

hidoukel

chemosh

kiri-jolith

Sample file

queen of  
darkness

gilean

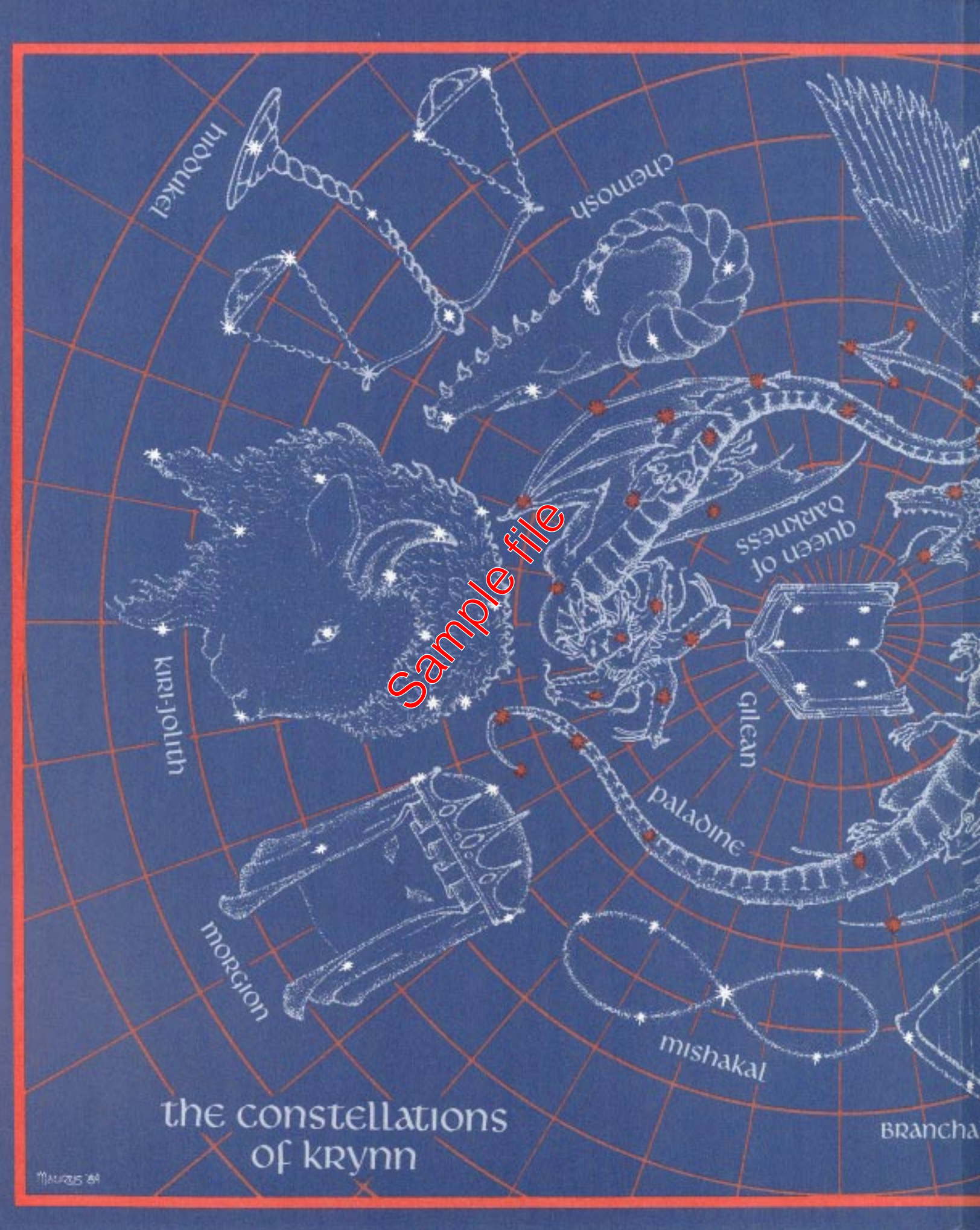
palaome

morgion

mishakal

# the constellations of krynn

Brancha









the moons

-  solinari
-  nuitari
-  lunitari

the planets

-  SIRRION
-  REORX
-  chislev
-  zivilyn
-  shinare



Advanced Dungeons & Dragons®



Official Game Accessory

Dragons of Mystery

Michael Dobson

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*The realm of the gods is in the heavens.*

