

Raistlin Majere:



By Larry Elmore, from "Dragons of Hope"

So weak when he was born that he wasn't expected to live, Raistlin survived his childhood through his sister's efforts and through the protection of his twin brother. Just before their fifth birthday, they were taken to the fair where a conjurer was performing tricks and illusions. Caramon watched for a while then wandered off, but his brother stayed all day and that evening astonished his family by reproducing every trick he'd seen performed.

Shortly after his sixth birthday, the family took Raistlin to a Master Mage who, although at first not overly impressed by the boy, took him as a pupil after he was found in the mage's library reading a spellbook, thought to be impossible without years of study. Never popular and often bored, his studies continued despite his contempt for both fellow students and instructors. This period reinforced Caramon's protective attitudes towards his brother, providing the root for Raistlin's general dislike of humanity at large, together with a deep and lasting sympathy for the weak.

During this period, Raistlin supplemented the family's income by public performances of illusions and tricks, which often brought him into open conflict with his school. One of these public disagreements led to the twins meeting Tasslehoff and subsequently, Flint.

Raistlin was destined to become the youngest mage to take (and pass) the Test which confirmed his future power and gained him his Staff, while leaving him a physical wreck.

AD&D® Game Statistics:

- Strength 10;
- Intelligence 17; Wisdom 14;
- Dexterity 16; Constitution 10;
- Charisma 10; Alignment - Neutral;
- Hit Points 8; Armor Class 5.

EQUIPMENT:

- Staff of the Magius (+3 protection; +2 to hit - damage 1-8);
- Close combat with Staff as weapon;
- Ranged combat - see spell list.



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Sturm Brightblade:



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The son of one of the remaining true Knights of Solamnia, Sturm was sent south with his mother for safety when his father could no longer guarantee the security of their home. His father was to have sent for them when things calmed down – he never did. At this time, the Knights were looked down upon by the general population of Krynn as they were unjustly blamed for failing in their duties and not stopping the Cataclysm.

Conscious of his father's position and duties, Sturm dedicated his life to the Knighthood and became a well-trained but inexperienced fighter by the time he met Caramon. Drawn together by their mutual martial interests, they quickly became fast friends and for Caramon's sake he even somewhat befriended Raistlin. He holds the high ideals of his father and the Knights despite the difficulty of maintaining them in the current state of the world.

His rescue of Raistlin's Master's pouch caused their first meeting with Tasslehoff and their subsequent fellowship with Flint and Tanis. Flint taught Sturm and Caramon the wilderness survival skills that were to save their lives many times in the future. Their journeys with Flint over the next few years formed them into the formidable group of adventurers who now bear the survival of Krynn upon their shoulders. Finally, in the year 346, with Flint's retirement, the companions went their separate ways. Sturm went to Solamnia to search for his heritage but they all agreed to meet at the Inn of the Last Home in five years' time. Having gained his inheritance by this time, Sturm was equipped as a Knight of Solamnia, and this meeting marked the start of the quest when they rescued Goldmoon and Riverwind.

AD&D® Game Statistics:

- Strength 17 (Damage +1);
- Intelligence 14; Wisdom 11;
- Dexterity 12; Constitution 16;
- Charisma 12; Alignment - Lawful Good;
- Hit Points 29; Armor Class 5.

EQUIPMENT:

- Chainmail armor;
- Two Handed sword +3 (damage 1-10);
- No ranged weapon.



By Larry Elmore, from "Dragons of Mystery"

Goldmoon, Chieftain's Daughter:



By Larry Elmore, from
"Dragons of Hope"

Daughter of the chieftain of the Que-Shu tribe, Goldmoon's future was mapped out from birth as whoever she married would become chieftain of the tribe. Unknown to everyone, the gods had different plans for her. The first inklings that none of this would come to pass came when she fell in love with Riverwind rather than the supposed best warrior of the suitable young men.

