

Chapter 3: ERAS OF LEGEND

The dark waters of time swirled about the archmage's black robes, carrying him and those with him forward through the years.

The sky rained fire, the mountain fell upon the city of Istar, plunging it down, down into the depths of the ground...

War of the Twins by Margaret Weis & Tracy Hickman

If you follow the path taken by Raistlin, Caramon, Crysania, and Tasslehoff through time, you may come to some of the most pivotal and important times and places in the history of Krynn. Ansalon just after the War of the Lance, Istar during the time of the last Kingpriest, the Dwarfgate Wars, and even the Abyss were all stops on their journeys. There were times when the actions of the travelers shook parts of the world. Other times they were just bystanders, unable to affect the grand scheme of things. Regardless of the actions of any time travelers, all these time periods are worthy of a deeper look.

A TIME OF DRAGONS

In the years following the War of the Lance, much has happened and the world is a profoundly different place. People have finally been allowed to mourn lost loved ones, exalt in worship over rediscovered gods, and look with hope to the future. Those left alive in the wake of the war are able to enjoy life once more and believe in the positive progression of the world.

New religions are springing up around the gods of old, and are seeking to reestablish their former glory while learning from the mistakes of the past. Even those who haven't taken up vestments and holy symbols see the return of the gods and the presence of new heroes to be a boon to the world. Formerly treacherous routes are being cleared of danger, and trade is increasing. With greater travel, each corner of Ansalon becomes increasingly educated about the goings-on of the rest of the continent. The nations and races of the land are rediscovering one another and attempting to let go of old prejudices in order to craft a brighter future. Such optimism, however, paired with recent history, also brings an unspoken and surprising uncertainty of what the future truly holds.

Though it may be easy for the races of Ansalon to embrace the return of the gods and metallic dragons as the symbols of hope that they are, it's also hard to forget that the world has just come out of 350 years of pain, misery, disease, and death — all at the behest of Takhisis, who sought to make Krynn an even worse place. So even though the people of the land now look to the once-reviled Knights of Solamnia as leaders, they cannot forget the remaining forces of the dragonarmies that have been scattered across eastern Ansalon. Those who have been touched by war sleep with the slightest unease, silently fearing that the Blue Lady, who languishes in the volcanic city of Sanction, shall someday strike out and march over the land once more. Every nail hammered into a rebuilt

house carries with it the dread that someday soon the forces of evil may set the torch to the landscape once again.

Ultimately, the years following the War of the Lance are a time of cautious optimism. Ansalon, once on the brink of destruction, attempts to heal itself. It tries to focus on the positive changes and find solace in the gods in the face of frightening unknowns, such as the scattered and hungry draconians. Yet it cannot, must not, let its guard down for fear of Takhisis appearing in the world again — only to meet with success instead of failure.

TIMELINE

Much has happened in the way of reconstruction in the years after the War of the Lance. The world is slowly adapting to a tenuous peace, and changes are being made across the landscape. Some lives are ruined in the wake of cruelty, some forge bold new paths together, and others end completely.

354 AC

A HERO'S FALL

Caramon Majere, Hero of the Lance, helps Solace rebuild and return to normal. When his new wife Tika goes back to working at the Inn of the Last Home, Caramon finds that there is no one who needs him. He sends a letter to his brother Raistlin in Palanthis. Months later the letter is returned unopened, with the words "I have no brother" scrawled on the envelope. This sends Caramon spiraling into depression and alcoholism, and his body grows flaccid and out of shape. Caramon ceases building the house he promised Tika, and spends his days at a seedy bar in Solace known as The Trough.

355 AC

THE KNIGHTHOOD REBORN

Gunthar uth Wistan becomes the first Grand Master of the Knights of Solamnia since the Cataclysm. He begins the process of revising the Measure so that the knighthood is never thrown into such a tumultuous and disorganized state again.

356 AC

A MEETING OF OPPOSITES

Revered Daughter Crysania and Black Robe archmage Raistlin Majere meet in Astinus's study at the Great Library of Palanthis. Crysania seeks to turn Raistlin from the path of darkness as a testament of Paladine's glory. Raistlin casts *kiss of night's guardian* on the cleric and they later meet at the Tower of High Sorcery. There, Raistlin tells Crysania of his plan to overthrow Takhisis and end the suffering she has caused the world. Crysania, blinded by her own ambition, twists this in order to see Raistlin as a man warring against darkness, not one who seeks to become its master. She then makes preparations to seek the council of the Wizards of High Sorcery at the Tower of Wayreth and tell them of her plans to redeem the Black Robe.

