

Flying Citadel Spotted Citizens Concerned!!!!!!



Artwork by: Ray Morris

Sanction-In the mountains surrounding the city residents have reported several times that they have seen a floating citadel. The citadel has appeared south of the city around sunset. Citizens are concerned about what the intentions of the citadel is.

“I don’t know what the blazes this is,” said citizen Thom Helgarrd. “It’s freaky to see it because they aren’t suppose to exist anymore.” The last known citadel to be used was in the Blue Lady’s War following the War of the Lance in the assault on Palanthas. All flying citadels were considered lost or destroyed in the years following the War of the Lance. The citadel appears to be armed with troops and it has been reported that dragons fly around it, as if scouting.

“I seen it myself,” said merchant Ulin Joterin. “I was out collecting some skins when it appeared. At first I couldn’t believe myself, it is huge and I felt fear and ran as fast as I could.”

Other eyewitnesses have reported feeling fear after seeing the citadel and fled away. It is unknown what the citadel does because none of the eyewitnesses have seen it more than a few seconds. The citadel is also being linked with the recent disappearances of locals who have traveled outside of the city and never returned.

In response to the possible threat the city watch has mobilized patrols for the area. These patrols are limited due to the lack of men and funds to provide long term safe travel. Locals are calling for even more patrols to help secure the area.

“Really I don’t want to go back out there,” continued Joterin. “It was huge and if I hadn’t run I would be like those others.”

Travelers heading to Sanction are warned to be cautious and to avoid the citadel. If the citadel is seen travelers are to report their sightings to the city watch.

Former Senator Arrested on Suspicion of Smuggling

By: Gerrin

Palanthas-On this past Misham, City Guards along with members of the Golden Shield arrested former Senator Ulric Tolmorea. The former senator was taken to the City Guard Barracks to be held on suspicion of smuggling goods into the city. Over the past few weeks the Golden Shield has arrested several locals believing they are connected to the smuggling ring that was recently broken.

“We didn’t really understand how deep and far this smuggling ring has reached,” said Captain Thomas Kilner. “I have to admit I was surprised to see the former senator’s name on the ledgers.”

The rest happened shortly before noon as the senator departed from his residence in Noble’s Hill. This arrest marked the ninth individual to be brought in with connections to the smugglers. Yesterday to prominent business men were arrested at their businesses and early in the week a fishing company had its fleet impounded in the harbor.

“I don’t know if were done yet,” continued Captain Kilner. “All I do know is that this smuggling ring has reached the ears of the emperor and that’s not a good thing.”

Attempts to reach the emperor were not returned at the time of publication. The former senator Tolmorea will be brought before the local magistrate early next week.

Tika’s Legendary Frying Pan for Sale?

By: Gerrin

Palanthas-In the past week rumors have surfaced that in the market there is a rare treasure that dates back to the War of the Lance. Sifting through the various rumors and reports, the Herald has uncovered the truth.

In the wagon labeled “Once Upon Ye Olde Inn” is an odd assortment of curiosities. In the midst of the random piles of merchandise sits a glass case containing an ordinary looking kitchen utensil. Next to the glass case there is a placard with the words “Tika’s Legendary Frying Pan.” Rumors of the frying pans existence have surfaced from time to time since the end of the War of the Lance. Cont. on page 3



Artwork by: Lindsay Archer

Yule Ball Celebration the Centerpiece of the Yule Season

By: Gerrin

Palanthas-This past Misham the Yule Ball was held in the newly remodeled Hale and Farewell Inn. The ball was attended by over 300 nobles and commoners of the city. Even the Emperor Jaymes Markham was said to have made an appearance.

“This year the ball was brought here to show people that good things can come out of evil,” said current owner Rickard uth Lonris. “So many people still associate this building for what happened, but the ball was quite the event, if you missed it, you don’t know what you missed.”

The rest of the Yule season was in full swing

throughout the season. Several businesses had large parties to celebrate the season and a few of them opened their doors to all residents of Palanthas. One of the business the Garnet Mining Company served a meal of a spitted boar to anyone who wished to partake.

