Conclave or as the Masters of the Orders. Historically, the spell has been used most frequently to elect a new Master of the Conclave, the one wizard to whom (theoretically, at least) all other members of the Orders of High Sorcery answer.

When you cast the spell, you choose whether to send a message to all members of one particular

Order (the White Robes, Red Robes, or Black Robes), or to the members of all three Orders. This message cannot be more than 10 seconds long. It is telepathically carried to all non-renegade spellcasters who have passed the Test of High Sorcery. The message travels any distance, although it cannot reach those not on the Material Plane (including those in extradimensional spaces or in alternate realms of existence). The message can penetrate any magical barriers or mental protections (including such protections as *mind blank*), but cannot be received by wizards rendered unconscious by way of injury. Wizards who are sleeping at the time of casting are awakened as the message is received.

As a free action, anyone who has received the message can telepathically return a one word reply (typically, "yea," "nay," or "abstain.") The decision to return the message is voluntary, so a wizard may choose not to respond.

When you cast this spell, your mind is not bombarded with every individual's response; instead they are filtered into a single answer, depending upon the majority vote.

CURSE THE MAGI

Necromancy

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One arcane spellcaster touched

Duration: Special

Saving Throw: Will negates; see text

Spell Resistance: Yes

You cast a curse upon another spellcaster, rendering her unable to cast her spells without suffering for it. If the spellcaster you target fails her initial Will save to negate the effects, she needs to make additional Will saves in order to cast any spell. On a failed save, the spell fails and the target suffers 4 points of Constitution drain (though her Constitution cannot be taken below 1 in this way). Ability drain can be regained as normal (through *restoration*, for example), but the effects of *curse the magi* continue until the affected spellcaster has *remove curse* cast upon her by a spellcaster of at least 15th level, or through the use of a *limited wish*, *miracle*, or *wish* spell.

This spell does not affect the divine spellcasting classes, but may affect bards if bardic magic is considered arcane in your campaign.

Material Component: An iron mask with a closed mouth.



DETECT FAMILIAR

Divination

Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation.
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You can detect the presence of familiars and the magic animal companions of other spellcasting classes (such as a druid or ranger's animal companion, or a paladin's mount). The amount of information revealed depends on how long you study a particular area.

1st round: The presence or absence of a familiar or animal companion.

2nd round: The number of familiars or animal companions in the area and the power of the most potent aura.

3rd round: The strength and location of each aura. If you have line of sight to the familiars or animal companions, you can make Spellcraft checks to determine the aura of the individual to whom the creature is bonded (one check per aura, DC 10 + half the bonded spellcaster's level + the bonded spellcaster's Charisma modifier).

Aura power: The aura surrounding a familiar or animal companion is determined by the class level of the creature's bonded spellcaster (druid, paladin, ranger, sorcerer, or wizard). Treat a character who hasn't yet gained his class's spellcasting abilities as 1st level.

Level of Spellcaster Aura Power

1st–5th Faint
6th–11th Moderate
12th–17th Strong
18th+ Overwhelming

Lingering Aura: The aura of a familiar or animal companion lingers after the creature has left the area. If *detect familiar* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength Duration of

Lingering Aura
Faint 1d6 rounds
Moderate 1d6 minutes
Strong 1d6×10 minutes
Overwhelming 1d6 days

DISARM

Enchantment [Mind-Affecting]

Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round + 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

A creature under the effect of this spell finds it difficult to hold a weapon. Any creature who fails its initial save must make an additional Will save (this time at a –1 penalty for every 2 of your spellcaster levels) each time it attempts to grasp a weapon. On a failed save, the creature drops the weapon as if disarmed.

DISPLACE MEMORY

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: Two living creatures touched
Duration: 1 day/level
Saving Throw: Will negates; see text
Spell Resistance: Yes

You remove a memory from one creature's mind and place it into another, displacing 10 minutes of memory per caster level from the target's mind and placing that memory into the mind of another willing creature. You must have some knowledge of the memory to be displaced in order to cast this spell (either having witnessed the same event, or having been told of the event from the target creature whose memory you wish to displace). The memory you displace must be of a single event occurring in continuous time (so you could displace any number of consecutive encounters in an adventure up to the maximum time, but not arbitrarily displace just the first and last encounters, no matter how short). As well, you can only displace a memory that has been formed within a number of years equal to your caster level.

For example: A White Robe wizard needs to send secret intelligence to the Orders of an event he witnessed. By removing the memory of the event from his mind and placing it into the mind of his servant, she can carry the message unnoticed while his enemies focus on him.

This spell cannot be cast upon creatures with Intelligence less than 5. A spellcaster can cast this spell upon himself as either the source of the displaced memory or the target.

Material Component: Two pieces of clear quartz, placed on the foreheads of both creatures.

FEIGN LIFE

Necromancy [Death]

Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Dead or undead creature touched
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

You are able to give the illusion of life to a corpse. Under the effects of *feign life*, a dead body breathes, the heart beats, and blood circulates to give the flesh the glow of life. *Feign life* has no effect on a body's chances of being raised or resurrected, though, and does nothing to slow down a body's natural decay.

This spell can also be cast upon any undead with physical bodies (and so cannot be cast upon incorporeal undead or skeletons, among others) to give them a semblance of life, but does not repair damage or defects in the undead's appearance or remove any undead penalties or weaknesses.

Giant's Guise

Illusion (Glamer) [Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: No

This spell covers a target creature with an illusion that makes it appear as large as a giant. This illusion offers no modifiers to the target's AC or attack rolls, but grants a +8 circumstance bonus to Intimidate checks. Any creatures the target attacks or otherwise interacts with physically are allowed a Will save against the illusion's effects. If they fail their first save and the "giant" subsequently deals damage to them, they must succeed on a second Will save or be stricken with fear and become shaken. Shaken creatures become frightened on a second successful attack and failed save, then panicked if they are successfully attacked and fail to save a third time. Success on any subsequent save means that the victim has seen through the illusion, and is no longer subject to the fear effects (as well as being able to communicate knowledge of the illusion to other characters).

Material Component: A braid of giant or ogre hair.

Kiss of Night's Guardian

Necromancy

Level: Wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Special; see text

Saving Throw: None

Spell Resistance: No

This spell is known only by the Master of the Tower of Palanthis, although the Master may choose to teach it to favored apprentices.

By placing a kiss upon the target creature's forehead, you imbue a mark recognizable by the undead guardians of Palanthis's Shoikan Grove (see

Chapter 4: The Towers). Evil creatures touched by this spell feel the kiss as a warm, pleasant feeling that suffuses their entire bodies. Neutral creatures feel a strange burning sensation. Good creatures feel a cold so fierce it burns.

When the target enters the grove, the undead within see the kiss as a scar burning with unholy light, marking the target as being under the Master's protection. Undead within the grove will not attack the bearer of a *kiss of night's guardian*. The spell's protection lasts only for one passage through Shoikan Grove (either the way out or the way in), and not all who enter are permitted by the Master of the Tower to leave.

Kiss of night's guardian grants the target a +5 profane bonus on all saving throws against fear while within the grove. It does not render the target immune to the grove's magical fear effects.

Originally, similar spells of protection existed for each of the five magic groves, known only to the Master of each Tower, but by the Age of Despair, only *kiss of night's guardian* and *touch of guiding light* (for the Tower of Wayreth) remain. Knowledge of the other three spells — *whisper of dawn's song* (for the Tower of Daltigoth), *vision of dusk's eye* (for the Tower of Istar), and *song of day's clarity* (for the Tower of Losarcum) — has been lost with the destruction of the three Towers.

Life Transfer

Necromancy

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: Instantaneous/1 round; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell enables you to steal life from one living creature and transfer it into another's body. On a successful melee touch attack, you deal 1d4 points of damage per two caster levels (maximum 10d4) and gain the same number of temporary hit points. Within one round, you must touch another living creature, transferring all the temporary hit points as healing energy. This energy cures the target of all damage up to the number of temporary hit points transferred (though it will not bestow additional or temporary hit points should the number of temporary hit points transferred exceed the creature's current damage).

If you are unable to transfer the temporary hit points, or if you want to heal yourself, you heal only half the hit points you absorbed.





Mindspin

Illusion (Phantasm) [Mind-Affecting]

Level: Sorcerer/wizard 7

Components: V, S, M, XP

Casting Time: 10 minutes; see text

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Concentration (D)

Saving Throw: See text

Spell Resistance: Yes

You take the innermost fears and anxieties of a creature and cause them to come to life. If the target fails its save, it falls into a waking slumber and is thrust into a nightmarish world.

There are three stages to the dream in which the creature is trapped. The first level distorts the creature's sense of time, space, and reality, as it finds itself in any time or location you desire. The target creature believes this dream-reality completely. The target's perceptions of its friends and allies remains untouched. At the first stage, you can summon 1d4 dreamshadows and 1d2 dreamwraiths, which assume any form you desire as they interact with the victim. You can create any kind of backdrop or physical location that you want for the dream, however, creatures or characters within any stage of the dreamworld must be portrayed by one of your summoned dream creatures.

The second stage of the dream takes the distortion of the victim's sense of reality to the personal level, with allies made to seem as enemies and enemies as allies. You can summon 2d4 dreamshadows and 1d4 dreamwraiths during this stage of the nightmare, all stronger than normal (10% more hit points; +4 bonus to saving throws, skill checks, and ability checks; Spell Resistance 10). The target creature is allowed a second save to wake up from the mindspin, though at a -4 penalty. It takes a further 20 minutes of focused spellcasting in order to force the victim into the second stage of the dream, and you must make Concentration checks against any disturbances or have the spell fail.

In the third level of the dream, you can summon 2d6 dreamshadows and 1d6 dreamwraiths, who have 50% more hit points, receive a +8 bonus to saving throws, skill checks, and ability checks, as well as gain a Spell Resistance of 15. It takes at least 1 hour of focused spellcasting to force the victim into the third level of the dream. The victim is allowed a final saving throw with a -8 penalty in order to resist being forced into the third level.

If at any point the victim succeeds at her saving throw to resist going deeper into the dream, she will wake up. She may also be roused at any time by outside forces, but each time she must make a Will save (with the same penalty, depending upon the level of the dream) in order to wake. If the victim is attacked while she is asleep, she is allowed a saving throw to waken.

Any damage the victim takes within the dream is illusory damage. She cannot be killed. However, if she is brought to 0 hp or lower, she must make a Fortitude save or suffer a permanent loss of 4 Wisdom — allowing another save to awaken.

Material Component: A polished crystal sphere (worth at least 500 stl) in a bag of purple velvet.

XP Cost: 500 XP

Mindspin, Greater

Illusion (Phantasm) [Mind-Affecting]

Level: Sorcerer/wizard 9

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 feet apart

This spell functions as *mindspin* except that multiple victims can be affected, all of whom share the same dreamworld of your creation.

XP Cost: 1,000 XP per creature affected.

RAISTLIN'S WHEEL OF FLAME

Evocation [Fire]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 60 ft. radius burst

Duration: 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

A circle of multihued flames springs to life, radiating outward in every direction. The hungry flames consume everything within range. Targets within the *wheel of flame* must make a successful Reflex save each round or take 1d6 points of fire damage, increasing by 1d6 each round (so 2d6 points of fire damage on the second round within the wheel, to a maximum of 15d6 points on the 15th round if the spell's duration permits). A successful Reflex save results in the target taking half damage. As well, each creature that takes damage must make a second Reflex save each round to avoid catching on fire.

Once cast, the *wheel of flame* is stationary. The caster is unaffected by his own spell, allowing him to walk through the flames untouched.

Material Component: A fire opal set in a gold ring (worth at least 250 stl).

REVERSE DEATH

Necromancy [Death]

Level: Sorcerer/wizard 9

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This potent spell enables you to return one creature to life, although it comes at a great cost.

You can resurrect a dead being, as long as it has not been dead for longer than 1 minute per caster level. The body makes an involuntary Will save (with a -1 penalty for each minute the target has been dead). If the saving throw fails, the target dies again (suffering the same effects detailed below). If the saving throw succeeds, you have dragged its spirit from the River of Souls, binding it within its body once again and returning it to life.

This spell does not heal the body of damage nor does it purify the body of poison or disease. Thus, if a target died because of reaching negative hit points or because of the effects of poison or

disease, it will simply die once again, but this time its soul will become one of the restless dead (a ghost, see *Monster Manual*). If the victim died because of massive damage, the spell will work as normal (unless the massive damage brought the victim to lower the -10 hit points).

Material Component: A black pearl.

XP Cost: 1,000 XP per minute the body has been dead.

SHAPE OF THE BEASTS

Transmutation

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal or touch

Target: You or humanoid touched

Duration: 1 hour/level (D); see below

Saving Throw: Will negates; see below

Spell Resistance: No

This spell enables you to temporarily give a humanoid creature an animal form. If the target is willing, the transformation does not require a saving throw. If the target is unwilling, she is allowed a Will save to resist the transformation.

Once transformed into animal form, the target gains the animal's Strength, Dexterity, and Constitution scores, but retains its own Intelligence, Wisdom, and Charisma. The target also gains all the characteristics of the normal animal, but loses all of her own abilities (such as spellcasting, low-light vision, etc.). The target's type and subtype adjust to the new form (see the *Monster Manual* for more information).

Upon changing, the subject regains lost hit points as if she had rested for a night (though this healing does not restore temporary ability damage or provide any of the other benefits of resting; and changing back does not heal the subject further, except for the ability damage from loss of identity, which can be regained normally).

If the transformed individual is not the spellcaster, the target creature must have some token representative of her true self on her being (such as a scarf, a ring, or some similar small item), otherwise there is a possibility she may lose her identity and remain in animal form indefinitely (until killed).

Each hour the target remains in animal form, she must make another Will save. If she fails the saving throw, she loses 1d4 points of Intelligence as her memories begin to slip away. Once she reaches an Intelligence of 3 or less, the Intelligence damage ceases and the target is permanently trapped in the animal's form.

The caster may end the spell at any time.

Material Component: A bit of fur, a feather, or a reptile scale.



SONG OF DAY'S CLARITY

Abjuration

Level: Wizard 7
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Special; see text
Saving Throw: None
Spell Resistance: No

Similar to *kiss of night's guardian*, this spell is known only by the Master of the Tower of Losarcum.

When this spell is cast, you allow the target to find his way through the magical grove surrounding the Tower of Losarcum. This spell grants the target a +10 circumstance bonus to resist the emotional manipulation of Losarcum's Grove of "passions." Once the target has traversed the grove, whether entering or leaving, the spell expires and the target is subject to the normal effects of the grove.

See *Kiss of Night's Guardian* for information about spells relating to other guardian groves.

STONE GUARDIAN

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One Medium earth elemental
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

When you cast this spell, you create a stone warrior that fights as you direct it. This stone guardian resembles a humanoid warrior, and is typically of the same race as the spellcaster. It uses the statistics of a Medium earth elemental (see page 97 of the *Monster Manual*).

At the end of the spell, the stone guardian crumbles into dirt and disappears.

Material Component: A small clay figurine.

SUPPRESS MAGIC

Abjuration

Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-foot radius spread
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: No

This spell temporarily suppresses magic found in magical items. All magic items in the area of effect are allowed a Will save in order to negate the effects of the spell, but otherwise magical items lose all magical abilities (including attack bonuses, damage

bonuses, AC bonuses, and the like). Magic items with charges cannot be activated, but do not lose any charges.

Material Component: A terracotta statuette.

TIMEHEAL

Transmutation

Level: Sorcerer/wizard 7
Components: V, S, M, XP
Casting Time: 1 minute
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Special; see text
Spell Resistance: Yes

When this spell is cast upon a willing target, you cause the individual's body to move backward in time to a period when he was in better health. Time is of the essence when the spell is cast because the greater amount of time that has passed, the more difficult the spell.

You can timeheal the body in time 1 minute for every level of experience as an arcane spellcaster. Thus a 9th-level wizard can take the body of his target back in time by 9 minutes. For every minute the body reverses, the victim makes an involuntary Fortitude save with a cumulative -1 penalty (thus reverting a body back 9 minutes requires the target to make the Fortitude saving throw with a -9 penalty). If the saving throw is failed, the body fails to revert. If the target possesses Spell Resistance, the wizard must also overcome the target's SR in order for the spell to take effect. This cannot be suppressed by the target. You can determine how many minutes backward you want the spell to effect (a 9th-level wizard can revert a body up to 9 minutes, no more).

If a target has been affected by a *timeheal* spell (whether successful or not), she cannot be affected by another *timeheal* spells until at least 24 hours have passed. *Timeheal* will not bring back a spirit from death, thus it is ineffective upon a character who has died (reached -10 hit points or less), been affected by death magic, or similar instant death effects.

Material Component: A small hourglass filled with powdered black pearls (worth at least 500 stl).
XP Cost: 100 XP per minute of time reverted.

TIMEREAPER

Transmutation

Level: Sorcerer/wizard 9
Components: V, S, M, F, XP
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One-way portal through time and space.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Another spell known only to the Masters of the respective Towers of High Sorcery, *timereaver* is one

of the most potentially powerful and dangerous spells known on Ansalon. This spell creates a portal through time and space and allows up to 1 individual per 4 levels of the spellcaster to travel through the portal to another period of time.

Originally intended to allow wizards to research the past or the future, the spell allows individuals to travel backward or forward along the River of Time. The travelers can travel up to 20 years per level of the spellcaster backward in time, or 1 year per level of the spellcaster forward in time (as the future is much more difficult to navigate). The spell pierces the barriers between both time and space. It requires incredible concentration from the spellcaster in order to ensure that travelers end up at both the right time and in the right place (requiring a Spellcraft check at DC 10 + 1 for every decade traveled backward and a Spellcraft check at DC 15 + 1 for every year traveled forward). If the Spellcraft check is failed: 1) the travelers end up either in the right time but the wrong place — 25 miles away per point the Spellcraft check is failed, in a random direction (50% chance), 2) in the right place but the wrong time — up to 5 years per point the Spellcraft check is failed either before or after the targeted time (50% chance). Either failure may place the travelers in a precarious situation, particularly as the spell is a one-way trip (unless the travelers are provided with a means of returning, such as through the *device of time journeying* or another such rare, powerful artifact).


At the beginning of time, the High God dictated that alterations to the River of Time were forbidden, thus those using the *timereaver* spell cannot affect either the past or the future, no matter how hard they try (as a pebble dropped into a river cannot alter the river's path). However, if one of the Chaos Races (any race altered by the effects of the Graystone, such as kender, gully dwarves, dwarves, minotaurs, or sea elves) travels through time, the touch of Chaos within them allows for the possibility of time alteration — a potentially disastrous consequence. This spell was primarily used by the Masters of the Towers to send individuals through time to research aspects of the past or the future, secure in the knowledge the travelers could do little to affect the River of Time. Such expeditions were rarely undertaken, however, as artifacts like the *device of time journeying* (which originally allowed only a single individual to return through time) are exceedingly rare and difficult to produce.

Material Component: A magical circle, created by a mixture of rare ingredients worth at least 10,000 stl + 1000 stl per decade traveled backward in time or per year traveled forward in time.

Arcane Focus: A major artifact, which is temporarily inert for 1 hour per decade of time traversed backwards or 1 year of time traveled forward.

XP Cost: 1,000 XP + 500 XP/decade traveled backward in time or year traveled forward in time.





Note: Prior to the Chaos War, traveling forward in the future reveals a world the gods never left, for Takhisis had not stolen the world. Following the Chaos War, traveling backward in time is impossible past the beginning of the Fifth Age (the moment Chaos was defeated and Takhisis stole the world) up until the gods return after the War of Souls, at which point movement forward and backward in time is unhindered.

TOUCH OF GUIDING LIGHT

Transmutation

Level: Wizard 7
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Special; see text
Saving Throw: None
Spell Resistance: No

Similar to *kiss of night's guardian*, this spell is known only by the Master of the Tower of Wayreth.

When this spell is cast, you allow the target to find her way through the magical forest surrounding the Tower of Wayreth. This spell gives the target an instinctive sense of where the Tower is located, enabling her to find the Tower's location. This spell works despite the Tower's and the grove's natural defenses, although it does not grant the target any special ability to travel across the distance if the Tower moves. Once the target has traversed the Grove, whether entering or leaving, the spell expires and the target is subject to the normal effects of the Grove.

See *Kiss of Night's Guardian* for information about spells relating to other guardian groves.

TRANSFER ESSENCE

Necromancy

Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: Two living creatures
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You are able to temporarily transfer the arcane energies of one wizard into another wizard, using them to strengthen the target wizard's arcane power. This spell is often used by groups of wizards working together to transfer their own power into a central wizard in order to bolster his strength. This spell can also be used against wizards by unscrupulous wizards who seek to increase their own strength, even temporarily.

When this spell is cast, the target being drained of his essence is allowed a Will save to resist, otherwise he suffers a temporary level drain equal to

1 level for every 2 levels of the spellcaster (suffering all normal effects of such drain). This energy is then immediately transferred into another wizard, who gains a temporary level increase to his spellcasting levels when determining a spell's effects based on range, target(s), area, effect, duration, overcoming SR, calculating damage, and other similar variables. These temporary levels do not increase the wizard's saving throws, hit points/HD, or allow the wizard to cast spells normally beyond his capabilities.

When the spell's duration expires, the levels are instantly returned to the original spellcasters.

Material Component: A translucent quartz prism on a silver chain.

TRAVEL THE PATHS OF THE MIND

Transmutation

Level: Sorcerer/wizard 9
Components: V, S, M, XP
Casting Time: 10 minutes
Range: Touch

Target: One living creature touched, and up to 1 creature/level, all of which must be within 25 ft.; see text

Duration: Special (D); see text
Saving Throw: Will negates
Spell Resistance: No

You cast this spell upon one living creature, enabling yourself or others to travel into the target's memories. You can travel — or send other travelers — back into an individual's memories up to 5 years per level. If the target is unwilling, he is allowed a Will saving throw to resist the spell.

Traveling into an individual's memories can be a dangerous thing. The travelers bear witness to the events as they occurred, based on the target's memory of how they occurred (which may be different from the actual events). To the travelers, events happen as if they were really there. The travelers can re-experience up to 1 hour per caster level worth of memories of the target creature. To the travelers, time progresses as normal, but to the target, only 1 minute passes per hour of the travelers' experience.

The threat to the travelers can be very real. Any dangers they encounter can harm them. Spells cast, items used, and actions performed seem real to the travelers, although such actions have no effect on the actual event, outside of altering the target's memories of what happened.

If a traveler dies in the memories, she must make an immediate Fortitude saving throw. If she fails the saving throw, she dies and remains forever trapped within the target's mind, unable to return without the proper usage of a *miracle* or *wish*. The target will gradually forget the deceased individual ever existed. If the traveler succeeds on the saving throw, she emerges from the target's mind with 0 hit points, in critical but stable condition.

The travelers can emerge from the target's memories only when the spell expires or the spellcaster releases them from the memory (dispelling the spell). When the travelers return from the memory, they retain any wounds they may have suffered and have lost anything they may have lost (including spells cast or items used), just as if they had truly experienced the events.

If the target dies while the travelers are still within his memories, all travelers must immediately make a Fortitude saving throw (DC 15 + 1 per hour they have been within the dream). If they fail the saving throw, they die with the target. If they succeed, they emerge from the memories as normal.

It is theoretically possible for the travelers to draw a person or item out from the target's memories, although this is extremely difficult and dangerous. Anyone attempting to draw an item or person from the target's mind must make a Will save (DC 20 + 1 per hour within the memories). The target must also make the same Will saving throw (involuntary; this save cannot be suppressed by the desires of the target). If the traveler succeeds but the target fails the saving throw, the item or person emerges from the memories. If the traveler fails but the target succeeds, the item or person remains within the target's memories. If both fail, the traveler is immediately ejected from the memories without the item or person she was attempting to draw out. If both succeed on the saving throw, the traveler emerges from the memories without the item or person she was attempting to draw out. (It is very difficult to draw anything out of someone's memories into reality.)

The effect of removing something from a target's memories is long-lasting. The target has no memories of the person or item after it was removed from his memory. The nature of the item or person is also completely based upon how the target remembers them, which may be very different from the reality. A person drawn out is effectively a simulacrum (see *simulacrum* in the *Player's Handbook*), based upon the target's memories. An item drawn out is only half as powerful as the original, if it was magical. [The exact nature of the item or person is determined by the Dungeon Master.]

Material Component: A silver mirror engraved with runes and inlaid with diamond dust.

XP Cost: 2,000 XP + 1,000 XP per traveler.

TRUTH-TESTING

Divination

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

You can concentrate upon one subject within range, enabling you to tell if the subject is deliberately and knowingly speaking a lie by discerning disturbances in its aura caused by lying. This spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. You must maintain concentration upon the subject to continue discerning its aura.

Arcane Focus: A small mirror.

VISION OF DUSK'S EYE

Abjuration

Level: Wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Special; see text

Saving Throw: None

Spell Resistance: No

Similar to the spell *kiss of night's guardian*, this spell is known only by the Master of the Tower of Istar.

When this spell is cast, you allow the target to find her way through the magical grove surrounding the Tower of Istar. This spell grants a +10 circumstance bonus against the powerful suggestion of forgetfulness imbuing the magical grove surrounding the Tower. Once the target has traversed the grove, whether entering or leaving, the spell expires and the target is subject to the normal effects of the grove.

See *Kiss of Night's Guardian* for information about spells relating to other guardian groves.

WHISPER OF DAWN'S SONG

Abjuration

Level: Wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Special; see text

Saving Throw: None

Spell Resistance: No

Similar to *kiss of night's guardian*, this spell is known only by the Master of the Tower of Daltigoth.

When this spell is cast, you allow the target to find her way through the magical grove surrounding the Tower of Daltigoth. This spell grants the target a +10 circumstance bonus to resist the powerful suggestion of sleep imbuing the magical grove of Daltigoth. This spell only protects the recipient for a one-way journey through the grove. Once the target has traversed the grove, whether entering or leaving, the spell expires and the target is subject to the normal effects of the grove.

See *Kiss of Night's Guardian* for information about spells relating to other guardian groves.

DIFFERENT WORLD, DIFFERENT MAGIC

PART 2: MAGIC ITEMS

KRYNN and the **Dragonlance** Campaign Setting are far different from the standard setting presented in the *Core Rulebooks*. Some items do not exist, while others are known by completely different names. The following is a list of magic items from the *Dungeon Master's Guide* that either do not exist or are known differently by the inhabitants of Krynn. Most of these are miscellaneous magic items.

Many of the minor artifacts found within the *Dungeon Master's Guide* are appropriate to a **Dragonlance** campaign, but none of the major artifacts, particularly the *orbs of dragonkind*, are truly designed for Krynn. If used, there should be a plausible explanation of how they fit into the **Dragonlance** world.

Spell	Krynn Equivalent
Apparatus of Kwalish	Apparatus of Reorx
Daern's Instant Fortress	Fortress of Reorx
Heward's Handy Haversack	Handy Haversack
Keoghtom's Ointment	Balm of Mishakal
Murlynd's Spoon	Spoon of Feeding
Nolzur's Marvelous Pigments	Pigments of Creation
Quall's Feather Tokens	Chislev's Feather Tokens
Quiver of Ehlonna	Quiver of Habbakuk
Talisman of Zagy	Talisman of Reorx

MAGICAL OBJECTS

The vast majority of the magic items in the world are crafted by the Wizards of High Sorcery. These may be as powerful as weapons and armor forged for champions, or as simple as rings and trinkets created as tokens of protection. Beautiful statues may be created for their aesthetic value alone. Staffs can be made to hold powerful, destructive magics.

The magical objects listed here are magic items uniquely associated with the Orders of High Sorcery.

BRACELET OF FORESIGHT

This deceptively simple-looking bracelet of beaten copper actually contains powerful magic. Once per day, the bracelet gives the wearer a sudden vision of the near future, warning of danger. It can be activated by silent thought, giving the wearer the benefits of a foresight spell for 10 minutes. While under the benefits of the spell, the wearer cannot be surprised or caught flat-footed. In addition, it provides a +2 insight bonus to AC and Reflex saves, although this insight bonus is lost whenever the wearer would lose a Dexterity bonus to AC.

Strong divination; CL 17th; Craft Wondrous Item, *foresight*; Price 19,530 stl; Weight 0.5 lb.

BRACELET OF PROTECTION

This silver bracelet, carved with intricate arcane runes, grants its wearer a +2 deflection bonus to AC. It also protects its wearer by surrounding her with an invisible field of magic. Any creature touching the bracelet-wearer with bare hands (such as a touch attack or unarmed strike) receives a jolt of electricity, dealing 1d4+7 points of damage.

Faint abjuration and moderate evocation; CL 7th; Craft Wondrous Item, *mage armor*, *spark shield*; Price 64,000 stl; Weight 0.5 lb.

BRACELET OF MAGIC RESISTANCE

This magical bracelet, designed by Black Robe wizards, appears to be made of silver, about four inches in width, set with pieces of polished onyx. When worn, it protects its wearer against all forms of magical fear, including dragonfear and the supernatural fear of the Shoikan Grove. Its greatest benefit comes in its ability to completely block magic from affecting the wearer.

When originally created, the bracelet has 25 charges. A spell cast upon the wearer is absorbed by the bracelet, draining 1 charge per level of the spell. When the last charge is drained, the stones on the bracelet crumble to dust. Any spell drained by the bracelet is ruined, even if there are not enough charges to absorb the final spell. For example, the bracelet has only 1 charge remaining when a sorcerer casts a *fireball* spell upon the wearer. Although *fireball* is a 3rd-level spell, the remaining charge in the bracelet is expended and it is enough to absorb the *fireball*. (Note: when determining what spells the bracelet can absorb, the bracelet can absorb any spell in which the wearer is the target or any spell that normally allows for Spell Resistance.)

These bracelets are unholy items. They bestow one negative level on any lawful good creature attempting to wear it. The negative level remains as long as the bracelet is worn and disappears when the bracelet is no longer worn. This negative level does not result in actual level loss. The negative level cannot be overcome in any way (including *restoration* spells) while the bracelet is worn.

Moderate necromancy and strong abjuration; CL 13th; Craft Wondrous Item, *heroism*, *spell turning*; creator must be evil; Price 73,125 stl; Weight 0.5 lb.

CHARM OF ANIMAL TRANSFORMATION

These simple charms are often the first items crafted by apprentice wizards after they have passed their Test of High Sorcery. The charms are typically made into pieces of jewelry, such as an amulet, bracelet, or a ring. Although they can often take the forms of magical rings, and would normally be crafted by Forge Ring (a metamagic skill beyond the abilities of most apprentices), they are crafted as Wondrous Items because of their limited capabilities.

When worn, this charm transforms its wearer into a specified animal form, just as if she had cast *shape of the beasts* on herself. The animal form lasts up to 1 hour, or until the wearer takes off the charm (which only she can see when she's in animal form). The charm can be used once per day.

Weak transmutation; CL 3rd; Craft Wondrous Item, *shape of the beasts*; Price 1200 stl.; Weight 0.25 lb.



CLOAK OF NIGHT

Also known as *shadowcloaks* or *cloaks of shadows*, these cloaks are made of black silk, with a heavy cowl that completely obscures the wearer's face.

While the *cloak of night* is worn, it grants its wearer a +2 deflection bonus to AC. If the cowl is pulled up, the wearer gains darkvision of 60 feet and a +10 competence bonus to Hide checks as long as there are shadows present.

Once per day, the cloak wearer can disappear into the shadows, using them to traverse great distances (as per the spell *shadow walk* cast by a 12th-level wizard). The cloak wearer can take up to one other Medium size creature (or two Small size creatures) with him by wrapping them within the folds of the cloak.

Moderate illusion; CL 11th; Craft Wondrous Item, *darkvision*, *displacement*, *shadow walk*; Price 85,760 stl.; Weight 2 lbs.

GLOBE OF REVEALING LIGHT

This small sphere is about 3 inches in diameter, of translucent crystal illuminated from within by a soft glow. When the command word is spoken, it blazes with a radiance filling a 30-foot radius with bright light.

Within this radius, everything is revealed in its true form to the one holding the globe (as if the holder had cast *true seeing*). The illumination can be summoned a total of 10 minutes each day before the globe must recharge.

Strong divination; CL 11th; Craft Wondrous Item, *true seeing*; Price 26,400 stl.; Weight 3 lbs.

GLOVES OF MAGIC

These supple leather gloves are crafted from dragon hide. Once both gloves are worn, they seem to meld with the hands, becoming almost invisible. As long as both gloves are worn, the wearer can act as if he had the *Eschew Materials* metamagic feat when casting a spell.

Moderate conjuration; CL 9th; Craft Wondrous Item, *Eschew Materials*, *major creation*; Price 36,000 stl.

GLOVES OF MISCASTING (CURSED MAGICAL ITEM)

This pair of gloves are made of thin, supple leather, light amber in color.

When worn by a spellcaster (either arcane or divine), they seem to melt

away, permanently bonding with the wearer. At first, these gloves appear to be of great benefit to the spellcaster, granting him the bonus feat, *Silent Spell*. However, after they

have been worn for a full week, the true effects of the gloves begin to manifest.

After that first week, whenever the spellcaster attempts to cast a spell with somatic components, she finds that the gloves try to force her hands to make other gestures, ruining the spell entirely. In order to resist the glove's counteractions, the spellcaster must make a Strength check against a DC of 10 + 1 for every level of the spell, otherwise the spell is ruined.

The gloves can be removed easily during the first week. After that first week, however, the gloves can be removed only by the application of *remove curse* cast by a 12th-level or higher spellcaster, a *limited wish*, *miracle*, or a *wish* spell.

Moderate necromancy; CL 7th; Craft Wondrous Item, *bestow curse*; Price 56,000 stl.

GOLDEN RING OF HEALING

These rare rings are considered precious by the Wizards of High Sorcery, for they are difficult to create. The band is made of gold threads twisting into an intricate knotwork.

Once per day, the ring enables the wearer to heal himself of 6 points of damage. The ring's true magic activates when the ring-wearer is in danger of dying from an attack. If the ring-wearer suffers damage in an attack that brings him to fewer than 0 hit points, the ring instantly expends its full magic, healing the wearer to 1 hit point.

Once the ring has brought the wearer back from the brink of death, it forever ceases to work for that individual.

Strong transmutation; CL 13th; Forge Ring, *timeheal*; Price 25,000 stl.

GULLY DWARF'S EMERALD

Also known as "Bupu's Emerald," a number of these magical emeralds are scattered throughout Ansalon. No one is quite sure who created these strange objects, although some claim Raistlin created them out of a sense of kinship for the weak gully dwarves.

Gully dwarf's emerald appears as a normal emerald, about the size of a large coin, completely flawless and worth at least 1,000 stl when appraised. Underneath magical divination, the emerald does not appear to possess any magical aura.

The magic within the emerald is activated whenever the emerald is offered as a bribe to prevent someone from attacking. The moment the attacker(s) sees the gem, they must make a Will save (DC 21) or else fall prey to a powerful suggestion, filling them with the urge to possess the emerald at any cost. The attacker ignores the victim completely (unless the victim attacks the attackers, at which point the magic of the emerald is broken) as the attacker(s) try to gain the gem. The moment the gem is touched by the attacker he must make a Fortitude saving throw (DC 21). Failure instantly kills the attacker. If the saving throw succeeds, the attacker immediately takes 3d6 temporary Constitution damage (minimum 1) and is *paralyzed* for an equal number of rounds, giving the threatened individual time to escape. After delivering damage to the attacker, the emerald disappears, randomly *teleporting* itself into the hands of another potential user.

The emerald functions only for Small creatures (such as gnomes, gully dwarves, and kender).

None (strong abjuration, enchantment, and necromancy); CL 13th; Craft Wondrous Item, *finger of death*, *instant summons*, *nondetection*, *suggestion*; Price 45,250 stl.

SHEATH OF CONCEALMENT

This cunningly designed wrist-sheath is crafted from fine leather straps that enable an individual to safely carry a dagger. As a free action, he can flick his wrist and the dagger slides out of the sheath into his hand. He can slide the dagger back into the wrist-sheath as a free action.

While the dagger is sheathed, the wrist-sheath conceals itself from detection. The dagger cannot be detected by those physically searching for it or by magically searching for it (with any magic short of *true seeing*). When worn, the wrist-sheath conceals itself from magical divination, even when empty.

Moderate illusion; CL 3rd; Craft Wondrous Item, *invisibility*, *misdirection*; Price 8,000 stl.

MESSAGE BOTTLE

This simple vial is made of dark green glass with a waxed cork used as a stopper. The magic of the vial enables the user to open the bottle and speak a short message (no more than 10 words), trapping the message within with the rune-engraved cork. When the cork is next removed, the spoken message is released. The message is spoken in the same tone of voice, with the same inflections and accent. The stored voice cannot be used to activate a spell.

Weak transmutation; CL 3rd; Craft Wondrous Item, *ventriloquism*; Price 10,800 stl; Weight 2 lbs.

PENDANT OF TONGUES

This simple pendant is a golden disk suspended on a golden chain. Engraved on the pendant is a spiral composed of arcane runes. If the pendant is rubbed and the command word spoken, the pendant enables the wearer to speak and understand any one spell, as if a *tongues* spell had been cast. This effect lasts for one hour. The pendant allows the user to speak and understand only a single language at a time, without expending another charge. A newly crafted pendant has 50 charges.

Moderate divination; CL 5th; Craft Wondrous Item, *tongues*; Price 15,000 stl; Weight 0.5 lbs.

RING OF PROJECTION

A bronze band set with a precious gemstone circled by eight amber chips. The setting can be raised, revealing a secret compartment underneath. If the proper command word is spoken while the setting is raised, an illusory duplicate of the ring-wearer is projected up to 60 feet away. Like a *mirror image*, this duplicate appears real to normal vision and

either perfectly duplicate every action taken by the ring-wearer or, if the ring-wearer uses a standard action to focus on the ring, the wearer can control the actions of the illusory duplicate (who can be made to perform any standard action). The illusory duplicate is visual only, unable to create any sound, scent, or interact with its

environment.

Weak illusion; CL 12th; Forge Ring, *mirror image*; Price 43,200 stl.

RING OF HIGH SORCERY

This ring comes in one of three designs: a silver band with a moonstone (01-45 on d%, good alignment); a steel band with a ruby (46-75, neither good nor evil); or a gold band set with obsidian (76-100, evil alignment). The rim of the ring is engraved with elaborate runes. If the wearer is a Wizard of High Sorcery, he gains the following powers:



- Can detect magic and read magic at will.
- Once per day, may cast any one spell as if the wearer possessed the Enlarge metamagic feat (the spell is cast at the spell's normal level).
- +2 enhancement bonus on caster level checks made to overcome spell resistance.

If a silver ring is donned by an evil character, she immediately gains two negative levels. The reverse is true with respect to a gold ring donned by a good character. An evil or good character who puts on a steel ring, or a neutral character who dons either a silver or gold ring, gains one negative level. While these negative levels never result in lost levels, they remain as long as the ring is worn and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 12th; Forge Ring, *antimagic field*, *detect magic*, *mage armor*, *read magic*, creator must be of the same alignment as the ring; Price 50,250 stl.

RING OF WHISPERS

This simple band of gold has a rippling wave design engraved into the band. When worn and the proper command word spoken, the ring enables the wearer to cloak herself in an aura of protection that alters all sounds within a 15-foot radius. The wearer can make her footsteps as quiet as the whispering of the breeze (even if she clomps along like a drunken dwarf in steel boots), or change the sound of a scream to the warbling of a nightingale. While the wearer is manipulating the sound around her, she can make either a standard action or a move action, but she cannot do both and still use the ring's magical effects.

For full details on the ability to manipulate sound, see *sculpt sound* in the *Player's Handbook*.

Strong illusion; CL 12th; Forge Ring, *sculpt sound* or *ghost sound*, *silence*, and *ventriloquism*; Price 25,000 stl.

ROBES OF HIGH SORCERY

These elaborate garments can be ivory with silver trim (01-45 on d%, good alignment); crimson with ermine trim (46-75, neither good nor evil alignment); or black with gold trim (76-100, evil alignment). If the wearer is a Wizard of High Sorcery, she gains the following powers:

- +5 armor bonus to AC
- Spell resistance 15
- +4 resistance bonus on all saving throws.
- White Robe: +1 effective spellcaster level on all Abjuration spells.
- Red Robe: +1 effective spellcaster level on all Illusion spells.
- Black Robe: +1 effective spellcaster level on all Necromancy spells.

If a white robe is donned by an evil character, she immediately gains three negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a red robe, or a neutral character who dons

either a white or black robe, gains two negative levels. If a non-wizard puts on these robes, she gains one negative level. While these negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).

Note: These robes replace the *robes of the archmagi* found in the *Dungeon Master's Guide*.

Strong varied; CL 14th; Craft Wondrous Item, *antimagic field*, *mage armor*, *mnemonic enhancer*, creator must be of same alignment as the robe and must be a member of the Orders of High Sorcery; Price 75,000 stl; Weight 5 lbs.

ROD OF DESTRUCTION

This slender, black rod of raw iron is approximately one-foot in length and about the thickness of a human finger. It is cold to the touch.

The power contained within the *rod of destruction* makes it a potent tool against magical devices and spells. When the rod is successfully struck against a magical barrier, a magical item (of less than minor artifact status), or magical effect (such as a person *charmed*, under a *geas/quest*, or the like), the item/person must make an immediate Will saving throw against a DC of 20 or else the magic is instantly destroyed (as if *disjunction* had been successfully cast upon it). The *rod of destruction* is simultaneously destroyed upon successful usage.

Strong abjuration; CL 17th; Craft Rod, *disjunction*; Price 7,650 stl; Weight 5 lb.

ROSE OF SORROW

A truly unusual magic item, the *rose of sorrow* appears to be a single ice-blue rose with its petals closed. When it is planted in the ground and the proper command word is spoken, the rose blooms overnight, releasing a sweet-scented fragrance.

After a *rose of sorrow* blooms, anyone who approaches within 10 feet of the blossom and inhales the delicate aroma must make a Will save (DC 15). Those who fail the saving throw are wracked with intense feelings of overwhelming sorrow and grief (a mind-affecting enchantment). While held in the thrall of the sorrow, they are unable to perform any action, except for sobbing and crying. Only by moving away from the rose (which often requires aid), can the individual make another saving throw to see if he can overcome his grief. Unfortunately, even after he's left the radius of the rose, from that time forward, whenever the individual smells the scent of a rose in full bloom, he must make another Will check (DC 15) or find himself once more in the grip of crushing despair for 1d4 minutes, though this is lessened from the original feeling by a considerable degree (the individual suffers a -2 morale penalty to saving throws, attack rolls, skill checks, ability checks, and weapon damage rolls). This effect is permanent unless it is removed by a *break enchantment* or *remove curse* spell cast by a 12th-level spellcaster.



What makes this magical rose unique is its ability to reproduce itself. Each month after planting, the initial rose will drop a single seed, which will produce another *rose of sorrow* the moment the seed touches the ground. The scent of the second rose increases the radius of the effect by another foot, and increases the Will save DC by 1. If allowed to grow unchecked, the rose will continue to reproduce itself until there are a full dozen roses (which increases the radius to a maximum radius of 120 feet, and increases the saving throw DC to 26).

Roses of sorrow are unaffected by nonmagical heat or cold. Magical cold causes the rose to close up and hibernate until it is replanted. Magical fire will destroy the rose (no saving throw).

Moderate enchantment; CL 8th; Craft Wondrous Item, 10+ ranks Craft (Alchemy), *bestow curse*, *crushing despair*; Price 15,000 stl.

SCROLL OF STELLAR PATH

When you read this scroll, you create a temporary rift in time, causing one of the three moons to assume High Sanction. This temporary effect is a personal effect, working only for the individual who activates the scroll. For 48 hours, you gain the benefits of the moon of your alignment being at High Sanction (+1 effective caster level and the saving throw DCs of your spells are +1 more difficult for targets to resist). Depending upon the phases of the other two moons, the effects of the scroll can be heightened (by a conjunction of two moons, or by a conjunction of all three moons).

The moon matches the alignment of the wizard reading the scroll and only Wizards of High Sorcery are capable of using a *scroll of stellar path*.

Strong transmutation; CL 13th; Craft Wondrous Item, *limited wish* or *wish*; Price 20,000 stl.

STAFF OF HIGH SORCERY

A long wooden staff that comes in one of three colors: white — pale pine with silver bands and a large, spherical moonstone capping the staff (01-45 on d%, good aligned); red — cedar bound in steel with a fist-sized garnet capping the staff (46-75, neither good nor evil aligned); or black — ebony bound in gold with an obsidian orb capping the staff (76-100, evil aligned). Inscribed with sigils and runes of power, these potent magical staves contain numerous spells and functions. Depending upon the staff, some powers are similar, while other powers are unique to each staff. Some of its powers use charges, while others do not. The following powers are common to all three staves:

- *Continual flame* (1 charge)
- *Detect magic* (1 charge)
- *Disguise self* (1 charge)
- *Feather fall* (1 charge)
- *Dispelling magic* (2 charges)

The *white staff of high sorcery* also possesses the following powers:

- *Daylight* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Wall of force* (3 charges)

The *red staff of high sorcery* also possesses the following powers:

- *Invisibility* (1 charge)
- *Major image* (2 charges)
- *Greater invisibility* (3 charges)

The *black staff of high sorcery* also possesses the following powers:

- *Cause fear* (1 charge)
- *Halt undead* (2 charges)
- *Symbol of pain* (3 charges, centered on the staff)

The wielder of a *staff of high sorcery* gains a +2 luck bonus on AC and saving throws. The staff is also a +3 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round. If 2 charges are expended, the staff causes triple damage (x4 on a critical hit).

If a white staff is wielded by an evil character, she immediately gains three negative levels. The reverse is true with respect to a black staff wielded by a good character. An evil or good character who wields a red staff, or a neutral character who wields either a white or black staff, gains two negative levels. If a non-wizard tries to wield a *staff of high sorcery*, she gains one negative level. While these negative levels never result in lost levels, they remain as long as the staff is used and cannot be overcome in any way (including *restoration* spells).

A *staff of high sorcery* regains charges depending upon the phase of the appropriate moon (Solinari for the white staff, Lunitari for the red staff, and Nunitari for the black staff). At High Sanction, a white staff regains 3 charges each night, a red staff regains 2 charges each night, and a black staff regains 1 charge each night. When the appropriate moon is waxing and waning, each staff regains 1 charge per night. At Low Sanction, the staves do not regain any charges.

Retributive Strike: A *staff of high sorcery* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points equal to 8 times the number of charges in the staff, those between 11 and 20 feet away take points equal to 6 times the number of charges, and those 21 to 30 feet distant take 4 times the charges. A DC 17 Reflex save reduces damage by half.

The character breaking the staff has a 50% chance (01-50 on d%) of traveling to another plane of existence (see *Dragonlance Campaign Setting*), but if she does not (51-100), the explosive release of spell energy destroys her. Only specific items, including the *staff of the magi* and the *staff of power* (see *Dungeon Master's Guide*), are capable of a retributive strike.

Strong varied; CL 17th; for all — Craft Staff, *continual flame*, *detect magic*, *disguise self*, *dispel*

magic, feather fall; for white staff — *daylight, lesser globe of invulnerability, wall of force*, creator must be a White Robe wizard; for red staff — *greater invisibility, invisibility, major image*, creator must be a Red Robe wizard; for black staff — *cause fear, halt undead, symbol of pain*, creator must be a Black Robe wizard; Price 225,000 stl; Weight 5 lbs.

THIEVES' BANE POUCH

Also known as "*kenders' bane pouch*," this simple-looking leather pouch acts as a small *bag of holding* (type 1) for an individual who knows the proper command word. However, anytime someone either attempts to Sleight of Hand against the pouch or reaches into the bag without using the proper command word, the individual must immediately make a Reflex check (DC 20) or else they are suddenly surrounded by a glowing field of amber force and completely immobilized until either the owner of the pouch uses the proper command word to release them or until 1d4+6 minutes pass.

Moderate conjuration; CL 9th; Craft Wondrous Item, *sepia snake sigil, secret chest*; Price 7,500 stl; Weight 5 lbs.

ARTIFACTS

Unlike magical objects, artifacts are so powerful that their creation is beyond the ability of most spellcasters. Most artifacts were created by the gods during the Age of Starbirth or by powerful spellcasters during the Age of Dreams. During the Age of Despair and the Age of Mortals, no known individual had the power to create such potent magical items (with the possible exception of Raistlin Majere, although it is not known what artifacts he might have created).

The artifacts listed are but a few of the artifacts known to exist. Each of these artifacts has an intimate relationship with the Orders of High Sorcery, and each one has played an important part in recent history.

BRACERS OF SOLINARI (MAJOR ARTIFACT)

This ancient artifact is said to have been crafted by Solinari who gave it to a favored wizard during the Age of Dreams. These matching bracers are made of platinum, inset with numerous moonstones surrounded by arcane runes and sigils that have been traced in diamond dust.

The bracers can be used only by a Wizard of the White Robes. Any other who attempts to use wear the bracers suffers three negative levels as long as the bracers are worn. The bracers cannot be removed until a *remove curse* spell is cast upon the individual by a Wizard of the White Robes.

If worn by a Wizard of the White Robes, the bracers act as +5 bracers of armor. Three times per day, the wizard may create a set of glowing hands, similar to those of a *spectral hand* spell (as a 20th-level spellcaster), enabling the wizard to deliver touch attacks from a safe distance. Once per day,

the wizard can cast *dispel magic* (as a 20th-level spellcaster).

Once per day, a White Robe wizard wearing the *bracers of Solinari* may cast a spell as if Solinari were at High Sanction (with an effective +1 caster level and spell is +1 DC to resist). If Solinari is truly at High Sanction, the wizard may cast spells at +2 bonus; +3 if Solinari is in conjunction with one other moon; and at a +5 effective caster levels and +5 to DCs to resist the spell on the Night of the Eye.

The bracers grant the wearer a SR of 10 against divine magic (clerical or mysticism), 15 against spells cast by a Wizard of High Sorcery. The SR increases to 20 against renegades or sorcerers (and spell-like abilities). The bracers also grant the wearer complete immunity to all Divination spells (regardless of who cast the spell).

The *bracers of Solinari* are one of three artifacts said to have been gifted to the first three Wizards of High Sorcery by the Three Siblings. They are said to possess other powers, but these powers appear to be different depending upon the individual using the item at the time.

DRAGON ORBS (MAJOR ARTIFACT)

Created during the Age of Dreams at the time of the Third Dragon War, these powerful artifacts were created when members of all three Orders of High Sorcery gathered together to work their magic in order to fight the power of the Dark Queen's forces. Five *dragon orbs* were the result, each one containing the essence of the five different chromatic dragons: red, white, black, green, and blue. The *dragon orbs* contain the essence of good and evil, bound together by neutrality.

The *dragon orbs* are identical in appearance — fragile crystal orbs about 10 inches in diameter, with arcane runes floating just below the surface of the orbs. A strange mist, constantly swirling, with black, white, blue, red and emerald lights, can be seen inside each orb. When the orbs are used, they expand to twenty inches in diameter. The mists swirl violently as the user reads aloud the arcane phrase from the runes.

Each *dragon orb* has a distinct personality, formed by the essence of the dragons trapped within. Although the *dragon orbs* do not often communicate directly with individuals, they are intelligent artifacts, preferring instead to work subtly through dreams and visions. Treat them as having the following: Alignment Neutral; Int 19, Wis 12, Cha 19; Ego score 25.

It is not easy to attempt to control one of the fabled *dragon orbs*. Only powerful wizards, or rare individuals with an incredible sense of self, can hope to survive the defenses of the orbs without being dominated by the *dragon orb*. The user must make a Will saving throw (DC 25) in order to control the *orb*. If the saving throw is failed, the user is dominated by the *dragon orb*, trapped within a nightmare created by the *orb* (as if the individual



had been trapped by a *mindspin* spell cast by a 25th-level spellcaster).

The *dragon orb* will keep the user trapped within this dream state until either the user breaks free of the dream, is freed by an outside force, or the user dies of thirst and starvation (losing 1d4 Constitution per day). [Lorac's Nightmare, which twisted the Silvanesti Forest into a nightmarish realm, was a combination of a *dragon orb's* power, Cyan Bloodbane's manipulation of Lorac's nightmares, and the spiritual connection between the ruler of the elves and their kingdom.]

If dominance over the *dragon orb* is asserted, the user can gain access to the incredible magic held within the *orb*. The *dragon orb* can be commanded to give its secrets to the user, at which point the *orb* will telepathically impart the information to the user.

The foremost power of a *dragon orb* is its ability to send out a telepathic summons to any chromatic dragon within a 5-mile radius per the user's Charisma modifier. Affected dragons are allowed a DC 25 Will save to resist the summons, otherwise they will seek to reach the *dragon orb* as swiftly as possible. Alternately, an arcane spellcaster whose spellcaster level is 10 or higher may use the *orb* to attempt to dominate any dragon within 500 feet (as *dominate monster*). The dragon is allowed a Will save with a DC equal to 25 plus 1 for each arcane spellcaster level above 10 to resist the domination (Spell Resistance is ineffective against this type of domination). For example, when a Wizard 5/Red Robe 7 character attempts to use the *orb* to dominate a red dragon, the dragon can attempt a Will save at DC 27.

In addition, the *dragon orbs* affect all creatures of the dragon type (other than "true" dragons) within the area of effect of the summons. Any dragon creature within 1 mile per point of the user's Charisma modifier must make a DC 25 Will save or else suffer from confusion for 1 minute/user's character level.



The *dragon orbs* can also be used for scrying, enabling the user to cast *greater scrying* as a 25th-level wizard 3/day. The scrying of the *dragon orb* can also pierce the River of Time, enabling its user to see into the distant past or into the future. The user cannot scry more than 100 years per point of Intelligence modifier into the past or more than 10 years per point of Intelligence modifier into the future. (See the spell *timereaver* for limitations upon this ability.)

The full extent of the powers each *dragon orb* possesses is not known,

even to the Orders of High Sorcery. It is known that the *dragon orbs* possess a survival instinct. The *dragon orb* kept in the Tower of Istar mentally contacted a young elven apprentice named Lorac, urging him to steal the orb away before Istar was destroyed; the same *orb* enabled Raistlin to teleport himself away from an endangered ship within the Blood Sea.

Using a *dragon orb* is extremely draining, even for the most powerful wizards. Even when the *dragon orb* has given control to a user, the user must make a Fortitude save (DC 25), or suffer 1d3 points of Constitution damage, whenever he tries to use an *orb*.

The *dragon orbs*, for all of their great powers, are extremely fragile. Although they cannot be affected by any magical force — arcane or divine — they are vulnerable to physical attacks. A *dragon orb* has an AC 5, hardness of 5, and 30 hp.

When the Towers of Losarcum and Daltigoth were destroyed prior to the Cataclysm, the Orders believed the *dragon orbs* kept in each of those Towers were destroyed as well. The *dragon orb* used by Lorac and later possessed by Raistlin was destroyed when Raistlin traveled back in time to the Dwarf Gate Wars. The *dragon orb* at Icewall, which had been claimed by the dark elf Dragon Highlord Feal-thas, was brought to the Whitestone Council, where it was

destroyed by Tasslehoff Burrfoot. The fifth *dragon orb* — once kept in the Tower of Palanthas, but since moved to the High Clerist's Tower — was key to the victory of the Golden General. The *orb* is still believed to be in existence, although its whereabouts are unknown.

ENCYCLOPEDIA OF MAGICAL DEVICES (MINOR ARTIFACT)

While not truly a magical device, this large, weighty tome bound in red leather contains information gathered by the first Masters of High Sorcery dating back to the early Age of Dreams. The information within the tome carefully details and describes every known magical artifact created during the Age of Starbirth and the Age of Dreams. It also details the proper ingredients and rituals necessary to create many minor magical items that have since become “common,” but it is the details about these artifacts, many of which have long since been lost to antiquity, that make this volume so valuable.

The volume itself is magically protected against all possible forms of magic and protected with powerful glyphs and spells to prevent anyone except the Master of the Tower of Wayreth from accessing its pages.

GAUNTLET OF VENTYR (MAJOR ARTIFACT)

This beautiful gauntlet is made of intricately carved plates of ivory, jade, and silver interlocked together. The individual carvings on the plates of the gauntlet are clearly magical in nature, although some of them are so tiny as to be indiscernible.

