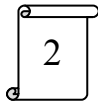




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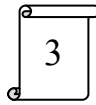


Nordmaar Joins the War

Highlord: 3
Whitestone: 3



2

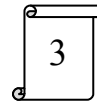


Zhakar Joins the War

Highlord: 3
Whitestone: 5



3



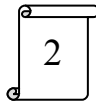
The Everman Found

The discovery of Berem Gemstone may be the key to ultimate victory in Krynn.

Playing this card allows the placement of the Berem counter in any neutral or unoccupied free city. If there are no cities matching this criteria, the WS player places Berem in the city of his choice.



1



Khur Joins the War

Highlord: 6
Whitestone: 3



2



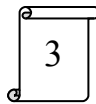
False Clerics

During the absence of the true gods on Krynn, many false cults sprang up, deluding many into the worship of false gods. These cults were encouraged by the Queen, as knowledge of the true gods could be dangerous to her plans.

Play of this card by the Highlord player cancels any one card played as an event by the Whitestone player. This card is eliminated, and the WS event is discarded.



2



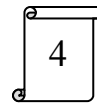
Fizban Appears

The god Paladine appears on Krynn in the guise of a befuddled wizard, wandering the continent and setting the wheels of fate in motion.

The Whitestone player, using this card, can re-roll any one dice roll, using the best of the two rolls.



1



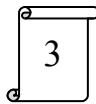
Wyrllish and Dracart

The most powerful wizard and priest in the Queen's service pooled their research on how best to corrupt the good dragon eggs.

Playing this card allows draconian troops to begin arriving at Neraka or Sanction.



1



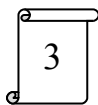
Green Dragon Wing

The Queen creates this army to conquer the southeastern part of Ansalon.

Place the green dragon counters and the Salah Kahn highlord with any HL land army located south and east of Neraka, excluding islands.



1



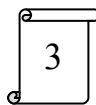
Black Dragon Wing

The Queen creates this army to conquer the northeastern part of Ansalon.

Place the black dragon counter and the Lucien highlord with any HL land army located north and east of Neraka, excluding islands.



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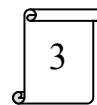
Red Dragon Wing

The Queen creates this army to conquer the southwestern part of Ansalon.

Place the red dragon counters and the Verminaard highlord with any HL land army located north and west of Tarsis to the coast of Abanasinia.



1



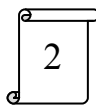
Blue Dragon Wing

The Queen creates this army to conquer the northwestern part of Ansalon.

Place the blue dragon counters and the Kitiara highlord with any HL land army located north and west of Sanction, excluding islands.















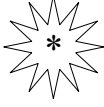











3



*Flying Citadel

A castle ripped from its foundations by fell magic, the flying citadel allows troops to be carried wherever needed.

Playing this card allows the Highlord player to place a Flying Citadel counter with any HL army adjacent to a Neraka mountainside.