“We really know that people are struggling out there with the end of the war,” said Reghar Firehammer, a spokesman for the company. “We really view this as a way to give back to those in need.”

Still others in the city celebrated in local taverns and inns, and at their homes. Singing could be heard in several parts of the city and for the most part the evenings were quiet. Several businesses reported that Yule Log sales were up this year.

Cont. from Tika’s Pan for Sale

“Most people believe it’s a fake,” said owner Ulin Joenit. “I tell you by Reorx’s beard it’s not.”

The item has been for sale by Joenit for several years and while it has attracted interest it has not attracted any buyers. The item will be in the market for another month before Joenit heads south to Solanthus. The current price tag on the frying pan is 2500 steel.

“I bought it from the Majeres themselves years ago right out of Solace,” continued Joenit. “It’s a piece of history and some collector will add it to their collection. Just think you could own the pan that joined the Companions together.”

Renovations Planned for High Clerist Tower

Palanthas-On Palast the Knights of Solamnia announced plans for renovating the High Clerist Tower. The plan include rebuilding parts of the deteriorating walls. Also the plans include remodeling the squire’s barracks which have been untouched since following the War of the Lance.

Also included in the renovations is having work done in the crypts below. Planned work includes building shrines to former knights including Sturm Brightblade, and Gunthar uth Wistan. Renovations should begin in the early summer months and continue throughout the next year.

Ramblings By The Fire

New Year, New Starts

As we enter a new year, we usually see the entrance of our year with resolutions. That's what we are going to be doing here at the Herald this year. Too long has this venture been taken from you the loyal reader, and in turn I feel that we need to create trust. Trust is any easy thing to say, but a hard thing to earn.

One of the first resolutions that the Herald is making is to be on time, every time. We will be publishing the Herald on the 10th of every month. Now this won't be said that the Herald won't come out early, in fact it may and I encourage you to visit the Dragonlance Nexus ahead of time to see if it is out.

The second thing I want to promise you is the continuation of the stories. These stories are moving from the latest set of novels and take place after Jaymes Markham has become emperor. Look for things to move in Palanthis, and some old favorites to make appearances. These new items will fill in some of the gaps left when the novel line ended abruptly. Fans of Dragonlance will have the opportunity to see what happens after Markham comes to power, what about the elves, minotaurs, dwarves, goblins, ogres, and everything else. I look forward with great interest at what we will be presenting you.

The third thing I want to bring to you is more content. The Palanthis Herald will strive to offer you new content, reviews, and more. One of the coming things in the next few issues is a variant of the D&D Board Game series, but with a Dragonlance theme. This extra material will be included with no reduction of the current standard feeds. Also we will be

working on creating universal and some system specific gaming items, these will be basic adventuring ideas such as tavern rumors, to constructing dungeons, towns, and so much more.

These three things are going to be what the Herald strives to be, a reliable, informative, and creative e-paper. These three things alone would be enough change for most people who love the Herald, but alas there is more. Not only has the Herald gone .pdf but it will be added to.

One of the first things you should notice in this issue is the more artwork included. We at the dlnexus.com have been blessed by great artists. It is time to showcase this in a new format. If you are an artist and have something you would like to include then submit it to the Nexus and let us know if it is for the Herald. The last bit of change is we want more from you the reader. Send us your letters, critique what we're doing here, tell us your own gaming tales, submitting comics, and discuss this on the forums. Only by you contributing can you make this into a stronger free gaming publication.

Thank you from all of us for your support. In the coming issues set your expectations high. If you wish to contact the Herald you may contact me at palanthisherald@gmail.com

Peace

Chuck Martinell
Palanthis Herald Editor
January 5, 2012



Letters



Return of the Herald

Nice to see it back. Hope you have lots of success with it. One nitpick though is that the format seems a bit... wonky, for lack of a better word. I can't quite put my finger on exactly what it is that seems off to me though.

Kendermage
Via forums

I love it!

Zarvox
Via forums

I would like to dedicate this paper to two people who most of you have never met but recently have both passed on after a long battle with cancer.

