

BLUE DRAGONARMY

Ariakas entrusts the Blue Wing to Kitiara Uth Matar, not merely because of the singleminded determination for victory which the highlord shares with her blue wyrms, but because the Blue Wing has demonstrated ruthless efficiency in every one of its engagements. The Blue Wing is far and away the most lethal dragonarmy and worthy of its exalted status—second only to the Red Wing, commanded by Verminaard. Kitiara's troops are at their best when dealing with the occupied areas in the north and west, where the shining hope of the good nations is at its brightest. It is said that when Kitiara fights she brings the dark storm with her.

By the autumn of 351 AC, the Blue Wing has captured Vingaard and Kalaman and brought Throtl and Lemish under its control. Hordes of hobgoblins and kobolds, and the undead legions of Lord Soth, await the push into Solamnia, which seems imminent. Kitiara is not ready yet, however. First, she bides her time, sending her spies and agents into the lands still held by the free peoples, the better to swiftly overthrow the lords of these lands when her blue dragons sweep into battle.

HIGHLORD

Kitiara uth Matar, also known as the Blue Lady, is the dragon highlord of the Blue Dragonarmy in the autumn of 351 AC. Ambitious and clever, she is a resourceful commander who understands and exploits the different motives and personalities of her officers, soldiers, and even dragons. Kitiara leads the Blue Wing to military victories and is responsible for bringing some especially resistant regions under the shadow of the Dragon Empire. She has no problem with delegating crucial tasks to her highmasters, such as Bakaris, whom she trusts to lead a flight into strategic battles even when she herself is hundreds of miles away. Second only to Ariakas, Kitiara is feared and respected, and a dangerous opponent in mass warfare.

DRAGONS

The Blue Lady has the most trustworthy, efficient, and loyal dragons of any dragonarmy. Eight blues accompany her on campaigns with the Blue Wing: two very old, two old, two mature adult, and two adult blues. Kitiara chooses older, experienced dragons for her most important missions,

leaving the younger dragons behind to serve the Dark Queen in various ways. The blues follow her orders precisely, and all of them consider Kitiara and her mount Skie to be as one—a single commander in two bodies. This trust, and the exacting nature of the blue dragons' lightning strikes, makes them the most deadly dragons in any strike engagement.

TROOPS

Human and draconian soldiers dominate the the Blue Dragonarmy brigades. Also represented are kobolds drawn from the Taman Busuk route to Vingaard, and former Green Wing ogres from Kern that Ariakas transferred to the Blue Wing during the year of regrouping. The Blue Wing is the only force to make use of undead, specifically the so-called Reaper Army, also known as Lord Soth's Legion. This unit is being held in reserve, however, until orders are given for the major offensive in Solamnia, and not even Ariakas is aware that Kitiara has Soth's assistance.

Blue Wing infantry are equipped with polearms, short swords, and chain shirts. Scouts typically wear lighter armor, and mounted patrols ride light warhorses or, in the case of the kobolds, dire weasels. Kitiara's lack of goblin troops is due to her loathing of the creatures, although she has the 1st, 2nd and 3rd Throtl Regulars ready for service if she needs them.

Below is an example of a Blue Wing composition, representative of the Blue Dragonarmy in 351 AC:



BLUE WING (VINGAARD)

Army Commander: Kitiara Uth Matar, Blue Dragon Highlord.

Army Composition:
Two flights.

1st Blue Flight—Flight Marshal Kotsam (LE baaz Ftr9), 4th Blue Dragonarmy (draconian army), 5th Blue Dragonarmy (mercenary infantry), 6th Blue Dragonarmy (kobold infantry), 1st Ogres (150 ogres), 2nd Blue Dragonwing (2 mature adult, 1 old)

2nd Blue Flight— Flight Marshal Volger (CE human Ftr7/legendary tactician 2), 8th Blue Dragonarmy (draconian army), 9th Blue Dragonarmy [Reaper] (Lord Soth [death knight],

91st cavalry [8 skeleton warriors], 92nd chariots [8 spectres]), 3rd Blue Dragonwing (2 adult, 1 mature adult)

MASS COMBAT AND YOUR CAMPAIGN

A NUMBER of options and third-party products are available for using d20 System rules to conduct mass battles, and the information provided here and in the Whitestone and dragonarmy sections should give a player enough information to create statistics for troop units, commanders, etc. One should not forget that the player character heroes are the focus of the story. Even with abstract combat, a player should try to interject scenes throughout a battle scenario, wherein the heroes play a significant role, encounter worthy opponents, gain a chance to use their spells, skills, and abilities, and do not become too overshadowed by the battle raging around them.

It's sometimes a good idea to decide whether the heroes should have an impact on the outcome of the battle, or whether the battle ought to have a predefined end (such as the Battle of the High Clerist's Tower, or the Battle of the Ice Reaches). In the latter case, it's even more important that characters have specific goals they can meet, and that importance should be ascribed

to those goals. This way, even though the battle itself might be won or lost, according to the skill of some general or NPC hero, the spotlight is always on the player characters and their own specific challenges.

Also, remember that a lot of the fun in running mass combats for some players is being able to command troops, make battleground decisions, and develop warfare strategy. If your choice in mass combat rules allows for dividing up one side between a number of sub-commanders or leaders, try this for at least one major battle during your War of the Lance campaign. It makes for a change of pace from exploring ruined towers or fighting with draconians in swamps. Even if you know the outcome of the battle, make sure that the knowledge will not completely derail any unusual options the Dungeon Master may want to present to the players. At the same time you may be surprised just how much fun it is when you have absolutely no idea who will win!

STRATEGIES AND TACTICS

Kitiara is a brilliant military commander. She knows the power of her dragons and carefully maps out her strategies in advance. The Blue Wing never undergoes an offensive or launches a strike against a target without at least a week of planning and preparations. Her troops are highly disciplined and follow her dictates to the letter, though Kitiara and her highmasters effect revisions on the spot, when necessary. Kitiara is also blessed with dragonwings comprised of the most socially adept of all the chromatic dragons, and this enhances the ability of her officers to communicate with their dragon mounts. At times, however, she has relied on the blue dragons more than their riders, knowing that a rider is more likely to balk in the face of deadly combat, while the dragon will carry out orders to the bitter end. Her success has colored her opinion of other dragonarmies, who are not as well organized as her own.

MOTIVATIONS AND GOALS

The Blue Wing has been tasked with the conquest of Solamnia and the acquisition of key targets, including Palanthas and western cities. This campaign of relentless intimidation will take Kitiara right into the heart of her ancestral homelands. Ariakas has yet to learn of her brokered deal with Lord Soth, the death knight, which is just one of dozens of similar deals and promises she has made on her own with influential agents of evil in the west. Her officers are picked for their arrogance and aggressiveness, and her troops rewarded for successful campaigns. Kitiara finds the thought of taking Solamnia from those who drove away their knightly protectors highly amusing.