When Riverwind returned from his quest to prove himself eligible for Goldmoon, things really changed. The Staff that he returned with didn't appear to do anything and her father condemned him to death. As the rest of the tribe started to stone him to death, Goldmoon threw

herself into his arms as she realized that she couldn't live without him. Suddenly the Staff flared with a brilliant blue light and they found themselves standing miles away from the village with all their injuries healed. Rejected by their tribe and realizing that the Staff was something special, they decided to go to Solace and ask the Seekers for their help in discovering the Staff's true nature. The Seekers were the nearest thing to clerics in Solace but were also indirectly acting for Takhisis to recover the Staff.

Before Goldmoon and Riverwind could hand the Staff over, they became involved in a fight at the Inn and were rescued by the other Companions. So begins the story of the Heroes of The Lance which leads to your task among the ruins of Xak Tsaroth.

AD&D® Game Statistics:

Strength 12;
Intelligence 12; Wisdom 16;
Dexterity 14; Constitution 12;
Charisma 17; Alignment - Lawful Good;
Hit Points 19; Armor Class 6.

EQUIPMENT:

Leather armor;
Blue Crystal Staff (damage 4-9, 7-12 or 10-15);
Clerical magic from Staff, see sub-menu.



By Larry Elmore, from
"Dragons of Mystery"

Riverwind:



By Larry Elmore, from
"Dragons of Hope"

Born into a family of virtual tribal outcasts, there was no one in the Que-Shu with a lower social position. Riverwind's family refused to believe in the divinity of the tribal chieftain and were the last believers in the old gods. Tolerated for his skills, Riverwind would probably have been left alone to live his life were it not for his love for Goldmoon, which led him to ask her father for permission to marry her.

Her father gave him a task to prove his suitability for this marriage. He ordered Riverwind to search for proof that the old gods still existed and not to return without a powerful magic item to convince the tribe. In reality, her father never expected to see him again. As the months passed, it seemed as though his wishes would be fulfilled but Goldmoon never gave up hope and her faith was eventually rewarded.

The Riverwind that returned wasn't the same man that left. He was harder, changed by things he had seen and unable to remember exactly where he had been or what he had done. Later, when the Companions had formed and made their way to Xak Tsaroth, he realized that the ruined city was the place from which he had retrieved the Staff. In his hand he carried a blue crystal staff but when asked to demonstrate its powers, he was unable to do so. The chieftain mocked him, called him a liar and ordered the tribe to stone him to death. When Goldmoon joined him in the hail of stones, the Staff flared with blue light and teleported both of them out of the tribal village.

AD&D® Game Statistics:

Strength 18/35 (Damage +3);
Intelligence 13; Wisdom 14;
Dexterity 16; Constitution 13;
Charisma 13; Alignment - Lawful Good;
Hit Points 34; Armor Class 5.

EQUIPMENT:

Leather armor & Shield;
Longsword +2 (damage 1-8);
Bow & quiver of 20 arrows (damage 1-6).



By Larry Elmore, from
"Dragons of Mystery"

Tasselhoff Burrfoot:



By Larry Elmore, from
"Dragons of Hope"

Most people not only don't understand Kender but don't want to know them. Part of the problem arises from their basic personality traits: fearlessness, unbelievable curiosity, irresistible mobility, independence, and the need to pick up anything not screwed down (unless they have a screwdriver in which case...). The usual reaction to the sight of a Kender is to lock everything up and check your pockets. Although fully justified, this attitude is somewhat unfair because they do not see themselves as thieves. They do not steal for profit but out of their intense curiosity about everything. Even when caught 'in the act' they will offer an amazing range of excuses from: "You dropped it," "It probably fell in my pocket," to "I thought you didn't want it," and "I was just looking after it in case it got stolen." As far as they are concerned, it is only "borrowing" and they regard being called a thief a grave insult.

Apart from their size, Kender would be easily recognized by the number of pockets and pouches that festoon their clothing and their favored weapon, the hoopak. Used exclusively by them, it is a combination of staff (shod in iron) and slingshot, giving Kender a lethally potent weapon. Tasselhoff met Flint through the normal actions of a Kender - absolute amazement at being accused of stealing a bracelet as he walked off with it from Flint's stall. Tanis arrived to calm the situation and it wasn't long before they were fast friends. Tass was later responsible for the meeting with Caramon, Raistlin, and Sturm.