 1  <h3>The Dark Temple Rises</h3> <p>The Dark Temple is the center of the Queen's power in Krynn.</p> <p>Playing this card allows the Highlord player to use RP's to replace lost troops.</p> <p>This card allows play of <i>The Blue Crystal Staff</i>.</p>	 1  <h3>*Battleplan</h3> <p>A brilliant plan takes advantage of enemy weaknesses, striking when he least expects it.</p> <p>Playing this card gives a +2 bonus to initiative.</p>	 2  <h3>Secret of Draconian Origin</h3> <p>The discovery of how the good dragon eggs are being corrupted to produce draconians would bring the good dragons into the war.</p> <p>Playing this card means the Whitestone forces have discovered the secret, and allows play of the <i>Return of the Good Dragons</i> card. Both the <i>Wyrllish and Dracart</i> as well as <i>The Companions Gather</i> card must have been played.</p>	 2  <h3>The Whitestone Council</h3> <p>The council is called to unite the free peoples of Ansalon under the leadership of the Knights of Solamnia.</p> <p>Playing this card allows knight nations to be activated.</p>
 3  <h3>Gnomish Technology</h3> <p>The gnomes of Mount Nevermind on Sancrist Island are known for their machinery. Perhaps "infamous" would be a better word ...</p> <p>The player of this card may place the Gnomish Technology counter.</p>	 2  <h3>Disks of Mishakal</h3> <p>These disks of platinum contain the teachings of the goddess of healing, Mishakal. Their discovery allows true healing power to come to Ansalon.</p> <p>This card plus another can be played as RP's in the same turn. <i>The Companions Gather</i> must have been played.</p>	 1  <h3>The Companions Gather</h3> <p>The legendary meeting of the Heroes of the Lance would lead to Krynn-changing events.</p> <p>This card must be played before <i>Disks of Mishakal</i>, <i>Golden General</i>, <i>Tomb of Huma</i> and <i>Hammer of Kharas</i>.</p>	 2  <h3>*Dragon Orb Discovered</h3> <p>Created by mages long ago, the orbs captured the essence of dragons in order to be able to control them.</p> <p>Playing this card allows an orb counter to be placed. Once all orbs have been played, eliminate this card.</p>
 2  <h3>Lorac's Nightmare</h3> <p>In a desperate attempt to save his homeland, the elf king Lorac is enslaved by a dragon orb, turning the forest of Silvanesti against its inhabitants.</p> <p>The Highlord player may use this card by sacrificing a dragon orb. While this card is in effect, no RP's can be spent on Silvanesti, the elves do not gain any benefit for being in Silvanesti forest, and the capital cannot be moved. The card expires when Silvanesti is conquered, or a dragonlance is brought in the borders of Silvanesti.</p>	 3  <h3>The Golden General</h3> <p>The elf maid Laurana is given command of the Knights of Solamnia.</p> <p>Place the Laurana counter if at least one Knight nation has been activated. <i>The Companions Gather</i> must have been played.</p>	 3  <h3>Lord Soth's Legion</h3> <p>The death knight is called out of Dargaard Keep by his master, Highlord Kitiara.</p> <p>The Highlord player may place Soth and his army counters in Dargaard Keep. If the keep is occupied by WS forces, Soth and his legions appear in Neraka.</p>	 3  <h3>Return of the Good Dragons</h3> <p>The good dragons of Krynn discover the Queen's treachery and return to Ansalon to help fight the war.</p> <p>Playable only after <i>Secret of Draconian Origin</i>, place all good dragon counters.</p>



2



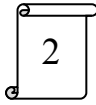
*Battle Wizard

During the War of the Lance, many wizards felt duty-bound to join one side or the other.

Play of this card allows a wizard to be placed in any friendly city. If all wizards are in play on both sides, this card is discarded.



1



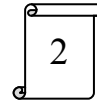
Secret Mountain Pass

Scouts find a way through the mountains not on any map.

This card allows one stack movement through a mountain hexside as if it were dwarves or ogres.



1



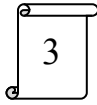
Spring Thaw

Spring arrives early, unblocking the mountain passes.

When played in a winter turn, this card allows movement and supplies through mountain passes in the winter.



1



Early Winter

Winter arrives early, harsh and cold.

When played in the Sept/Oct turn of any year, this card creates winter conditions for that turn.



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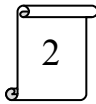
*Dragonarmor

Protective armor made from the scales of great evil dragons can save the life of its wearer.

Any highlord eliminated this turn by combat (not magic) is brought back in any friendly city as a replacement next turn.



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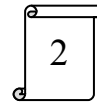
Severe Weather

Violent storms and gusting winds hit the battlefield.

No flying troops may be used in this battle.



1



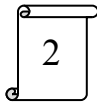
*Siege Engines

Catapults, trebuchets and siege towers make even the strongest fortress or city vulnerable.

Used by an attacker against a fortress or city, the odds column shifts to the right by one.



3



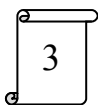
Kronin Thistleknott

The legendary kender sheriff.

This card may be used add +1 to the combat value of every kender army in one stack for one battle OR to give a +2 bonus to a kender nation activation roll.



2



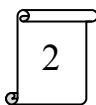
Astinus of Palanthus

Ageless Astinus is the librarian of Krynn, seeing all and recording it for history. Some say he is the god Gilean.

This card may be traded for any card that has been discarded in this turn.



3



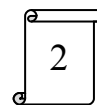
The Sea Elves

In the shallows off the coast of Ansalon lives the race of sea elves. Though they know nothing of the war on land, they help those who are lost at sea.

Playing this card allows one Whitestone army counter lost at sea to be returned to the nearest friendly port.



3



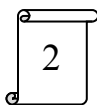
The Tower of High Sorcery

The Tower sometimes calls secret gatherings called Conclaves to discuss arcane matters in the world. When a wizard is summoned, he or she must answer.

This card eliminates an enemy wizard.



3



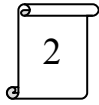
Crown of Power

The owner of the Crown of Power rules as the Dark Queen's representative on Ansalon.