The *gauntlet of Ventyr* was created by the dwarves of Thorbardin to be used against wizards during the War of the Mountain. However, soon after its creation, Kith-Kinan caused the dwarves and humans to sign the Swordsheath Scroll, ensuring a tenuous, but lasting, peace in the region. The *gauntlet* remained hidden in Thorbardin's vaults until the potentate of Qindaras, Aniirin the First, a powerful renegade wizard, managed to acquire it. By means of the *gauntlet*, Aniirin I was able to force the Orders into leaving him and Qindaras in peace — a peace that lasted from one potentate to the next, as Qindaras became a haven for those seeking to escape the Orders.

The *gauntlet* is able to absorb arcane energy from any source, storing it until its wearer chooses to use the energy to cast a spell. Any arcane spell cast within 10 feet of the *gauntlet* (except for spells cast by the *gauntlet's* wearer) is automatically absorbed by the *gauntlet* (note that the *gauntlet* cannot absorb divine magic, whether clerical or mystic, but it can absorb both High Sorcery and primal sorcery). The *gauntlet* stores this energy, receiving a number of charges equal to the spell level of the cast spell. The *gauntlet* can store up to 100 spell levels.

A wizard or sorcerer who wears the *gauntlet of Ventyr* is able to draw upon this power and use it to fuel his spells. The spellcaster can draw up to his

Intelligence modifier (if a wizard) or his Charisma modifier (if a sorcerer) to power a single spell each round. This power can be used to either increase the spellcaster's effective spellcaster level by +1 per point expended, or it can be used to fuel spells cast with metamagic feats (multiple metamagic feats can be stacked on the same spell, as long as the total expended power does not exceed his stat modifier). For example, a 10th-level wizard (with an 18 Intelligence) uses the *gauntlet* to fuel a *fireball* spell. He can either use the power of the *gauntlet* to increase his spellcaster level to 16th level when calculating the effects of the *fireball*, or he can use the four levels of power to Enlarge (which requires a spell slot one level higher) and Maximize (which requires a spell slot three levels higher) his *fireball*.

The *gauntlet of Ventyr* is capable of creating an effect similar to an *anti-magic field*, although it takes time to establish this effect. This effect is actually caused by the slow, gradual drain upon the magical energies of the world surrounding the *gauntlet*. This anti-magic effect extends itself around the *gauntlet* at a rate of 1 foot every day, as long as it remains within a 1-mile radius. The moment the *gauntlet* passes that mile, the *anti-magic field* fades as magic reasserts itself. The *gauntlet of Ventyr* must be within the same location for at least a week before the *anti-magic field* begins to grow.

The *gauntlet of Ventyr* is a sentient magical artifact with an eldritch haunt (See Chapter 6: Creatures). The *gauntlet* is able to communicate telepathically (up to 25 miles away) and through speech, but it is also able to manifest an illusory body, typically that of a beautiful humanoid woman. This illusory body is completely within the mind of whomever she is telepathically communicating with, thus she is capable of appearing a considerable distance away from her “body,” the *gauntlet*. Typically, she will be willing to speak only with those possessing arcane spellcasting abilities.

After the insane wizard, Lyim Rhistadt was defeated, the *gauntlet of Ventyr* was returned to the Thorbardin dwarves and placed into a vault. Following the Chaos War, the *gauntlet* appeared to fall into a deep slumber, from which it could not be awakened. In 29 SC, when Severus Stonehand left Thorbardin, he took the *gauntlet* with him to Zhakar, where he awakened it and nearly drained it completely of all of its power. Somehow, the *gauntlet* was able to escape and its current whereabouts are unknown.

TRENNA

Female eldritch haunt of the *gauntlet of Ventyr*
Wiz10; CR 13; Medium construct (augmented humanoid [human]); HD 10d12; hp 60; Init +0; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +5; Grap+4; Atk/Full Atk +4 melee (1d6-1/x2, quarterstaff); SA item traits, spells; SQ antimagic vulnerability, change form, construct traits, spell resistance 18, spells; AL LN; SV Fort +3, Ref +3, Will



+10; Str 8, Dex 10, Con —, Int 19, Wis 16, Cha 16.

Skills and Feats:

Concentration +13, Craft (alchemy) +17, Craft (blacksmithing) +17, Decipher Script +17, Knowledge (arcana) +17, Knowledge (the planes) +9, Knowledge (history) +17, Listen +4, Spellcraft +17, Spot +4; Empower Spell, Extend Spell, Scribe Scroll, Still Spell, Spell Focus (abjuration, enchantment, illusion), Spell Penetration.

Item Traits (Su): Trenna may make use of any of the abilities and powers of the *gauntlet of Ventyr*, including absorbing arcane energy, projecting an antimagic field at will, and using stored arcane energy to increase her caster level or apply metamagic feats to spells she casts, as if she were using the gauntlet herself.

Antimagic Vulnerability (Su): Because she is the alternate form of a magic item, Trenna is vulnerable to antimagic spells and spell-like effects as if she were a summoned creature. Any antimagic effect must first overcome her spell resistance. A *dispel magic* spell that overcomes her spell resistance will force her to change form for 1d4 rounds as if she were a suppressed magic item.

Change Form (Su): Trenna is able to change from gauntlet form to human form and back as a move action that provokes an attack of opportunity. When her hit points are reduced to 0, or when she voluntarily initiates it, she transforms back into the base item. If Trenna is forced to change form by being reduced to 0 hit points she cannot change back until at least 24 hours has passed. Changing form into the gauntlet is the only way for Trenna to recover lost hit points naturally, which she does at the usual rate for a 10th-level human wizard. Trenna can still benefit from healing magic in her human form.

Spell-Like Abilities: At will — *detect magic*, *read magic*. 3/day — *arcane sight*. Caster level 10th.

Wizard Spells Prepared (4/5/5/4/4/2; base save DC 14 + spell level, 15 + spell level w/enchantment, illusion & abjuration spells): 0 — *flare*, *ghost sound*, *mending*, *resistance*; 1st — *alarm*, *charm person*, *mage armor*, *magic missile*, *sleep*; 2nd — *blur*, *daze monster*, *gust of wind*, *mirror image*, *scorching ray*; 3rd — *deep slumber*, *lightning bolt*, *slow*, *stinking cloud*; 4th — *charm monster*, *dimension door*, *greater*



invisibility, *hallucinatory terrain*; 5th — *break enchantment*, *teleport*.

Note: Although she must still prepare spells ahead of time like all wizards, Trenna knows all common 0-level to 5th-level wizard spells from the *Player's Handbook* without needing to keep a spellbook.

Possessions: In her human form, Trenna carries a quarterstaff and wears a simple dress, a dark shawl, and doeskin boots.

MANTOOTH (MINOR ARTIFACT)

This magical longsword is known by many names: “Magekiller,” “Spellcleaver,” “Darkstar,” and “Magefool,” although it has come to be known best as “Mantooth” when it was wielded by the Hero of the Lance, Caramon Majere.

Mantooth is a *+1 arcane spellcaster & magical beast bane longsword*. Mantooth functions as a *+3 longsword*, dealing an extra 2d6 points of damage when used against any creature using arcane spells, whether wizards, sorcerers, or those possessing spell-like abilities, as well against creatures with the Magical Beast descriptor.

Mantooth has a number of other, far more potent abilities. The first is its ability to reflect spells back upon a spellcaster. The wielder of Mantooth can attempt to turn a spell back upon a spellcaster by making a special parry attempt. This magical parry provokes an attack of opportunity as the wielder brings the weapon to bear. The wielder then makes an unmodified attack roll (base attack bonus only) against a target number equal to 10 + level of the spell + spellcaster’s attribute bonus. If successful, the spell is reflected back fully upon the spellcaster. If failed, the spell takes normal effect. The wielder can attempt to parry only spells that have the wielder as the target (see description of *spell turning* in the *Player's Handbook*). This is a full round action.

Mantooth’s second ability is to dispel magical barriers. When Mantooth is used against a magical barrier (such as *wall of stone*, *wall of force*, *arcane lock*, *prismatic sphere*, or similar spells), there is a 1% cumulative chance per point of damage rolled by the wielder that the barrier will be dispelled. Multiple

attacks against a barrier are almost certain to bring it down.

Strong abjuration; CL 18th; Weight 5 lbs.

NUITARI'S SHROUD (MAJOR ARTIFACT)

This ancient artifact is said to have been crafted by Nuitari and given to a favored wizard during the Age of Dreams. The shroud is a voluminous cloak of sheer black silk with a heavy cowl and arcane symbols picked out in shards of obsidian. When worn, it molds itself to the wearer like a second skin, although its folds constantly shift and move as if caught in a breeze.

The shroud can be worn only by a Wizard of the Black Robes. Any other who attempts to use the shroud finds that it bestows three negative levels, as long as the shroud is worn. Once put on, the shroud cannot be removed from a non-Black Robe unless a *remove curse* spell is cast upon the individual by a Black Robed wizard.

If worn by a Wizard of the Black Robes, the *shroud* grants its wearer a +5 armor bonus to AC and +5 luck bonus on all saving throws. Three times per day, the wearer can assume a shadowy form, mimicking the spell *gaseous form*. Once per day, the wearer can cast *shadow walk* as if a 20th-level spellcaster.

Once per day, a Black Robe wizard wearing *Nuitari's shroud* may cast a spell as if Nuitari were at High Sanction (with an effective +1 caster level and spell is +1 DC to resist). If Nuitari is truly at High Sanction, the wizard may cast spells at +2 bonus; +3 if Nuitari is in conjunction with one other moon; and at a +5 effective caster levels and +5 to DCs to resist the spell on the Night of the Eye.

The *shroud* grants its wearer a SR of 10 against divine magic (clerical or mysticism), and 15 against spells cast by a Wizard of High Sorcery, but the SR increases to 20 against renegades or sorcerers (and against spell-like abilities). It also grants its wearer complete immunity to all Necromancy spells cast upon the wearer.

Nuitari's Shroud is one of three artifacts said to have been gifted to the first three Wizards of High Sorcery by the Three Cousins. The *shroud* is said to

possess other powers, but these powers appear to be different depending upon the individual using the item at the time.

PORTAL TO THE ABYSS (MAJOR ARTIFACT)

In order to provide safe and swift means of travel between the five Towers of High Sorcery, the wizards decided to create five Portals to connect the five Towers to one another and to the Outer Planes. Unfortunately, something went wrong during the creation so that all the Portals opened into the Abyss, Takhisis five entryways into the world. The Orders were able to seal the Portals in time, preventing the Dark Queen from passing through them. Although they could not unmake what they had created, the wizards could place bindings on the Portals they believed would be impossible to achieve. To open the Portal would require a powerful, thoroughly evil Black Robe wizard accompanied by an equally powerful, equally good Cleric of the Light.

When the Towers of Daltigoth and Losarcum were destroyed, the Portals in those Towers

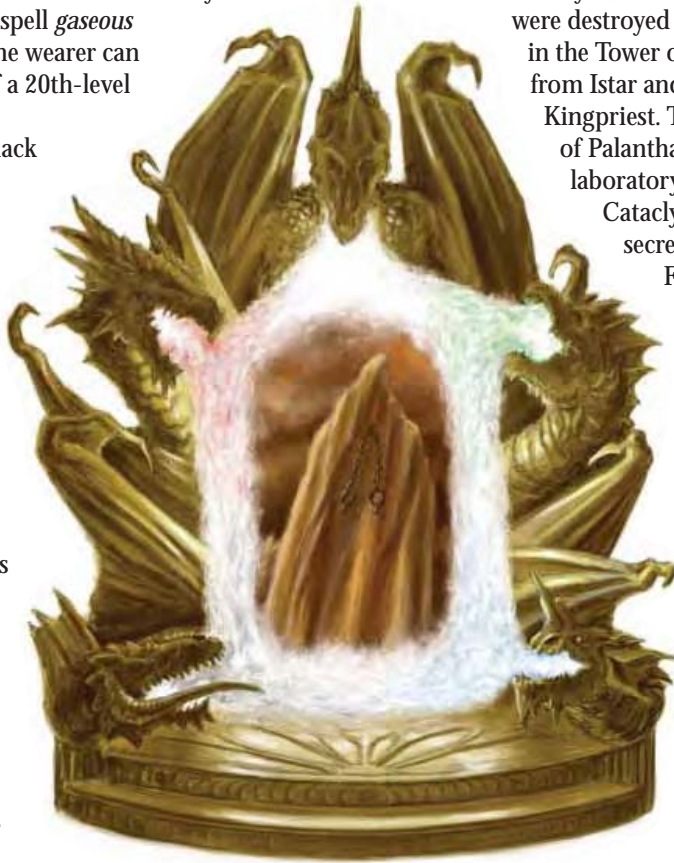
were destroyed as well. The Portal in the Tower of Istar was removed from Istar and the reach of the Kingpriest. The Portal in the Tower of Palanthas was kept in the upper laboratory, though before the Cataclysm it was temporarily secreted to the magical Fortress of Zhaman.


No one knows what happened to the Portal in the Tower of Wayreth.

The five Portals are identical in appearance, with five dragon heads (one of each of the chromatic dragon types) surrounding a glass surface resembling a window that looks into unfathomable darkness. A Portal is 8 feet in height, 6 feet in width, and oval in shape, although it can seem much larger when its magic

is activated.

Activating a Portal is dangerous, even on the chance that the Black Robe and the Cleric of Light are participating in the ritual. The Cleric acts as a channel, calling upon the power of the gods of good, while the Black Robe casts the appropriate spell. If the spell is uttered wrong, even by the slightest syllable, the defensive magics wrought by the Orders





of High Sorcery instantly cause a deadly backlash of magical energy. The Black Robe must make a Spellcraft check (DC 30) while the Cleric of Light makes a Concentration check (DC 30). If either fails the check, the energy of the backlash explodes outward in a 1-mile radius around the Portal, destroying all living creatures (Fortitude save DC 25) and affecting the landscape as if an *earthquake* had struck. The Black Robe and Cleric are both utterly destroyed, with no saving throw allowed, as they stand at the epicenter of the destruction.

If the Portal is activated successfully, it opens a two-way gateway between the Material Plane and the Abyss. The wizard can then control the opening and closing of any of the five (existing) Portals from within the Abyss, without the aid of the cleric, although he must be able to survive the Abyss to do so (which is not an easy task, even for a powerful Black Robe wizard). He must know the exact location where the Portal is located in the Material Plane. If a Portal is open, anyone with the strength and courage can pass through it, in either direction. While open, those gazing into the Abyss see the twisted landscape constantly shifting within and sense the presence of the Dark Queen, while those gazing out of the Abyss back into the Material Plane see anyone standing at the threshold, as if they were frozen in time.

SHIELD OF LUNITARI (MAJOR ARTIFACT)

This ancient artifact is said to have been crafted by Lunitari and given to a favored wizard during the Age of Dreams. A small buckler, shaped like a half-moon, it is crafted of pure platinum with a faint reddish gleam. If seen under a night sky, the *shield* glows with a radiance matching that of Lunitari.

The *shield* can be used only by a Wizard of the Red Robes. Any other who attempts to use the *shield* finds that it bestows a -1 penalty to AC, a -2 penalty on armor checks, and a 25% chance of arcane spell failure, as long as it is used. If used by a Red Robe, the *shield of Lunitari* acts as a +5 *buckler*, with a 0 armor check penalty and a 0% chance of arcane spell failure.

Three times a day, the wielder of the *shield of Lunitari* may cast *spell reflection* upon herself as if she were a 20th-level spellcaster. This *spell reflection* will reflect any spell directed at the wielder directly back upon the spellcaster. Once per day, the shield-wielder can create a *wall of force* centered around herself (in a 10-foot-diameter hemisphere).

Once per day, a Red Robe wizard wearing the *shield of Lunitari* may cast a spell as if Lunitari were at High Sanction (with an effective +1 caster level and spell is +1 DC to resist). If Lunitari is truly at High Sanction, the wizard may cast spells at +2 bonus; +3 if Lunitari is conjunct with one other moon; and at a +5 effective caster levels and +5 to DCs to resist the spell on the Night of the Eye.

The *shield* grants its wearer a SR of 10 against divine magic (clerical or mysticism), and 15 against

spells cast by a Wizard of High Sorcery. The SR increases to 20 against renegades or sorcerers (and against spell-like abilities). The *shield* also grants its wearer complete immunity to all Illusion spells (regardless of who cast the spell).

The *shield of Lunitari* is one of three artifacts said to have been gifted to the first three Wizards of High Sorcery by the Three Cousins. They are said to possess other powers, but these powers appear to be different depending upon the individual using the item at the time.

TOME OF LUNITARI (MINOR ARTIFACT)

This arcane tome appears, at first glance, to be a spellbook written by a Red Robe Wizard of High Sorcery, and is indeed a book held in esteem by members of that order. Any wizard of neutral alignment (LN, N, CN) may benefit greatly from perusing the tome. Study of the tome requires one week. Upon completion, a neutral-aligned wizard gains a +1 inherent bonus to Intelligence and one experience level, receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

Wizards of good (LG, NG, CG) or evil (LE, NE, CE) who read the tome instantly lose 2d6x1,000 XP and must atone (see the *atonement* spell) in order to gain further experience.

Non-wizards who handle or read the book are unaffected. Divine spellcasters who read it take 1 point of permanent Wisdom drain and lose 1d6x1,000 XP unless they make a DC 15 Will save.

Except as indicated above, the writing in a *tome of Lunitari* cannot be distinguished from any other magic book, libram, or tome, until perused. Once read, the book vanishes from the sight of the wizard, and the same character can never benefit from another *tome* (even if he changes orders and reads either the *tome of Nunitari* or the *tome of Solinari*).

Strong evocation; CL 19th; Weight 3 lb.

TOME OF NUNITARI (MINOR ARTIFACT)

This arcane tome appears, at first glance, to be a spellbook written by a Black Robe Wizard of High Sorcery, and is indeed a book held in esteem by members of that order. Any wizard of evil alignment (LE, NE, CE) may benefit greatly from perusing the tome. Study of the tome requires one week. Upon completion, an evil-aligned wizard gains a +1 inherent bonus to Intelligence and one experience level, receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

Wizards of neutrality (LN, N, CN) who read the tome instantly lose 2d6x1,000 XP. Good-aligned wizards (LG, NG, CG) lose twice that amount. In addition, they must atone (see the *atonement* spell) in order to gain further experience.

Non-wizards who handle or read the book are unaffected. Divine spellcasters who read it take 1 point of permanent Wisdom drain and lose 1d6x1,000 XP unless they make a DC 15 Will save.

Except as indicated above, the writing in a *tome of Nuitari* cannot be distinguished from any other magic book, libram, or tome, until perused. Once read, the book vanishes from the sight of the wizard, and the same character can never benefit from another *tome* (even if he changes orders and reads either the *tome of Lunitari* or the *tome of Solinari*).

Strong evocation; CL 19th; Weight 3 lb.

TOME OF SOLINARI (MINOR ARTIFACT)

This arcane tome appears, at first glance, to be a spellbook written by a White Robe Wizard of High Sorcery, and is indeed a book held in esteem by members of that order. Any wizard of good alignment (LG, NG, CG) may benefit greatly from perusing the tome. Study of the tome requires one week. Upon completion, a good-aligned wizard gains a +1 inherent bonus to Intelligence and one experience level, receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

Wizards of neutrality (LN, N, CN) who read the tome instantly lose 2d6x1,000 XP. Evil-aligned wizards (LE, NE, CE) lose twice that amount. In addition, they must atone (see the *atonement* spell) in order to gain further experience.

Non-wizards who handle or read the book are unaffected. Divine spellcasters who read it take 1 point of permanent Wisdom drain and lose 1d6x1,000 XP unless they make a DC 15 Will save.

Except as indicated above, the writing in a *tome of Solinari* cannot be distinguished from any other magic book, libram, or tome, until perused. Once read, the book vanishes from the sight of them wizard, and the same character can never benefit from another *tome* (even if he changes orders and reads either the *tome of Lunitari* or the *tome of Nuitari*).

Strong evocation; CL 19th; Weight 3 lb.



Chapter Three

GODS & THE ORDERS

THE constellations turned and wheeled and faced each other — the platinum dragon Paladine, the five-headed dragon Takhisis, between them the god Gilean, the symbol of balance. Few others on Krynn believed in these ancient gods anymore, or even remembered the names of their constellations. Caramon had learned them from his brother. Sometimes the warrior wondered if Raistlin believed in the despised gods. If he did, he never mentioned it or worshipped them openly. Probably a good thing, Caramon reflected. This day and age, that type of faith could get you killed.

“Caramon connected the bright points, his imagination drawing lines and curves, forming the stars into symbols of good and evil. He found the twins’ namesake — the god Majere, called the Single Rose by the elves (according to his friend, Tanis), the Mantis by the Knights of Solamnia (according to Sturm). The constellation lay deep in the pool of darkness overhead. Caramon knew from Raistlin that it was supposed to grant stability of thought, peace of mind. The heavens did give him a feeling of stability, of lasting equilibrium in the world. No matter what happened, the constellations would always be there.”

Brothers Majere
by Kevin T. Stein

THE GODS OF MAGIC

Although each of the Gods of Magic has his or her own alignment, the gods share a single allegiance: magic. Thus they are different from the other gods, who are generally wholly absorbed in their own causes and who interact directly with only their own followers to advance that cause. Thus it is that the Gods of Magic often ally one with the other to stand together either in favor of or in opposition to the rest of the pantheon. This united voice gives them strength often lacking in the divisive clamor of the other gods.

The Gods of Magic are the children of the major gods: Solinari is the son of Paladine and Mishakal, Lunitari is the daughter of Gilean, Nunitari is the son of Takhisis and Sargonnas. If their parents expected their children to follow in the footsteps, they were disappointed. The Three Cousins realized from the beginning that magic was an immensely powerful force in the world —

for good or evil. They saw that, left uncontrolled, magic might well bring about the destruction of the mortals who wielded it. The Gods of Magic determined, therefore, that they had to unite in order to exert some measure of control upon this potent force. In this, they are aided by their love and understanding of magic, their knowledge of the mortals who wield it, and their respect for each other and for those mortals.

This is not to say that there is not some rivalry between the Three Cousins. Each god is intent on promoting his own cause, and on assisting his own followers to gain power and knowledge. Their rivalry is keen, but not bitter. No matter what single objective each of the gods may pursue, they remain united in one common goal and that is the promotion and regulation of magic.

To this end, the gods established the Orders of High Sorcery, wherein followers of all the gods would come together in Conclave to pass laws that govern themselves and to try to maintain control over all those who wield magic. During the Age of Mortals, with the return of wild magic and sorcery to the world, the union and the will of the three gods will be tested as never before, as they struggle to re-establish their Orders and determine how to respond to the burgeoning number of sorcerers using magic that is not regulated by the Orders — a matter that has already brought about occasionally heated arguments between the Three Cousins.

SOLINARI

God of the Silver Moon, ruler of the Magic of Light, Solinari urges his followers to use the

power of magic for good, to aid the weak and the defenseless, and to advance the cause of magic in the world. Benevolent and compassionate, Solinari is nevertheless strong-willed and determined. His is often the voice of reason among the three gods. He tempers Lunitari’s rash and reckless spirit of independence and works patiently and unceasingly to counterbalance Nunitari’s dark plottings.

The son of Paladine and Mishakal, Solinari revered and honored both his parents and the other gods of good, even if he was sometimes at odds with them. During these times, such as the rise of Istar, Solinari worked patiently to try to help



the Gods of Light to understand magic and not fear those who practiced it. He was one of the few Gods of Light to see that the rise of the Kingpriest was upsetting the balance of the world and that this must end in disaster.

During the Fifth Age, Solinari was deeply grieved when his father chose to become a mortal. Solinari offered to watch over and protect his father, who has taken elven form and goes by the name of Valthonis. His father expressly forbade this, however, choosing to go his own way without any divine help. Solinari obeys his father's wishes, though White Robes who happen to come across Valthonis always treat him with great reverence and respect and are quick to offer him any aid he may require.

Solinari is a patient god, slow to act, preferring always to let matters sort themselves over time. He has often prevented his cousins from rushing forward recklessly, heedless of the consequences. On many occasions, they have been forced to concede that he was right and they were wrong. Even if they disagree with him, both cousins respect him and generally listen to his counsel. When Solinari does finally decide that there is a need to take action, he does so boldly and fearlessly.

Solinari is disturbed by Nuitari's vengeful nature and his view that magic is a tool to be used to gain power over others. Solinari distrusts his cousin in all things, save his cousin's allegiance to the magic. In this, Solinari knows Nuitari can be counted upon to stand firm with him, and such has been the case down through the ages. Solinari admires his cousin Lunitari's energy and fiery spirit. He is aware that this often leads her to act rashly or impulsively and he is there to lend a steadying or restraining hand.

All the cousins are eager to promote the use of magic in the world. In this, Solinari is as ambitious as the other two. He advocates the use of magic for the causes of good and for the advancement of all beings. He is opposed to the use of magic to bring harm to any living thing, unless a White Robe wizard is acting to save his own life or to protect the weak, the helpless, and the innocent.

Solinari is deeply concerned at the return of wild magic into the world. He fears that the use of wild magic by those who are not regulated by the laws of the Conclave may bring destruction and disaster to the world now, as it did in the past. In this, Solinari is allied with his cousin Nuitari. However, Solinari rejects Nuitari's counsel that sorcery should be forcibly eradicated. Solinari advocates patience in the matter. He is content to take a wait-and-see attitude and has forbidden his followers to take any action against sorcerers. For

now, he is willing to allow sorcerers to go their way in peaceful coexistences. White Robes are encouraged to meet sorcerers on a friendly basis and to talk to them about the use of magic and, if any appear so inclined, to convince them to become Tower wizards.

LUNITARI

Goddess of the Red Moon, ruler of the Magic of Neutrality, Lunitari is a free spirit. The daughter of Gilean, God the Book, she and her father have little to do with one another. Their meetings are infrequent; cordial, but distant.

Lunitari values independence above everything and views all rules and attempts at regulation with suspicion, much to the chagrin of her two male cousins. She encourages free thinking and experimentation among her followers and tends to wink at their occasional indiscretions and misdeeds. She is very protective of the magic, however, and will act swiftly against any perceived threat, often without stopping to consider the consequences.

In this, she has learned to be guided by her more temperate cousin, Solinari, although she is often exasperated by what she perceives to be his tendency to be too passive. She dislikes Nuitari's secretive nature, is impatient with his continual plotting and scheming, and grows exasperated with his paranoia. She does admire the fact that he is swift to act when circumstances require it, and she and Nuitari often find themselves allied in persuading Solinari to go along with their decisions.

Lunitari's followers tend to be as independent and free-thinking as their goddess. Red Robes view magic as a way to improve life for themselves and for those in whom they take an interest. They are ambitious, always working to better their abilities. They also tend to be extremely curious and adventurous.

Lunitari takes a tolerant view of sorcerers and their use of the wild magic; not surprising, given her independent nature. She is interested in learning more about the wild magic and, on more than one occasion, she has appeared to a startled sorcerer, not to chastise him or try to convert him, but to pelt him with questions regarding the magic. Lunitari sees no harm in permitting sorcerers to continue with their use of wild magic, so long as they do not organize in emulation of the Tower wizards. If that should happen, she would view such an organization as a distinct threat. Lunitari prohibits her followers from interfering with the sorcerers. Red Robe wizards may even work in conjunction with a sorcerer, if the two happen to meet.



NUITARI

The God of the Dark Moon — a moon that can be seen only by his followers — Nuitari is a god of mystery and shadow, plots and schemes. The son of Takhisis and Sargonnas, Nuitari despised and distrusted his mother, the Queen of Darkness. Convinced that Takhisis wanted to usurp the power of magic and wrest it from his control, he worked against her and encouraged his followers to do the same. Thus, down through the ages, Black Robe wizards would sometimes be found allying with White Robes in battles against the Queen of Darkness. (Black Robes having their own agenda, of course!)

Takhisis grew weary of trying to appease her rebellious son and, finally, during the end of Fourth Age, she founded an Order of magic within the Knights of Takhisis known as the Gray Robes. These wizards renounced Nuitari and gained their power directly from the goddess.

Nuitari was furious. He never forgave his mother for this act of treachery, and he was further incensed when, during the end of the Chaos War, she stole away the world. Nuitari was swift to demand a call for judgment against her and was grimly jubilant at her demise. He is now attempting to recruit as many of the Gray Robes to his own side as possible. Those who do not willingly follow him may find themselves in a sad situation, for he cannot bear the thought that anyone may have a lingering loyalty to his mother.

Sargonnas and Nuitari have a mutual dislike, for the god wanted a warrior son and was disgusted when Nuitari joined with his cousins to rule over magic. The two were alike in their distrust of Takhisis, however, and that formed a sort of bond between them, although they rarely have anything to do with each other if they can help it.

Sargonnas is currently interested in the minotaur race, who are his favorites. Since his return, Nuitari has gone out of his way to recruit minotaur mages. He has even advocated allowing minotaur to join the ranks of the robed wizards and to permit them to gain entry into the Towers of High Sorcery. Nuitari's reasons for this are twofold. First, he has seen that the power of the minotaur in Ansalon is growing and he wants to have his hand in it and, second, he knows it will annoy his father.

Nuitari is ambitious and power-hungry. He has his own agenda that he keeps to himself, but it almost certainly involves gaining ascendancy over magic in the world. He considers his cousin Solinari to be weak and indecisive, yet has a

grudging respect for him, for when Solinari at last makes up his mind to take action, he is a formidable power. Nuitari thinks that his cousin Lunitari should be more serious-minded and exert more control over her followers. He concedes, however, that she is wise in the ways of mortals and knowledge of the mortal heart. Nuitari does not particularly care to understand mortals, but he has found, on occasion, that such understanding is essential and, in this, he turns to Lunitari for advice and counsel.

Perhaps because he is always plotting and working against his cousins, Nuitari is convinced that they are constantly scheming against him. Certainly each of the gods is out to promote his or her own agenda and, in some instances, this may clash with the plans of the other gods. This friction between the cousins is often reflected in their followers with Black Robes opposing White Robes opposing Red Robes. Serious disputes are supposed to be brought before the Conclave, but occasionally wizards decide to settle matters privately among

themselves. Although such rivalry can sometimes end in violence, it also tends to spur the followers of all the gods on to greater efforts and, so long as their rivalry is not carried to extremes, it works to the benefit of the magic.

Black Robes believe that magic should be used to increase their own personal power and to gain ascendancy over others. They are ruthless and have no compunction about harming anyone who stands in their way or is a perceived threat to them or to the magic. Black Robes are lawful, however, and follow the dictates of the Conclave, for they have learned to their sorrow that if they do not regulate themselves, others more powerful may rise up to destroy them.

Of late, Solinari and Nuitari have found a common bond that has drawn them closer than usual. They both share an inherent distrust of sorcerers and the use of wild magic. Nuitari is firm in his belief that this will bring about the destruction of the Conclave — if not the world itself — and he has advocated wiping out sorcerers and eradicating the wild magic. He knows he will never convince Lunitari to go along with him, for he sees that she actually admires these sorcerers. Nuitari has better hopes for Solinari and has embarked on several plans to convince his cousin to go along with him.

Nuitari goes along with his cousins' dictate that sorcerers are not to be harmed or molested, but any of his Black Robes who run across a sorcerer know that their god will not be displeased if the sorcerer happens to meet with an unfortunate "accident."



THE ROLE OF THE OTHER GODS IN MAGIC

In the beginning ages of the world, the other gods in the pantheon were interested in promoting the use of clerical magic by granting blessings to their own followers in return for their faith and prayers. Because magic was so powerful and dangerous, the other gods were naturally wary of it, but when the Gods of Magic and their wizards established firm control of the magic by instituting the Orders of High Sorcery during the Age of Dreams, the other gods were mostly content to let wizards go their way.

Then came the Third Age and the rise of Istar. During this time, the Kingpriest, who was devoted to the Gods of Light, decided that mages of all the Orders were a threat to the peace and tranquility of the world. He sought first to limit their power in the world and, in this, he had the blessing of the Gods of Light, some of whom had always been distrustful of magic. The Gods of Magic were angry, but their protests fell on deaf ears.

As the power of Kingpriest grew, he ordered the destruction of the Tower of High Sorcery in Daltigoth and demanded that the wizards vacate the Towers of High Sorcery in Palanthas and Istar. The mages clashed among themselves as to how to react to this threat. The Black Robes and some among the Red Robes wanted to fight the Kingpriest. The White Robes understood the feelings of their brethren, but they pointed out that even if they won the battle, they might well lose the war. Wizards had never been popular with the people, who feared what they did not understand. Most of the populace sided with the Kingpriest in wanting the wizards removed and if the wizards resisted, they would come under attack and thousands of innocents would die.

The Conclave at last agreed to the demands of the Kingpriest. They left the Towers of Palanthas and Istar. Before the Kingpriest could claim the Tower of Palanthas, a Black Robe leapt to his death, casting a curse on the Tower. The mages removed their books and artifacts to their last outpost, the Tower of High Sorcery in Wayreth, where the Kingpriest promised they would be safe. Most mages, including those of the White Robes, believed that the Kingpriest was plotting to destroy them, that he had secretly put bounties out on them, and that the lives of all mages were in peril.

The three Gods of Magic were incensed with the actions of the Kingpriest and went before the pantheon to urge that he be restrained or removed. When the Kingpriest took over the Tower of Istar, the wrath of the Three Cousins was said to have shaken the heavens.

The Gods of Light had always been strong believers in free will and, when at last it became clear to them that the Kingpriest was going to attempt to bring peace to the world by forcing

everyone to think and act as he believed right, they sadly conceded that he had gone too far and was leading the world and its people into ruin. They agreed with the other gods that he had to be stopped. The gods withdrew their faithful from the world. They issued a series of warnings to the people and the Kingpriest. These were ignored. At last, the gods were forced to cast a fiery mountain upon Krynn, destroying Istar and ending the reign of the Kingpriest.

After the Cataclysm, the gods withdrew from the world, hoping that the people would come seeking them. All the gods left except the three Gods of Magic. Although clerics lost their power in the world, mages retained theirs. Thus did the gods try to make amends for their blindness concerning the Kingpriest and for the persecution mages received at his hands.

When the other gods returned during the Fourth Age and their influence was once again felt in the world, they generally adopted a respectful, if aloof, attitude toward magic and those who wielded it. Wizards and clerics sometimes joined together either to battle Takhisis and her dark forces or, if they were on the side of Darkness, to assist in advancing the Dark Queen's cause.

After the War of the Lance, the gods continued to maintain a distance between clerical magic and that of wizards, with one exception. Takhisis, the Queen of Darkness, had assumed that when Nuitari became the God of Dark Magic, he would be nothing more than a figurehead and she would be the true power behind him. In this, she badly underestimated the ambition and determination of her son. Nuitari made it clear from the outset that he would rule dark magic and that his mother would have no say in it. Takhisis tried wheedling and charm to gain her way. She tried cold fury. Nuitari resisted all her efforts. Eventually, a break occurred between mother and son, so much so that, down through the ages, both plotted against each other for control of dark magic. Takhisis suspected that Nuitari worked against her in the War of the Lance, helping to bring about her downfall, and she was determined to wrest magic away from his control.

In the years prior to the Chaos War, Takhisis gave her blessing for the creation of a new order of wizards. Known as the Gray Robes, they were an arm of the newly created Knights of Takhisis. They drew their magic directly from Takhisis herself, bypassing the Gods of Magic, including Nuitari.

The Gods of Magic were shocked and infuriated by this usurpation of their power. Nuitari was especially angry, not only at his mother's treachery, but also because the Gray Robes were being encouraged to recruit new members from the ranks of his own Black Robe followers. The Gods of Magic went before the pantheon to demand that Takhisis be stopped. At this time, however, Chaos was unleashed into



the world and the gods were forced to forget their private battles and fight for their very survival. Chaos was defeated, but at a great cost. Takhisis used the power she had gained to steal away the world and hide it from the other gods.

For her temerity, the Queen of Darkness was punished by having her godhood taken from her. In order to maintain the balance, her opposite, Paladine, head of the Gods of Light, also agreed to become mortal. Now the balance of power among the gods is in a state of flux. All the gods are actively seeking new followers in order to build up their influence in the world and in heaven. The Gods of Magic are also struggling to find out how they will fit into this new order and, in addition, they are faced with another problem — the return of the use of wild magic to the world. How the Gods of Magic will deal with this and how the other gods will end up dealing with magic has yet to be seen.

HISTORY OF HIGH SORCERY

The following sections are from the notes of Lord Ellis Lorey, Historian of the Red Robes:

We cannot know our future without knowing our past. This was one truism I learned from studying at the Great Library in Palanthis. Although the future of the Orders of High Sorcery is uncertain at this time, by looking at the trials and tribulations of the Orders throughout history, one quickly realizes the Orders have survived and overcome great threats before. Now, the Orders are being reformed from the ashes of the early Fifth Age, hopefully stronger and more focused than ever before. Lady Jenna and the dark elf Dalamar have a difficult struggle ahead of them, one I do not envy. But, if anyone has any hope of reforming the Orders, I do not doubt they are the ones to do so.

As the study of our history has always been a passion of mine, Lady Jenna approached me in the dark months following the Chaos War, when our magic had disappeared. She entreated me to join

the Aesthetics, to make it my duty to scour the Great Library and learn all I could of the history of magic, searching for any possible clue as to how we could regain our magic. Although I did not discover how to restore High Sorcery, I did discover many fascinating details hidden within the books of the Great Library.

From the time before written history, in the Age of Starbirth, when the gods created the world and the First Races, there was a time when there was no magic, at least not as we understand magic today. Without the intercession of the Gods of Magic, the world may never have come to know of High Sorcery and, without High Sorcery and those who practiced its arcane arts, history may have turned out much different. Without the first wizards, the Second Dragon War might have been lost. Without Magius, Huma may never have found the dragonlances.

Without Raistlin Majere, the Dark Queen might have swept across Ansalon like a plague. Without Palin Majere, Chaos might have destroyed our world. The Orders of High Sorcery are intimately involved in the history of Ansalon and shall hopefully be so once more, as we move forward in the Age of Mortals.

The following pages contain much of what I have discovered, some written in the hand of Astinus of Palanthis before his disappearance, and some penned by other Aesthetics who have long since passed along the River of Souls. Now that the Gods of Magic have returned, it is my hope that my research will form the basis for further studies into our past; that every future Wizard of High Sorcery understands where we have come from as we move forward into our uncertain future in this Age of Mortals.

A WORLD WITHOUT MAGIC

In the Age of Starbirth, the gods imbued every living thing, every stone, every drop of water, with their power. As the gods created the world, they discovered that the stars in the heavens — the sparks from Reorx's Forge — were filled with incredible potential. The gods warred over the star spirits — an All-Saints War lasting countless



millennia. Eventually the High God put a stop to the war and allowed each family of gods to give the star spirits one gift. The Gods of Light gave the star spirits physical bodies; the Gods of Darkness gave the star spirits weakness, want, and mortality; while the Gods of Balance gave the spirits free will to choose their own destinies. To seal their “peace,” each family of gods created a child, and thus Solinari the Light, Nuitari the Dark, and Lunitari the Red were born, and three moons were placed in the heavens.

As the Gods of Magic gazed down upon the world, they were disturbed by what they saw. The only magic accessible to mortals was that which the gods gave them through prayers, miracles, and gifts. The ogres and the elves, in particular, seemed to benefit greatly from the gifts the Gods of Light and Darkness showered down upon them, leaving humans to be exploited by the others.

During the Age of Starbirth, Reorx was tricked by the god Morgion into creating a gemstone that would help anchor Neutrality in the world. Within this gemstone, Reorx managed to capture a fragment of the great power known as Chaos (little realizing he had actually captured the god itself). This Graygem developed a sentience and a driving need to change the world and create chaos. Realizing he had perhaps gone too far, Reorx entreated Lunitari to hide the gemstone within her moon, to prevent it from falling into the wrong hands. Reorx believed that by placing the Graygem within Lunitari, the power of balance would imbue the stone and calm the chaos raging within.

PASSAGE OF THE GRAYGEM

In the Age of Dreams, during what has become known as the Time of Light, the gnomes built a great invention that was designed to take them off Krynn and out into the stars. The problem with this invention was that the gnomes did not have a suitable power source. As the gnomes searched for a power source, they saw the Graygem shining from the heart of Lunitari and knew that it could power their invention.

A young, extremely bright gnome gathered together a group of his compatriots and worked feverishly to create a ladder and net he had seen in his dreams. It took many years, but eventually the gnomes managed to create the Ladder to the Stars and activated the invention. The gnome caught the Graygem and brought it down to the world, but the Graygem escaped, for it could not be contained so easily. The gem sailed off and a band of gnomes followed it.

The Graygem traversed Krynn, traveling without any discernable pattern, leaving change in its wake. During this period of history, many of the stranger creatures that wander the world were born, transformed by the chaotic power of the god contained within the gemstone. Flora, fauna, and even mortals were transformed, spawning new

species such as the minotaur. [It is important to note minotaurs passionately deny this claim; a wise man does not ever discuss this with a minotaur, even one who has joined the Orders – Ellis.] But the passage of the Graygem had another effect upon the world, one only the Three Cousins noted at first: the passage of the Graygem once more imbued the world with the power of change, the power that would become known as magic.

Like a riptide, this power seethed beneath the surface — an unseen energy that, prior to this time, only dragons could utilize. Unfortunately, this power was as chaotic as the Graygem itself. But, what was done was done. The Three Cousins began studying the flows of this energy, seeking a way to tame it before mortals learned to use it on their own. However, even they could not predict how quickly mortals would learn to tap into this power, for it was the same power of creation that filled everything upon the world since the Age of Starbirth.

FIRST DRAGON WAR & THE DRAGON STONES

When the followers of the first elven king, Silvanos, sought a new home in the east, the forest they chose was already inhabited by the children of the first chromatic dragons. As the elves sought to claim a new home away from humans and ogres, the dragons sought to defend their ancient homeland, and this was the cause of the First Dragon War.

This war raged for centuries between the long-lived elves and the longer-lived dragons. Although the elves had learned to tap into the power inherent within all living things and were blessed by the Gods of Light, they had yet to master the primal magic that came so easily to the dragons. The elves had the strength of numbers on their side, but they could not match the dragons for sheer power. Even with the aid of the metallic dragons, the elves could not gain a clear advantage.

Secretly, the Three Cousins decided to intervene, for they knew the elves were naturally attuned to the magic of the world. They sent visions to the elves of the most intimate connection to the world’s magic, imparting knowledge of how to create five magical rune stones — the dragon stones — one for each of the colors of the five chromatic dragons — white, black, red, blue, and green. The elves were able to defeat the chromatic dragons by absorbing their spirits with the dragon stones, and end the First Dragon War. Afterward, the elves buried the rune stones deep within the Khalkist Mountains, keeping the spirits and the bodies of the dragons separated, hoping the stones would remain hidden for eternity.



THE SCIONS & WILD MAGIC

The origins of the Scions are wrapped in something of a mystery. During the early Age of Dreams, Reorx took a group of his followers away from Ansalon to teach them the ways of creation and impart to them the knowledge of his crafting. Some three thousands years later, distressed at the arrogance and conceit of many of his chosen, Reorx cursed them with short bodies and the burning need to create, combined with the inability to ever be satisfied with their creations — thus the first gnomes were born.

When the Graygem was released by the gnomes, Reorx was shocked and horrified by the catastrophic results his creation was wrecking upon the world. He began organizing his gnomes, telling them they must hunt down the Graygem. As they were preparing to leave, however, the Graygem came to them. Two hundred gnomes were transformed by the power of the Graygem into beings with golden skin and silver hair, beings naturally able to tap into the powers of creation and chaos to shape it to their will. When the Graygem left, the gnomes followed it, hunting it passionately, while those who had been transformed began learning how to control their new abilities. The transformed gnomes called themselves the Scions.

When the gnomes failed to capture the Graygem in Gargath's keep, the Scions were dismayed, yet knew they were not strong enough to intervene. The Graygem continued to wreak havoc wherever it went, until finally the Scions realized they could no longer wait to take action. Around 3100 P.C., the Scions left their homeland and crossed the sea, heading for Ansalon. Their journey took almost two hundred years to complete and only thirteen of the original two hundred Scions survived to step foot upon Ansalon. The surviving Scions begin to spread across Ansalon, disguising themselves with their magic and searching for the Graygem. Although they never found it, they did discover many people with the potential to harness the wild magic. Slowly, the Scions began to train



these individuals in the use of the powers of creation, and the first sorcerers began to appear on Ansalon. Of all the races, the elves, with their patience and long life-spans, seemed to hold the most potential. Thus elves quickly began mastering the use of sorcery — or so they thought.

In the heavens, the Three Cousins watched. They realized the powers of creation were steeped in the magic of chaos and, if left unchecked, the power could go out of control and create more chaos than even the passage of the Graygem. The Scions were able to

handle the magic because of the touch of Reorx and their transformation by the Graygem, but other mortals were not so “blessed.”

SECOND DRAGON WAR & UNCONTROLLED MAGIC

When the dwarves delved their kingdom, Thorin, in the Khalkist Mountains, they eventually uncovered the dragon stones the elves had hidden there centuries before. With the chaos of the Graygem fresh in the long memories of the dwarves, they removed the obviously magic relics from their kingdom, for they had no desire to deal with anything so dangerous.

Unfortunately, once the dragon stones were removed from the depths of the earth, the spirits of the trapped chromatic dragons were able to escape and regain their physical bodies. Filled with a thirst for vengeance, the powerful dragons gathered together hordes of lizard men and ogres, building an army to strike back against the Silvanesti. Thus began the Second Dragon War.

This time, the elves were better prepared to face the chromatic dragons, for they, too, were armed with the primordial magic of sorcery. The war raged for decades, each side at a stalemate — the might of the chromatic dragons and their armies held in check by the arrayed forces of the metallic dragons and the elven sorcery. The casualties on both sides continued to mount, however, and the elves could not replace their losses as quickly as the ogres or lizard men.

In desperation, three powerful sorcerers

combined their powers and caused the very earth itself to open, flinging up arms of wind and flame to drag the dragons into the bowels of the earth, crushing them beneath tons of stone. Unfortunately, the powerful magic proved to be too much for even the combined strength of the three sorcerers to control. The unchecked magic raged across the continent, causing earthquakes, creating volcanoes, tidal waves, and hurricanes. Unable to regain control of the magic, the three sorcerers cried out to the Three Cousins.

When the sorcerers called upon them, the Three Cousins acted immediately, in the only way they could — they swept the sorcerers from Ansalon, carrying them into the Beyond.

For almost a century after the sorcerers and the tower had disappeared, the magic continued to ravage Ansalon. Perhaps it is the memory of this time that caused future generations to become so distrustful of magic and those who wielded it. Although the sorcerers ended the Second Dragon War, the aftermath of their magic caused the deaths of countless thousands — almost as many people died following the war as people died during it.

ESTABLISHMENT OF THE ORDERS OF HIGH SORCERY

During the century when the sorcerers dwelt in the Beyond, they and the Three Cousins worked together to learn to control the wild magic, to shape it into something far more useful and far less destructive. Each sorcerer decided to follow the path of one of the cousins, adopting either the White, Red, or Black colors of his own patron. These three sorcerers became the first Wizards of High Sorcery and the founders of the three Orders. Although the Three Cousins and their followers were divided by philosophical ideals, they held one truism as sacrosanct — a wizard's first and only loyalty must be to magic.

Toward this end, the Three Cousins dictated the Foundations of Magic — three laws to be held true by all three Orders:

1. All wizards are brothers and sisters in their

Order. All Orders are brothers and sisters in power.

2. The places of High Sorcery are held in common among all Orders and no magic is to be used in anger against fellow wizards in these places.

3. The world beyond the Towers may bring brother against sister and Order against Order, but such is the way of the universe.

Armed with the Foundations of Magic, and trained in how to properly use the powers of creation without endangering the world, the three wizards were returned to Ansalon. Their first task was to build Towers where they could train others who wanted to follow the path of magic, where Wizards of High Sorcery would be safe from persecution, and where their dedication could be tested. Slowly,

the three wizards began to gather others who possessed the talent for magic to teach them how to control their magic. Together, these Wizards of High Sorcery formed the Orders of High Sorcery and began to build their Towers.

Originally, the Orders planned to build seven Towers. Only five were ever constructed. Each Tower was open to all three Orders, although each Tower was more strongly aligned with one Order over another. Each Tower was surrounded by a magical grove that would protect the Tower. Only those who were invited — or those who had already passed their Test and joined the Orders of High Sorcery — could pass through the groves unmolested.

Each Tower was built upon a location of natural power. It took the Orders many years to scry the perfect locations for their Towers. Most of them were built originally in isolated locations, except for the Tower in Daltigoth, which was located relatively close to the heart of the Ergothian Empire. In time, cities sprang up around the Tower of Palanthas (originally known as the Tower of Bright Hope), the Tower of Goodlund (originally the Tower of Losarcum), and the Tower of Istar. The Tower of Wayreth, the first Tower built, was in the most isolated location, and thus it became the center for the Orders of High Sorcery.



Although the inhabitants of the Towers were not fully trusted by those who lived nearby, people came to see that the Towers policed their own, and generally did not trouble the outside world.

MAGIUS

Male human Wiz7/Red2/War Mage5; CR 14; Medium humanoid (human); HD 14d4; hp 50; Init +3; Spd 30 ft.; AC 18, touch 16, flat-footed 15; Base Atk +4; Grap+0; Atk/Full Atk +6 melee (1d6+1, Staff of Magius); SA spells; SQ arcane aegis (3 allies), arcane research +1, armored spellcasting, battle magic +3 (3/day), moon magic (Lunitari), spells, summon familiar; AL LN; SV Fort +2, Ref +5, Will +10; Str 9, Dex 17, Con 10, Int 18, Wis 14, Cha 12.

Skills and Feats: Concentration +17, Craft (alchemy) +17, Decipher Script +17, Heal +13, Knowledge (arcana) +22, Knowledge (history) +21, Knowledge (nobility and royalty) +11, Knowledge (the planes) +11, Spellcraft +24; Combat Casting, Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Scribe Scroll, Spellcasting Prodigy, Spell Focus (transmutation), Weapon Focus (quarterstaff), Widen Spell.

Arcane Aegis (Su): Magius may add his Charisma bonus as a morale bonus to the AC of up to three allies within 30 feet.

Armored Spellcasting (Ex): Magius may reduce the arcane spell failure chance of any armor he wears by 10%.

Battle Magic (Ex): Three times a day, Magius may increase the damage of any spell he casts by 3 points per die of damage as a free action.

Wizard Spells Prepared (4/5/5/5/4/3/2; base save DC 15 + spell level, 16 + spell level w/transmutation spells): 0 — *detect magic, flare, light, prestidigitation, resistance*; 1st — *burning hands, mage armor, magic missile, shocking grasp, true strike*; 2nd — *bull's strength, cat's grace, eagle's splendor, mage armor (extended), magic missile (enlarged)*; 3rd — *bull's strength (extended), cat's grace (extended), fireball, lightning bolt, protection from energy*; 4th — *fireball (enlarged), ice storm, lesser globe of invulnerability, polymorph, scorching ray (empowered)*; 5th — *baleful polymorph, fireball (empowered), lightning bolt (empowered), teleport*; 6th — *mass bull's strength, summon monster V (extended), titan's transformation*; 7th — *cone of cold (empowered), fireball (widened)*.

Spellbook: Magius knows all common and unnamed spells of 4th-level and lower from the *Player's Handbook*, as well as the following: 5th — *baleful polymorph, cone of cold, major creation, overland flight, persistent image, summon monster V, telekinesis, telepathic bond, teleport, transmute mud to rock, transmute rock to mud*; 6th — *chain lightning, contingency, globe of invulnerability, greater dispel magic, mass bear's endurance, mass bull's strength, mass cat's grace, titan's transformation, true seeing*; 7th — *delayed blast*

fireball, greater arcane sight, greater teleport, mage's sword, power word blind, teleport object.

Note: Magius has chosen not to take an arcane focus as a Wizard of High Sorcery.

Possessions: Staff of Magius, bracers of armor +2, wand of burning hands (50 charges, caster level 8th), scrolls (fireball, lightning bolt, shocking grasp, titan's transformation), robes.

For information on the War Mage prestige class, see *Age of Mortals* p. 48.

THIRD DRAGON WAR & MAGIUS

During the Age of Knights, when Ergoth's star was descendant, and Solamnia and Istar began to rise in power, the Dark Queen began plotting her conquest of Ansalon. Very carefully, she had her followers seed the earth with the eggs of chromatic dragons she had been nurturing in the Abyss for thousands of years. When the eggs hatched, the chromatic dragons were unleashed in hordes led by a renegade wizard named Galan Dracos, known as the Queen's Mortal Consort, and the Dark warlord, Crynus. This was the Third Dragon War.

It was supposed to be a quick war, for the Queen's armies and dragons were powerful enough to sweep across all of Ansalon. Takhisis had not counted on the tenacity of the Knights of Solamnia, particularly Huma Dragonsbane, or on the Wizards of High Sorcery. Although the Black Robes did side with the Queen of Darkness, they and their god, Nuitari, eventually realized how disastrous the Dark Queen's ambitions were. With their assistance, and the help of Huma's childhood friend, Magius, the Knights of Solamnia and Huma Dragonsbane defeated the Queen of Darkness and bound her in the Abyss.

Magius was an arrogant young Solamnic wizard, who believed he had a great destiny. His potential was much greater than many of his peers, and he was indeed strong, but even he could not stand against the strength of the renegade Galan Dracos, whose forces captured, tortured, and killed Magius. His sacrifice provided Huma with the key necessary to defeat Dracos and the Dark Queen, for, through the visions granted Magius during his Test of High Sorcery, he was able to lead Huma to the place where the dragonlances would be found. It was because of Magius's sacrifice that Wizards of High Sorcery are now able to carry daggers, which are representative of the dragonlances.

Magius is arguably one of the most legendary Wizards of High Sorcery, but there were many such sacrifices made by wizards during the Third Dragon War, and many triumphs as well. One triumph that cannot be overlooked is the creation of the dragon orbs.

It is not often the entire Conclave gathers together to work magic. Gathering together at the Tower of Palanthas, the combined magic of more than a thousand wizards captured and bound the raw essence of chromatic dragons within the

crystal orbs. These dragon orbs were then taken to each of the five Towers, ensuring the safety of the Towers during the war. The orb for Palanthis was secured within the High Clerist's Tower.

AGE OF MIGHT & THE LOST BATTLES

During the Age of Might, which began at the end of the Third Dragon War, the power of Istar and Solamnia continued to rise until the Glory of Istar covered nearly the entire continent. Unfortunately, this era would prove to be a dark one for the Orders of High Sorcery.

Istar was the most powerful empire on Ansalon during the Age of Might. It was a theocracy ruled by the head of the Church of Paladine, whose title was Kingpriest. The last Kingpriest was a stout follower of the good gods, but his goodness began to cloud his vision. To him, if a person or creature was not a follower of the Gods of Light, then they were the enemy and must be wiped out.

In the Kingpriest's fanatic quest to wipe evil from the face of the world, he set into motion a series of events that would forever change the world. Beginning in 250 P.C., the Kingpriest began to institute a series of increasingly stricter measures restricting independence, particularly against anyone whose ideals were at odds with the preaching of the Kingpriest. The elves once more retreated into their forests as the list of those who were "guilty" of heresy grew increasingly longer.

The Kingpriest declared the Proclamation of Manifest Virtue in 118 P.C. It stated that Evil is an affront to both gods and mortals. Those found guilty of Evil were taken to the gladiatorial arenas, where the "gods" would decide their destinies. A little more than twenty-five years later, a clause was added to the Proclamation, stating certain races were naturally Evil and thus had to either be "brought into the Light" (sold into slavery) or be exterminated, so their souls could be purified in the afterlife. It was inevitable that those who practiced High Sorcery would come under attack.

By 19 P.C., the edicts of the Kingpriest and the distrust most mortals had for arcane magic and those who practiced it caused the masses to start openly assaulting those who wore the Robes of High Sorcery. The Kingpriest's armies massed to attack the Towers. In desperation, the Orders of High Sorcery began to plan for a retreat to the Tower of Wayreth—the most isolated of all the Towers and easily the most defensible.

The Kingpriest's armies were able to penetrate the magical groves, which had proved to be the only effective barrier preventing prior conquest. Rather than see their Towers, and the powerful magics contained within, fall to the Kingpriest, the Conclave was willing to destroy the Towers. The Towers of Daltigoth and Losarcum — the first Towers targeted by the forces of the Kingpriest — were destroyed by the Orders. The resulting

destruction destroyed not only the Tower, but a wide area around each one. Thousands of innocents died in the blasts. Quelled by the disasters, the Kingpriest struck a deal with the Orders. The wizards would leave the Towers of Palanthis and Istar, and, in turn, the Orders would be allowed to remain in Wayreth unmolested by the Kingpriest's forces. Realizing that even with their combined might the Orders were no match for the sheer numbers arrayed against them, the Conclave reluctantly agreed to the deal. Taking as much from the Towers as they could in the time allotted them, they turned the Tower of Istar over to the Kingpriest without incident. The transition in Palanthis did not go as smoothly.