AD&D® Game Statistics:

Strength 13;
Intelligence 9; Wisdom 12;
Dexterity 16; Constitution 14;
Charisma 11; Alignment - Neutral;
Hit Points 15; Armor Class 6.

EQUIPMENT:

Leather armor;
Hoopak +2 (damage 3-8);
Sling +1 with a pouch of 20 bullets
(damage 2-7).



By Larry Elmore, from
"Dragons of Mystery"

Flint Fireforge:



By Larry Elmore, from
"Dragons of Hope"

Born and bred a hill dwarf and raised in poverty, Flint left home as soon as he was capable of earning a living. As the years passed and his skills as a metal-smith grew, his improved fortunes led him to buy a small house in Solace, which became his base.

From here, he travelled widely due to the great demand for his skills. As his fame spread, samples of his work came to the attention of the elven leader in Qualinesti, resulting in his first invitation to become one of the few dwarves not only to visit the elven kingdom, but to become a welcome visitor. Flint delighted in making ingenious toys which made him a childrens' favorite wherever he worked including amongst the elves. It was here that Flint and Tanis first met and, over many years became close friends,

for Flint was a solitary figure and Tanis always felt an outcast due to his human blood. When Tanis finally left Qualinesti, his natural destination was his old friend Flint, whom he joined in Solace. He soon made himself very useful to Flint, who made Tanis his business partner.

One day, while Tanis was breakfasting at the Inn, Tass arrived at Flint's stall and set in motion the events that quickly led to the meeting of all those destined to become the Companions of the Lance when they rescued Goldmoon and Riverwind from the Seekers. In the period leading to this rescue, the world became more perilous as the evil of Takhisis gained a stronger grip on Krynn. Flint retired as it was no longer worth travelling and the friends went their separate ways with a promise to meet again after five years had passed. This fateful meeting brought them together with Goldmoon and Riverwind, setting in motion the train of events that brought you to the start of the quest.

AD&D® Game Statistics:

Strength 16 (Damage +1);
Intelligence 7; Wisdom 12;
Dexterity 10; Constitution 18;
Charisma 13; Alignment - Neutral Good
Hit Points 42; Armor Class 6.

EQUIPMENT:

Studded leather armor & Shield;
Battleaxe +1 (damage 1-8);
Throwing axes (damage 1-6).



By Larry Elmore, from
"Dragons of Mystery"

V. Monsters:

During your travels through the ruins of Xak Tsaroth, you will meet many different beings ranging from ferocious animals to the evil and intelligent followers of Takhisis. The best response you can expect is indifference but the most usual is active hostility either because you are enemies or look like food. All opposition is described as monsters.

If you meet anything, remember that it is safer to defend yourself by Ranged Combat than to wait until within Close Combat range. You can more easily retreat from Ranged Combat than from Close Combat.

Men:

Any humans which you meet, if they are moving around freely, are going to be in the employ of the Dragon Highlords. Their usual equipment includes leather, armor, and swords. They will be eager to fight as they are all experienced soldiers, usually veteran mercenaries that serve as low status guards within the ruins.

Baaz Draconians:

These Draconians are the smallest and most plentiful kind. Used as common ground troops, they are at the bottom of the social order. Although often used as spies, as they can easily disguise their origins under robes with large hoods, you will have no problems recognizing them here in territory they regard as their own. They are quite fond of humans as a favored addition to their diet, so they will be eager to close and fight. They wear some armor and fight with swords. When killed, their bodies turn to ash and crumble to dust.

Giant Spiders:

Just as the name implies, these monsters are large enough to pose problems to you and your party. Not being intelligent, giant spiders conclude "If it moves then it must be food." They are tough opponents, and will take a large amount of damage before dying. They attack by biting.

Trolls:

These large, shambling humanoids are not highly intelligent but, like so many others, regard humans as a pleasant dietary supplement. They make very tough opponents as they are difficult to injure and, when finally wounded, their injuries start healing automatically. They are more efficiently injured if burnt. They come equipped with formidable jaws and claws, capable of inflicting terrible injuries.

Spectral Minions:

The spirits of humans or demihumans who died before they could complete powerful quests or vows, they are still bound just as when they were alive. They may not attack unless their daily routine is interfered with, but, as this routine consists of repeating the actions leading to their deaths, it is virtually impossible not to interfere. Very often just being present is regarded as interference and results in an attack on the entire party.