My aunt LuAnn passed away in the middle of December. She was responsible for my love of this series even if she never knew it. My siblings and I used to spend time with her in the summer in which she would take us to a bookstore and purchase anything we wanted. I can't tell you how many Dragonlance books she purchased.

Hope to see the Classics

It is nice to see the Palanthas Herald is back. I like the changes in format but am wondering if this is a reboot or continuation?

If it is a continuation will we see some of the classic storylines returning such as the Shadow Sorcerer and the draconians?

Bill D.
Via email

Another loss in the Dragonlanceforums.com was to member Dagartha (Jason) who lost his wife, Rachel, also in the middle of December. While I did not personally know Rachel, I feel that in the days that followed I learned a lot about her. I learned that Rachel was a role player and a good one at that. The tales around the table speak of her using that skill to play a kender too form. Rachel was more than just a role player though, she was a mother, a wife, a proud Navy veteran, and someone who left far to early.

This is indeed a continuation of the former Herald. You will see some folks reappear but you also see the storyline continue forward. The current Herald will pick up following the last set of written novels.

Chuck

Have comments you want us to know if so please respond to the thread on Dragonlanceforums.com or send an email to palanthas Herald@gmail.com

Nexus News:

by Dragonhelm

Hey, Dragonlancers, just wanted to wish you all a very happy New Year! We wanted to usher in the New Year with our gift to **you**, a brand new [Dragonlance Lexicon](#)! This is the first part of the Nexus 2.0 initiative. A huge thank you goes to Kranar Drogin and the entire Lexicon team!



Dragons of the Highlord Skies: A *Dragonlance Novel Review*

By: BeezerMN

Dragons of the Highlord Skies is the second novel in the Lost Chronicles trilogy by Margaret Weis and Tracy Hickman. The first book in this trilogy is Dragons of the Dwarven Depths and tells the tale of the companions as they attempt to recover the lost Hammer of Kharas. This book focuses mostly on the journey Kitiara takes as she rises in the ranks of the Dragonarmy. It also tells the tale of Laurana as she slowly emerges into what she becomes in the later books of the Dragonlance Chronicles. Fans of the Dragonlance Chronicles will no doubt find this novel very interesting. However, if you have not yet experienced the Chronicles and are thinking of reading this book, I would highly suggest that you read the Chronicles first. I say this simply because some of the events that happen in this book will be so much more clear after reading the first trilogy.

The plot of this book fills in a major gap of events that occurred during Dragons of Winter Twilight, and a little into Dragons of Spring Dawning. The plot of this book is a little different than most Weis and Hickman books in that it is a very involved plot and has several shifts in perspective and following main characters. Some of the plot points in this book are things such as Kitiara's rise through the Dragonarmy, her interactions with Highlord Ariakas, Sturm's interacting with Derek Crownguard, the battle of the Ice Wall, and several other things. This book is chalk full of plot points and story arc points. Fans of the original Chronicles will appreciate the depth that this story is explored and the answers it gives for how characters behave later in books and stories. Weis and Hickman have obviously had this story idea in their heads for a long

time. It's great to see that this story has finally seen the printed page.

The characters in this book will be largely familiar to fans of the original chronicles. There are a few additions, but for the most part all the 'big players' will be known to readers. Unlike the first Lost Chronicles book, Dragons of the Dwarven Depths, there is a substantial amount of character development in this novel. Almost every one of the major characters has some level of development. Kitiaria, Laurana, Derek Crownguard, and several other characters all grow as characters in this book. It seems that Weis and Hickman put more thought behind developing the characters in this book than they did in the first. It was very refreshing to see.

My main point of contention with the first Lost Chronicles book was that the character dialog seemed 'off' and wrong at times. I am very pleased to say that that issue seems to be completely resolved. The dialog in this book is exactly what I read in the first chronicles. Sturm, Tasselhoff, Derek, Laurana, and Kitiara all have spot on dialog and hold true to the characters I came to love more than twenty years ago. After the last book, I was slightly worried that those things would be repeated, I was very pleased to see they were not.