**The Continent of Ansalon** ..... **Insert Map**  
*The entire continent is presented for your inspection.*

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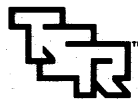
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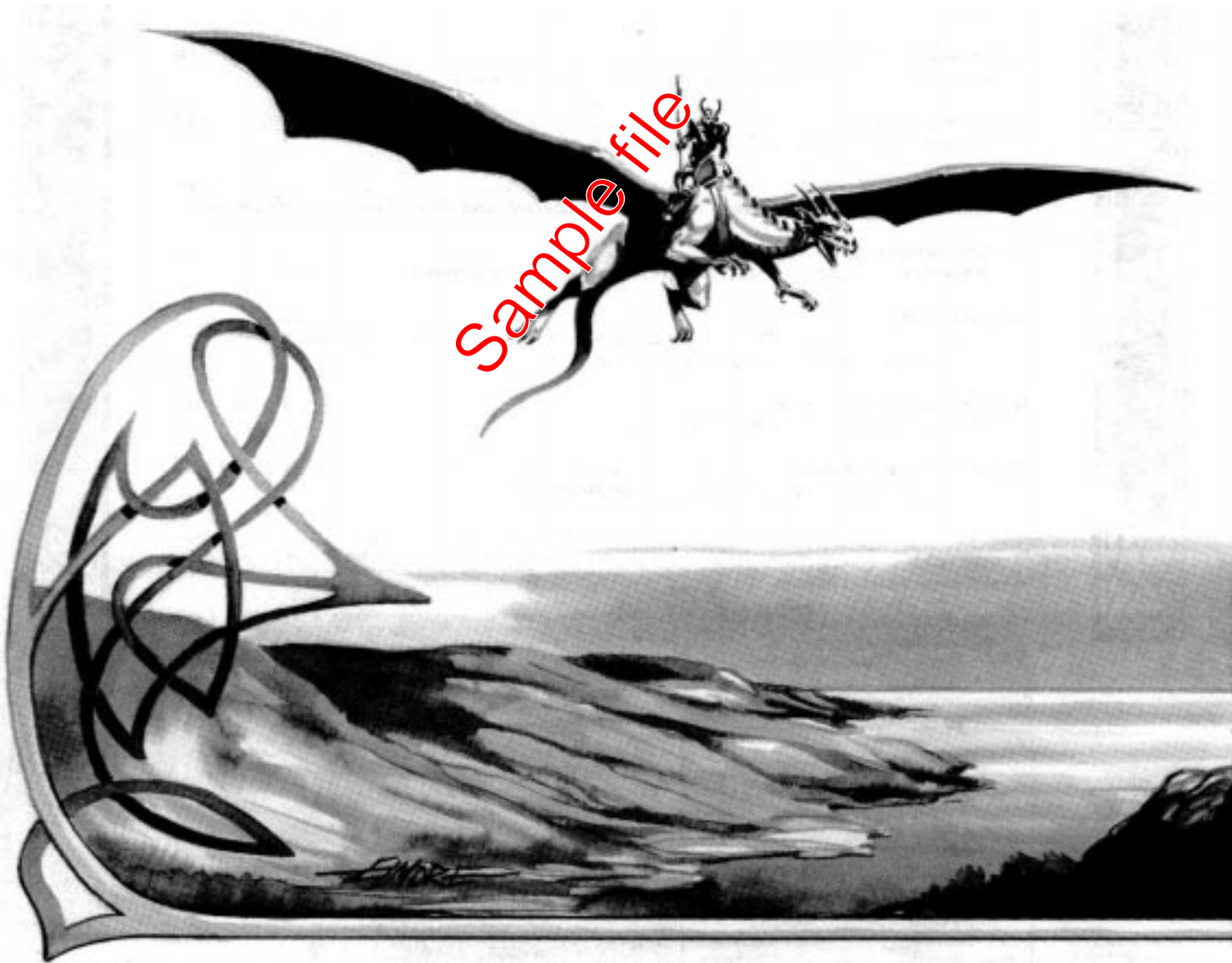
*A story of wonder, a saga of adventure, a new world of fantasy – this is the DRAGONLANCE™ epic!  
A team of top TSR designers have combined to create something never before seen in the world of role-playing games – a complete, original novel set in an incredible fantasy world.*