Many know the legend behind the curse of the Tower of Palanthis, of the insane Black Robe who threw himself from the ramparts and, with his dying breath, cursed the Tower until it was entered by the "Master of Past and Present." Recent details uncovered in the Great Library have revealed this Black Robe, one Andras Rannoch, may have been a puppet for the archmage Fistantantilus, and that the famed Black Robe may have been ultimately responsible for the cursing of the tower.

FISTANDANTILUS

Male human Wiz7/Black10/Arch5; CR 22; Medium humanoid (human); HD 22d4+66; hp 115; Init +2; Spd 30 ft.; AC 23, touch 18, flat-footed 21; Base Atk +10; Grap+9; Atk +12 melee (1d4+2/19-20, +3 dagger of wounding) or +11 melee (1d6+1 plus 2d6 unholy, +2 ghost touch unholy quarterstaff); Full Atk +12/+7 melee (1d4+2/19-20, +3 dagger of wounding) or +11/+6 melee (1d6+1 plus 2d6 unholy, +2 ghost touch unholy quarterstaff); SA spells; SQ arcane research +5, aura of corruption, high arcana, moon magic (Nuitari), order secrets, spell resistance 15, spells, summon familiar; AL CE; SV Fort +12, Ref +9, Will +19; Str 9, Dex 15, Con 16, Int 21, Wis 16, Cha 15.

Skills and Feats: Concentration +18, Craft (alchemy) +20, Decipher Script +25, Intimidate +29, Knowledge (arcana) +35, Knowledge (history) +30, Knowledge (the planes) +25, Knowledge (religion) +25, Spellcraft +40 (+42 scrolls), Use Magic Device +12 (+14 scrolls); Augment Summoning, Brew Potion, Craft Wand, Craft Wondrous Item, Great Fortitude, Greater Spell Focus (necromancy), Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (conjuration), Spell Focus (necromancy), Spell Penetration

Aura of Corruption (Su): As a result of years of experiments in dark magic, Fistantantilus is surrounded by a chill aura of death that causes plants to wither in his presence, food to spoil, and animals to withdraw. He gains a +2 bonus to Intimidate checks but suffers from a -2 penalty to all Charisma-based checks involving animals or influencing individuals in a positive manner.



Black Robe Order Secrets: Magic of Betrayal, Magic of Darkness, Magic of Fear, Magic of Hunger, Magic of Pain.

High Arcana: Arcane Fire, Mastery of Counterspelling, Mastery of Elements, Mastery of Shaping, Spell power +1. Fistandantilus has permanently sacrificed one 5th, one 6th, one 7th, one 8th and one 9th-level spell slots to master these abilities.

Wizard Spells Prepared (4/5/5/5/5/4/3/3/3/3; base save DC 15 + spell level, 16 + spell level w/ conjuration spells, 17 + spell level w/necromancy spells): 0 — *detect undead, disrupt undead, mage hand, touch of fatigue*; 1st — *chill touch, mage armor, obscuring mist, protection from good, ray of enfeeblement*; 2nd — *alter self, blindness/deafness, command undead, detect thoughts, ghoul touch*; 3rd — *gaseous form, lightning bolt, ray of exhaustion, summon monster III, vampiric touch*; 4th — *animate dead, black tentacles, contagion, enervation, scrying*; 5th — *cloudkill, curse the magi*, dominate person, feeblemind*; 6th — *acid fog, circle of death, mass suggestion*; 7th — *control undead, finger of death, summon monster VII*; 8th — *create greater undead, horrid wilting, mass charm monster*; 9th — *gate, power word kill, wail of the banshee*.

* New spell from Chapter 2.

Spellbook: Fistandantilus has access to a vast collection of spells and arcane writings, and thus he can prepare spells from any of the common and

unnamed wizard spells in the *Player's Handbook*, *Dragonlance Campaign Setting*, *Age of Mortals*, and *Towers of High Sorcery* sourcebooks, as well as a number of other spells of his own design.

Note: Fistandantilus has chosen not to take an arcane focus as a Wizard of High Sorcery.

Possessions: +3 dagger of wounding, +2 ghost touch unholy quarterstaff, gold ring of High Sorcery*, ring of protection +6, black robe of High Sorcery*, wand of hold person (50 charges, caster level 10th), wand of cause fear (50 charges, caster level 10th), spell components. Fistandantilus has access to many other powerful items, wands, and scrolls, if necessary.

* New magic item from Chapter 2.

THE CATACLYSM

It was the blind arrogance of the Kingpriest, who believed himself equal, if not superior, to the gods, that called down the wrath of the gods. He was not solely to blame, however. The gods had given the people of Ansalon warnings against blind faith for more than one hundred years, but most people wanted to believe in the Kingpriest's glorious vision.

Two of the original five Towers of High Sorcery were destroyed prior to the Cataclysm by the actions of the Orders, along with much knowledge and many artifacts. The dying curse of the Black Robe Andras Rannoch effectively sealed the Tower of Palanthas, and, when Istar sank beneath the waves of the Blood Sea, the Tower of Istar was also lost. Only the Tower of Wayreth remained, emerging from the Cataclysm relatively unscathed.

When the Cataclysm struck, it completely reshaped the world. The geographical or meteorological changes that occurred are beyond the scope of this manuscript. But perhaps the greatest change brought about by the Cataclysm was the perceived abandonment of the true gods. The people believed the gods had destroyed the world in anger and then turned away from their children.

The relationship the Orders of High Sorcery had with the Gods of Magic did not work in the same way as the relationships of other gods and their followers. Wizards did not lose their spellcasting ability. The wizards of the time, as educated men and women, understood religion and the relationship of the moons, planets, and constellations to the gods, but matters of faith and divine magic were never their province. So, they, as an Order, never questioned the gods' departure.

AGE OF DESPAIR

The Gods of Magic have never asked to be worshipped, nor have they required the Orders to worship them. As the first Foundation states, a Wizard's first and only loyalty is to the magic. Even after the gift of divine magic disappeared, arcane magic remained. The three moons shone in the



sky and the Orders continued with their practices: finding and training young people gifted with magic, giving the Test to those wanting to pursue High Sorcery, all the while isolating themselves within the Tower of Wayreth, protected by its grove, the Wayreth Forest. The Orders made it a priority to hunt down renegades, to save those who were falsely tried and executed as witches, to keep an eye out for any sign of the return of the other gods, or to dispute any charlatans that either claimed false gods or lied about the return of the true gods.

Unfortunately, following the Cataclysm, the populace's distrust of magic and its practitioners increased. Throughout what would become known as the Age of Despair, the Orders operated clandestinely. That is not to say wizards faded into obscurity: schools where young students could study magic still operated throughout Ansalon; the Orders still provided advice and counsel to those who asked it of them; and wizards did what they always have — studied and practiced their arts.

As the Age of Despair deepened, there was a sense of waiting, although many among the Orders did not know what they were waiting for. In the darkest places of Ansalon, Takhisis was once more gathering her forces to mount another war of conquest. Taking the sacred Foundation Stone from fallen Istar, she placed it in the wilds of Neraka, and used it as a gateway that allowed her to temporarily escape from the plane that had become her prison — the Abyss. She awakened the evil dragons that had been sleeping in the hidden places of the world since the Third Dragon War and, slowly but surely, she began laying the groundwork for her return. When the Everman stole the emerald from the Foundation Stone, his sister's accidental death at his hands provided a key to the Dark Queen's return to Krynn. Fortunately, the purity of his sister's spirit blocked the Dark Queen's return, forcing her to act through intermediaries. Thus began a hunt for the Everman, who was cursed with eternal life — a search that would last more than a century.

To prevent the metallic dragons of light from interfering, the Dark Queen had her minions steal the eggs of the sleeping good dragons. When the metallics awoke to find their eggs missing, the Dark Queen used the eggs as a ransom against the return of the good dragons.

During this time, many Black Robes began to spend more and more time away from the Towers. Though many of the Red and White Robes may have secretly rejoiced at the absence of their evil brethren, most didn't realize what was going on until it was too late.

A new darkness lurked on the horizon, one that threatened the world. The Three Cousins knew of the encroaching danger but were forbidden by the other gods to directly interfere. A "weapon" was needed, a wizard whose power had been refined

in the forge of his soul, to whom the magic was his life. Solinari guided Par-Salian, then the Head of the White Robes and Master of the Tower of Wayreth, to this mage — a young man named Raistlin Majere.

While Raistlin Majere was still a child, the armies of the Dragon Queen began amassing, waiting for the right time to strike. Hoping to benefit from the war itself, Nuitari agreed to ally his Black Robes with the Dark Queen's forces. The power of the Black Robes, combined with the power of the Dark Queen's clerics and the chromatic dragons, created a dark magical ritual that corrupted the eggs of the good dragons. The unborn dragons were forever changed, and draconians were born.

THE FOURTH DRAGON WAR


When the Dragonarmies of the Dark Queen, led by the evil genius of the Dragon Highlords, struck, the world was unprepared. The ranks of the Dragonarmies contained members of the evil races who had always served the Dark Queen, powerful Black Robes of Nuitari, skilled and brutal mercenaries, and dark clerics. But what truly gave the Dark Queen's army a might that few could hope to stand against were the chromatic dragons. For the first time in centuries, the skies were filled with the leathery flap of dragonwings. However, the metallic dragons of light were nowhere to be seen.

Country after country fell swiftly before the unstoppable might of the Dragonarmies. It looked as though the world was doomed. In a small town of Solace, a group of heroes came together in the Inn of the Last Home. Though they did not realize it at the time, they would become the key to the world's salvation, thanks a young Que'shu princess, who had been given a blue crystal staff by her beloved, and a young Red Robe mage, whose body was weak, but whose blood burned with magic.

The accounts of the War of the Lance have passed into legend across Ansalon, so I shall not go into detail about military tactics, the return of the good dragons, the rediscovery of the dragonlances, or any number of the other key elements of the war. Those interested in such a treatise should read a copy of *The War of the Lance*, which can be found in the Great Library. However, there are a few key elements to the War that I do plan to address.

The first is the young Que'Shu princess, Goldmoon, who became the first cleric of the true Gods of Light since before the Cataclysm. In the ruins of Xak Tsaroth, she found faith, as she embraced the goddess Mishakal and was given the Disks of Mishakal — platinum disks containing the word of the Gods of Light. This would be pivotal in the return of other true clerics to the world, to fight against the clerics of the Dark Queen.





The second key, most important to the Orders of High Sorcery, is the young mage Raistlin Majere. Chosen by the Three Cousins and by Par-Salian as the “sword” to be used against the Dark Queen, Raistlin was summoned to Wayreth to take the Test. During his Test, Raistlin struck a deal with the spirit of Fistantantilus, one of the most powerful and evil wizards to walk Krynn, to exchange a small portion of his life force for the power to ensure he survived his Test. Although Raistlin wore the Red Robes of Neutrality at the war’s start, he assumed the Black Robes by the end. Without his magic, however, the Heroes of the Lance would not have succeeded against the Dark Queen. But, in creating a weapon against Takhisis, the Orders unleashed a greater threat to the world in the form of Raistlin Majere, Master of the Past and Present.

In his quest for power, Raistlin Majere decided to challenge the gods themselves. Claiming the Tower of Palanthis as his own, he researched the magic of Fistantantilus and the Portal to the Abyss, which he planned to use to enter the Abyss to challenge Takhisis. To access the Portal, however, he needed a powerful Cleric of Light, whose purity shone as brightly as the depths of the darkness within Raistlin. He found this purity in a Revered Daughter of Paladine, Crysania.

The story of Raistlin’s and Crysania’s travails, of their journeys through time itself, can be found in books in the Great Library. Raistlin traveled back in time to a period before the Cataclysm. In the process, he became Fistantantilus (a convoluted tangle of threads I am not qualified to untangle, so I shall simply state it as fact). He and his twin brother, Caramon; the Revered Daughter, Crysania and the now famous time-hopping kender, Tasslehoff Burrfoot, witnessed the Cataclysm firsthand. They fought their way through the Dwarfgate Wars. In Fistantantilus’s Tower (which would later become known as Skullcap), Raistlin and Crysania entered the Portal to the Abyss, thus completing the cycle of destiny.

Raistlin might have succeeded in becoming a god (he very nearly did), if not for his brother and the kender. In the end, Raistlin’s love for his brother won out over his desire for power. Raistlin sacrificed himself, allowing Caramon to leave the Abyss with Crysania, who had been blinded in the battle against the forces of the Dark Queen. For his sacrifice, and due to his brother’s love, Raistlin was granted peace in sleep and was spared the torment of the Abyss.

SUMMER OF CHAOS & THE GRAY ROBES

The Summer of Chaos occurred thirty years following the end of the War of the Lance. It was a dark time in Krynn’s history, a time darker than any of the Dragon Wars, for the power of Chaos, a god of power nearly that of the High God, was unleashed upon the world.

The Irda, who were descended from true ogres of old and said to be the most beautiful race of all, were able to snare the Graygem after it had escaped into the world again. Not knowing it for what it truly was, the Irda broke open the Graygem, allowing Chaos to escape his prison.

The Council of Gods determined that the ironclad military might of the Dark Queen was needed to unite the world against Chaos. In a short time, the Dark Queen’s new knighthood, the Knights of Takhisis, swept across Ansalon, uniting the world in an iron grip. Part of the Dark Queen’s knighthood was an order known as the Knights of the Thorn — Gray Robed wizards whose magic came from all three moons and who were not bound by the Foundations of magic.

When the Dark Queen’s knighthood was still forming, rumors reached the Towers regarding these Gray Robed wizards, who wielded powerful magic as well as sword and armor. Believing them to be renegades, the Orders reacted by mounting an offensive led by Justarius, the Head of the Red Robes, and Dalamar the Dark, who had become the Master of the Tower of Palanthis, accompanied by numerous powerful members of the Orders. Dalamar barely escaped the subsequent battle with his life. Justarius was killed, along with many others.

The conquest of Ansalon by the Knights of Takhisis was brutal and swift; within a month after leaving their fortress in the northern seas, they had conquered Southern Ergoth, the Qualinesti Forest, and all the lands from Nordmaar southeast through the Khalkist Mountains (including Kendermore), south to the Plains of Dust, and west into Solamnia and Abanasinia. Northern Ergoth and the Silvanesti managed to hold off the Dark Knights, as did Thorbardin and some of the Khalkist Mountain hill dwarves.

When Chaos began his assault on creation, the Dark Knights had yet to completely solidify their control of Ansalon, but there was no more time. Dark Knights fought alongside Solamnic Knights, Gray Robes alongside the Wizards of High Sorcery, clerics of Light with clerics of Darkness; good and evil fought as allies against the creatures of Chaos.

Eventually, the arrayed forces of mortals and the gods were able to defeat Chaos. Unfortunately, in that exact moment, the gods were betrayed by one of their own. The Dark Queen, Takhisis, seized that moment to steal the world away from where it had sat in the heavens. It would be decades before anyone realized what had happened, as the Dark Queen deceived everyone.

EARLY FIFTH AGE & THE LAST CONCLAVE

When the world was stolen, people thought the gods had once again departed. No longer did the three moons hang in the heavens. Even the sun was different. Once more, men were in a world

without gods, but this time, even the Orders had no gods to turn to. Magic was gone, at least the magics we had become used to. Palin Majere, who had been instrumental in the defeat of Chaos, had received a visitation from “Fizban” and “Raistlin” (later revealed to be visions induced by the Dark Queen) telling him that in this, the Age of Mortals, a different magic must be found to replace the old magic of High Sorcery and clerical magic.

As wizards across Ansalon sought out magic items to use to fuel their lost magic and clerics lost faith in gods who seemed to constantly turn away from their children, this new magic was eagerly sought, yet without much success.

Less than a decade after the Chaos War, the former Chosen of Mishakal, Goldmoon, discovered a power resting deep within herself—a power that would come to be known as mysticism. She built a Citadel of Light on the Isle of Schallsea, where she taught others how to use the wondrous power within themselves. Meanwhile, Palin Majere (nephew to Raistlin Majere and son of Heroes of the Lance, Caramon and Tika Majere), became the Head of the White Robes — an empty position, for there still was no magic. Some abandoned the Art completely, embittered over the loss of the power they had once held. Palin continued his search for the “new” magic.

Almost immediately following the Chaos War, the great dragons began to appear. Stronger, larger, and more evil than any chromatic dragon ever seen before, these great dragons began hunting and slaughtering the native dragons, growing fat and powerful by consuming the souls of their victims. This “Dragon Purge” lasted for more than twenty-five years, with five great dragons emerging to conquer vast tracts of Ansalon — Malystrixx the Red Marauder, Khellendros the Blue (formerly known as Skie), Onysablet the Black, Beryllintranox the Green, and Gellidus the White. The devastation wrought by the Dragon Purge and by the evil terraforming of these Dragon Overlords was as great (if not even more extreme) as the changes wrought by the First Cataclysm.

Twenty years following the Chaos War, a mysterious individual emerged from the Desolation of Malystrixx the Red. Known only as the Shadow Sorcerer, this being would eventually join with Palin Majere and the equally mysterious Master of the Tower (a manifestation of the defensive magics built into the Tower of Wayreth) and teach them how to use primal sorcery.

Primal sorcery was, and is, a radically different type of magic than High Sorcery, yet it seemed to be what Palin had been looking for. Realizing the “new” magic required “new” methods and rituals, Palin, the Shadow Sorcerer, and the Master of the Tower convened the “Last Conclave” in 411 A.C. (28 years after the Chaos War), disbanding the Orders of High Sorcery completely and forever (or so they believed at the time).

Leaving the Tower of Wayreth to the Master of the Tower, Palin returned to Solace where he built an Academy of Sorcery. Like the Citadel of Light in Schallsea, this school of magic taught the ways of the “new” sorcery to those willing to learn it.

Both the Citadel of Light and the Academy of Sorcery refused to teach those who would use the magics for evil ends. The Dark Knights, who had allied themselves, in many cases, with the Dragon Overlords, refused to allow this to deter them. Secret agents, guarded by artifacts from the Fourth Age, infiltrated both the Citadel and the Academy. Learning the magic, they returned with it to the Dark Knights.

Slowly but surely, it seemed that mortals were taking command of their own destinies. However, a few years after the establishment of the Academy, magic began to fade. Slowly at first, then more and more rapidly, both the magic of mystics and those of sorcerers began to fail. Magic held within items and artifacts began to act erratically or fail altogether. No one could trace the source of this magic drain. Many blamed the Dragon Overlords, whose own magic seemed untouched.

THE WAR OF SOULS

In the year 419 A.C. (38 years following the Chaos War), a massive storm swept across all of Ansalon. For one night, the sea of Tarsis returned, carrying the broken hulks of ships beached for more than four hundred years. Many of the surviving metallic dragons disappeared during this time as a young woman named Mina emerged from the Great Storm, proclaiming herself the servant of the One God.

That same night, a kender found himself locked in the Tomb of Last Heroes in Solace. This kender proclaimed himself to be the legendary Tasslehoff Burrfoot. He held the *device of time journeying* in his hands. The kender stated he had come from the past, using magic to travel forward in time, so he could attend the funeral of his best friend, Caramon Majere. At first, no one believed the kender’s wild claims (not many people believe any claims, wild or otherwise, made by a kender). But when the kender was brought before Palin Majere and Goldmoon, the Revered Mother of the Citadel of Light, both recognized him as the true Tasslehoff Burrfoot, who had died many years ago.

When Palin and Tasslehoff met with Goldmoon, they discovered that the aged woman had been restored to youthful mien — a transformation that occurred during the night of the Great Storm. It was Tasslehoff and Goldmoon who were truly the first to notice the spirits of the dead lingering in the world; spirits who had been unable to travel along the River of Souls; spirits who were the cause of the fading magic.

When Takhisis stole the world, she broke the connection between the River of Time and the River of Souls, leaving the spirits of all those who



died following the Chaos War unable to progress to the next life. These spirits became the Dark Queen's slaves, siphoning away the magic in the world — the primal magic and the magic within every living thing — using the energy to restore her power. Mina was the Dark Queen's herald, her Chosen Prophet, who would unite the world once more through war, bringing both the living and the dead to bow before the One God, Takhisis.

Tasslehoff Burrfoot, a kender who had traversed the River of Time at the exact moment the Dark Queen stole the world, threatened to destroy everything the Dark Queen had planned. Even the Dragon Overlords, as powerful as they were, fell before the Dark Queen one by one. Capturing the kender became a priority for the Dark Queen and for Mina.

Tasslehoff managed to evade the Dark Queen's forces time and time again. His time traveling caught the attention of a certain spirit dwelling in the realm where Krynn once stood — the spirit of Raistlin Majere. Using the guidance of Raistlin Majere, and the *device of time journeying*, the kender was able to "stitch" time back together, allowing the other gods to rediscover the world that had been stolen from them.

In the aftermath of the War of Souls, Takhisis was killed and Paladine sacrificed his immortality and godhood. But, most important to the Orders, the Three Cousins once more shone in the sky and, with their return, High Sorcery returned.

Resurrecting Palin and Dalamar, who had been killed and their spirits bound by Mina, the Three Cousins offered to return their magic. Palin declined the offer, choosing instead to return to his family. Dalamar the Dark eagerly accepted. As a price for giving his assistance to the Dark Queen during the War of Souls, Dalamar was forbidden from ever entering the Tower of Palanthis (which now resided in Nightlund). He was tasked with the onerous duty of reforming the Orders of High Sorcery — a task Dalamar readily accepted.

Though details have not been fully revealed, Dalamar and Jenna were able to reclaim to

the Tower of Wayreth with the assistance of a mysterious young wizard. The three founded a new Conclave with the blessing of the Master of the Tower, ushering in a new era of magic. Jenna now presides as the new Highmage and head of the Order of Red Robes, Dalamar leads the Black Robes, and the enigmatic new wizard sits as the head of the Order of White Robes. The Tower of Wayreth has regained its place as the central stronghold of magic, and wizards — new and old — are journeying daily to the ancient forest to take their place among the Orders.

MISTRESS JENNA OF PALANTHAS



Female human Wiz5/
Red6/Spellbroker5

(Master of the
Tower); CR 17;

Medium humanoid
(human); HD 16d4;

hp; Init +; Spd 30 ft.;

AC 18 (20 w/defending

staff), touch 12, flat-footed

16; Base Atk +7; Grap+6; Atk

+8 melee (1d6+1, +2 defending

quarterstaff); Full Atk +8/+3 melee
(1d6+1, +2 defending quarterstaff);

SA spells; SQ arcane research +3,

item of renown (bracers of armor),

master of the tower traits, moon

magic (Lunitari), niche market (Craft

Wondrous Item), order secrets, spells,

summon familiar, trade secrets; AL

N; SV Fort +4, Ref +6, Will +15; Str

8, Dex 14, Con 10, Int 18, Wis

14, Cha 17.

Skills and Feats:

Appraise +21 (+23

alchemy), Bluff +11,

Concentration +10, Craft

(alchemy) +19, Decipher Script

+20, Diplomacy +13, Gather

Information +10, Knowledge

(arcana) +19, Sense

Motive +10,

Spellcraft +21;

Brew Potion,

and Armor, Craft

Craft Magic Arms
Rod, Craft Staff, Craft Wand, Craft Wondrous
Item, Diligent, Forge Ring, Negotiator, Persuasive,
Scribe Scroll, Spell Focus (transmutation)

Item of Renown (Ex): When creating bracers of armor, all item costs are reduced by 30% and Jenna's caster level is considered to be 2 levels higher for the purposes of spells used in creating the item. This does not stack with her Niche Market ability. Jenna's bracers of armor may be recognized as such with a DC 10 Appraise check.

Master of the Tower Traits: Jenna may prepare one bonus spell per level from the Knowledge, Magic and Travel cleric domains as arcane spells when she prepares her other spells at the Tower, and gains spell resistance 18 within the Tower of Wayreth.

Niche Market (Ex): When creating items with the Craft Wondrous Item feat, all item costs are reduced by 10%.

Red Robe Order Secrets (Su): Magic of Change, Magic of Purity.

Wizard Spells Prepared (4/5+1/5+1/5+1/5+1/4+1/3+1/3+1/2+1; base save DC 14 + spell level, 15 + spell level w/transmutation spells): 0 — *daze, light, mage hand, mending*; 1st — *charm person, color spray, detect secret doors**, *hold portal, obscuring mist, summon monster I*; 2nd — *detect thoughts**, *eagle's splendor, flaming sphere, minor image, mirror image, see invisibility*; 3rd — *arcane sight, clairaudience/clairvoyance**, *dispel magic, haste, nondetection, slow*; 4th — *charm monster, fire shield, imbue with spell ability**, *lesser globe of invulnerability, polymorph, phantasmal killer*; 5th — *baleful polymorph, dominate person, dream, major creation, teleport**; 6th — *antimagic field**, *greater dispel magic, flesh to stone, repulsion*; 7th — *greater teleport**, *instant summons, project image, touch of guiding light†*; 8th — *greater shout, polymorph any object, protection from spells**.

* Master of the Tower domain spell.

† New spell from Chapter 2.

Spellbook: As the head of the Conclave and Master of the Tower of Wayreth, Jenna has access to all common and unnamed spells from the *Player's Handbook*, *Dragonlance Campaign Setting*, *Age of Mortals*, and *Towers of High Sorcery* sourcebooks.

Note: Jenna has chosen not to take an arcane focus as a Wizard of High Sorcery.

Possessions: +2 *defending quarterstaff*, *bracers of armor +6*, *wand of major image* (caster level 9th, 30 charges), *wand of lightning bolt* (caster level 7th, 30 charges), *potion of cure moderate wounds* (x2), robes, spell components.

THE FUTURE...

As I finish composing this abbreviated history, I realize there are many events I have skipped over. But I believe that I have, for the most part, managed to cover the key events in the history of the Orders of High Sorcery.

As for what the future holds, I cannot say. For the first time in many years, I have found faith and hope within myself. I once more wear the Red Robes I could not bring myself to wear for more than a decade. I can feel my magic burning within me once again — an ecstatic feeling all the more thrilling since it has been absent for so long.

Lord Ellis Lorey
Historian of the Red Robes

STRUCTURE & RULES OF THE CONCLAVE

In the beginning of the Orders, when High Sorcery was still in its infancy, the secrets of this new magic was entrusted to three representatives of Solinari, Lunitari, and Nunitari. These wizards were instructed to pass on the fundamentals of magic and entrusted to guard the secrets of High Sorcery. To this end, the wizards created a governing body to rule over all spellcasters of arcane magic. A Conclave consisting of twenty-one members, composed of seven wizards from each of the orders was selected to represent and govern the use of arcane magic across Ansalon.


Of the three factions that make up the Conclave of Wizards, one representative is selected to be Master of the Order. These three individuals act in leadership roles, each for his own order, casting tie-breaking votes on decisions and making decisions for the order when all the Conclave members cannot be represented. One of the three is chosen to be the Head of the Conclave who presides over the entire council and makes all the final verdicts on the matters brought before the council. The Head of The Conclave also acts as the Master of the Order for his or her particular faction. The position is held for life, unless there is some important reason for the Master's removal.

When a Master of the Order dies or is removed from the position, a new Conclave member is appointed to complete seven council members. From there, a new Master of the Order is determined. Each Order selects its Master in a different manner.

White Robes believe in the goodness of their brethren and trust that they will make the right choice when all options are presented to them openly and honestly. Therefore potential candidates for the position of a Master of the Order of White Robes are given a chance to demonstrate their abilities and knowledge before the members of the Order. Once the candidates have been thoughtfully considered, an election is held to determine who will lead them.

Red Robe wizards believe that free will and the ability to move between the precepts of Good or Evil is the only way to truly grow. All seven members of the current council draw lots to determine the new Master.

Black Robes believe that magic should be pursued without moral or ethical restraints. Black Robes rule through supremacy and domination. They look for these traits in a Master of the Order. The Master of the Order of the Black Robes is typically its most powerful member. To select a new Master of the Order, the Black Robes hold secret contests, in which ambitious contenders vie for supremacy of the Order. These competitions, which are always held in secret locations beyond



the disapproving eyes of the other Orders, have occasionally resulted in spectacular and sometimes lethal wizards' duels.

The Head of the Conclave is elected from the twenty-one delegates by the means of a consensus spell that instantaneously gauges the collective will of the Wizards of High Sorcery. Like a Master of the Order, this position is held for life. Only if the Head of the Conclave makes a decision that defies the will of the collective Conclave can a mandate be called to take another consensus of the Conclave in order to select a new leader. This has rarely been done.

The Conclave routinely convenes at set dates and times in accordance with the cycles of the moons. Regular meetings are held once at month on the first day of High Sanction of the Order to which the Head of the Conclave belongs. They also assemble for a short time during every Night of the Eye to make significant decisions concerning the Orders. Emergency councils are also called in times when the members of the Orders may be threatened. The full Conclave may be convened during a Test if that Test happens to fall on the same day as a regular council meeting. At the very least, one representative from each Order will preside over the Test when possible.

At these meetings, the Conclave discusses a variety of topics, ranging from the current state of the Wizards of High Sorcery to the future of magic in general. New spells that are in development are brought before the council and demonstrated to make them official, after which they are added to the books at the Tower of High Sorcery. Any breaches in Conclave laws are brought to the Conclave's attention and debated. Appointments to new positions — such as ambassadors, teachers, scouts, renegade hunters and others — are deliberated. Any outside threats to the welfare of High Sorcery — such as Istar's declaration outlawing sorcery or the creation of the Thorn Knights during the Chaos War — are discussed and a decision is made on how to best deal with the threat.

Other days during the year, the Conclave relies on a Council of Three to run the day-to-day activities of a Tower. The Council, made up of one delegate from each Order, convenes daily to make minor decisions in the absence of the Full Conclave. It is the duty of at least one Conclave member to be one of the Council of Three when possible. Within a Tower, magic takes care of the basics, such as food, water, and waste removal. The Master of the Tower and the Council of Three deal with the collection of rare herbs and components required for spells. They oversee the restoration and research of artifacts, and meet with any visitors who have come to the Tower. It is also their responsibility to supervise the administration of the Test.

BREAKING THE LAWS OF HIGH SORCERY

The Gods of Magic are responsible for setting down the Foundations of wizardry. The three axioms state: All wizards are brothers in the Order and all Orders are brothers in the power. The places of High Wizardry are held in common among all the Orders and no magic is to be used there in anger against fellow wizards. The world beyond the walls of the Towers may bring brother against brother and Order against Order but that is the way of the universe. The Conclave was established to make sure these Foundations are upheld by every wizard of High Sorcery.

In addition to defending the Foundations of Magic, the Conclave has an obligation to the continued existence of arcane magic on Ansalon. To this end, it has enacted laws, regulations, and guidelines that work to ensure that the Art is protected from uses that may be deemed harmful to the existence of magic. The Conclave also seeks to promote the Art of High Sorcery and increase the number of wizards who can cultivate the Art and to help it evolve and grow. The details of these laws should be integrated into the instruction of any new wizard.

Minor guidelines try to ensure that a wizard presents himself and the Orders of High Sorcery in a manner befitting the honor that has been bestowed upon him. Using magic for mere entertainment is frowned upon, because it demeans the Art and makes it appear as nothing more than common trickery. Wizards who interact with the world beyond the walls of the Towers are expected to carry themselves with dignity and decorum. Along these lines, using magic to fabricate coins and wealth has likewise been banned to prevent upsetting the balance of local economies and giving wizards a bad name in general.

Some of the more serious laws deal with protecting the Orders of High Sorcery and the Art:

1. All wizards must follow the Foundations of Magic.
2. All wizards must follow the bidding of the Conclave and their Order.
3. No outsider must learn of the secrets of the Orders.
4. All wizards must report any renegade activity they discover.
5. Altering the forces of creation and the very fabric of magic is expressly forbidden unless permission is granted by the Conclave to do so.

Breaking these laws or any of the guidelines set down by the Conclave will result in action being taken by the Orders and the Conclave against the perpetrator. The Conclave determines the severity and nature of the punishment.

MASTER OF THE TOWER (TEMPLATE)

Becoming the Master of one of the Towers of High Sorcery is more than just a career-defining moment, it is an event that accords the wizard greater power through an arcane bond with the Tower itself. While only two Towers remain in the current era, at one time, each of the five Towers had the ability to confer these traits to the titular wardens of the Tower's labyrinthine chambers. Presently, only the Tower of Wayreth has a Master. The Tower of Nightlund, formerly of Palanthis, was taken from Dalamar and has no Master at this time.

All Masters of the Tower share the following traits:

Arcane Domains (Su): Much as a cleric gains bonus spells from her chosen clerical domains, so does a Master of the Tower benefit from his Tower's arcane resonances. Each day, the Master of the Tower may prepare one additional spell per spell level, chosen from the three domains associated with his Tower. These bonus spells are not inscribed in the Master's spellbook, but are otherwise considered to be arcane spells in all respects. If the Master prepares his spells outside of the Tower, he does not gain the benefit of these additional bonus spells. The Master does not gain any additional domain-related benefits, such as domain powers. The domains associated with each Tower are:

Daltigoth: Liberation*, Magic, Protection.

Istar: Good, Magic, Trickery.

Losarcum: Evil, Magic, Passion*

Palanthis: Knowledge, Magic, Necromancy*.

Wayreth: Knowledge, Magic, Travel.

* Domain described in **Dragonlance Campaign Setting**.

Improved Tower Resources (Ex): The Master of the Tower has unrestricted access to a number of rare and powerful spells, including the spells to pass safely through the groves of the Towers (*kiss of night's guardian*, *song of day's clarity*, *vision of dusk's eye*, etc.) and the timereaver spell. The cost for creating new spells is halved when using the Tower's libraries, and the Master gains a +1 bonus to all Spellcraft checks made to learn new spells or copy spells into his spellbook.

Spell Resistance (Su): While the Master remains on the grounds of his Tower, the Tower's magical protections extend partially to him. He gains spell resistance equal to 10 + half the total of his arcane spellcaster levels (thus, levels in fighter, rogue, etc do not count for the purposes of determining spell resistance).

Ex-Masters of the Tower: A Master of the Tower who is replaced, becomes a renegade, or is otherwise removed from office (either voluntarily or involuntarily) loses all of the benefits of this template. Any spells he may have learned remain scribed in his spellbook, but he can no longer prepare domain spells and does not have improved access to Tower resources or spell resistance.

Challenge Rating: +1

Level Adjustment: +2

PENALTIES

When a wizard is caught breaking the laws of High Sorcery, she must pay a price. If the offense is minor, and the offender has not done any harm, the wizard who witnesses the misdemeanor can report the problem to the Conclave, who will leave the discipline of the wizard in the hands of the offender's Order. The first action taken is usually a simple missive sent to the offender. Most often this will be a written warning that the action must stop and that further incidents will be investigated.

If the offending wizard chooses to ignore the warning and continues her activities, she will be visited by a representative of her Order and given a verbal warning. From that point on, further transgressions will incur the full attention of her Order. The wizard will be secretly monitored. If the offender breaks the law while under this surveillance, the wizard will be dealt with based on the tenets of her Order, though each treat such incidents quite seriously.

Each Order is responsible for dealing with minor infractions in its own way. Multiple infractions by White Robes are rare. If they continue, the perpetrator may be imprisoned for a time. More serious crimes can result in the wizard being forced to change the Order to which she owes allegiance, as well as, of course, the color of her Robe. In elven society, this can be tantamount to a death sentence, as any elven wizard who does not wear robes of white is considered a dark elf.

Red Robes tend to take a more lenient view of minor wrongdoings and do not always agree with the Conclave's views on negligible offenses. But when the Conclave asks for the Order to uphold the law, Red Robes have been known to use imprisonment for a time or they offer the offending wizard the chance to change allegiance to a new Order. If the offender wants to remain in the Order of the Red Robes, he must agree to a series of magical procedures created to ensure that he will no longer perform the actions. Since the

loss of even a portion of their free will is abhorrent to Red-robed wizards, this is considered a harsh price they choose to pay in order to maintain the balance.

The Order of the Black Robes usually ignores minor infractions, becoming involved only when specifically commanded by the Conclave to do so. Serious offenses that force the Order to deal with one of their own bring harsh penalties, such as curses and torture, to ensure that a Black Robe will pay dearly for troubling the Order over such a matter.

In all cases, serious repeat offenders or wizards who have committed serious crimes are brought to the attention of the Conclave. Offending wizards can be removed from the Orders of High Sorcery and branded as renegades. In most regards, wizards who pose a threat to the Conclave or to the magic are never seen or heard from again.



Chapter Four

THE TOWERS

THE Tower in Wayreth was an imposing structure, an unnerving sight. The outer walls formed an equilateral triangle. A small tower stood at each angle of the perfect geometric shape. In the center stood the two main towers, slanted slightly, twisting just a little, enough to make the viewer blink and say to himself — aren't those crooked?

The walls were built of black stone. Polished to a high gloss, it shone brilliantly in the sunlight and, in the night, reflected the light of two moons and mirrored the darkness of the third. Runes were carved upon the surface of the stone, runes of power and strength, shielding and warding; runes that bound the stones to each other; runes that bound the stones to the ground. The tops of the walls were smooth. There were no battlements for soldiers to man. There was no need.

Time of the Twins

by Margaret Weis & Tracy Hickman

TOWER LEGENDS

For most people in Ansalon, the Towers of High Sorcery are places of legend. Outside the circles of wizardry, few even know they truly exist. As with all things magical in Ansalon, the fables surrounding the Towers are dark and dreadful. Even almost half a millennium after the Kingpriest's war against the mages, many common folk still perform gestures of warding when the Towers are named.

This was not always so, however. Until shortly before the First Cataclysm, the Towers of High Sorcery were among the mightiest and most splendid structures ever erected on Krynn, rivaling the High Clerist's Tower in Solamnia, the dwarf-built fortress of Pax Tharkas, and the Grand Temple of Paladine. Raised from the depths of the earth by the powers of the three moons, the Towers were created soon after the foundation of the Orders, some three thousand years ago. Inspired by the moon-gods Solinari, Lunitari, and Nuitari, the first wizards ordered that the Towers be centers of wizardry for all Krynn.

From the Second Age until the end of the Third, four Towers were located in four of Ansalon's greatest cities: Daltigoth, Losarcum, Palanthas, and the Lordcity of Istar. A fifth Tower, the greatest of all, stood hidden in the enchanted forest of Wayreth, in the heart of the province of Abanasinia. Wizards of all three robes — the White, the Red, and the Black — gathered at the Towers to study the Art and share their secrets. Within their chambers, the mightiest mages in

the world set the laws and customs that governed magic on Ansalon — Magius, Fistandantilus, Vincil da Jevra, Guerrand DiThon, Par-Salian, Dalamar the Dark, and Raistlin and Palin Majere all studied at one or more of the Towers.

Of the five Towers, three have been lost — the Towers of Daltigoth and Losarcum during the Lost Battles between the wizards and the forces of the Istaran church, and the Tower of Istar when the Cataclysm smashed the city and sent its empire to the bottom of the sea. The Tower of Palanthas stood empty for most of the Fourth Age, sealed by a dark curse. The curse was lifted at the end of the War of the Lance and, for a time, the Tower returned to its former standing as a center for magical learning. After magic disappeared from the world at the end of the Summer of Chaos, the Tower seemingly fell empty again, and was thought to have been destroyed by unseen forces soon after. The Tower of Wayreth, little known outside the Orders, remained hidden in its forest, abandoned by the now-powerless mages.

Now that the War of Souls has returned the magic of the moons to Krynn, Wayreth thrives. The Palanthian Tower was discovered in fell lands of Nightlund, moved there by Dalamar the Dark. Among the wizards, there is talk of building new Towers to replace the three that were lost. Whether this will happen remains to be seen. For now, the heart of High Sorcery remains out of sight, and the Towers are little more than tales told to children on dark winter nights.

WAYRETH: THE FIRST TOWER

The most venerated of the Towers of High Sorcery, Wayreth is the only Tower that remained hidden from the eyes of mortals, and is thus the only Tower that has survived into the Fifth Age, more or less unscarred. Standing deep in an enchanted forest that shares its name, Wayreth is impossible to locate by anyone unless its masters — or possibly the Tower itself — wants to find it.

"You do not find the Tower of Wayreth," goes the old wizard's saying. "The Tower of Wayreth finds you."

For this reason, Wayreth has long been regarded by the wizards of Krynn as their most hallowed ground. Not only can no enemy find it, no magic-user has ever harmed another there. Even Fistandantilus himself never cast a spell in anger within its walls. In the dark days that followed the Orders in recent centuries, Wayreth has been a sanctuary from the world's woes — the one place in all of Ansalon where the White, Red,





and Black Robes can meet without fear.

Wayreth is also the last great center of learning for mages. Though minor colleges teach magic in all parts of the continent, the Tower is the only place where an apprentice can attain full power by taking the Test. The Wizards' Conclave meets there, as well, as it has done since the foundation of the Orders.

HISTORY

The Tower of Wayreth has a long and enduring history, though its entirety is known only to a handful of scholar-mages and specialized Aesthetics from the Great Library in Palanthis.

THE LOST CITADEL

The history of Wayreth is the history of High Sorcery, and it begins with the end of the Second Dragon War. Freed by unwitting dwarves from a thousand-year imprisonment, the children of the first chromatic dragons sought to reconquer their ancestral lands from the elves of Silvanesti. The war lasted more than fifty years, devastating the land, until the dragons and their armies of lizard-men at last came to the verge of conquering all of elfdom.

Fearing the fall of his people, an elven sorcerer named Corenthas devised a plan to defeat the dragons. To accomplish this great work, however, he needed help from at least two other powerful sorcerers as well. To this end, he stole past the dragons and their armies, into the realms of humans.

Finally, after a decade of searching, he found the ones he sought: Eriane, an enchantress who followed neither good nor evil, and Shaud, a dark-hearted archmage. Together, these three met at a hidden stronghold in the Khalkist mountains, which they named the Citadel of Mysteries. There they devised and cast a great spell upon the dragons, who had just begun their final siege of Silvanost.

Drawing together vast amounts of power, Corenthas, Eriane, and Shaud caused great rents to open in the earth and swallow the dragons, destroying them and much of their army. The tide of the battle turned, and the elves destroyed the rest of the lizard-men, bringing an end to the war. The three mages thought it a great victory, one that would make sorcery the noblest calling in the world.

What happened afterward, however, robbed them of this dream. In those days, magic was raw and dangerous, shaped by wizards through sheer will. Even Corenthas, the most disciplined of the three, would have been regarded as a menace by modern standards. Spells sometimes went wild, causing terrible destruction. Usually, this wild magic would burn itself out, but the three sorcerers' spell spiraled out of control, and its power grew. All across Krynn, chaos erupted:

long-dormant volcanoes came to life, mountains crumbled, forests burned. It was the greatest disaster the world had ever seen.

Powerless to stop the devastation, Corenthas, Eriane, and Shaud called to the Gods of Magic for help. Seeing what the sorcerers had wrought, the moon-gods answered. They slowly stopped the wild magic, drawing it back to its source. The sorcerers and their Citadel were ripped out of the world and brought into the realm of the gods. There Solinari, Lunitari, and Nunitari appeared to them and taught them a new way to work magic, a way of control rather than chaos. The gods called this path High Sorcery, and sent the three back into the world to teach it to their fellows.

The Citadel of Mysteries did not return, however. A gleaming edifice with golden gates and three spires of glittering diamond, it remained in the divine realm beyond the reach of mortals. Among wizards, it became known as the Lost Citadel.

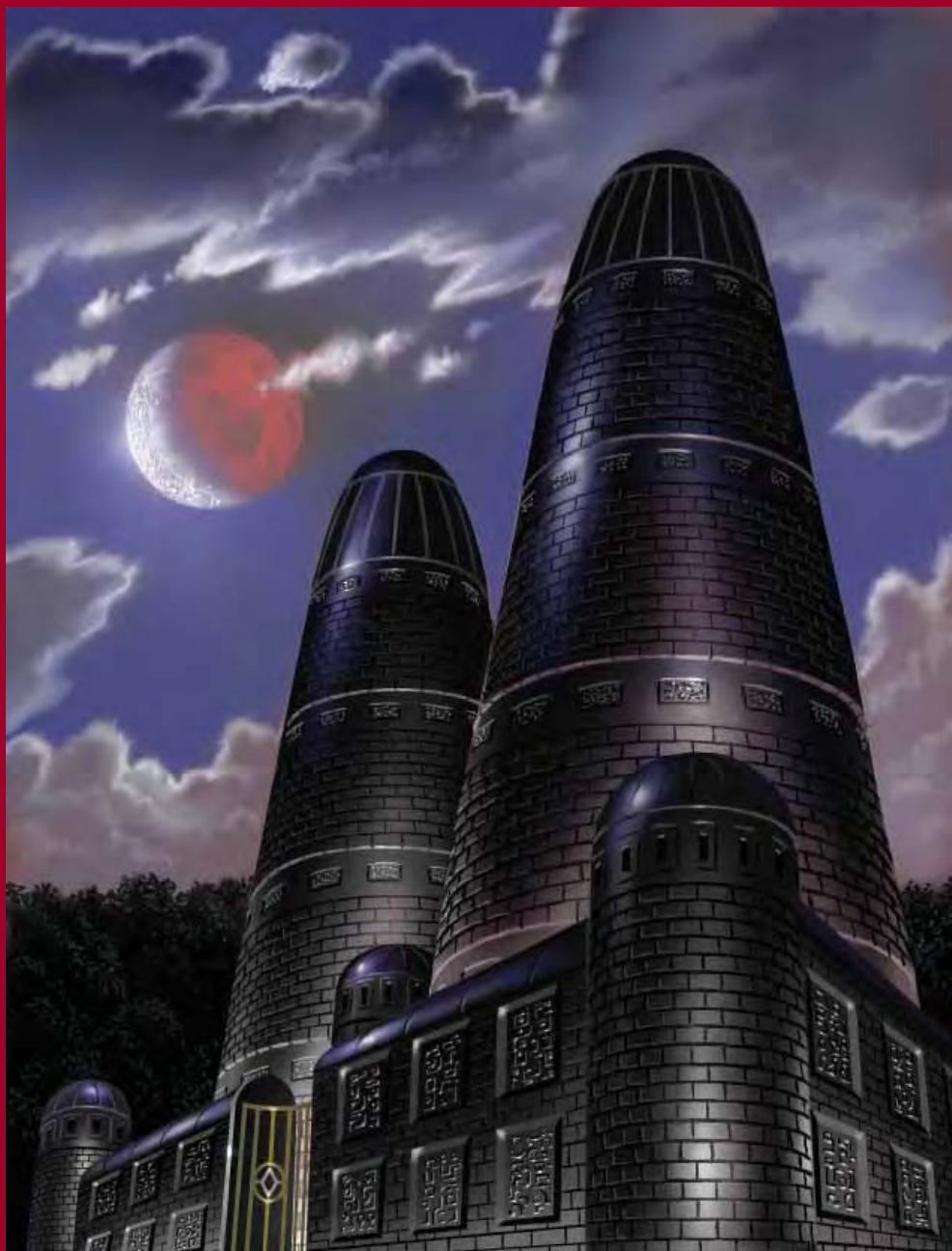
THE FOUNDATION OF WAYRETH

The Three, as the founders of High Sorcery are known among their kind, soon gained many disciples. Elder wizards wanted to increase their knowledge. Young apprentices were eager to learn this powerful new craft. But the Orders needed a new fortress.

The Three chose a swath of unsettled forest on the edge of what would become the elven realm of Qualinesti. They named this land Wayreth, meaning "First Home" in the Silvanesti tongue, and built a village there. Unfortunately, the forest was not completely uninhabited: tribes of goblins and hobgoblins often marauded in the area, as well as the barbarians who would one day found the kingdom of Kharolis. In five years' time, the mages' village was attacked seven times, and burned to the ground twice — each time with great loss of life among the Orders. Eriane herself was slain in one attack. A new wizard, Kharro, took her place as head of the Red Robes.

Knowing they needed better defenses, Corenthas (who, as the driving force behind the Orders' earliest days, had taken the role of Highmage) decided that there would be built "... a great tower, of sorcerous make, and it shall be veiled from the eyes of the unlearned, that we may study and grow our Art in peace." The rest of the wizards concurred, and they set about devising and mastering the spells that would make such a thing possible.

Two years — and three goblin raids — later, the wizards gathered in the Glade of Blue Shadows, deep within Wayreth Forest. Forming a wide circle about the Glade's edges, they linked hands and fed their energies to Corenthas, who spoke the incantation. The ground shook, and from it issued a ghostly form: a double-spired tower of silver mist, enclosed by a triangular wall, with



THE TOWER OF WAYRETH THE FIRST TOWER

a great dome at its base. The spell completed, Corenthas collapsed and remained unconscious for six months. During this time, the mists began to slowly coalesce into stone.

The work was still underway. The Tower was not yet fully substantial when the mages learned that a barbarian tribe, known as the Ut-kiri, was planning to attack them. Its chief, Wolf-fang, was a cunning opportunist. When his scouts spotted the strange twin fingers of rock that had appeared in the Blue-Shadow Glade, he at once massed a horde from his own people and three neighboring tribes,

and set forth to plunder and make it his own.

The wizards were still in the early stages of preparing the magic that would shield the fragile Tower when they learned of the Ut-kiri raid. It fell to Kharro the Red, an illusionist by trade, to protect the Tower. Again the mages gathered in the Glade and spoke the spell — all save Shaud, who left the Tower that night, leaving no word of where he had gone. Some of the wizards muttered that he had fled to save his own skin.

The Ut-kiri — whose descendants, many centuries later, would found the city of Xak



Tsaroth to the north — were at the edge of Wayreth Forest when the illusion spell began. In later years, they called that night Cha Quetai, the Night of Snakes, and it survived as a festival day until the Cataclysm. According to their legends, the forest shimmered “like stones at the bottom of a river.” Realizing his prey was trying to escape him, Wolf-fang lifted his horn to sound a charge — and fell dead when the horn turned into a poisonous serpent and bit his tongue, killing him.

Wolf-fang was not the only barbarian to fall that night. Every tribesman’s sword, spear, or bow turned into a serpent and attacked its wielder. More than half of the horde perished, and the rest scattered, fleeing the enchanted wood. The wizards watched all of this in wonder. None of them had cast this spell. By the time the survivors regrouped and Wolf-fang’s son, Sharpthorn, led them back to Wayreth, the Tower had disappeared. The forest had become a strange place. Every time they tried to enter, they found themselves heading the wrong direction, mocked by the songs of night-birds.

With Wayreth safe from invaders, the wizards set about searching for the missing Shaud. They found his body at the edge of the forest, on a ridge overlooking hundreds of dead Ut-kiri. He was the one who had cast the spell that drove away the barbarians, a spell that had drained him of life. Thus a Black Robe became the first martyr of the Orders of High Sorcery.

THE SECOND AND THIRD AGES

For the next twenty-five centuries, the Tower of Wayreth remained hidden from the world and those who would do it harm. Surrounded by its enchanted forest, the Tower became the center of all wizardly activity in Ansalon — a position it would not relinquish until the Age of Mortals. Within twenty years, the Orders of High Sorcery had become the exclusive practitioners of magic on the continent; those renegades who dared use sorcery found themselves hunted by the Orders’

enforcers. If they were lucky, those who caught them wore the White Robes, or the Red, and offered them a choice between imprisonment and joining the Orders. If not — or if they refused to obey — the Black Robes made sure they were never seen again.

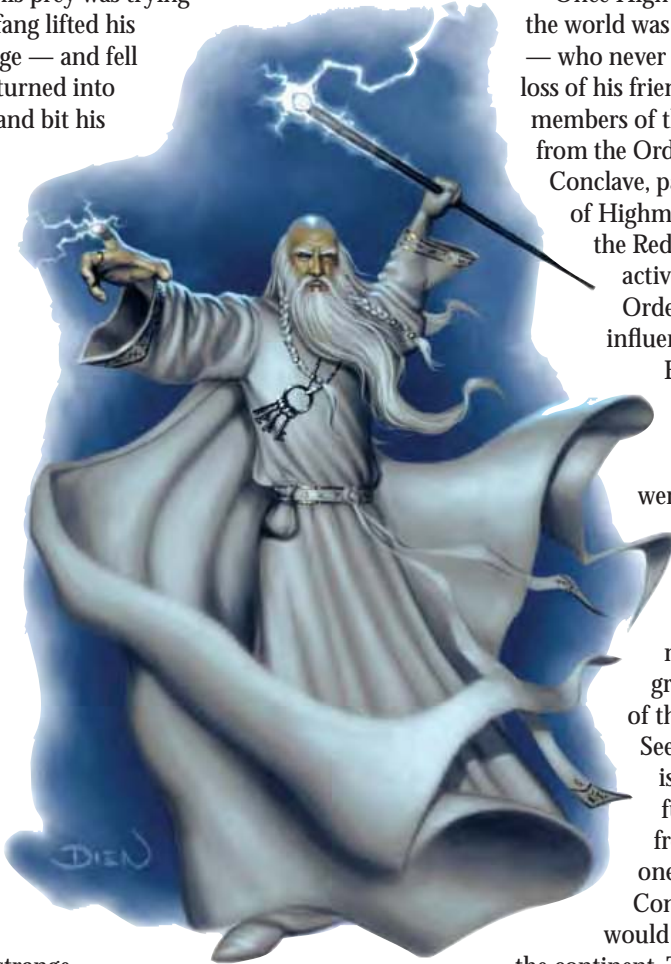
Once High Sorcery’s place in the world was secured, Corenthas — who never recovered from the loss of his friends, the other two members of the Three — retired from the Orders’ governing Conclave, passing the mantle of Highmage to Kharro the Red. Under Kharro’s active governance, the Orders spread their influence across Ansalon.

Every city had a college of mages, where apprentices trained until they were able enough to travel to Wayreth to take the Test. Soon, the influx of new members grew too great for the mages of the Tower to handle. Seeing this, Kharro issued a decree, with full endorsement from all twenty-one members of the Conclave: new Towers would be built all across

the continent. These new Towers, which would not be hidden from the sight of common folk, were to correspond to the four cardinal directions: Daltigoth, capital of the fledgling realm of Ergoth, in the west; Bright Horizon, a fishing town in the north, which would become the Lordcity of Palanthas; Qim Sudri, the jewel of the kingdom of Dravinaar in the south; and in the east, a tiny, tribal village known as Istar.

Kharro did not live to see the completion of any of these Towers. He was felled by a stroke three days before his fiftieth Life-Day. His place as Head of the Conclave was filled by a sorceress, Gadrella of Tarsis. Both the first woman and the first Black Robe to sit as Highmage, Gadrella summoned the local lords in the four designated cities to Wayreth, where the Highmage’s agents made certain the lords agreed to the construction of the Towers. One of the most enthusiastic of these agents was a young wizard who had just switched from the Red Robes to the Black — a mage named Fistantantilus.

After sixty years, the other four Towers were complete, and Wayreth slipped into relative



obscurity. The majority of wizards seldom visited it. Only the most powerful, or those chosen to serve on the Conclave, ever found its woods.

This changed when Beldinas Pilofiro rose to power in Istar. The last and mightiest of that empire's Kingpriests, Beldinas was no friend to magic-users, and raised the ire of the Orders by ordering a purge of all Black Robes in his lands. In the spring and summer of 19 PC, a series of events beginning with the death of Marwort, the Orders' emissary to the Kingpriest's court, quickly escalated into all-out war between High Sorcery and the Istaran church.

The sitting Highmage in that dreadful year, Vincil of Jevra, was murdered by Beldinas's knights during what were supposed to have been peace negotiations, and the Kingpriest issued an ultimatum, demanding that the Orders vacate the Towers — all of them, save for Wayreth. Before Vincil's successor, the enchantress Jorelia, could respond to this ultimatum, forces loyal to Beldinas laid siege to the Towers. In a week's fighting — later to be known among mages as the Lost Battles — two Towers were destroyed by the mages themselves, who feared allowing their powerful magics to fall into the Kingpriest's hands. Jorelia herself died of grief soon after, and her successor, Merroc the White, oversaw the voluntary abandonment of the Towers of Istar and Palanthalas.

This began the decline of High Sorcery. Though the gods soon punished the Kingpriest for his hubris, sending the Cataclysm to sunder the world, the damage was done. Once again, Wayreth was the sole citadel of wizardry on Krynn.