This novel fits nicely into the stories that have come before it. Reading this novel was like putting on an old pair of shoes. It was comforting and I knew just what I was getting myself into. I can't say enough good things about the original Chronicles and now I have another book to add to that saga. Fans of the Chronicles will fall in love with the companions all over again. Hopefully, this also brings more readers to the original Chronicles and allows others to discover the wonderful books I grew up with.

The Gamemaster's Forge: It's Been Done Before

By: Chuck Martinell

For many gamemasters or dungeon masters (whatever your preference) one of the biggest hurdles is how to run a real campaign. For many readers you may not know what a real campaign is, you may not have considered a campaign you played in or taken part as a real campaign. What a real campaign is a campaign that takes place in a plausible world. Whether that world is fantasy, sci fi, modern or some crazy scratch of everything, you need a plausible world.

Most (if not all) players want a world that doesn't feel two dimensional. They want a world that feels exactly like it is, a world in which the NPC's have jobs do the boring stuff, while they undertake the quests and take part in major events. The real trick of a young gamemaster is to create that world. It is easy to create a campaign based on your favorite past exploits, or filled with NPC's of your past player characters, but let's be real I don't want to play there and neither does anyone else.

For many GM's who try this approach of building a world of their past characters greatest hits, keep this in mind, never be so attached to a NPC that you can't afford to lose him. If you create an NPC whose sole purpose is to guide the party by the nose, then understand this, it's not a real campaign. This campaign is your Hall of Fame in which you are letting the new PC's see your great moments in time.

To create a real campaign, create characters that have simple stories. In a campaign very few NPC's need a long story, very few even need stats. Unless you have bloodthirsty PC's then don't even bother statting out even major

NPC's in towns. For the most part NPC's add flavor to the campaign. They provide that ingredient to which a PC can learn to care about and forge a relationship.

My example of this is a town in which the PC's have adventured around, in my younger days I would have used the town as a simple backdrop to the campaign. I would have probably (yes I am guilty of this) included a couple of former PC's who were retiring here (and yes they would be untouchable). The PC's would have eaten, slept, and bought items from the town but that's it. There would be no roleplaying in town, instead the PC's would give me a list of things they would do, and I would say done.

In my older years I have learned that this same town can be a place for the PC's to grow and develop. In this town the PC's may befriend the local blacksmith and find out that he once was tossed out of the emperor's army, or that the young boy they see scurrying around behind the inn is an orphan whose parents died last winter from the pox. These little things will cause PCs to buy into the campaign.

Imagine after several long months of campaigning in a town and dealing with a blacksmith, a good man who was tossed out of the emperor's army for small detail, and running into an adventure in which the PCs are dealing with members of the army. The PC's will have immediate feelings that will arise if this scenario is played out correctly.

As with anything in roleplaying it isn't always the first attempt that succeeds. If you are new to this style of roleplaying expect a few bumps in the road as you try it out. Not everything will go as planned, because PC's have free will, right. Oh another topic for next month.

The Herald Game Review

Dungeons & Dragons: Conquest of Nerath

By: Chuck Martinell

Dungeons & Dragons: Conquest of Nerath is an action packed game that pits 2-4 players against each other. In this game players use a variety of units to gather not only territories but also treasures to change the course of the game.

The Components: One of the first things that most people are going to notice upon opening the box is the plastic tray that is included to store the numerous pieces. This feature is something that most game manufacturers have been lacking as most have cut costs and have you the consumer buy something afterwards to store everything in.

The rest of the components are standard thick stock paper, molded plastic pieces, and cardstock game cards. The board itself is nicely presented, with limited amounts of land and a lot of sea to fight over. One of the things that will strike most players is the lack of artwork on the cards. It seems strange that a company as large as WotC wouldn't include art on the cards.



The Gameplay: In Conquest of Nerath there are four warring nations in which players will control one or two realms. The beginning of the game has players starting in predetermined starting locations with beginning armies. Set up time in this game is long as all the territories on the board begin with a miniature or two in it.

The objective of the game varies depending on the length of game you choose to play; short, medium or long games. The gameplay for experienced players is 30 minutes for a short game, 45 minutes for a medium game, and 60 minutes for a long game. For beginning players this time can easily double as there are a lot of choice to made throughout the game. Winning the game is done by attaining victory points and in the long version the winning player must control all the capitals and have collected 8 treasures.