*Welcome to the world of Krynn!*

*The DRAGONLANCE tales is the story of the continent of Ansalon, once a peaceful, beautiful land where all nations were united in brotherhood. Evil was abolished; dragons, long banished, were thought only creatures of legend.*

*But the folly of one man shattered that golden age, and the scarred land has now entered its twilight period. True clerics, capable of casting spells, are no more – only false ones, worshipping false gods. And from the cracks of this broken land return the dragons, eager for new conquest.*

Sample file





Sample file

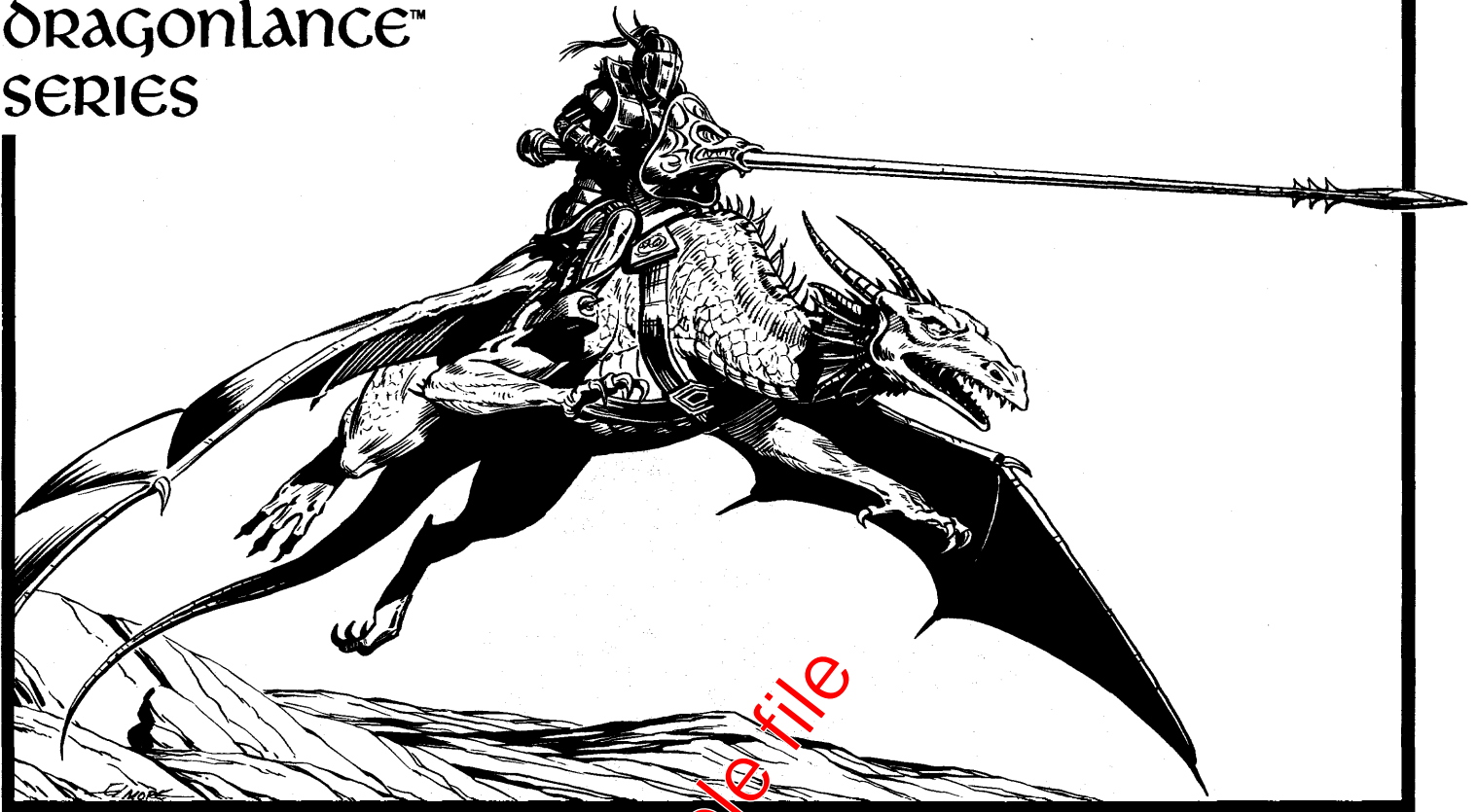
The DRAGONLANCE™ epic was designed for the AD&D® game system, and is being presented through a series of TSR® products—books, games, modules, calendars, and even miniature figures.