THE AGE OF DESPAIR

The years after the Cataclysm saw a shocking decrease in the ranks of mages. Faced with starvation, plague, and pestilence, many common folk put the blame for their woes on wizards. Gangs of angry peasants hunted and killed wizards. According to the records of the Orders, the number of known wizards in Ansalon dropped by nine-tenths before the Fourth Age's ended.

Walking the grounds of Wayreth in those days, one never would have guessed that magedom was in jeopardy. After centuries as the home of only the mighty and the reclusive, the Tower had returned to its original role as a sanctuary for those who studied and wielded the arcane arts. Nearly every sorcerer in the world lived there, as it was the only place they could be safe from danger.

The atmosphere in Wayreth was much changed following the Cataclysm, however. The tranquility of the Second and Third Ages gave way to desperation. Most wizards stopped developing and perfecting new spells, and instead devoted themselves to preserving the magic of old. Even so, much lore had already been lost to the Kingpriest, and more faded from memory as the Fourth Age wore on. Indeed, many scholars theorize that,

had things continued as they were, High Sorcery would have vanished in another fifty years. That this didn't happen is due largely to the efforts of an elf who is regarded — even by the Black Robes — as one of the greatest Highmages in the Orders' history: Astathan of Qualinost.

Astathan saw that wizardry was stagnating. In order for High Sorcery to survive, it needed new blood. By sequestering themselves in fear, the wizards had been letting talented new blood slip away. For this reason, he selected thirty of the finest wizards and named them Shalafi, Masters, whose purpose was to teach the arcane arts to the unschooled. He sent these Masters out into the world to set up secret colleges in the wilderness.


"We must sculpt the Orders anew," Astathan declared, "and our clay shall be the youth of Ansalon." The Masters did as he bade, searching the land for young people with talent in magic. Every village had at least one gifted young person. The colleges grew and, though many of the colleges failed, those that survived flourished, and the ranks of magic-users swelled anew. Apprentices traveled to the Tower to take the Test, and by the time of Astathan's death, Wayreth was a bustling place again, full of activity and joy.

This was the situation at Wayreth when the most renowned Highmage, the great White Robe Par-Salian, was elected to head the Conclave. It was Par-Salian who, heeding the call of the gods, selected the young mage, Raistlin Majere, to help defeat the Dragon Highlords' armies in the War of the Lance. Perhaps Par-Salian foresaw the threat Raistlin would later pose to the world when he tried to become a god. If so, Par-Salian deemed he had no choice but to use Raistlin as his "sword." Later Par-Salian would cast the spell that sent the young mage's twin, Caramon, as well as Revered Daughter Crysania and — unexpectedly — the kender Tasslehoff Burrfoot, into the past in order to stop Raistlin.

Soon after, when Par-Salian stepped down, his friend and protégé, Justarius of the Red Robes, took his place. Justarius proved a remarkably effective leader. He took a more active role in Krynn's affairs than any Highmage since Vincil. He even made his home outside the shelter of Wayreth — the first Highmage since the Third Dragon War to do so. Under his guidance, the ranks of the Orders continued to grow. Combined with the reopening of the Tower at Palanthalas, this seemed to herald a renaissance for High Sorcery.

Sadly, however, it was not to be. Justarius's willingness to take a hand in the outside world ended with his leading a magical assault on the Gray Robes, a cadre of renegade mages who served with the Knights of Takhisis. Justarius perished within their stronghold, along with many of his comrades. This blow was only the first to be felt by the wizards that summer, for the Chaos War soon followed. The new Highmage, Dalamar the Dark,





had barely assumed his mantle of power when the Second Cataclysm struck, the three moons vanished from the sky, and magic left the world.

THE AGE OF MORTALS

The beginning of the Fifth Age was one of great peril for High Sorcery. Within a year after the Second Cataclysm, both Dalamar and the Tower of Palanthas vanished without a trace. Palin Majere, assuming the leadership of the White Robes, stepped in at Wayreth — known now among the wizards as the Last Tower — to become the new Highmage. The Orders were already crumbling, however. Despite promises that a new form of magic would be found, the wizards remained powerless. The Orders diminished to a mere handful of scholars, working desperately to discover the power the gods had promised them after the Second Cataclysm.

Wayreth was the hub of this activity. Once again, it had become the only safe haven for magic-users. Without their powers, wizards were vulnerable in the outside world. The Forest of Wayreth remained hidden, keeping Palin and followers from harm. At work protecting the Tower was a new figure, one not seen in previous ages: the mysterious Master of the Tower.

A second stranger came to Wayreth twenty years after the moons vanished. The Shadow Sorcerer, a faceless, black-robed wizard, emerged from the Desolation of Balifor bearing the ability to cast spells. His arrival at Wayreth caused an uproar, for he bore the secret of the new magic — it came from the world, not the gods. He helped the other mages learn this form of sorcery, then served with Palin and the Master of the Tower at the Last Conclave, which saw the dissolution of the Orders. The next year, Palin led the remaining wizards out of Wayreth, leaving it to the Master alone.

Many sought the Tower of Wayreth, including the green Dragon Overlord, Beryl, who wanted to plunder the Tower of its powerful artifacts. The Tower and its forest remained hidden, however, for many years, until the War of Souls revealed Takhisis's theft of the world. With the three moons in the sky, the powers of High Sorcery rekindled, and the way to Wayreth has opened once more.

THE PRESENT

After the Dark Queen's final — and fatal — attempt to control Krynn, the gods of magic were restored and, with them, the power of wizardry. The Orders of High Sorcery have been established once more, under the leadership of Mistress Jenna of Palanthas, who also guides the Order of Red Robes. Dalamar the Dark rules over the Black Robes, pursuing his own hidden agendas. The White Robes are overseen by a mysterious new figure who was unknown before the War of Souls. There is currently much speculation about this

new mage and what her role might be in future events. Palin Majere, who worked so hard to preserve arcane magic after the Chaos War, has given up spellcasting and now works to further the cause of good by other means.

Though renewed, the Orders are perhaps in their weakest state since they were founded in the Age of Dreams. They must compete with the practice of primal sorcery, and the wizards are not in agreement about how to regard these rival magic-users. Some argue that sorcerers should be treated as renegades, while others advocate tolerance. The most level-headed wizards understand that the organization needs time to heal and grow before they are ready for any form of conflict. It may be generations before the Orders return to their former glory. Until then, Wayreth abides.

DESCRIPTION

The Tower of Wayreth is, in fact, a cluster of towers, each made of a solid piece of gleaming black glass etched with silver and crimson runes that reflect the light of Solinari and Lunitari, respectively. No weapon exists that can mar the surface of its walls.

The Tower's compound, located in a clearing at the heart of the Forest of Wayreth, is surrounded by walls that form an equilateral triangle. There is a small tower at each point of the triangle. There are no battlements at Wayreth. Each of these small towers is devoted to one of the three moon-gods: the northern to Solinari the White, the southern to Lunitari the Red, and the western to Nunitari the Black. Within, their ceilings are set with mosaics showing the complicated paths the moons take through the sky. When a given moon is full, the windows of its corresponding tower glow with light.

The gates of the Tower are set in the middle of the eastern wall. Made of silver and gold, they seem as fragile as gossamer, but not even the mightiest battering ram can break them down. Beyond the gates is a courtyard of plain, gray flagstone. It appears deserted, for most of the mages who dwell at Wayreth prefer to travel by magic, and so pass into and out of the Tower unseen. Those walking through the courtyard get the feeling that it is teeming with people, who are just out of sight.

The Tower proper is made up of four spires: a small fore tower and a back tower. Between them are twin cones of obsidian, each some 250 feet high. Together, they give the impression of a black-taloned claw. To the casual observer, the Tower appears slightly off-kilter, twisting and leaning as if about to topple. This is merely a magical illusion, for it is one of the sturdiest structures on Krynn.

The fore tower contains a small anteroom, used for welcoming visitors, as well as sumptuously appointed guest rooms. Non-mages are not permitted to pass beyond this building. The rear

tower serves as an entrance to the dungeons. Tales abound of the horrors that dwell within, but no one truly knows what is down there. Also beneath the rear Tower are the tombs of the archmages; any wizard of standing may choose to be buried there, and the spirits of some were said to linger, continuing their service to High Sorcery even in death. These spirits vanished when Takhisis stole the world.

The two greater towers contain apartments, libraries, museums, and casting chambers, where the wizards of Ansalon live, study, and experiment. The more powerful wizards dwell on the upper floors, and the neophytes on the lower. Any attempt to map these rooms inevitably ends in failure, for the magic of the Tower is such that its interior is much larger than what appears from outside. The Highmage's study and laboratory are located in the southern Tower, with invisible balconies offering views of the grounds and the forest beyond. Just below are the Testing Levels, where apprentices must prove their mettle before becoming full wizards. These levels look different to every apprentice who enters.

The north tower is home to the Hall of Mages, where the Conclave convenes to discuss the Orders' business, pass laws, and render judgment on important issues. An enormous domed chamber, the Hall is so large and shadow-cloaked that one cannot see its walls and ceiling. There are no doors or windows; the only way in or out is by using sending-spells. A faint, sourceless white light — unnatural and cheerless — illuminates the Hall, where twenty-one chairs encircle a wide patch of unadorned, open floor.

The appearance of the chairs changes at the Conclave's whim; sometimes they are red, white, and black stone; sometimes silver, copper, and wrought iron; sometimes age-darkened hardwood. The leftmost seats are for the Black Robes; the rightmost for the White. In the middle are the Red, and, in their midst, is the largest chair. It alone remains unchanging — hewn of gray marble veined with the three colors of magic. Here the Highmages have sat, from Corenthas on down to Palin Majere, and now Lady Jenna.

WAYRETH FOREST

The Forest of Wayreth is one of Krynn's magical wonders, a phenomenon unique in the world. Indeed, the spellbook Kharro the Red employed to create it was deliberately destroyed as he cast the illusion. When the knowledge faded from his memory, the spell was lost forever. This was a deliberate choice by the wizards, who feared their enemies might learn the spell's secrets.

The procedure for maintaining the spell is nearly as secret as the spell itself. A powerful geas prevents all but the head of the Conclave from learning it, and the same charm removes all knowledge of it from the Highmage's memory

after he or she has retired. In the Fifth Age, the Master of the Tower fulfilled this duty, walking the edge of the forest once every month as his predecessors had done before him, pouring his power into keeping the spell active. The magical veil over Wayreth Forest is by far the oldest continuously operating spell in the world — even the dragonlances and the Staff of Magius are young by comparison.

Finding the Forest is impossible for those whom the wizards do not want to find the Tower — which means everyone but members of the Orders and non-mages the Conclave has invited. Those who seek it unbidden can walk from one side of Abanasinia to the other, from the Newsea to the gates of Thorbardin, and they will never come across it.

By contrast, those who are welcome have no trouble finding it at all, or rather, the Forest finds them. Though it originally stood at what is now the southern edge of the remnants of the Qualinesti kingdom, the Forest has been known to appear as far north as Darken Wood and as far south as the edges of the Plains of Dergoth; from the Algoni Shore in the west to beyond the Forsaken Mountains in the east. It can appear and disappear at will, and can even appear in several places at once.

The Forest is a forbidding-looking place. The trees appear dead, standing in even, orderly rows. A thick, noxious mist smothers the ground, blocking out the light of sun and moons. The mist is freezing cold to the touch, and smells of moldering flesh. The trees themselves are twisted and deformed, with bony-knuckled roots and skeletal boughs that sag toward the ground, as if trying to dig with their branches. No matter how strong the wind blows outside the Forest, nothing stirs the few gray leaves that cling to those branches. Strange shadows and red-glowing eyes move among the trunks, almost completely hidden by darkness and fog.

This, however, is merely another part of the illusion, one meant to keep those unfamiliar with Wayreth from entering. For the wizards, the trees will part to form a path. Fleeing is impossible, for no matter what direction one walks — or runs — away from the Forest, he will at once find himself heading toward it. And those who hesitate are lured in by soothing voices promising all that the heart desires. Once the wizards determine that someone comes to Wayreth, that person no longer has any choice in the matter.

Crossing the threshold of the Forest brings about an astonishing change. The trees' writhing limbs straighten, rising toward the skies and bursting into bud and bloom as if springtime had just returned. The kind of trees changes according to what a visitor finds most familiar: a man from Solace vale will see vallenwoods in full, golden leaf, while one from the northern shores of Karthay will



FOREST OF WAYRETH

Wayreth is an unusual location in game terms, presenting a large amount of flexibility for adventures. Both the Forest and the Tower itself exist in a magically created extradimensional space, allowing them to move and hide themselves at will. This is why the forest appears on different locations on various maps. The most important things to remember are the following:

- No one truly knows the location of the Tower.
- Only the Tower itself may guide a visitor to its gates.

Though the trees of Wayreth animate only in times of great necessity, the entire forest can be summoned to mount a defense if the need is dire. The trees of Wayreth are similar to treants.

Wayreth Tree: CR8; Huge Plant; HD 7d8+35; hp 66; Init -1; Spd 30; AC 20, touch 7, flat-footed 21; Atk +12 melee (2d6+9, 2 slam attacks); SA: Trample (Ex), Double Damage Against Objects (Ex); SQ: Plant, Vulnerability to Fire, Half Damage from Piercing (Ex), DR 10/Slashing,

Low-light Vision (Ex), Treant Racial Traits; AL N; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

Skills and Feats: Craft (Carpentry) +7, Diplomacy +2, Hide +6, Listen +7, Move Silently +6, Search +7, Sense Motive +7, Spot +7, Survival +7; Improved Sunder, Iron Will, Power Attack.

Trample (Ex): A Wayreth tree can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the Wayreth tree or animated tree can attempt a Reflex save (DC 20) to halve the damage.

Double Damage Against Objects (Ex): A Wayreth tree that makes a full attack against an object or structure deals double damage.

Other strange creatures have been reported in the Forest of Wayreth, so adventurers journeying through the forest should prepare themselves for anything.

see mahogany and snow woods. The fog vanishes revealing full sunlight or star-dusted sky, even on the stormiest night. The lurking shadows fade away, replaced by innocuous, magical creatures (flying cats are particularly numerous near the Tower) and sweet birdsong, which lifts the spirits and drives away hunger, thirst, and fatigue. A sense of great power, lying in wait, permeates the air.

This is not to say the Forest is a safe place. Anyone who attempts to harm it will learn this lesson, and it will be his last. Every tree in Wayreth is capable of defending itself, swinging buffeting branches and sending up iron-hard roots to drag enemies down into the earth. Trees will even move to help their fellows at need.

The mages, too, will defend their Tower. When an enemy enters the Forest, two or more wizards are always there awaiting him. These watch-wizards — usually White Robes, though all three Orders have some presence — do not speak, and remain hooded at all times. They will wait patiently, to guide the way. No matter which way one goes, no matter how far one tries to run from the watch-wizards, the way always leads to the Tower.

For full members of the Orders, the Forest lies completely open: a wizard may travel anywhere within Wayreth Forest — something some find necessary, for many herbs required for spellcasting grow wild only in the enchanted wood. Most wizards, however, never set foot in the Forest once they have the power to travel magically. Coming to

the Tower on the wings of a sending-spell is more efficient than always going by foot. The Tower lies at the heart of the Forest, the great twin spires looming above the treetops. The Forest ends less than a hundred yards from its gates. Once one enters the clearing, he no longer has any choice but to move on, through the gates and into the wizards' sanctuary.

THE CONCLAVE

The Conclave of Wizards dates back to the dawn of the Orders, and has been a feature of life at Wayreth for almost the entire time. The Conclave is the ruling council of magedom, convened to set and enforce the laws and policies of High Sorcery.

In the earliest days, the Conclave consisted of only three mages: variously called the Council of Three, the Circle of Three, or simply the Three. It consisted of one mage from each Order, with one of the three chosen by the Circle as a whole as the ultimate authority — the Highmage. Corenthal, Eriane, and Shaud, the wizards who introduced High Sorcery to Krynn, were the first Three. When one wizard died or, more rarely, stepped down, his or her Order would select a replacement to serve as one of the Three.

After several centuries of such rule, a pattern emerged: in most cases, the sorcerer selected as Highmage turned out to be a Red Robe. This is not surprising, given the Red Robes' neutrality — both the White and Black were more willing to support a Red Highmage than one of their opposite color.

Furthermore, as the Black Robes tended to bring the Orders into the most conflict with nearby powers — such as the dwarves of Thorbardin or the emerging empire of Ergoth — the Red Robes tended to support the more peaceful White Robes. As a result, more than 250 years passed without a Black Robe serving as head of the Conclave.

Finally, the Black Robes took action. Bannel One-Eye, their representative on the Three, spoke out against his Order's exclusion from power, and threatened to quit the brotherhood of wizards, along with all his kind. They sought places to found their own Towers, away from the laws and strictures of the White and Red.

The sitting Highmage, a Red Robe named Orrista of Solanthus, was rightly horrified. Knowing such a schism would weaken all wizards, and possibly even lead to internecine warfare, she agreed to change the structure of the Conclave. Rather than one representative, each Order would nominate five members — one from each Tower — with a wizard from each robe serving as Master of that Order. The three Masters would form an Inner Council. The Conclave as a whole would choose the Highmage. This satisfied Bannel and, while he never became Highmage as he hoped, his successor, Lemorras the Grim, did succeed Orrista to become the first Black Robe Highmage in nearly three centuries.

The Conclave was amended again, a hundred years before the Third Dragon War, to include two “floating” members, not tied to any of the Towers, from each of the Orders. This custom of twenty-one wizards remained in place until magic's demise at the beginning of the Age of Mortals. When the Lost Battles destroyed or closed the other four Towers, the rules were changed, so that every member could come from the body of wizardry — centered at Wayreth — at large.

After the Second Cataclysm, the Conclave — as with all aspects of High Sorcery — grew more erratic, until the Last Conclave disbanded the Orders. This meeting reduced the size of the council to the original three members: Palin Majere, the Shadow Sorcerer, and the Master of the Tower.

Now that the War of Souls has returned magic to the world, it seems likely that the Conclave will return to its stablest form: twenty-one members, with all three robes equally represented.

The members of the Conclave tend to consist of the most powerful or distinguished wizards from each Order, though some — most prominently Magius — have declined or refused to serve. Within the Conclave, the means for selecting a Master differs from Order to Order. The White Robes decide by voting, the Red Robes draw lots, and the Black Robes hold contests to prove their prowess and domination (assassination of one's rivals is an unofficial means among the Black). Once a Master is chosen, he holds this position

until death, abdication, or conviction of a serious breach of law or loyalty, decided by a unanimous vote from the rest of his Order's delegation.

The Highmage, in turn, is elected from the full body of the Conclave. This is done through the *consensus* spell, which instantaneously gauges the collective will of the wizards. This minimizes politics, as there is no clear way of knowing who voted for whom. Most of the time, the Highmage is also a Master of one of the three delegations, though there have been occasional exceptions.

The Highmage makes all decisions for the Orders, though most consult with the Masters on anything more than minor matters. If a member of the Conclave takes exception to one of the Highmage's decisions, he may object to his Order's Master, who will place the matter on the agenda for the next meeting of the Conclave.

The full Conclave convenes when all three moons are at High Sanction (about six times a year), though all members can be summoned at short notice in times of emergency. This has happened during all of Ansalon's major wars, the pogroms of the Kingpriest, and when troublesome mages such as Andras Rannoch and Raistlin Majere need to be dealt with.


The Conclave meets in the Hall of Mages. Their first order of business is the discussion of the affairs of High Sorcery since the last meeting. All members appear hooded at the meetings, save for the Highmage. The Highmage may call upon them to make or change laws, pass judgment on renegades or traitors, censure or attack a particular kingdom or faction, or cast spells in service of the Orders. The Conclave's decisions are final and binding to all wizards. The members tend not to linger when a meeting closes, but return to where they were before it began. There have even been times when wizards on opposite sides in a battle have stopped fighting long enough to attend the Conclave, then gone right back to trying to kill each other. As long as the Conclave is meeting, the affairs of High Sorcery will always take precedence over any others.

THE TEST

Magic is a dangerous thing, and intoxicating as well. Even people of the strongest will have become hopelessly addicted to spellcraft, with terrible consequences. The most prominent of these was Raistlin Majere, but he is far from the only one. Particularly before the foundation of the Orders, many wizards caused great suffering because they yearned so strongly for the thrill of magic's power.

The Three knew this, for they themselves had seen the consequences of their own misguided actions. One of the founding principles of High Sorcery is that, in order to practice the arcane arts, a wizard must first prove his mettle and his character, and suffer the consequences if he is found wanting. This led to the creation of the Test.





Before being granted access to the mysteries of High Sorcery, an apprentice must first take the Test. Without it, no wizard will ever learn spells beyond the simplest beginner's enchantments. There are no exceptions to this rule.

In the Second and Third Ages, a neophyte mage could take the Test at any of the five Towers. After the Lost Battles, Wayreth was the only place left. For a few decades at the end of the Fourth Age, Dalamar the Dark gave the Test at Palanthis, but this ended with the Second Cataclysm, and is unlikely to resume, given that Tower's current location.

When a mage is deemed ready to take the Test, he must travel to Wayreth, where the Forest will find him. He may bring a companion to claim his effects should he fail. Once at the Tower, he is offered a short time to prepare and one last chance to forsake the path of magic. If he accepts, the Highmage casts a spell that removes all his memories of magical training, then dismisses him. Only a handful of initiates has ever chosen this route. For most, by the time they reach the Tower, their minds are set.

The period of preparation is as much for the wizards who administer the Test as it is for the initiate. During this time, they magically probe his mind, searching for his greatest failings and fears. They use these to craft the Test, such that it capitalizes on the initiate's weaknesses.

On the day of the Test, the initiate is invited to ascend the Tower alone. His companion, if he brought one, remains in guest quarters, where he can view the Test through scrying. Once the initiate reaches the Testing Levels, his trials begin almost immediately. No two Tests are ever the same, so there is no way to describe what the initiate undergoes, except that it is always the most grueling, shattering experience of the young mage's life.

All Tests consist of a number of challenges, which the initiate must draw upon his knowledge and skill to solve. At least three of these challenges are aimed at the prospective mage's knowledge of magic and its use and his ability to cast all the spells in his repertoire. At least three require the mage to use his wits without using magic alone — or at all. There is always at least one trial by combat against a greater adversary, the identity of which is drawn from the initiate's fears. And once during the Test, the initiate must choose between something he holds dear — usually a friend, lover, or family member, but sometimes even his own life — and the magic. The testing can last a few hours or several days.

The initiate must handle all the challenges to pass the Test. If he fails even one, depending on the nature of the challenge and the reason for the failure, the wizards strip him of his memories and banish him from magedom forever. For many, the penalty is much worse — more than half of the

initiates who fail the Test do not survive. Thus, only the brightest, the most resourceful, and the most disciplined wizards may become full Wizards of High Sorcery.

Even those who succeed at the Test seldom escape unscathed. It leaves some mark on nearly everyone, as a warning against failure. This can be something as small as a scar or a minor speech impediment, or as great as blinding, maiming, or lingering sickness. Other penalties include the inability to hear laughter, recurring nightmares, and the inability to look at anything without seeing the effects of time upon it.

For those who wish to pursue the paths of wizardry, such sacrifices are worthwhile. And while the Test isn't foolproof — some who pass it do give in to their weaknesses — in the end, it keeps the dilettantes and the undisciplined out of the Orders.

THE MASTER OF THE TOWER

Many mysterious figures walked the face of Krynn in the troubled years that followed the Second Cataclysm, but few remain as enigmatic as the Master of the Tower of Wayreth. He has never spoken his name, and it may well be that he has none. Nor does he ever leave the Forest of Wayreth, for he is tied inextricably to its power. Few on Krynn are even aware he exists.

Describing the Master's appearance is a difficult task, for he has many. He has appeared as a slender, raspy-voiced figure whose face is obscured by a hood of ink-black robes, and who carries a mahogany staff tipped with a bronze dragon's claw clutching a crystal — in other words the very image of Raistlin Majere. He has also been a tall, ebony-skinned man wearing silver robes and black gloves; a golden-haired elflord; a stooped, elderly man; a steely-eyed woman; and many other forms — Black Robe, White Robe, and Red.

He has appeared as Par-Salian, Vincil, Andras, Magius, Guerrand, Dalamar, Corenthas, Shaud, and dozens of other mages from the long history of the Orders, and has even changed his form several times within a single conversation. This is because the Master is no man at all, but rather the physical manifestation of High Sorcery and the will of the Tower.

The Master's creation dates back to Wayreth's earliest years, and the sacrifice made by Shaud the Black. Before going forth to defend the Forest from the Ut-kiri, Shaud cast a spell within the Hall of Mages, tying his will to the Tower, "even beyond death." He did this in secret, for the White and Red Robes frowned on necromancy. Then he took the scroll where he had recorded the spell, tore off and destroyed the last few verses of the incantation, and left it behind in his quarters.

After his death, the other mages found the scroll and learned what he had done. Shaud's spirit had become one with the very stones of the Tower, and would remain bound to it until the world's

THE MASTER OF THE TOWER OF WAYRETH

Eldritch emissary male human Wiz15/Arch5; CR 24; Medium construct (augmented humanoid (human)); HD 20d12; hp 150; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +10; Grap+15; Atk +15 melee (1d6+5, quarterstaff); Full Atk +15/+10 melee (1d6+5, quarterstaff); SA spells; SQ antimagic vulnerability, construct traits, eldritch avatar traits, disincorporate, high arcana, spells, summon familiar; AL LN; SV Fort +6, Ref +6, Will +17; Str 20, Dex 10, Con —, Int 20, Wis 19, Cha 19.

Skills and Feats: Concentration +23, Decipher Script +28, Gather Information +6, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (local) +28, Knowledge (the planes) +28, Search +28, Spellcraft +33, Use Magic Device +4 (+9 scrolls); Eschew Materials, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, transmutation), Spell Penetration.

Eldritch Avatar Traits: At will—*detect magic, read magic*. 3/day—*arcane sight*. Caster level 20th. Spell resistance 24.

High Arcana: Arcane fire, mastery of counterspelling, mastery of elements, mastery of shaping, spell power +1. The Master of the Tower has permanently sacrificed one 5th, one 6th, one 7th, one 8th and one 9th level spell slots to master these abilities.

Antimagic Vulnerability (Su): Because the Master of the Tower is a magical projection of a place of power, it is vulnerable to antimagic spells and spell-like effects as if it were a summoned creature. Any antimagic effect must first overcome the Master's spell resistance. A *dispel magic* spell that overcomes the Master's spell resistance will force it to disincorporate for 1d4 rounds as if he were a suppressed magic item.

Disincorporate (Ex): When the Master's hit points are reduced to 0, or as a move action initiated by the Master, he vanishes and is absorbed back into the Tower, taking all of his possessions with him. If the Master is forced to disincorporate by being reduced to 0 hit points, he cannot reform until at least 1 hour has passed; if he did so voluntarily, he may reform at any time. Disincorporation is the only way for the Master to recover lost hit points naturally, which he does at

the usual rate. The Master can still benefit from healing magic. When the Master reforms after disincorporating, he may reappear at any point in the area of the Tower.

Domains (Knowledge, Magic, Travel): 1/day: *antimagic field, astral projection, clairaudience/clairvoyance, detect secret doors, detect thoughts, discern location, dimension door, dispel magic, divination, find the path (x2), fly, foresight, greater teleport, identify, imbue with spell ability, legend lore, longstrider, locate object, mage's disjunction, magic aura, phase door, protection from spells, spell resistance, spell turning, teleport, true seeing*. As 20th level sorcerer. Acts as under the effects of *freedom of movement* for 20 rounds/day. Uses scrolls, wands, and other devices with spell completion or spell trigger activation as if 30th level wizard, casts divination spells at +1 caster level. Survival is a class skill.

Wizard Spells Prepared (4/5/5/5/4/3/3/3/3; base save DC 16 + spell level): 0 — *mage hand, mending, message, prestidigitation*; 1st — *alarm, feather fall, mage armor, shield, unseen servant*; 2nd — *alter self, arcane lock, continual flame, darkvision, protection from arrows*; 3rd — *deep slumber, displacement, greater magic weapon, haste, hold person*; 4th — *lesser globe of invulnerability, polymorph, scrying, wall of fire, wall of ice*; 5th — *break enchantment, dismissal, lesser planar binding, wall of stone*; 6th — *analyze dweomer, greater dispel magic, wall of iron*; 7th — *greater arcane sight, limited wish, mass hold person*; 8th — *binding, dimensional lock, greater planar binding*; 9th — *gate, shapechange, wish*.

Spellbook: As the embodiment of the Tower of Wayreth, the Master has access to all arcane spells from the *Dragonlance Campaign Setting, Age of Mortals* and *Towers of High Sorcery* sourcebooks, including any named spell written or scribed at the Tower throughout the Tower's existence.


Possessions: Quarterstaff, robes. Note: The Master of the Tower has access to a vast number of magic items and materials, including most minor items from the *Dungeon Master's Guide*, but typically chooses to rely on his considerable powers as the eldritch emissary of the Tower of Wayreth.

ending. He would not move on to the realm of the gods while it still stood, and he would use all his will to keep it from falling. Such was his love for the magic. The destruction of the last passage kept the spell from being cast again and stopped the

grieving Corenthas from trying to undo what he had done.

There are no records of the Master having appeared before the Fifth Age — though there is no proof that he did not. It is entirely possible that





he consorted, in secret, with the Highmages down through the ages. It is difficult to know the truth, of course, for the Master can appear as any mage who has ever trod within Wayreth's halls. He could have been there all the time, and none would have been the wiser.

This changed during the Fifth Age. After the apparent destruction of the Tower of Palanthas, the Master made his first appearance before the Conclave of Wizards. High Sorcery was dying and, though his own strength dwindled daily, the Master remained dedicated to defending what was left. He gathered as many enchanted artifacts as he could find and hid them away. He acted as counsel to Palin, and took part in the Last Conclave that sealed the Tower and dissolved the Orders.

The Master remained behind in the Tower of Wayreth when it was closed, and so disappeared from the world. It seems certain that he stayed there, through the tribulations of the War of Souls, keeping its magic alive so that none might find it. It is equally likely that he was responsible for allowing the mages to find the Tower again, once the magic was restored.

LOCATIONS WITHIN THE TOWER OF WAYRETH

The grounds of the Tower of Wayreth are extensive and there are dozens of locations within the main towers and smaller buildings adventurers might visit.

THE CRYPTS

Located below the two central Towers of Wayreth, the crypts are the last resting place of mages both famous and anonymous throughout the history of Ansalon. Though some wizards choose to inter their remains with family or loved ones, many decide to rest among their family of the Orders of High Sorcery.

The central crypt is a circular chamber 65 feet in diameter. The most prominent mages — including Heads of the Conclave or those who died in the service of the Orders — are buried here. The vaults within are marked with a golden slab enameled in red, black, or white according to the Order of the deceased. The domed ceiling in the central chamber is stylized to represent the night sky either as it existed before the Age of Mortals (depending on the era of play) or as it appears after the War of Souls. A persistent image (caster level 20) shows the movement of the stars and planets as if each minute were the span of one day. Any Wizard of High Sorcery who has taken and passed the Test can control the illusion to show the heavenly bodies as they appeared on a particular date in history.

Three hallways extend out from the central crypt into extensive catacombs, one for each Order. Hundreds of wizards throughout history are buried in the catacombs. Treasure-seekers might be

disappointed in an exploration of the chambers, as all wizards who are buried here have donated their magical treasures and spellbooks to the Tower for use by the living.

HALL OF MAGES

“They were in a vast chamber carved of obsidian. It was so wide that its perimeter was lost in shadow, so high that its ceiling was obscured in shadow. No pillars supported it, no lights lit it. Yet light there was, though none could name its source. It was a pale light, white — not yellow. Cold and cheerless, it gave no warmth.”

—*Time of the Twins*

by Margaret Weis & Tracy Hickman

The central meeting place for the Conclave, the Hall of Mages has been witness to some of the most important deliberations to affect the history of Ansalon, though it is also used for regular meetings, audiences, and other functions. Visitors to the Tower of Wayreth always remember the Hall of Mages as a vast, intimidating chamber that exudes the authority of the powerful wizards who meet within its walls.

The hall is a black, obsidian chamber in the north tower with a 45-foot diameter and a 60-foot domed ceiling. A permanent image (caster level 20) casts light that is white and cold in the chamber. The light has no identifiable source and leaves the black ceiling and thick walls lost in shadow.

The chamber is empty except for twenty-one chairs reserved for members of the Conclave. All of the chairs, save one, form a semicircle facing the northern end of the room. The large, gray marble chair, located in the exact center of the Hall of Mages, is reserved for the Head of the Conclave. The light from the permanent illusion brightly illuminates the central chair, while the others remain in shadow.

LIBRARY

While the Hall of Mages might be called the heart of the Tower of Wayreth, the five levels immediately above it comprise its head — the Library of Wayreth. Any subject related to arcane magic and related disciplines can be found here for those willing to learn the library's complex system of organization. In addition, there are spellbooks, scrolls, and notes on magical items and artifacts. A member of the Orders may take a book anywhere within the Tower complex for study, but should be aware of the many wards and magical traps that prevent theft.

PALANTHAS: SPIRE OF LORE AND DOOM

While the Tower of Wayreth is the most sacred to Krynn's mages, the Tower in the city of Palanthas was arguably the greatest. Once, the white marble walls and crimson minarets that loomed over that great seaport's skyline were a beacon of knowledge and truth to all the world's wizards. Here, all three Orders united to help turn the tide against the Queen of Darkness in the last Dragon War. Here the world's greatest store of arcane lore and artifacts resided.

Everything changed, however, when the Kingpriest made war on wizardry. When the Lost Battles were over, a powerful curse darkened the Tower, leaving it empty for almost four centuries. When reclaimed, the Tower turned darker still, becoming the home of the dreaded renegade mage, Raistlin Majere. In this Tower he launched his campaign to enter the Abyss and become a god — a quest that, had he succeeded, would have ruined the world.

For a time after Raistlin's disappearance, it seemed the Tower might return to its old status as an edifice of learning. That hope died when the Second Cataclysm struck. Soon after, the Tower vanished from Palanthas entirely, apparently destroyed by forces unknown. Now, however, it has returned, in a new place whose darkness matches its own — for the Tower of Palanthas is now the Tower of Nightlund.

HISTORY THE LORE-SPIRE

When Kharro the Red decreed that four more Towers were to be built to complement the first at Wayreth, the wizards conferred as to what their purposes might be. In the end, they decided that three would be devoted to the different Orders: Daltigoth would become home to the Red Robes, Istar to the White, and Qim Sudri to the Black. The fourth would be a place of scholarship, where all the Orders would amass the greatest of their spells and relics, so they could share them with one another. This Tower, Kharro declared, would be built in the north, at a port known as Bright Horizon. In the tongue of magic, they named it Tsandol Sirran, the Lore-spire.

At the time, Bright Horizon was a fishing town on the edge of the burgeoning kingdom of Ergoth. As that kingdom grew into an empire, the town quickly blossomed into one of Ansalon's largest cities and the main seaport on the continent's northern coast. The lords of the city welcomed the mages, granting them a prime location in the western quarter for their Tower. They believed the presence of the wizards would enrich their coffers.

Not everyone was happy that wizards would be living in the city's midst, however. Fearing that

the wizards would be a threat to their power, a group of mercenary captains and merchants made a plot to stop the Lore-spire from being built. The Highmage at the time was Zindreth of Micah, a Red Robe who had overseen the raising of the Tower of Daltigoth ten years before. At the grand banquet that night, he sat at the right hand of the city's prince, and ate and drank well. Toward the end of the feast, however, he bit into a blood orange, clutched his stomach, and fell to the floor, writhing in agony.

Felled by poison in the orange, Zindreth spent the night in agony as the venom ate away at his insides. Not even the priestesses of the goddess Mishakal could save him from death. Horrified, the mages conferred at Zindreth's bedside, arguing that the raising of the Tower should be delayed, if not canceled altogether, out of respect for the dying Highmage.

Zindreth, however, would hear none of it. He remembered the sacrifice of the legendary wizard, Shaud, at Wayreth. "If we delay, we lose the battle," he told the archmages. "If I am to die today, let it be in victory." In the morning, though every breath brought him pain, he rose from his deathbed and led his brethren to the ordained place. Together, the wizards drew down the moons' power and channeled it to him. He spoke the incantation to raise the Tower. When the spell was done, the specter of a lofty spire rose above Bright Horizon — and Zindreth lay dead at its foot.

Much later, after Zindreth was entombed beneath the completed Tower and the last of the conspirators behind his death had been tracked down and beheaded for their treachery, the wizards realized something more had gone wrong that day. Scrying images of the ceremony, the new Highmage, a Black Robe named Usk, discovered that Zindreth had misspoken the Tower's name as he was in his death throes. Rather than Tsandol Sirran, he called it Tsandol Shurn — the Doom-spire.

Believing that the misnomer meant the Tower would fall to attack, Usk commanded that a grove of oak trees be planted around it and that an enchantment be placed upon those trees to keep out intruders. This would be known as the Shoikan Grove.

The doom bespoken by Zindreth was not what Usk believed, yet it would come all the same.

SOLAMNIA AND THE DRAGON ORBS

The relationship between the mages and the folk of Bright Horizon was a tenuous one, at best. The townspeople included many sell-swords, pirates, and thieves, who all sought the riches hidden within the Tower. None could penetrate the Shoikan Grove.

Matters grew even more complicated after the Rose Rebellion split Ergoth in two. Vinas





PALANTHAS

SPIRE OF LORE AND DOOM

Solamnus, the general who led the revolt, claimed Bright Horizon as his capital and renamed it Palanthas. With help from the dwarves and elves, the Knights of Solamnna drove out the miscreants and rebuilt the entire city. Within two years, nothing of Bright Horizon remained ... except the Tower of High Sorcery.

At first, the Knights bristled at the Tower's existence. The main point of contention was the presence of the Black Robes, and Vinas demanded their expulsion. The mages refused, and the Knights surrounded the Tower. Like the thieves

before them, however, they could not penetrate the Grove, and after three sorties — including one attempt to burn the Grove — they withdrew to lick their wounds. At that time, the Keeper of the Tower, a White Robe named Namara, came before Vinas and offered a bargain: the Black Robes would remain locked within the Tower, if the other mages were allowed free movement in Solamnna. Vinas saw the wisdom in this, and, for a time, the Knights of Solamnna and the High Sorcerers dwelt alongside one another in peace.

As it happens, this alliance saved Krynn from the Queen of Darkness. For when Takhisis sought to conquer the world in the Third Dragon War, Palanthas was one of the last bastions to hold out against her armies. Knowing the doom that awaited if she proved victorious, and resentful of her chief commander, a renegade wizard named Galan Dracos, the Orders held a Conclave at the Palanthian Tower to find a way to help the beleaguered Knights defeat the dragons.

To this end, all three Robes joined forces at the Tower to craft the dragon orbs. With these devices, the wizards lured the dragons into traps — most notoriously, at the Tower of the High Clerist — where the Knights could slay them. Though Huma Dragonbane's sacrifice was what ultimately won the day, all knew that the orbs helped buy the time he needed to forge the dragonlances and defeat Takhisis.

After the war's end, the five orbs were dispersed, one to each of the Towers, and the bond between the Orders and Solamnia grew stronger than before. Even the Black Robes were afforded respect, for they had proven their mettle by siding against evil. The alliance between chivalry and sorcery fostered a golden age of the Orders, and the Tower of Palanthas was its heart.

The golden age would not last forever, however; already, in the east, the seeds of its doom were being sown.

ISTAR AND THE CURSE OF RANNOCH

The rise of Istar and the decline of High Sorcery were inextricably linked from the beginning. Even in its noblest days, the holy empire and its church distrusted the mages' power. Like the first Solamnics, the priesthood was suspicious of the Order's tolerance for dark magic. While most of the early troubles with the church centered on the Towers within the empire, the bonds between Solamnia and Istar caused those between Knight and sorcerer to deteriorate with startling speed.

The wizards at Palanthas did not fail to notice this, and they kept to the Tower more and more, as the populace turned against them. Those who left its safety and walked in the city did so at their own risk — particularly the Black Robes, who often ended up in fights with zealous clerics. Finally, in mid third century PC, Solamnia's own church yielded to Istar, and the Kingpriests began to dictate religious doctrine in Palanthas.

One of the first Istaran decrees to be carried out was the destruction of all art and monuments honoring the "Dark Art" of wizardry. In what later became known as the Eve of Hammers and Flame, the Knights led the people of Palanthas in tearing down the statues they had erected in honor of Magius and other great wizards. Tapestries were burned, mosaics shattered, and frescoes chipped away. In a single night, all reminders that magic

had once been regarded as honorable disappeared. Worse, the mobs killed nine mages they caught in the streets. When dawn broke, the bodies of all nine lay in a heap before the gates of the Tower.

The Highmage that year, Yulin the Dour, a Red Robe, was furious at Solamnians for what they had done. Within an hour of the murders in Palanthas, he had convened the Conclave and convinced them to approve a plan for a two-pronged attack against the Lord Marshal of Solamnia and the Kingpriest of Istar. This would have led to open conflict with both realms, for the wizards still claimed Ergoth and the elven realms as allies. That day, Ansalon sat poised for war.

Barely an hour before the attacks were to take place, however, the leaders of the local church and the Knights appeared before the Tower. With them, they bore the heads of the men who had instigated the murders the night before. Whether they suspected what the wizards were planning or not, their punishment of the killers led Yulin to reconsider. The attacks were canceled, and Ansalon was spared from what might have become the greatest tragedy since the Kinslayer War.


Despite this appeasement, however, relations between the wizards and the rest of Palanthas continued to worsen. The wizards isolated themselves inside the Tower, and the Palanthians stayed well away. This stalemate persisted until the Lost Battles put an end to it.

Palanthas was spared the destruction those battles wrought elsewhere in the world, but only by happenstance. Stirred to action by the words of the Kingpriest, the Knights, under the command of the High Clerist, Lord Yarus Donner, surrounded the Tower. Armed at last with the means to win their way through the Grove, they awaited his command to attack. Had the Kingpriest chosen to strike at Palanthas first, the city would have been laid waste. But the first attacks happened at Daltigoth and Losarcum instead. The ensuing devastation led to a hasty armistice between the church and the Orders. Under the resulting treaty, the mages surrendered the Tower of Palanthas without a battle. They removed what lore and artifacts they could to Wayreth, and the rest they either destroyed or gave to the Library of Gilean, for safekeeping.

Highmage Merroc — who had been named the Conclave's new head only days before — locked the gates of the empty Tower and prepared to turn them over to Urian, the regent of Palanthas. Lord Urian already had designs to make the Tower his private treasury.

As Merroc was about to grant Urian the Tower, a dark-robed figure appeared in one of its highest windows. As the Highmage and the people of Palanthas looked on in astonishment, he raised his arms high and laughed. "You think you have won!" he shouted. "You have nothing! The gates of this Tower will remain closed and its halls empty





until the day comes when the Master of both the Past and the Present returns with power!”

With that, the mad wizard Andras Rannoch leapt from the window. As the crowds watched in horror, he landed on the Tower’s gates, impaling himself. With his dying breath, he spoke a curse upon the Tower. Its marble walls darkened. Its golden gates turned black. In moments, the Lore-spire’s beauty vanished, and it became a gruesome, twisted shadow of its former self, horrible to look upon, exuding evil. Zindreth’s all but forgotten prophecy had come true: the Lore-spire was now the Doom-spire.

THE DARK ONE AND THE PORTAL

Andras’s death sealed the Tower, seemingly for good. Most people were terrified even to approach it. Homes and shops stood empty for blocks around, abandoned out of fear by their owners. The people of Palanthis did their best to try to ignore this blight at their city’s heart.

As for the wizards, they had no more idea about the meaning of the curse than anyone else. The Shoikan Grove no longer let anyone pass — even the most powerful mages in the Orders failed to get past the dreadful oaks, though several lost their lives in trying. Even scrying spells were of little avail: at best, they showed dark corridors where the shadows of things long dead lurked, hungering for blood. After many years, the High Sorcerers gave up. The Doom-spire was lost to them. Wayreth was their last and only stronghold.

But the Tower of Palanthis was not lost. It was merely waiting.

The Cataclysm came and went, bringing an end to the Kingpriest. The Knights of Solamnia fell out of favor as the peasants blamed them for not preventing the burning mountain from falling. Much of Palanthis was destroyed in rioting. The city was rebuilt three times in the first century of the Age of Despair. All the while the Tower remained, keeping dark watch over the city, biding time until its Master came.

The cursing of the Tower was no accident. As with much of history prior to the Cataclysm, this was part of a well-conceived plan, instigated by the mighty Black Robe, Fistantantilus. An archmage of unequalled power in the Third Age, Fistantantilus had designs to become a god. If he succeeded, he would throw down the Queen of Darkness and take her place in Krynn’s pantheon.

To achieve this, he needed both the right place and the right time. The right time was one when no power in the world could oppose him. The first years of the Age of Despair — with the High Sorcerers in seclusion at Wayreth and the clerics of the gods vanished — provided him the perfect opportunity. The right place was the Tower of Palanthis, where the wizards had kept a device known as the Portal. Through this, under the proper circumstances, he could enter the Abyss.

So it was that, nearly forty years after the Cataclysm, Fistantantilus came to the Tower of Palanthis to complete his plan. He soon learned, however, that he had made two mistakes: he was not the Master of Past and Present, and the Portal was not there. Barely escaping with his life, he set out to continue his plans, which ultimately led to the Dwarfgate War on the plains north of Thorbardin, and to his own death. The Tower of Palanthis remained, still waiting for the one who would lift its curse.

THE MASTER OF PAST AND PRESENT

No living man would set foot within the Tower for more than three centuries. This was not for want of trying. Half a dozen wizards attempted to gain entry, proclaiming themselves to be the Master foretold by Andras. Two fled in humiliating terror when they tried to pass through the Shoikan Grove; the rest were never seen again, though their screams echoed from within the woods for days on end.

By the time of the War of the Lance, the people of Palanthis had learned to live with the dark, twisted Tower. Many Palanthisians scarcely gave the Tower a second glance. Only the foreigners or the foolish dared approach it; the rest gave it a wide berth. Most, including many among the Orders, believed the Master of Past and Present would never come.

But come he did, after the war’s ending. Fresh from helping to defeat the Highlords and their dragonarmies at Neraka, Raistlin Majere — one of the legendary Heroes of the Lance, a Red Robe who had since taken the Black — approached the Tower in the dead of night, when only Nuitari rode high in the sky. He passed unmolested through the Shoikan Grove. As he stood before the gates, the cries of the Tower’s guardians woke the entire city. No man had ever done such a thing and lived.

Raistlin did not die, however. Possessed by the spirit of Fistantantilus, he had become two people at once, the Master of both the Past and the Present. He proclaimed himself as such, and the gates opened, allowing him to enter. Within, he found the Portal. Thus the dying prophecy of Andras Rannoch was fulfilled.

Rather than lifting the Tower’s curse, Raistlin left it in place, for he wanted to pursue his studies in secret. To the people of Palanthis, little had changed. Now and then, eerie lights and sounds would emanate from the Tower, but otherwise there was no sign that it was inhabited.

In his brief tenure as master of the Tower, Raistlin allowed only a handful of visitors to enter: the death knight, Lord Soth; his half-sister, the Highlord Kitiara Uth Matar; Lady Crysania, a priestess of Paladine; and, most importantly, his apprentice, Dalamar. A dark elf who had taken the Black Robes, Dalamar claimed he had a desire to

learn from the greatest mage alive. In fact, he was an agent sent by the Conclave at Wayreth to spy on Raistlin. Raistlin knew this but still allowed Dalamar to dwell at the Tower.

Through the dark elf, the Conclave learned Raistlin's plans. With the unwitting help of Crysania, Raistlin would finish what Fistantilus started. Traveling back in time, he would take the archmage's place and become a god. This he did, and for the first and only time, Krynn's history rewrote itself. Instead of Fistantilus, Raistlin came to the Tower after the Cataclysm to search for the Portal. Not finding it, he fought the Dwarfgate War in the Dark One's stead. Where Fistantilus had perished at that war's ending, however, Raistlin survived, and he entered the Abyss with Crysania to confront Takhisis.

Meanwhile, in the present, Highlord Kitiara sought revenge against the Knights of Solamnia for thwarting her in the War of the Lance. Aided by Lord Soth and a flying citadel, she and her armies laid siege to Palanthis and broke down its gates. When she won through to the Tower, however, Dalamar — who had remained behind to await his master's return — killed her with magic. Soon after, the Portal blazed to life as Raistlin prepared to fight the Queen of Darkness.

Before the battle could be joined, however, Caramon Majere, Raistlin's twin brother, arrived at the Portal. Aided by two other Heroes of the Lance, Tanis Half-Elven and Tasslehoff Burrfoot, he commandeered Kitiara's flying citadel and used it to fly to the Tower, bypassing the Shoikan Grove. Caramon entered the Tower and confronted his brother, revealing to him that his ascent to godhood would lead to the destruction of Krynn. Raistlin knew Caramon spoke the truth. He sent his twin back to the mortal with the cleric Crysania, then closed the Portal, sealing himself in the Abyss. Thus his sacrifice saved the world.

After Raistlin's demise, Dalamar became master of both the Tower of Palanthis and the Order of Black Robes. Unlike his predecessor, he did not choose to keep the Tower in seclusion. He lifted Andras's curse. The Tower remained twisted and dark, and the Shoikan Grove continued to keep out common folk, but wizards traveled to it once more. Before long, a cadre of wizards, mostly Black Robes but also several Red, gathered to study with Dalamar. The Test resumed at Palanthis: Palin Majere himself became a wizard there. Once again, the mages stored lore and artifacts at the Tower, as they had in olden days.

For nearly thirty years, all was well at the Lore-spire. But it also remained the Doom-spire, and its destiny would not be denied.

THE TOWER'S DOOM

When magic began to fade from the world after the Second Cataclysm, the Tower became vulnerable. The Knights of Takhisis had occupied

Palanthis during the Chaos War, and Dalamar knew they yearned to enter the Tower — as did the blue dragon Khellendros, who made his lair near the city at the beginning of the Age of Mortals. Knowing he lacked power, Dalamar searched for a new form of magic to protect the Tower from interlopers. With the help of the enigmatic Shadow Sorcerer, he found it: necromancy. Using the spirits of the dead to fuel his power, he made it appear as if he had destroyed the Tower. One night, it vanished from Palanthis, replaced by a pool of black glass that still bears its reflection, even today.

The Tower, however, was not destroyed. Instead, Dalamar's necromancy transported it to Nightlund, the cursed realm of Lord Soth, located in the Dargaard Mountains. Safe in a land where the living dared not go, Dalamar hoped he could continue his studies in safety.

Too late, he realized the Shadow Sorcerer had tricked him. Rather than becoming a master of the dead, he became their prisoner. For the Shadow Sorcerer was in truth Takhisis, who had stolen Krynn during the Second Cataclysm and sought to rule it unopposed. Drawing the dead to her, she waited behind the Portal for one to come and allow her to enter the world once more.

That one was Mina, the girl who became the prophet of the One God and conquered much of Ansalon. In the end, her quest brought her — along with the Qué-shu mystic Goldmoon — to the Tower. There, the Portal came to life again. Goldmoon sacrificed her life to keep it from opening, setting in motion the events that would lead to the final defeat of the Queen of Darkness and the end of the War of Souls.

THE PRESENT

The former Tower of Palanthis, now the Tower of Nightlund, remains hidden in that land. Dalamar has left it forever, for he is prohibited by the Gods of Magic from entering. A new grove surrounds it, known as the Forest of Cypress.

The Tower was badly damaged by the conflicts of the Age of Mortals, and only magic keeps it from crumbling. Many mages believe it should be torn down, as it has been a source of little but woe for the past five centuries. Others believe it still has value, and that it should be repaired and restored to its former glory. With Dargaard Keep in ruins now, the darkness has begun to lift from Nightlund. As the Age of Mortals progresses, the Tower may at last fulfill its promise as the Lore-spire, and overcome the stigma of Zindreth's curse — if it is allowed to survive.

For now, however, its fate remains undecided. The only certainty is that it will be many years before the debate is settled.



DESCRIPTION

Unlike the other Towers, whose aspects have remained the same throughout their histories, the appearance of the Palanthian Tower varies depending on the era. It has undergone three major changes: the curse of Andras Rannoch, the arrival of Raistlin Majere, and the removal to Nightlund. With the War of Souls over, the Tower may change once again — if it even survives.

The largest of all its kind, the Tower stands over six hundred feet tall. Before its removal from Palanthas, it dominated the city's skyline, dwarfing even the regent's palace and the Library of Gilean. Prior to the Lost Battles, the Tower was glorious to behold: a cylinder carved from an enormous piece of marble, white streaked with red. Two minarets, each more than four hundred feet high, flanked the central spire, each of them capped with onion-shaped domes of brilliant red crystal that shone like rubies at dawn and sunset. Its turrets were black glass, as was the circular wall that separated its courtyard from the Shoikan Grove. The gates were made of silver and gold, studded with brilliant jewels. They were so delicate that it seemed a child could crush them — but strong enough to withstand dragon-breath. Its door was made of polished bloodwood, gleaming crimson and carved with arcane glyphs that warded against intruders. The windows glowed warmly at night, lit by the flames of knowledge.

When Andras cursed the Tower, its glory became horror. The gleaming marble grew cold and turned gray shot through with black. The minarets shattered, leaving behind jagged shards the color of rust. The turrets collapsed. The golden gates twisted and warped. The gold and silver turned to a lusterless, grimy color, and the jewels vanished. Andras's body remained impaled on the points of the gates until it withered away, leaving only the tattered remains of his black robe, which fluttered like a wounded bird even on windless days. Its door was creaky and cracked, and its windows dark as the eyes of a skull. A glance at the Tower in these fell years filled the soul with dread.

When Raistlin claimed the Tower, some of its past glory returned, though in grimmer form: the brilliant white stone would never be bright again. Aided by magic, Raistlin changed its walls to shining black and rebuilt its domes with magical stone the color of fresh blood. He also restored its turrets, and removed Andras's robe from the gates. These remained bowed and warped, as a reminder of the doom that had claimed the Lore-spire. Its windows remained dark most of the time, though eerie flashes sometimes emanated from them, accompanied by horrible sounds not meant for mortal ears. Only after Dalamar inherited the Tower did the warm candleflames gleam in them again — before the Second Cataclysm snuffed them out for good.

When the Tower vanished from Palanthas, it left behind a round pool of obsidian where it had stood. Within hung an image of the Tower, reflected against the night sky even at midday. Some days, the old white Lore-spire could be seen there; other days, the darker Tower of Raistlin. As for the Tower itself, the magic of its removal nearly destroyed it. The minarets crumbled, and great cracks opened in its walls. During the War of Souls, the spirits of the dead surrounded it, making it all but impossible to get in or out. The spirits are gone now, but the Tower remains in Nightlund, nestled in a valley filled with swaying cypresses. Its windows remain dark, and it is all but invisible at night, save when the black moon is waxing.

Inside, the Tower is hollow from base to peak, with a circular stair winding up the center. There are more than a thousand steps from bottom to top, broken by occasional landings and doors to its thirty-three floors. There is no railing on the steps. They give way to open air and a very long drop to the floor below. On this floor is a mosaic depicting wizards of all three Robes gathered together to read from a single book. After Andras's curse, the heads of these figures bowed in sorrow.

The hallways and chambers of the Tower are grand and sumptuously appointed, archives and museums, each more wondrous than the last, intermingle with private apartments and studies. Both prior to the Lost Battles and after Raistlin's disappearance, the shelves of these libraries were filled with books, scrolls, racks of potions, wands, enchanted jewelry, and more unrecognizable artifacts. During the years of the curse, they stood empty, mantled with shadows and cobwebs. While Raistlin occupied the Tower, he collected many books on magic, as well as other objects, strange and curious, but he tended to keep them in his personal chambers and in his laboratory. Much of the rest of the Tower remained as it had been during the years of the curse.

The lowest level of the Tower, below the cellars, is a room called the Chamber of Seeing. Carved out of the rock by Raistlin Majere a year after he claimed the Doom-spire, the Chamber was a domed cavern with a round magical pool of water in its midst, in which burned a ghostly, eldritch flame. This chamber was where Raistlin kept the "Live Ones" — results of unsuccessful attempts to create life. The twisted, broken creatures he made crawl around the pool. Dalamar had this room cleaned out after he took over the Tower, and converted it into a sanctum where he could retreat to use the pool and to meditate.