If Ariakas has been eliminated, playing this card allows any current Highlord to be immediately replaced with his counter.



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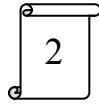


Lemish Joins the War

Highlord: 5
Whitestone: 1



2



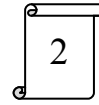
Kapak Draconians

Created from the eggs of copper dragons, kapaks use poison spittle to coat their weapons.

This card adds +1 to the combat value of every draconian counter in one stack for one combat.



2



Bozak Draconians

Created from the eggs of bronze dragons, bozaks are magic-using draconians.

This card allows a stack containing a draconian counter to cancel a spell that is cast at that stack.



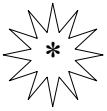
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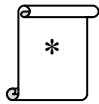
Sivak Draconians

Created from the eggs of silver dragons, the sivaks are the most physically powerful of the draconian races and are capable of true flight.

This card gives all draconian counters in one stack 8 MP instead of 6 for this turn.



2

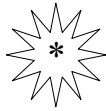


*Dragonlance

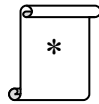
The dragonlances are ancient weapons of true power in the hands of the good armies.

Playing this card allows a dragonlance counter to be placed with any knight army. The *Tomb of Huma* card must have already been played.

This card signals the beginning of the Doom of Ansalon era, and all that era's cards are placed in the Event deck next turn. Once all lances have been played, eliminate this card.



1



The Blue Crystal Staff

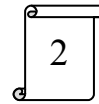
The staff is proof that the old gods have returned to Krynn.

Playing this card begins the Darkest Hour era of the war, and all that era's cards are placed in the Event deck next turn.

Vyrllish and Dracart, as well as the *Dark Temple Rises* cards must have both been played.



2



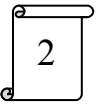
Hammer of Kharas Found

Lost in ages past, the Hammer of Kharas is a symbol of dwarven unity.

The owner of this card receives a +3 bonus to any attempt at activating a dwarven nation, once the card is played. *The Companions Gather* must have been played.



2



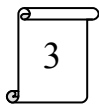
*Ride into Glory

The Knights of Solamnia are famous for dashing cavalry charges that turn the tide of battle.

Playing this card in a combat involving Solamnic cavalry gives a +2 roll bonus.



2

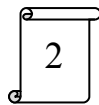


Palanthus Joins the War

Highlord: -1
Whitestone: 5



1

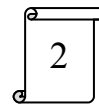


Vingaard Joins the War

Highlord: 3
Whitestone: 5



1



Throtyl Joins the War

Highlord: 7
Whitestone: -2



2



Tomb of Huma

The discovery of the tomb and the pool of silver at its entrance leads to the forging of the greatest weapon on Krynn – the dragonlance.

This card allows the Dragonlance card to be played; on the first play of a dragonlance card, a silver dragon counter is placed adjacent to any mountain hexside on Northern Ergoth. This card may only be played if the *Companions Gather* card is in play.



2



Kaolyn Joins the War

Highlord: 1
Whitestone: 4



1

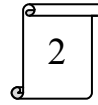


Sanction Joins the War

Highlord: 6
Whitestone: 0



2



Maelstrom Joins the War

Highlord: 4
Whitestone: 4



2



Mithas Joins the War

Highlord: 7
Whitestone: 1



2

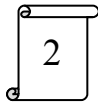


Kothas Joins the War

Highlord: 7
Whitestone: 1



2

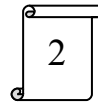


Hylo Joins the War

Highlord: -2
Whitestone: 4



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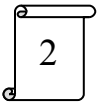


Goodlund Joins the War

Highlord: -2
Whitestone: 5



2



Thorbardin Joins the War

Highlord: 3
Whitestone: 3



1



Kern Joins the War

Highlord: 7
Whitestone: -2



1

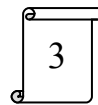


Blode Joins the War

Highlord: 7
Whitestone: -2



2



Qualinesti Joins the War

Highlord: -2
Whitestone: 6



1



Silvanesti Joins the War

Highlord: -2
Whitestone: 5



2



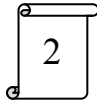
Racial Tensions

Many of the alliances during the war had to overcome centuries of racial hatreds between the erstwhile allies.

Playable by either side, this card forces attackers made up of more than one race to split the attacks into a separate attack for each race. Different races include: humans, Silvanesti and Qualinesti elves, Zhakar and other dwarves, draconians, kender, hobgoblins, minotaurs and ogres.