DEATH OF A MONARCH

Solostaran, the Qualinesti Speaker of the Sun, finally succumbs to his venerable age and dies, leaving his eldest son Porthios to become the new Speaker. Tanis Half-Elven, already bound for the funeral, is requested by Paladin's cleric Elistan to escort Lady Crysania to Wayreth. When the pair stops in Solace, they see just how low Caramon has fallen. Tanis leaves Crysania in Solace and rides on to Qualinost.

A TRIP THROUGH TIME

Crysania, Raistlin, Caramon, and Tasslehoff travel through time to Istar in the months before the Cataclysm. Raistlin defeats and absorbs Fistandantilus's essence, becoming even stronger, while Caramon shakes off his addiction and becomes physically fit once again. Just as the Cataclysm occurs, the four go to the Dwarfgate Wars. Once Raistlin has fought through the war, he and Crysania enter the Abyss to challenge Takhisis. Meanwhile, Tas and Caramon jump into a warped future where Raistlin has proven victorious and killed all the gods at the cost of life on Krynn. In this reality, Raistlin is fated to wither away, unable to create or restore life to the world. Tasslehoff and Caramon travel back to Palanthis to prevent this timeline from ever happening.

357 AC

THE BLUE LADY'S WAR

Kitiara uth Matar leads the remnants of the dragonarmy from Sanction and lays siege to Palanthis. Spectral forces commanded by the death knight Lord Soth supplement her army and tip the balances of battle in Kitiara's favor. Tanis Half-Elven is in the city, fighting on the side of the Knights of Solamnia. Once Kitiara is in the city she goes to the Tower of High Sorcery to stop her half-brother Raistlin from reentering the world. Having been tricked by Lord Soth into believing that the dark elf Dalamar seeks to aid Raistlin, Kitiara tries to kill him, but is slain instead. Tanis makes his final goodbye to the only other woman he loved before Lord Soth disappears with the highlord's body and calls off his undead forces.

RAISTLIN'S SACRIFICE

When Raistlin's twin Caramon enters the Abyss intent on stopping the mage one way or the other, Raistlin realizes that his victory over Takhisis can only bring destruction to the world. Raistlin grabs his destiny by the reins and changes the course of his actions, sealing the Abyss with himself inside in order to prevent Takhisis from being unleashed upon the world. Caramon escapes the Abyss with Crysania in tow. The cleric is now blind, but has gained wisdom as a result of her trials.





358 AC THE GREAT LIE

The Wizards of High Sorcery seize the opportunity to boost their reputation across the continent and inform the people of Ansalon that Raistlin entered the Abyss solely to save Crysania from the clutches of Takhisis. This tale of Raistlin's "heroism" helps the Conclave and wizards in general gain even greater acceptance amongst the land as young men and women flock to train in the ways of magic at unprecedented rates.

360 AC QUE-SHU RISE

Heroes of the Lance Riverwind and Goldmoon finish restoring the village of the Que-shu and gathering their remaining people under one banner. The Que-shu declare them their new leaders in response to the couple's tireless efforts and leadership.

362 AC PORTHIOS AND ALHANA MARRIED

In a move to unite the kingdoms of Qualinesti and Silvanesti under a single banner a political marriage is made between Porthios Kanan and Alhana Starbreeze, the respective rulers of both elven kingdoms.

LOCALES

The end of the war has resulted in a number of locations seeing increased popularity and use in Ansalon. Some of these places are completely reconstructed, such as the Temple of Paladine in Palanthis, while others, such as the High Clerist's Tower and the Tower of High Sorcery at Wayreth, simply needed repopulating. As the knights have


moved comfortably into their tower, so do an increased number of applicants seek to become Wizards of High Sorcery, having heard stories and rumors of the important role played by wizards during the war.

HIGH CLERIST'S TOWER

The High Clerist's Tower had lain abandoned for centuries since the Cataclysm. As the tower fell into disuse, its greatest secret — the existence of a *dragon orb* within — faded from the knowledge of the Knights of Solamnia. During the War of the Lance, the dragonarmies sought to attack Palanthis, and for the first time in generations, the knights took up arms at their tower.

The tower, once an enigma to the small body of knights stationed there, has since been thoroughly explored and holds a much larger body of knights at all times. Ever vigilant and ready to defend the city of Palanthis from incursions, the knights there are dedicated to holding the post and would rather fight to the last man than allow the tower fall into enemy hands or be abandoned again.