The uppermost room of the Tower is the Great Laboratory: a vast, shadowy chamber lined with bookshelves and worktables. In its midst is a stone worktable, big enough to hold a minotaur, with room to spare. On a dais at its westernmost end stands the Portal to the Abyss, behind a curtain of black velvet.

FOREST OF CYPRESS

The Tower of Palanthas was moved during the early Age of Mortals when threatened by the Dragon Overlord, Khellendros. Magically transported to Nightlund, the Tower is surrounded by a thick forest of cypress trees. The forest is dense and shadowed, with no paths or any signs of animals. It is always quiet and still in the shade, and wind and rain do not seem to penetrate the forest's boughs.

Era Notes: During the early Age of Mortals, the cypress forest is the haven of lost souls. Those with the power to view the normally incorporeal spirits will see a pitiable sight. Dejected, despairing, lost, and facing oblivion, the souls roam among the trees in an aimless search for their salvation. After the War of Souls, most of the spirits have moved on, though some remain — not as guardians, but simply sad or angry spirits who have refused to leave the world.

Before the War of Souls, the souls in the cypress drain any ambient magic (sorcery or mysticism) used within its borders. An ambient spellcaster must succeed a Concentration check at DC 30 in order to cast a spell within the forest, and all spells are cast at an effective -15 caster level (minimum 1). (See page 59 of *Age of Mortals* for more information on ambient magic during the Fifth Age.)

The magic-draining souls disappear from the forest after the return of the gods, but the Gods of Magic placed a new deterrent to keep unwanted visitors out of one of the few remaining Towers of High Sorcery. They created a magical field that saps the strength of those who step within the forest's boundaries. Those who venture among the cypress trees will find

themselves grow weaker and weaker, until they are too weak and finally collapse.

Strength Drain: The forest generates a magical field from every tree that emanates for 500 feet outward (but not inward — the Tower itself is unaffected). All living creatures within the area of the magical field must make a Fortitude save every minute (DC 20). For magic effects that work against such effects (such as the bracelet of magic resistance) the spell is the equivalent of a 9th level spell cast by a 20th level wizard with an Intelligence of 20. If the saving throw is failed, the affected creature suffers 1d4 points of Strength damage. If successful, the creature suffers no damage but feels slightly weak. The save must be repeated every round spent within the cypress forest, regardless of success or failure.

A symbol of weakness (DC 25) has been placed on the main entrance to the Tower. Anyone who has braved the cypress forest is in for one final surprise before being able to enter the Tower.

Guardians: Some say that the three Gods of Magic placed a powerful Wichtlin within the cypress forest, both to watch over the Tower of Nightlund and to prevent the wizard Dalamar the Dark from ever returning. No one has confirmed if this story is true, though a Wichtlin powerful enough to confront Dalamar would be a terrifying foe indeed. The only other inhabitants of the forest are incorporeal undead, including spectral minions, ghosts, and wraiths. Most of these undead are too lost in their own misery to bother with intruders, while others hate the living and will destroy them if possible.

THE SHOIKAN GROVE


Many believe the Shoikan Grove came into being as part of the curse that blighted the Tower near the end of the Age of Might. In truth, the Grove is nearly as ancient as the Tower itself. Created by the Black-Robe Highmage Usk, it was the first of the Groves that protected the four City-Towers.

The Grove is made up of enormous oak trees, the largest growing anywhere on Krynn. But for the vallenwoods of Abanasinia, they might be the largest trees of any kind in the world. Since the curse of Andras, the trees are terrible to behold, gnarled and twisted, their bark as black as pitch, ripped with gashes that ooze sap the color of blood. Their branches are stark white, like bony fingers, and their sparse leaves appear grey and dead.

In many ways, the Shoikan Grove resembles the outward appearance of the Forest of Wayreth, but its horrible aspect is no illusion. The Grove is a place of perpetual night, where roots writhe and boughs groan without wind to move them. Darkness and cold hang within, and the stench of death and decay is thick in the air. A sense of fear chills the heart of anyone who attempts to enter — building quickly to stark terror as the demonic forces of the Grove close in on their victim.

To enter the Grove safely, one needs a coal-black gemstone called the Nightjewel (given by the Tower's Master) — or the protection of the spell *kiss of night's guardian*, cast by a Black Robe archmage. No one without these can enter the Shoikan Grove and come out alive. Even normally fearless kender are soon frozen with terror when





they attempt to approach the Tower. To those who dare pass through — even those with protection — the sights and sounds of the Grove are the most terrible things they have ever beheld.

Pale, hollow faces peer from the shadows, their lips twisting at the scent of blood. They whisper constantly in half-heard voices. Black, shapeless things flit about the branches, as if in mockery of birds. The ground quickly grows so damp that every step is a struggle and, if one looks back, he will see his footsteps filling with blood. Rotting and skeletal hands burst up out of the soil and try to drag interlopers down into the earth. Few who have made it so far survive to tell of it. Most of those who try to pass through the Shoikan Grove are never seen again.

GROVE EFFECTS

Those brave (or foolish) enough to venture into Shoikan Grove will find themselves subject to both the magical and physical guardians that protect it.

Era Notes: Before the Tower is cursed prior to the Cataclysm, the Shoikan Grove is protected only by the magical fear effect. After the curse, undead guardians protect the grove, waiting for the day when the Master of Past and Present returns with power.

Fear: The Grove generates a *fear* effect from every tree. It emanates for 500 feet outward (but not inward; the courtyard and Tower itself are unaffected). The effect is identical to a *fear* spell with a saving throw DC 25. For magic effects that work against such effects (such as the *bracelet of magic resistance*), the spell is the equivalent of a 9th level spell cast by a 20th level wizard with an Intelligence of 20. Only undead are not subject to the effect. Creatures normally immune to fear effects (such as kender) are still affected. If the saving throw is failed, the affected creature is panicked (as per the spell) and will remain so for the entire duration he remains within the grove. If successful, the creature is only shaken, but must repeat the saving throw again in 5 rounds if he remains within the grove.

Guardians: An intruder in the grove might first have to deal with zombies and skeletons, as well as the wights that dwell underneath the moist earth on which the grove rests. Once an intruder has penetrated the outer trees, these monsters will first attack by reaching up from underneath the ground, grabbing their victims and then attempting to pull them down. They will rise from their graves and deal directly with stronger foes. Spectres guard the inner grove as well, flitting through the trees and attacking enemies from behind. Several mohrgs inhabit the inner grove, former Knights of the Divine Hammer who were subjected to the revenge of Rannoch's curse. The guardians will not attack anyone who is protected by a Kiss of Night's Guardian spell or bears a protection charm.

Gate: Before Raistlin came to claim the Tower as his own, Andras Rannoch remained impaled on the spire, a unique type of wraith that is trapped in that spot. The evil undead creature will attempt to destroy anything that tries to open the gates. After Raistlin's return, the wraith-creature was sent into the Tower and served Raistlin (and later Dalamar) like the other undead who dwell there. Regardless, the gate is under the effects of an arcane lock spell cast by a 20th-level wizard. The gates themselves are composed of an unusual, nearly indestructible material that has a hardness of 50 and 100 hit points, with its own spell resistance of 30.

Shoikan Grove Wights: CR 3; Medium undead; HD 4d12 (26 avg); Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base atk +2; Grp +3; Atk/Full Atk +3 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain, +8 turn resistance; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life. Those wights spawned in the Shoikan Grove are bound to remain there and protect it from intruders.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Shoikan Grove Spectres: CR 7; Medium undead (incorporeal); HD 7d12 (45 avg); Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; Base atk +3; Grp —; Atk/Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., incorporeal traits, +10 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +2, Will +5; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (Arcana) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Create Spawn (Su): Any humanoid slain by a spectre becomes a wight in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life. Those spectres spawned in the Shoikan Grove are bound to remain there and protect it from intruders.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in the sunlight cannot attack and can take only a single move action in a round. No natural sunlight penetrates the Shoikan Grove — even on the brightest summer day — and the guardian spectres never leave.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and will panic if forced to do so. They remain panicked as long as they are within that range.

Guardian of the Gate: Andras Rannoch, now a spectre, stands guard over the gate of the Tower of Palanthas. He remains there, unable to move more than 50 feet away from his mortal remains that are impaled upon the gate.

When Raistlin Majere claimed the Tower as his own, he tore Rannoch's robes from the gate, freeing Andras from his duties guarding the gate, though he was bound to serve the Master of Past and Present with the other undead inside the Tower.

The Spectre Rannoch: Male spectral human Nec7/Black5; CR 15; Medium undead (incorporeal); HD 12d12; hp 84; Init +3; Spd 40 ft., fly 80 ft (perfect); AC 16, touch 16, flat-footed 11; Base Atk +5; Grap—; Atk/Full Atk +8 melee (1d8 plus energy drain, incorporeal touch); SA arcane focus (necromancy), create spawn, energy drain, moon magic (Nuitari), order secrets, spells; SQ arcane research +2, incorporeal traits, spells, summon familiar, tower resources, turn resistance +2, undead traits, unnatural aura; AL LE; SV Fort +5, Ref +5, Will +10; Str —, Dex 17, Con —, Int 20, Wis 17, Cha 13.

Skills and Feats: Concentration +16, Craft (alchemy) +20, Decipher Script +15, Hide +11, Intimidate +11, Knowledge (arcana) +22, Listen +11, Search +13, Spellcraft +26 (+28 scrolls), Spot +11, Use Magic Device +8 (+12 scrolls); Craft Wand, Empower Spell, Eschew Materials, Extend Spell, Magical Aptitude, Scribe Scroll, Spell Focus (necromancy), Spellcasting Prodigy

Energy Drain (Su): Living creatures hit by the Spectre Rannoch's incorporeal touch attack gain two negative levels. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the Spectre Rannoch gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by the Spectre Rannoch becomes a spectre in 1d4 rounds.

Spawn are under the command of the Spectre Rannoch remain enslaved until its death. They do not possess any of the abilities they had in life. The Spectre Rannoch can control up to 24 spawn that it has created.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of the Spectre Rannoch at a distance of 30 feet. They do not willingly approach nearer than that and will panic if forced to do so. They remain panicked as long as they are within that range.

Arcane Focus—Necromancy (Ex): The Spectre Rannoch casts all necromancy spells at +1 caster level, and gains a +1 bonus to saving throws against all necromantic spells and spell-like effects.

Black Robe Order Secrets (Su): Magic of Betrayal, Magic of Darkness

Wizard Spells Prepared (4+1/5+1/5+1/5+1/4+1/3+1/2+1; spell save DC 14 + spell level, DC 15 + spell level w/necromancy spells): 0 — *daze, detect magic, detect poison, disrupt undead, touch of fatigue*; 1st — *cause fear, chill touch* (x2), *obscuring mist, shocking grasp, sleep*; 2nd — *blindness/deafness, ghoul touch* (x2), *summon monster I* (extended), *summon monster II, summon swarm*; 3rd — *arcane sight, lightning bolt, ray of exhaustion, shocking grasp* (empowered), *summon monster II* (extended), *summon monster III*; 4th — *bestow curse, crushing despair, confusion, summon monster III* (extended), *summon monster IV*; 5th — *lightning bolt* (empowered), *summon monster V, teleport, waves of fatigue*; 6th — *circle of death, eyebite, summon monster VI*.

Spellbook: Specialty school: Necromancy.

Banned schools: Abjuration, Illusion, Transmutation. Caster level 12th (13th with necromancy). Note: The Spectre Rannoch no longer has possession of his spellbook, which was taken along with a number of other spellbooks hundreds of years ago and no longer kept in the Tower of Palanthas. As a function of his curse, however, he is able to regain his spells at sunset each night just as if he had prepared them normally.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round. No natural sunlight penetrates the Shoikan Grove, even on the brightest summer day.

Possessions: None

THE CURSE

The Curse of Rannoch is an enchantment of terrible power. There is good reason that no wizard has cast such a dreadful spell since.

The official record at Wayreth — reported by Highmage Merroc upon his return from Palanthas — says the magic was cast by the sorcerer Andras, who took his own life in the process. In more

recent years, the Conclave came to learn that Andras did not actually wield the magic, but acted as a vessel for a much greater power — the Dark One, Fistandantilus.

This conclusion, drawn from study of the Istaran dragon orb by Raistlin Majere and reported by Dalamar to Par-Salian, has remained a secret save only to the most powerful mages. The spell, long thought lost, actually survived in one of the Dark One's many spellbooks. Of the scattering of wizards who remain after the War of Souls, only Dalamar and Palin Majere know the truth. Both are willing to carry the secret to their graves, for the thought of the curse being used again, particularly in such troubled times, is a dreadful idea indeed.

The spell can be cast by any Black Robe of sufficient power — an archmage or greater — and on any building. It requires the most dreadful components — the death of another wizard, who must speak the incantation with his last breath. As the wizard's life-blood spills upon the ground, the curse takes effect.

The stones blackened. The gates twisted. But even darker things happened inside the walls. Anguish filled its halls — not the terror that lurked in the Shoikan Grove, but a crushing despair, like the weight of a thousand fieldstones, pressing down on anyone within. The shadows deepened, fighting against even magical light. The biting cold in the air was impenetrable and not even dragon-flame could lift it.

The worst part of the Curse on the Tower was the Guardians. Rather than being entombed at Wayreth, like most of their brethren, certain powerful wizards allowed themselves to be buried beneath the stones of the Lore-spire. When the Curse took effect, it drew their spirits back, trapping them in the world of the living. These spectres appeared as man-shaped patches of

darkness, invisible in the shadows save for their eyes, which glowed malevolent red. Compelled by the power of the Curse, they endlessly stalked the Tower grounds, searching for anyone who dared enter. Their touch was certain death, as several reckless wizards discovered when they tried to enter the Tower. The fate of these foolish mages is unknown, though common belief holds

that they were doomed to join the Guardians in their deathless watch.

Once set, the Curse is all but permanent. In the four centuries it gripped the Palanthian Tower, numerous archmages sought to lift it, to no avail. To fix it thus, however, the caster must declare a condition that will lift it. This must be something the wizard knows will happen, though it may not occur for a very long time. Fistandantilus, for instance, knew that he would come to



Palanthas one day as Master of Past and Present (though even he did not know he would be in another wizard's body), and he used this condition to set the spell. Other mages would surely prophesy other conditions, if they cast the Curse. For these reasons, the spell remains hidden in Nightlund, deep within the Tower it once claimed.

THE PORTAL OF THE ABYSS

The Portal of Travel; the Portal of Suffering; the Portal of the One God: these are all other names given to the great, magical gateway that stands in the laboratory atop the Doom-spire. Most of the time, however, it is simply known as the Portal.

The history of the Portal dates back to the earliest days of the Orders. The Conclave deemed that magical gateways be built that would remain always open, allowing wizards to travel among the five Towers and the other strongholds of magic, without having to drain their power by casting teleportation spells. For decades, the archmages toiled to create the Portals of Travel. The first two

ANDRAS RANNOCH BANE OF THE LORE-SPIRE

Male human Nec7/Black5; CR 12; Medium humanoid (human); HD 12d4+24; hp 62; Init +2; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Atk +5; Grap+6; Atk/Full Atk +7 melee (1d4+1, masterwork dagger); SA spells; SQ arcane research +2, arcane focus (necromancy), moon magic (Nuitari), order secrets, spells, summon familiar, tower resources; AL LE; SV Fort +5, Ref +5, Will +10; Str 12, Dex 14, Con 14, Int 16, Wis 13, Cha 9.

Skills and Feats: Concentration +17, Craft (alchemy) +18, Decipher Script +13, Intimidate +9, Knowledge (arcana) +20, Spellcraft +24 (+26 scrolls), Use Magic Device +6 (+10 scrolls); Craft Wand, Empower Spell, Eschew Materials, Extend Spell, Magical Aptitude, Scribe Scroll, Spell Focus (necromancy), Spellcasting Prodigy.

Arcane Focus—Necromancy (Ex): Andras casts all necromancy spells at +1 caster level, and gains a +1 bonus to saving throws against all necromantic spells and spell-like effects.

Black Robe Order Secrets (Su): Magic of Betrayal, Magic of Darkness.

Wizard Spells Prepared (5/6/6/6/5/4/3; base save DC 14 + spell level, DC 15 + spell level w/ necromancy spells): 0 — *daze, detect magic, detect poison, disrupt undead*, touch of fatigue**; 1st — *cause fear*, chill touch* (x2), obscuring mist, shocking grasp, sleep*; 2nd — *blindness/deafnes*s, ghoul touch* (x2), summon monster I (extended), summon monster II, summon swarm*; 3rd — *arcane sight, lightning bolt, ray of exhaustion**,

shocking grasp (empowered), summon monster II (extended), summon monster III; 4th — bestow curse, crushing despair, confusion, summon monster III (extended), summon monster IV; 5th — lightning bolt (empowered), summon monster V, teleport, waves of fatigue**; 6th — *circle of death*, eyebite*, summon monster VI.*

Spellbook: Andras knows all common 0-level, 1st, and 2nd-level spells from the Conjunction, Divination, Enchantment, Evocation, and Necromancy schools, as well as the following: 3rd — *arcane sight, clairaudience/clairvoyance, deep slumber, halt undead*, lightning bolt, rage, ray of exhaustion*, summon monster III, wind wall.* 4th — *animate dead*, bestow curse*, crushing despair, confusion, enervation*, fear*, shout, summon monster IV.* 5th — *blight*, feeblemind, mind fog, sending, summon monster V, teleport, waves of fatigue*.* 6th — *analyze dweomer, circle of death*, chain lightning, create undead*, eyebite*, summon monster VI.*

*These spells belong to the school of Necromancy, which is Andras' specialty. Prohibited schools: Abjuration, Illusion, Transmutation.

Possessions: Masterwork dagger, *bracers of armor +3, ring of protection +2, wand of summon swarm* (50 charges), *scroll of animate dead, robes.*

(continued)

were built — one at the Tower of Palanthas and the other at the Tower of Istar.

Tragically, however, the mages' reach exceeded their grasp. The Portals, meant as a way to travel conveniently from one place to another within the mortal world, accidentally broke through to other planes. Not knowing this, the White Robe archmage Ombril of Tucuri — who had overseen the Portals' construction — spoke the incantation to enter the Portal at Istar. According to plan, he would emerge an instant later through its twin in the Lore-spire.


When Ombril spoke the spell, however, the Portal opened, but not onto Palanthas. The Portal opened onto the Abyss.

Having taken note of the wizards' probing at the boundaries of her realm, the Queen of Darkness had rearranged the passages of netherspace so that both Portals led to her realm. When it opened, she was waiting, hoping to use it to force her way back into Krynn.

Ombril, who saw the Dark Queen and immediately realized the danger, closed the Portal, though he trapped himself within. Without his quick thinking, she might have succeeded. Instead, Takhisis remained trapped in the Abyss.

The Portal in Palanthas remained shut, and was never activated. After the Portals' disastrous failure, the Conclave deemed that they should be destroyed. They succeeded with the Portal of Istar, but the Queen's power had taken hold of the Palanthian Portal and it resisted all attempts to undo it.

Abandoning their original plan, the archmages sought to prevent all attempts to open the Portals, ever again. They imposed a restriction on the Portal that, so they believed, insured that it would never be opened. They altered Ombril's magic, so that only a powerful Black Robe could open the Portal — and then only with the willing help of a pure-hearted cleric of the gods of light. Satisfied that such a pairing could never happen,



Andras was born in Rann, a small coastal village in the kingdom of Kharolis. A fisherman's son whose mother died bearing him, he demonstrated an aptitude for sorcery at a young age. The Orders were still active in Kharolis in those days, and they detected him early. When Andras was six, his father drowned, and the wizards took him in to teach him the ways of magic. He received his early training at the college of sorcery in Tarsis, then went to Daltigoth to pursue advanced studies at the Tower there.

A handsome youth, Andras took great pride in his looks and became a notorious womanizer. Seeing that this affected his studies, the archmages in Daltigoth chose to correct the problem, so that his discipline as a wizard would not be compromised by the glance of a pretty girl. When he took the Test, at the age of twenty-three, it left him brutally scarred, the left side disfigured as a warning against vanity.

Andras heeded the warning and threw himself wholeheartedly into the study of magic. Taking the Black Robes, he became the apprentice of Nusendran, a dark mage of legendary stature. Nusendran taught him well, and Andras's future seemed secure. Such was his talent that he might have ascended to the Conclave, or even higher.

Scarcely more than a year after his initiation into the Orders, however, tragedy struck. On a mission to gather black lamb's blood, Nusendran and Andras were caught by the Order of the Divine Hammer, the loyal knights of the Kingpriest of Istar. Nusendran burned at the stake, but Andras was saved by the archmage Fistandantilus, who promised him a chance for revenge against the Divine Hammer.

the wizards left the Portals where they stood, as warnings against pride for the generations to come.

The seemingly impossible circumstance arose anyway — not once, but twice. First, Fistandantilus the Dark sought to enter the Portal, with the aid of Kingpriest Beldinas. Then, failing that, he used a monk named Brother Denubis. Unknown to Fistandantilus, however, the Portal at Palanthis — which he intended to use — was removed from the Tower shortly after the Lost Battles. Fistandantilus and Denubis pursued the Portal to the fortress of Zhaman, where they both perished in a failed attempt to enter.

Much later, following an epic magical battle, Raistlin Majere overcame Fistandantilus and traveled back in time, where he made another attempt to enter, aided by Revered Daughter Crysania. This time Raistlin did not fail. He entered the Abyss before Zhaman's destruction. The Portal, meanwhile, magically returned to the Tower of Palanthis, where it awaited his return.

Burning with the need for vengeance, Andras studied under the Dark One for seven years. Finally, his chance came: a tournament in the city of Lattakay, where the bulk of the Kingpriest's knights would gather to celebrate the twentieth year of his reign. With Fistandantilus's help, Andras summoned a horde of quasitas — imps from the Abyss — and unleashed them upon the knights.

A great many of the Divine Hammer perished but not all, and soon after, Andras was captured. The Kingpriest decreed that he should burn for his sins. Andras was led to the stake, but, when the fires were lit, he found himself magically spirited away, taken to Wayreth by the Conclave, so that they might bring their own justice against him.

When the Conclave sought to try him, Fistandantilus saved him once more. Embittered now against the Orders as well as Istar, Andras attacked both sides during peace negotiations. The assault left the Highmage dead, and the Kingpriest badly wounded. Peace failed. The Lost Battles soon followed, bringing an end to High Sorcery's glory days in Istar. In the process, however, the Divine Hammer lost almost all its strength.

Seeing the damage he had wrought, Andras went mad with grief, for he found that he had been Fistandantilus's tool all along. Following the Dark One's orders, he traveled to Palanthis. On the day Highmage Merroc was to hand over the Tower to the lord of the city, Andras hurled himself from the Death Walk atop the Tower. As he lay dying, he spoke the curse that would pave the way for Raistlin, four centuries later.

Raistlin would have succeeded at drawing Takhisis into the mortal world, where he could kill her and take her place, had his twin Caramon not warned of the folly of this plan. Instead, Raistlin chose to remain in the Abyss, as had Ombril, and sealed the Portal.

The Portal has opened twice more since that day: once during the Chaos War, when Raistlin's spirit allowed it to open so that his nephew Palin might enter and witness the meeting of the gods; and a second time when Mina, the disciple of the One God, invoked the ancient magic to allow the One God — Takhisis herself — to enter. The death of the mystic Goldmoon prevented the Portal from remaining open, however, and now it once more stands inert.

Originally, the Portal appeared as a simple, circular doorway, fashioned of silver and steel and bearing neither handle nor keyhole. After the Queen of Darkness took control of it, however, its shape changed, growing the five dragon heads of Takhisis. When its magic is active, these heads

come alive, snarling and roaring, their eyes glowing.

To open the Portal, the white-robed cleric must first petition her god for aid. When she is bathed in divine light, the Black Robe must speak the incantation without error. The slightest hesitation or mispronunciation will cause the magic to collapse, killing both priest and wizard. The words of the spell are as follows:

To the first dragon head: Black Dragon. From darkness to darkness / My voice echoes in the emptiness.

To the second: White Dragon. From this world to the next / My voice cries with life.

To the third: Red Dragon. From darkness to darkness I shout / Beneath my feet all is made firm.

To the fourth: Blue Dragon. Time that flows / Hold in your course.

To the fifth: Green Dragon. Because by fate even the gods are cast down / Weep ye all with me.

As each dragon is invoked, it adds its color to the holy glow surrounding the cleric. When the fifth dragon glows, the Portal opens, revealing the flat, gray wastes of the Abyss beyond. The wizard may step through, with the cleric at his side.

İSTAR: THE BLOODY-FINGERED HAND

The domain of the White Robes, the Tower of Istar was for many years the nexus of benevolent magic on Krynn. In this, it was perhaps too successful, for without the influence of the wizards there, the Empire of Istar might not have become a great power on Krynn. Inadvertently, the Order of Solinari sowed the seeds of its own destruction, and also the near-doom of wizardry across Krynn.

The Tower was the oldest structure in the Lordcity of Istar and its second-greatest jewel, after the Great Temple. In the later years of the Kingpriests, however, when the power of the clergy eclipsed that of the wizards, the citizens of Istar were blinded to the Tower's beauty, and grew to hate it and its wizards. This loathing culminated in Kingpriest Beldinas's misguided war against magic — a war that ended with the catastrophic Last Battles and the Tower's surrender to the clergy.

The Kingpriest did not possess the Tower for long, however. Less than twenty years later, his pride brought down the gods' wrath. The Tower was annihilated when the Cataclysm put an end to the holy empire.

HISTORY THE PROMISED CITY

When Kharro the Red sent forth his minions to find places to build new Towers, the White Robes were given Ansalon's eastern reaches to search, the Black Robes were given the south, and the Red Robes the west. All three Orders set forth with

the same instruction: they were to find a city, and there raise their Tower, to act as emissaries of High Sorcery in the world.

While the other two orders chose truly grand cities — Qim Sudri and Daltigoth — the White Robes made what seemed a far stranger choice. Krynn's eastern kingdoms had many grand and ancient cities: Karthay in the realm of Falthana, Lattakay in Seldjuk, the free cities of Chidell and Kautilya, and mighty-walled Edessa in Ismin. The White Robes chose none of these, however. Instead, they picked a small, poor lakeshore town named Istar.

Kharro was furious when he heard of this, and summoned Asanta, the Mistress of the White Robes, back to Wayreth. He forbade her to begin work on the Tower until she explained herself. She only smiled. Asanta was a seer, and claimed to have seen the future of Istar. "The gods of light are strong there," she told him. "Its power will grow, and one day all the cities of the east will be jewels in its crown."

To prove her case, she shared her vision with Kharro, showing him the crystal domes and golden spires that would one day cover the hills around the Tower. With the Order's aid, Istar would become the most beautiful city on Ansalon, and the mightiest bastion of good in the world. Impressed, Kharro apologized to her and bade her continue her work.

Forty years later, Asanta — now a very old woman — led the incantation that raised the Tower from the earth. It was a strange sight — a grand spire standing amid a cluster of sod and brick houses. But Asanta knew Istar would one day match its glory. When the spell was concluded, she told her followers to teach the townspeople the ways of light, and to protect them from their enemies. That night, she died dreaming of the shining citadel that would one day come to be.


Not even the greatest seer can see all ends, however. Asanta never foresaw Istar's fate, or what would become of the world because of it.

İSTAR'S RISE BENEATH THE TOWER

The White Robes took their mission to heart, particularly since the Black Robes were rapidly gaining power in the mightier realm of Dravinaar. With the wizard's instruction, the people of Istar rejected their ancient practice of ancestor-worship and came to venerate the true gods, particularly Paladine, Mishakal, and the other Gods of Light, including Solinari. With the wizard's protection, the Istarans survived attacks from neighboring towns, and, in the course of two short centuries, Istar grew to become one of the greater city-states of the eastern plains.

One by one, the neighboring heathen realms fell — first Calah, then Odacera, then Chidell and Kautilya. With the aid of the White Robes, the





Istarans conquered all their rivals and forged a kingdom of their own. Their city became one of Krynn's main trading points. The domes and spires Asanta had foretold soon rose where the huts had been. At their heart stood the Tower.

Things began to change during the Third Dragon War. Though the forces of Takhisis focused on overthrowing Solamnia to the west, Istar was also in danger. The desert-folk of Dravinaar, who saw the plains-dwellers as a threat, waited for the war to divert the mages' attention in order to attack.

Their chance came when the Conclave met at Palanthis to forge the dragon orbs. With the strongest White Robes absent, Istar lay vulnerable, and the Dravinish horsemen attacked. They razed half of the Lordcity. When the Istarans called upon the wizards for protection, their calls went unanswered. Facing destruction, the people turned to the churches of the other Gods of Light. The patriarch of Paladine summoned a cleansing flame that robbed the Dravinish of their courage, while bolstering that of the Istarian warriors. The Lordcity was saved, and the people's love began to shift from the sorcerers to the clerics.

Several centuries later, Istar's disdain for mages became stronger still when the necromancer Salius Ruven attempted to destroy the city with an army of undead. This time, it was the Solamnic Knights who rode to Istar's rescue, and the ensuing alliance between magic-distrusting Solamnia and the holy empire only deepened the divide between the White Robes and the Lordcity.

THE RISE OF THE KINGPRIESTS

The power of the Istaran church continued to grow, and finally Symeon overthrew the old order of warlords – which the wizards had put in place – and named himself Kingpriest. From this point on, the influence of the Tower on the burgeoning empire was negligible. The wizards maintained an emissary at the imperial court, but he had no real power or voice. Soon, even the Tower's stature as the grandest structure in the Lordcity disappeared, for the Great Temple eclipsed it, standing even taller and brighter than the White Robes' ancient home.

During the Three-Thrones War, when the Istaran church fractured into three rival factions, the wizards tried to reestablish their influence. Believing him the strongest of the contenders, they threw their strength behind Kingpriest Vasari II and his successor, Vasari III. In the end, however, Ardosean the Uniter won the war, and Vasari was executed. Knowing the wizards had supported his enemy, Ardosean tried to march on the Tower, but his priests could not penetrate the Balakan Grove. The wizards and the church reached an uneasy truce — a delicate balance that remained for another eighty years, before the crusade of Beldinas Pilofiro ended it forever.

The Kingpriest's war on wizardry has been blamed on many things — the sorcerous slaughter of the Knights of the Divine Hammer, Beldinas's conflicts with evil magic at the start of his reign, and the mounting hatred for wizards among Istarans at large. Most scholars agree that one of the catalysts was the death of Marwort the Illustrious. A powerful White Robe and Master of the Tower of Istar, Marwort had served as envoy to the Kingpriest's court for forty years. He had managed to keep the peace in all that time, even during the tumultuous months after Beldinas took the throne.

The Conclave at Wayreth, however, saw him as the Kingpriest's pawn. Particularly in the last years of his life, Marwort tended to side with Istar against the Orders. When he died, the Conclave appointed a Red Robe, Vincil, to take his place, where none but a White Robe had served since the dawn of Istar. This caused outrage among many Istarans, and fueled the flames of hatred against the wizards in the dark times to come.

THE LOST BATTLES

The Kingpriest and Highmage Vincil agreed to meet and discuss terms of peace. With representatives from Solamnia and Ergoth present, Vincil emerged from the Tower of Istar to hear Istar's terms: the removal of the Black Robes from all Towers save Wayreth. Vincil was still considering this when the traitor Andras Rannoch struck at Beldinas, and open fighting broke out between the wizards and the forces of the church.

The Highmage and numerous important wizards were killed, as were many high clerics of Istar, and the Kingpriest was critically wounded. When the fighting was done, and the wizards retreated, Beldinas declared holy war against High Sorcery.

A stalemate followed. The wizards were unable to leave their Towers, for fear for their lives. Their enemies could not break through the protective groves to attack. The Kingpriest invoked Paladine to break through the Istaran Tower's grove, but with no success. His failure saved Istar from destruction, for by this point the wizards — who were in the process of evacuating the four City-Towers — had decided to destroy any Tower that came under direct assault. Better that, the Conclave reasoned, than letting their power fall into undisciplined hands.

In the end, Beldinas found four magical seeds, each corresponding to the trees of each City-Tower's grove. Rather than striking in the Lordcity, however, he ordered his forces to attack first in Daltigoth and Losarcum. In response, the mages destroyed both Towers, and their cities with them.

Horrified that the same thing might happen to Istar, Beldinas called off any further attacks, and sought once more to make peace. With no choice left, the Conclave agreed to vacate the remaining



ĪSTAR

THE BLOODY-FINGERED HAND

Towers, except for Wayreth. A month after the Lost Battles, Highmage Jorelia emerged from the Tower of Istar, sealed its gates, and ceded it to the Kingpriest. She died of sorrow shortly thereafter.

SOLIO FEBALAS: THE TOWER UNDER BELDINAS

The Kingpriest left the Tower of Istar empty for some time, unsure what to do with it. He considered moving his private apartments from the imperial manse on the Temple grounds to the Tower, but ultimately he rejected the idea. Instead,

following the advice of his counselor, Quarath of Silvanesti, he devoted the Tower to displaying the artifacts of the heretical faiths his followers had overthrown, as a warning against his enemies.

Over the next two decades, hundreds of idols, icons, and holy relics were brought to the Tower, which became known as Solio Febalas — the Hall of Sacrilege. At first, these trophies were those of dark and false gods. As the clergy's fanaticism grew, tokens of the neutral gods, and even dissenting faiths of the Gods of Light, came to join them. By the time Beldinas declared his intention to



command the gods to remove all evil — including wizardry — from the world, every god except Paladine had at least one artifact in the Tower.

When the Kingpriest carried out his promise, and the gods sent the Cataclysm to punish his sins, the Tower's troubled history came to an end. During the Cataclysmic earthquakes, the Tower was badly damaged. Fire swept through the halls. By the time the burning mountain fell, smashing the Great Temple and sending Istar to the bottom of the sea, the Tower was a ruin.

DESCRIPTION

Laudud! Malscronas feno agodo

Pulmo fan, poniras spodo.

Behold! The warlocks' dreadful study:

An ivory hand with fingers bloody.

-- From "Ieffo Cilforbion," by Trella of Yandol

The poetess Trella wrote her "Ode to the Lordcity" in the early days of the Kingpriests and, though much of it was forgotten in latter days, her characteristically blunt description of the Tower of High Sorcery remained popular until the end. Among most Istarans, the Tower was simply known as "*Pulmo spo-ponires*," the Bloody-Fingered Hand. It was not a name the wizards appreciated, particularly since common folk usually accompanied it by spitting to ward off evil.

The second-highest edifice in Istar, the Tower stood five hundred feet tall — a height unrivaled until Kingpriest Symeon constructed the Great Temple. The church stated that no power on Krynn could be greater than its own, so the Temple's central spire, the Durro Paladas, topped the Tower by about a hundred feet.

Unlike the Lore-spire at Palanthas, the Tower of Istar retained the same aspect, even after the mages surrendered it to Beldinas. Flawless white crystal, the Tower was faceted in such a way that it caught the sunlight and split it into sparkling rainbows. Atop the Tower, arranged in a circle surrounding a dome of black marble, were the Fingers: five red turrets, bent slightly inward.

Viewed from the right angles, at the right times of the month, the Hand appeared to hold the silver moon in its grasp. On these nights, magic ran strong in the Lordcity. The Fingers would glow with eldritch light, while shadows moved within the Tower's translucent walls. The Istarans hung garlands of goldbloom flowers on the lintels of their doors on such nights, to protect against whatever wizardry was afoot in the Tower.

The Tower's outer wall — separating its grove from its inner courtyard — was a ring of alabaster, with gates of silver. Red and black roses grew in gardens and on trellises all around it, climbing up the lower extent of its walls. Unlike the Towers in Daltigoth and Losarcum, the Hand had many windows and balconies. Most of the wizards' private apartments looked out over the

city. In the days before Istar became a theocracy, these windows shone at night with enchanted light, making the Tower seem to be made of stars. When the mood of the empire turned against the wizards, most of the windows darkened. The Tower stood black against the sunset.

Inside, the Tower was laid out much like the Lore-spire, with an open, central stairway. A great globe of white opal, meant to honor Solinari, hung suspended near the center of this shaft, brightening and darkening to match the silver moon's phases. The private apartments and studies of Istar's mages were arranged on its eastern side, with workrooms and archives on the west. Statues of the Tower's masters, from Asanta onward, stood on the landings between floors. All stood smiling, with hands extended in gestures of welcome.

Inside the dome at the Tower's apex was an empty chamber fifty paces across. The ceiling was inlaid with diamonds representing the constellations. In the center of its floor was a silver bowl filled with water that glowed with soft light, causing the stars above to sparkle. This was the Chamber of Eyes, the most renowned scrying location on Ansalon. Here the wizards — particularly White Robes, but also many Red and some Black — came to see the future, study the past, or view lands far away.

When the wizards surrendered the Tower, they emptied it completely. The statues, the jewels, the pool were all removed, and taken to Wayreth for safekeeping. The only exception was the great Globe of Solinari, which the wizards smashed in memory of the globes from Daltigoth and Losarcum, which had been destroyed during the Lost Battles. When he entered the Tower for the first time, Beldinas found the opal shards of the globe scattered across the floor. He took these and added them to his treasury, as compensation for the expenses of the war against the Orders.

In its last years, when the clergy transformed it into the Hall of Sacrilege, the Tower stood dark and silent. Within, shadows cloaked its halls. Every room held icons of the church's defeated enemies. The lowest floors were home to the altars and idols of the dark gods: Takhisis and Sargonnas, Morgion, Chemosh, Hiddukel, Zeboim, and Nuitari. The higher levels were devoted to the gray gods: Gilean, Reorx, Chislev, Zivilyn, Sirrion, Shinare, and Lunitari. In the last days of Istar, the relics of the Gods of Light, in forms the church had declared heretical, were added. There was Mishakal in her Seldjuki guise as the Lady Who Bleeds; Fan-ka-tso, the many-armed incarnation of Kiri-Jolith, which had once been popular in Karthay; and tokens of Branchala, Majere, Habbakuk, and Solinari. Modern clerics believe it was this blasphemy that sealed the Tower's fate, and guided the gods to destroy it.

THE BALAKAN GROVE

The protective grove surrounding the Tower of Istar was known as the Balakan Grove. Balakan, in the language of magic, means “memory,” and that was the nature of the grove’s magic.

The grove was formed of gnarled olive trees, which hung heavy with green and black fruit that never fell. Wild animals roamed through the undergrowth. Songbirds flitted from branch to branch, their wings flashes of color among the green-gray leaves.

Unlike its cousin at Palanthis, the Balakan Grove was not terrible to behold. The enchantment within it was strong, however, and unsettling to those unused to the ways of magic. Because of this, the people of Istar did not look at it directly, nor did they get too close — particularly as the church’s enmity toward the Orders grew.

The magic of the Balakan was subtler, but no less potent, than that of the other groves. Those who trod its paths — which appeared and disappeared as the wizards of the Tower willed — felt a strong compulsion to leave the trail and walk among the trees. Whispering voices called, “Turn, turn.” Some heard children crying for help, or saw the shapes of beautiful women or men beckoning to them. Even those invited to the Tower often succumbed to these temptations and became lost among the olive trees.

Those who strayed from the path slowly forgot why they had come, or where they were going. Some even forgot their own names. Intruders emerged from the grove shaken and uncertain, and with no desire to step into the Balakan again. Afterward, lost memories would return, but the grove’s victims never fully recalled their experiences inside the grove itself.

The worst fate awaited those who dared to eat the trees’ fruit. Such unfortunates lost all their memories forever. They emerged from the grove with their minds wiped clean, unable even to recall how to speak, or the faces of those who loved them. Fortunately, such cases were extremely rare, but every one became a part of Istaran legend, yet another reason to hate and fear those who dwelt within the Bloody-Fingered Hand.

GROVE EFFECTS

The Balakan Grove generates a magical field from every tree that emanates for 500 feet outward (but not inward — the Tower itself is unaffected). All living creatures within the area of the magical field must make a Will save every round (DC 25). For magic effects that work against such spells and effects (such as the *bracelet of magic resistance*) the spell is the equivalent of a 9th level spell cast by a 20th level wizard with an Intelligence of 20. If the saving throw is failed, the affected creature suffers 1 point of Intelligence and Charisma damage. In addition, the target loses all memory of the last ten

minutes — meaning he cannot remember entering the grove at all and feels a desire to leave as soon as possible. If successful, the target suffers no damage, but feels slightly confused. The save must be repeated every round spent within the grove, regardless of success or failure.

If someone takes even one bite from the fruit of a Balakan tree, he must make an immediate Will save (DC 25) or suffer the effects of a feeblemind spell, losing all memory and sense of personal identity.

LOCATIONS WITHIN THE TOWER

The beautiful crystal walls of the Tower of Istar were badly damaged during the Cataclysm, but it once was a center of beauty and learning, a place where seers came to gaze into the unknown future or the intriguing past.

Era Notes: These descriptions are for the locations in the Tower during the last days it was occupied by the Orders of High Sorcery.

CHAMBER OF EYES

Like other Towers of High Sorcery, the Istaran Tower had a room dedicated to the practice of scrying magic. Unlike the isolated chamber in the Tower of Palanthis, the Chamber of Seeing in Istar is the centerpiece at the very apex of the structure. Diviners from all parts come here to perform their most difficult spells, either to watch other locations in the world or to gaze into the past or future.

The chamber is 50 feet across. The ceiling is a dome depicting the night horizon and sky with diamonds for stars. (Unlike the moving illusion in the crypts of Wayreth, these stars are fixed at the positions on the night in which the Tower of Istar was raised.) A large silver bowl filled with crystal-clear water stands in the center of the room. Cushions line the floor, for the use of mages who kneel or sit during meditation.

All arcane Divination spells cast within this room are at +5 caster level, and receive +10 to all skill or ability checks in the use of such magic. These bonuses fade the moment the caster leaves the chamber, though effects set in place (such as duration) remain the same as when the spell is cast.

STATUARY

In addition to the statues that stand in the landings, a study has been created simply called “The Statuary.” It is under a permanent image (caster level 20) that makes it appear to be an outdoor garden. Statues depicting masters of the Tower of Istar form a ring around three statues of the Gods of Magic. The gods’ statues are actually greater stone golems (hp 300 each; see *Monster Manual* pg. 137) that normally stand quiet, but will obey the commands of the Tower’s master.



TOWER UNDER THE SEA

The Tower of Istar was destroyed in the Cataclysm and spent hundreds of years under the churning waters of the Blood Sea. Its ruins contain a vast treasure of both holy and profane relics for those who might seek them out. Whether the Tower will remain broken and forgotten under the waves, or if someone will find it, remains to be seen.

DALTIGOTH: THE CRIMSON KEEP

Of all the City-Towers, the Tower at Daltigoth had the most harmonious relationship with those who dwelt around it. Unlike Solamnia and Istar, the empire of Ergoth tolerated magic for most of its history, and wizards walked the streets untroubled. This may be because of the nature of the wizards who dwelt in the empire's capital — for the Tower of Daltigoth was home to the Red Robes, the mages who studied magic for its own sake, not for good or evil, as their brothers in the White and the Black Robes did.

Another reason for this peaceful coexistence is the fact that the empire existed before the wizards arrived. The wizards had no need or desire to meddle in politics. They also aided the emperor in battle, with many giving their lives for the emperor's cause.

It is therefore ironic that the Tower of Daltigoth was the first of its kind to fall, a casualty of the conflicts known as the Lost Battles. Its destruction is doubly tragic because it should not have happened, and would not have but for the arrogance of one Ergothian nobleman, Duke Serl of House Kar-thon. Because of his recklessness, not only did the Tower fall, but both Daltigoth and its empire suffered losses from which they would not recover.

BENAVIR'S FOLLY: THE TOWER OF TARSIS

Benavir Nine-fingers, the greatest of the Red Robes after Kharro himself, was given the task of finding a site for his Order's Tower. A man of many pleasures, and one of the finest illusionists the world has ever seen, he set his sights on the grandest city in the west of Ansalon: Tarsis the Beautiful.

In those days, the city-state of Tarsis was a splendid seaport and one of Kryn's chief trading locations, the richest city in Ansalon. Its white-winged ships controlled the coasts from Icereach Sea to the Bay of Branchala, and ranged as far around the continent as Silvanesti and the realms of the minotaurs.

To Benavir, it seemed logical that such a place should be home to his Order; the many splendors and vices available in Tarsis's streets and palaces

played a part in his choice as well. He presented himself before the merchant princes who ruled the city, declaring that he wanted to erect a Tower of High Sorcery in its midst.

The princes agreed, as long as the wizards worked to the glory of Tarsis, and as long as they paid a hefty fee for the land. Benavir, who was quite a wealthy wizard, agreed to these terms, and began planning the ritual to erect the Tower.

The princes proved greedy, however. The laws of Tarsis allowed them to exact new taxes and fees whenever they wanted. This happened half a dozen times over the course of Benavir's preparations, and each time he paid out of his own coffers. By the time the Red Robes were ready to cast the spell, he had spent all of his riches placating the merchants.

Two weeks before the Tower was to be erected, the merchants made their most audacious demand yet: anyone practicing magic in Tarsis must pay an annual fee for the privilege. This was too much for Benavir. In a fit of fury, he appeared before the princes and pronounced a curse on Tarsis: "May the waters that bring your gold dry up and leave you stranded on the shores of your greed."

Benavir left Tarsis forever. He destroyed his plans for the Tower and resigned as head of the Red Robes. According to the Orders' records, he lived the rest of his life at Wayreth, a poor man surviving on the generosity of his brother mages. As for Tarsis, it felt the brunt of Benavir's curse many centuries later, when the Cataclysm struck and the oceans receded, leaving it landlocked and destitute amid the Sea of Dust.

The leadership of the Red Robes fell to a new wizard, Harald Greytooth. A mage from Ergoth, he opted for a new site for the Tower within his homeland: the rising city of Daltigoth.

GREYTOOTH'S DECEPTION

Greytooth had a surprisingly easy time convincing Pakin, the emperor of Ergoth, to let the Red Robes build their Tower in his city. Ergoth was a young realm, but it had expanded quickly, and Pakin was having trouble holding the empire together. Rebellions in newly conquered city-states, skirmishes with neighboring realms, and raids by barbarians along its eastern frontier kept the empire in an almost constant state of war.

Pakin saw in Greytooth's proposal the opportunity to quell unrest. He rejected the wizards' offer to pay for the land they needed, and asked instead that they aid him in the defense of his nation. Harald agreed, glad for the chance to make allies for the Orders, and for the next thirty years, as the plans were being made for the Tower, the Red Robes — and some White Robes, as well — joined forces with Ergoth's armies.

With this help, the Ergothians pacified their realm in short order, and even won a crucial naval battle at the Razorthorn, where the mages changed

the sea-currents and summoned cruel storms to overwhelm a much-superior Tarsian fleet and win Ergoth dominance over its own waters. This gave birth to a unique magical tradition: the sea-mage.

There was one sour note in this otherwise harmonious relationship. When Greytooth showed his plans for the Tower to Pakin — plans for a Tower of red stone — the emperor objected, demanding the Tower should be white, not red. “Is not Ergoth a good and noble realm?” he asked. “Should we not have a bright white spire, and not this crimson Tower you mean to conjure?”

Taken aback, Greytooth nonetheless agreed — or seemed to agree. He even willingly stepped down from leading the raising ceremony, allowing a powerful White Robe, Yoraly, to speak the incantation. When the ceremony was over, Pakin’s hoped-for shining white Tower rose over the rooftops of Daltigoth.

Greytooth was a trickster, however, and had concocted a plan to fool the emperor. The spell Yoraly cast was, in fact, an illusion. The night after the official ceremony, Greytooth cast the true spell, summoning the Tower he had designed. That morning, a red Tower stood in place of the white, to the wonderment of all.

This could have caused a great deal of trouble, but Greytooth knew Pakin for a pragmatic ruler, and also one possessed of a sense of humor. When summoned to the imperial palace to explain what had happened, Greytooth shrugged. “The stones beneath your city have spoken their will, Majesty,” he declared. “They did not wish to dim your bright and shining realm with their own glory.”

Pakin laughed at this, as Greytooth knew he would. Besides, there was no way for Pakin to change the Tower, now that it had taken form, other than tearing it down, which would mean no more magical aid for his armies. Still laughing, he proclaimed that the Tower of Daltigoth would stand as it was: “For as long as this great empire stands astride Krynn.”

TROUBLED TIMES: THE ROSE REBELLION AND THE THIRD DRAGON WAR

In the years following, the wizards of Daltigoth enjoyed freedoms and acceptance only dreamed of by their brothers to the east. Wizardry was an esteemed profession in Ergoth, on equal footing with the clergy in the public eye. The ranks of the mages at the Tower — particularly Red Robes — swelled.

Barely two generations after the Tower arose, nearly every important family in the capital had a member who had passed the Test within the Tower’s walls. Wizards attended the imperial court as honored members. It was here that the infamous archmage Fistantilus first came to the attention of Ansalon’s elite. Without the Tower of Daltigoth, it is unlikely High Sorcery would have risen to the

prominence it enjoyed in Ansalon for the next two thousand years.

Even so, there were times when the wizards and the emperor found themselves at odds, particularly as Ergoth began to slip into decline. The worst of these was the Rose Rebellion, when Vinas Solamnus fought against Emperor Emann Quisling, on behalf of the empire’s border marches.

Vinas had powerful friends at the Tower, and so the mages’ loyalties were torn. Being Red Robes, they acted in accordance with the principles of their Order, and chose to remain neutral in the dispute. Emann asked for their help against Vinas when he besieged the city, but the mages refused. With their help, the imperial army may well have repelled the rebels, and Ansalon’s history would have been very different. Instead, Vinas won the rebellion, and the empire’s eastern provinces broke away to form the realm of Solamnia.

Humiliated by his defeat, the emperor was loath to assail the Tower to demand retribution. With so many prominent Ergothians among the ranks of High Sorcery, he feared that taking revenge against the mages would cause further strife in his empire. Instead, Emann demanded that they aid in mending and rebuilding the damage the rebellion had caused. The wizards agreed to these terms, and Ergoth was on its feet again in only a few years.

Knowing they had a good thing in Ergoth’s acceptance of their kind, the wizards worked for years to keep the empire alive. Even so, Ergoth soon found itself eclipsed by other realms: first Solamnia, then Istar. Even Kharolis, the crude nation formed around the city-states of Tarsis, was soon on equal footing with the old empire.

As a result, wizardry began to wane as well. The Red Robes of Daltigoth received little attention from the Conclave, which was busy overseeing the White Robes at Istar, and the Black at Qim Sudri. The ranks of the Red Robe mages dwindled over the generations, and the Tower housed only a few too stubborn to give up.

The Daltigoth Tower enjoyed a brief resurgence at the end of the Age of Light, when the Third Dragon War ravaged the continent. Though Ergoth refused to assist the Solamnic Knights in their struggle against the dragons, the High Sorcerers were more active in that war than in any before or since. The Daltigoth Tower’s contribution was essential to the Queen of Darkness’s defeat, for it was Orichan, the Tower’s keeper, who used his magic to find the veins of truesilver running beneath Foghaven Vale. With this magic metal, Huma Dragonbane forged the dragonlances the Knights used to defeat Takhisis.

But then the dark clouds began to gather.





DALTIGOTH

THE CRIMSON KEEP

THE FALL OF THE TOWER

The Age of Might was not kind to Ergoth, or to the Tower of Daltigoth. The empire grew more corrupt, ruled by madmen and fools. While relations between the imperial court and the wizards of the Tower were never hostile, the two continued to drift apart, particularly as the Ergothic church grew more prominent. Soon mages no longer fought alongside the soldiers of the imperial armies, and wizards stopped attending the emperor's court.

The Tower stood forlorn, the least of the five.

Several times, as the age wore on, the Conclave met to debate its fate. Some wanted it torn down, proposing the building of a new Tower to take its place in a grander locale, perhaps Xak Tsaroth. These discussions always ended inconclusively, but it was clear that the Tower would not stand much longer.

This turned out to be truer than anyone imagined.

When word came to Ergoth that war between Istar and the Orders of High Sorcery was fomenting in the east, the emperor, Gwynned,

VINCIL DA JEVRA THE DOOMED HIGHMAGE

Male human Wiz5/Red6/Lore5/Arch5; CR 21; Medium humanoid (human); HD 21d4; hp 70; Init +0; Spd 30 ft.; AC 15, touch 15, flat-footed 15; Base Atk +9; Grp +9; Atk +12 melee (1d4+4/19-20, +3 dagger); Full Atk +12/+7 melee (1d4+4/19-20, +3 dagger); SA spells; SQ arcane research +3, high arcana, loremaster secrets, moon magic (Lunitari), order secrets, lore, spells, summon familiar, tower resources; AL LN; SV Fort +7, Ref +5, Will +17; Str 13, Dex 11, Con 11, Int 20, Wis 17, Cha 14.

Skills and Feats: Appraise +9 (+11 w/ alchemy), Craft (alchemy) +29, Concentration +24, Decipher Script +29, Knowledge (arcana) +35, Knowledge (history) +25, Knowledge (the planes) +25, Knowledge (religion) +17, Search +17, Spellcraft +37; Brew Potion, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Greater Spell Focus (transmutation), Scribe Scroll, Skill Focus (Knowledge (arcana)), Skill Focus (Spellcraft), Spell Focus (evocation), Spell Focus (transmutation), Spellcasting Prodigy.

High Arcana: Arcane reach, mastery of counterspelling, spell-like ability (arcane sight 6/day, permanency 4/day), spell power +1. Vincil has permanently sacrificed two 5th-level, one 6th-level, two 7th-level, one 8th-level and one 9th-level spell slots to master these abilities.

Lore: Vincil has the ability to know legends or information regarding various topics, just as a bard does with bardic knowledge. This lore check has a +12 bonus and functions otherwise exactly like a bardic knowledge check.

Loremaster Secrets (Ex): Applicable knowledge (Greater Spell Focus), dodge trick, secrets of inner strength.

Red Robe Order Secrets (Su): Magic of Change, Magic of Independence.

Wizard Spells Prepared (4/6/5/5/5/3/4/2/3/3; base save DC 16 + spell level, 17 + spell level w/

evocation spells, 18 + spell level w/transmutation spells): 0 — *arcane mark, detect magic, message, read magic*; 1st — *burning hands, enlarge person, erase, expeditious retreat, identify, reduce person*; 2nd — *bull's strength, cat's grace, continual flame, knock, locate object*; 3rd — *arcane sight, blink, dispel magic, fireball, haste, shrink item*; 4th — *dimension door, minor creation, polymorph, resilient sphere, summon monster IV*; 5th — *cone of cold, fabricate, telekinesis*; 6th — *analyze dweomer, contingency, chain lightning, true seeing*; 7th — *greater arcane sight, instant summons*; 8th — *incendiary cloud, polymorph any object, sunburst*; 9th — *refuge, shapechange, teleportation circle*.

Spellbook: As one of the most prolific spell scribes in the history of the Orders, Vincil's knowledge of spells and his collection of arcane writings are legendary. He can be assumed to have access to any common spell from the *Player's Handbook* and most of the unnamed spells in the *Dragonlance Campaign Setting, Age of Mortals* and *Towers of High Sorcery* sourcebooks.

Note: Vincil has chosen not to take an arcane focus as a Wizard of High Sorcery.

Possessions: *Staff of transmutation* (50 charges), *ring of protection +4*, *wand of summon monster III* (50 charges), *ioun stone (pale lavender ellipsoid)*, +3 dagger, *crystal bowl with telepathy* (as *crystal ball* but bowl-shaped), robes, spell components.

The two hundred and thirty-second wizard to sit at the head of the Conclave, Vincil da Jevra was one of the most brilliant mages who ever lived. His contributions to the practice of the Art are still felt through all three Orders, for without his tireless work, many of the spells wizards treat as commonplace might not exist, or would be much more primitive in form. Despite this, it is

sent his trusted advisor, Duke Serl Kar-thon, to monitor the situation. Two months later, Serl returned home in a rage, for he had been present when Andras Rannoch tried to assassinate Beldinas Pilofire. The Kingpriest survived, but Serl's two eldest sons, Reik and Parsal, did not. In his thirst for vengeance, he convinced the emperor to join Istar in its censure of the Orders.


Even at this point, the Tower's fate was not sealed. Had Serl been less impetuous, the Tower might have survived the days to come. According to the Kingpriest's plan, the Tower of Daltigoth was to be the second attacked in the Lost Battles.

Instead, Serl demanded that he lead the first attack against wizardry.

With Gwynned's blessing, Serl gathered an army to assail the Tower's gates. He used an enchanted seed provided by the Kingpriest to grow a tree that opened a path to the Tower through its grove. The Ergothian troops poured into the Tower, their minds on bloodshed.