In Conquest of Nerath each army that the player control is a different but yet very similar as each of them fields nine different types of units. Each unit rolls different dice base on its value. To destroy armies a 6 is needed so players quickly learn that units with higher sided dice are more valuable. Many of the units have special abilities that give them different abilities that provide flavor to the game.

One of the nice features of the game is that there is no empty territory expansion phase. In this game every territory starts with a unit and this provides instant action from the start. It is because of this that will force many gamers to develop new strategies as there is no safe quarter on the board to hide and mass an army.

Another couple of features that expand the game into being more than just another Risk clone is the event cards. The event cards add bonuses to the player that plays them. The other cards players can acquire through gameplay is treasure cards. Treasure cards are drawn after using your heroes to explore dungeons. If the heroes defeat the foes they discover inside they are able to draw a treasure card. Treasure cards are much more powerful than event cards in which they have effects that last the length of the game.

The one biggest drawback that I encountered in playing this game is the downtime. In some games downtimes are hardly noticed in others they stick out like sore thumbs. This game is a huge sore thumb, in a four player game it wasn't uncommon for one player to take 10 minutes to complete his turn, and this led to some huge problems as people lost interest, complained, and tried to rush through the turns.



Another drawback is the lack of playing pieces. One of the biggest things I hate about games is that there should be enough playing pieces

created so that I can plausibly use it. At least this game doesn't restrict building as some games do, but it could use chits or counters to keep track of stacks of troops.



Overall Impression: This game has similar elements to Risk and Axis and Allies, which is a good thing for most board gamers. I know that this allowed the people I played with a base to use prior knowledge in making choices. Although similar to Axis and Allies it also is very much different with the gameplay and dungeon raids.

The one biggest things that fans of Dragonlance will notice is that this game can be easily set up into a variant based on the War of Souls. With the four factions transformed into the Knights of Solomonia, the elves, the minotaurs, and the forces of the One God you could easily put together a battle that would represent this war.

It would take very little changes in the most part to make this game into a Dragonlance board game and make it even more exciting than the original. With the concept of four races battling with the control and theoretically two of them allied in two players games it would be easy to see the forces battle similar to the War of Souls. Overall a good game and with a little time you could create a Dragonlance version of the game that would satisfy the most curious kender.

Tavern Rumors

Come in sit down and have a drink. Have you heard the latest news, did you hear about.....

Sounds in the Night

Setting: Rural

Rumor: Villagers have been awoken at night to screams and the sound of fighting in the distance. By the time they get up to see what is happening the sounds are gone.

Truth: The villagers are hearing bandits striking travelers who have foolishly camped near the village. These bandits live in the village and interact freely with the town folk who they never rob.

Crumbling Ruins

Setting: Mountain

Rumor: The old keep in the mountain is said to be haunted. Others report that a recent traveler recently reported finding riches their of great wealth, but disappeared after he left for the keep again.

Truth: The keep is haunted by the spirits of a war forgotten before the cataclysm. The spirits seek to be put to rest as they try to direct visitors to rededicating their chapel to the gods of good.

The Woman at the Well

Setting: Rural

Rumor: An old woman has been seen recently by an old forgotten well in the

woods. Travelers report that their companions feel compelled to speak to the woman only to be led off into the woods and never seen again.

Truth: Not all travelers have gone with the old woman but some have been restrained by their companions. These individuals have fallen into bleak moods and offer little information. The woman in reality is an ancient witch seeking to trap the souls of the young into a magic device designed to give her youth.

A Dead End

Setting: Urban

Rumor: The village of Nepsbit, which is nearby, has ceased communication with outsiders. It has been believed that the village has come under a curse.

Truth: The village of Nepsbit has indeed fallen under a curse. Recently the town wrongfully accused and killed a traveling cleric. The cleric was attempting to dispel an ancient evil that lies underneath the village, but accidentally unleashed a curse that caused the deaths of two villagers. The village has closed its gates to outsiders as the curse has caused the villagers to become distrustful. At first they only distrust outsiders but now, they have become to distrust each other. The PC's will need to end the curse by sealing up the chamber before the entire village kills itself.