Grand Master Gunthar uth Wistan has ordered that at all times one thousand men be stationed at the tower, and at a moment's notice he is able to mobilize up to an additional thousand from surrounding areas to defend it. Even more soldiers can be drawn upon if given weeks to prepare. Those who occupy the tower have their barracks on the second and third floors. The third floor also houses dining halls, with the entire fourth floor dedicated to kitchens. The dining halls can only seat the normal contingent of knights assigned to the tower when it's not wartime, minus those who are on guard duty throughout the tower. When the High Clerist's Tower is besieged, men must eat wherever they can find a spot to sit.



The first floor of the tower contains the legendary dragontraps, where until the recent war, one of the fabled *dragon orbs* rested. This area is in the process of being repaired since it took heavy damage during the War of the Lance. The second floor houses temples devoted to the gods, in addition to the quarters located there. The fifth level of the tower contains the eternal halls and guards that protect the tower's treasury. Only the highest-ranking knights at the tower know exactly how to navigate the maze of these passages safely. The sixth level holds indoor gardens that had withered when the tower wasn't being cared for, but have since been restored by clerics of Habbakuk. The seventh floor holds the Grand Halls, where meetings are held that all knights can attend, regardless of rank.

The eighth, ninth, and tenth levels of the tower hold abbeys and offices for resident clerics of the gods of good. The eleventh level is the High Council Hall, where a knights' council decides important matters and holds trials as necessary. The twelfth level holds the Khas Room, where the High Clerist keeps his mind sharp and battle-ready by playing games with fellow knights equally skilled at khas. The thirteenth floor is another magical maze like the Eternal Halls, and functions to keep the remaining three levels of the High Clerist's Tower safe from unwanted intrusion. The fourteenth level is the High Clerist's quarters and is known as the "Living and Learning Area," while the fifteenth is nothing more than a small catwalk for trusted guards to patrol and keep watch. Finally, the sixteenth floor of the tower is known as the Nest of the Kingfisher, where a keen-eyed knight keeps watch and is able to spot trouble coming from miles off. During sieges, this knight maintains his position and watches the fullness of the battle, using flags to communicate the enemy's strategy to his fellow knights below.

Beneath the Tower are the tombs of knights who have fallen in its defense. In a constantly guarded sepulcher lie the remains of Lords Alfred MarKenin and Derek Crownguard, who perished in the War of the Lance, as well as a catafalque holding the strangely unsullied body of the hero Sturm Brightblade. This tomb is a site of pilgrimage for all knights, as well as those who hold to Brightblade's ideals of ultimate sacrifice for honor and right.

PALANTHAS

The Jewel of Solamnia, the great city of Palanthas stands proud in the wake of the War of the Lance, the only major city on the continent to come out of the war unscathed. In fact, Palanthas has a long history of thriving in times when the rest of the world has faced great hardship. The city was left relatively unscathed by the Cataclysm, becoming the only major deep-water port left on the continent, a monopoly that mariners quickly recognized and sought to take advantage of. Because of this long-standing fortune, many have flocked to the already opulent city, and those numbers only increase with time. Even more money and prestige have flowed into the streets of Palanthas with the coming of people hoping to make a new life for themselves with the opportunity that the city has to offer.

Palanthas is shaped like a wheel, with a grand central plaza in its midst. The plaza is where public meetings are conducted, and where the city's occupants gather when Amothus, the city's Lord, makes any speeches. The plaza is flanked by the Lord's Palace to the north and the city guard barracks and courthouse to the west and east, respectively. To the west one may see the newly erected Great Temple of Paladine and, just a short distance away, the Tower of High Sorcery, snarled amid the dreaded Shoikan Grove.

The road that runs directly south from the plaza is Aesthetics Row, leading directly to the Great Library. To the north lies the Bay of Branchala, and a sprawl of wharves and sailing ships that go on for miles. The market district lies just south of this, and Nobles' Hill, where the lords of the city gather, is in the east.

The city's heart, called the Old City, is surrounded by a thick wall, pierced by minaret-topped gates in the south, east, and west quarters. Beyond, unprotected by walls, stretches the more chaotic, poorer districts, called the New City. Here dwell most of the common laborers. The New City also boasts a thriving mercantile district, in its southeast corner near the main road leading through the mountains to Solamnia's heartland. Beneath the city runs a labyrinth of sewers, the province of the thieves' guild.

The university of Palanthas, the only institution in the city to have truly suffered from the Cataclysm by way of decreased enrollment, has seen students come flocking back from noble families across the land, who no longer fear making the long trek. What was once just a small group of devoted scholars has arisen as a flourishing academic institution. The university occupies a small tract of land in the mountains around the northeast entrance to the city. The school was built within the shadow of a great gorge, hewn by dwarves from Garnet to fit within the cleft. Over the centuries, so many modifications have been made that the university is now ten stories tall, and connecting both sides of the gorge.