The wizards had expected this move, however. The Conclave had decreed that any Tower coming under direct attack should be destroyed, rather than risk having its secrets fall into the wrong hands. The Tower's master, a Black Robe named





his tragic term as Highmage — which led to the Lost Battles and his own death — that is most often mentioned by sages when his name arises.

Vincil was born Vincillo Phalmas, the third son of one of the wealthiest sea-merchants in Ergoth. Like many younger sons in noble families, he took up the staff as a means of supporting himself, for the empire's inheritance laws dictated that his family fortune would go to his elder brothers. His parents sent him to a renowned college of magic in the city of Jevra, and he proved a quick and creative study. While still an initiate, he created several new cantrips for cleaning rooms and mending broken objects, which became the basis for much of what is taught in magic schools today.

At twenty-one, Vincillo was deemed old enough to take the Test, making him the youngest ever to do so — an honor that would fall only when Raistlin Majere took the Test at twenty. On the eve of the ceremony, he received word from his father: both his brothers had perished at sea when a great storm sank their galleons. Vincillo was now the Phalmas heir. To accept his duties, he would have to set aside the practice of his magic.

He did not even think twice, and sent his father's messenger back home alone. Knowing he would be disowned, he took a new name, Vincil da Jevra, and went ahead with the Test, which he passed easily. He emerged unmarked, for the archmages deemed that he had already proven his devotion to the Art. Taking the Red Robes, Vincil went to the Tower of Daltigoth to aid in the development of new spells.

For the next twenty years, Vincil was the Orders' pre-eminent researcher and inventor. His studies were broad, ranging from illusion to teleportation, from conjuring monsters to spells of war. He created more than two hundred new spells in that time, and crafted a dozen artifacts of great power, including a form of scrying-bowl that mages still use today, nearly four hundred years later. His brilliance led him to become the

Iriale — for the ties between the Tower and the Red Robes had long since broken — saw that the situation was hopeless. Unable to hold back the enemy, she led the remaining mages in the spell to undo the Tower.

The ensuing explosion not only eradicated both sides in the battle — Iriale and Duke Serl were among the dead — but also laid waste to Daltigoth itself. The blast smashed or burned more than a quarter of the city, and killed thousands of people. Its destruction was the death knell of Ergoth. Now the old empire is long gone, and its capital little more than a heap of wreckage, populated by ogres and even fouler things. And the Tower is gone forever, its secrets lost to the world.

Master of the Tower of Daltigoth at forty-one — the youngest in its history — and many of his apprentices became renowned mages in their own right.

After ten years as keeper at Daltigoth, Vincil joined the Conclave, and was made head of the Red Robes. At fifty-six, he was named Highmage in a unanimous decision. Throughout his rise, he continued to craft new spells and relics, a practice he continued until his death.

Six years after becoming head of the Conclave, Vincil sowed the seeds of his own undoing. Following the death of Marwort — the Orders' envoy to the Kingpriest's court in Istar — Vincil sent his former apprentice (and lover) Leciane do Cirica as a replacement. Shortly after, the renegade Andras Rannoch launched his first attack against the Kingpriest and his men. In a tragic miscalculation, Vincil decided to seize Andras for punishment by the Orders, and stole him away from the Kingpriest. This, and Andras's subsequent escape, brought the church of Istar and High Sorcery to the brink of war.

Knowing the Orders could not win such a war, Vincil agreed to meet with the Kingpriest to discuss a truce. As the meeting was taking place, Andras struck yet again, causing a battle to erupt between the wizards and the Knights of the Divine Hammer. As Vincil was casting a teleportation spell so his fellow wizards could escape, one of those knights, Sir Marto of Falthana, struck him down from behind with an axe.

Vincil held onto the spell long enough to return himself and the other wizards to Wayreth, but he lived only a few minutes longer. Thus the Orders lost one of their most brilliant minds, and plunged headlong toward the Lost Battles, the doom of the Towers, and the end of the Art's golden age. But Vincil's legacy remains. Every wizard owes a debt to Vincil for the work he did over his remarkable, though tragically shortened, career.

DESCRIPTION

The Tower of Daltigoth's appearance is best summed up by the name given to it by the people of Ergoth: Rathfast, the Crimson Keep. While the other four Towers all soared above their cities, the Keep was short and stout, in keeping with the early Ergothic style. Greytooth designed it out of respect for his homeland, and so its style blended with its surroundings. As the Ergothic style changed, growing more ornate in latter years, the Tower came to seem archaic by comparison. For its day it was the most opulent structure in Daltigoth, save for the imperial palace itself.

Only a little more than two hundred feet tall, the Tower was at least three times as broad as those

of Palanthas and Istar. Built atop one of Daltigoth's tallest hills, it loomed above the edifices of the Old City. It was also square, rather than round like the other Towers, and supported by massive buttresses. Gargoyles and crenelated battlements completed the effect, making it look more like a nobleman's castle than a sanctuary for wizards.

The Tower's walls were a deep, brilliant red, almost the color of blood — markedly different from the austere, limestone gray that dominated the other buildings in the city. The exact nature of this red stone is unknown, and it confounded even the dwarves, who had never seen its like. The best guess was that it was some sort of jasper. Its faces were mottled, and marked here and there with whorls of inky black, which were forever twisting and turning. To the close observer, these markings looked like stormclouds that occasionally flared with silver lightning.

Crowning the Keep were five parapets, each crenellated. Those at its four corners were slender and white. The parapet in its center was wide and black. Each was tipped with a slender needle of electrum; magical lights often ran up and down these spires, sometimes leaping from one to the next when the moons were full. Other lights played in the Tower's windows, which were high and narrow, sealed with bars of black iron.

Surrounding the Rathfast, within its grove, was a stout wall, also of red stone. The wall had no gate, only an open passage through its barbican that led to a wide lawn of emerald grass, marked with a maze of white stone paths. The broadest path led to a flight of twenty-one steps that led, in turn, to a double door of black oak, inlaid with copper runes.

Beyond the front door lay a wide, open hall with vaulted ceilings and a central pool that shone with the captured light of Lunitari. On either side of the pool were broad stairs that led up to twin balconies. Unlike the central stairs at its brother towers, the Keep had four flights, one at each corner, which opened to different quarters of the Tower. The lower levels were devoted to laboratories and studies, many of which pertained to illusions and spells of charming. Any visitor who tried to map these chambers soon failed in confusion, for they overlapped one another, such that two, three, or as many as five separate rooms existed in the same space at once.

Above these floors were the private chambers of the Red Robes, with those of the Tower's master nearest its apex. Farther up still, within the black parapet, was the Heartroom — a chamber that was featureless, save for a startlingly lifelike replica of the Tower itself, resting on a plinth in its center. The Heartroom was where the Tower's magic ran strongest. Here Iriale disrupted the flow and so destroyed both the Tower and the city beyond. At all other times, the Heartroom remained quiet, undisturbed.

Close to the top, just below the master's apartments, were the Halls of Shifting Shadows. These halls were as important to illusionists as the Chamber of Eyes was to diviners. They had no set form, no certain layout, and were composed instead of shadowstuff, which the wizards could shape into whatever form they wished — from the dwarf-halls of Thorbardin to the expanse of the Sea of Shifting Sands, from the bustling streets just outside the Keep's walls to the rolling waves of the Turbidus Ocean. When the Tower's keepers administered the Test — something rare in its later years — they did so in the Halls.

Certain historical chronicles state that the gargoyles atop the Crimson Keep were not merely cold stone, but had a tendency to leave their perches to fly about the city on moonless nights. There is no authoritative word on the matter, however, and the mages refuse to comment.

Nothing remains of the Tower of Daltigoth in the present age, save for a deep hole in the earth, which even the ogres and hill-giants avoid out of fear. No man has descended into this chasm and lived to tell what lies at the bottom.

THE KADOTHAN GROVE


Unlike the groves around the some of other Towers, there was nothing sinister-seeming about the Kadothan Grove. Rather, it was peaceful — even soothing — to behold. Composed entirely of tall pine trees, which swayed in the highland winds that often gusted across Daltigoth, the grove had little undergrowth. Only a few ferns coiled amid a deep carpet of brown needles. Standing outside the grove, one could see through the trees to the Tower's curtain wall. The grove seemed simple to cross, a pleasant walk through an easeful bower.

As with much wrought by Harald Greytooth, the Kadothan Grove was a deception. Kadothan means “long walk” in dwarven. Once one steps within the grove, the distances elongate. One could walk for days among the pines and never seem to make any progress. Indeed, the farther one walked, the longer the journey seemed. Still, the destination always remained in sight, luring one onward.

In time, as an intruder grew more and more lost within the Kadothan, its true magic took hold. The scent of the pine needles grew intoxicating; the chirping of the crickets became a lulling drone. Bit by bit, drowsiness would grow — even for elves, who normally resist such enchantment. Each step would be more difficult than the last. Eyelids would droop, limbs would grow heavy and listless. Finally, the intruder would fall asleep, cushioned by the needles.

When the intruder awoke, he would be outside the grove, stripped of any weapons he bore, but feeling deeply rested. What was more, long stretches of time would have passed — a week or more for every hour he walked among the pines.





The Kadothan was stripped of its power by Duke Serl, who planted a magical seed at its edge to force open a path to the Tower.

GROVE EFFECTS

Sleep: The Kadothan Grove generates a magical field from every tree that emanates for 500 feet outward (but not inward—the Tower itself is unaffected). All living creatures within the area of the magical field must make a Will save every minute (DC 30). For magic effects that work against such spells and effects (such as the *bracelet of magic resistance*), the spell is the equivalent of a 9th level spell cast by a 20th level wizard with an Intelligence of 20. If the saving throw is failed, the affected creature immediately falls asleep and cannot wake while still in the affected area. Creatures normally immune to sleep effects (such as elves) are still affected. Sleeping creatures are helpless. If successful, the creature suffers no ill effects, but feels tired and lethargic. The save must be repeated every minute spent within the grove, regardless of success or failure.

Guardians: The gargoyles perching upon the Crimson Keep are actually gargoyles who have been charged with protecting the Tower against intruders who somehow manage to penetrate the Kadothan Grove. The gargoyles answer to the Tower's master and will viciously attack any uninvited visitors who pass into the inner grove.

Daltigoth Gargoyles: Gargoyle Bbn4; CR 8; Medium Monstrous Humanoid (Earth); HD 4d8+4d12+40; hp 84; Init +2; Spd 50, Fly 60 (Average); AC 16, touch 12, flat-footed 14; Base Atk +8; Grp +12; Atk +13 melee (1d4+4, claw); Full Atk +13/+10/+10 (1d4+4, 2 Claws; 1d6+2, Bite; 1d6+2, Gore); SQ DR 10/magic, darkvision 60 ft., freeze, grove immunity; AL LN; SV Fort +13, Ref +7, Will +2; Str 18, Dex 14, Con 20, Int 11, Wis 11, Cha 8.

Skills and Feats: Hide +8, Listen +2, Spot +2; Flyby Attack, Multiattack, Skill Focus (Hide), Weapon Focus: Claws.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Grove Immunity (Su): Daltigoth gargoyles have been branded with a charm that makes them immune to the sleep effect within the Kadothan Grove.

LOCATIONS WITHIN THE TOWER

The red fortress of the Tower of Daltigoth held many wonders contained within its walls. From the red pool in the hall of entry to the parapets at the highest level, the Crimson Keep is full of surprises.

HEARTROOM

The Heartroom is always kept shut with an arcane lock and a permanent image disguising the door as another part of the Keep's wall (both with a caster level of 20). It is a small circular room only 20 feet in diameter. A rune-covered stone table rests in the center of the room, displaying the only feature of the room—a miniature replica of the Tower of Daltigoth. Unseen magical energy flows through this room, and a Spellcraft (DC 30) check reveals that by turning both the model of the Keep and the table it rests upon at a precise angle, the magic that flows through the Tower of Daltigoth will feed back upon itself for one minute, creating the incredible magical blast that will annihilate the entire structure and much of the surrounding area.

HALLS OF SHIFTING SHADOWS

The halls are normally a dark, shapeless void, though they are rarely encountered as such, since illusionists continually alter their appearance.

All arcane Illusion spells cast within this room are at +5 caster level, and receive +10 to all skill or ability checks in the use of such magic. These bonuses fade the moment the caster leaves the chamber, though effects set in place (such as duration) remain the same as when the spell is cast.

LOSARCUM: THE BLACK KNIFE

Since Losarcum was built by the Black Robes, one might expect it to be a place of darkness and evil. In truth, the Tower of Losarcum was populated by wizards of all the Orders — as were the other towers. And, undoubtedly, the Black Robes were perhaps the only Order who could garner respect from the region's despotic rulers, thus ensuring the Tower's continuing existence.

When the Tower was first raised, the Black Robes made peace with Qim Sudri's rulers, and helped to build the great realm of Dravinaar. The peace between the realm and the Black Robes persisted for centuries, culminating at last in the great wars Dravinaar fought against the neighboring kingdom of Istar. In the end, Istar won that war. Dravinaar became a thrall state, under the thumb of the Istaran church, and Qim Sudri was renamed Losarcum.

The Tower fell during the Lost Battles and its destruction completed the ruin of Losarcum. After the Cataclysm, all that remained of the Tower and its city were ruins in the forests of Balifor. Now, after the Devastation of Malystrix, even less survives.



LOSARCUM THE BLACK KNIFE

HISTORY SHADOW AND STONE


Traditionally, the Black Robes have been the most disorganized of the Orders, for the dark mages are more likely to pursue their own agendas than their brethren in the White and Red. When Highmage Kharro sent the three factions out to build their own towers, however, it was the Black who completed the task first. This is mostly due to the efforts of the renowned Grall Bonefist.

Grall was, in those days before Fistantantilus

and Raistlin, the most feared of the Black Robes. A master of the dark arts, Grall became the head of his Order after Shaud died protecting Wayreth from the Ut-kiri. His rise was not easy. He had to fight and defeat three rivals in open challenge before the Black Robes named him their leader. By succeeding, he ensured that the rest of the Order feared him and, until his own assassination thirty years later, his word was law among the dark wizards.

There was only one great human city in the south of Ansalon at the time the wizards were





searching for locations to build their Towers. Unlike the White Robes, the Black lacked the patience to wait for a city to form around their stronghold. There was some talk of building the Black Tower at Silvanost, but this was not taken seriously. Such a brazen act would have alienated the elves, as well as many of the White Robes. Less than a week after Kharro's decree, Grall and his followers had settled on their site: Qim Sudri, the City of Stone.

Located at the heart of a maze of canyons called, variously, the Sun's Anvil and the Tears of Mishakal, Qim Sudri was a remarkable place whose origins are lost to antiquity. The entire city was constructed from a hollowed-out mesa, its buildings, courtyards, and streets carved out of sandstone. Its citizens were the strongest tribes of the desert riders who dwelt in the Sea of Shifting Sands. Hard people, they were ruled by despots and prone to warfare. As with most tribal cultures, they feared and distrusted magic, preferring to rely on clerics of the dark and neutral gods for power.

Unlike Asanta at Istar and Greytooth at Daltigoth, Grall didn't care what the locals thought, and did not seek their permission. He simply made his plans, then one day appeared at Qim Sudri with a legion of Black Robes. The desert dwellers attacked the mages but quickly found themselves outclassed. Grall had numerous wizards on hand to conjure protective shields, and rain fire and thunderbolts down on those warriors. Amid the clamor, Grall and his compatriots cast the spell of raising. A spike of obsidian rose from the sandstone rim, overlooking the city. The Tower of Qim Sudri was born. Far from despising the wizards, the desert people respected them for their courage and power — just as Grall had calculated.

THE BALANCE OF POWER

The Tower's first thousand years were tumultuous. Each successive dynasty of Sudrin tyrants rose to power promising to destroy it, and there were at least fifty attempts to do so. Most of these ended quickly, turned aside by the protective grove, but on at least eight occasions the wizards had to come out of the Tower to defend it themselves, to ensure the Sudrin were driven back.

At other times, the same rulers would think nothing of asking the wizards of the Tower to help them repel or conquer their enemies, which the wizards always did. This love/hate relationship continued throughout the Tower's history.

This caused no end of consternation in the Conclave, of course. At the time, the other Towers were at peace with their surroundings. They felt that the conflict between the Black Robes and the Sudrin was the one smear on the reputation of High Sorcery. The White and Red pleaded with both sides to set aside their differences, while at the same time all three Orders worked to improve their defenses against the next assault. The most

successful of these creations were the Guardians, a small army of nine-foot malachite statues that would come to life and fight off attackers.

MORANDA'S BARGAIN

The mage who finally succeeded in achieving a truce with the Sudrin was a Black Robe. Moranda of Crowford was a young, ambitious wizardess, who sought to be Master of the Tower. She was quite forward-thinking and understood the intricacies of politics. She made a secret alliance with an equally ruthless Sudrin warrior named Ubar. Over the course of a decade, Moranda used her magic to support Ubar's rise among the ranks of Qim Sudri's army, while maintaining a quiet presence at the Tower, so as not to draw attention to herself.

Finally, the time came to strike. Ubar appeared before the reigning tyrant, Halizan, and challenged him to single combat, by the laws of Sudrin society. The prize for victory would be rulership over the city. By Sudrin custom, the challenger could pick the weapon for such a blood duel. Halizan was not worried: he was Ubar's superior at every form of combat, from swordsmanship to archery, from spear-casting to wrestling. Laughing, he asked Ubar to name his weapon.

Ubar only smiled. "Our weapons," he said, "will be dragons."

There was uproar over this, but nothing in the law prohibited such a matching. Indeed, blood-duels were fought using war dogs and hunting falcons. Halizan had no dragon, of course, and he sneered at Ubar, challenging him to produce a dragon of his own.

Reaching into his cloak, Ubar produced a scroll that Moranda had written for him. He read the incantation. A dragon of smoke and ash appeared in Halizan's court. Ubar commanded it to attack. Halizan was still opening his mouth to protest when the dragon tore out his throat, then vanished.

Thus, with Moranda's help, Ubar became ruler of Qim Sudri, and declared a new alliance with the Black Robes. Moranda helped him eliminate anyone who would challenge him, and two years later realized her own ambition, becoming Master of the Tower. She would later serve as Highmage for two decades.

Ubar's dynasty, on the other hand, was overthrown after only a dozen years, but by then Moranda's work was done. The Black Robes had become indispensable to the rulers of Qim Sudri.

THE RISE OF DRAVINAAR

The pact between Moranda and Ubar wrought great changes in the Sea of Shifting Sands. The people of Qim Sudri had long been the richest of the desert dwellers. Now, with the aid of the Black Robes, they were also the strongest. Almost at once, the Sudrin riders embarked on a steady series of

tribal wars — first to conquer nearby rivals, then to move on to other realms. Within twenty years, all of the Sun's Anvil belonged to them, and from this crucible of war they made a new realm: the Khanate of Dravinaar.

Over the next century, Dravinaar continued to expand, pushing outward to encompass the whole of the desert. They spared those cities that capitulated without battle, while those who chose to fight were burned and plundered. Soon Dravinaar was one of the mightiest realms in eastern Ansalon — thanks, largely, to the magical aid of the wizards. The Black Robes enjoyed a place of power equal to the White Robes' in Istar, and the Red Robes' in Ergoth. The Tower of Qim Sudri had fulfilled its promise and exceeded the expectations of a millennium before. It was a focal point of the realm. Its Master was second in importance to the Khan himself.

Dravinaar had grown as large as it could without making war on neighboring kingdoms. The next five hundred years saw it engaged in constant border skirmishes to increase its lands and wealth. It captured the southern half of the Sultanate of Seldjuk, including the rich city of Zaladh. It plundered the rich farmlands of southern Midrath and Ismin, as well as eastern Schalland. It even made some early feints into Silvanesti, though the Black Robes quickly ordered the Khan to halt, because the Conclave frowned on the idea.

The eyes of their neighboring realms turned toward Dravinaar, seeing it as the greatest force on the continent. Solamnia was preparing an army to make war on the desert riders when the Queen of Darkness returned to the world and made war on the Knights' realm.

THE DECLINE AND FALL OF DRAVINAAR

The Third Dragon War should have been Dravinaar's chance to triumph in the east, but it was not so — because of High Sorcery. Early in the war, the call went out among the Orders to withdraw from petty squabbles and politics, and aid in the defense of Krynn against Takhisis. This

led, ultimately, to the creation of the dragon orbs. It also drove a permanent wedge between the Tower of Qim Sudri and the Dravinian people.

Unaware of the mages' new priorities, the current Khan, Janduk, seized the opportunity

created by the war in the west to make a war of his own against Dravinaar's sole rival in the east: Istar. He amassed a vast horde of riders, but when he came to the Tower to ask the Black Robes' help, the Master regretfully declined. Janduk repeated his request three times, but again and again the wizards told him no.

Enraged, Janduk drew his saber and cut down the Master of the Tower, an archmage named Alasto. Janduk should have died for this on the spot, but the Black Robes let him escape. Over the course of the next week, however, both of Janduk's wives and all seven of his sons died in suspicious accidents.

Janduk took his horde to the Tower planning to tear it down, but the grove closed against him, and his men could not win through. After seven days and nights of trying, he gave up, and left his saber


— still crusted with Alasto's blood — embedded in one of the grove's trees. This ended the alliance between Dravinaar and the Tower, and scholars mark it as the beginning of the end for both.

The Dravinian horde rode north anyway, and nearly succeeded in destroying Istar, even without the wizards' help, for the White Robes had similarly withdrawn from that realm. Janduk's riders broke through the walls of the Lordcity, and razed half the city before the tide of battle turned — not because of magic, but because of the Istaran church.

The clerics of Paladine used their powers to drive the riders first out of the city, then out of their empire. The Dravinian, who worshipped the evil gods, had nothing to counter this, for Takhisis's attentions were fully focused on the war to the west. Janduk died ignobly, falling from his horse and breaking his neck as he fled the Istarans' divine wrath, and the hordes scattered, fleeing back to the desert.

What followed was a period of rapid decline for Dravinaar. Within thirty years of the Dragon





War's ending, Dravinaar had lost its holdings in other lands. A series of civil wars followed, throwing Qim Sudri into chaos similar to what it experienced before Ubar's time. By the time Istar's armies came to conquer it, a hundred and fifty years later, the desert riders had no strength left. The last Khan, Mamrit the Pale, died by his own hand as the Istarans approached his city.

LOSARCUM: THE SILENT TOWER

Istar's conquest of Dravinaar broke that kingdom, both figuratively and literally. It split in two, and became the holy empire's poorest provinces. Its old temples to the dark gods were torn down to build new churches to the Gods of Light. The Khan's palace became home to a patriarch sent from the Lordcity to govern. Even Qim Sudri's name was changed to Losarcum. Tired of war and defeat, the Dravinish became Istaran subjects and, within two generations, the dark ways of their ancestors were forgotten. Only one reminder remained: the Tower.

The Black Robes, and other wizards who dwelt in the Tower, knew they were in danger, for they had already seen how the Istarans treated the Tower of High Sorcery in the Lordcity. Knowing things could go very badly for them, they kept to the Tower, and cast spells to make it appear unoccupied. No lights shone in its windows; no sounds came from within. When the patriarch came to demand the wizards leave Losarcum, he received no response at all, only the hiss of the wind through the grove. To all eyes, the Tower appeared empty, and the wizards gone.

The church had also learned from its experiences with the Tower of Istar, and knew its armies could not penetrate the grove. The patriarch placed a constant guard around the Tower, but he could do little more. As long as the wizards remained unseen, the Tower was not a threat.

So things remained for the next seven hundred years — even through the Three-Thrones' War, when three different men vied to be Kingpriest. During this war, one of the contenders, Ardosean, made his court at Losarcum. The Black Robes of the Tower saw this as an opportunity, and planned to use their magic to overthrow Ardosean's mind and make him their thrall, but the Master of the Tower, Caradoc of Caergoth, refused. "That one will never win this war," he said, "and we will have given ourselves away to our most dangerous foes."

As it happened, however, Ardosean did win the throne, and the Black Robes seized Caradoc and tormented him for seven long years in the dungeons beneath the Tower. He is known to this day as Caradoc the Fool, and his screams can sometimes still be heard around what remains of the Tower.

THE FALL OF THE TOWER

Matters remained unchanged at Losarcum until near the very end of the Third Age, when Beldinas Pilofiro overthrew Kurnos the Deceiver and became Kingpriest of Istar. Kurnos had used evil magic during his reign, so when Beldinas declared the balance of good and evil void and pursued his war against darkness, the Black Robes were among his main targets.

It was not long before Beldinas himself came to Losarcum. Calling upon Paladine, he lifted the spells of cloaking the wizards had placed upon the Tower, revealing it to be occupied. He sent word to the Conclave that the wizards must leave Losarcum at once. Though they resisted at first, their emissary, Marwort, engineered a deal that would remove the Black Robes from power, and place a Red Robe as Master of the Tower, while one of the Black would rule at Daltigoth.

This agreement pleased neither side, but it staved off a potentially bloody confrontation. This was only a delay, however. Fifteen years later, when the treason of Andras led to open war between cleric and wizard, Losarcum became one of the Kingpriest's prime targets. He dispatched Lord Cathan MarSevrin, Grand Marshal of the Knights of the Divine Hammer, to besiege the Tower.

This was to be the first of a series of coordinated attacks, using new-found magic to break through the groves. Before Lord Cathan could act, however, Duke Serl attacked the Tower of Daltigoth, resulting in its destruction. By all rights, that should have ended the war, but Beldinas was both proud and afraid, and ordered the attack against Losarcum go ahead as planned.

Knowing he was doomed, the Master of the Tower, Khadar, sent the sorceress Leciane do Cirica to warn Lord Cathan of what would happen if he obeyed the Kingpriest. The knights captured her before she could deliver the warning, however, and the assault began. The wizards awoke the Guardians for the first time in over two thousand years and sent them into battle. Though many knights were killed, they still won through to the Tower. They made it as far as the threshold of the Heartroom, then Khadar destroyed the Tower.

The explosion of the Tower utterly destroyed Losarcum. The city collapsed, buried beneath tons of sandstone. Only three people survived this catastrophe: Lord Cathan and his friend Sir Tithian, and the wizardess Leciane, who cast the spell that teleported them to safety just as the Tower blew up. Leciane died of her wounds in the next few hours. Cathan and Tithian returned to Istar alone to tell the tale. The Tower, and Losarcum, were no more.

DESCRIPTION

Though Qim Sudri was an often brutal and pitiless city, it was also one of surprising beauty. Its blocky sandstone buildings were the rose-golden hue of sunset. The Tower, by contrast, was glistening black, made from obsidian drawn from the earth's heart, and shaped like a stiletto. Indeed, this is what the Sudrin called it: Jandhar Azuya, the "Black Knife."

The Tower did not stand in the city proper, but above it, on a promontory to the east. Thus, though just shy of four hundred feet in height, it dominated the skyline. Its shadow stretched across the city like a reaching finger at the beginning of every day, and every evening it burned with reflected twilight, looking like a pillar of flame.

The Tower did not mirror the moons' light, even when Solinari and Lunitari were both full. Those who looked carefully at its surface could make out the outline of Nuitari. The black moon stood out against the night sky when viewed through the Tower's windows.

As with those in Istar and Daltigoth, the Tower bore the colors of the other two Orders upon its parapets. Two spires, tipped with red accents, projected from the Tower's sides. The white tower, at its apex, was like a silvery needle.

Viewed from a distance, the Tower was an unsettling sight. Its walls were just slightly crooked, not enough to be overtly noticeable, but still strangely wrong. A man looking into the wall's glassy surface saw, as expected, his own face. But if he kept looking, the image changed to other faces — men and women of all races, their expressions sorrowful. This was to remind a person of his own insignificance in a larger world.

The wall surrounding the Tower was made of black glass, so thin that it appeared smoky and translucent. Within, the courtyard was paved with white gravel. The steps leading to the Tower's entrance were narrow and sharp as razors. The doors themselves were tall slabs of blood-red stone, engraved with images of the three moons. Invisible glyphs covered both stair and door, capable of burning an uninvited visitor to ashes.

Within, a hall led to a central stair like the one at Palanthas. The stair wound up and up, warded by still more glyphs, with doors at each landing that led to private rooms, laboratories, and libraries.

The apartments of the neophytes were at the bottom, as were the Testing rooms. The most skilled mages dwelt in the Tower's uppermost lofts, where the windows provided grand views of the city and the seemingly endless desert surrounding it. At the apex of the Tower was the Heartroom, where Khadar cast his final spell.

The Tower of Losarcum also had extensive underground chambers. Nearly half of its rooms were located in the caves beneath it, rooms that

could be sealed off, or even collapsed, if the experiments of the wizards went awry. Here was where the wizards crafted the Guardians, and where the statues remained, row on row, when they were not in use.

Also below were the Vaults of Summoning, a network of tunnels and caverns laden with protective spells. Down in these rune-covered chambers, the Black Robes dragged creatures from the Abyss and compelled them into service.

When Khadar destroyed the Tower, it was utterly annihilated, and no living being saw any sign of it again for more than twenty years. Its foundations, vanished amid the crumbled ruins of Losarcum, remained buried until the Cataclysm wiped Istar from the face of Krynn. Some of the remnants survived the destruction and, as the years passed, the deserts of Dravinaar gave way to the greener woods of Goodlund.

Among these scattered bits of the old city — simply called "the Ruins" by generations who knew nothing of Qim Sudri's glory — was a round pool of black glass, surrounded by a ring of broken stones. This was all that remained of the Tower, and it is said that when the black moon is at High Sanction, its image is reflected within.

With the coming of Malystryx, however, and the devastation she wrought upon Goodlund, most thought Losarcum's remaining ruins were destroyed. In truth, the remains of the Tower were essential to the great dragon's creation of the Desolation. Some arcane scholars even speculate that the dragon's magical use of the Tower's ruins was involved in the Affliction of the kender race, though these rumors are unsubstantiated.

THE TSORTHAN GROVE


In its day, the Tsorthan Grove was considered by all three Orders to be the most skillfully wrought of its kind. Its magic was no stronger than the Shoikan, Balakan, and Kadothan groves, but it was far more subtle and ingenious. This was because its creator, Yalashim the Mind-reaver, was considered the greatest enchanter of the Second Age.

Yalashim decided to use an intruder's passions against him, such that the experience would be different — though equally harrowing — for each person who went through the grove. Tsorthan means "yearning" in the language of magic.

The Tsorthan was thick mass of black cypress trees, whose rustling branches hypnotized anyone who dared to enter. Nothing lived within: no birds, animals, or other plants. The ground beneath the cypresses' waving boughs was sandy and barren, strewn with jagged rocks.

Those few who tried — and inevitably failed — to pass through the grove said that, as they walked, their thoughts turned inward, deeper and deeper. Their pace grew slower and slower, until they stopped moving altogether and became completely lost in their own minds.





These thoughts focused more and more on whatever emotion or belief the intruder felt strongest: love, hate, greed, honor ... all else would fade away, leaving just this one passion. At this point, Yalashim's magic would take control to twist the intruder's passion against him. A man would see his own hands closing about his lover's throat. A warrior would see himself defeated ignominiously by a weaker foe. A wealthy man would believe himself to be a penniless wretch, reduced to living off the charity of others.

With his own passions turned against him, the intruder would collapse, sobbing, and fall into a state of profound despair. He would lie weeping beneath the cypresses until he lost consciousness, and then the Black Robes would seize him. If they deemed him no threat, they would leave him lying senseless outside the grove. Otherwise, they would leave his dead body.

Lord Cathan was the first the break through the Tsothran Grove using a magical seed, as Serl Karthon broke through the Kadothan in Daltigoth. When the Tower fell soon after, the grove ceased to exist. Its magic may still linger, though, for those who came too close to the Ruins in the years after the Cataclysm often complained of terrible nightmares. Perhaps there is enough enchantment left to one day restore Yalashim's masterwork.

GROVE EFFECTS

Passion: The Kadothan Grove generates a magical field from every tree that emanates for 500 feet outward (but not inward — the Tower itself is unaffected). All living creatures within the area of the magical field must make a Will save every minute (DC 30). For magic effects that work against such spells and effects (such as the *bracelet of magic resistance*) the spell is the equivalent of a 9th-level spell cast by a 20th-level wizard with an Intelligence of 20. If the saving throw is failed, the affected creature suffers 1d4 points of Wisdom damage and is confused for one hour, though his actions are a result of inner passions running rampant, so might vary in nature. (For example, instead of babbling incoherently, a creature may begin to weep over a lost love, or will rage over some minor slight when attacking a nearby friend.) The saving throw must be repeated every minute spent within the grove, regardless of initial success or failure. When a creature's Wisdom is reduced to 0, he will lapse into a coma and will be at the mercy of Tower wizards.

LOCATIONS WITHIN THE TOWER

The Black Knife is a dangerous place for would-be thieves or unwelcome visitors.

ENTRANCE

Simply stepping up to the door of the Tower can be a life-threatening experience. The stairs are a magical trap that can burn an intruder to ashes.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (incendiary cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device 33.

The steps are made of a razor-sharp crystal. If a creature is knocked down or forced prone on the stairs, it will take 2d4 points of damage (Reflex save DC 12 avoids). The main doors to the Tower are made of magically treated stone (Hardness 20, hp 120, Break DC 50).

MENAGERIE

Many creatures have been preserved in various chambers of the Black Knife, through traditional taxidermy and less traditional methods. The Menagerie is a large chamber in which many of the most exotic and dangerous creatures that have existed throughout the history of Krynn are preserved for future examination. They are also able to serve as defenders for the Tower when called upon. Some of the creatures are monstrous zombies, others are animated objects, while others are actually flesh golems. Creatures range from small kobolds to huge wyverns, but all serve the call of the Tower's Master.

BEYOND THE TOWERS

While the Towers of High Sorcery will forever be synonymous with the magic of wizards, they are certainly not the only strongholds of magic. Some wizards create private sanctuaries where they can practice magic away from the prying eyes of their fellows, while others build fortresses to rule their land and defend against their enemies. The other magical locations may not have the fame and majesty of the Towers but are intriguing locations for adventure nonetheless.

ZHAMAN: THE FORBIDDEN FORTRESS

The Towers of High Sorcery were the most famous magical strongholds in Ansalon, but they were far from the only ones. Many of the Orders' most powerful wizards built their own private towers, as well. Often these were located, like Wayreth, in remote or desolate lands. Such was the case of Zhaman, later known as Skullcap and Dwarfbane.

Contrary to legend, Zhaman was not built by Fistantilus, though its fate and his own were intertwined. It was constructed about three hundred years after the Towers, built by the Black Robe archmage, Malock. Rumored to have dwarvish blood, Malock was a mercenary who specialized in war magic, hiring himself out to various kingdoms and city-states to help them conquer their neighbors.

Much of his most lucrative work was done for the warring dwarf-clans, so when he had the power to build his own keep, he chose the Plains of Dergoth, in the lands between Pax Tharkas

LECIANE DO CIRICA THE LAST EMISSARY

Female human Wiz4/Red4: CR 8; Medium humanoid (human); HD 8d4+8; hp 36; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +4; Grap+4; Atk/Full Atk +5 melee (1d6+1, +1 quarterstaff); SA spells; SQ arcane research +2, moon magic (Lunitari), order secrets, spells, summon familiar, tower resources; AL LN; SV Fort +3, Ref +3, Will +9; Str 11, Dex 15, Con 13, Int 17, Wis 13, Cha 16.

Skills and Feats: Concentration +14, Decipher Script +5, Diplomacy +10, Knowledge (arcana) +16, Knowledge (history) +14, Sense Motive +8, Spellcraft +16; Discipline, Scribe Scroll, Extend Spell, Negotiator, Spell Focus (illusion).

Red Robe Order Secrets (Su): Magic of Mystery.

Wizard Spells Prepared (4/5/4/4/2; base save DC 13 + spell level, 14 + spell level w/illusion spells): 0 — *dancing lights, ghost sound, light, read magic, 1st — charm person, disguise self, mage armor, silent image, sleep; 2nd — blur, darkness, minor image, mirror image; 3rd — daylight, displacement, fireball, slow; 4th — charm monster, shadow conjuration.*

Spellbook: Leciane has access to all common and unnamed 0-level, 1st-level and 2nd-level spells from the *Player's Handbook*, *Dragonlance Campaign Setting*, *Age of Mortals* and *Towers of High Sorcery* sourcebooks, as well as the following: 3rd — *daylight, displacement, dispel magic, fireball, greater magic weapon, haste, major image, slow; 4th — charm monster, dimension door, solid fog, greater invisibility, rainbow pattern, shadow conjuration.*

Note: Leciane has chosen not to take an

arcane focus as a Wizard of High Sorcery.

Possessions: +1 quarterstaff, ring of protection +1, ring of mind shielding, robes, spell components.

Unlike certain religious sects — such as the Istaran church and the monks of Majere — the Orders of High Sorcery demand neither chastity nor celibacy from their members. Indeed, many wizards fall in love and marry, and their children often take the Test as well. Such was the case with Astarin do Cirica and his wife, Kendris. A White Robe and a Red, respectively, they became lovers while studying as apprentice mages. Within the same year, they both took the Test and then wed each other. A year later, they had a daughter, Leciane. She would be their only offspring, for, tragically, they both perished before Leciane had seen her first Life-gift Day.

Like other orphaned mage-children, Leciane became a ward of the Orders, and was taken under the wing of Astarin's mentor, Orthan da Sambrill, one of Ergoth's finest wizards. She learned magic as Orthan's sole pupil, and spent her childhood in pursuit of the Art at the Tower of Daltigoth. Later, when Orthan himself passed away, she became an apprentice of the great Vincil da Jevra, who was already a luminary among the Red Robes.

Leciane blossomed with Vincil, and fell in love with her teacher. Vincil loved her as well and, though the Conclave forbids romance between master and apprentice, they carried on a secret affair for years. It seemed certain that, like her parents, Leciane would marry within the Orders, and bear children who were strong in the Art.

and Thorbardin. Using the same spells the Orders employed to build the Towers, he raised a spire of black stone from deep beneath the plains and named it Zhaman, which means “forbidden” in the dwarf-tongue.

Zhaman was as large as the lesser Towers of High Sorcery, standing nearly five hundred feet tall, with thirty separate stories and extensive dungeons beneath. Like most of the Towers, it had a central shaft that ran from top to bottom, with iron stairs leading to the sleeping and meditation levels above. On the lower levels were huge meeting-halls, where Malock met with the princes and captains who sought to hire him for their armies.


Deep below ground, Zhaman had many laboratories, used for experimentation with magic of warfare. Malock employed dwarves to hew these

out of the bedrock, for the possibility of accident always exists when working with spells meant to cause mass destruction. Malock bragged that he could set off a thousand fireballs in Zhaman's cellars, and those in the tower above would not feel a thing.

To protect his secrets from interlopers, Malock built a unique defense in the dungeon's upper levels: an elaborate maze of crystal, enchanted such that the true path through it, while always known to Zhaman's master, changed from hour to hour, minute to minute. Assorted deadly traps and magical guardians ensured that no enemy spy could steal his secrets.

In the end, Malock's greed was his undoing. An alliance of barbarian lords promised him incredible wealth if he would lead an assault on the forest of Wayreth. He accepted, and got as far as





When the time came for her to take the Test, Vincil ordered that she not do so in Daltigoth. He had become Master of the Tower there, and feared that he would show some sort of bias when administering his lover's trials. Against her protestations, he sent her to Losarcum. There she passed the Test, but at great cost. Sensing that her heart would one day be a danger, the wizards laid a terrible mark upon her. They left her barren, unable to carry on her parents' bloodline.

Leciane was devastated. Rather than despairing, she threw herself into the Art. In so doing, she severed all the ties she had made before, including her relationship with Vincil. She remained at Losarcum, building her power, then became an itinerant mage, working for the Orders abroad, representing the interests of High Sorcery in various cities. She served as liaison to the elders of Xak Tsaroth for two years, and to the merchant-princes of Tarsis for three.

Finally, one day, she received a summons from the Conclave. Vincil was Highmage now. He had thought of her first when word came that Marwort, the Orders' emissary to the imperial court in Istar, had died. Reconciling with her former lover, Leciane traveled to the Lordcity, where she fell in love with Cathan MarSevrin, the knight who served as the Kingpriest's right-hand man.

In a child's bedtime story, this encounter would have had a happy ending, with the two lovers living together in bliss. Just when Leciane and Cathan were becoming lovers, the traitor Andras struck against the church. The pair worked together to capture him, but, when the time came for justice, they found themselves at odds. Both the Highmage and the Kingpriest wanted to punish Andras — and in the end, Leciane sided with Vincil.

With her help, the Conclave stole the traitor. This drove a wedge between her and Cathan, and ended her brief tenure as emissary to the holy empire. She resumed her old relationship with Vincil, and was at his side when he died after a battle with the Kingpriest's men. Devastated, she went back to Losarcum and aided in their preparations for the inevitable attack, even assisting Khadar in awakening the Guardians.

When the Kingpriest's men arrived in Losarcum, Cathan MarSevrin rode at their head. Recognizing the hand of fate at work, Khadar sent Leciane to the knight, to warn him of the plan to destroy the Tower, as had already happened at Daltigoth. This attempt failed, however, when Lord Cathan's knights captured Leciane at swordpoint.

The attack began the next morning. Leciane, who had steeled herself to help Khadar, instead refused to help level the Tower, and went to seek out Lord Cathan. She found him, lost and despairing. She cast a teleportation spell to send him and his friend Sir Tithian to safety. She went with them, but at a great cost, for an unknown knight shot her with a crossbow just as she was working the spell. She finished in time, however, and thus saved Cathan and Tithian from the devastation of Losarcum, just prior to her death.

Leciane's tomb lay hidden for almost two decades among the ruins of Losarcum. When the Cataclysm struck, her resting place vanished along with much of the Ruins. Now she is barely more than a name in the Orders' histories: the final emissary sent to Istar before the Lost Battles made enemies of cleric and wizard.

planning the attack before one of his apprentices betrayed him and warned the Conclave. The wizards moved in at once, and Malock died defending his fortress from his brother wizards.

After they captured it, the archmages meant to destroy Zhaman, as a warning to other renegades. Fistandantilus convinced them otherwise, reasoning that a stronghold built for the study of war magic was of inestimable value to the Orders. Reluctantly, the rest of the Conclave agreed, and named him the stronghold's new master. For a thousand years, Zhaman was one of Fistandantilus's main dwellings. After the Third Dragon War, he left it for new abodes in the growing nation of Istar.

The Orders maintained Zhaman for another six centuries, under a succession of masters. As Solamnia and Istar became Ansalon's dominant

realms, the call for war wizards dropped off to almost nothing. Clerical power and military strategy replaced sorcery on the battlefield. Reluctantly, the Highmage Vestia, a White Robe, ordered Zhaman abandoned, and it was sealed for good. It remained standing, in case there was ever call for such a place again.

In the troubled times preceding the Lost Battles, the Orders used Zhaman as a repository for many artifacts removed from the Towers of High Sorcery. One of these was the Great Portal of Palanthas. The keep remained shut for another hundred years after the Cataclysm, when the Dergoth Plains around it became a desert.

Then Fistandantilus returned.

Having found that the Portal was not at Palanthas as he hoped, the Dark One realized it must be at Zhaman. He traveled south with his



ZHAMAN

THE FORBIDDEN FORTRESS


companions — the gladiator Pheragas and the cleric Denubis — gathering an army of men and hill dwarves along the way, to keep the mountain dwarves of nearby Thorbardin from troubling him. With this army, he captured Pax Tharkas, then pushed on to Zhaman.

At Zhaman, he found the Portal, hidden down in the deepest dungeons. While his army and Thorbardin's clashed above, he and Denubis performed the ritual to open the Portal. Just before he completed his spell, however, a hitherto unseen gnome activated a magical device that disrupted

the magic, sending it out of control. With the force of a million fireballs, the Tower exploded, killing not only Fistantilus and Denubis, but nearly every soldier fighting above. The Plains of Dergoth became the Plains of Death — a haunted and charred wasteland. The Portal, protected by ancient magic, returned itself to its place in the forsaken Tower of Palanthas.

Curiously, Zhaman itself was not wholly destroyed. Much of its dungeons survived as the pieces collapsed and sank, folding in on itself to become a mound of melted stone reformed in the





shape of a leering skull. Thus it earned the name of Skullcap, and people avoided it as a haunted place thereafter. The spirit of Fistantilus lingered there, until it sought out the young mage Raistlin Majere to possess, and begin its quest for godhood once more.

When Raistlin traveled back in time, he repeated Fistantilus's actions, only with his twin Caramon and the priestess Crysania as his companions. They fought the same battles, and he attempted to open the Portal again — only to have the magic disrupted when Caramon and the kender Tasslehoff escaped from Zhaman with the *device of time journeying*. Zhaman exploded, as it had done before — but through sheer will Raistlin survived, and he and Crysania entered the Abyss to continue their quest.

During the Fifth Age, the Plains of Death proved resistant to the dark forests spread by the great green dragon Beyllinhranox, and remained a desolate place, avoided by dwarf, goblin, and man alike. Skullcap remains abandoned, and ghosts reputedly haunt the forest. It is even rumored that some vestige of Fistantilus still lingers there, though such tales are questionable at best. The rejuvenated Orders of High Sorcery have already begun to make plans for investigating the ruins, and the final fate of Zhaman remains unwritten.

SKULLCAP

Rising like a totem out of the Plains of Dergoth, the formidable ruin of Skullcap is all that remains of the once-great magical fortress of Zhaman, ancient stronghold of the black-robed Fistantilus. A mound of rubble 100-feet high, the blasted remains were fused into their eponymous shape — that of a hideous, gaping skull — during the cataclysmic magic loosed by the archmage at the end of the Dwarfgate War.

The surface of the skull is a glassy, blue-black sheen of melted rock, cold to the touch and impossible to climb without the aid of ropes, other climbing gear, or magic. A wide hole, lined with jagged stalactites and stalagmites, forms the 'mouth' of Skullcap. Wisps of eerie green mist rise out of the mouth like foul-smelling breath exhalations. A natural tunnel, fused to the same smooth sheen as the exterior of the mountain, is the most obvious route inside, emerging into what is left of the tower's grand entrance hall. Explorers can also gain entry by means of a rubble-filled crater at the mountain's peak, which hides a thin shaft, submerged beneath a frigid pool of accumulated water. Skullcap's 'eyes' are shallow caves, almost completely blocked with rubble and in perpetual shadow from the thick, overhanging ledges that make Skullcap's bulging brow. Careful exploration of these caves reveals steep, narrow, twisting tunnels that descend into the mountain.

The subterranean ruins are a strange mix of collapsed architecture alongside rooms and halls

that survived Zhaman's destruction relatively intact. Ghostly figures glide from room to room. These are spectral remnants of the men and women of Fistantilus's army, who inhabited the tower in the days prior to its destruction. Most of these ghosts are merely confused spirits who cannot move on to the next world. Others are apparitions of captains and officers in the mage's army, likely to be angry at any intrusion. These ghosts will usually attack on sight.

Deep within Skullcap, powerful secrets wait to be claimed.

CASTLE UTH KREVAN: THE CITADEL OF GADAR

The dark years after the First Cataclysm were difficult for mages, as for all people, but in some ways they were a boon as well. In the wake of the fiery mountain, some fortresses, villages, and even great cities were destroyed by earthquake, flood, and war. Most of these fell into ruin and vanished from all but the oldest maps. A handful remained intact, waiting for someone to claim them — often a mage, seeking seclusion and capable of repairing and defending such a place from monsters and other foes.

Such was the case with Castle Uth Krevan. Once a Solamnic border keep, in that realm's southern fiefs along the Kharolis border, it stood in a valley among the Sentinel Peaks. Built in the middle of the Third Age, this castle was home to more than a dozen generations of Solamnic Knights. The Uth Krevan family was never high in the ranks of the Knighthood, but they did well enough for themselves — until the Cataclysm sundered the land, creating the New Sea that split Solamnia's southlands off from the rest of the realm. Soon after, mobs of starving peasants stormed the keep, killing Lord Reginar Uth Krevan.

The peasants looted the castle, but sickness and hunger drove them away in time, and the castle became a lair for hobgoblins. The hobgoblins used it as a base for raids on nearby villages for almost fifty years, until a Red Robe mage named Gadar discovered it.

Gadar, a wizard of middle years and middling power, had recently had a falling-out with the Conclave, which resulted in his leaving Wayreth. With him, he brought his wife, Pasha, also a Red Robe, and their children: three sons and a daughter. Gadar wanted a stronghold where he could practice the Art in peace. Pasha was a master at spells used to shift her shape, so she ranged far in the form of a falcon, searching for such a place. She found Castle Uth Krevan.

In short order, Gadar and Pasha defeated the hobgoblins, ending their reign of terror over the surrounding lands. With their magic, they repaired the damage the monsters and the peasants had done — raising stone from the bones of the mountains — and soon the castle was their home,

a sanctuary in the mountains.

Tragically, this idyllic life lasted only a handful of years. Disease was still rampant in the land. One winter, a terrible plague came to Abanasinia, laying waste to the Plainsmen. It did not miss Castle Uth Krevan, and Gadar was helpless to stop it. He proved resistant to the illness, but he had to watch as first Pasha, then his elder sons, then his daughter, wasted away and died.

By the time his youngest son, Ban, caught the plague, Gadar was mad with grief. He sought a way to save his boy, who had just seen his eleventh summer, and his need led him to dark, forbidden texts. Against the laws of the Red Robe Order, he began to dabble in necromancy. He kidnapped a young woodsman with the intent of stealing his life essence to cure his son.

Ban's illness lingered, but Gadar discovered that his spells could prolong the boy's life. Hoping to stave off death long enough to find a cure, he continued to abduct young men and drain their souls. Ban lingered in his sickbed — first for years, then for decades. In time, Gadar had to use the same spells to preserve himself. By then, the castle had turned from a cheery place to a charnel house, littered with the discarded bodies of his victims and haunted by wrathful phantoms that he used as guards.

Three centuries passed, and Gadar — now an old and feeble man — found himself no closer to a cure for his son. Ban lived those long years in agony, suffering from the disease, pleading for the release of death. Gadar was mad, however, and, though guilt troubled him, the need to save his son drove him to kill again and again.

In the end, his dreams ended in failure. The future Heroes of the Lance, Tanis Half-Elven and Flint Fireforge, became involved in a scheme to rescue his latest victims, a pair of youths named Daryn and Karel. The trail led them to the castle. They won past Gadar's defenses and stopped him in mid-spell. Gadar died, and Ban — freed from the torture of his unnaturally prolonged life — soon followed.

The keep — now known as Gadar's citadel — remained abandoned after that, until the Knights of Takhisis invaded Abanasinia during the Summer of Chaos. They made it one of their strongholds in the Age of Mortals, but the War of Souls put an end to that. Now the citadel lies empty again, waiting for someone to claim it. Perhaps that someone will be another wizard, seeking the elusive, peaceful existence Gadar longed for.

ULGAARD: THE DARK ONE'S HALL

Fistandantilus had many different dwellings over the course of his unnaturally long life. The fortress of Zhaman, the Imperial Palace of Daltigoth, and the Great Temple of Istar were but three. The full list would be impossible to compile, for the Dark

One often worked in secret, and many times left nothing behind but ashes when he departed. Many of his residences were hidden, all but impossible to find by those he did not bring there himself — and always deadly to the uninvited. Ulgaard was one such hidden lair.

Located deep beneath a peak in the Garnet Mountains that shares its name, Ulgaard was completely invisible and inaccessible to those who dwelt above. Like the Hall of Mages at Wayreth, it can be entered only by teleporting. From time to time, strange tremors would shake the villages at Mount Ulgaard's foot, but people dismissed these as rumblings of the earth. Throughout the Second and Third Ages, no one ever suspected that they were caused by the spells of the most powerful dark wizard to walk the face of Krynn.

Within, Ulgaard was a maze of tunnels, magically hewn out of the living rock to resemble the rooms and passages of the Tower of Palanthas. Some of the larger chambers even had windows, which could look out onto lands far away, at the Dark One's will. Because of such touches, many of the unfortunates he brought there remained unaware that they were buried alive, unable to leave without his permission — until they discovered that they could not find the door.


The uppermost levels of Ulgaard were sumptuously appointed, used to quarter Fistandantilus's guests. In later years, when he worked only with his hand-picked apprentices, these levels fell into disuse. When he was more open in his dealings with the world, he entertained fellow archmages, high priests, and even several of Ergoth's emperors in these halls.

The heart of Ulgaard, however, was in its lower levels. Within these, the Dark One conducted his darkest experiments, developing spells that — mercifully — only he (and Raistlin Majere) could ever understand and cast. The lower levels were laid out as a spiderweb of catacombs, each branch isolated from the others, spreading out for more than half a mile in every direction.

In one branch was the Pit of Summoning, a natural cavern with a pool so deep that the glow of molten rock could be seen far below. Here he summoned creatures from the Abyss to study and command. In another were dungeons where his enemies lived in torment, subjects to unperfected curses and spells. In a third were the rooms where he kept his failed attempts to create life from lifelessness — hideous creatures called the Accursed, much like the Live Ones later created by Raistlin in the Palanthian Tower. In yet another were the rooms where his pupils dwelt, learned — and, ultimately, gave their lives to extend his own.

In the midst of this web was a great laboratory, filled with shelves of dark lore, racks of spell components, and vats of noxious, smoking fluids. Standing in the room's center was a huge table of dark stone, stained rusty with the blood of





thousands of sacrifices and vivisections. Stone statues of dragon-men stood watch at the room's four corners, ready to come to life and attack any intruders.

Every inch of Ulgaard was protected with warding glyphs, each of them capable of instantly stopping the heart of anyone who came near. In addition, every door was ensorcelled to lock at a word from the Dark One, and even an ogre could not break them down. Few places on Krynn have been so well-protected.

Ulgaard was built early in Fistantilus's career. He developed more than half of his spells in its depths, created the bloodstone pendant he used to sap his apprentices' lives, and devised his scheme to achieve godhood by entering the Abyss. Andras Rannoch planned his revenge against the Knights of the Divine Hammer here.

After the Lost Battles, when he became a fixture of the Kingpriest's court, Fistantilus rarely visited Ulgaard, letting it sit silent and empty for years at a time. After his death, Ulgaard lay completely forgotten for more than two centuries. It might have remained lost forever, but for Raistlin Majere, who learned its location and visited there from time to time during his years as Master of Past and Present.

Dalamar later inherited the secret, though whether he shared it with anyone else is doubtful. Now that he has the magic back, and cannot return to the Tower of Nightlund Dalamar has made Ulgaard one of his own dwellings.

THE SCHOOL OF MYSTERIES: TOWERSTONE'S HOPE

During the years after the Second Cataclysm and before the War of Souls, the ranks of High Sorcery dwindled to almost nothing. With the Conclave disbanded, the three moons absent, many wizards died or left the Orders in despair. By the time Takhisis's treachery was revealed and gods — and the moons — returned to Krynn, those who practiced the old ways were reduced to a handful of elves and old men, hiding in libraries and archives, trying to preserve the mysteries of their vocation.

One such holdout was Adriana Towerstone. The daughter of a Solamnic Knight, she ran away from home to become a mage. She was one of the most promising young mages when the Summer of Chaos descended on Ansalon. She had just completed her Test, and had donned the White Robes for what appeared to be a promising career, when the magic vanished.

Many of Adriana's colleagues quit the Orders, once it became clear that their power was gone. She did not, however: she had run away from her home for the love of High Sorcery, and she continued to study it with an almost fanatic devotion. When the new magic appeared and Palin Majere established the Academy of Sorcery,

Adriana took little notice. She continued to pore over old spellbooks, many of them abandoned or sold by owners who no longer had any use for them. By the time of the War of Souls, she was one of the most learned — albeit powerless — mages left in the world.

Then the magic returned. Now in her sixties, Adriana suddenly found her powers restored when Solinari rose over the eastern hills. Her dreams, which most had considered a mad delusion, had come true. As the remnants of the Orders began to come together again, under the leadership of Dalamar the Dark and the archmage Jenna, she emerged as a leading candidate for mastery of the White Robes. Adriana turned down this offer, however, and made a proposal of her own to the nascent new Conclave.

"Let me build a school and pass on what I have learned," she said. "For without new blood in its veins, this body may yet die."