Spectral Minions look exactly as they did at the time of their deaths (i.e., like normal humans but transparent to varying degrees), so if you can see the wall through your opponent, it's probably not human. They use the weapons they died with, usually swords and are intelligent opponents not to be taken lightly.

Bozak Draconians:

These Draconians are slightly larger and less plentiful than their lesser Baaz kin. They are the magic users of the dragonmen, dedicated to the purposes of the Dragonlords. Highly intelligent and without mercy once they attack, Bozak are deadly opponents. They share the general Draconian liking for humans, similarly regarding them as a favored addition to their diet as well as opponents to the will of Takhisis. So, they will be eager to fight. They do not wear armor but are actually harder to injure than the armored Baaz. They use magical attacks such as Magic Missile. When killed, the flesh dries and crumbles from their bones which will then explode causing injury to anyone too close.

Aghar (Gully Dwarves):

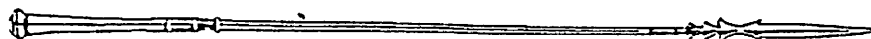
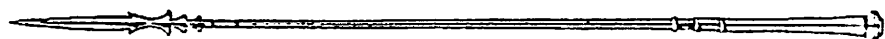
As the lowest class of dwarf, the Aghar are denied kin status by other dwarves and are regarded as comical nuisances by humans. Their strongest instinct is survival and they see cowardice as a virtue and raise grovelling to the status of an art form. They originated from inter-marriages between dwarves and gnomes in the distant past. This new race lacked all of the better qualities of their parents and they were driven out to survive as best they could. The Cataclysm proved their salvation by giving them access to dozens of ruined cities including Xak Tsaroth. Gully dwarves will remove a character's body if not raised.

Hatchling Black Dragons:

They are exactly what their name says, baby black dragons. But don't try petting them unless you don't mind losing an arm. They will breathe acid whenever you come across them. Like all young dragons, they can take punishment without serious injury, and although newly hatched, they make vicious little killers since they aren't averse to a little fresh human now and then. Too young for magic use, with a single blast of acid they inflict substantial damage.

Wraiths:

The spirits of evil beings, condemned or determined to stay in our world, these undead are amongst the most deadly opponents you could ever meet. Needing no weapons, their very touch is deadly, not so much for the physical injuries caused, but for the life force such a touch can steal. The wraith's black evil is only matched by its black appearance as it glides towards you intent on stealing your life force.



hisanth:

The guardian of the 'Disks of Mishakal' is probably the only thing deadlier than the wraiths. Khisanth is an ancient, huge, black dragon. She is skilled in the practice of staying alive, capable of lethal blasts of acid breath. She is the final obstacle that you must overcome before completing your task in the ruins of Xak Tsaroth.

General Advice:

Moving deeper into the ruined city, the greater the danger you face since more dangerous monsters prefer to live in the lower reaches of the ruins. You must learn effective ways of dealing with different monsters as you explore. Don't be ashamed to run away if you feel that you can't handle a given encounter or are already seriously injured from previous meetings. Strategic withdrawals (running for your life) allow you to heal injuries gained in other fights and thus equip you to better face a new opponent. Be aware, however, that as you progress farther and farther into Xak Tsaroth, the party's presence will begin to draw more and more monsters. To delay is to allow your enemies an advantage. It is not wise to start a fight with a badly injured party unless there is no other option. Although you will have to fight many times, your real purpose is to recover the 'Disks of Mishakal' which will restore the worship of the old gods — the true gods of Krynn. You may fail many times before succeeding and even then you can try this quest again and again for there is more than one way to success. Every new game is different. However, if you save and restore a game it will still be the same game with already explored areas unchanged.

Lost & Found - objects in the ruins:

The city was abandoned in blind panic as the Cataclysm struck. People fled in terror leaving things behind. While the more obvious items have been looted over the following centuries, there remain many useful things simply overlooked, lost or abandoned by looters or later inhabitants of the ruins. While you have the ability to find magic items, remember that even detect spells use energy which may be more useful elsewhere. Using too many detect spells may attract magic-sensitive monsters. Also, searching for things takes time and may allow you to be found by things you'd rather not meet. You must balance your actions accordingly.

Scrolls:

These items contain pre-prepared spells that are ready for instant use by Raistlin. Any character may pick up a scroll but only Raistlin can use it. You must select the required scroll from the USE sub-menu and, the next time Raistlin enters Ranged Combat Mode, it will be the first spell to be used.

Swords:

Although the characters cannot use weapons found within the ruins, they can gain experience points from picking up such items to improve their standing at the end of the game. Acquired weapons cannot be used as they are unfamiliar to the characters, who would lose their skill bonuses for their normal weapons.

Other weaponry that may be located by characters includes quivers or arrows and pouches of bullets for the sling user. These should be picked up whenever they are found as combat uses up large quantities of such things. Where possible, try to use single shots in Ranged Combat rather than rapid fire as it will considerably reduce the expenditure of arrows and bullets. A bullet is a small lead pellet that can inflict damage when fired by an experienced sling user.

There are some other items around such as bows and daggers but they are subject to the same usage limitation as swords.

Potions:

There are many potions to be found in the ruins, mostly concealed by magic. Many date back to the time of the Cataclysm as few people took the time to recover concealed items while fleeing for their lives. They are not all the same and can help in a variety of ways. The only way to find out the effect of a potion is to try it. While they are different colors, each type is the same color. If you try one and discover its effect, then another of the same color has the same effect.

Any character can pick up a potion but you may have to transfer it to another character to use it. To drink a potion, it must be in the inventory of the character you wish to drink it. If this is the case, select USE from the main menu and the potion from the sub-menu listing usable items. The potion is drunk and its effect applied to the character. If you see no change, the potion may be unsuitable for that character or you may be in the wrong location for its effect.

Healing potions cause a permanent change by healing wounds. They are not all of the same strength and their effect varies. They only restore damage taken and cannot increase a character's 'Hit Points' beyond the starting value. These potions can be drunk by anyone.

Strength and Invulnerability potions both last for a certain amount of time (variable) and only affect Tanis, Riverwind, Caramon, Sturm, and Flint. While their effects last, they can be very useful in dangerous situations.

Strength potions increase the amount of damage inflicted by the character every time a successful hit is inflicted on an opponent. The amount of this extra damage can vary as some potions are stronger than others.

Invulnerability potions give immunity to non-magical attacks, make it more difficult to be hit by magical attacks and increase resistance to the effects of a magical hit. The minimum length of time for both to be effective is the same, but invulnerability potions are capable of lasting much longer.

If you are very lucky, you may even find potions that allow you to control monsters for a short time or until you attempt to kill them. Unfortunately, it is very difficult to discover the effect of this type of potion as it apparently does nothing unless your characters are in the presence of the target monster-types. However, if you do discover the purpose of such a potion then it will usually allow you to walk right up to a monster and attack it with no initial attempt at defense until a character hits it.



Rings:

There are several magic rings which may be used by any character. Selecting a ring from the USE sub-menu means that it will then be worn until it is given away, dropped, or the character is killed. Rings can have many effects but the types you are likely to find will make the wearer more difficult for monsters to hit. Some are more effective than others and once put on, all work indefinitely. Until selected as above, they do nothing and are regarded as being carried around in a pouch or pocket rather than being worn.

Wands:

Only usable by Raistlin, wands provide a device to fire a spell. Each one has a limited number of charges and, when used, the wand crumbles to dust. If you are lucky enough to find a wand, once it is in Raistlin's possession it can be used by selecting USE from the sub-menu and will stay as the active Ranged Combat weapon until discharged or changed by another selection.

Miscellaneous:

There are various other items such as jewelry or other treasure but these, like much of the above, are not just lying around unguarded. They may have monsters with them or your efforts to search for things may attract their attentions. Another possibility is a trap – some items and areas are protected by traps which you may trigger. There may be some indication of a trap, either something obvious or maybe a situation too tempting to be true. Such traps can be triggered from a distance or can be avoided if a suitable character finds them. You will learn about these and many other things as you experience the world of the 'Heroes of The Lance.' Good luck... you'll need it!