2

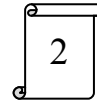


Tarsis Joins the War

Highlord: 2
Whitestone: 5



2



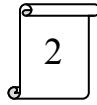
Sea Dragons

In the depths of Krynn's oceans live forgotten evil dragons that do the Queen's bidding on the open seas.

The Highlord player may attack one stack of ships – roll a d6 for each counter; a 1 means a fleet is flipped.



1



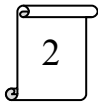
*Entrench

Foot soldiers have long relied on digging trenches as a basic defensive measure.

Playing this card gives a defending stack (not in a settled hex) a -2 combat bonus. The card only affects a stack with infantry in it.



2



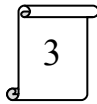
*My Honor is My Life

The Knights' creed represents years of training and a dedication to the gods of good.

Playing this card allows a stack containing a Knight counter to ignore any retreat result.



2



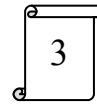
Spies

The Whitestone forces have a network of informants that span the continent.

Playable only after *The Companions Gather*, this card allows a look at the Highlord hand, and then this may be played as AP's or RP's in the same turn.



3



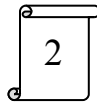
Partisan Activity

The dragonarmies make many enemies as they conquer Ansalon. Not all the conquered peoples are subjugated.

One full-strength Highlord counter in an unconquered enemy country may be flipped.



2



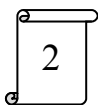
Dragonarmy Conscription

The dragonarmies often used "volunteers" from the human nations they conquered to replace losses.

One dragonarmy mercenary counter may be flipped if it is in a human city.



3



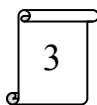
Crownguard's Descent

The madness of Derek Crownguard, one of the top-ranking Knights of the Rose, would lead him and his men to disaster.

The Highlord player forces the Knights in one stack to launch an attack against a Highlord force.



3



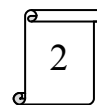
Agents of Morgion

The god of decay and disease spread the plague throughout Ansalon

No cards may be played as RP's for the rest of the turn.



1



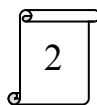
Legendary Hero

This leader has become a hero of renown, armed with magical weapons and armor and gifted with charisma and leadership.

This card doubles the bonuses of one hero for this combat. Highlords and knights are not affected by this card.



2



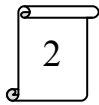
*Outflank and Infiltrate

The enemy army has been outmaneuvered, putting them at a disadvantage in battle.

Played by either side, this card causes one retreating enemy unit to be eliminated instead.



1



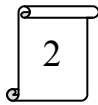
Diplomatic Coup

Secret envoys have been working non-stop in the kingdoms of Ansalon, trying to persuade rulers to take a side in the war.

+1 to any activation attempt. Only one card may be played per attempt.



1



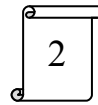
Diplomatic Coup

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+1 to any activation attempt. Only one coup card may be played per attempt.



1



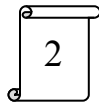
Diplomatic Coup

Secret envoys have been working non-stop in the kingdoms of Ansalon, trying to persuade rulers to take a side in the war.

+2 to any activation attempt. Only one coup card may be played per attempt.



1



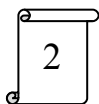
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2



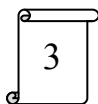
The First Draconian Engineer Battalion

One of the most famous units of the war was a detachment of draconian engineers led by Kang, a Bozak commander.

The Highlord player may use this card to cross/attack over a deep river with one stack as if it were shallow.



3



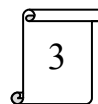
Raistlin of the Black Robes

Even though Raistlin chose to wear the black robes of evil, it's not in his plans to let the Dark Queen win ...

Playing this card allows a spell being cast against Whitestone forces to be used against the Highlord stack the wizard is in.



1



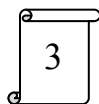
Diplomatic Coup

Secret envoys have been working non-stop in the kingdoms of Ansalon, trying to persuade rulers to take a side in the war.

+3 to any activation attempt. Only one coup card may be played per attempt.



1



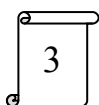
Diplomatic Coup

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2



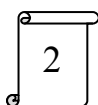
Ice Wall Castle

In the isolated polar regions of southern Ansalon lies a fortress where the Queen hides some of the most powerful relics on Krynn under the watchful eyes of her minions.