Thus, with the Conclave's blessing, Adriana founded the School of Mysteries in northern Chiselwood, a half-day's ride from her old family's holdings of Kyre. The school is a set of three round towers perched on a craggy hilltop — one white, one red, one black — surrounded by several dormitories, a refectory, and other outbuildings, and encircled by a wall of glistening moonstone. The three towers contain classrooms and libraries, with casting-chambers located in the bedrock beneath. Here, Mistress Adriana and several of her contemporaries teach the laws of magic to new initiates. The classes are still small, and many of the dorm-bunks still stand empty. Adriana hopes that one day the classes will be filled once more, as they were in earlier Ages.

This grove of birch trees grows thick around the hill, and has earned the name Daishan, which means "love" in the tongue of magic. Its enchantment is subtler than those of the Shoikan Grove and the others, and it has an ingenious purpose: rather than keeping enemies out, it draws them in. Those who enter the grove uninvited — particularly those who do so with hatred in their hearts — find themselves unimpeded by the trees. The birds sing sweetly, and the birches and bushes part to let them pass. As they advance toward the School, they find themselves fascinated by magic. By the time they reach the moonstone walls, they have set aside their desires to plunder and destroy, and are instead eager to learn all they can.

Adriana herself speaks with each of these new converts, studying them to see if they have real aptitude for wizardry. Most do not, and the mages turn them loose at the grove's edge. Those who do demonstrate talent are invited to stay and learn its use. Thus the School gains even more students than it would have by normal means, and the Orders come one step closer to regaining the power they so nearly lost forever.

TEST OF HIGH SORCERY

A VOICE spoke from the nether regions. “Why must we test this one so severely?”
Par-Salian’s twisted hands clasped and unclasped. “Who questions the gods?” He frowned. “They demanded a sword. I found one, but his metal is white hot. He must be beaten, tempered...made useful.”

“And if he breaks?”

“Then we will bury the pieces,” murmured the Mage.

“The Test of the Twins”

by Margaret Weis

THE TEST

The Test of High Sorcery is the single binding experience in a wizard’s life that makes all Wizards of High Sorcery brothers and sisters in magic. Many students and minor practitioners never take the Test, either afraid of the risk or never selected by the Conclave. Those who make the journey to a Tower and take the Test undergo a trial of skill and nerve that is completely unique to the individual, yet is also an experience shared by wizards that allows a Black Robe to have moments of understanding with those who wear raiment of White. A wizard’s soul is forged within the fires of magic, and he will never be the same again.

TRADITION OF TESTING

During the Second Dragon War, three powerful mages used the wild magic to destroy the marauding dragons threatening the elven kingdom of Silvanesti. Unfortunately, the mages lost control of the magic, which went on a rampage, causing the deaths of thousands before it could be brought under control.

The Gods of Magic had long feared that such a disaster might occur if some means were not provided to control the use of magic. The gods carried the three wizards, who came to be known as the Lost Mages, into Beyond, where the gods impressed upon the mages the need to establish laws and rules designed to govern those who wielded magic.

To maintain the balance in the world, the Gods of Magic decreed that three Orders should be established: the White Robes, faithful to Solinari; the Red Robes, faithful to Lunitari; and the Black Robes, faithful to Nuitari. Unlike clerics, mages are not required to pray to the Gods of Magic to receive their spells. Mages are expected, however, to adhere to the precepts and beliefs of their own Orders.

Upon their return to the world, the Lost Mages summoned their fellow wizards to present to them the dictates of the gods. Most of the wizards had seen the terrible destruction caused by magic run amuck, and they agreed that the gods were wise and that some sort of control was necessary.


To reward the mages for their cooperation, the Lost Mages described to them the benefits that would be gained by belonging to established Orders: access to collections of spellbooks, scrolls, artifacts, and laboratories; the protection afforded by the fortress-like Towers of High Sorcery; the ability to share thoughts and ideas with like-minded individuals. A few wizards thought the gods were acting as despots and refused to obey the laws, but most mages believed that the benefits far outweighed the drawbacks and were eager to belong to the new Orders.

So many magic-users clamored to join the Orders that the new Heads of the Orders were dismayed. Some of those wanting to belong were serious students of magic and would be welcome members. Others obviously had no interest in the Art of magic at all. Among these were kender, who came in droves. Young nobles arrived with the expressed belief that learning magic would be “jolly fun.” Some announced they had developed schemes for using magic to turn a profit. Still others came with more sinister purposes, convinced that they could use magic in obtaining revenge against those who had wronged them.

The three mages realized that by bringing all these people into the Orders, without any attempt to screen out those who would use magic heedlessly or dangerously, they might actually do more harm than good. Their answer was to develop a test that each applicant must pass before being accepted into the Orders. The test would not only judge a wizard’s ability to cast spells, it would also reveal if the wizard was motivated by dedication to the magic or by purely selfish or sinister reasons. And, in order to further weed out those who were not serious in their pursuit of magic, the wizards decreed that any wizard who wanted to take the Test of Magic must literally be willing to place his or her life on the line. Those who took the Test and failed would die. As Heads of the Orders had foreseen, this decree caused any number of applicants to rethink whether or not being a wizard was worth risking one’s life.

The decision that mages must demonstrate their dedication to their magic and prove their abilities reduced the number of candidates, but also aroused anger among some of the mages, particularly those of high level, for the Heads of the Orders stated that all applicants were required





to take the Test, no matter what one's rank or standing. Several powerful wizards were incensed and insulted and refused to join the Orders, instead choosing to become renegades.

These renegades banded together and, for a time, plotted against the new Orders, hoping to bring them down. The Orders were backed by the Gods of Magic, however, and proved to be strong and enduring. The renegades soon found that life as an outsider was difficult and dangerous. Most eventually saw the wisdom of joining the Orders.

Records still exist of those early Tests. Compared to those given today, the Tests of that time appear simple and even crude. They were administered by the three Lost Mages, who not only determined a candidate's worthiness, but also decided which Order a candidate should join.

As the years passed, the Test has evolved, with more wizards participating in giving the Tests, and the Tests becoming more complex and more accurate in their assessment of candidates. The Tests given today remain true to the principles of their founding. They are used to discover if a candidate is skilled in magic, if a candidate is willing to give his life for the arcane art, and to teach the candidate to know more about himself, his own thoughts, dreams, and desires.

CRAFTING A TEST OF HIGH SORCERY

The three Orders come together to create a Test for a new candidate. Using many magical tools at their disposal, the wizards giving the Test learn intimate details about the wizard to be tested. Looking into the past, the archmages view some of the incidents that shaped the candidate during childhood.

They peer into dreams, and learn secrets that the potential mage will not admit to anyone. Though some might view this as an invasion of privacy, such scrutiny is an important step in crafting a Test that is personal, challenging, and unforgettable. Wizards who agree to take the Test are given to know that such an investigation into their private lives is going to be undertaken and may choose not to proceed with the Test.

GOALS OF A TEST

The overriding goal of the Test of High Sorcery is to assure that wizards who will be given access to powerful arcane spells are serious about the practice of magic and will use it responsibly. A supplicant mage taking the Test risks his life in doing so, and thereby pledges his life to the practice of magic and the Orders of High Sorcery.

The inherent risk involved in the testing process serves a simple principle: anyone wishing to learn more advanced spells must take the responsibility seriously enough to stake his life on the chance to attain such power. A student

mage is given many chances to opt out before the Test begins — even at the last moment — because, once begun, failure means death. Families, friends, and loved ones often beg a young wizard to give up the pursuit of magic for this reason. Many potentially brilliant members of the Order abandon their goals due to such pressure, remaining life-long practitioners of only minor spells. But the call of ambition and eldritch power are very seductive, and the truly determined answer the call despite the risks.

Another important aspect of the Test is the moral choices it presents to the wizard. A mage who survives the Test will wear the white, red, or black robes and be a full member of the respective Order, aligned with a moon and God of Magic. The Test offers a number of potential paths that examine the mage's psyche and lays out many difficult choices. Does the mage think of others before himself? Do power and ambition mean more than love and family? Or does the mage commit to neither good nor evil, walking a path of balance between light and dark? These questions are answered during the Test, and define the wizard's place within the Orders of High Sorcery.

A fundamental part of the Test that is often overlooked is the simple examination of the wizard's magical skills. Knowledge of the language of magic is important, as are understanding spell components and learning how to find components in difficult situations, as well as general arcane lore. Most mages will have to cast every spell they know, with special situations set up in which the creative use of magic can make the difference between life and death. Some Tests also investigate a wizard's knowledge of magical creatures and those with magical abilities.

Running counterpart to a spellcaster's magical expertise is the ability to solve problems and situations without the use of magic. The Orders of High Sorcery understand that not every problem can be solved with a spell, and that a candidate should demonstrate common sense and resourcefulness. A wizard should always prepare for the situation when he has cast his last spell, and should conserve his magic for use in emergencies.

STRUCTURE OF A TEST

One of the most important functions of the Conclave of Wizards is the creation of Tests for potential mages. Each Test is highly individual and tailor-made for the person involved, drawing on his past, present, and potential future. However, there are some fundamental building elements common to all Tests.

- A Test is rigorous and dangerous. Failure means death.
- Every Test presents at least three challenges that examine a mage's knowledge and use of magic. During these challenges, the wizard must generally cast every spell he knows.

- A Test includes at least three perils or tasks that cannot be solved through magic alone.
- In a Test, a wizard must face at least one confrontation with a known ally.
- All Tests involve the mage in solo combat with a highly dangerous foe.

Another important concept in the structure of a Test is the trinity. Past, present, and future; good, evil, neutrality; twilight, night, dawn — these are just some of the symbolic trinities that have been used to create the basic structure of a Test. Sometimes the use of these concepts or symbols is quite obvious, while many times they are so subtle that the wizard never realizes they were a basic element in his Testing.

The trials for a wizard are constructed so that there is opportunity for rest and study between the parts of the Test that present significant danger. Often these safe havens are familiar places drawn from the spellcaster's own memory — an old home, a local inn, or a childhood secret hideout. Such sanctuaries allow a mage to heal, find rest, and prepare a new selection of spells. Oftentimes clues are subtly placed within the rest area to guide the individual in his preparation, though these can sometimes be misinterpreted.

THE INVITATION

The Conclave monitors the progress of apprentice and student wizards throughout Ansalon. When these wizards exhibit an ability to use powerful spells, the Conclave issues an invitation to the wizard to journey to the closest active Tower of High Sorcery. (During the Age of Despair and after the War of Souls in the Fifth Age, this is almost always the Tower of Wayreth.) The invitation might be in a letter delivered by a magical messenger, a recurring dream sent via the power of magic, or personally delivered by a member of the Conclave.

A character with the wizard class will generally receive his invitation at 3rd or 4th level, as the Orders feel that spells as powerful as fireball or lightning bolt should not be wielded by those who have not proven themselves worthy and responsible. The initial invitation is formal and courteous, but always includes the warning that the Test is only for potential mages dedicated enough to risk their lives to prove themselves.

If an invitation is refused or ignored, the wizard potentially places himself in danger. If a wizard is content to practice only minor magic (spells of 2nd level and below), then the Conclave has no further interest in him. However, if the character refuses or ignores the invitation and takes additional levels of the wizard class (or a prestige class that raises his effective spellcasting level), then the character is branded a renegade and faces the retribution of the Conclave (see Chapter Three).

JOURNEY TO THE TOWER

While the dangerous nature of the Test itself is the first (albeit psychological) trial a wizard must face, the second is the journey to the Tower. Such travel can be dangerous and taxing, especially for a wizard who is more accustomed to a life of scholarly pursuits than adventuring. The Conclave will often prepare a few minor challenges during the travel so that the wizard faces some difficulty in simply reaching the Tower.

Examples include: a strange creature encountered along the road, threats delivered by an enigmatic messenger, haunting dreams that lead a candidate to believe that he is journeying to his own death. The Forest of Wayreth or a similar guardian grove can be quite intimidating, though an invited candidate need only show determination and courage to win his way through, and doesn't face the Grove's full powers and guardians. (A candidate visiting the Wayreth Forest will find the forest suddenly appears and admits him; one journeying to another Tower will be given a charm to make his way through its grove. He sees for himself the grove's effects and may even mildly experience some of them as part of his training.) A journey to a Tower of High Sorcery can be adventure unto itself.


THE TESTING GROUNDS

Each Tower of High Sorcery has an extradimensional realm known as the Testing Grounds, sometimes called the Mindscape. In the Tower of Wayreth (the most prominent Testing location throughout Ansalon's history), the Testing Grounds expand beyond the main buildings and into the forest. Visitors who are sensitive enough (Spot DC 18) may feel strange sensations and spot movement at the edge of their peripheral vision. While non-mages have taken these experiences as proof that the Towers of High Sorcery are haunted places, in reality they are sighting mages who are taking the Test.

Each Tower has a doorway for entering the Testing Grounds, though entering by this door is not a requirement, for certain candidates may never see it. A potential mage can enter the Testing Grounds from anywhere within a Tower of High Sorcery (or the grove that surrounds it). Because the extradimensional realm is made of illusion and the stuff of shadows, it seems absolutely so real that the wizard being tested does not realize the difference.

When a Test is prepared, the mage administering it prepares a simple trigger. It could be a word, phrase, or gesture. Some candidates are led into the Test with great ceremony, while for others the experience begins without warning. It is not unknown for the Conclave to transport a wizard within the Tower and into the Testing grounds before he even leaves on his journey,





allowing the wizard to prove his mettle without knowledge that a Test is being administered. (Such instances are rare but not unknown, such as the case of Palin Majere in the years before the Summer of Chaos.) The entry into the Testing Grounds is prepared and designed on an individual basis, just like the Test itself.

Though part hallucination and part illusion, the Mindscape experience within the Testing Grounds is real to the candidate. Everything has sound, taste, texture, and smell, in addition to looking exactly as it would in the real world. Most importantly, any damage suffered during a Test is real — as is the death of any mage who fails.

Each individual area constructed within the Mindscape is often thought of as a “room,” though this “room” can appear to be any location without any limit on size (a forest, a glade, a library). In this “room” the wizard faces a single challenge (or layers of challenges), then moves on. The pathways connecting each area are benign, and can present themselves in virtually limitless ways. A mage may walk down a road, step through a door, or sometimes simply appear at the location of his next challenge. Traditional reality breaks down within a Test, so a mage walking through a door may suddenly step into a forest clearing (with the door vanishing behind him), or enter a tiny house only to step into a room much larger than the outside structure. Some Tests are designed to be highly believable. For others, the Mindscape is a truly fantastic experience.

MAGICAL RESTRICTIONS

While the wizard is required to use magic as part of the experience of the Test, those administering the Test also limit use of the magic in order to prevent “cheating” or circumventing challenges. It is important to remember the following:

- A wizard cannot escape the Testing Grounds through use of magic.
- A wizard cannot use magic to transport himself from one area within the Test to another.
- A wizard cannot use magic to contact creatures outside the Test.
- A wizard cannot use magic to summon creatures from Krynn to the Testing Grounds (though spells that summon creatures from other planes, such as *summon monster*, will work normally).

STRUCTURE OF A TEST

Tests of High Sorcery are unique experiences designed for the wizard being challenged. Yet the shapers of the Tests, those wizards administering the Test, also realized there should be a common structure to serve as a foundation for them all.

The flow chart indicates how a Test should proceed and the types of choices offered. While each entry on the chart could indicate a different area, each entry might instead represent different

options presented in the same area. The entries on the chart are not a straitjacket for the structure of building a Test, just guidelines for constructing a unique and challenging adventure.

Companions: Though most wizards undertake a Test of High Sorcery on their own, there is no prohibition against taking companions along for the journey. The challenges are adjusted to take into consideration the aid given by other members of the party, and the shapers of the Test always make sure the wizard lives up to the requirements and guidelines set down by the founders of the Orders. In other words, companions can help, but they can't take the Test for their friend. It is also worth noting that no one who enters the Testing Grounds is guaranteed a safe return.

CHALLENGE

A Test is created to be suitably challenging for an initiate, tailored for his current level of power, and taking into account anyone he might bring with him. Consult the following chart when determining appropriate encounter levels for a wizard in various areas. At least one-third of the encounters should have an Encounter Level +1, which represent more serious dangers that are still manageable.

Test Encounter Levels

Wizard Level	Solo	1 ally	2-3 allies	4-5 allies
3rd	1	2	3	4
4th	2	3	4	5
5th	3	4	5	6
6th	4	5	6	7

For wizards who take the Test later in their careers (such as a renegade mage who decides to join the Orders) and have 7 or more character levels, increase each Encounter Level by +1 for every level beyond those listed on the chart.

RISK VERSUS REWARD

While the Test is certainly a dangerous experience, the Gods of Magic decreed that those who would risk the most in their commitment to the practice and study of wizardry gain the most reward. Conversely, those who risk less during a Test will not gain the same benefits as those who place themselves in great jeopardy for the sake of the magic.

Each time an initiate enters a new area within the Test, he must choose a level of risk. This can be done by monitoring choices and decisions made by the player for his character or by the player simply making a declaration.

Danger and Risk Points

Low Risk	1 point
Average Risk	2 points
High Risk	3 points
Grave Risk	4 points

Based on the level of risk chosen for a particular area of the Test, the challenges within are adjusted as follows:

- 1 Risk Point: All of the actions (attacks, saving throws, ability checks, etc.) and characteristics (AC, hit points/die, save DCs) of the challenge are at -1. A 2 HD monster with an AC of 16, 12 hp, and +6 attack bonus would become a monster with an AC of 15, 10 hp, and +5 attack bonus. A trap with a Reflex save DC of 12 would become a trap with a Reflex save DC of 11.
- 2 Risk Points: As normal, no modifications.
- 3 Risk Points: All of the actions (attacks, saving throws, ability checks, etc.) and characteristics (AC, hit points/die, save DCs) of the challenge are at +1. A 2 HD monster with an AC of 16, 12 hp, and +6 attack bonus would become a monster with an AC of 17, 14 hp, and +7 attack bonus. A trap with a Reflex save DC of 12 would become a trap with a Reflex save DC of 13.
- 4 Risk Points: As 3 Risk Points, all of the actions and characteristics of the challenge are at +2.

At the conclusion of the Test, if the initiate survives (and thus passes), the number of Risk Points are added and divided by the total number of areas, creating an average. The rewards for risk are as follows:

- 1 Risk Point: The wizard is awarded a permanent magical item of 750-2,000 stl value.
- 2 Risk Points: The wizard is awarded a permanent magical item of 2,000-4,000 stl value and a chance to increase Intelligence.
- 3 Risk Points: The wizard is awarded a permanent magical item of 4,000-8,000 stl value, a chance to increase Intelligence, and a bonus feat.
- 4 Risk Points – Soulforge: The wizard is awarded a permanent magical item of 8,000-16,000 stl value, a chance to increase Intelligence, a bonus feat, and undergoes a permanent physical change.

MAGICAL ITEM

Every newly accepted member of the Orders of High Sorcery is gifted with a permanent magical item. The relative value of the item is dictated by the level of risk during the Test. Many times the item is tailored to either wizard's personality, signature style of magic, or relates somehow to the Test itself. Examples include:

- A +1 flaming dagger given to a mage who favors fire spells such as burning hands.
- A musical wizard might be awarded with a harp of charming.
- A wizard who faced monstrous spiders in her Test might receive a cloak of arachnida.

INCREASED INTELLIGENCE

A wizard who takes the Test of High Sorcery might learn enough from the experience to have a chance to gain increased Intelligence as a result. Though only gained at greater risk, the increased Intelligence can give a mage an advantage during the course of a career.

A wizard who has earned a chance to increase Intelligence must make an Intelligence check against a DC 20. If successful, the character gains a permanent 1-point increase to the Intelligence ability. There is no chance to retry or secondary benefit for a failed roll.

BONUS FEAT

Those wizards who truly put themselves at great risk during their Testing will not only have a chance to increase their intelligence, but might also learn how to enhance their spells. Such a technique learned during the trials is refined and explained after the Test, manifesting as a bonus feat.

The bonus feats available are any metamagic feat, item creation feat, Combat Casting, Eschew Materials, Improved Counterspell, Reserves of Strength (see *Dragonlance Campaign Setting*), Spell Focus, Spell Penetration, and Spell Mastery.

PHYSICAL CHANGE

A wizard's soul is forged in the crucible of magic, so the shapers of the Test wrote in the Age of Dreams. Those who undergo the process of a Soulforge are forever changed in soul, mind, and body. Many wizards leave the Test with a physical change — sometimes dramatic, other times subtle — but always meant to serve a specific purpose. The most famous example is the hourglass eyes of Raistlin Majere, meant to teach the young mage compassion.

If a wizard undergoes the Test and averages 4 Risk Points (indicating a Soulforge experience), the Dungeon Master must determine the form of physical change that the character undergoes. The change can be purely cosmetic or the equivalent of a minor handicap, and should relate to the Test in some way. Examples include:

- A volatile wizard with wild mood swings is given eyes that change colors to match her mood — including striking and unnatural hues such as red and purple. This is meant to teach her to try to control her emotions.
- An absent-minded wizard gains a magical tattoo that slowly shifts and swirls, reacting to its environment. This is meant to teach him to pay attention to his surroundings.



- A wizard who constantly bothers people by talking too much gains a faint unearthly echo to his voice that disturbs those who hear him speak. This is meant to teach him to speak only when necessary.
- A duplicitous wizard with a penchant for lying gains a forked tongue. This is meant to teach him to tell the truth (and to warn others of his duplicity).
- An indecisive wizard who usually has to be pushed by others to make decisions is given a shadow that acts decisively and independently of the wizard's own actions, startling those who notice it for the first time. This is meant to teach him that he needs to rely more on himself to make decisions.

AREAS WITHIN THE TEST

As indicated on the flow chart, the areas within the Test are structured to fit one of six areas modified to the shapers' needs and designed to provide appropriate challenges for the initiate. Though the chart contains twenty-two separate areas, most characters will pass through only about half of them during a Test.

REST

An initiate who enters this area has found a safe haven where he can sleep, take a meal, and study to recover his spells. If a mage taking the Test finds his way to a Rest area more than once in the Test, the area is sometimes the same place, while other times the shapers reform the Rest area into someplace else entirely.

While a Rest area can wear any number of guises, it generally allows for healing of the wizard's wounds, comfortable and secure quarters where the wizard can sleep, and a place to study and prepare spells for the challenges ahead. Sometimes the Rest area can examine the wizard's knowledge, such as forcing him to prepare spell components based on his spell selection. Clues designed to lead to another section of the Test or that might be useful in encounters further on in the trial might also be found in a Rest area.

Examples of Rest areas include:

- A warm and bustling inn, with excellent food and drink and good-natured patrons, who will chat with the mage.
- A secluded forest glade, with a mattress of soft grass and a starlit sky overhead.
- An empty, but well-stocked, hunter's cabin somewhere in the wilderness.
- The community tent of a nomad tribe, who welcome the wizard and offer their hospitality.
- The wizard's own room, pulled straight from the memories of his childhood — complete with a beloved toy or stuffed animal.

BATTLE

These areas offer straightforward physical confrontations with either a group or a single (more dangerous) foe. While emphasis is placed on the initiate's ability to defend himself and others, this encounter may also examine his creative thinking in dangerous situations or the ability to cleverly exploit an enemy's weakness.

Examples of a Battle area include:

- A group of bullies from the wizard's childhood appear and attack, dealing nonlethal damage. Since onlookers see a grown wizard fighting children, he may have to subdue them without harming them.
- An initiate sees a friend or companion engaged in deadly melee with monstrous humanoids, such as goblins or gnolls.
- After accepting a ride in a noble's carriage, a mage is beset by a group of bandits.
- A mage is goaded into battle by a bloodthirsty ogre.
- Inanimate objects — such as furniture and tools — suddenly become animated and attack the wizard.

HAZARD

A Hazard is an unexpected danger or a type of problem that requires quick thinking and possibly creative use of magic to survive or bypass. These problems are often created so that knowledge of magic or related lore might help avoid the hazard or a clever application of a prepared spell might negate the Hazard.

Examples of Hazard areas include:

- A rickety rope bridge hangs over a deep chasm. Crossing proves difficult. Dangerous creatures lurk in the darkness below, waiting for a misstep.
- A path of stepping-stones leads over a raging underground river. If the mage does not begin the path with the right foot (as opposed to the left — and wrong — foot), he will reach a point where he cannot continue forward.
- A steep staircase is trapped to turn into a slide, possibly plunging the initiate to a hazardous location at the bottom.
- The walls begin closing in, cutting off the room's only exit. Quick movement, the use of magic, or finding the hidden release lever is required to survive.
- The initiate enters a mirrored maze, where he must learn to understand the pattern of its shifting walls or be trapped.

TASK

Unlike hazards, which present an immediate physical danger or obstacle, a Task area offers a mental challenge that requires thought to overcome. Puzzles, riddles, and obscure clues require the initiate to attempt feats of intelligence

and problem-solving to find resolution and proceed with the Test.

Examples of Task areas include:

- A vicious but intelligent creature is chained in the door, blocking the exit. The wizard must solve a puzzle to free the creature in order to proceed, or else he must fight it to continue.
- Spectral minions gamble with a pea hidden under one of three shells. The mage must discover the game is a fraud (the pea is secretly removed before the shells are sorted) without directly accusing the host of cheating, or face a battle.
- A weeping woman (actually a disguised medusa) asks for a cup of water from a deep well, that has neither rope nor bucket. Until the task is complete (or the medusa defeated in combat), there is no way to move on.
- A magical gateway leads to another Test area, but it will not open without a magical phrase hinted by a riddle inscribed upon the wall.
- A key to leave the current area is hidden on an individual in a crowded room. Either great stealth, magical information, or clever questions will reveal the key's location — as the occupants will only answer questions with a “yes” or a “no,” and will refuse to answer any questions directly pertaining to the key.

DUEL AREAS

These locations are straightforward one-on-one battles between the initiate and another spellcaster. Sometimes the opponent will have a weakness that the student can exploit, either with spells or physical combat. The duel is potentially deadly.

A duel encounter should be created with the following Encounter Levels. (Note that many times the shapers of the Test create a duel that forces one-on-one combat between the mage and the enemy, though a more difficult opponent(s) may challenge the mage and his allies.)

Duel Encounter Levels

Wizard Level	Solo	1 ally	2-3 allies	4-5 allies
3rd	4	5	6	7
4th	5	6	7	8
5th	6	7	8	9
6th	7	8	9	10

Examples of duels include:

- A dark elf fighter/wizard reveals himself inside a completely sealed chamber. Against human opponents, he will douse the only light source, using his elvensight to ambush the initiate.
- A barbarian shaman charges out of nowhere, forcing the wizard into immediate and lethal combat, using both spells and melee weapons.
- The wizard confronts a mirror-image version of himself—but of opposite alignment.

- A cleric of opposing alignment challenges the initiate, throwing spells of divine magic and resorting to physical combat if necessary.
- A rogue/wizard has home-ground advantage in a dueling area filled with traps and hazards that the mage finds unfamiliar.

MAGIC AREAS

These are areas of the Test that present problems that can be more easily solved by spells and magical knowledge than by other methods. Since one wizard's spell selection is very different from another, the challenge is designed to match the wizard's particular spells. Sometimes hints may be given in Rest areas to hint at what is to come.

Examples of Magic areas include:

- A labyrinth with several traps and a gelatinous cube present an obstacle. One of several spells might reveal either a safe way out or the presence of the creature.
- The wizard finds himself aboard a minotaur ship, facing dangers that can most readily be dealt with through use of magic.
- When the building in which the initiate is dining catches on fire, the quick use of appropriate magic might save him from death.
- A hideous ogress captures the wizard, who discovers that she will free him if he helps her win the heart of an ogre male.
- Coercion by threat or magical influence is required to get past an otherwise undefeatable guardian.

MORALITY AND THE TEST

One of the most important aspects of the Test is determining which Order the wizard will enter and what robes he will wear — and which God (and moon) of Magic to which he will be aligned. Thus, the shapers must determine if the initiate's actions are good, evil, or neutral, and they must do so without passing judgment on the wizard.

These tests of character are interwoven with the other challenges, to gauge the wizard's responses. If the wizard's overall actions are good, he is initiated into the Order of White Robes. Actions that are evil will earn him a place among the Black Robes. Those who walk somewhere between the two ends of the moral spectrum become members of the Order of Red Robes.

When a wizard takes the Test during the course of a campaign, the Dungeon Master should evaluate what alignment his actions best seem to match (see “Alignment” in Chapter Six of the *Player's Handbook*). The character has his alignment re-established upon completion of the Test, which could be his original character alignment or might be a significant change. He is initiated into the matching Order and will gain its secrets when he takes the Wizard of High Sorcery prestige class and is linked to the appropriate moon.



FAILURE MEANS DEATH

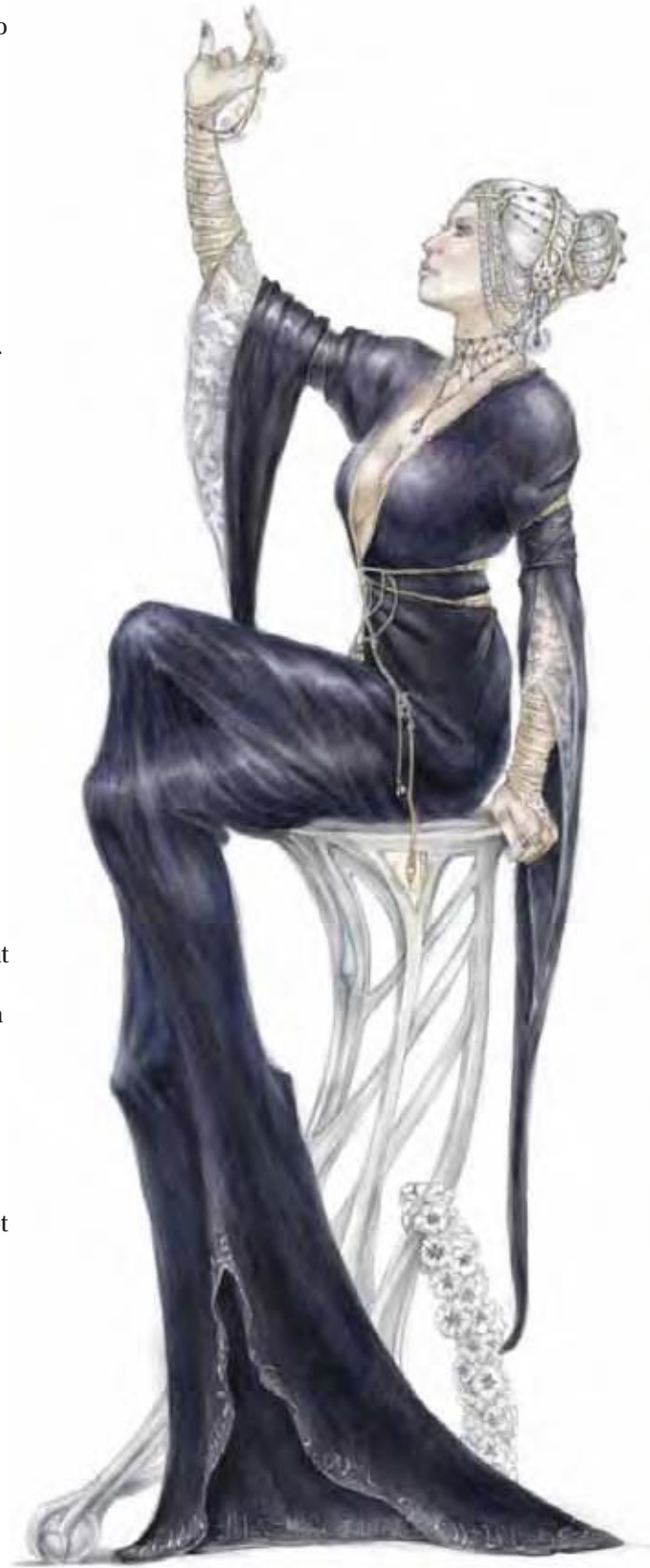
The decision to kill a wizard during the Test is not one that is made lightly. The idea that the wizard can die during the Test is meant to deter those who are not truly dedicated to the pursuit of magic. Death during the Test is used to weed out those who might pose a danger to others through their inept, careless, or heedless use of magic. Death is not imposed randomly or without good cause. (In other words, death should not be the penalty for a bad dice role!)

Because the Test is not real (though challenges and damage are), the Shapers may determine that a wizard who has proven himself should survive an encounter that might otherwise prove fatal. For example, a wizard who has performed admirably throughout the test dies in a magical duel due to a simple mispronunciation of a word. In this instance, the Shapers will restore his life (though perhaps leave him marked as a result).

Death should be the punishment for:

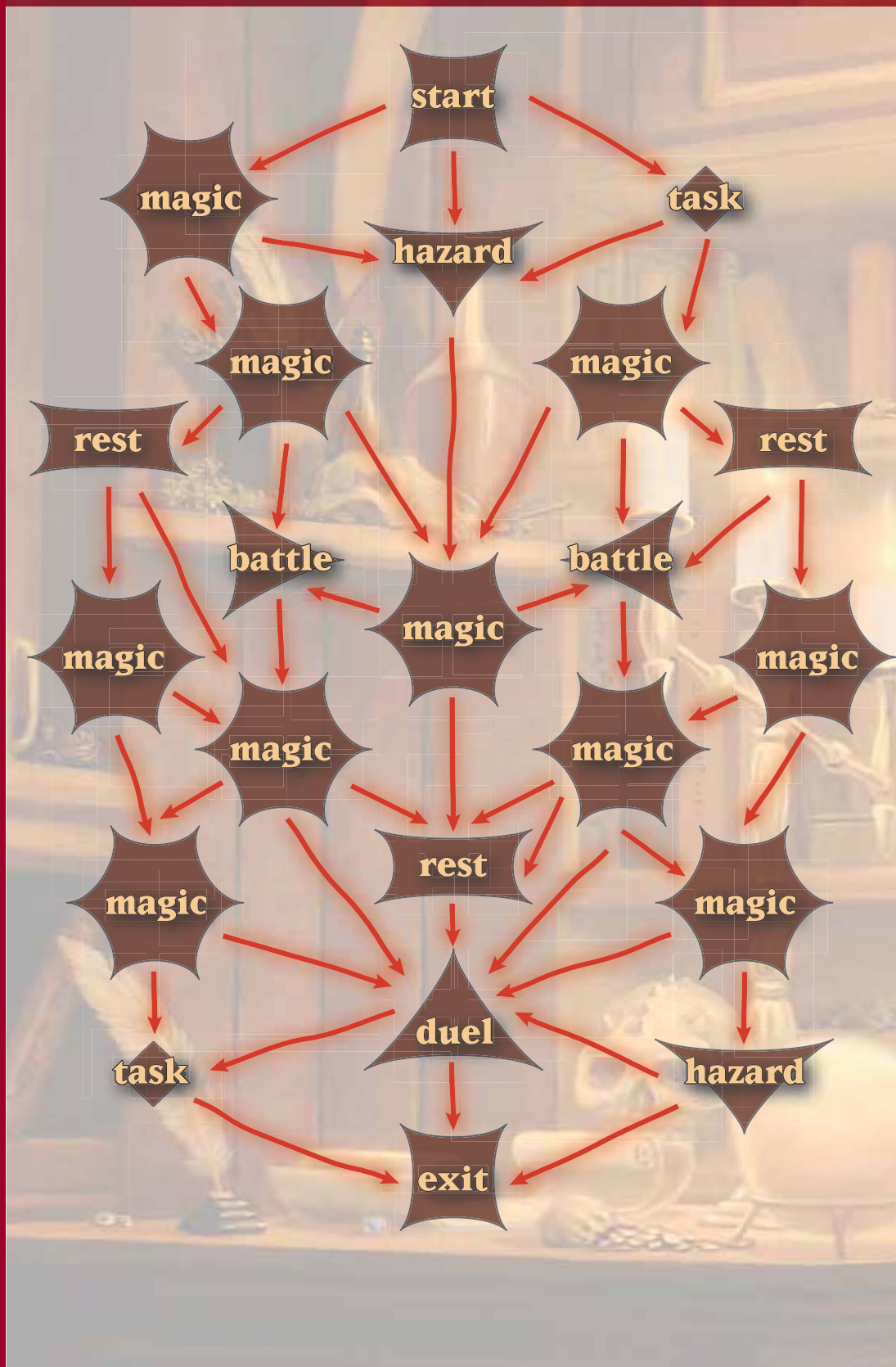
1. A wizard who fails repeatedly during the Test due to lack of study: he casts the wrong spell, uses the wrong spell components, can't recall the spell, can't read his own scroll, etc.
2. a wizard who is careless and/or foolhardy: he gets drunk at the rest area instead of studying his spells; he refuses to take the Test seriously, but clowns around, behaves stupidly.
3. A wizard who indicates in some way during the Test that he is or may become a threat to the Orders or to fellow wizards: a Thorn Knight who lies about his true allegiance in order to sneak into the Tower to assassinate the Master, a wizard-thief who plans to use the Test to try to steal a valued artifact.

The Dungeon Master should impress upon the character from the beginning that the Test is a serious matter, one not to be undertaken lightly. The Dungeon Master should do his best to attempt to deter any character who is not prepared or is not in the proper frame of mind from even taking the Test. The final choice is, however, up to the character.



TEST OF HIGH SORCERY

STRUCTURE & AREAS



Chapter Six

CREATURES

“**A**H, to return to the Gray...” the diminutive man sighed wistfully. He was a dark huldrefolk, one of the lost races of faeries who, prior to the gods departing Krynn, could access the many dimensions that overlapped the world. The Gray was his home, a realm of swirling clouds and floating spirits, a place with no land — only mists. He had not been able to return there since the world’s magic was suppressed. As was the case with the Blue, he had an innate magical aura about him. But it wasn’t powerful enough to transport him beyond Krynn, even with the aid of one of the many portals scattered across the land.

Day of the Tempest
by Jean Rabe

WIZARDS AND CREATURES

The Wizards of High Sorcery live in a world of magical creatures — some warped by the power of Chaos within the Graygem of Gargath, others created by the wizards’ own meddling with arcane forces. In most instances, these magically spawned creatures are much different from the animals of the world, with a tendency to be more erratic and unpredictable in their behavior and much more difficult to control. Some, such as animals used as familiars, can be helpful and beneficial to the wizard. In the case of others, the wizard may regret having ever set eyes upon them...

FAMILIARS

“Some magi have animals that are bound to do their bidding . . . These animals, or familiars as they are called, can act as an extension of a mage’s own senses. They can go places he cannot, see things he is unable to see, hear conversations he has not been invited to share.”

Raistlin Majere

Though the practice is not universal, many wizards summon a familiar early in their careers. These creatures can act as assistants, guardians, or (as Raistlin Majere indicates) as spies.

Wizards acquire familiars in the manner described in Chapter Three of the *Player’s Handbook*. More rarely, members of the Orders take the Improved Familiar feat (described in Chapter Six of the *Dungeon Master’s Guide*) to acquire a more unusual creature as a familiar. Dangerous familiars from the outer planes are not

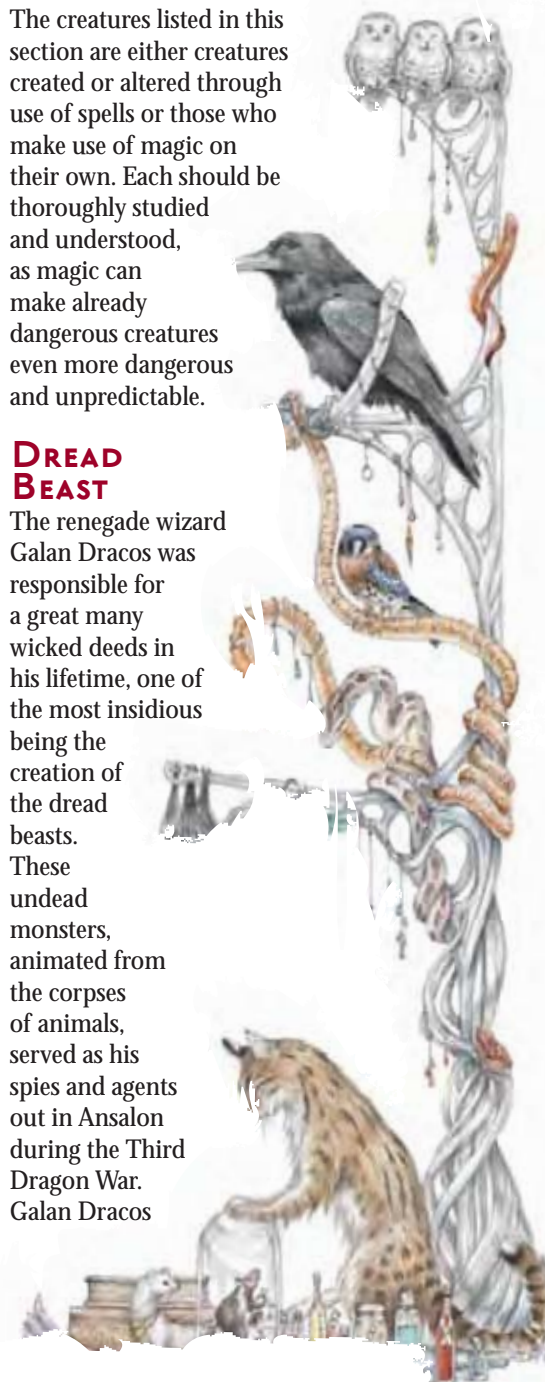
forbidden, but they are not popular choices among members who frequent the Towers. Such familiars are tolerated as long as their masters keep them in check. Note that pseudodragons are extremely rare and even thought to be long extinct by the time of the Summer of Chaos, so finding one to gain it as a familiar is a difficult task. Most familiars are of the mundane animal variety and include, but are not limited to, cats, birds, snakes, mice, ferrets, and toads.

CREATURES

The creatures listed in this section are either creatures created or altered through use of spells or those who make use of magic on their own. Each should be thoroughly studied and understood, as magic can make already dangerous creatures even more dangerous and unpredictable.

DREAD BEAST

The renegade wizard Galan Dracos was responsible for a great many wicked deeds in his lifetime, one of the most insidious being the creation of the dread beasts. These undead monsters, animated from the corpses of animals, served as his spies and agents out in Ansalon during the Third Dragon War. Galan Dracos



preferred to use wolves, but he also used other creatures as well, and, since his time, the knowledge of how to create these abominations has spread. Now, Black Robe wizards and renegades alike use Dracos's rituals to create their own hideous minions.

Dread beasts make suitable mid-level opponents when a campaign's major villain is a higher-level necromancer or wizard. Because they have a variety of dangerous abilities, they can be deadly in large numbers. Most wizards create dread beasts from fairly weak or mundane animals in order to gain the most benefit from the spell that animates them.

SAMPLE DREAD BEAST

This nightmarish creature looks like a grotesque ape, with wide, staring, black eyes, and slaving jaws filled with sharp, yellow teeth. The ape has no fur or skin. Its bones are covered with rotting flesh and it emits the sickening reek of decay. It lopes forward on its knuckles, howling its rage.

This is an example of a dread beast using an ape as the base creature.

DREAD APE

Large Undead

Hit Dice: 4d12 (32 hp)

Initiative: +8

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14

Base Attack/Grapple: +3/+14

Attack: Claws +9 melee (1d6+7 plus dread rot)

Full Attack: 2 claws +9 melee (1d6+7 plus dread rot) and bite +4 melee (1d6+3 plus dread rot)

Space/Reach: 10 ft./10 ft.

Special Attacks: Dread rot, stench

Special Qualities: DR 5/magic and silver, darkvision 90 ft., low-light vision, scent, telepathic link, turn resistance +4, unnatural aura

Saves: Fort +4, Ref +8, Will +4

Abilities: Str 25, Dex 19, Con —, Int 4, Wis 16, Cha 9

Skills: Climb +16, Listen +8, Move Silently +12, Search +5, Spot +16, Survival +12

Feats: Alertness, Improved Initiative, Toughness

Environment: Warm forests

Organization: Solitary, pair, or company (3–5)

Challenge Rating: 5

Treasure: None

Alignment: Neutral evil

Advancement: —

Level Adjustment: —

COMBAT

Dread apes tend to rely on their brute strength in combat, fighting with swings of their sharp claws, trying to tear apart their opponents. Dread apes

often act in pairs. Under direction from a Black Robe master, the dread apes herd their enemies into dead-end corridors to prevent escape.

The Fortitude DC for the dread ape's dread rot and stench abilities is 11.

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

CREATING A DREAD BEAST

"Dread beast" is an acquired template that can be added to any animal, magical beast, or vermin (referred to hereafter as the base creature).

A dread beast uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Fine, Diminutive and Tiny creatures increase in size by one category.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor bonus improves by +2.

Attacks: A dread beast retains all the attacks of the base creature. A creature with natural weapons retains those natural weapons.

Damage: A dread beast's attacks deal damage normally.

Special Attacks: A dread beast retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 dread beast's HD + dread beast's Cha modifier unless noted otherwise.

~ **Dread Rot (Ex):** Disease—injury with natural weapons, Fortitude save, incubation period 1 hour, damage 1d6 Con.

~ **Stench (Ex):** A dread beast's rotting body gives off an offensive odor of decay and death. All living creatures within 30 feet of a dread beast must succeed on a Fortitude save or be sickened for 2d6 rounds. Creatures that successfully save cannot be affected by the same dread beast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Special Qualities: A dread beast retains all the special qualities of the base creature and gains those described below.

~ **Damage Reduction (Ex):** A dread beast gains damage reduction 5/magic and silver.

~ **Darkvision (Ex):** A dread beast's darkvision improves to 90 feet.

~ **Telepathic Link (Su):** A dread beast's creator has a telepathic link to the creature out to a distance of 50 miles. The dread beast acts as the creator's eyes and ears, and the creator may deliver directions to the beast telepathically or speak through the beast's mouth (concealing the

CREATE DREAD BEAST

Necromancy [Evil]
Level: Wiz/Sor 5
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. +5 ft./2 levels)
Target: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Created by the renegade mage Galan Dracos, this spell was expanded upon and perfected by a number of his closest acolytes. With it, the wizard can create a number of dread beasts that are linked telepathically to himself. This spell requires the wizard to cast it upon one or more animal or magical beast corpses. The wizard cannot create more HD of dread beasts than twice his caster level with a single casting of create dead beast. (The desecrate spell doubles this limit).

The dread beasts the wizard creates remain under his control so long as they stay in an area up to 50 miles from his location. The wizard may

see through their eyes and hear through their ears as if they were the recipients of a permanent clairaudience/clairvoyance spell; see the "Dread Beast" entry for more information.

Dread beasts that move outside the caster's 50-mile radius attempt to get back into range, but are destroyed if unable to do so for longer than 24 hours. No matter how many times the wizard uses this spell, he can control only 4 HD worth of dread beasts per caster level. If the caster exceeds this number, all the newly created creatures fall under his control, and any excess dread beasts from previous castings are destroyed.

Casting this spell on creatures that are not animals, magical beasts, or vermin creates a magical feedback that delivers 1d6 damage per caster level to the caster (Will save half).

Material Component: This spell requires a scroll of animate dead and a scroll of clairaudience/clairvoyance, both of which are consumed by the spell. The spell also requires a number of crushed 50 stl emeralds equal to the number of dread beasts to be created.

creator's own voice, granting a +10 bonus to Bluff checks to hide his identity). Because of this link, the dread beast's creator has the same connection to a person or location as the dread beast does.

~ **Turn Resistance (Ex):** A dread beast has +4 turn resistance.

~ **Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a dread beast at a distance of 60 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Int +2, Wis +4, Cha +2. As an undead creature, a dread beast has no Constitution score.

Skills: Dread beasts have a +8 racial bonus on Listen, Move Silently, Search, Spot and Survival checks. Otherwise same as the base creature.

Feats: Dread beasts gain Alertness and Improved Initiative, assuming the base creature meets the prerequisites and doesn't already have those feats.

Environment: Any, usually same as the base creature.

Challenge Rating: Same as the base creature +3.

Alignment: Always evil (any)

Treasure: None.

Level Adjustment: Same as the base creature +4 (for cohorts)

DREAM CREATURE

Drawn from the Ethereal Plane, the dreams of mortals are generally harmless ramblings of the mind walking strange paths. Sometimes the immortal hands of the gods might choose to shape a dream, in order to send a message or warning. Other times, mortal hands may attempt to interfere, using magic to create beings that plague the dreamer while she sleeps. These creatures are encountered only within the dreamscapes formed in the sleeping minds of mortals under the influence of spells such as mindspin, or for those who occasionally experience lucid, realistic dreaming. While these creatures are illusory and cannot truly kill the dreamer, their effects on the dreamer's mind and state of being can be long lasting and truly terrifying.

Two types of dream creature are given here: the dreamshadow (an illusory duplicate of someone the dreamer knows) and the dreamwraith (a malicious spirit that takes on a form in the dream and works to harm the dreamer). The creation of other types of dream creatures are possible, and may have the dream traits given below.

COMBAT

Dream creatures vary in their intent and their means of pursuing that intent, but they share some common features due to their existence as entities appearing in the sleeping minds of dreamers.

Dream Traits: Dream creatures are not subject to critical hits, non-lethal damage, ability drain, or energy drain. They are immune to all mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects), stunning, and death effects. A dream creature is not subject to death from massive damage, but, when reduced to 0 hit points or less, it immediately dies, and its body vanishes 1d6 minutes afterward. Dream creatures do not need to eat, drink, or breathe, but will usually appear to do so.

DREAMSHADOW

Dreamshadows are phantasms created in the minds of dreaming creatures. Dreamshadows can appear as almost anything, though they tend to take the form and manner of a person known to the dreamer, even if the dreamer has only met that person once before. A dreamshadow is not necessarily evil or harmful, and, in fact, may appear to the dreamer as the dreamer's friend or associate, and aid her in the dreamscape. Although a dreamshadow's existence is wholly dependent on the dreamer, it is perceived as real in every sense until the dreamer realizes the dreamshadow is illusionary. At this point, the etheric construct that keeps the dreamshadow stable weakens, and the dreamshadow is no longer able to either help or harm the dreamer in any way.

SAMPLE DREAMSHADOW

While to all appearances human, this man's gray-green eyes appear to be unfocused, while his movements are studied and mechanical. He approaches the dreamer as if he were long-lost friend, with a rakish grin on his youthful face, but something about his manner does not ring true.

Here is an example of a dreamshadow that uses a 3rd-level human rogue as the base creature.

Medium Humanoid (Dream, Human)

Hit Dice: 3d6+3 (16 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 14 (+2 Dex, +2 leather), touch 12, flat-footed 12

Base Attack/Grapple: +2/+2

Attack: Rapier +4 melee (1d6 illusionary plus 1 Wis/18-20)

Full Attack: Rapier +4 melee (1d6 illusionary plus 1 Wis/18-20)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Illusionary damage, sneak attack +2d6, Wisdom damage

Special Qualities: Dream traits, evasion, trap sense +1, trapfinding

Saves: Fort +2, Ref +5, Will +0

Abilities: Str 10, Dex 15, Con 12, Int 13, Wis 8, Cha 14

Skills: Bluff +8, Diplomacy +8, Hide +8, Jump +6, Move Silently +11, Open Locks +8, Sleight of Hand +8, Tumble +8, Use Rope +8

Feats: Dodge, Skill Focus (Move Silently), Weapon Finesse

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: —

COMBAT

This dreamshadow at first attempts to earn the trust of a dreaming character, aiding him or her in combat with his skill with the rapier or opening locked doors in the dreamscape. However, at the most inopportune moment, he abandons the dreamer to his fate with a shrug and a smile.

CREATING A DREAMSHADOW

"Dreamshadow" is an inherited template that can be added to any corporeal creature (referred to hereafter as the base creature).

A dreamshadow uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature gains the dream subtype. Size remains unchanged.

Special Attacks: A dreamshadow retains all the special attacks of the base creature and gains the following special qualities.

~**Illusionary Damage:** All damage inflicted by a dreamshadow is illusionary, but so long as the dreamer believes that the dreamshadow is real, the damage has its normal effect. Dreamers who die as a result of illusionary damage remain unconscious until the dream ends or the dreamer's allies heal him within the dreamscape.

~**Wisdom Damage:** The attacks of a dreamwraith deal 1 point of Wisdom damage in addition to any illusionary damage from a slam or weapon. This damage is real, and recovered at a rate of 1 point per hour after the dream ends.

Special Qualities: A dreamshadow retains all the special qualities of the base creature.

Challenge Rating: Same as the base creature +1

DREAMWRAITH

Medium Outsider (Dream, Evil)

Hit Dice: 8d8 (35 hp)

Initiative: +4

Speed: 30 ft. (6 squares), fly 30 ft. (good) (6 squares)

Armor Class: 18 (+8 deflection), touch 18, flat-footed 18

Base Attack/Grapple: +8/+8

Attack: Slam +8 melee (1d10 illusionary plus 1d4 Wis)

Full Attack: Slam +8 melee (1d10 illusionary plus 1d4 Wis)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Illusionary damage, visage of despair, Wisdom damage

Special Qualities: Darkvision 60 ft., dream traits

Saves: Fort +6, Ref +6, Will +6

Abilities: Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 11

Skills: Bluff +13, Diplomacy +15, Disguise +11* (+13* acting), Intimidate +15, Knowledge (any one) +11, Profession (any one) +11, Sense Motive +11, Spot +11

Feats: Improved Initiative, Persuasive, Toughness

Environment: Dreamscapes, Ethereal Plane

Organization: Solitary or band (2-4)

Challenge Rating: 8

Treasure: None

Alignment: Always evil (any)

Advancement: 9–16 HD (Medium)

This creature looks as if it has torn away the trappings of humanity to reveal a twisted nightmare beneath. It walks and moves and even manages to act like a man, yet its eyes are wild and violent, its hands are curled like claws, and its voice is harsh and otherworldly.

Dreamwraiths are malicious spirits that dwell in formless shapes on the Ethereal Plane where they constantly search for a dreaming mind, hoping to take shape within it.

Dreamwraiths can appear as almost anything. They are usually the product of restless or violent urges reflected into the Ethereal Plane by the subconscious desires and fears of mortals, created through spells, such as mindspin or by chaotic effects, such as the release of the energies of the Graygem. Acting solely out of a desire to torment mortals, a dreamwraith continues to plague the dreamer until it is killed within the dream. The dreamwraith then returns to the Ethereal Plane as a disincorporate entity. Legends have it that dreamwraiths may even usurp the dreamer's body and walk about in the material world, committing murders and other heinous acts. Needless to say, such legends have little basis in fact.

Dreamwraiths speak any language understood by their "host." When they are not manifested in a dreaming mind, they do not speak or interact with any other entity, and thus have no need for languages.

COMBAT

Dreamwraiths are subtle and dangerous killers, prone to violent reactions when confronted. A dreamwraith takes the form of someone either close to or trusted by the dreamer, and then finds an ideal opportunity to strike at the dreamer or his allies in the dreamscape. Because the damage the dreamwraith inflicts is not real, the dreamwraith attempts to make the experience as vivid and horrifying for the dreamer as possible, in hopes of driving the victim mad.

Some dreamwraiths use weapons as part of their manifestation to the dreamer. These deal

damage according to the weapon type, but the damage is as illusory as the dreamwraith's attack.

Illusory Damage (Su): All damage inflicted by a dreamwraith is illusory. However, so long as the dreamer believes that the dreamwraith is real, the damage done by the dreamwraith appears to do its normal effect. Dreamers who die as a result of illusory damage remain unconscious until the dream ends or the dreamer's allies heal him within the dreamscape.

Visage of Despair (Sp): At will—as the crushing despair spell, except that the dreamwraith's targets must be able to see it and believe the dreamwraith to be real. A target that successfully saves against the dreamwraith's visage cannot be affected by the same dreamwraith for 24 hours. Caster level 8th.

Wisdom Damage (Su): The attacks of a dreamwraith deal 1d4 Wisdom damage in addition to any illusory damage from a slam or weapon. This damage is real, and recovered at a rate of 1 point per hour after the dream ends.

Skills: *A dreamwraith has a +10 racial bonus on Disguise checks when attempting to pass itself off as somebody the dreamer knows.



ELDRITCH AVATAR

Eldritch avatars are the physical manifestations of sentient magic items or representations of places of great magical power. Each eldritch avatar belongs to one of two general categories: eldritch emissaries, who exist to serve as representatives of powerful magical locations; and eldritch haunts, which are accidental or unwilling embodiments of magical artifacts or items that are in pursuit of their own goals.

Eldritch avatars can appear as almost any living creature, though most have only one physical form. They usually bear some marked physical trait or distinguishing characteristic related to the magical place or item to which they are connected. For example, an eldritch avatar that embodies the power of a stone circle may have slate-gray eyes and hard, chiseled features, while one that embodies the essence of a magic sword might have sharp, angular features and wear an amulet or piece of jewelry that matches the sword's gem-studded hilt.