TEMPLE OF PALADINE

The temple of Paladine is the newest mighty edifice to arise in Palanthas. It was built near the heart of the city, in its upscale administrative district within clear view of the corrupted Tower of High Sorcery — to the protest of many of the clergy. Elistan, however, calmly reminded his disciples of the Balance, and the need to remember always that evil as well as good fills a necessary role in shaping the world of Krynn.

The temple is built of white marble, and is surrounded by large and beautiful lawns. Small groves of evergreen trees provide shade and comfort for those seeking to commune with Paladine in a sanctified area away from the bustle of the main church, while reflecting pools serve to remind the followers of Paladine that looking within one's self to determine the true justness of one's actions is one of the greatest acts of wisdom one can undertake. The temple proper is the image of simplicity itself, a stark and austere structure with stout columns and buttresses and narrow windows, unadorned by the grandiose furnishings of its predecessor in Istar.

In the temple's southwest wing, numerous simple, yet comfortable cells serve as living quarters for the clergy and their guests. The northeast wing is devoted to a study area, where modest translations of the *Disks of Mishakal* and other sacred texts are available for study, as well as philosophical tracts penned by Elistan and others. The study wing also houses elegant meditation chambers, each also containing small shrines dedicated to the other gods of light, with the shrines of Paladine's consort Mishakal, and his twin sons Kiri-Jolith and Habbakuk, being the most prominent.

The center of the temple includes the main worship hall, constructed to hold several thousand of the faithful. There, on its gray marble floors, priests and acolytes meditate and tend to the needs of worshippers. On holy days, the hall is dedicated to delivering sermons and speeches, although with the increase in piety throughout Krynn, the crowd often spills out the church's doors, eager to soak up every word. Palanthis's city watchmen understandably get nervous to see individuals of all walks of life pouring out onto the decadent street of Lord's Way.

Finally, below the temple rests a number of basements and storage areas, as well as a large, multilevel crypt. Currently the crypt is empty, but it was constructed with the understanding that as years pass, many great men and women in the service of Paladine would come to need a final resting place. Here Elistan will be laid to rest, when the long illness that has afflicted him finally ends. Paladine's temple serves to guard over his followers' physical remains just as the god himself takes his followers' spirits into his waiting arms.

TOWER OF HIGH SORCERY AT WAYRETH

For many years the Tower of High Sorcery at Wayreth was where the Wizards of High Sorcery hid in seclusion. Very rarely did the mages leave its vicinity, mainly doing so to set up schools for the Orders of High Sorcery, or find apprentices to train. Many areas of Ansalon were distrustful of the wizards, a holdover from the prejudices sown by the Kingpriest, and robes of all three colors were burned at the stake in villages across the continent.

Since the War of the Lance and the role of the mage Raistlin Majere in defeating the dragonarmies, people have come to regard the wizards with a sort of tentative trust. Folk who once would have killed magic-users on sight now simply shun and avoid them. Lands that barely tolerated the mages now welcome them, a fact that the wizards are quick to take advantage of. Since the War of the Lance, wizards have felt increasingly free to leave their tower behind to walk the world once more without burden. Some say that 350 years was too long a time to remain in hiding, for any number of arcane relics could have been uncovered or unfortunately destroyed. Regardless, they see it as the place of the Orders to know the full extent of Ansalon's current political and social climate. In turn, they have sent back a surprisingly high number of applicants to the tower, eager to master the Art and take the Test. Most have emerged garbed in robes of white, red, or black, but some have been laid to rest beneath the tower.

Visitors to the tower are surprised at the sights that await them, sometimes catching the barest glimpse of wizards propelled to unnaturally fast speeds as they travel about the tower. In recent months, however, the tower has become a somber place. The ruling Conclave seems preoccupied with some urgent manner of business, and the other wizards in attendance have naturally picked up on the mood of Par-Salian, Justarius, Ladonna, and the other 18 archmages. Rumors abound as to what could trouble these capable mages. Some theories, such as the idea of an army from across the seas, are thought preposterous, while others about the renegade black robe Raistlin Majere seem chillingly likely. It is known that whatever the issue is, the Conclave has sought the aid of various agents to send on tasks throughout the continent. Each wizard wonders if he shall be the next to receive this call.

TOWER OF HIGH SORCERY AT PALANTHAS

Since the Cataclysm, the Wizards of High Sorcery despaired and thought the Tower of Palanthis lost to them. Since that fateful day during the Lost Battles when the Black Robe wizard Andras Rannoch cursed the tower to only open again for the Master of the Past and Present, not even the most powerful and skilled wizard has been able to make her way through the Shoikan Grove. Many have tried, but every one either turned back before it was too late, or joined the undying guardians in the ground beneath the wood.