The Kender's Pouch: You Never Know What's Here

Top Ten List of Paladine's Rejected Nom-de-Guerres

By: Aya

10. Fuzzball
9. Fizbut
8. Shazbot
7. Fez
6. Fizzbin
5. Zifnab
4. Fphzzzi
3. Fizban
2. Fuzzy Wuzzy
1. Phizozosilophbanidvoratrelundar

Kender taunts for Minotaurs

- Have any of you lost this bell?
- Hey isn't that Farmers Strobel's brand on you?
- How was your night in the stables, you ugly spawn of a tavern roast!
- I know a dairy where they need a nice cow like you.
- I know a farrier who could size you right up!
- Moo!
- Wow! That cow just spoke!
- You eat meat? I thought cows were herbivores.
- You have got to be the worst excuse for a horse I ever saw!
- You milk-giving, field-grazing, ugly horn-head!!!
- Your father had no horns!



Interview With the Dragon (Or is that crazy old wizard really Paladine?)

By: Ken A. Keller Jr.

NOTE: for best effect, every time quotation marks are used, imagine someone holding up both hands and waving the index and middle finger up then down once in the "quotation hand signal".

I'd heard some strange rumors that some people actually have the ludicrous idea that there is a crazy old wizard named "Fizban", was in actuality the God Paladine! I decided to set out to find out the truth behind this dark character named "Fizban" and expose him for the imposter that he is.

Although I've been unable to locate this "Fizban", after a great deal of time, effort, and money, I've located a longtime companion of "Fizban's", an ancient gold dragon named "Pyrite." I found the dragon napping in the spring sunlight of the Abanasinian Plains, belly up with his claws twitching slightly. The sun reflected off of "Pyrite's" golden belly, bathing the area in a heavenly, golden light.

The following is a transcript of my conversation with "Pyrite," such as it was.

I = Me, your humble reporter.

P = Pyrite

I: Excuse me, Pyrite! Wake up!

P: *snore*

I: Pyrite! WAKE UP!

P: *cough* *snore....*

(At this point a single golden eye opened and focused on me.)

P: Have you not heard the maxim 'Let sleeping dragons lie'?

I: No.... Actually, yes, but this is very important.

P: Important enough to bother me on this wonderful spring morning?

I: This is very important, I was wondering if you could help...

P: Do you have any idea how rare spring mornings like this are?

I: Yes...

P: Do you have any idea of how few wonderful spring mornings like this I've seen?

I: Actually, I'd imagine you've seen quite a few.

P: Would you, now?

I: Yes, you are a quite an ancient dragon, and you've most likely seen hundreds, if not thousands of mornings just like this.

P: Just so.

(Pyrite rolls over, almost burying me beneath him)

P: Ask your questions and let me go back to sleep.

I: Do you know a wizard named Fizban?

P: You interrupted my nap, just to ask about Fizban? Are you crazy?

right? Fizban couldn't tell Paladine from

I: Of course I'm not crazy!

P: Then you must be stupid. I... use... smaaall... words.

I: Grrrr.... I'm simply trying to find out exactly who or what this "Fizban" is?

P: Fizban? Well, Fizban is Fizban! You really are dumb, aren't you?

I: So what is "Fizban"??

P: Well, Fizban is a wizard, and a bad one at that. He only seems to be able to remember one spell...

I: Is that all you know about Fizban?

(The dragon moves his head closer to me, and whispers....)

P: Can I trust you?

I: Of course!

P: I don't think he's washed that robe in a decade! Have you smelled him recently? Worse than a whole clan of plastered gully dwarves! Who-hoo! Trust me that thing reeks!

I: Thank you, Pyrite.

P: You are very welcome. Forewarned is... well... forewarned.

I: Tell me just one thing: Is Fizban Paladine?

(Pyrite looked at me like I said that that he was a white rabbit, rolled over on his back, and began laughing hysterically, again almost killing me.)