All eldritch avatars are constructs, although, unlike most constructs, they have an Intelligence score and can think, learn, and remember. Eldritch avatars speak Common and gain bonus languages according to their Intelligence scores, like other characters. They are all capable of reading and understanding Magius, the language of wizards.

COMBAT

Eldritch avatars possess wildly varying degrees of combat ability and defensive talents. Typically, an eldritch emissary favors diplomatic resolution rather than physical conflict, while an eldritch haunt will respond to threats against its material form without hesitation.

Spell-Like Abilities: At will — *detect magic*, *read magic*. 3/day — *arcane sight*. Caster level equals HD.

Spell Resistance: All eldritch avatars gain spell resistance equal to 10 + 1/2 HD of base creature + Cha modifier.

SAMPLE ELDRITCH EMISSARY

This humanoid looks like a stone-gray, hairless dwarf, wearing a simple tunic that is covered in stone dust. Around him, standing stones form a circle that resonates with the dwarf's gravelly voice.

Here is an example of an eldritch emissary that uses a mountain dwarf 10th-level expert as the base creature and a minor place of power attuned to Earth as the base location.

ELDRITCH EMISSARY OF THE STONE CIRCLE OF XAK-MAHYAR

Medium Construct (Augmented Humanoid [dwarf], Earth)

Hit Dice: 10d12 (68 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 19 (+2 Dex, +4 natural, +2 leather, +1 shield), touch 12, flat-footed 17

Base Attack/Grapple: +7/+10

Attack: Heavy mace +10 melee (1d8+3)

Full Attack: Heavy mace +10/+5 melee (1d8+3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: —

Special Qualities: Antimagical vulnerability, construct traits, disincorporate, domain (Earth),

dwarf traits, darkvision 60 ft., spell-like abilities, spell resistance 18

Saves: Fort +3, Ref +5, Will +9

Abilities: Str 16, Dex 14, Con —, Int 17, Wis 15, Cha 17

Skills: Appraise +18, Craft (armorsmithing) +16, Craft (weaponsmithing) +16, Decipher Script +18, Knowledge (arcana) +16, Knowledge (geography) +16, Knowledge (history) +16, Knowledge (local) +16, Sense Motive +15

Feats: Diligent, Dodge, Endurance, Toughness

Environment: Warm mountains

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: —

The Stone Circle at Xak-Mahyar is difficult to reach by any approach other than through a series of treacherous mountain trails in the southern Khalkist Mountains. Dwarven scholars claim that weapons and armor forged here are stronger and more powerful. In truth, the Circle's chief benefit is that its eldritch avatar can perform all of the actual physical labor of crafting magical arms (including Craft skill checks, etc.), leaving the other costs such as XP and spell requirements to the spellcaster.

The eldritch emissary of the Stone Circle speaks Dwarf, Ogre, and the language of the mountain barbarians of the Khalkists, along with Common and Magius.

COMBAT

The eldritch emissary of the Stone Circle of Xak-Mahyar carries a heavy mace for defense, but rarely initiates combat. If challenged, he will disincorporate if the opposition is clearly too dangerous. If he is present when combat begins and he has been aiding one side in craft endeavors, the emissary will assist his associates unless doing so will bring harm to him.

Domain (Earth): 1/day — *magic stone*, *soften earth and stone*, *stone shape*, *spike stones*, *wall of stone*. Caster level 10th. Turn or destroy air creatures and rebuke, command or bolster earth creatures as a 10th-level cleric.

Dwarf Traits: Stonecunning; +2 racial bonus on saves against poison, spells and spell-like effects; stability: +4 bonus on ability checks to resist being bull-rushed or tripped; +1 racial bonus on attack rolls against goblinoids; +4 dodge bonus to AC against giants; +2 racial bonus on Appraise and Craft skill checks relating to stone or metal.

CREATING AN ELDRITCH EMISSARY

"Eldritch emissary" is an inherited template that can be added to any corporeal creature without the ability to cast divine spells (referred to hereafter as the base creature). Each eldritch emissary



PLACES OF POWER AND ELDRITCH EMISSARIES

The nature of an eldritch emissary's place of power determines some of the emissary's traits. Any magical location has the potential to manifest an eldritch emissary, although the most common are buildings or structures, that have been ruined and abandoned. The Tower of High Sorcery in Wayreth is an example of a greater place of power with its own eldritch emissary. The majority of eldritch emissaries come from relatively minor locations, such as standing stones, monuments, magical pools, and fortresses.

When creating a place of power, determine if it is a minor, major, or greater location. Minor places of power have the least amount of history and are usually small, taking up an area no larger than a room, hallway, or cottage. Major places possess significant renown and magical lore, or take up a much larger space (a small tower or keep, a cave complex, a hilltop). Greater places of power are both widely known to the Orders of High Sorcery and take up considerable space, such as a large tower, a mountainside, or a large town.

Based on this potency, assign the place of power one, two, or three clerical domains (with the exception of any healing or curative domains such as Healing or Restoration). These domains do not represent divine power or deific qualities; rather, they are thematic aspects of arcane qualities possessed by the place of power. An eldritch emissary gains the ability to use the domain spells and granted powers of the location's domains as if it were a cleric with an effective caster level equal to its Hit Dice, but all spells and spell-like effects are considered to be arcane spells. Eldritch emissaries do not have to prepare these spells, but may cast them as a sorcerer does. Each domain spell may be used only once per day, and only if the emissary has a high enough effective caster level to cast the spell.

Eldritch emissaries whose place of power has an elemental domain assigned to it (such as Air, Earth, Fire, or Water) gain that elemental subtype. Eldritch emissaries whose place of power has an alignment domain associated to it (such as Chaos, Evil, Good, or Law) gain that alignment subtype.

is connected to a place of power (referred to hereafter as the base location).

An eldritch emissary uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct. Size remains unchanged. Do not recalculate skills, saves, or attack bonus. The eldritch emissary gains the augmented subtype, if appropriate, and may also gain one or more elemental or alignment subtypes based on the base location.

Hit Dice: Increase all current and future hit dice to d12s.

Armor Class: Natural armor increases by +4.

Special Attacks: An eldritch emissary retains all the special attacks of the base creature.

Special Qualities: An eldritch emissary retains all the special qualities of the base creature and gains the following special qualities.

~ **Antimagic Vulnerability (Su):** Because an eldritch emissary is a magical projection of a place of power, it is vulnerable to antimagic spells and spell-like effects as if it were a summoned creature. Any antimagic effect must first overcome the emissary's spell resistance. A *dispel magic* spell that overcomes the emissary's spell resistance will force it to disincorporate for 1d4 rounds as if it were a suppressed magic item.

~ **Disincorporate (Ex):** When an eldritch emissary's hit points are reduced to 0, or as a move action initiated by the eldritch emissary, it vanishes and is absorbed back into the base location, taking all of its possessions with it. An eldritch emissary who is forced to disincorporate by being reduced to 0 hit points cannot reform until at least 1 hour has passed; if it was voluntary, it may reform at any time. Disincorporation is the only way for an eldritch emissary to recover lost hit points naturally, which it does at the usual rate for the base creature. An eldritch emissary can still benefit from healing magic. Eldritch emissaries who reform after disincorporating may reappear at any point in the area of their base location.

~ **Domain (Su):** An eldritch emissary's place of power grants it one, two, or three clerical domains, which confer granted powers and domain spells. See sidebar above for more information.

Abilities: The base creature's ability scores increase as follows: +2 Int, +4 Wis, +4 Cha. As a construct, an eldritch emissary does not possess a Constitution score.

Environment: Any (depends on base location).

Challenge Rating: Same as the base creature +2 (for minor place of power), +3 (major place of power) or +4 (greater place of power)

Alignment: Usually neutral (unless attuned to alignment subtype).

SAMPLE ELDRITCH HAUNT

This is a short, reptilian-like humanoid with the head of a dog, wearing an odd, terrified look on its canine features. It rubs its hands together nervously as it glances around.

Here is an example of an eldritch haunt that uses a 6th-level kobold rogue as the base creature and a glove of storing as the base item.

ELDRITCH HAUNT OF REPPIK'S GLOVE OF STORING

Small Construct (Augmented Humanoid [Reptilian])

Hit Dice: 6d12 (39 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14

Base Attack/Grapple: +4/-4

Attack: Short sword +4 melee (1d6-1/19-20)

Full Attack: Short sword +4 melee (1d6-1/19-20)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Evasion, sneak attack +3d6, trap sense +2, trapfinding, uncanny dodge

Special Qualities: Change form, construct traits, darkvision 60 ft., item traits, light sensitivity, spell resistance 13

Saves: Fort +2, Ref +6, Will +3

Abilities: Str 9, Dex 13, Con —, Int 12, Wis 12, Cha 10

Skills: Balance +9, Craft (trapmaking) +6, Hide +14, Jump +2, Listen +7, Move Silently +10, Profession (miner) +7, Search +11, Sleight of Hand +10, Spot +12, Tumble +9

Feats: Alertness, Combat Reflexes, Dodge

Environment: Temperate forests

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: —

Reppik was a legendary kobold folk hero from the final years of the Age of Might, whose talent for robbing travelers of their worldly goods is the subject of many kobold drinking songs. Although the bulk of his tale is exaggeration, one element of it is truth — he was the owner of a magical glove capable of causing hand-held objects to disappear and reappear. Reppik's glove has outlasted its owner by more than four hundred years, but its time spent with its master has permanently marked it. When Chaos walked Krynn just prior to the Age of Mortals, the glove's arcane energies were energized and it gained both sentience and the ability to take on the form of its legendary master.

COMBAT

This eldritch haunt has some of the cunning and malice of the kobold whose form it has taken, but does not like to fight alone. Therefore, it typically avoids combat altogether, or seeks out kobold bands to bolster its defenses. When forced to fight, it strikes with a viciousness born of desperation.

An eldritch haunt's natural weapons and any melee weapons it carries are treated as magic weapons for the purposes of defeating damage reduction.

Item Traits (Su): As the sentient form of a glove of storing, this eldritch haunt has the ability to store any object weighing 20 pounds or less that can be held in one hand, as a free action. The eldritch avatar does not radiate any aura while in kobold form, but, when in glove form, it radiates faint transmutation.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

CREATING AN ELDRITCH HAUNT

"Eldritch haunt" is an inherited template that can be added to any corporeal creature without the ability to cast divine spells (referred to hereafter as the base creature). Each eldritch haunt has a magic item (referred to hereafter as the base item) as an alternate form. This item must be a singular weapon, suit of armor, staff, rod, ring, wand, wondrous item, or artifact with a caster level no more than 1 greater than the HD of the base creature.

An eldritch haunt uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct. Size remains unchanged. Do not recalculate skills, saves, or attack bonus. The eldritch haunt gains the augmented subtype, if appropriate.


Hit Dice: Increase all current and future hit dice to d12s.

Armor Class: Natural armor increases by +2. If the base item confers an enhancement bonus to AC (such as a suit of armor or bracers of armor), add this bonus to the base creature's natural armor.

Attack: As base creature. If the base item is a weapon that confers a bonus to attack rolls, add this bonus to the base creature's attack rolls with its natural weapons or unarmed attacks.

Damage: As base creature. If the base item is a weapon that confers a bonus to damage, add this bonus to the base creature's damage with its natural weapons or unarmed attacks.

Special Attacks: An eldritch haunt retains all the special attacks of the base creature plus the following special attacks.



~ **Item Traits (Su):** If the base item possesses any forms of attack or modifiers to attacks, the eldritch haunt can use these features. Weapon qualities (such as flaming, keen, or shocking burst) are conferred to the eldritch haunt's natural weapons or unarmed attacks. Features that have limited uses or derive from charges continue to function as they would if the item were used by another creature. Thus, an eldritch haunt whose base item is a wand of magic missiles expends the wand's charges when it directs a magic missile spell at its opponents.

Special Qualities: An eldritch emissary retains all the special qualities of the base creature and gains the following special qualities.

~ **Antimagic Vulnerability (Su):** Because an eldritch haunt is the alternate form of a magic item, it is vulnerable to antimagic spells and spell-like effects as if it were a summoned creature. Any antimagic effect must first overcome the haunt's spell resistance. A *dispel magic* spell that overcomes the haunt's spell resistance will force it to change form for 1d4 rounds as if it were a suppressed magic item.

~ **Change Form (Su):** An eldritch haunt is able to change from the base item to the base creature and back as a move action that provokes an attack of opportunity. When an eldritch haunt's hit points or item charges (if any) are reduced to 0, or when voluntarily initiated by the eldritch haunt, it transforms back into the base item. An eldritch haunt that is forced to change form by being reduced to 0 hit points cannot change back until at least 24 hours has passed. If it has run out of charges, it cannot regain the form of the base creature until it has regained at least 1 charge. Changing form into the base item is the only way for an eldritch haunt to recover lost hit points naturally, which it does at the usual rate for the base creature. An eldritch haunt can still benefit from healing magic.

~ **Drain Magic (Su):** An eldritch haunt whose abilities are powered by charges (such as from a wand or staff) may regain lost charges by draining spell power from other items or arcane spellcasters. The eldritch haunt must either make a successful touch attack (if in creature form), or be used to make a successful touch attack (if in item form). Eldritch haunts in item form that are held by a spellcaster need not make a touch attack to activate this ability. If the touch attack succeeds, the target item or spellcaster must make a successful Fortitude save (DC 10 + base item caster level) or lose a number of spell levels (if a spellcaster) or charges (if a wand or staff) equal to the eldritch haunt's HD + Cha modifier. Drained spell levels are taken from the highest level of spells the spellcaster can cast. Lost spell energy is restored after 24 hours; charges drained from items are permanently lost.

~ **Item Traits (Su):** If the base item has any special abilities or defensive qualities, including spells, spell-like abilities, armor qualities, or other features, the eldritch haunt may use those features in its alternate form. An eldritch haunt whose base item is a suit of invulnerability armor gains DR 5/magic, for example. Item traits that expend charges or that have limited uses per day continue to function as they would if the item were used by another creature, and count against the base item's charges and uses per day. Note that all special qualities conferred onto the eldritch haunt's alternate form apply only to this form, not to any items, weapons or armor carried by the eldritch haunt.

Abilities: The base creature's ability scores increase as follows: +2 Int, +2 Wis, +2 Cha. As a construct, an eldritch emissary does not possess a Constitution score. If the base item confers an enhancement bonus to an ability score, apply the bonus to the base creature's ability score unless it applies to Constitution. If the base item modifies Constitution, add half the bonus as hit points to each of the base creature's Hit Dice.

Skills: As base creature. If the base item confers any skill bonuses, the base creature benefits from the bonuses.

Challenge Rating: If caster level of base item is 2 or more levels less than the base creature's HD, as base creature +1; if caster level of base item is 1 level less or equal to the base creature's HD, as base creature +2; if caster level of base item is 1 level greater than base creature HD, as base creature +3.

FOGDRAKE

Huge Dragon (Cold)

Hit Dice: 12d12+72 (150 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armor Class: 24 (-2 size, +16 natural), touch 8, flat-footed 24

Base Attack/Grapple: +12/+27

Attack: Claw +17 melee (2d6+3) or bite +17 melee (2d8+7)

Full Attack: 2 claws +17 melee (2d6+3) and bite +12 melee (2d8+7) and tail +12 melee (2d6+10)

Space/Reach: 15 ft./10 ft. (bite 15 ft.)

Special Attacks: Pounce, rage

Special Qualities: Blindsight, damage reduction 10/magic, darkvision 60 ft., glide, immunity to cold, low-light vision, magic sensitivity, obscuring mist, spell resistance 12, vulnerability to fire

Saves: Fort +14, Ref +8, Will +12

Abilities: Str 25, Dex 10, Con 23, Int 15, Wis 19, Cha 15

Skills: Appraise +17, Hide +11, Listen +19, Move Silently +15, Search +17, Sense Motive +19, Spot +19, Survival +23

Feats: Endurance, Improved Trip, Power Attack, Run, Snatch

Environment: Cold hills
Organization: Solitary
Challenge Rating: 10
Treasure: Triple standard
Alignment: Always neutral evil
Advancement: 13-18 HD (Huge), 19-24 HD (Gargantuan)

Level Adjustment: —

This huge, bipedal, reptilian creature looks like a cross between a dragon and an ostrich, with a long skinny neck and powerful hind legs. It has leathery wings in place of forelegs. The wings are tipped with sharp claws and seem better suited for gliding than true flight. The creature is surrounded by a chill mist that partially obscures it from view.

Fogdrakes are ancient cousins to dragonkind that scholars believe were wiped out in the Age of Dreams.

Fogdrakes, like wyverns, are two-legged reptilian creatures with wings. Unlike wyverns, a fogdrake's wings are not suitable for sustained flight and are clawed for use as natural weapons. Fogdrakes have longer necks and smaller heads than wyverns, and they are also much more intelligent. They take their name from their ability to constantly produce a chill mist around their bodies. Their savage and cunning nature, combined with an insatiable desire for violence, caused them to be hunted down by elven mages during the Second Dragon War and imprisoned far beneath the earth.

Occasionally, a fogdrake is released from its subterranean prison when nearby magical energies awaken it and weaken the ancient magical bonds, such as when wizards from the Orders of High Sorcery sought to build a Tower above Kal-Thax. The fogdrake released at that time wreaked havoc in the region until the dwarves of Thorbardin finally defeated it.

Fogdrakes speak Draconic and most understand Elven, Dwarf, and Ogre languages. As they have never been exposed to the trade languages of Ansalon, they do not speak Common.

COMBAT

Fogdrakes are savage foes in combat, prone to almost berserk states of fury. They take full advantage of their obscuring mist ability, using it to strike at targets with a considerable degree of protection from ranged attacks such as arrows. Since they can sense when arcane spells are cast, they often seek out the source and attack it, fearing that it could be another mage attempting to imprison them.

Glide (Ex): A fogdrake can use its wings to glide as an extraordinary ability, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Magic Sensitivity (Su): Fogdrakes are acutely aware of the use of arcane magic in their vicinity.

A fogdrake can sense when a spell is cast or an item that has spell-trigger activation is used within 300 feet. It can determine the location of the spell effect relative to itself, but nothing about its type, level, or other qualities. Magic from a divine spellcaster or item cannot be detected by a fogdrake's magic sensitivity, nor can the innate spell-like abilities of creatures.

Obscuring Mist (Sp): This ability functions as the spell of the same name (caster level equal to the fogdrake's Hit Dice), except that it is always in effect and moves with the fogdrake. The mist can be blown away with sufficient force of wind, use of a fireball spell, etc., but will reform with the fogdrake's next action.

Pounce (Ex): If a fogdrake charges a foe, it can make a full attack with all of its natural weapons.

Rage (Ex): A fogdrake can fly into a rage (as the barbarian ability) three times per day. In a rage, a fogdrake temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but it takes a -2 penalty to Armor Class. The increase in Constitution increases the fogdrake's hit points by 2 points per level, but these hit points go away at the end of the rage when its Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a fogdrake cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. A fit of rage lasts for a number of rounds equal to 3 + the fogdrake's (newly improved) Constitution modifier. A fogdrake may prematurely end its rage. At the end of the rage, the fogdrake loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

A fogdrake can fly into a rage only once per encounter. Entering a rage takes no time itself, but a fogdrake can do it only during its action, not in response to someone else's action.

Skills: A fogdrake has a +4 racial bonus on Hide and Survival checks.

HULDREFOLK

Small Fey (Extraplanar)

Hit Dice: 6d6+9 (30 hp)

Initiative: +6

Speed: 40 ft. (8 squares)

Armor Class: 21 (+1 size, +6 Dex, +4 natural), touch 17, flat-footed 15

Base Attack/Grapple: +3/-3

Attack: Claw +10 melee (1d4-2) or touch +10 melee (1d4 Constitution drain)

Full Attack: 2 claws +10 melee (1d4-2) and bite +5 melee (1d6-2) or touch +10 melee (1d4 Constitution drain)

Space/Reach: 5 ft. /5 ft.

HULDREFOLK AND THE GATES

Across Krynn there are twelve monolithic structures made of standing stones in circular formation. Known locations of these monoliths include New Swamp, the Desolation, Dimernesti, the goblin nation of Sikk'et Hul, and Nightlund. Many believe that these sites act to draw entities of immense magical power to their surrounding areas. In truth, these stone circles, built by the huldrefolk, provide portals to the Ethereal Sea, though sorcerers and wizards who have tried to unlock their secrets either find that nothing whatsoever happens or are never heard from again.

Those who study the mysterious huldrefolk all agree that it was these gates that allowed the huldrefolk to conduct their exodus from Krynn millennia ago, near the end of the Age of Starbirth. The reason for this sudden departure is not entirely known. Many speculate that the

huldrefolk saw the rise of the mortal races and chose to leave the world, realizing that their time was done. A recent idea proposed by Aleck diKinear, an aesthetic from the Great Library of Palanthas, theorizes that this departure came about because the huldrefolk found that the longer they stayed upon Krynn, the more the world changed and altered them, enhancing their ties to the world, and ultimately blunting their extraplanar nature. In his article, diKinear argues that the huldrefolk were the ancestors of all fey creatures on Krynn — dryads, nymphs, sprites, satyrs, and other denizens of nature that have yet to be catalogued. DiKinear purports that his theories are based upon writings in the ancient huldre tongue found at sites surrounding the Nightlund portal.

Special Attacks: Ability drain, domain control, spells

Special Qualities: Arcane resistance, damage reduction 10/cold iron, darkvision 120 ft., light sensitivity, light transparency, low-light vision, true seeing

Saves: Fort +3, Ref +11, Will +8

Abilities: Str 7, Dex 22, Con 12, Int 18, Wis 17, Cha 20

Skills: Bluff +14, Concentration +9, Decipher Script +13, Hide +19, Knowledge (arcana) +13, Knowledge (the planes) +13, Move Silently +14, Sense Motive +12, Spellcraft +15 (+17 when deciphering scrolls), Use Magic Device +14 (+16 with checks involving scrolls)

Feats: Heighten Spell, Toughness, Weapon finesse

Environment: The Ethereal Sea

Organization: Solitary

Challenge Rating: 8

Treasure: No coins or goods; double items

Alignment: Always neutral

Advancement: 7-12 HD (Small)

Level Adjustment: +8

This is a small, hairless, humanoid creature with gray skin. The huldrefolk's body is thin and supports a large bulbous head with a small slit-like mouth, tiny nostrils instead of a nose, and large, pitch-black eyes.

Huldrefolk are considered Krynn's primal fey. They are naturally accomplished sorcerers, and each individual huldrefolk is bound to a certain domain of creation. Little is truly known about huldrefolk, as the race all but disappeared from Ansalon, leaving only a few individuals behind.

Huldrefolk generally stand around 2-1/2 feet tall, and weigh about 20-30 pounds. Their gray features are delicate and well-formed. Their mouths are filled with tiny sharp teeth, and their fingers are long and end in small claws. Huldrefolk will often use their domain shape ability to take on features reminiscent of their associated domain. Huldrefolk are often good-natured in attitude, and respond as they are treated.

The huldrefolk are rumored to have come from a plane beyond Krynn, one that they call "the Gray" where spirits reside and other creatures of magic dwell. Scholars believe that the plane referred to is the Ethereal Sea. Many myths exist about the huldrefolk; some say they have the ability to possess those slain by means of a simple touch or that sunlight can kill or trap them. Many of these claims are false, though, as with all myths, they are based on some kernel of truth.

Huldrefolk speak their own language as well as Common, Draconic, and Sylvan.

COMBAT

Huldrefolk prefer to keep their distance during combat, relying instead on their spells. If huldrefolk are obviously outmatched, they will close in to perform touch attacks and drain the Constitution scores of their opponents before retreating (usually through their domain stride) to unleash their spells on their opponents.

Ability Drain (Su): Living creatures hit by a huldrefolk's touch attack must succeed on a DC 18 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the huldrefolk gains 5 temporary hit points.

Domain Control (Sp): Once per day per Hit Die, a huldrefolk has the ability to exercise a limited amount of control over items or creatures related to his domain of choice (see below). He can use any of these abilities as a standard action, but can

never use any combination of the abilities granted by his domain control more than his daily allotment. All abilities are used as an 8th-level sorcerer.

~**Domain merge:** This ability allows the huldrefolk to merge his body with that of his associated domain. This ability works

just like the *meld into stone* spell, except the huldrefolk may meld into his associated domain. A huldrefolk can remain merged with his associated domain indefinitely.

~**Domain shape:** This ability works like the spell *polymorph* except that huldrefolk with Air, Earth, Fire, Water, Plant, or Animal domains are only able to assume the form of an elemental creature of the appropriate subtype. Thus a huldrefolk with the Earth domain could polymorph into a medium earth elemental. Huldrefolk with the Plant domain can only polymorph into plants, and those with the Animal domain can only polymorph into animals. Unlike the standard application of the *polymorph* spell, a huldrefolk gains all of the extraordinary special qualities as well as supernatural abilities of the new form, but no spell-like abilities. The huldrefolk does not regain lost hit points when it changes.

~**Domain speak:** This ability works like the spell *speak with animals* except that the huldrefolk is able to communicate with creatures or elements associated with its domain. In the case of the elemental domains, the huldrefolk is able to tap into the deeper spark of ambient magic that resides in all things.

~**Domain stride:** This ability works just like the spell *tree stride* save with a transport range of 500 feet regardless of the domain.

Spells: A huldrefolk casts arcane spells as an 8th-level sorcerer. In addition to the spells on the sorcerer spell list, much like a mystic, each huldrefolk must choose either Air, Animal, Earth, Fire, Plant, or Water as a domain, and includes the

spell provided by his domain as one of his known spells provided by the sorcerer class. These spells are cast as arcane spells. The huldrefolk does not gain the granted power of the domain.

Typical Sorcerer Spells Known (6/8/7/6/4;

save DC 15 + spell level): 0 — *acid splash*, *detect magic*, *ghost sound*, *message*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st — *burning hands*, *charm person*, *identify*, *magic stone**, *ray of enfeeblement*; 2nd — *blur*, *soften earth and stone**, *stone shards*; 3rd — *earthen shield*, *stone*



*shape**, 4th — *spike stones*.

*Domain spell. These spells assume a huldrefolk with the Earth domain.

Arcane Resistance (Ex): A huldrefolk effectively has a spell resistance of 23 against all arcane spells. This provides no defense against divine spells.

Light Sensitivity (Ex): Huldrefolk are dazzled in bright sunlight or within the radius of a daylight spell.

Light Transparency (Ex): Huldrefolk are rendered invisible in bright sunlight or within the radius of a daylight spell. This effect lasts as long as the huldrefolk is within the proper lighting, and does not fade if he attacks.

REMNANT

Medium Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +6

Speed: 40 ft. (8 squares), fly 80 ft. (perfect)

Armor Class: 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14

Base Attack/Grapple: +4/—

Attack: Incorporeal touch +6 melee (1d8 plus 1d6 Intelligence drain)

Full Attack: Incorporeal touch +6 melee (1d8 plus 1d6 Intelligence drain)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Intelligence drain, create spawn

Special Qualities: Darkvision 60 ft., incorporeal traits, +4 turn resistance, spell resistance 25, sunlight powerlessness, undead traits

Saves: Fort +2, Ref +4, Will +8

Abilities: Str —, Dex 16, Con —, Int 10, Wis 14, Cha 18

Skills: Hide +10, Knowledge (arcana) +10, Listen +12, Spellcraft +12, Spot +12

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Underground

Organization: Solitary

Challenge

Rating: 9

Treasure: No coins or goods, 100% magic items

Alignment: Usually chaotic evil

Advancement: 9-16 HD (Medium)

Level

Adjustment: —

This wraith-like creature looks like a tangle of torn black wizard robes and shreds of cloth that has taken on a vaguely humanoid shape. It is hooded, and has a ghostly, glowing skull in place of a face. Light shines out of its body through holes in the robes and curls about it in faint threads. It has no hands, only torn gloves, and, despite the lights coming from within, it seems to float in dark shadows.

Remnants are the spectral remains of powerful wizards and sorcerers who died as a result of a surge in magic or whose magic consumed them. They lurk in the places in which they died, tormented by the loss of their spells and driven to hatred of those who can still use the magic.

A remnant looks like a shadowy version of its former self, often with visible bones that glow with magical energies. Streamers of colored light and residual power create the effect of an afterimage of the remnant's once-great magic. A cold, chilling atmosphere of death flows in the creature's wake, dulling the effects of spells and disturbing animals.

A remnant is human height and weightless.

COMBAT

Remnants are extremely dangerous to spellcasters who rely on Intelligence. In close combat, the remnant's mind-sapping touch can quickly cause its foes to become confused and disoriented. Remnants immediately attack wizards and sorcerers before any other opponent.

Intelligence Drain (Su): Living creatures hit by a remnant's incorporeal touch attack must succeed on a DC 18 Will save or take 1d6 points of

Intelligence drain. The save DC is Charisma-based. On each such successful attack, the remnant gains 5 temporary hit points.

Create Spawn (Su): Any arcane spellcaster slain by a remnant becomes a remnant in 1d4

rounds. His body is consumed by a rush of magical forces and his spirit remains. Spawn are under the command of the remnant that created them and remain enslaved until the remnant's death. The spawn do not possess any of the abilities they had in life.

Sunlight Powerlessness (Ex): Remnants are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A remnant caught in sunlight cannot attack and can only

take a single move or attack action in a round.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a remnant at a distance of 30 feet. They do not willingly approach that the remnant and panic if forced to do so. The animals remain panicked for as long as they are within the specified range.

THAUMAVORE

Medium Aberration (Extraplanar, Incorporeal)

Hit Dice: 9d8+18 (58 hp)

Initiative: +6

Speed: Fly 60 ft. (good) (12 squares)

Armor Class: 15 (+2 Dex, +3 deflection), touch 15, flat-footed 13

Base Attack/Grapple: +6/—

Attack: Incorporeal touch +8 melee (1d8 plus magic drain)

Full Attack: Incorporeal touch +8 melee (1d8 plus magic drain)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Drain magic, spell-like abilities

Special Qualities: Arcane senses, darkvision 60 ft., incorporeal traits, spell resistance 18

Saves: Fort +5, Ref +5, Will +10

Abilities: Str —, Dex 15, Con 14, Int 12, Wis 19, Cha 16



Skills: Knowledge (arcana) +9, Knowledge (planes) +9, Listen +10, Search +5, Spellcraft +9, Spot +10

Feats: Alertness, Blind-Fight, Dodge, Improved Initiative

Environment: Any or Ethereal Sea (native)

Organization: Solitary or pair

Challenge Rating: 6

Treasure: None

Alignment: Neutral

Advancement: 10-18 HD (Medium)

Level Adjustment: —

A monstrous combination of eel and barracuda, this spectral creature darts through the air when it attacks. Its mouth is filled with razor-sharp teeth and its fluke-like body radiates a noxious purple-green aura.

Thaumavores are bizarre, eel-like creatures from the deep Ethereal Sea, trapped within the confines of Krynn's planar sphere by misadventure or summoning gone awry.

A thaumavore appears to be a cross between a barracuda and a moray eel. It is insubstantial, existing partially on the Ethereal plane, and moves through the air and material objects the way an eel moves through water. While their primary motivation is collecting enough magical energy to transport themselves home, many thaumavores are driven to madness and hostility by their imprisonment and present a danger to both wizards and those who possess magical items and equipment.

When Takhisis stole the world of Krynn and moved it through the Ethereal Sea to its new location, many thaumavores were trapped along with it. In the past, thaumavores have also been inadvertently brought to Krynn by the creation of powerful planar items, the use of artifacts such as the stone of threes, and other significant magical events.

Thaumavores measure up to eight feet in length, and are weightless. They do not speak, but they are capable of understanding the Common, Abyssal, and Celestial tongues.

COMBAT

Thaumavores use their innate detect magic ability to seek out strong sources of magic, and then attack the source until they have drained enough magic to plane shift. They do not have any real sense of tactics, relying on their immaterial natures for protection.

Arcane Senses (Sp): Thaumavores can detect magic at will, as the spell, without using up any of its stored caster levels. Caster level 9th.

Drain Magic (Su): Thaumavores feed on magical energy by touching their targets, much like a *rod of absorption*. To use this ability, a thaumavore must strike a target with its incorporeal touch. If it succeeds, it deals damage and may drain 1d6 caster levels from the target,

or from magic items carried by the target if the target is not an arcane spellcaster. The target is allowed a DC 17 Will save to negate this effect (including trying to prevent an item from being drained). A spellcaster who loses caster levels to a thaumavore's magic drain loses any prepared spells that he can no longer cast, and his effective caster level for purposes of spells per day, spell variables, and other effects is reduced by the amount drained. Items that are drained similarly lose any level-dependent effects, and if all caster levels are drained the item is rendered inactive. The save DC is Charisma-based.

Caster levels drained from spellcasters return at a rate of 1 per hour. For example, a 10th level wizard who is reduced to an effective caster level of 3 by a thaumavore's magic drain will recover completely in 7 hours. Caster levels drained from items return at a similar rate. A magic item's qualities, if not level-dependent, are restored as soon as at least 1 hour has passed.

A thaumavore can drain no more than 20 caster levels in total without using the stored magical energy to power a spell-like ability. Usually, as soon as a thaumavore accumulates 14 caster levels, it uses it to plane shift and return to its home plane.

Spell-Like Abilities: A thaumavore can make use of a number of spell-like abilities, but only if it has drained enough magical power to cast them. It uses these spell-like abilities as if it were a sorcerer with an effective caster level equal to the total amount of caster levels it has drained from arcane spellcasters or magic items (no more than 20th). When it uses one of its spell-like abilities, its caster level drops a number of levels equal to the minimum caster level required to cast the spell.

1st — *comprehend languages, protection from good/evil, ray of enfeeblement, sleep* (minimum caster level 1st); 2nd — *invisibility, touch of idiocy* (minimum caster level 4th); 3rd — *blink, deep slumber* (minimum caster level 6th); 4th — *confusion, dimension door* (minimum caster level 8th); 5th — *symbol of sleep* (minimum caster level 10th); 6th — *antimagic field* (minimum caster level 12th); 7th — *plane shift* (minimum caster level 14th).



Chapter Seven

RIVALS

UNLIKE the Knights of Solamnia, who scorn to blend blade with magic, the Knights of Takhisis used mage-craft in their battles. Wizards were given rank and status equal to that of warrior knights; wizards held honored and respected places at all levels of command. But there were still occasional friction between the two groups, although Lord Ariakan tried his best to eliminate it. The practical soldier, who saw straight from point A to point B and nothing else, could not hope to understand the wizard, who saw not only A and B but all the shifting planes of existence encompassed between.

Dragons of Summer Flame

by Margaret Weis & Tracy Hickman

THE OTHER SPELLCASTERS

The Orders of High Sorcery are the oldest continuous organization of spellcasters on Ansalon, though the Second Cataclysm and the decades that followed came near to destroying the Orders completely. Through it all, the Orders have been forced to deal with other spellcasters who may or may not be friendly toward the Orders, including wizards who have refused to join or abandoned the laws of the Conclave. Clerics pursuing rival agendas, serving gods who do not always look favorably upon wielders of arcane magic. The Age of Mortals has seen the return of ambient spellcasters, primal sorcerers. The future of the Orders depends largely on how they cope with these other users of magic.

RENEGADES

The Orders of High Sorcery were created to protect magic and protect mortals from the mishandling of this powerful Art. Strict guidelines were laid down for the use of magic, as well as to protect the wielders of the arcane arts. Renegades are individuals who wield magic without regard for these guidelines or who betray the Orders of High Sorcery. Every renegade has a different motive for wielding arcane magic outside of the Orders of High Sorcery. Some are simply afraid of taking the Test. Others simply dislike authority and prefer to work on their own, without interference. Still others view the Orders with distrust, fearing that other wizards are spying on them, out to steal their hard work. Whatever the reason they choose to remain outside the laws of the Conclave, renegades have been a problem for the Orders of High Sorcery since their inception.

Wizards have always had a very tenuous relationship with non-spellcasters. The mundane often fear wizards no matter whether they are good or evil, wear the White Robes or the Black, for the power of wizards is terrible and mysterious. Because of such perceptions, wizards have worked hard to overcome the fear and apprehension they often encounter from society. The stories of wizards turning people into newts or bewitching good folk for evil purposes are well known among all races. By announcing to the world that they have established laws and that they police their own, wizards can alleviate some of this distrust and fear. Renegades who misuse magic or who use it irresponsibly make life difficult for all wizards in general, and that is why they are not tolerated by the Orders.

This is not to say that all wizards must conform to social norms. Beyond the Towers of High Sorcery, wizards are free to build allegiances and do as they wish, as long as they do not go against the tenets of their Order or threaten the existence of magic. It is not considered renegade activity for a Black-robed wizard to attack a White Robe. But when that Black Robe's actions have a negative impact against the Orders, she will be advised to change her ways or face expulsion. If, for example, the Black Robe abducts the children of the White-robed wizard, causing the father — a powerful warlord — to declare war on all wizards.

Some wizards find themselves branded as renegades simply because they are unable to control their passion for magic. The Orders of High Sorcery have outlined specific practices of arcane sorcery that must not be explored without permission from the Conclave. The creation of new life or manipulating the fabric of magic is expressly forbidden. Yet some wizards challenge these laws or practice them in secret because they are unable or unwilling to give up their experiments. Wizards who face multiple charges of such activity are often branded as renegades.

It has often been said that the Wizards of High Sorcery deal harshly and swiftly with any renegade wizard, but this is not always the case. The Orders must first know that the renegade wizard exists before they can proceed against him. Some renegades have kept their magical talents secret and have grown immensely powerful outside of the Orders. Galen Dracos, Mandes the Mist-Maker, and Gadar Life-Stealer are a few prominent renegades who rose to power down through the years by avoiding the notice of the Orders. Other renegades such as Raistlin Majere and Fistantilus gained so much power that they were untouchable and were monitored from afar.

Most renegades are caught before they become that powerful. It is the duty of every wizard to report and neutralize any renegade activity they discover. White Robes prefer to capture the renegade or try to gather as much information as they can on the miscreant and then report him to the nearest wizard's enclave. Red Robes try to capture the renegade alive, with the intent of bringing him either to his senses or to justice. Failing that, they will try to kill the renegade, but only when all other options have failed. Black Robes may attempt to persuade the individual to join the Order of the Black Robes and if that fails, they will attempt to kill the renegade. Any renegade who is captured is given a chance to take the Test and join the Orders. If he or she refuses, the renegade may be imprisoned or even put to death, depending on the danger they present to society and to the Orders. Those renegades who were previously members of one of the Orders are dealt with by their Order in accordance with the guidelines established by each Order.

RIEVE

Many stories of Rieve (called the "Black Beast" in some tales) have been told by bards and tale spinners since the days of the War of the Lance. In some, he is termed a high-ranking wizard of the Black Robes. In others, he is a dangerous renegade who always managed to outwit the Conclave. Each tale ends with Rieve's defeat at the hands of some hero. (One yarn tells of his defeat at the hands of a young Raistlin Majere, who used the Beast's own magic against him.) Though details vary, one consistent theme in the stories of Rieve speak of his love for spells of transformation. He reshapes victims and enemies into harmless animals, imprisoning them until they are clever enough to escape or cease to be an amusement to him, in which case they become victims for the next newly transformed animal he creates. New stories of the wizard are always being told, as legends — like some wizards — never seem to die.



RIEVE, THE BLACK BEAST

Male human Wiz5/Black5; CR 10; Medium humanoid (human); HD 10d4; hp 26; Init +2; Spd 30 ft.; AC 15, touch 15, flat-footed 13; Base Atk +4; Grap+5; Atk/Full Atk +6 melee (1d4+2/19-20, +1 dagger) or +5 melee (1d6+1, quarterstaff); SA spells; SQ arcane research +2, moon magic (Nuitari), order secrets, spells, summon familiar, tower resources; AL LE; SV Fort +2, Ref +4, Will +11; Str 12, Dex 14, Con 10, Int 16, Wis 16, Cha 13.

Skills and Feats:

Concentration +13, Craft (alchemy) +16, Intimidate +14, Handle Animal +6, Knowledge (arcana) +18, Spellcraft +20, Survival +6; Brew Potion, Craft Wand, Extend Spell, Scribe Scroll, Spell Focus (enchantment), Spell Focus (transmutation), Spell Penetration

Black Robe Order Secrets (Su):

Magic of Fear, Magic of Pain

Wizard Spells Prepared

(4/5/5/4/3/2; base save DC 13 + spell level, 14 + spell level w/enchantment & transmutation spells): 0 — flare, light, read magic, resistance; 1st — alarm, endure elements, mage armor, shocking grasp, sleep; 2nd — bull's strength, cat's grace, fox's cunning, hideous laughter, owl's wisdom; 3rd — fireball, lightning bolt, slow (x2); 4th — bestow curse, mnemonic enhancer, polymorph; 5th — baleful polymorph (x2)

owl's wisdom; 3rd — fireball, lightning bolt, slow (x2); 4th — bestow curse, mnemonic enhancer, polymorph; 5th — baleful polymorph (x2)

Spellbook: Rieve knows all common 0-level and 1st-level wizard spells, as well as the following; 2nd — arcane lock, bull's strength, cat's grace, daze monster, fox's cunning, glitterdust, hideous laughter, obscure object, owl's wisdom, spider climb; 3rd — deep slumber, dispel magic, displacement, fireball, hold person, lightning bolt, slow, suggestion, water breathing; 4th — bestow curse, charm monster, confusion, crushing despair, lesser globe of invulnerability, mnemonic enhancer, polymorph; 5th — animal growth, baleful polymorph, break enchantment, hold monster, permanency.

Note: Rieve has chosen not to take an arcane focus as a Wizard of High Sorcery.

Possessions: +1 dagger, quarterstaff, ring of protection +3, wand of hold person (50 charges), potions (mage armor, bull's strength, endure elements), robes, leather collars (x3), spell components, small iron cage

SORCERERS

Sorcerers are said by many to wield a new form of arcane spellcasting, when, in truth, they are wielding one of the oldest forms of magic to be found on Krynn. The primordial arcane magic left over from the creation of the world resides within the very bones of the world. This magic has not always been accessible, however. The passing of the Graygem made it available to mortals during the Age of Dreams. It was during this age that the Scions were born. The Scions and their students learned to manipulate these primal magical energies. Unfortunately, this magic proved to be destructive and escaped their control during the Second Dragon War. At this time, the Gods of Magic stepped in to teach the mortals how to handle the magical energies safely, through ritual and word. Because of the rise of High Sorcery — which had the blessing of the gods — the use of primal sorcery slowly began to diminish. During the Age of Despair, when the Irda foolishly opened the Graygem and released Chaos, the god touched the world and reestablished the access to primal sorcery that had faded into oblivion.

When Takhisis stole the world, High Sorcery ceased to function as the world was spirited away from the Gods of Magic. During the years that followed, primal sorcery was rediscovered and a new spellcasting tradition took hold. For nearly half a century, primal sorcery was the only form of arcane spellcasting available to magic-users on Ansalon, until the gods of Krynn found the world and restored access to High Sorcery. Now both wizards and sorcerers walk the lands of Ansalon.

Sorcerers are much different from wizards when it comes to spellcasting. Sorcerers seek the magic within them and within the world. They are not required to use a defined set of magical incantations or exact hand gestures as prescribed by the Orders of High Sorcery. Each spellcaster develops his own rhythm and style, versus conforming to what is set down in books or taught by the masters. Sorcerers do not require spellbooks, nor do they need to memorize spells. They simply shape the will of the magical energies into the spell they want to create.

The Wizards of High Sorcery are extremely concerned about the return of the use of the so-called “wild magic” to the world. They have

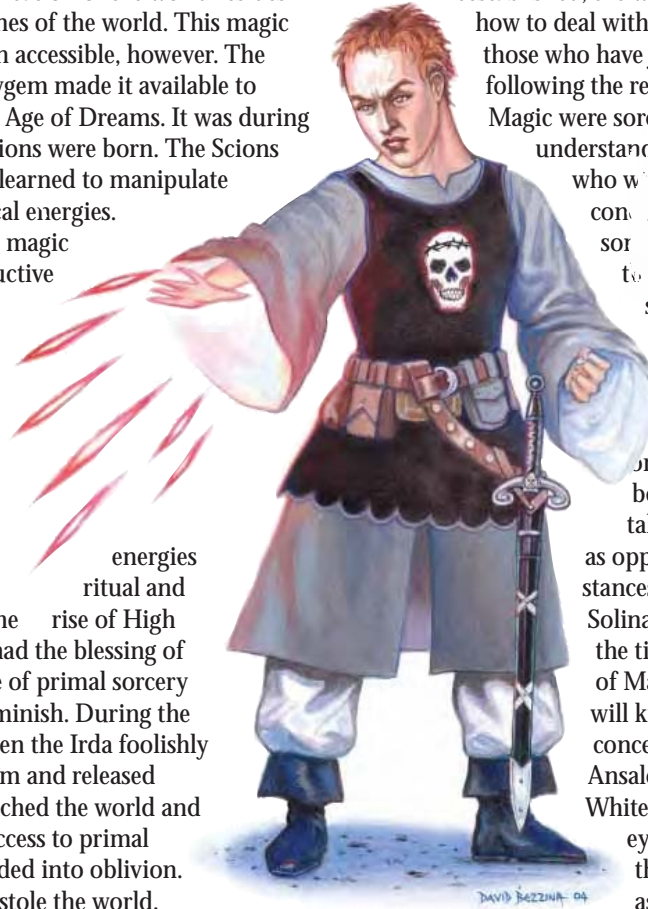
pledged to protect the people of Ansalon from those who would misuse magic or use it wantonly or recklessly, but they have no control over sorcerers, who are utilizing the same magic that raged out of control during the Age of Dreams. Now that the Orders of High Sorcery are being reestablished, the wizards must consider

how to deal with sorcerers. Many of those who have joined the Orders following the return of the Gods of Magic were sorcerers formerly. They understand the magic and those who wield it and they do not condemn it outright, as do some who believe that only the magic of the gods should be tolerated on Ansalon. It is even said that the Gods of Magic themselves disagree on how sorcerers should be viewed, with Lunitari taking a tolerant attitude, as opposed to the more rigid stances against it held by Solinari and Nunitari. For the time being, the Gods of Magic have made their will known to the Orders concerning the sorcerers of Ansalon. The Order of the White Robes is to keep an eye on sorcerers, invite them into the Orders as wizards, and keep an eye on those who refuse.

The Order of the Red Robes is directed to learn what they can from sorcerers for the betterment of magic, for there is a wealth of knowledge to be gained by developing a working relationship with these re-emerging spellcasters. The Order of the Black Robes has been told to learn what they can from sorcerers to increase their own power, but if its members have an opportunity to neutralize a sorcerer they should do so. For now, the wizards are focusing their time and energy on rebuilding their Orders and bringing new followers to their cause. At this time, sorcerers are not considered a threat by the Orders of High Sorcery. That may change once the Orders of High Sorcery have been reestablished.

KNIGHTS OF THE THORN

The Knights of the Thorn, who wear Gray Robes, were founded in secret by Takhisis when she created the Knights of Takhisis. The Thorn Knights are the mortal enemies of the Wizards of High Sorcery, for though they draw power from the moons, their magic is enhanced by the powers of Takhisis. Although her son, Nunitari, is



the god of dark magic, Takhisis has always sought to gain control of those who practice the arcane arts herself. In the past, the Dark Queen seduced wizards and renegades alike by promising them immense power in return for their loyalty to her and her alone. During the Third Dragon War, one renegade, Galen Dracos, actually controlled a number of Black-robed wizards who joined the Dark Queen's cause because they thought it would benefit their own plans. Eventually these wizards realized their mistake in trusting the promises of the goddess and turned on the renegade, changing the course of the war. During the War of the Lance, Takhisis wisely decided to influence her son Nuitari to join her cause and trusted only the Order of the Black Robes to assist her. In the end she failed, partly because a Black Robe, Raistlin Majere, chose to serve himself and the cause of magic over the Dark Queen.

During her next attempt to take control of Ansalon, Takhisis determined to avoid her previous mistakes. She would control magic, as she controlled everything else. She formed an order of knights dedicated to her cause and granted access to the magic to a division of her knights. Thus, the Knights of the Thorn were created. They wore gray robes to flaunt the fact that they were not part of the Orders of High Sorcery.

Nuitari was furious at his mother's betrayal and called for action on behalf of all the Orders to deal with the threat. Alarmed by the fact that Takhisis was now meddling with magic, Solinari and Lunitari joined their cousin. For the first time since the rule of the Kingpriest, all the Orders of High Sorcery joined together in one cause — to destroy the Knights of the Thorn. The Wizards of High Sorcery staged an attack against the Gray Robes at Storm's Keep. No one is certain what happened during the battle, for none who participated in it would ever speak of it. All that is known is that many wizards on both sides died in the terrible fighting. Most believe it ended in a draw, for the power of the Thorn Knights, while diminished, remained until Takhisis stole away the world, at which point she was too weakened and exhausted to continue to provide arcane energy to her followers. Like the other mages in the world, the Thorn Knights lost their powers.

When sorcery emerged, early in the Fifth Age, there was only one organization dedicated to teaching this new art — the Academy of Sorcery founded by Palin Majere. During the years the institution was in operation, a number of former Gray Robes studied there in secret, learning how to access primal sorcery and taking this knowledge back to their brethren, who used it to rebuild the Knights of the Thorn. When the Academy of Sorcery was destroyed and its sorcerers scattered across Ansalon, the Knights of the Thorn became the largest organized groups of arcane spellcasters in Ansalon.

There are many differences between the Wizards of High Sorcery and the Thorn Knights. To the Gray Robes, control is paramount. New initiates undergo a grueling mental examination in which every thought and motive is examined. Their memories and emotions are laid bare before their mentors. Thus the Gray Robes come to the innermost secrets of every new recruit and they use this to their advantage in manipulating the new member. Whereas the wizards of the Orders are free to change robes or study whatever they want, so long as they do not violate the rules of the Conclaves, the Thorn Knights are highly regimented. To them, magic is a tool to be used to obtain the secrets of others and to control all events and people in the world. The Thorn Knights care nothing for magic except how it can be useful to them.


During the Chaos War, wizards viewed the Gray Robes as worse than renegades. Even White Robes were given leave to kill or attempt to kill a Thorn Knight on the spot. During the Fifth Age, the Thorn Knights grew so strong that no one could oppose them. Fortunately for the people of Ansalon, the Thorn Knights became obsessed with attempting to find the Tower of High Sorcery at Wayreth and concentrated much of their efforts on this search. Now that the Orders are reforming, the Knights of the Thorn are once more viewed as a threat by the Orders, for they are thus far the only organized group of sorcerers in existence on Ansalon. There is a possibility that some of the Gray Robes will want to give their allegiance to Nuitari. Whether he will accept it or not is open to question, for he is not a god to forgive and forget. It is presumed that the Thorn Knights and the Wizards of High Sorcery will continue to view each other as enemies.

CLERICS

Clerics are individuals who devote their lives to the calling of one of Krynn's deities, dedicating themselves to furthering the goals of their chosen god. In return for this devotion, the gods grant their clerics special abilities, including spellcasting. Clerical magic is one of the oldest spellcasting traditions on Krynn, much older than High Sorcery. The fundamental difference between wizards and clerics is the "leap of faith." With a bit of magical talent and long hours of practice, a wizard can learn to cast a spell. Clerics, on the other hand, are required to believe in something they can neither see nor feel, but must simply have faith that the god will be there when they call.

Much like High Sorcery, divine magic is a magic that has been tempered by the wisdom of Krynn's gods. Divine magic is stable and there have been no recorded instances of such magic raging out of control. Because divine magic is a trusted form of magic, the Wizards of High Sorcery see no need to attempt to police it.





The attitudes of individual wizards toward clerics are as wide and varied as the gods themselves. Like High Sorcery, divine magic can be used for either good or evil and those fighting for the cause of either one or the other will often find they are allies. Followers of Solinari have been known to work with the clerics of Mishakal and Paladine. These wizards undertake expeditions with these clerics to find lost libraries or items of power that can benefit all mankind. White Robes also revere the god for his teachings on self control, meditation, and scholarly pursuits. Many White Robes view the joyful Branchala with tolerance, though the more strict among them may frown upon his use of magic for purposes of entertainment.

Red Robes accept clerics of any deity most readily, so long as they further their goals without disrupting the balance. Gilean is praised for his wealth of knowledge. Zivilyn is honored for his wisdom and insight. Sirrion is highly respected for his creativity and passion.

Black-robed wizards have historically admired Takhisis and Hiddukel. Yet, because Nuitari is jealous, easily offended, and quick to deliver punishment for slights against him, wizards who work with clerics of these gods tread carefully. Working with dark clerics may be acceptable, but if the Devouring Dark senses that his wizards are abandoning him for some other cause, he will not hesitate to make them pay for their treachery.

It is important to note that while wizards may honor the teachings of the gods, once they take the Test and join the orders of High Sorcery, they will never be able to fully invest themselves as true clerics. When a wizard takes the Test, he pledges his allegiance to one of the Gods of Magic. The wizard's devotion to the Art of High Sorcery in the name of one of the Gods of Magic takes precedence over that of any other deity. Since the Gods of Magic do not have true clerics, this means that Wizards of High Sorcery are unable to be clerics of other Gods.

Clerics that take the time to study wizardry and join the Orders of High Sorcery find that they are unable to continue their devotion to both the Orders of High Sorcery and their god. Likewise, Wizards of High Sorcery who devote their time to worshipping another god not only find it impossible to advance their knowledge of magic, but they have in effect become renegades, because they have chosen to honor the tenets of a god rather than one of the Gods of Magic.

MYSTICS

The power of mysticism is another emerging magic that has yet to be fully explored by the Wizards of High Sorcery. Mysticism, along with sorcery, was rediscovered when Chaos broke from the confines of the Graygem and provided access to the magic that was used to create the world.

While sorcery was born from the creation of the world, mysticism springs from the magic used to create life. Every living being still retains some of the residual magic that was used to form life in the beginning of time. While access to this magic was suppressed for many Ages, the passing of the Chaos allowed individuals to draw from this magic. During the early part of the Fifth Age, the founder of the Academy of Sorcery, Palin Majere, studied both forms of magic and later decreed that primal sorcery was of arcane origin and mysticism was divine in nature. The idea that this new form of magic is as safe as clerical magic has not been yet been determined by the Orders.

Many wizards believe there are a number of factors that make mysticism just as dangerous as sorcery. For one, it was only through the will of the god Chaos that this magic became accessible. These wizards maintain that the use of mysticism cannot be trusted. Others maintain that the magic of mysticism is true divine magic, because it was the gods that put the spark of life in each individual. The problem presented in mysticism is that no god exerts control over it. Mere mortals are able to wield it and thus, like the mortals who use it, mysticism must be flawed and imperfect. As with primal sorcery, the Wizards of High Sorcery have yet to fully examine the implication of mysticism. For now, as they rebuild their Orders, they must trust that the teachers in the Citadel of Light are teaching mystic spellcasters how to properly use their skills. During the early days of the Fifth Age, a number of former wizards turned to mysticism. These wizards were hoping to be able to use both mysticism and arcane magic, but they have discovered that they are unable to channel both the wild magic of mystics and the focused magic of High Sorcery. Recent studies have indicated that the two forms of magic do not mix. An individual cannot access wild magic and then turn to focused magic. Therefore, current mystics cannot become wizards unless they choose to give up the Power of the Heart.



TOWERS OF HIGH SORCERY

A DRAGONLANCE® Saga Game Accessory

A Test Awaits!

Wizards have shaped mighty spells under the light of three moons for countless millennia. They are Orders of good, evil, and balance all united in the devotion to magic above all other concerns. Each wizard must undergo a deadly trial before venturing onto the path of true power. In the greater world they might each be enemies, but there are five sanctuaries in which all wizards are brothers and sisters in magic, places where spells are created, potions, brewed, and mighty artifacts forged. They are the Towers of High Sorcery.

Towers of High Sorcery is a resource for games set in the world of DRAGONLANCE. Players will discover a wealth of information for playing arcane spellcasters, including information on the races of Krynn and their relationship to the Orders of High Sorcery, new prestige classes, and magical spells. Dungeon Masters will find a wealth of information about the Towers as adventuring locations, magical creatures, and rules for constructing and running a Test of High Sorcery for an individual wizard character or an entire party. All information within this volume is fully compatible with the revised edition of the d20 System game.

Fans of the DRAGONLANCE setting will find a wealth of information about the history of the Orders of magic and the Towers themselves. Wizards from throughout the ages are fully described, including Magius, Fistandantilus, and Raistlin Majere.

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