

DRAGONSTRIKE

FLYING CITADEL





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Flying Citadels were originally land-bound fortresses, but some powerful black-robe mages and dark clerics have learned the secret of ripping them from the ground and holding them aloft. In ancient times, good forces had been known to possess the required magics, having set the **Floating Tomb of Derkin** and the now-lost **Floating Palace of Foghaven Vale** into the air.

Derkin's tomb was built before the cataclysm. Later, the gold dragon, Evenstar, came to the tomb to guard the **Hammer of Kharas**, whose recent discovery has allowed the armies of good to once again forge the magical dragonlances.

The success of flying citadels in the War of the Lance is well known. The dragonarmies have used the citadels to deadly effect. With these floating fortresses, the armies of evil can move their troops to key parts of the campaigns without exposing them to attack, the elements or fatigue. The movable fortifications offer great tactical advantages during battles and the sight of these airborne artifacts is extremely demoralizing to opposing ground troops.

Attacking these evil bastions has been a high priority for the good dragon forces. The Solamnic strategists are determined to destroy this dragonarmy advantage and take the highground on all fronts.

Citadels are always protected by contingents of archers.



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