P: Fizban.. Hahahahahahahaah... Paladine...ahahahahahahahaha!! You're kidding

Palanthas! You may be stupid, but you are very funny guy!

I: Grrr... Thanks.

P: Fizban...is... Pala... hehe... dine!
Hahahahahahahahah!!!!!!

I: So you are saying Fizban is not Paladine?

P: Stop! You're killing me! That crazy, old, smelly wizard, Paladine! Next thing you are going to say is that Raistlin is a woman! Or Lord Soth is a potted plant! Maybe Astinus is Gilean! Hahahahah!!!!!!

I: Please calm down Pyrite!

P: Oh! Oh! I know, I'm an arthritic lemming!
Hahahahaahahahahahah!

I: You are sure that Fizban is not Paladine?
Then why does he claim to be Paladine?

P: He's senile! Delusions of grandeur! Maybe he got drunk, and doesn't want to admit it all was a dream he found at the bottom of the bottle! You know impersonating a god should be a punishable offence. Maybe they can get him to clean that nasty old robe of his...

I: So Fizban is just human like the rest of us. Boy, is he in trouble!

(Pyrite looked at me, and his eyes steeled over.)

P: Did you say Sir Huma was in trouble? What are you doing here conversing, if Sir Huma is in trouble?! Have you called the Knights?

I: Huma, what you talking about? Huma's dead!

P: Sir Huma has died? This is a sad day, but I

will avenge him!

(He looked down at me and moved a claw closer to where I stood.)

P: You had nothing to do with it, I hope...

I: Of course not!! Huma was killed in those mountains over there.

P: There, those mountains?

I: Yes, those mountains!

The Palanthian Gallery's Showcase

A Portrait: Kitiara Uth Matar

By: Nick Barfuss



Spiced Potatoes Recipe #3857A

By: Lauralan

Entree

Ingredients

2 pounds of potatoes
2 tbsp. olive oil
2 tsp. Otiks' Secret Spice
1 tsp. salt (preferably kosher)
1 tsp. freshly ground black pepper
2 tsp. ground cumin
2 tsp. Paprika
1/2 tsp. cayenne pepper (you can add more if you're really brave)

Directions

While oven is preheating to 450°, wash potatoes but **DO NOT PEEL**. Cut them into quarters, and from there, cut them into wedges to the size you desire (usually around 1" thick). In a bowl, mix wedges with olive oil. After mixing the salt and spices, sprinkle evenly over potatoes. Put potatoes in a single layer on large baking sheet or aluminum foil. Roast for 15 minutes, turn over, and continue roasting for another 10-15 minutes. Remove from oven when potatoes are browned.

Serves 4 humans or 1 Caramon.

the palanthas herald

metro edition

news from solamina and the world

one copper piece

Have an idea for an article, a comment about this issue, some artwork to share, or just want to say hello please send emails to palanthas herald@gmail.com or check out the forums on www.dragonlanceforums.com

Lunitari Night of the Eye Peanut Butter cookies

By: Weldon Chen

1+1/2 cup flour
1 cup brown sugar
1+1/2 cup baking powder
1/2 tsp salt
1/4 cup vegetable shortening
1 egg
1+1/2 tsp vanilla extract
2 tblspn orange juice
1 tsp orange zest
1/2 cup peanut butter
8 tsp crushed annato seeds or achiote paste.

1. Preheat oven to 400 degrees Fahrenheit.
2. Great two baking sheets.
3. Combine the flour, baking powder and salt.
4. Separately, combine sugar, peanut butter, and vegetable shortening.
5. Beat in egg.
6. Add orange juice, vanilla extract and orange zest.
7. Gradually blend the flour/powder ingredients.
8. Pinch off inch-sized pieces of dough and roll into balls.
9. Place balls 2 inches apart on the greased baking sheets.
10. Powder a fork with flour, and flatten each ball with the back of a fork. For best results, make a crisscross pattern. Remember to re-powder the fork after each flattening.
11. Bake at 400 degrees Fahrenheit for 12 to 15 minutes or until golden brown.
12. Transfer to wire racks to cool.