All of this changed when Raistlin Majere approached the tower after the War of the Lance. The undying Rannoch, now known as the tower's guardian, bowed in deference and let the dark wizard in to claim his legacy. Since then Raistlin has not been seen leaving or entering the tower. If indeed Raistlin ever does leave, he must use his magic to spirit him directly to whatever destination awaits him. Some claim to have once seen an elf attired in black robes leading the cleric Elistan into the tower, but most scoff at the notion of the highest of Paladine's Revered Children going to such an unholy place. Though few would believe such a tale, it is indeed the truth. Raistlin once grew gravely ill, and his apprentice Dalamar sought out whatever help he could find.

If any other visitors have met with the mage, none have seen them. Raistlin spends most of his time poring through endless, musty tomes, in particular the night-blue-bound grimoires of the great mage Fistandantilus. Using his arcane knowledge, Raistlin has experimented in all manner of dark arts, traversing the world in a flickering, binding great and powerful demons, and even creating life — or what passes for it. It was his failure in his attempts to create living creatures that enraged Raistlin the most. He banished the resulting, malformed "Live Ones" to live in the seeing chamber beneath the tower. The Live Ones lead a wretched existence and snivel and grovel whenever their master comes down to use his pool to spy on the rest of the world.

Despite Raistlin's reclamation of the tower, its grove and the undead horrors that lurk within are still very much active in warding against any unwanted intrusion,



and they form a frightening force that only the bravest mortals could hope to bypass without magical aid. Some of these guardians even lurk within the tower itself, ready to attack any unwelcome intruders and spirit them off to the less than amused attention of the tower's master. Should Raistlin catch such an unfortunate soul, the trespasser would be hard pressed to offer the mage something he truly needed by way of a favor or assuaging his curiosity in order to make it out of the tower with body, mind, and soul intact.

ADVENTURE IDEAS

Ansalon is a bold new world after the War of the Lance. With the Solamnics restored to their former glory and mortals knowing that the gods watch over them, the land seems an open place, rife with opportunity for adventure. What lies long forgotten in the ruins of cities destroyed and buried by the Cataclysm? What new allies or enemies have risen in the corners of the map, waiting to make their mark on the world? With renewed faith to bolster them, an intrepid group of heroes will soon find out.

FIND A CURE

A deadly disease begins to spring up in the city of Palanthis. Sickness such as this hasn't been seen since the times of darkness. Neither traditional care, nor the most basic of healing spells, are able to do anything about it. Frustrated clerics of Paladine and Mishakal suspect that a powerful follower of Morgion is at work in the city. Who is responsible for this, and is it just a solitary individual, or an entire secret cult that's sprung up in the past few years?

DRACONIAN RAIDERS

A group of raiders seems to be hidden in the Vingaard Mountains. They wait for small mercantile caravans to pass beyond the High Clerist's Tower, strike brutally, and leave no survivors. Previous excursions by knights into the mountains have met little success, with one party having gone missing only to be found impaled on stakes along the roadside a few days later. Recently, a caravan was attacked, but a single horseman managed to bolt to Palanthis. There, he describes an assault by hideous dragon-men. What could this group of draconian bandits be doing so far inside Solamnia, and why are they in a position to spy upon Palanthis?

A MAGICAL SECRET

A Red Robe mage seeks protection on his way to the forest of Wayreth. He claims to be working on an important mission for the Conclave, and just came from the dragonarmy-held city of Sanction. He fears that certain enemies who do not want him to report back to the leaders of the Orders of High Sorcery

will try to kill him before he completes the journey. He petitions the heroes to be his bodyguards, promising them compensation both in steel and magic once they arrive safely at the tower. When the heroes fight off ambush after ambush, it becomes clear to them that this mage holds a valuable secret. Perhaps even Lord Soth himself may come to hunt him.

RAISTLIN'S TREASURES

A powerful Black Robe lusts after the secrets available to Raistlin Majere within his Tower of High Sorcery. She finds the heroes to be a suitably capable and strong group to work through. Depending upon the group's morality, she may take the disguise of a White or Red Robe and lie to the group that she worries the dark wizard is concocting some scheme to afflict the world, and that she needs the group to retrieve whatever items and spell books they can so that she can properly dispose of them and see that no one abuses them ever again. In truth, the wizard seeks to augment her power and influence within the orders. She is able to provide the group with means of passing through the Shoikan Grove unharmed, either by warding them or by casting a variant of a *teleport* spell. Either way, the magic used is so powerful and rare that she can only bypass the protections of the tower once. Afterward, it's up to the group to find or fight their own way out.