The Highlord player may take one dragonorb or dragonlance from a Whitestone force and put aside. If Feal-Thas or Toede is eliminated, the lance/orb is placed back with the WS player.



1



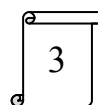
White Dragon Wing

The Queen creates this army to conquer the southern part of Ansalon.

Place the white dragon counter and the Feal-Thas highlord with any HL land army located south of Tarsis and west of Silvanesti.



2



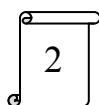
Gully Dwarves

This degenerate race of dwarves infests Ansalon like cockroaches. Living off the ruin and refuse of other civilizations, they often show up at the worst times and make a mess of the best plans with their stupidity and chaotic nature.

The playing side may change any AP or RP play into the event on the card.



2



The Kagonesti

The wild elves of the Ergothian islands are willing to allow their elven and kender cousins to settle in their lands.

Playing this card allows any demi-human capital to be re-built in any hex on Southern Ergoth.



1



*Non-aggression Pact

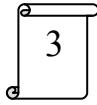
The dragonarmies often negotiate treaties with neutral nations, offering protection in exchange for army passage.

The Highlord player may move armies through one neutral, non-Knight nation. If there are no HL armies in the country at the end of any turn, the pact is discarded.

HL armies may not move into the country's fortresses or cities while a pact is in effect. If the HL attacks a country under a pact, this card is eliminated from play.



3



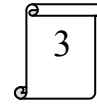
Dragonriders

In the later days of the war, Solamnic knights were trained to ride dragonback, combining the deadly power of the good dragons with the bravery and military training of the knights.

Playing this card allows one good dragon counter to carry one knight infantry army. For the rest of the war, the two counters are treated as one flying army (movement 8).



3



Noble Draconians

As the war progresses, it is thought that more draconian reinforcements could be created if evil dragon eggs are used to produce them. The magic has very unpredictable results, as these new draconians rebel due to their good nature.

Playing this card eliminates one draconian counter not involved in combat.



2



Evil Turns in Upon Itself

Certain evil dragons are prone to selfish behavior, even braving the wrath of the Queen herself to pursue their own ends.

Played on one white, red or black dragon counter at the declaration of combat, the dragons may not be used in the combat and are not subject to any combat losses, although they must retreat if the stack they are in retreats.



3



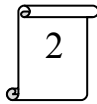
Laurana Betrayed

The Golden General is tricked into surrendering herself in order to save her love Tanis.

Played after *The Golden General*, one highlord counter may be eliminated in exchange for the elimination of the Golden General counter.



1



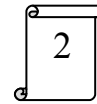
Dark Magic

Both Verminaard and Ariakas have magical skill as well as their combat abilities.

Playing this card allows either highlord to be used as a wizard with a -2 penalty to their highlord combat bonus this turn.



3



The Shadowpeople

The shadowpeople are a race living in the tunnels beneath Sanction. They help the resistance against the Highlord occupation of the city; it was the shadowpeople who led the discovery of the corruption of the good dragon eggs.

This card may be used prevent a new draconian counter from being placed in the Dark Temple this turn, OR provide a one-column odds shift to any Whitestone force attacking or defending Sanction.



3



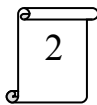
The Time-Traveling Device

In the time after the War of the Lance, the kender Tasslehoff Burrfoot comes into possession of a pendant that allows him to travel back in time. The idea may come into his head that he can change history ...

Play of this card by the Whitestone player cancels any one card played as an event by the Highlord player. The HL event is discarded.



1



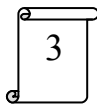
*A Favorable Wind

A change in wind direction allows a fleet to maneuver into a better battle position against its opponent.

+1 bonus to the combat rating of every ship in one stack for one combat.



2



*Eyries discovered

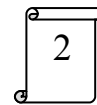
Previously unknown nesting areas of griffons, pegasi or dragons are discovered.

This card allows available RP's to be used to rebuild flying armies. This card is good for only one counter (either re-build or replenish) and then is returned to the deck.

Pegasi and griffons appear in the appropriate capital city, dragons appear adjacent to a mountain hexside.



2



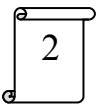
Rangers

Rangers are found guarding the forests of Ansalon against the approaching darkness.

This card allows one Whitestone stack to move through forest hexes as if they were clear this turn.



1



*Good Roads

Any roads other than main highways are hard to find on Ansalon. A dry, hard-packed road can aid a military column in moving quickly.

Playable in any non-winter turn, this card allows one stack containing at least one ground unit to add two movement points to its total this turn.