

Find Evidence of the True Gods	Level 7 Major Quest	Introducing the Heroes	Level 7 Minor Quest	Introducing the Heroes	Level 7 Minor Quest
<b>Bestower</b>		<b>Bestower</b>		<b>Bestower</b>	
	Five years ago you and your companions each set out individually on this quest. You each agreed to return to the Inn of the Last Home in the town of Solace on this date to report on your findings.	—		—	
<b>Goal</b>	Find some sign of the lost True Gods, who most mortals believe abandoned their worshippers hundreds of years ago.	<b>Goal</b>	Take turns introducing your character by reading aloud to the other players the introductory text below.	<b>Goal</b>	Take turns introducing your character by reading aloud to the other players the introductory text below.
<b>Possible Outcomes</b>	<ul style="list-style-type: none"> <li>◆ A reawakening of faith in the True Gods and cessation of worship of the so-called New Gods.</li> <li>◆ Restoration of access to divine power.</li> </ul>	<b>Tanis Half-elven</b>	I have wandered through forest and wilderness for five years: through the Qualinesti elf-lands west of the Kharolis Mountains, through the Forests of Kith-Kanan, and all the way to the sea. I also journeyed through hostile lands, and that is why I have grown this beard—to hide my half-elven heritage.	<b>Sturm Brightblade</b>	I saw the northern lands when I crossed the sea, escorting our friend Kitiara. Once past the seas we parted—she went east and I went west. Why she has not returned I do not know.
<b>Notes</b>			I found no trace of true holy men—not even tales of them—in my travels. Still, the Gods of Light must exist: their signs are everywhere. The White Stag led me on good paths, the wheeling bird foretold war, and the thunderclouds warned me of danger. These are the handiwork of the goodly gods. But I found no cleric to the west.		I searched for a holy man, but I also sought my birthright. For you see, I know only that my mother fled the northlands when I was young. She carried all my dead father had left her: his sword, his ring, and this antique armor I now wear. From them I know that he was once a Knight of Solamnia. So I journeyed to my ancestral land to take my father's place in that good and just order. To my sadness, I found that the Solamnic Knights had fallen into disfavor with the people there.

Introducing the Heroes	Level 7 Minor Quest	Introducing the Heroes	Level 7 Minor Quest	Introducing the Heroes	Level 7 Minor Quest
<b>Bestower</b>	—	<b>Bestower</b>	—	<b>Bestower</b>	—
<b>Goal</b>	Take turns introducing your character by reading aloud to the other players the introductory text below.	<b>Goals</b>	Take turns introducing your character by reading aloud to the other players the introductory text below.	<b>Goal</b>	Take turns introducing your character by reading aloud to the other players the introductory text below.
<b>Caramon Majere</b>	The travels of me and my twin brother Raistlin took us over the Kharolis Range, though we moved to the southwest, beyond the realms of the elves. We faced many foes, Raist with his magic, and me with my sword. We searched for the fabled Towers of High Sorcery. Deep in the dark mists that always seem to cover that land, we found those towers that have long been hidden to men. They appeared out of the mists... I will say no more of it.	<b>Raistlin Majere</b>	After parting with all of you and our half-sister Kitiara, my twin brother Caramon escorted me to the Tower of High Sorcery in the Forest of Wayreth. There I faced the spirits of long-dead sages and wizards in the Test set by the heads of the Order of High Sorcery. The Test wore heavily upon me; it... changed me. Now I see the world through these hourglass eyes, my skin has turned this golden hue, and my hair white. Much of my health has left me and I am plagued by a hacking cough. Yet now I have won the right to wear the Red Robes of Neutrality, and the magic within me might give us greater aid As we departed the Tower of High Sorcery, I recalled the words of the head of my order: "Use your powers well," he said, "for the time is at hand when your strength must rebalance the world.	<b>Flint Fireforge</b>	I have searched for unseen things these past five years and to avenge the wrongs done to my people. I have little to show for either. Years ago, the Kingdom of Thorbardin in the Southern Kalthax Mountains housed all the dwarves. We hill dwarves lived above ground and produced the food for the mountain dwarves in the kingdoms below. They gave us fine metalwork in return. But when the Cataclysm came and we rushed for the safety of the underground city of the mountain dwarves, they closed the gates, leaving us to the wrath of the gods. I searched for the Great Doors into the underground city, but the mountains had changed. Gully dwarves caught me, but I escaped, slaying many of the sorry creatures. Curses on the mountain dwarves and their cousins in the gully!

Introducing the Heroes	Level 7 Minor Quest	Introducing the Heroes	Level 7 Minor Quest	Introducing the Heroes	Level 7 Minor Quest
<b>Bestower</b>	—	<b>Bestower</b>	—	<b>Bestower</b>	—
<b>Goal</b>	Take turns introducing your character by reading aloud to the other players the introductory text below.	<b>Goal</b>	Take turns introducing your character by reading aloud to the other players the introductory text below.	<b>Goal</b>	Take turns introducing your character by reading aloud to the other players the introductory text below.
<b>Tasslehoff Burrfoot</b>	<p>I've almost forgotten all the places I've been in five years. We kender love exploring and we love maps: I wanted to make a map for our travels, but you know how it goes—more traveling than mapping. To the north and west the world has changed more drastically than we thought. A sea lies to the north where solid plains once were, according to the ancient maps. Where Ergoth, the great ancient empire, once stood, now there's nothing more than islands.</p> <p>Now I return to Solace and find it run down, ruled by some bunch of rootheds in Haven who call themselves the Seekers. They claim to be a theocracy in search of new gods. You figure that one out. The way I see it, things have gotten worse since they've been in power.</p>	<b>Goldmoon, Chieftain's Daughter</b>	<p>I am a princess of the Que-Shu tribe. Riverwind is my guardian and my betrothed. We seek to discover the nature and use of this staff.</p> <p>Some months ago, Riverwind went to my father, the Chieftain, and asked for my hand. Father had another marriage in mind for me and demanded that Riverwind prove his worthiness by bringing back the magic of the Forsaken Lands. For months I had no word, no sign of him. Then Riverwind returned bearing this staff of blue crystal. My father's plan was spoiled, so he claimed the staff was not magical and ordered Riverwind stoned in the village. As the stones fell upon him, I ran to his side. At that moment, the staff blazed and we suddenly found ourselves on the plains west of the village. We search for proof that the staff holds powerful and good magic. Until we understand the purpose of the staff, we cannot return to our tribe.</p>	<b>Riverwind, Grandson of Wanderer</b>	<p>I am a warrior of the Que-Shu tribe, grandson of Wanderer. I have loved Goldmoon for many turns of the sun.</p> <p>I remember little of what happened to me after I reached the Forsaken Lands. Everything rises as dark dreams: a black swamp, a deep well, a kind and shining lady, and death on black wings. How much of this happened and how much was madness I cannot say. Months later I somehow returned to our village, bleeding, crazed with fever and visions. I presented the staff, but the elders scorned it. Somehow the staff helped us escape in a flash of sunlight. Now we seek to understand its power.</p>

Appeal to the Seekers	Level 7 Minor Quest	Recite <i>The Canticle</i>	Level 7 Minor Quest	Recite <i>The Canticle</i>	Level 7 Minor Quest
<b>Bestower</b>		<b>Bestower</b>		<b>Bestower</b>	
Goldmoon and Riverwind.		The old storyteller at the Inn of the Last Home.		The old storyteller at the Inn of the Last Home.	
<b>Goal</b>		<b>Goal</b>		<b>Goal</b>	
Journey to the Lordcity of Haven and appear before the Council of the Highseekers to appeal for help in understanding the nature of the <i>Blue Crystal Staff</i> .		Take turns reciting a verse of the <i>Canticle of the Dragon</i> (see below).		Take turns reciting a verse of the <i>Canticle of the Dragon</i> (see below).	
<b>Possible Outcomes</b>		<b>Verse 1</b>		<b>Verse 2</b>	
Assistance in learning about the origin of the <i>Blue Crystal Staff</i> , what it means, and what must be done with it.		Hear the sage as his song descends like heaven's rain of tears, and washes the years, the dust of the many stories from the High Tale of the Dragonlance. For in ages deep, past memory and word, in the first blush of the world when the three moons rose from the lap of the forest, dragons, terrible and great made war on this world of Krynn.		Yet out of the darkness of dragons, out of our cries for light in the blank face of the black moon soaring, a banked light flared in Solamnia, a knight of truth and of power, who called down the gods themselves and forged the mighty Dragonlance, piercing the soul of dragonkind, driving the shade of their wings from the brightening shores of Krynn.	
<b>Notes</b>					

<b>Recite <i>The Canticle</i></b>	<b>Level 7 Minor Quest</b>	<b>Recite <i>The Canticle</i></b>	<b>Level 7 Minor Quest</b>	<b>Recite <i>The Canticle</i></b>	<b>Level 7 Minor Quest</b>
<b>Bestower</b>		<b>Bestower</b>		<b>Bestower</b>	
The old storyteller at the Inn of the Last Home.		The old storyteller at the Inn of the Last Home.		The old storyteller at the Inn of the Last Home.	
<b>Goal</b>		<b>Goal</b>		<b>Goal</b>	
Take turns reciting a verse of the <i>Canticle of the Dragon</i> (see below).		Take turns reciting a verse of the <i>Canticle of the Dragon</i> (see below).		Take turns reciting a verse of the <i>Canticle of the Dragon</i> (see below).	
<b>Verse 3</b>		<b>Verse 4</b>		<b>Verse 5</b>	
Thus Huma, Knight of Solamnia, Lightbringer, First Lancer, followed his light to the foot of the Khalkist Mountains, to the stone feet of the gods, to the crouched silence of their temple. He called down the Lancemakers, he took on their unspeakable power to crush the unspeakable evil, to thrust the coiling darkness back down the tunnel of the dragon's throat.		Paladine, the Great God of Good shone at the side of Huma, strengthening the lance of his strong right arm, and Huma, ablaze in a thousand moons, banished the Queen of Darkness, banished the swarm of her shrieking hosts back to the senseless kingdom of death, where their curses swooped upon nothing and nothing deep below the brightening land.		Thus ended in thunder the Age of Dreams and began the Age of Might, When Istar, kingdom of light and truth, arose in the east, where minarets of white and gold spired to the sun and to the sun's glory, announcing the passing of evil, and Istar, which mothered and cradled the long summers of good, shone like a meteor in the white skies of the just.	

<b>Recite <i>The Canticle</i></b>	<b>Level 7 Minor Quest</b>	<b>Recite <i>The Canticle</i></b>	<b>Level 7 Minor Quest</b>	<b>Recite <i>The Canticle</i></b>	<b>Level 7 Minor Quest</b>
<b>Bestower</b>		<b>Bestower</b>		<b>Bestower</b>	
The old storyteller at the Inn of the Last Home.		The old storyteller at the Inn of the Last Home.		The old storyteller at the Inn of the Last Home.	
<b>Goal</b>		<b>Goal</b>		<b>Goal</b>	
Take turns reciting a verse of the <i>Canticle of the Dragon</i> (see below).		Take turns reciting a verse of the <i>Canticle of the Dragon</i> (see below).		Take turns reciting a verse of the <i>Canticle of the Dragon</i> (see below).	
<b>Verse 6</b>		<b>Verse 7</b>		<b>Verse 8</b>	
<p>Yet in the fullness of sunlight  the Kingpriest of Istar saw shadows:  At night he saw the trees as things with daggers, the  streams  blackened and thickened under the silent moons.  He searched books for the paths of Huma  for scrolls, signs, and spells  so that he, too, might summon the gods, might find  their aid in his holy aims,  might purge the world of sin.</p>		<p>Then came the time of dark and death  as the gods turned from the world.  A mountain of fire crashed like a comet through Istar,  the city split like a skull in the flames,  mountains burst from once-fertile valleys,  seas poured into the graves of mountains,  the deserts sighed on abandoned floors of the seas,  the highways of Krynne erupted  and became the paths of the dead.</p>		<p>Thus began the Age of Despair.  The roads were tangled.  The winds and the sandstorms dwelt in the husks of cities,  The plains and mountains became our home.  As the old gods lost their power,  we called to the blank sky  into the cold, dividing gray to the ears of new gods.  The sky is calm, silent, unmoving.  We have yet to hear their answer.</p>	