This is a completely new and unique experience in role-playing games. Each module in the series tells a complete portion of the DRAGONLANCE saga. The entire story is told in The DRAGONLANCE Chronicles, a trilogy of adult fantasy novels coming soon from TSR.

New products are being developed every day to make the DRAGONLANCE series a complete fantasy experience. This module is something different: a sourcebook covering the major characters and the world in which the epic takes place.

If you're already familiar with the world of Krynn, you'll enjoy the additional background presented here. If this is your first visit, welcome! We guarantee—you'll never want to leave! Join the quest—live the adventure! This is the DRAGONLANCE game adventure!

# a DUNGEONMASTER'S GUIDE TO THE DRAGONLANCE™ SERIES



The DRAGONLANCE™ game project was begun in 1982, when Tracy Hickman proposed a three-module series featuring evil dragons. As other members of the TSR design staff looked at his ideas, it quickly became clear that here was a major epic—something that could not fit into the normal categories. It was even bigger than the famous Giant/Drow (G/D/Q series) modules by Gary Gygax.

When Gary saw the initial proposal, he was very excited, for this project happened to work well with an idea he had been kicking around for some time: a twelve-module series that featured each of the official **Monster Manual** dragons.

With Gary's active approval, a special design group was set up within TSR: Project Overlord. A veil of secrecy settled over the planning process, and regular meetings began. The original planning group was led by Tracy Hickman, and included Harold Johnson, TSR's Director of Design, Larry Elmore, Carl Smith, Jeff Grubb, and several others.

This work led to the creation of the DRAGONLANCE™ Sourcebook, the "bible" for all subsequent work. The DRAGONLANCE game heroes were created, and TSR designers developed histories and personalities for each one. Slowly, the plot was written, and the project was broken down into modules. It was decided that the

DRAGONLANCE series would be a trilogy of fantasy novels, in addition to modules. After much discussion, Tracy Hickman and Margaret Weis (of TSR's Book Department) were assigned to write the novels.

Two years later, the first DRAGONLANCE module was released to public acclaim. Work continues day and night to bring you still more exciting DRAGONLANCE products.

It is impossible to list everyone who has contributed to this project. There are the DRAGONLANCE game designers (Tracy Hickman, Doug Niles, and Jeff Grubb), the TSR Art Department (Larry Elmore, Clyde Caldwell, Keith Parkinson, Jeff Easley, Jeff Butler, Dave "Diesel" LaForce, and Dennis Kauth), the Game Editing Staff (Michael Dobson, Anne Gray, and Steve Winter), the Book Department (Margaret Weis, Jean Black), and TSR management (Harold Johnson, Director of Design, Mike Cook, Vice President of New Product Development, Kevin Blume, President of TSR, Inc., and Gary Gygax, Chairman of the Board). Each and every one has contributed to make the DRAGONLANCE series what it is today.

We hope that you enjoy playing and reading the DRAGONLANCE line as much as we have enjoyed creating it.

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## DUNGEONMASTERING The DragonLance Saga

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To get the most out of playing the DRAGONLANCE epic, we strongly urge that your players all use the pre-generated DRAGONLANCE characters. The adventures are designed for their special qualities. Their personal histories also figure prominently in the story.

As a Dungeonmaster, you give life to the words on the page. The mystery, the excitement, the spirit, and the pacing are your contribution to this story.

If you decide to run the First Book of the DRAGONLANCE Chronicles (DL 1-4) as a campaign, you will find that it takes quite a few playing sessions. Assuming that an average playing session is four hours, one way you can break the story is as follows: