



Dragonlance

War Of The Darklance

Campaign Setting

Senior Editor, Project Chair, and Continuity: Trampas Whiteman

Background, Historical Reference, Senior Proofreading: Patrick Coppock

Core Rules, Game Mechanics, and Assembly: Matthew Blasi

Based on a Story Concept by: David Miller

Cover Art "Icewall" by Ray Morru

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Authors' Forewords

Words From The "Grand Poo-Bah"

By: Trampas Whiteman

The War of the Darklance campaign setting is older than what one might think. Its origins can be traced back to a time before the Fifth Age, before Dragons of Summer Flame, and before the Second Generation. At this time, we all had our visions of what the future may yet hold for Dragonlance. This setting is but one of those futures.

The origins of this setting can be traced back to my good friend David Miller. David is the finest DM I have ever had the chance to play under. He always had a knack for epic story telling, and for proving that your characters were never too powerful. His vision for the future of Krynn was a harsh one. The time of the Heroes of the Lance was over, and a new band of heroes would then champion the cause.

David introduced myself, and my friends Karen Thronebury and Kenneth "Uncle Lockspring" Reed to many new concepts and adventures. He came up with the concept of corrupted Dragonlances. He also was inspired by the movie "Fire and Ice", an animated fantasy movie, which gave him the idea of moving Icewall Glacier north. As with all great campaigns, this one came to a premature end. Real Life, a thousand HP monster, reared its ugly head and the campaign never saw its rightful end. I was determined that this campaign would live on.

I picked up The Second Generation after it had hit paperback, and was introduced to the Knights of Takhisis for the first time. I fell in love with the concept. Shortly thereafter, I began a new Dragonlance campaign of my own. Being the typical DM I was, I took my material from a variety of sources. Yes, I stole some of Dave's ideas (with his permission, of course), taking them a step further and adding in the Knights of Takhisis. My campaign had its own twists and turns, and eventually came to its logical conclusion.

In January 2001, the Dragonlance Nexus was born. The Nexus became the official Dragonlance gaming website, and was backed by Weis and Hickman. The Dragonlance legend was reborn. The Nexus maintains that all points of view are valid, whether canon or not.

I was working on some campaign journals for what I had named the War of the Darklance for the Adventure Portal section, which detailed my adventures of

old. Adventure Portal Editor Neil Burton read them over, and said it was quite good and should be developed. From that came the idea of developing a new campaign setting for Dragonlance.

I knew that I couldn't do it alone, so I recruited some of the finest talents that I know: Pat "Rath" Coppock and Matt "Rooks" Blasi. We also had a great deal of help from Tobin "Arek Brimstone" Melroy to get us started. I cannot say enough good things about my fellow creators. Pat's creative mind, Tobin's love of Dragonlance, and Matt's energy have all been an inspiration to me. As we worked on this project, many new ideas have come to light, and the setting was given new life.

After all of these years, the War of the Darklance lives again, this time as the first campaign setting for the Nexus. It is a living tribute to all who had ever worked on it, to all who had ever played in it, and to Dragonlance fans everywhere. It is also a tribute to my good friend David Miller, whose path in life has taken him in a different direction. I miss you terribly, Dave. I cannot thank you enough for allowing us to develop your idea.

At GenCon 2001, I told Tracy Hickman of the idea for the campaign at the Whitestone Council lunch. He stared into the air, smiled, and said, "I like it."

My friends and fellow companions, I give you a living testament to the very ideals of the Nexus – that all views of Dragonlance are valid, and that Dragonlance gaming lives.

I hope that all of you enjoy this setting.

I give you – the Darklance!

Trampas Whiteman
"Dragonhelm"
Chairman, Whitestone Council
Dragonlance Nexus

A Word From The Rules Guy

By: Matthew Blasi

Well then! Look at this! I actually get my own little space to write something! But then, this project has been so rewarding, this seems like a perk that's almost too good to be true (ducks flying coffee cups). Seriously, I just wanted to say that this project has been an incredibly rewarding and joyous undertaking. I have had the privilege to work on brand new Dragonlance material for the official Dragonlance gaming web site, the Dragonlance Nexus. I was blessed to be able to work with two of the most respectful and knowledgeable co-authors, Trampas and Pat.

A note on the Rules: These rules were constructed with contributions from all three of us. They are entirely original and draw from some of the most essential sources available – namely, Dragonlance Adventures, Tales of the Lance, The Second Generation, Dwarven Kingdoms of Krynn and The Atlas of the Dragonlance World. We realized when we were putting this piece together that some of the rules we were creating or instituting were somewhat contradictory to what some may consider third edition “canon”. This is clear to us. We also realize that some of the rules, especially the Classes and Prestige Classes may contain rules that seem, at first glance, contradictory to the novels that are considered “canon”. And also that the rules presented in this book will be applauded by some and cursed by others. Not everyone, unfortunately, will be completely happy with our vision of Fourth Age rules. Yes, this is very clear to us. However, please try to understand that as we created this piece, we scrutinized every rule carefully and in many cases, playtested them to make sure the feel and flavor of Dragonlance was being accurately preserved. We truly sought to make a rules system that could be logically applied to either the novels or the games and make perfect sense. In short, we tried the best we could. And I feel very confident in saying that this set of rules, while bound not to please everyone, is certainly a fine product of care, labor, and genuine love for Dragonlance.

I would like to thank the following: Mike Reed, Gary Ponzo and E – for helping to keep me sane during the uncountable long nights I spent in front of the computer; the Dragonlance Nexus – for providing a home for this labor of love; David Miller – whom I've never met, but who created the original story concept for this campaign and who without, none of this would have been possible; the music of Live, Rage Against the Machine, The Cure, P.O.D., I.C.P., System of a Down, Staind, Mudvayne and DMX – for keeping me filled with inspiration and energy when I needed it most; my family and friends – for being supportive of the project; Tobin Melroy – for being a great example of a person who knows just how

to keep on trucking; and of course, Trampas Whiteman and Pat Coppock – for being respectful, kind, courteous, insightful, resourceful, compassionate, understanding and supportive of both me and this project, for truly, they have not only been my co-authors, they have become my dear friends. Thank you for allowing me to work on this project. Much love and good will to you two. And to everyone - Enjoy!

Matthew Blasi

“Rooks”

Co-Creator, Game Mechanics and Rules

War of the Darklance

Words From The “Historian / Spell Checker”

By: Patrick Coppock

OK, I’m not very good at this. I can make up all kinds of stuff when it comes to the creative writing aspect, but when it comes to the real world stuff I don’t know what to write.

Let me first reiterate Trampas and Matt’s sentiments by saying that it has truly been a joyful experience working on this project. I’ve never even considered submitting anything to the Nexus, let alone helping to produce a project of this size, especially since I knew next to nothing about D&D 3rd Edition.

I joined the Dragonlance message board around May this year and have learned tons about a world I thought I was well versed in. I became friends with a few of the people there, namely Trampas, Matt and Tobin. So, when Trampas approached me and asked me to help create this product, I was honored, but really wasn’t sure I had a lot to contribute.

As time progressed I found that this was truly an awesome product, and was having a great time working with these two highly creative people. I have often found myself sitting and thinking about how we have changed Krynn and hoping that everyone who at least checks this world out enjoys reading or playing it as much as I have enjoyed helping create it.

I’d like to thank everyone on the DL MB, who put up with my rants, helped me learn more about Krynn, and planted the seeds for some of the ideas used in this creation. I’d also like to thank Trampas and Matt for having faith in me, and believing that I could contribute to this amazing piece of work. A special thanks goes to Matt for helping me to understand the 3e rules. I was a die-hard 2e player, but since I was involved in a 3e product I needed to know what all this new stuff meant. Matt made it very easy for me to transition to 3e in a very short time. And lastly, thanks to Tobin Melroy, your insight and input to some of my original ideas was greatly appreciated. Many thanks to you for cultivating those ideas and challenging me to make the game that much better. Keep ‘em flying Tobin.

Again, I hope you enjoy playing in our alternate reality of Krynn.

Patrick Coppock

“Rath the Ranger”

Co-Creator, Historical Background, Proof Reader

War of the Darklance

The World of Krynn

This section brings to light many of the elements that make the War of the Darklance unique. It contains descriptions outlining the state of Ansalon's various nations and lands, peoples, and legends. Also contained in this section are some background stories regarding a few of the antagonists who play a major role in the War of the Darklance.

Since The War of the Lance

It has been 30 years since the War of the Lance, a war that brought about great change to the world of Krynn. For many years peace has ruled the land, trade routes have opened up into and out of Thorbardin. There is finally reconciliation between the elves of Qualinost and Silvanost; of course the peace is a strained, as is always the case with the Qualinesti and Silvanesti nations. The tribes of plainsmen are united under the rule of Goldmoon and Riverwind, two of the Heroes of the Lance. All across Ansalon people of every race and class exist in a more trusting and less prejudiced land. That is, until recently.

Over the last couple of years things have begun to change, tending more toward the dark and gloomy. Rumors of a new Knighthood dedicated to Queen Takhisis have arisen, the weather has been erratic and the sun doesn't seem to shine as brightly from one day to the next. Scholars, sages and magic-users all over the continent have been researching this phenomenon in an effort to answer the oft-asked question: "What is happening to our world?" Their studies and tests have thus far come up empty. Whatever changes are occurring, they have nothing to do with the land itself; there is a power at work here creating problems that seem to have no solution.

The Approach of Darkness

One fateful day all the people and creatures of Ansalon awaken to find that what was supposed to be the first day of summer has dawned more like a late autumn morn. Frost covers the land, crops are wilting and dying due to the unseasonable cold, and chimneys everywhere breathe to life in an effort to chase away the chill. This is definitely the work of dark and fell magic, all signs point to an evil never before known on Krynn. To change the actual weather patterns and extend a glacier hundreds of miles, if rumors are to be believed, would take great and mighty magic only a madman would release. There are no answers to any of

the questions, only more questions being asked. The only thing that can be done is to try and continue with day-to-day life and hope the problems can eventually be fixed.

The populace of Krynn begins to pull back into itself again. The gates of Thorbardin are sealed, the borders of the elven lands are closed, and a general sense of distrust begins to spread across Ansalon once again. Things are about to become worse, when a day that began like any other over the last several weeks is suddenly plunged into the dead of winter. Blizzards scream across the land, darkness lingers until mid-morning and livestock and crops are frozen instantly. All over Krynn panic spreads, crowds of people trample others in an attempt to escape the sudden tundra-like conditions that have swept the land. Kings and other nobles are forced into action; emergency food stores are opened to offset the loss of crops, castles and keeps are opened to admit those suddenly without a home or place to stay, even the royal treasuries are tapped in an effort to keep the economy from plunging as it did during the War.

It is discovered that the rumors in the south are true, Icewall Glacier has actually moved north to the southern part of Ansalon and encroached into the desert land of Tarsis. What could possibly have caused such a disturbance is, as yet, still unknown. The answers must lie somewhere in Icereach, and a force must be sent south to find and terminate what is causing the unnatural freezing of Krynn.

What follows is a description of the lands and people of Krynn, and how they are being affected by the northern migration of Icewall Glacier. Krynn is about to be plunged into a time of darkness nearly as bleak as the time following the Cataclysm. Heroes must be found to save the world, but it will be a very daunting task, not to be taken lightly, for the evil that has caused these changes will most certainly dishearten the most valiant and noble among us.

South Ansalon

As was stated, Icewall Glacier has migrated north as far as Tarsis, and it is seemingly not stopping, everyday the glacier is found to have stretched further and further. At the rate it is advancing, the glacier will cover Tarsis within a week. So, with the glacier literally looming like a wall over their city, many of the citizens are preparing to flee Tarsis for safer land, if there is any to be found. But their plans to reach safety have come to an end. The dreaded Thanoi, fierce walrus-like warriors from Icereach, have invaded Tarsis and destroyed much of the city, taking the residents into captivity and looting the city. They are led by a company of knights in black armor riding dragons of white. Could this be the group that has formed in the name of Takhisis?

The largest white dragon ever seen on Krynn leads a flight of dragons. Of all the chromatic dragons, whites are normally the smallest breed; however the size

of this white would rival even some of the most ancient red dragons. A minotaur who looks to be dressed in white furs rides the white dragon.

The Plains of Dust have been transformed into frozen tundra, and would more accurately be called the “Plains of Snow and Ice” now.

East Ansalon

North and east of the plains, in Silvanesti, the borders are again closed to all outsiders, even their cousins after years of strained peace following the War of the Lance. Squads of Silvanesti Kirath warriors have been trying to clear out the evil that had taken up residence during Lorac’s nightmare. Finally nearing completion of this massive undertaking, the sudden winter has taken hold of the land, freezing the Thon-Thalas river and killing many of the warriors who were journeying back to Silvanost after an unsuccessful mission to destroy the last green dragon residing in their land. Being naturally distrustful of their cousins, the Silvanesti blame the Qualinesti for this newest trouble in their home. They assume that for some reason the Qualinesti have turned on them and released some kind of weather changing magic upon them.

Even though many of the Qualinesti have been in their lands working side by side with their brethren to eradicate the evil of the nightmare, the Silvanesti have always believed that the only reason the elves of Qualinost are helping them is because their cousins are trying to take control of Silvanost. Under pressure from an influential Senator named Kalphanon, the Silvanesti Senate has decided to prepare for war against their cousins. Any and all of the Qualinesti elves still in Silvanost are considered spies; they have been taken captive and held as prisoners during the prewar preparations. The plan is to launch an attack against Qualinost within the next month. Unbeknownst to the Silvanesti, the largest invasion force yet is being formed in the lands between Bloten and the border of their nation. The Knights of Takhisis know this will be a most difficult battle and have their own plans to invade within the next few weeks. Both armies will most likely cross paths on the Silvanesti border.

Up north, in the city of Sanction, home of the volcanoes called the Lords of Doom, the temperatures are dropping rapidly and even the heat from the “Lords” can’t fight the cold. The earth itself is being frozen, and the resulting expansion of the ground is compressing the subterranean lava pools, causing the lava to be squeezed out through the volcanoes. That alone would not be too terrible; but as the pressure increases, the ground throughout Sanction is breaking open and causing rivers of lava to course throughout the city.

West Ansalon

West of Silvanesti, in Thorbardin, the mountain home of the dwarves, the heights of the Kharolis Mountains have been besieged by the winter storm and many contingents of the black knights. Using Theiwar spies, the knights found the northern entrance to Thorbardin and have taken control of the mountain stronghold. Of course, it was not an easy task, the dwarves battled furiously and casualties were heavy on both sides. Eventually, the knights succeeded in their conquest, as they had a seemingly endless supply of manpower to draw from. Many of the clansmen were taken captive, but a good number of Hylar and Daewar have escaped and taken refuge deep in the little explored depths of the mountain kingdom, hoping to possibly increase their numbers to start a rebellion and expunge the darkness from their homes. Most of the Theiwar and especially Daergar have joined forces with the dark knights in an effort to gain their favor. The dark dwarves believe they have found a way to finally rule Thorbardin if they can convince the knights that they can be useful to their cause, and be left in control of the mountain kingdom.

The storm moved north with a vengeance blowing through the Kharolis Mountains creating avalanches and blocking most of the mountain paths, wreaking havoc with travel and trapping and killing many people journeying through the newly opened pass from Pax Tharkas to Qualinesti, Solace and beyond.

Qualinesti is covered in snow, the blizzard froze many of the tallest and most ancient trees, killing many and felling not a few of those. The elves of Qualinost, believing this to be some fluke of nature, and being the most optimistic of the fair folk, have tried to rescue many of the lost souls and have left their borders open to any who seek refuge.

Quite a few of the centaur tribes have fled Darken Wood, which has been set ablaze by the damnable red dragons. It seems that the flames are advancing on the forests surrounding Qualinost, and the centaur bands have decided to assist the Qualinesti in fighting this threat to the elves' homeland. The close contact between the centaur tribes and the Qualinesti has built a bond between the two races. The alliance that has been forged may be very beneficial in the time to come, as no land is safe from invasion from the Dark Knights, and this attack on the woods by the red dragons is surely a precursor to that attack.

North Ansalon

The same conditions are present throughout Ansalon. The land has become frozen tundra no matter where you look. The only other change worth mentioning is probably the most drastic change to the most recognizable feature on the face of Krynn. A particularly strong and frigid cold front moved across the Blood Sea of

Istar and flash-froze the sea itself along with the Malestrom. The blood red ice is extremely clear and many features under the sea are visible from the surface. The oddest thing about the freezing of the Malestrom is that only the surface has been frozen, the storm itself still rages behind the ice. The underwater portion of the Malestrom has frozen in such a way as to allow anyone foolish enough to try, access to the bottom of the sea, and possibly even the sunken ruins of Istar.

The Minotaurs of Mithas and Kothas, under the leadership of The Red Minotaur, have been planning an attack on the continent of Ansalon in order to become the “rightful rulers” of Kryn timer. They had planned a mass invasion across the sea, but when it was frozen, every ship in their fleet was either destroyed or rendered completely useless for even the most basic of uses. The Red Minotaur sent out many groups of scouts to see how far the freezing of the Blood Sea reached, and one group returned with news that they may actually have the ability to reach Istar and loot it for the lost magic that was stored in the city upon its demise. The Red Minotaur immediately sent a contingent of his most loyal followers to seek out this magic, believing this would be the key to his vanquishing Kryn timer, and ruling over the entire world.

More and more rumors abound about an Army of Darkness spreading across Ansalon and the Knights of Solannia can no longer disbelieve the news. On Sancrist Isle, home to the current head of the Knighthood, Lord Gunthar Uth Wistan, many military strategy meetings have been taking place. The goal of these meetings is the find the best means of locating the head of this “dark knighthood” and preventing it from taking control of Kryn timer. As a precautionary measure, Gunthar has had his officers all across Ansalon sending units out to patrol the realms, in hopes that any uprising may be ended before it begins. All of the largest cities now have a command post full of Knights of Solmania, and any trouble or problems should be reported immediately to these posts.

The only region seemingly unaffected by the cold is Nightlund, the home of Dargaard Keep and Lord Soth. In fact, the dark power of the undead seems to be keeping the blizzard from penetrating the borders of Nightlund. The land of Lord Soth is always cold and eerie, and nobody in his or her right mind would enter Nightlund. But since the effects of the blizzard seem to cower from the land surrounding Dargaard, this is surly a sign that something truly powerful is growing within the borders of Nightlund. Could it be that Lord Soth is the source of the problems facing Kryn timer, or is something else arising to add to the woes of this strife-filled world?

What Fate May Tell

For the most part people have shut themselves away from the cold and are hoping that everything will work itself out eventually. There are some, though,

who suspect a new plot by the Queen of Darkness to take over the world has begun, and they have decided that this will not happen. Some of these people will become heroes; others will die trying to defend their world from the tide of evil that is sweeping across the land. What will you do, what kind of person will you be? Will you be a hero or a stander-by? The choice is yours; the fate of the world may very well rest in your hands.

Lord Soth and Ebonfangus

Welcome to Dargaard Keep, the legendary home of the infamous Lord Soth, Death Knight of Krynn, Knight of the Black Rose, and General of the most frightening army Krynn has yet to face. From this dark and gloomy fortification shall rise a threat never before known to exist in this world.

As most beings on Krynn know, Lord Soth was once Loren Soth, Knight of Solamnia, and member of the prestigious Order of the Rose. Prior to the Cataclysm, Rose Knight Soth was determined to cleanse his soul of his misdeeds, praying to Paladine for a chance to prove himself once again. Soth's prayers were answered and he was given the opportunity to save Krynn, and thereby himself, receiving a vision from Paladine of the Kingpriest's plans for ascension to Godhood and the outcome of that demand.

On his way to stop the Kingpriest's demand, Soth was intercepted by the elven Clerics of Mishakal who did not approve of his marriage to Isolde, the young elven maiden whom he married after his first wife's "untimely demise". The Clerics convinced Soth of Isolde's infidelity and he returned to Dargaard Keep to confront her, and, in effect, abandoning all the people of Ansalon, his God, and his quest, just to find out the truth from his wife. Upon returning to Dargaard, the fiery mountain was thrown down upon the land, changing the world, as it was known, forever. The keep was not spared, Soth found Isolde nearly consumed by fire and offering their son to him in order to save the child. Soth refused, claiming the child was not his, and allowed wife and son to be burned to death. But not before Isolde could call down a curse on Soth with her last breath, condemning him to an existence of un-life for thousands of years to come.

What is not known about Lord Soth, and what shall become evident, is what Soth has been doing since his demise. Most people assume that Soth is forced to remain in his castle, the fire-blackened tomb that was once the pride of the Knighthood, being hand-crafted from the finest rose-colored stone available at the time. It is also assumed that Soth can only emerge from Dargaard when summoned by the Dark Queen. None of these assumptions is necessarily correct. The truth is as follows...

In the 5 years following the Cataclysm, Lord Soth sullenly took his punishment and listened to the unending song of his misdeeds, sung to him by the

banshees that were once the Clerics of Mishakal, also cursed for their part in Soth's failure. Then one night, while roaming the halls of Dargaard Keep, Soth began to feel the power of magic growing in him. Suddenly, realizing that the magic at his command was nearly unstoppable, Soth began to formulate a plan of revenge to be released on the people of Krynn. "If only there was a way to raise an army to command," thought Soth. "Ah yes, Dargaard Keep had been laid siege to many times. Having never been breeched, thousands of men have died on the battlefields around this keep." He could feel the spirits of the undead thriving to enter the skeletal remains of lost soldiers outside his very walls. These spirits could not wait to wreak havoc upon Krynn, under the control of a great General like Soth. "Now," reasoned Soth "I must find the right mixture of magic and use of my own foulness to raise an army of this size." Continuing down to the lower passages and past the dungeons, Soth's mind was abuzz with the beginnings of what must be done to make his machinations a reality.

Many years passed, and Soth has made some headway with his plot, but nowhere near where he wished it to be. Many attempts at raising and controlling the warriors that would be his "Undead Army of Terror, Death and Destruction" have only met with minor results. His greatest accomplishment has been the reanimation of the spirit of his Seneschal, Caradoc, and several of the knights loyal to him. But the raising of his army has not come to fruition by the time of the War of the Lance, and he is called away by Queen Takhisis to do battle in Her name.

Upon returning victorious in battle against the worm Tanis Half-Elven and the city of Palanthas, Soth had just witnessed the death of a human woman, Kitiara Uth Matar, and feels the need to add her to his army. His love for this human had grown strong after fighting alongside her. Her death was tragic, but would work well with his plans, if he could not have her flesh and blood body, he would find a way to possess her soul. If only he could complete his plans and release his wrath upon the world in a form befitting a Knight of his stature.

While on one of his walks through the dregs of Dargaard Keep, his mind begins to tingle with the communication from a powerful spirit attempting to contact him. Soth follows the "signal" up through the halls, out of the castle, through the courtyard and to the drawbridge. "What in the Abyss is going on here," said Soth, "what am I supposed to do now?" Then, with a mental shout, a voice screams in his head "Jump, no harm can come to you!! You are a Death Knight, and we have need of each other. I am the answer to your woes." So, thinking there is nothing to lose, Soth jumps down into the pitch-blackness of the moat that was once as magnificent as the keep it surrounded. He soars past broken walls, thick shadows and cave upon cave in the sheer walls of the moat. Gaining speed with each passing foot Soth attempts to enact his levitation to slow his descent, it fails utterly. "I am in control in this place Dark Knight, have no fear,

you will not be harmed.” With that, as he is approaching the floor of the moat, he is slowed to a stop mere inches from what appeared to be the floor of the moat. As he is lowered to the ground, Soth realizes it is not the floor, but a remnant of what was once the moat that filled this gorge. With the warping of Dargaard, the moat had been transformed into a swamp. The slime and sludge, which used to be crystal clear water, is only five feet deep, however the walls are hundreds of feet high. The voice continues to call to Soth, and he follows it to what appears to have once been a huge cavern that has caved in some time recently, at least more recently than the Cataclysm.

The voice called from the other side of the wall, “Use your magic, to move the stones and free my body.”

It was not a request, but a command. Soth responded, “If you’re in control here, why don’t you free yourself? I am not to be ordered around like a squire, I am the lord of this keep, and have existed countless years as a Death Knight. Who are YOU to give ME orders!?!”

“As I said,” the voice responded, “I am the answer you have been looking for, the key to your army, and the salvation of the realm of the undead. I am, however, unable to work magic to aid myself, which is why I need the assistance of the mighty Lord Soth. Free me and we shall rise from this place and crush Ansalon under our feet!!”

This piqued Soth’s curiosity. What could possibly be behind this wall, and still have survived, claiming to be the answer he is looking for? A thought enters Soth’s mind, “My magic does not work in these depths, as you know.”

“I have released the hold on some of your power, release me and you shall have it all back and MORE,” came the response.

Soth, no longer able to contain his curiosity, attempted a few spells that would accomplish what he needed, and finally worked a spell that disintegrated a passageway through the stone, allowing him to enter a great cavern that could only have been created by the Cataclysm. In the center of this cavern, Soth finds a mountainous pile of treasure, containing everything from copper pieces to magical weapons and spell books. Upon this huge pile of treasure is what appears to be the remains of a great dragon, dead these past many years. All that is left is a skeleton of what once must have been a huge dragon, for the bones are easily 150 feet long. “What is this place?” thinks Soth.

“This is the place you have been looking for,” replied the suddenly smooth female voice in Soth’s head. “I have been trapped in this lair for many years, using my magic and the magic in this treasure hoard to keep my spirit here. My name is Ebonfangus, also known as “The Black Fang.” As Soth continues to look at the skeleton of this dragon, he notices the maw, one of the front fangs, huge even by dragon standards, seems to be formed of pure onyx. “I claimed this lair shortly

after the Cataclysm, and your downfall. Dargaard became the perfect location for a lair after its demise. You see I was once a magnificent black dragon, one of the fiercest in the land. I refused to go into that damned slumber imposed upon my kind by the Gods, and continued to roam the lands of Ansalon in search of treasure and conquest.”

“When I came upon this place,” continued Ebonfangus “the deepest, darkest, most vile swamp on Krynn, I knew I had found the perfect place to call home. I dug this cavern out of the walls and moved all my treasure here. Shortly after I took residence, some sort of aftershock or shifting in the land above resulted in the cave-in that trapped me here and caused one of those boulders to fall from the ceiling and kill me.” Soth’s attention was then drawn again to her head, where he now noticed a large indentation and crack in the middle of the skull. “As I said, my spirit has been kept here these past countless years, due in no small part to the magic I obtained in my raiding. I do not seem to be allowed to use any magic upon myself, other than to sustain my spiritual presence, although I can share what magic I have taken from these books with you. I have been trying to contact you, Lord Soth, for several years. I have a bargain to make with you. If you free my body from this tomb, and allow me to fly the skies of Krynn again, I will assist you in the raising of your army of undead and we shall crush the living to reign as the “Undead Lords of Krynn”.”

“What in the Abyss are you talking about,” exclaimed Soth. “Your spirit is free to leave, the path is opened, leave at your leisure. What further need have you of me?”

“Ah, therein lies the beauty of this partnership,” she said. “As I mentioned, I have learned much from these spell books. One of these books, titled “The Tome of Galan Dracos”, was taken from the body of a member of a cult dedicated to the creation of abominations in the name of that twisted Renegade Mage from the time of Huma. Among other things, this group uses powerful magic to raise up dracoliches from the remains of dead dragons. I wish for you to bring my bones up to Dargaard Keep and bring me back as a dracolich. Together, between the magic you possess, the magic I have stored here and what I have learned, we can accomplish this. The only thing we will need is the soul from a powerful leader - preferably female - recently killed, and still wandering the world of the living.”

Soth considered this very carefully. “You also mentioned that you could help raise up my army of undead warriors. How will that be accomplished?” asked Soth.

“With the magic at my command upon becoming a dracolich, I will be able, with your help, to raise up every skeletal body littering the lands surrounding your keep. Your army will be far greater than you ever imagined. This I guarantee,” Ebonfangus answered. “What say you?”

“I know just the soul for our scheme. A recently killed General of the Dragonarmies, she will fulfill our needs perfectly. Her name is Kitiara Uth Matar, and I shall have her soul hunted down and brought to us at once by my Seneschal.” By the tone in Soth’s voice, the feral grin, though not visible, was obviously on his ghostly face. This was the opportunity he’d been waiting for, to raise his army and have the Blue Lady by his side, albeit not in quite the way he originally thought. Soth immediately began transporting the bones of Ebonfangus to the courtyard of his keep, and sent Caradoc on his mission to find Kit’s soul.

The blessings of the Dark Queen were with him as Soth’s plans came to fruition. Kitiara’s soul was retrieved, though it was not the easiest of tasks to accomplish. Caradoc followed the spectral trail of Kit’s soul for a year and finally tracked it down to an ethereal plane known as “The Gray”. Caradoc, unable to enter “The Gray” with his limited power, reported his findings back to Soth. “This is not unexpected,” he commented, “that is the place most souls of power go after death. I shall retrieve her myself.” With that, Lord Soth, drawing on the added power of Ebonfangus, opened a portal and vanished from Dargaard Keep. After an extensive search of “The Gray”, and not a few battles with some of the more evil souls trapped there, Soth found Kit and convinced her to return with him to become the prime component for creating the dracolich. She agreed.

The body of Ebonfangus was prepared for the ritual to transform her into a dreaded dracolich, and spirits of long dead warriors continued to gather around Dargaard in preparation to become part of the undead army led by Lord Soth. The only problem that occurred was with the merging of the souls of Kitiara and Ebonfangus. The strength of will Kit’s soul possessed would not allow her to be completely absorbed with the soul of Ebonfangus, resulting in both entities being at “war” with each other for complete control of the dracolich. It was a minor inconvenience as far as Soth was concerned, as he saw it this only made the dracolich that much stronger. Unfortunately this could be more major than expected.

About twenty-five years have passed since the conquering of Palanthas, and no one on Ansalon has seen or heard from Soth. Many rumors abound about the demise of the Knight of the Black Rose, not the least of which is that he was taken from Krynn and sent to a different realm. The truth is about to become very evident to the people of Krynn. As the weather patterns begin to change, becoming colder and more frigid, lending greater power to the army of undead, and rumors spread about a new Knighthood dedicated to Takhisis, Soth’s army prepares to march on the living to conquer in his name.

This is the darkest and most dismal time Ansalon has ever faced, and it can only get worse, as a new scourge rises from Dargaard Keep, lifted on the wings of a Dracolich empowered with the soul of one of the most evil and cunning Generals

of the War of the Lance, Lord Soth orders his army forward with one hollow and eerie command – “CHARGE!!!” The cold wave seems to only grow colder as the legions of undead move forward as one. Is there any hope for the people of Krynn...?

Minotaurs of the Blood Sea

Minotaurs have known from the ancient days that they were destined to rule the world. Now, a new Ice Age has hit the continent of Krynn, and the minotaurs are preparing for war.

The Red Minotaur is the champion of the Games, where minotaur warriors fight in gladiatorial combat. This is a tradition that dates back to the time of Istar. When a minotaur warrior slays the current Red Minotaur in honorable combat, he is then awarded with the title. His name is taken away and his fur is dyed with a permanent red dye. The last Red Minotaur has been the reigning champion since the time of the War of the Lance. He was very responsible for influencing his people to not enter the War. He has reigned for over 30 years, which is a record in Minotaur society.

Seven years ago, though, a new minotaur champion started rising through the ranks. He was young and stout. He was a leader and a favorite of both the Red Minotaur and the Emperor. He was the son of the reigning Red Minotaur. The time came when the Red Minotaur would accept challengers for his title. There were always a few contestants, but few could withstand the might of the Red Minotaur. None save the Red Minotaur’s son. Two years ago, his son was the first to come forward to face the Red Minotaur. The Red Minotaur was astonished. He had no wish to kill his son. Yet, the law was the law. The Emperor commanded that the battle was to commence. New songs were written that day as father and son battled. The battle was said to last for hours on end, neither one gaining ground. Older experience battled youthful spirit. In the end, the son was triumphant, slaying his father in one powerful stroke.

The next day, the new Red Minotaur was presented before the Emperor in the Arena, his hair freshly dyed. “This is no youth, but an adult who has studied his father for years,” the Emperor thought. “Watch this one.”

As if to mirror the Emperor’s sentiments, the Red Minotaur faced the Emperor after being awarded with his new title and position and proclaimed, “You, Emperor Chot Es-Kalin, are a coward!”

The proclamation caused uproar in the crowd. The Emperor had no idea of what was going through the youth’s head, and had little clue as for what was to come.

“That’s right, I said a coward. It is the destiny of minotaurs to be the rulers of Ansalon, much as our cousins rule over much of Taladas. Yet we cowered

during the War of the Lance. We had the perfect chance to strike after that war and after the Blue Lady's War, yet we did not. I say it is time for new leadership. We need a leader who is willing for us to meet our destiny!"

At this, the crowd went wild. The Emperor had no choice but to fight. Again, this was a pitched battle. This time, though, the Red Minotaur did not have the knowledge of the Emperor's fighting techniques as he had with his father.

This battle as well was a long one, but as in the first – the Red Minotaur triumphed. The Emperor was dead. So began the tradition that the Emperor would have no name, other than Red Minotaur. He would always be chosen in honorable combat in the arena.

The Blood War

For the last two years, the Red Minotaur has readied his people for war. He has united both Mithas and Kothas. He has built up a fleet of warships. He has also made allies with the Knights of Takhisis, where some of his own men serve. He is using their infrastructure to his own advantage. His warriors move up through the ranks, obtaining positions of power, and secretly following his commands.

Lord Ariakan is aware of the situation, and does his best to limit their actions in that regard. He has found that some of the minotaur warriors prefer the Knights brand of honor to that of the Red Minotaur.

The Red Minotaur has organized the Blood Warriors, his elite army. He was almost ready to invade Ansalon. Then came the ice. His massive fleet of warships was frozen in their harbors. A deep snow had covered the minotaur lands. It was not long until scouts and sages reported that the entire Blood Sea was frozen. The Red Minotaur would not have to make an aquatic landing; they would just march to Ansalon!

So began the Blood March. So began the invasion of Ansalon

The Malestrom

As the Blood Warriors were marching over the frozen Blood Sea, they came across the Maelstrom – now flash frozen! As planned the Red Minotaur plans to descend to the lost city of Istar, where countless secrets and magic may lie.

Chronology of the War of the Darklance

348 – 353 AC: War of the Lance

Takhisis attempts to conquer Ansalon.

357 AC: Blue Lady's War/Ariakan Goes Free/Soth's Bargain.

Kitiara Uth Matar attacks Palanthas.

The Knights of Solamnia release Ariakan, who founded of the Knights of Takhisis.

Soth discovers the deceased Ebonfangus, and the two make a pact to bring Ebonfangus back to life as a dracolich.

358 AC: Kitiara's Soul

Soth and Ebonfangus retrieve Kitiara's soul from the Grey. Kitiara's soul and Ebonfangus' are merged.

370 AC: Knights of Takhisis Born

The first knights are initiated.

381 AC: Weather Patterns Change/Red Minotaur Ascends

Weather patterns begin to shift. Temperatures drop slightly and uncharacteristically. Scholars are baffled, and blame it on "dark magic".

The Red Minotaur becomes Emperor, uniting Mithas and Kothas. He prepares to invade Ansalon.

382 AC: Distrust Amongst Races

The gates of Thorbardin are closed. Silvanesti seals its borders. Tensions between the Silvanesti and Qualinesti arise.

383 – 384 AC: War of the Darklance

Summer doesn't arrive, and Ansalon is thrust into an ice age. The Blood Sea freezes, and Icewall Glacier moves north, ready to overtake Tarsis. Icewall Castle has been converted into a flying citadel, and leads the Icewall branch of the Knights of Takhisis.

The Knights of Takhisis begin their invasion of Ansalon. The dragons of good are ineffectual against the Darklances – corrupted dragonlances. The High Clerist's Tower falls to the Knights of Takhisis. Lord Gunthar Uth Wistan dies in honorable combat with Lord Ariakan.

The Minotaurs, under the leadership of the Red Minotaur, begin their Blood March

The Silvanesti prepare to wage war with the Qualinesti. Darken Wood is set ablaze by red dragons. Centaur refugees flee to Qualinost. Centaurs and

Qualinesti Elves form an alliance.

Races

Elves, dwarves, gnomes, these are races that you might find in any medieval fantasy setting. So what makes Krynn so different? Well, the races of Krynn share a uniqueness and flavor wholly independent of any other setting. To play them properly, this section contains detailed rules on the various races that are native to Ansalon. While some of these may share many similarities with their counterparts in the Player's Handbook, there are subtle differences that mark them as unique to Dragonlance. You will also notice several races that are not ordinarily allowed as player choices. However, there are several races that do not exist on Krynn. Among them are halflings, orcs, and lycanthropes. If a race is not listed below, it is not available for play, and the races below are the only races allowed for character creation. Please note that although the Irda race is an important part of the Dragonlance saga, the race has been purposefully left out of the races available for play.

Humans

Racial Description:

Humans are the most versatile of all races. They are found in many different climates, and have a variety of appearances.

Personality:

Humans are the most adaptable of all races. They are diverse in morals, customs, tastes, and habits.

Physical Description:

Humans typically stand between 5 to 6 feet tall and weigh anywhere from 125 to 250 pounds on an average. Men are typically taller and heavier than women.

Relations:

Humans mix well with themselves and with other races.

Alignment:

Humans are of all alignments, and do not tend towards any one.

Lands:

Human lands are often of a multitude of varieties, often depending on the climate. Humans can adapt to almost any climate, and are found all over Ansalon.

Religion:

Humans do not have any single patron deity. Various groups of humans such as the Knights of Solamnia tend to worship select deities.

Language:

Humans speak common, but are also known to pick up various other languages along the way. Depending on geography, humans sometime develop other dialects, such as Solamnic and Ergothian.

Names:

Human names are varied.

Adventurers:

Human adventurers are audacious, daring, and ambitious. They adventure for many reasons, ranging from greed to championing causes.

Barbarian Humans

Plains Barbarians

- +2 Constitution, -2 Intelligence
- Medium size
- Base speed is 30 feet.
- 1 extra feat at first level
- Proficient with bolas, throwing sticks and teeth chains
- +2 racial bonus to **Craft** checks when constructing plains barbarian weapons and armor
- +2 racial bonus to **Spot** checks
- +2 racial bonus to **Wilderness Lore** checks in or dealing with native terrain.
- 4 extra skill points at first level and 1 extra skill point at each additional level.
- Automatic languages: Common and regional. Bonus Languages: As per region.
- Favored Class: Barbarian

Desert Barbarians

- +2 Constitution, -2 Intelligence
- Medium size
- Base speed is 30 feet.
- 1 extra feat at first level
- Low water consumption: A desert barbarian can live off of one quarter the amount of water that other humans consume, per day
- Proficient with throwing blades, weighted sash and kala
- +2 racial bonus to **Craft** checks when constructing desert barbarian weapons and armor

- +2 racial bonus to **Ride** checks
- +2 racial bonus to **Wilderness Lore** checks in or dealing with native terrain.
- 4 extra skill points at first level and 1 extra skill point at each additional level.
- Automatic languages: Common and regional. Bonus Languages: As per region.
- Favored Class: Barbarian

Sea Barbarians

- +2 Constitution, -2 Intelligence
- Medium size
- Base speed is 30 feet.
- 1 extra feat at first level
- Proficient with saber and net
- +2 racial bonus to **Craft** checks when constructing sea barbarian weapons and armor
- +2 racial bonus to **Swim** checks
- +2 racial bonus to **Wilderness Lore** checks in or dealing with native terrain.
- 4 extra skill points at first level and 1 extra skill point at each additional level.
- Automatic languages: Common and regional. Bonus Languages: As per region.
- Favored Class: Barbarian

Mountain Barbarians

- +2 Constitution, -2 Intelligence
- Medium size
- Base speed is 30 feet.
- 1 extra feat at first level
- Proficient with bear claws and crook blade
- +2 racial bonus to **Craft** checks when constructing mountain barbarian weapons and armor
- +2 racial bonus to **Climb** checks
- +2 racial bonus to **Wilderness Lore** checks in or dealing with native terrain.
- 4 extra skill points at first level and 1 extra skill point at each additional level.
- Automatic languages: Common and regional. Bonus Languages: As per region.
- Favored Class: Barbarian

Ice Barbarians

- +2 Constitution, -2 Intelligence
- Medium size
- Base speed is 30 feet.

- 1 extra feat at first level
- +4 racial bonus to saves against cold attacks whether magical or otherwise
- Proficient with ice crossbows, ice flasks, throwing stones and frostreavers
- +2 racial bonus to **Craft** checks when constructing ice barbarian weapons, armor, or vehicles
- +2 racial bonus to **Wilderness Lore** checks in or dealing with native terrain.
- 4 extra skill points at first level and 1 extra skill point at each additional level.
- Automatic languages: Common and regional. Bonus Languages: As per region.
- Favored Class: Barbarian

Civilized Humans

- Medium size
- Base speed is 30 feet.
- 1 extra feat at first level
- +1 extra Language
- 4 extra skill points at first level and 1 extra skill point at each additional level.
- Automatic languages: Common and regional. Bonus Languages: As per region.
- Favored class: Any

Hill Dwarves and Mountain Dwarves

Racial Description:

Dwarves are warriors, craftsmen, and drinkers of ale. They know the secrets of the earth they walk upon, and have an uncanny knack to withstand punishment.

Personality:

Dwarves are oftentimes grumpy, but are loyal to those who earn their friendship.

Physical Description:

Dwarves are short and wide-shouldered, standing around four feet tall and weighing about 140 pounds.

Relations:

Dwarves get along with most races, but have a racial animosity towards elves.

They are cautious around gnomes and kender, and have a strong animosity towards gully dwarves, which they consider to be an abomination.

Alignment:

Dwarves are generally lawful, and tend towards good.

Lands:

Dwarves inhabit various lands, depending on sub-race. Mountain dwarves inhabit Thorbardin, and Hill dwarves live in towns like Hillhome.

Religion:

Dwarves follow Reorx.

Language:

Dwarves automatically speak Common and Dwarvish

Names:

His clan elder, according to tradition, grants a dwarf's name to him.

Male Names:

Flint, Jasper, Targin

Female Names:

Obsidian

Family Names:

Axehammer, Fireforge, Steelaxe

Adventurers:

Dwarves oftentimes adventure to help protect friends and family, as well as their homes.

- +2 Constitution, -2 Charisma
- Medium size
- Base speed is 20 ft.
- Darkvision: Dwarves can see in the dark up to 60 feet.
- Proficient in weighted sword
- Stonecunning: grants a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a dwarf can use the **Search** skill to find stonework traps as a Rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like affects.
- +1 racial bonus to attack goblins, hobgoblins, and bugbears.
- +4 dodge against Giants. Note that any time the character loses his Dexterity bonus to AC, such as being caught flat-footed, he loses his dodge bonus too.
- +2 racial bonus on **Appraise** checks that are related to stone or metal items.

- Automatic Languages: Common and Racial. Bonus Languages: As per region + any other dwarven.
- Favored Class: Fighter

Gully Dwarves

Racial Description:

Gully dwarves are a degenerate offshoot of the dwarven race. These diminutive dwarves live in garbage-infested areas of Krynn.

Personality:

Gully Dwarves are one of the least intelligent races on Krynn. They do not understand certain concepts. For example, “one” means one, and “two” means more than one. Gully dwarves love all sorts of filth, and live in it.

Physical Description:

Gully dwarves are a dirty, garbage-ridden race. They appear like a degenerate offshoot of the dwarven race. They are also accompanied by an unmistakable odor.

Relations:

Due to their appearance and smell, most races usually shun Gully dwarves. Most races find talking to gully dwarves very frustrating, as their vocabulary is rather limited. Dwarves tend to shun them as a degenerate offshoot of the dwarven race. Most dwarves will not admit any connection to gully dwarves. Kender get along best with gully dwarves, due to a kender’s curiosity.

In the War of the Darklance, many gully dwarves are shunned, as they have become carriers of plague.

Alignment:

Gully dwarves tend to be chaotic neutral.

Gully Dwarf Lands:

Gully dwarves have no lands of their own. Instead, you will find them in sewers, ruins, or any other wretched hole of garbage they come across.

Religion:

Gully dwarves revere Reorx above all other gods.

Language:

Gully dwarves speak a language called Gullyspeak, a simplistic form of common with gully dialects.

Names:

Gully Dwarf names are often rather simple, generally only having one or two consonants.

Male Names:

Bugr, Nomscul

Female Names:

Bupu

Family Names:

Bulp

Adventurers:

Generally, adventurers stumble across gully dwarves by accident. Gully dwarves sometimes follow a person out of some sense of loyalty, rather than for any other reason.

- +4 Constitution, +2 Dexterity -4 Intelligence, -4 Wisdom, -4 Charisma, -4 Strength
- Medium size
- Base speed is 20 feet.
- +2 racial bonus to **Climb** checks.
- +2 racial bonus to any dodge actions.
- Darkvision: Dwarves can see in the dark up to 60 feet.
- Stonecunning: grants a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a dwarf can use the **Search** skill to find stonework traps as a Rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like affects.
- +1 racial bonus to attack goblins, hobgoblins, and bugbears.
- +4 dodge against Giants. Note that any time the character loses his Dexterity bonus to AC, such as being caught flat-footed, he loses his dodge bonus too.
- +2 racial bonus on **Appraise** checks that are related to stone or metal items.
- Automatic Languages: Common and Racial. Bonus Languages: As per region + any other dwarven.
- Favored Class: Rogue

Elves

Racial Description:

Elves are tall, lithe, elegant creatures.

Personality:

Elves have a high respect for nature, and work with it to shape it so that its inner beauty will strive forth. Elves oftentimes consider themselves the most superior of all races. Elves are distrustful of the outside world.

Physical Description:

Elves stand around five feet tall, and weigh between 90 and 100 pounds. They have pointed ears, and no facial hair.

Relations:

Elves stay away from the other races of the world, considering them to be inferior.

Alignment:

Elves are typically good aligned, although that can range from lawful to chaotic.

Lands:

Silvanesti elves live in Silvanesti, Qualinesti Elves live in Qualinesti, and Kagonesti live in various tribal lands.

Religion:

Silvanesti and Qualinesti elves venerate the gods of good over all, especially Paladine, Mishakal, Branchala, and Solinari.

Language:

Elves speak Elven, although there are dialects for each subrace. The Qualinesti and Silvanesti dialects are understandable by anyone who can speak Elven. Kagonesti is a bit harder, and characters who speak Elven must make an Intelligence check vs. DC 10 to understand them.

Names:

Elven names are unique creations, and are as artistic as the race itself.

Male Names:

Porthios, Gilthanas, Siriath.

Female Names:

Lauranthalasa, Selowyn.

Family Names:

Caladon

Adventurers:

Elves adventure sometimes out of curiosity of the outside world, and sometimes to escape their own world.

- Silvanesti and Qualinesti receive +2 Dexterity, -2 Constitution. Kagonesti receive +2 Dexterity, +2 Wisdom, -2 Intelligence, -2 Charisma.
- Medium size
- Base speed is 30 feet.
- Immunity to magic *sleep* spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.

- Low-light vision: Elves can see twice as far as humans can in moonlight, starlight, torchlight and other similar conditions.
- Qualinesti elves are proficient with longsword or rapier and are proficient with short bow, composite shortbow, longbow and composite longbows. Silvanesti elves are proficient with soris, longsword or rapier and are proficient with short bow, composite shortbow, longbow and composite longbows. Kagonesti elves are proficient with club, mallet, war club halfspear or longspear and are proficient with short bow, composite short bow, longbow and composite longbows.
- +2 racial bonus on **Listen**, **Search** and **Spot** checks. An elf who merely passes within 5 feet of a concealed door is entitled to a **Search** check to notice it as if the elf were actively looking for the door.
- Qualinesti and Silvanesti receive a +2 racial bonus to **Hide**, **Wilderness Lore**, and **Move Silently** when in a forest. Kagonesti receive a +4 racial bonus to **Hide**, **Wilderness Lore**, and **Move Silently** when in a forest.
- Automatic Languages: Common, and Racial. Bonus Languages: As per region + any other elven
- Favored class: Silvanesti and Qualinesti – Wizard, Kagonesti – Ranger

Half-Elves

Racial Description:

Half-elves are caught between the worlds of humanity and elves. A product of both, they are oftentimes accepted by neither.

Personality:

Half-elves have a blend of personalities, having the curiosity and ambition of their human heritage, and the grace, love of nature, and artistic tastes of their elven heritage.

Physical Description:

Half-elves have physical features of both of their parentage, including pointed ears (although not so exaggerated), and facial hair for males. They stand around 5 to 5 ½ feet tall and weigh anywhere from 90 – 180 pounds.

Relations:

Half-elves are caught between worlds. While they can get along well with humans and elves, they are often outcasts in both societies. They get along with other races fairly well.

Alignment:

Half-elves tend to be of all alignments, like their human heritage.

Lands:

Half-elves live in either human or elven lands.

Religion:

Half-elves raised amongst elves tend to follow Paladine. If they are raised by humans, then they tend to follow the beliefs of their human heritage.

Language:

Half-elves speak common, and elvish if they grow up with their elven parentage.

Names:

Half-elves use either the conventions of their human or elven parentage for names.

Adventurers:

Half-elves often find themselves as outcasts, and are easily drawn to a life of adventure.

- +2 Dexterity
- Medium size
- Base speed is 30 feet
- Immunity to magic *sleep* spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light vision: Half-Elves can see twice as far as humans can in moonlight, starlight, torchlight and other similar conditions.
- +1 racial bonus on **Listen**, **Search**, and **Spot** checks.
- Elven blood: For all special abilities and effects, a half-elf is considered an elf including use of magic items and weapons.
- Automatic Languages: Common, Elven racial. Bonus Languages: As per region.
- Favored Class: Any

True Kender

Racial Description:

Kender are the children of the world. These curious wanderers travel far and wide in search of new adventures.

Personality:

Kender view the world through a child's eyes. Their extreme curiosity lands them in no end of trouble, and their fearlessness even more so. Kender have the ability to taunt an individual, which will drive them into a craze and attack the kender.

Kender also have no concepts of ownership. Kender constantly "Handle" items, picking them up and keeping them on their person. If confronted about this, they always come back with a heartfelt innocent reply such as "I thought you weren't using this anymore" or "It must have fell into my pocket".

Physical Description:

Kender appear to be small child-like humans with pointed ears. Most kender stand between 3 ½ to 4 feet tall and weigh between 85 to 105 pounds. Kender usually wear their hair long and braided.

Relations:

Kender love to meet new people and share in new experiences, but the feeling is not mutual as far as the other races are concerned. Other races consider kender to be little more than just common thieves.

Alignment:

Kender tend to be chaotic good in alignment.

Lands:

Kender hail from either Hylo or Kendermore.

Religion:

Kender worship Reorx, as well as Mishakal and Paladine (Fizban)

Language:

Kender speak a language called Kenderspeak.

Names:

Kender names are often very descriptive of who they are, and sometimes come from events in the parent kender's life.

Male Names:

Balif, Earwig, Pentrian, Tasslehoff

Female Names:

Crystal

Family Names:

Burrfoot, Furrfoot, Lockpicker, Quickfoot

Adventurers:

Where there is a kender, there is adventure. Kender look for the adventure in the world, and often find themselves in trouble because of it.

- +2 Dexterity, -2 Strength
- Small size: Kender gain a +1 size bonus to Armor Class, a +1 size bonus on all attack rolls, and a +4 size bonus on **Hide** checks, but they must use smaller weapons than humans use and their lifting and carrying limits are three-quarters of those of Medium size characters.
- Kender base speed is 20 feet.
- +2 racial bonus to **Climb**, **Move Silently**, **Escape Artist**, **Listen**, and **Spot**.
- Kender are born thieves, or as they like to say, handlers. Thus, every Kender starts play trained in **Pick Pockets** and **Open Locks** skills. They also receive a +4 bonus to these skills as a racial bonus.
- +2 racial bonus on all saving throws

- Kender are generally regarded as immune to fear. While this is true for the most part, there are exceptional circumstances that will shake and frighten even a kender. Due to their fearless nature kender receive a +8 racial bonus to any save or check made against fear. This stacks with any other modifiers.
- Kender may use their Taunt ability to drive others into a maddened frenzy. A Taunt is a standard action. Kender may target any one group, type or race of people for a Taunt. To target more than one requires using subsequent actions. The victim of a Taunt must make a Will save vs. a DC of 13 + the kender's Cha modifier + Wis modifier. Once driven into a rage, the opponent attacks the kender by any means possible, ignoring all other threats. Furthermore, the enraged enemy suffers a -2 penalty to all attack rolls, but the anger fuels him on to deliver a +2 bonus to all damage rolls. This rage lasts until the kender is out of sight or dead, or the opponent has been subdued for two rounds or 1d8 rounds pass. Taunt is considered an extraordinary ability.
- Automatic Languages: Common, Kenderspeak. Bonus Languages: As per regional.
- Favored Class: Rogue

Half-Kender

Racial Description:

While Kender are the children of Krynn, Half-Kender are the adolescents. Half-Kender always walk the line between the world of Kender and the world of Humans, never quite fitting in to either world.

Personality:

While half-kender have several traits of their kender parentage, it does not dominate how they act. Half-kender have a tendency to handle, for instance, but have a vague notion of ownership and property. They often return the items that they borrow. Half-Kender are free spirits, and have a certain amount of Wanderlust. They do tend to settle down after a while, though. Half-Kender are more cunning than Kender. Kender usually have no ulterior motive for what they do, while Half-Kender often do.

Physical Description:

Half-Kender usually stand between 4 and a half to 5 and quarter feet tall and usually weight between 90 and 140 pounds. Half-kender tend to look like small statured humans. They do not possess the pointed ears of a kender, and do not tend to wear their hair in a topknot. Oftentimes they appear as young adolescents. Half-Kender males grow some facial hair, which never reaches a thickness beyond that of peach fuzz.

Relations:

Half-kender never quite fit in with any race or community. Non-kender races will consider the Half-Kender to be but a boy growing to manhood. Once an individual gets to know a Half-Kender, they grow suspicious of their true heritage. Half-Kender seem to do well in Kender communities, although they don't quite fit in there either. Half-Kender tend to be more mature, therefore not fitting in well.

Alignment:

Half-Kender tend towards Chaotic Good.

Half-Kender Lands:

Half-Kender, as a mixed breed, do not possess any lands of their own. They often live in Kender communities, such as Kendermore.

Religion:

Half-Kender have no set religion, although they tend to favor Branchala.

Language:

Half-Kender automatically speak Common and Kenderspeak.

Names:

Kender names often depend on whether the Half-Kender is raised in a human community or a Kender community.

Male Names:

Tarli, Tobi

Female Names:

Serra, Tara

Family Names:

Lockspringer

Adventurers:

Half-Kender share the Kender curiosity, and tend to wander the lands of Krynn. Their rebellious streak tends to land them in trouble more often than not. Half-Kender can also be found adventuring in search of their true parentage.

- +2 Dexterity
- Medium size
- Half-Kender base speed is 30 feet.
- +2 racial bonus to **Climb**, **Move Silently**, and **Listen** checks.
- +1 racial bonus to **Spot** checks.
- +1 racial bonus to all saving throws
- Half-Kender retain some of their kender parent's resistance to fear. They receive a +2 racial bonus to all saving throws or checks made to resist fear. This stacks with other modifiers.
- Half-Kender may use their Taunt ability to drive others into a maddened frenzy. A Taunt is a standard action. Half-Kender may target any one group, type or race of people for a Taunt. To target more than one requires using subsequent

actions. The victim of a Taunt must make a Will save vs. a DC of 13 + the kender's Cha modifier. Once driven into a rage, the opponent attacks the kender by any means possible, ignoring all other threats. Furthermore, the enraged enemy suffers a -2 penalty to all attack rolls. This rage lasts until the kender is out of sight or dead, or the opponent has been subdued for two rounds or 1d4 rounds pass. Taunt is considered an extraordinary ability.

- Automatic Languages: Common, Kenderspeak. Bonus Languages: As per region.
- Favored Class: Rogue

Tinker Gnomes

Description:

Gnomes are the engineers of Krynn. They build that which has not been created, and improve on that which already exists. They constantly design, build, and test devices for a variety of purposes. The motto of a Gnome is "There's always room for improvement." Gnomes will improve technological devices to death. Simple mechanics are replaced with redundancy.

Personality:

Gnomes are master inventors who lack everyday common sense. They spend their lives surrounded by technology. Always, they strive to improve their inventions to the infinite degree. They prefer style to substance in all their inventions. Gnomes are very blunt at times, lacking certain social graces other races take for granted. They are very eager to discuss inventions and technology, which sometimes causes problems with other races. Gnomes also know a little something about everything technological, but cannot discriminate between useful and useless knowledge.

Physical Description:

Gnomes stand about 3 to 3 ½ feet tall and weigh 40 to 45 pounds. Gnomes have rich brown skin with straight or curly white hair. They tend to have china-blue or violet eyes, and straight white teeth. Males have soft, curly white beards and mustaches; females are beardless. Both genders develop facial wrinkles after they reach the age of 50. Gnomes are short and stocky, but have quick movements. Their hands are deft and sure. Their ears are rounded. Gnomes also have large noses, which is a source of pride and social status amongst gnomes.

Relations:

Gnomes are generally not well liked by most peoples and races. Their technology makes them seem very alien to non-gnomes. Gnomes' lack of social skills puts off most potential friends. Gnomes admire the keen minds of the elves, the craftsmanship of the dwarves, and the curiosity of the Kender, although they consider each of these races to be too easily distracted from the pursuit of science

and technology. Centaurs and minotaurs remain incomprehensible to gnomes. Both are too rugged and brutal for comfort. Neither of those races are known for their craftsmanship. The humans of Sancrist have adjusted to gnomes, but avoid contact when possible. The Knights of Solamnia are a different matter. They admire technology, and therefore admire the work of the gnomes.

Alignment:

Gnomes tend to be lawful-neutral in alignment. They are focused on their craft more so than the affairs of the world, and have a structure about it.

Gnome Lands:

Gnomes live in large subterranean colonies of tunnels in secluded mountain ranges. The largest gnomish settlement is Mt. Nevermind, a metropolis of 59,000 set in a dormant volcano.

Religion:

Gnomes worship Reorx. There is little if anything in organized religion, but he is still venerated.

Languages:

Gnomes speak Gnomish, a language comprised mainly of technical information. Gnomes talk at rapid rates, so much so that other races have a hard time understanding them. Two gnomes can get together and speak rapidly at the same time, understanding and responding to what the other says in the process. Their voices sound very much like a human's, but are more nasal.

Names:

Each Gnome name is unique. Oftentimes, there are three versions of the name. The first is the formal name, which can take hours to recite and can literally fill a book. The second version is the abbreviated version, which only takes a few minutes to recite. The last is the shortest version, usually a couple of syllables of the Gnome's name. This last option is usually decided upon by non-Gnomes (particularly humans), and is considered undignified.

Male Names:

Conundrum, Gnimsh, Gnosh, Tym, Wrench

Female Names:

Spinner

Family Names:

Gnormthesonofgnorththeinventoroftheselfpropelledhammer...

Adventurers:

Gnomes often adventure in order to work on some project or, more commonly, to further their Life Quest.

- +2 Dexterity, +2 Constitution, -2 Strength, -2 Wisdom
- Small size: Gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on all attack rolls, and a +4 size bonus on **Hide** checks, but they must use smaller

weapons than humans use and their lifting and carrying limits are three-quarters of those of Medium size characters.

- Base speed is 20 feet
- Low-light vision: Gnomes can see twice as far as humans can in moonlight, starlight, torchlight and other similar conditions.
- +2 racial bonus on saving throws against illusions.
- +2 racial bonus to **Listen**.
- -4 penalty on all **Craft** checks when dealing with machinery, traps, inventions (gnomish and otherwise), and when attempting to invent or improve anything.
- Automatic Languages: Common, Gnomish. Bonus Languages: As per region.
- Favored Class: Tinker

Minotaur

Racial Description:

Minotaurs are a warrior-race that inhabit the islands of Mithas and Kothas.

Personality:

Minotaurs often believe that “might makes right”. They also follow a code of honor in all things they do. Minotaurs feel that they have a “Manifest Destiny” of sorts, and wish to rule over Ansalon.

Physical Description:

Minotaurs are tall, well-muscled humanoids with bull heads and horns.

Relations:

Minotaurs have been slaves in the past to the ogres, and are bound to not be slaves to any other race again. They consider themselves the rightful heirs of Ansalon, and think the other races to be lesser.

Alignment:

Minotaurs tend to be lawful-evil.

Lands:

Minotaurs inhabit the twin islands of Mithas and Kothas.

Religion:

Most minotaurs follow Sargonnas, although some follow Kiri-Jolith.

Language:

Minotaurs speak a language referred to simply as Minotaur.

Names:

Minotaur names often have hard sounds, like “K’s”, or are sometimes a representation of who they are.

Male Names:

Karathos, Klank, Rikar

Female Names:

Kiri

Family Names:

Es-Kalin

Adventurers:

Minotaurs are usually associated with the Blood Army, and most of their adventures surround that. Some minotaurs are renegades, though, who do not follow the regime of the Red Minotaur. These minotaurs find themselves on the run, or working towards change in other fashions.

- +2 Strength, +2 Constitution, -2 Charisma, -2 Wisdom
- Large size: Minotaurs suffer a -1 penalty to attack rolls, -1 penalty to Armor Class, and -4 to **Hide** checks. Minotaurs may use Large weapons without penalty as well as Medium, Small and Tiny weapons.
- +4 racial bonus to Armor Class
- Base speed is 30 feet.
- +2 racial bonus to **Intimidate** checks.
- +2 racial bonus to **Climb, Balance** and **Use Rope** checks
- +2 racial bonus to **Craft** checks involving crafting anything for sea faring vessels such as ships, anchors, oars, masts, sails, etc.
- Automatic Languages: Common, Minotaur. Bonus Languages: As per region.
- Favored Class: Fighter

Half-Ogre

Racial Description:

Half-Ogres are hulking brutes that ravage the lands of Ansalon.

Personality:

Half-Ogres are cruel beings who have a deep hatred for all other races on Krynn. They take great pleasure in tormenting their prey.

Physical Description:

Half-ogres appear as huge, monstrous, hulking humans, sometimes with overly large physical features. They stand around seven feet tall, and weigh around 250 to 300 pounds.

Relations:

Half-Ogres are often detested by any society they find themselves in. Ogres use them as slaves and playthings. Human cultures use them as thugs and bodyguards oftentimes.

Alignment:

Half-Ogres tend to be evil, although their human half allow for them to be of any alignment.

Lands:

As a mixed race, Half-Ogres have no lands of their own. They tend to live in a variety of human or Ogre lands.

Religion:

Half-Ogres follow the religion of the area they live, although their hearts are more open to Takhisis and especially Sargonnas.

Language:

Half-Ogres speak common, and also Ogre if they grew up in Ogre lands.

Names:

Half-Ogres tend to take on names from either heritage, but primarily their Ogre heritage. Their names sometimes can be translated into words describing them.

Male Names:

Groan, Steeltoe.

Female Names:

Morgrey.

Family Names:

Half-Ogres tend to follow the names of the parentage they live with.

Adventurers:

Half-Ogres tend to be fighters, and act as bodyguards and thugs. Oftentimes they are singled out of their society, and seek a place of their own within the world.

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma, -2 Wisdom, -2 Dexterity
- Large size: Half-Ogres suffer a -1 penalty to attack rolls, -1 penalty to Armor Class, -4 to **Hide** checks. Half-Ogres may use Large weapons without penalty as well as Medium, Small and Tiny weapons.
- +2 racial bonus to Armor Class
- Base speed is 30 feet.
- +2 racial bonus to **Intimidate** checks.
- +2 racial bonus to **Spot, Listen** and **Climb** checks.
- Ogre Blood: For all special abilities and effects, a half-ogre is considered an ogre, including Irda weapons and items.
- Automatic Languages: Common and Ogre. Bonus Languages: As per region.
- Favored Class: Barbarian

Classes

This section contains essential information for playing a character in the Dragonlance setting. While Fighters can be found in any setting, Knights of Solamnia can only be found on Krynn. What makes this class special? What are the game mechanics? This section explains all the unique character classes to be found on Krynn and the unique changes in the classes that are common to other worlds.

*Note that unless otherwise noted below, the classes from the Player's Handbook remain unchanged.

Bard

Bards may be played exactly as presented in the Player's Handbook. However, the Orders of High Sorcery are careful not to let magic be abused, even by bards. Thus, bards may proceed in their use of Arcane magic unhindered as long as they do not present a threat to the stability and safety of magic on Krynn. If a bard takes any act that may be deemed such a threat, the Conclave is bound to know and treat the bard as a renegade. If approached, the Orders of High Sorcery will ask the bard to take the Test of High Sorcery. If the bard does and succeeds, he may choose to continue gaining levels as a bard or in his new Prestige Class, Wizard of High Sorcery. It is mandatory to take the Prestige Class upon passing the Test.

Renegade bards will be hunted with the same dogged stubbornness that any renegade would. See the Renegade Class to discern how each order approaches renegades.

Bards on Krynn tend to be good aligned and worship Branchala. Neutral bards tend to worship Gilean or Reorx, and evil bards, rare indeed, tend to worship Hiddukel.

Cleric

Clerics on Krynn all belong to the Holy Order Of The Stars. The Order is composed of the 3 branches: One for clerics of the good gods, one for clerics of the neutral gods, and one for clerics of the evil gods. To play a cleric of one of the Orders, use the Game Rule Information for clerics as presented in the Player's Handbook with the following changes presented below. Clerics of the Holy Orders of the Stars, in addition to the below features, keep all of the features from the Clerics of the Player's Handbook.

Class Features:

Weapon and Armor Proficiency:

Clerics of the Holy Order of the Stars are granted the same weapon and armor proficiencies as the clerics from the Player's Handbook. However, certain deities may restrict weapon and armor use. To figure out what weapons and armor restrictions belong to a chosen deity, check the **Pantheon** section under the chosen deity's entry.

Medallion of Faith:

At 1st level, a cleric of the Orders receives a Medallion of Faith from his deity as a symbol of the deity's acceptance, faith and trust in the cleric. The cleric proudly wears this medallion as proof of her deity's acceptance and any cleric's professed faith is obvious from a glance at the medallion. A medallion of Faith is essential to a cleric - it imbues him with the courage and tangible proof that the cleric's deity is there beside the cleric in all trials and tribulations. The Medallions primary power is the ability to create other Medallions of Faith to be given to other supplicants. However, the Medallion also has other powers. See the **Treasures** section for a full listing of the Medallion's powers.

Title:

As a member of the Holy Order of the Stars becomes more skilled and wise in the ways of religion, the church may see fit to bestow better and more prestigious titles upon the cleric. These titles are listed below in order from entry on the Orders to the highest rank attainable. Increases in rank and title are bestowed by committing deeds the Order considers beneficial to its ethics and principles.

Table 1-1: Holy Order of the Stars Titles

Good	Neutral	Evil
Acolyte	Aspirant	Acolyte
Deacon	Ovate	Deacon
Adept	Initiate	Adept
Priest	Disciple	Priest
Curate	Master of Earth	Curate
Prefect	Master of Fire	Prefect
Canon	Master of Water	Canon
Elder	Master of Winds	Spiritor
Patriarch	Master of Mystery	High Priest
High Priest	Master of Light	Nightmaster*
Apostle	Master of Time	Nightlord**
Prophet*	Master of Elements	
Chosen Prophet**	Master of the Book	
	Archmaster*	
	Starmaster**	

* Note that there may only be one cleric of this rank for each god.

** Note that there may only be one cleric of this rank for each of three Orders. The cleric of good must be a cleric of Paladine, the cleric of neutrality must be a cleric of Gilean, and the cleric of evil must be a cleric of Takhisis.

Ex-Holy Orders of the Stars Clerics:

Those who leave the Holy Orders of the Stars may no longer cast spells, use domain powers, turn or rebuke undead, or use the powers of their Medallions of Faith.

Druid

Druids on Krynn are very similar to their counterparts on other worlds. However, there are some specific differences. Druids on Krynn usually only dedicate themselves to either Chislev, a neutral deity, or Branchala, a good deity. Druids on Krynn cannot receive their powers or spells from other deities and thus, there are no evil aligned druids on Krynn. To create and play a Druid character, use the Druid Class as it is presented in the Player's Handbook with the following modifications below:

Game Rule Information:

Alignment:

May be any non-evil.

Races Allowed:

Barbarian Humans, Civilized Humans, Elves, Half-Elves, Kender, Half-Kender.

Knights of Solamnia - Knight of the Crown

Knights of the Crown and their Measure:

The Order of the Crown is the basic order that all Knights of Solamnia start as. They exemplify the ideals of loyalty and obedience in all that a knight is and does.

Adventures:

Knights of the Crown adventure in service of the Knights of Solamnia. They often come to the aid of those in need, especially those who are allied with the Knights of Solamnia.

Characteristics:

Knights of Solamnia are the epitome of chivalry. They stand, to most of Ansalon's nations, as the symbol for freedom, justice and goodness. They carry with themselves a great responsibility due to this, and it is one that cannot be taken seriously enough.

Alignment:

Knights of the Crown are typically Lawful-Good, but may be of any Good alignment.

Religion:

Knights of the Crown follow Habbakuk, but also venerate Paladine and Kiri-Jolith.

Background:

Knights of the Crown come into the Knighthood as squires, and are sponsored by a Knight of Solamnia who serves as a mentor of sorts during the squire's early days.

Races:

Civilized Humans, and Half-Elves, though there may be exceptions as the DM warrants.

Other Classes:

Knights of the Crown get along well with other warrior classes, especially the Sword and Rose Knight prestige classes. They are distrustful of wizards and sorcerers, and dislike rogues. Knights also respect Tinkers, as they have a fascination with technology.

Game Rule Information:

Alignment:

Lawful Good

Hit Die:

d10

Abilities:

Strength is important for all the Orders to excel at combat. Wisdom is important for Sword and Rose Knights in practicing their clerical powers. Charisma is also important in leading others, commanding and endearing the populace to your favor, as the Knights of Solamnia are upstanding, honorable and virtuous.

Class Skills:

Diplomacy (Cha), Handle Animal (Cha), Ride (Dex), Swim (Strength), Knowledge (law) (Int), Knowledge (Oath and the Measure) (Int), Knowledge (religion) (Int), Craft (Int)

Skill Points at 1st level:

(4 + Int modifier) x 4

Skill Points at each additional level:

4 + Int modifier

Starting Steel:

6d4 x 10

Class Features:

Weapon and Armor proficiency:

Knights of Solamnia are proficient with all simple and martial weapons, and with all types of armor and shields. Note that Armor Check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of gear carried.

Weapon Focus:

Knights of the Crown receive the Weapon Focus Feat free at 1st level. This may only apply to a sword of some type.

Knightly Reputation (Su):

The Knights of Solamnia serve as the epitome of peace and justice for many of Ansalon's nations. Thus even Knights of the Crown, considered widely to be the very lowest of the three Orders, garner considerable respect when dealing with peoples who view the Knighthood as an ally and protector. When dealing with any individual, group of people, or creature that views the Knighthood as an ally or protector of any benevolent nature, the knight receives a +2 bonus at 1st level when making Diplomacy or Charisma checks. This bonus increases by +1 every five levels and stacks with any and all other modifiers.

Mounted Combat:

The Knights of Solamnia are trained in the ways of mounted combat. Thus they receive the Mounted Combat Feat free at 1st level.

Receive armor:

At 1st level, a Knight of the Crown is given a suit of Solamnic Plate and a shield. This suit of armor is a Knight's pride and symbol of virtue. The shield is considered a large steel shield. Both of these must be maintained and kept in excellent condition. When and if a Knight advances in the Order, the new symbols of the Order are engraved into the armor and shield.

Purchasing arms:

A Knight must purchase the type of sword in which he has Weapon Focus at 1st level.

Weapon Specialization:

At 3rd level, a Knight of the Crown may choose to take Weapon Specialization in any weapon which Weapon Focus if taken.

Oath and The Measure:

The Knights of Solamnia are expected to live up to and uphold the rigorous and strict tenets of the Oath and The Measure. If any Knight has been found to have engaged in behavior considered inappropriate, unbecoming or contradictory to the Oath and The Measure, he may be brought up on charges and have his honor questioned. Such behavior includes acts such as spending the Order's wealth for personal gain or means outside of duties, dishonorably fleeing battle with an

enemy, refusing assistance to the downtrodden, disloyalty to superiors or those to whom loyalty is earned, and any situation in which the Knight compromises the principles of the Measure for personal gain or safety. Those accused of such behavior are brought before a Knightly Council and forced to defend their honor. The trial may be role-played through with the end result being based on the merit of the player's role-playing. This is the most encouraged form of finding the results for transgressions as it allows the player to succeed based on the merit of role-playing. However, for those who wish to randomly determine the outcome or in the case in which there are many factors and randomness plays a great part in the outcome, use the tables below to calculate the result of the trial. The Character must pass a Wisdom check to succeed and acquit himself of the charges before his honor, status, arms and property can be restored. The table below lists the DC of the check:

Table 1-2: Knightly Trials

DC	Severity	Example of transgression
10	Inconsequential Transgression	Alleged violation a rule of common conduct or courtesy, offending a fellow Knight, failing to carry out an urgent or important order or task through no fault of his own
14	Minor Transgression	Knight has supposedly shown a discourteous or inconsiderate behavior toward others, insulted a fellow or superior Knight, disobeyed a trivial order, or failed to execute an important order or mission due to inattention
18	Considerable Transgression	Accused of rude, cowardly, greedy or cruel behavior, willfully and knowingly disobeying a direct order, or failing to carry out orders or missions out of self-interest or self-preservation
21	Major Transgression	Accused of slaying or causing the death of a fellow Knight, telling an outright and damaging lie about an innocent person, or betraying the Knighthood in some grave way

The modifiers for this action are as follows:

Negative factors	Modifier	Special
Accuser is a Crown Knight	0	Half modifier (round up) if not present at trial
Accuser is a Sword Knight	-2	Half modifier (round up) if not present at trial
Accuser is a Rose Knight	-4	Half modifier (round up) if not present at trial

Accuser is a Lord Knight	-4	Half modifier (round up) if not present at trial
Accuser is a High Warrior, High Clerist, or High Justice	-5	Full modifier always
Accuser is a Superior or commander	-2	Half modifier (round up) if not present at trial
Physical evidence or witness	-1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	-2	

Positive factors	Modifier	Special
Sponsor or defender is a Crown Knight	0	Half modifier (round up) if not present at trial
Sponsor or defender is a Sword Knight	+2	Half modifier (round up) if not present at trial
Sponsor or defender is a Rose Knight	+4	Half modifier (round up) if not present at trial
Sponsor or defender is a Lord Knight	+4	Half modifier (round up) if not present at trial
Sponsor or defender is High Warrior, High Clerist, or High Justice	+5	Full modifier always
Sponsor or defender is a superior	+2	Half modifier (round up) if not commander present at trial
Physical evidence or witness	+1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	+2	

The Punishments for failing this action differ on the severity of the transgression. The typical punishments for each grade of transgression are listed below.

Severity of Transgression	Punishment
Inconsequential	Reprimand before the Council, advice and counsel given
Minor	Stern lecture from Council and given an act of penance to complete else Knight remains in disgrace and may not draw funds or make requests to the Order.
Considerable	Immediate banishment from which a near impossible task is required to redeem oneself, cannot draw funds, receive assistance from the Order, or petition for advancement
Major	Immediate imprisonment, possible execution based on severity of charge, Knight will no longer be considered a Knight and will not receive proper services at burial.

Abandon or Refuse a Challenge:

The Knights of Solamnia stand as the champions of good and thus are always prepared to attack the Order's foes. When faced with the task of combating evil or an enemy of the Order, it is very difficult to flee, abandon or refuse the challenge of battle unless the Knight believes the fight to be foolish, impossible, useless or dishonorable. Unnecessarily fleeing a battle may warrant being brought up on Transgression charges.

Owes 40 – 60 Days Service to the Order:

Each year, a Knight is assigned a mandatory period of duty within the Knighthood ranging from 40 to 60 days. During this time, the Knight is under the command of his superiors and is not free to travel on his own. His exact duty and charge is determined by his superiors and the needs of the Order and can range to anything from guard duty to finding a dragon's lair. This term of service is not negotiable and any Knight who breaks it is in clear violation of the Oath and The Measure and subject to a Considerable Transgression if brought up before a Knightly Council on charges (see above).

Loyalty to the Order:

A Knight may not multi-class while in the service of the Knighthood. The Order demands obedience and respect and while many of the Knights do not necessarily come from noble stock and therefore know and practice professions, the Order does not allow their Knights to pursue what they consider less noble careers or lifestyles.

Title:

Whenever a Knight merits himself in the face of battle, performs admirably, or accomplishes anything that may merit an increase in rank; the Knight's rank may increase. Examples of deeds that may merit an increase in a character's rank include exemplary bravery in battle, rescuing innocents from a life threatening situation, risking your life to save others, holding off the enemy while others retreat, facing 2 to 1 odds and surviving, discovering vital information on the Knighthood's enemies, or any other remarkable situation in which the Knight shows incredible bravery or courage. Note that the titles are not level dependent and that a 3rd level Crown Knight who becomes a Sword Knight bears the title Novice of the Swords just the same as a 10th level Crown Knight who becomes a Sword Knight. Only 1 High Warrior, High Clerist and High Justice may hold the title at any time.

Tithe:

A Knight is expected to donate much of his wealth to the Knighthood, including wealth acquired through personal questing or extra income from any estates or property owned. The amount is 30% of all wealth acquired from any quest, income, or source. This also applies to any starting money left after purchasing

equipment following character creation. The Knight may still draw upon the Order's treasury if able, and the Order will always see to those and their families who have served honorably until the Knight's time on Krynn has ended.

Advancement to the Order of the Sword:

All Knights must start out as Knights of the Crown. However, upon becoming skilled enough, the Knight may attempt to enter the Order of the Sword (see **Prestige Classes, Knight of the Sword**). The candidate must find a Knight who is willing to sponsor him. This requires the sponsor to put his honor and trust in the young candidate, something that is never taken lightly. The sponsor must be a Knight of the Sword in good standing and solid, untarnished honor. The candidate is brought before a Knightly Council who hears his request for advancement. The applicant must then complete a quest given to him by the Council and his sponsor. The quest must comprise of all the following elements:

A journey of at least 30 days that covers 500 miles

Restoration of something that was lost

Victory in single combat with an equally powerful foe (same level).

3 tests of Wisdom, 1 test of generosity, and 1 test of compassion

The Knight may enlist the aid of anyone he wishes as long as he maintains the ideals and Principles of the Knighthood and the Measure. The Knight must return and provide proof and/or witnesses of his deeds and accomplishments to his sponsor and a Knightly Council. If satisfactory, the Knight will spend a 24-hour period of fasting and prayer after which he will be ceremoniously inducted into the Order of the Sword.

Advancement to the Order of the Rose:

Upon becoming a skilled enough Knight of the Sword, the Knight may attempt to enter the Order of the Rose (see **Prestige Classes, Knight of the Rose**). The candidate must find a Rose Knight who is willing to sponsor him. This requires the sponsor to put his honor and trust in the young candidate, something that is never taken lightly. The candidate is brought before a Knightly Council who hears his request for advancement. The applicant must then complete a quest given to him by the Council and his sponsor. The quest must comprise of all the following elements:

A journey of at least 30 days that covers 500 miles

Restoration of something that was lost

Victory in single combat with a more powerful foe (higher level).

1 test of Wisdom, 3 tests of generosity, and 3 tests of compassion

The Knight may enlist the aid of anyone he wishes as long as he maintains the ideals and Principles of the Knighthood and the Measure. The Knight must return and provide proof and/or witnesses of his deeds and accomplishments to his sponsor and a Knightly Council. If satisfactory, the Knight will spend a 24-hour

period of fasting and prayer after which he will be ceremoniously inducted into the Order of the Rose.

Ex-Knights of the Crown:

Any knight who voluntarily leaves the order, is cast out, or is exiled retains all abilities except knightly reputation, the ability to draw funds, and access local circle stores. He is also forced to relinquish his sword and armor back to the knighthood. He no longer has to tithe, serve terms of service or uphold the Knighthood.

Table 1-3: Knight of the Crown

<u>Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+1	+2	+0	+2	Weapon Focus, Mounted Combat, receive armor, Knightly Reputation
2	+2	+3	+0	+3	
3	+3	+3	+1	+3	Weapon Specialization
4	+4	+4	+1	+4	
5	+5	+4	+1	+4	
6	+6/+1	+5	+2	+5	
7	+7/+2	+5	+2	+5	
8	+8/+3	+6	+2	+6	
9	+9/+4	+6	+3	+6	
10	+10/+5	+7	+3	+7	
11	+11/+6/+1	+7	+3	+7	
12	+12/+7/+2	+8	+4	+8	
13	+13/+8/+3	+8	+4	+8	
14	+14/+9/+4	+9	+4	+9	
15	+15/+10/+5	+9	+5	+9	
16	+16/+11/+6/+1	+10	+5	+10	
17	+17/+12/+7/+2	+10	+5	+10	
18	+18/+13/+8/+3	+11	+6	+11	
19	+19/+14/+9/+4	+11	+6	+11	
20	+20/+15/+10/+5	+12	+6	+12	

Table 1-4: Knight Titles in Order of Entry

<u>Knights of the Crown</u>	<u>Knights of the Sword</u>	<u>Knights of the Rose</u>
Squire of Crown	Novice of Swords	Novice of Roses
Defender of Crown	Knight of Swords	Knight of Tears
Knight of Crown	Blade Knight	Knight of Mind
Scepter Knight	Knight Clerist	Knight of Heart
Shield Knight	Abbot of Swords	Knight of Roses
Shield of Crowns	Elder of Swords	Keeper of Roses
Lord of Shields	Lord Clerist	Lord of Justice
High Warrior (1 only)	High Clerist (1 only)	High Justice (1 only)

Knights of Takhisis - Knight of the Lily

Knights of the Lily and Their Vision:

Knights of the Lily are the soldiers of the Knights of Takhisis. Every Knight begins as a Lily Knight, but some move to the orders of the Thorn and Skull later on, while others remain Lily Knights.

Adventures:

Knights of the Lily adventure in the service of their Dark Queen. Sometimes it is secret covert missions, and sometimes it is for a quest or in service to the Knighthood.

Characteristics:

The Knights of Takhisis are the Dark Queen's mightiest champions, and also her greatest victory. They stand as a living testament to the power of evil on Ansalon, and their aims and goals do not fall short of the Queen's expectations. The Knighthood has risen and grown strong due to zealous faith and loyalty, and the strong leadership of Lord Ariakan. The Knights are a dedicated organization, prepared to remake Ansalon in the fashion chosen by their Queen.

Alignment:

Knights of the Lily are typically Lawful-Evil.

Religion:

Knights of Takhisis venerate Takhisis, but also take one day a month to pay homage to Zeboim.

Background:

Like the Knights of the Crown, a Knight of the Lily must be sponsored to join the ranks.

Races:

Civilized Humans, Half-Elves, Elves, Dwarves, Minotaurs.

Other Classes:

Knights of the Lily work hand-in-hand with the Skull and Thorn Knights. They work well with most other classes, save for rogues and Wizards of High Sorcery.

Game Rule Information:**Alignment:**

Lawful Evil

Hit Die:

d10

Abilities:

Strength is paramount in advancing in the orders of the Dark Knights. Wisdom is key for those who wish to eventually become Knights of the Skull, while Intelligence is key for those who wish to become Knights of the Thorn. Charisma

is important for all three Orders, though many people on Ansalon would not consider the Knights a 'charismatic' group.

Class Skills:

Diplomacy (Cha), Handle Animal (Cha), Ride (Dex), Swim (Strength), Knowledge (law) (Int), Knowledge (Code and Vision) (Int), Knowledge (religion) (Int), Craft (Int)

Skill Points at 1st level:

(4 + Int modifier) x 4

Skill Points at each additional level:

4 + Int modifier

Starting Steel:

6d4 x 10

Class Features:

Weapon and Armor Proficiency:

Knights of Takhisis are proficient with all simple and martial weapons, with all types of armor and shields. Note that Armor Check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of gear carried.

Weapon Focus:

Knights of the Lily receive the Weapon Focus Feat free at 1st level. This may only apply to a sword of some type.

Exemplary Leadership (Su):

Knights of the Lily are renowned for their courage and bravery. Thus, Knights of the Lily receive a +2 bonus to **Leadership** checks (see **Leadership** feat on page 45 of the Dungeon Master's Guide). This bonus increases by +1 at 4th level, 8th level, 12th level, 16th level, and 20th level and stacks with any and all other modifiers.

Mounted Combat:

The Knights of Takhisis are trained in the ways of mounted combat. Thus they receive the Mounted Combat Feat free at 1st level.

Purchasing arms:

A Knight must purchase the type of sword in which he has Weapon Focus at first level.

Receive armor:

At 1st level, a Knight of the Lily is given a suit of Nerakan Plate and a shield. This suit of armor is a Knight's pride and symbol of virtue. The shield is considered a large steel shield. Both of these must be maintained and kept in excellent

condition. When and if a Knight advances in the Order, the new symbols of the Order are engraved into the armor and shield.

The Vision (Sp):

Upon introduction into the Order of the Lily, all Knights receive the Vision. This is the first guiding principle of the Knighthood. The Vision helps the Knight to find his niche in the grand scheme of things and better understand what aids or hurts the Knighthood when away from his commanding officers. The Knight receives the Vision upon first entering the Knighthood and thereafter can consult it at will to better guide the knight when absent from commanding officers. The embodiment of the Vision can be summed up in the phrase, “One World Order”.

In times of doubt and duress, the Knight can turn to the Vision for inspiration, comfort and guidance. Starting at 1st level, the knight can turn to the Vision for spiritual fortitude. To do this, the knight must spend 1 round taking no other actions. If the knight wishes or needs to take any other actions during the round of concentration, he must succeed at a Concentration check, DC 15. Failing the Concentration check means the knight has lost his concentration and must start again. Success in a full round of concentration enables the Knight to ignore a total of 2 penalty points that the knight has suffered. These ignored penalty points can come from a single source, or multiple sources. For example, a 1st level Knight of the Lily is thrown into confusion in the midst of a battlefield route and begins to suffer a –2 penalty to Will saves and a –2 penalty to attack, but not damage rolls. By spending a single round focusing in the Vision, the Knight may choose to ignore the –2 penalty to saving throws. Or, the knight may choose to ignore –1 from the saving throws and –1 from the attack rolls, leaving him with a –1 on both saving throw and attack rolls instead of the full –2. These ignored penalty points may be used to negate any penalty, whether magical or otherwise. This ability lasts for a number of hours equal to the Knight’s level, and is usable up to twice per day.

At 3rd level, the knight may ignore up to 3 penalty points. At 6th level, the knight may ignore up to 4 penalty points. At 9th level, the knight may ignore up to 5 penalty points. At 12th level, the knight may ignore up to 6 penalty points. At 15th level, the knight may ignore up to 7 penalty points. At 18th level, the knight may ignore up to 8 penalty points.

Weapon Specialization:

At 3rd level, a Knight of the Lily may choose to take Weapon Specialization in any weapon he has Weapon Focus in.

Mounted Attack Proficiency (Ex):

As a knight’s familiarity increases in mounted combat, so does his skill. Knights of the Lily may coordinate their mount’s primary attacks as well as their own to deliver truly crippling blows to enemies in combat. Starting at 5th level the knight

may choose to take a full attack action against one enemy of his choice. The enemy must be within 5 feet of the mounted knight and the knight may only move his mount 5 feet as part of the attack. Upon the knight's initiative count, the knight must succeed at a **Ride** check, DC 13. The knight may then roll for all of his mount's primary attacks as well as his full allotment of attacks at the same time. For any attacks that hit, damage is rolled simultaneously as are critical hits. Thus a Knight of the Lily, riding a heavy warhorse, who passed the **Ride** check would be allowed to make 2 hoof attacks for the horse as well as the full attacks his Base Attack Bonus allows. The knight must be mounted on a combat trained mount to take advantage of this ability, whether it is a warhorse or dragon or any other creature. At 7th level, the knight's mount gains a +2 bonus to attack and damage rolls when this ability is used. This bonus then increases by +1 at 11th level, 15th level and 19th level.

The Blood Oath:

Upon introduction to the Knighthood, the Knight is expected to adhere and submit to the Blood Oath. This symbolizes the Knight's dedication body and soul to the Order's cause. The Blood Oath is simple: "Submit or die". To not submit is to be immediately executed.

The Code:

A complex yet flexible and straightforward principle of the Knighthood, the Code is what governs a Knight's life in every way. Built to improve upon the rigidity of the Solamnic Measure, the Code's tenets differ slightly for each Order and help to delineate a Knight's goal in his Order. The Order Codes are as follows:

- Order of the Lily: Independence breeds chaos. Submit and be strong.
- Order of the Skull: Death is patient, flowing from without and within. Be vigilant in all things and skeptical of all.
- Order of the Thorn: One who follows the heart finds it will bleed. Feel nothing but victory.

If any Knight has been found to have engaged in behavior considered inappropriate, hindering to the advancement of the Knighthood or contradictory to the Code, he may be brought up on charges and have his honor questioned. Such behavior includes acts such as spending the Order's wealth for personal gain or means outside of duties, dishonorably fleeing battle with an enemy, refusing or failing to achieve conquest in the advancement of the Knighthood, disloyalty to superiors or those to whom loyalty is earned, and any situation in which the Knight compromises the principles of the Code for personal gain or safety. Those accused of such behavior are brought before an Adjudicator of the Code and forced to defend their honor. The trial may be role-played through with the end result being based on the merit of the player's role-playing. This is the most encouraged form of finding the results for violations as it allows the player to succeed based on the

merit of role-playing. However, for those who wish to randomly determine the outcome or in the case in which there are a great many factors and randomness plays a great part in the outcome, use the tables below to calculate the result of the trial. The Character must pass a Wisdom check to succeed and acquit himself of the charges before his honor, status, arms and property can be restored. The table below lists the DC of the check:

Table 1-5: Knightly Trials

DC	Severity	Example of violation
10	Inconsequential Violation	Alleged violation of a rule of common conduct or courtesy, offending a fellow Knight, failing to carry out an urgent or important order or task through no fault of his own, striking a cowardly blow against an honorable opponent
14	Minor Violation	Knight has supposedly shown a discourteous or inconsiderate behavior toward others, insulted a fellow or superior Knight, disobeyed a trivial order, or failed to execute an important order or mission due to inattention
18	Considerable Violation	Accused of rude, cowardly, greedy or cruel behavior, a direct order, or failing to carry out orders or missions out of self-interest or self-preservation, lying to another Knight or superior officers.
21	Major Violation	Accused of slaying or causing the death of a fellow Knight, telling an outright and damaging lie about an innocent person, assisting a rogue knight to escape, willfully disobeying a direct order

The modifiers for this action are as follows:

Negative factors	Modifier	Special
Accuser is a member of the Order of Lords	-4	Half modifier (round up) if not present at trial
Accuser is the Lord of Night	-5	Full modifier always
Accuser is a Superior or Commander	-2	Half modifier (round up) if not present at trial
Physical evidence or witness	-1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	-2	
Positive factors	Modifier	Special
Sponsor or defender is a member of the	+4	Half modifier (round up) if

Order of Lords		not present at trial
Sponsor or defender is the Lord of Night	+5	Full modifier always
Sponsor or defender is a superior or Commander	+2	Half modifier (round up) if not present at trial
Physical evidence or witness	+1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	+2	

The punishment for failing this action results in death by execution at the soonest possible date.

Draw from Treasury:

Upon attaining the rank of Warrior in the Order of the Lily, or upon entering either the Order of the Thorn or Skull, the Knight may draw funds from the Order's treasury for modest needs and wants and to further the Order's aims and goals. The Knight is also allowed to access stores from any local Knight circle he may encounter if the circle can spare the stores.

Abandon or Refuse a Challenge:

The Knights of Takhisis stand as the champions of the Dark Queen and thus are always prepared to attack the Order's foes. When faced with the task of combating an enemy of the Order, it is very difficult to flee, abandon or refuse the challenge of battle unless the Knight believes the fight to be foolish, impossible, useless or dishonorable. Unnecessarily fleeing a battle may warrant being brought up on Violation charges.

Owes 40 – 60 Days Service to the Order:

Each year, a Knight is assigned a mandatory period of duty within the Knighthood ranging from 40 to 60 days. During this time, the Knight is under the command of his superiors and is not free to travel on his own. His exact duty and charge is determined by his superiors and the needs of the Order and can range to anything from guard duty to finding a dragon's lair. This term of service is not negotiable and any Knight who breaks it is in clear violation of the Code and subject to a Considerable Violation if brought up before an Adjudicator of the Code on charges (see above).

Title:

Whenever a Knight merits himself in the face of battle, performs admirably, or accomplishes anything that may merit an increase in rank, the Knight's rank may increase. Examples of deeds that may merit an increase a character's rank include exemplary bravery in battle, rescuing fellow Knights from a life threatening situation, risking your own life to further the Vision and the Code, holding off the enemy while others retreat, facing 2 to 1 odds and surviving, discovering vital

information on the Knighthood's enemies, or any other remarkable situation in which the Knight shows incredible bravery or courage. Note that the titles are not level dependent and that a 6th level Knight of the Lily who become a Knight of the Thorn bears the title Blood Novice just the same as a 10th level Knight of the Lily who becomes a Knight of the Thorn. Only 1 Knight may hold the title of Lord of Night at any time.

Tithe:

A Knight is expected to donate much of his wealth to the Knighthood, including wealth acquired through personal questing or extra income from any estates or property owned. The amount is 50% of all wealth acquired from any quest, income, or source. This also applies to any starting money left after purchasing equipment following character creation. The Knight may still draw upon the Order's treasury if able, and the Order will always see to those and their families who have served honorably until the Knight's time on Krynn has ended.

Advancement to the Order of the Thorn or Skull:

All Knights must start out as Knights of the Lily. However, after completing several quests (DM's discretion) of importance, the character may petition to advance to the Knights of the Thorn or Skull using role-playing as the guidelines for advancement through the Test of Takhisis. The candidate must find a Knight who is willing to sponsor him. This requires the sponsor to put his honor and trust in the young candidate, something that is never taken lightly. The sponsor must be a Knight of the Order to which the applicant is applying. The applicant must then pass the Test of Takhisis. Failure means death.

Test of Takhisis:

Similar to the Test of High Sorcery, the Test of Takhisis is designed to ferret out the weak and provide the Knighthood with strong, dependable, loyal Knights. Before moving to any different Order from any other Order, a Knight must first pass a Test of Takhisis. The test is extremely difficult and the result for failure is death. Typical problems posed to the applicant during the Test are: Will the Knight sacrifice whatever is necessary for the Knighthood? Will the Knight sacrifice whatever is necessary for the fulfillment of the Vision? Will order and obedience win out over sentiment and emotions? Will the Knight obey an order at the cost of his own life or the lives of those he cares about?

The Test may be an illusion fueled by Knights of the Thorn or the Skull or it may be real. In some instances, the Knight may be sent on errands or missions to prove their worth. The applicant's advocate determines the exact nature of the Test. As no advocate wishes to sponsor a weak Knight, they do their best to see that the Test challenges the Knight to the very limits of endurance. Knights who pass the Test are free to choose the Order they wish to join though they may also choose to remain as a Lily Knight. After a four-day period of fasting and prayer, the

applicant is ceremoniously inducted into the Order of his choice and then proceeds to undergo a 6-month period of training. Only after the 6-month period of training is the Knight considered a full member of his Order (see **Prestige Class, Knight of the Thorn and Knight of the Skull**).

Ex-Knights of the Lily:

Any knight who voluntarily leaves the order is considered a rogue knight and hunted to the end of his days. The Knights of Takhisis will alert all outposts as to the identity of the traitor and will send out search parties far and wide. Should the rogue knight be caught, the result is immediate execution. As a rogue knight, the character retains all abilities except the ability to draw on funds or access stores from local circles of knights. There is no way to be cast out of the order. To do anything that would warrant such a punishment results in execution at the soonest possible date.

Table 1-6: Knight of the Lily

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Weapon Focus, Mounted Combat, receive armor, Leadership +2, Vision
2	+2	+3	+0	+3	
3	+3	+3	+1	+3	Weapon Specialization, Vision +1
4	+4	+4	+1	+4	Leadership +3
5	+5	+4	+1	+4	Mounted Attack Proficiency
6	+6/+1	+5	+2	+5	Vision +2
7	+7/+2	+5	+2	+5	Mounted Attack Proficiency +2
8	+8/+3	+6	+2	+6	Leadership +4
9	+9/+4	+6	+3	+6	Vision +3
10	+10/+5	+7	+3	+7	
11	+11/+6/+1	+7	+3	+7	Mounted Attack Proficiency +3
12	+12/+7/+2	+8	+4	+8	Leadership +5, Vision +4
13	+13/+8/+3	+8	+4	+8	
14	+14/+9/+4	+9	+4	+9	
15	+15/+10/+5	+9	+5	+9	Mounted Attack Proficiency +4, Vision +5
16	+16/+11/+6/+1	+10	+5	+10	Leadership +6
17	+17/+12/+7/+2	+10	+5	+10	
18	+18/+13/+8/+3	+11	+6	+11	Vision +6
19	+19/+14/+9/+4	+11	+6	+11	Mounted Attack Proficiency +5
20	+20/+15/+10/+5	+12	+6	+12	Leadership +7

Table 1-7: Knight Titles in order of entry

Knights of the Lily	Knights of the Skull*	Knights of the Thorn*
Petitioner	Bone Novice	Blood Novice
Supplicant	Bone Acolyte	Blood Acolyte
Follower	Bone Warrior	Blood Apprentice
Believer	Skull Abbot	Thorn Apprentice
Warrior	Skull Bishop	Sorcerer

Novice of Night	Skull Cardinal	Wizard
Night Acolyte	Skull Knight	Seer
Night Warrior	Skull Paladin	Master
Black Bard	Skull Champion	Nightlord
Dark Wanderer	Master of Skulls (147 only)	Master of Thorns (147 only)
Dark Warrior	Protector of Skulls (21 only)	Protector of Thorns (21 only)
Warrior of the Lily	Lord of Skulls (7 only)	Lord of Thorns (7 only)
Master of the Lily		
Champion of the Lily		
Master of the Lily (147 only)		
Protector of the Lily (21 only)		
Lord of the Lily (7 only)		
Lord of Night (1 only)		

* Note that there are fewer Titles for Knights of the Thorn and Skull due to rank limitations put in place by Ariakan.

Monk

Monks are extremely rare on Ansalon. All known monks follow the teachings of the god Majere. Known as Majere's Disciples, monks are granted abilities of concentration and discipline as they advance in their spiritual and physical training. Monks are played normally using the class information found in the Player's Handbook.

However, as the monks of Ansalon are dedicated to and receive their various powers from Majere, Ansalonian monks must abide by the tenements of their deity's teachings and disciplines in order to stay in good favor and continue to receive their abilities. A monk who falls into disfavor with Majere may not use the following abilities: **Wholeness of Body, Diamond Body, Abundant Step, Diamond Soul, Timeless Body, Tongue of the Sun and Moon, Empty Body, and Perfect Self**. These abilities will be lost to the Monk until the monk can regain the favor of Majere by a quest of penance given to the Monk by Majere. The difficulty, length and dangerousness of the quest depend on the severity of the offense.

There are no evil monks on Ansalon since none of the gods of evil have seen fit to grant monk abilities or inspire the training and discipline necessary to pursue the life of a monk.

Renegade

To study magic on Krynn is a delicate affair. A wizard, sorcerer, or bard may pursue the Arcane arts his whole life and never endanger or threaten the art of magic. As long as the magic studied is relatively weak and non-threatening, the Conclave is content to allow the spellcaster to continue his studies in private.

However, there are some spellcasters who, whether knowingly or secretly, attract the notice of the Conclave. There are a variety of reasons for this, ranging from the abuse of magic to a lustful ambition for power, or even the use of powerful magics that the Conclave deems dangerous. Arcane spells of up to 2nd level are considered relatively safe. However, the casting of 3rd level or higher spells, or any flagrant and dangerous abuse of the art will draw only one conclusion from the Conclave: That the spellcaster is potentially dangerous and must be brought to take the Test, whether voluntarily or involuntarily. Thus, the spellcaster becomes a renegade. A renegade is hunted by members of all three Orders and if caught, confronted and given the choice to take the Test and join the Orders. If the Renegade refuses, the Conclave has no choice but to destroy the offending Renegade. The means of persuasion used is different for all three Orders. The White Robes rarely use violence and attempt to give the candidate ample logical argument and choice in the decision. The Red Robes use only what force is necessary, and try to allow the individual to come to the decision on his own terms. The Black Robes will use almost any means necessary to bring the Renegade to bay and will present the choice as a live or die decision.

Wizards, sorcerers and bards who do take and pass the Test are then required to take the Wizards of High Sorcery Prestige Class. They then gain special benefits that only sanctioned Wizards of High Sorcery receive.

Renegades use the same Game Rule Information as the base class (wizard, sorcerer, or bard) in the Player's Handbook for advancement. However, all spellcasters on Krynn, whether wizard, sorcerer or bard receive the benefits of lunar effects from the three moons of magic providing they meet the requirements. To find the requirements to be affected by the moons and the effects of the moons on a spellcaster, see the **Moons of Krynn** section.

Sorcerer

Sorcerers may be played exactly as presented in the Player's Handbook. However, the Orders of High Sorcery are careful not to let magic be abused, even by sorcerers. Thus, sorcerers may proceed in their use of Arcane magic unhindered as long as they do not present a threat to the stability and safety of magic on Krynn. If a sorcerer takes any act that may be deemed such a threat, the Conclave is bound to know and treat the sorcerer as a renegade. If approached, the Orders of High Sorcery will ask the sorcerer to take the Test of High Sorcery. If the sorcerer does and succeeds, he may choose to continue gaining levels as a sorcerer or in his new Prestige Class, Wizard of High Sorcery. It is mandatory to take the Prestige Class upon passing the Test.

Renegade sorcerers will be hunted with the same dogged stubbornness that any renegade would. See the Renegade Class to discern how each order approaches renegades.

Tinker

There aren't many professions that gnomish society on Ansalon considers worthwhile. Considering the majority of gnomes found on Ansalon are tinkers, this isn't surprising. Tinkers are the improvers, innovators, builders, designers, and geniuses behind gnomish society. They are the completely dedicated to the improvement of technology on Ansalon, whether or not other races see it that way is quite beyond the point. Known for their often haphazard (and at times, downright deadly!) inventions and machinery, tinkers are the cream of gnome civilization and a constant reminder to the rest of Krynn that whatever functions fine today could very well function better tomorrow with an "improvement".

Adventures:

Tinkers are not extremely fond of setting forth from Mt. Nevermind in search of adventure. However, there are times when a project or even a Life Quest call for a tinker to venture forth into Ansalon. Tinkers are not especially greedy or treasure-motivated, but almost all tinkers are wise enough to understand that any sizable portion of treasure may yield a substantial sum that can be dedicated to research and development on the next big project.

Characteristics:

Tinkers are not good combatants in the normal fashion. However, a tinker-designed weapon or invention can almost be put to some deadly use (though not always to the enemy!). A tinkers' weakness lies in their poor combat abilities. However, with the large number of skills they possess and their ability to create and improve inventions to discover solutions to situations, they can be invaluable members of a party.

Alignment:

Tinkers are not especially motivated by moral or ethical concerns. However, as only gnomes are tinkers, it is easy to see why there aren't many evil tinkers. The life of a tinker is more geared (no pun intended) to the path of neutrality, most often neutral good, lawful neutral or just neutral.

Religion:

Much to the chagrin of most dwarves, tinkers tend to worship Reorx devoutly. As a whole, tinkers could not be considered zealous or even regular attendees to religious services – it simply doesn't fit in between projects. A few tinkers also give respect to Shinare.

Background:

Becoming a tinker is not especially hard, nor especially easy. In fact, there are no set tasks that a gnome must accomplish to become a tinker. Any gnome dedicated to the improvement and creating of technology is basically considered a tinker. Of course, the true sign of a tinker is the ability to craft gnomish devices.

Races:

Only gnomes can become tinkers. Other races seeking some other form of engineering profession would not be so haphazard or dangerous in their design and execution. In all honesty, no other race is so clumsy or daft!

Other Classes:

Tinkers tend to gravitate towards other classes that make excellent practical use of their abilities. However, since violence is rarely practical or beneficial to reaching a tinker's goals, tinkers tend to veer away from warrior types and gravitate more towards other, more versatile classes. Rogues tend to fascinate tinkers for their incredible ability to always have something handy when its needed, and magic-users seem like incredible sources of energy and mystery worthy of great and protracted study (not to mention a few improvements). Other classes are almost always taken at a glance. Tinkers' minds are often deeply focused on the task or project at hand, and thus they are less likely to care too much about the behavior or attitudes of others.

Game Rule Information:

Alignment:

Any

Hit Die:

d4

Races Allowed:

Tinker Gnomes

Abilities:

Wisdom is of prime importance to Tinkers. For Tinkers, it is Wisdom that allows them to think of such brilliant (and often haphazard) inventions. However, a great deal of Intelligence is also required. Dexterity is important for the careful crafting that must be done to improve (gulp!) an invention.

Class Skills:

Alchemy (Int), Appraise (Int), Decipher Script (Int), Concentration (Con), Craft (Int), Disable Device (Int), Gather Information (Cha) Knowledge (all skills, taken individually) (Int), Listen (Wis), Search (Int), Spot (Wis), Profession (Wis), Use Magic Device (Cha), Use Rope (Dex)

Skill Points at 1st level:

(6 + Int modifier) x 4

Skill Points at each additional level:

4 + Int modifier

Starting Steel:

4d4 x 10 Steel

Class Features:

Weapon and Armor Proficiencies:

A Tinker is familiar with all simple weapons but no armor or shields. Note that Armor Check penalties apply for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of gear carried.

Gnome Devices:

Whenever a Tinker Gnome attempts to build a device or invention or “improve” an existing item or invention, use the charts below to find out the result.

Table 1-8: Gnome Inventions, Improvements and Devices

1. Damage Dealt/Blocked

2. Number of Dice Rolled

<u>Die Type</u>	<u>DC Modifier</u>	<u>Number of Dice</u>	<u>DC Modifier</u>
d4	+1	1-3	+1
d6	+2	4-6	+2
d8	+3	7-9	+3
d10	+4	10-12	+4
d12	+5	13-15	+5
d20	+6	16 +	+6

3. Range

<u>Range</u>	<u>DC Modifier</u>
Up to 20 feet	+1
Up to 30 feet	+2
Up to 40 feet	+3
Up to 50 feet	+4
Up to 60 feet	+5
Up to 70 feet	+6
Up to 80 feet	+7
Up to 90 feet	+8
Up to 100 feet	+9
Up to 100 + feet	+10

4. Movement

<u>Type of Movement</u>	<u>DC Modifier</u>
Forward	+1
Backward	+1
Vertical	+1
Horizontal	+1
Diagonal	+2
Flies	+3
Floats	+3
Sinks	+2
Surfaces	+2
Propels something	+1 per object
Catches projectiles	+2 per object

5. Speed

<u>Rate of Travel</u>	<u>DC Modifier</u>
None	+1
Slow	+1
Medium	+2
Fast	+3
Hand-pushed	+1
Pulled by animals	+1
Steam driven	+3
Momentum	+2
Gas powered	+2

6. Temperature

<u>Temperature Modification</u>	<u>DC Modifier</u>
Heats up	+1
Cools down	+1
+/- 1-10 degrees	+1
+/- 11-20 degrees	+2
+/- 21-30 degrees	+3
+/- 31-40 degrees	+4
+/- 41-50 degrees	+5
+/- 51-60 degrees	+6
+/- 61-70 degrees	+7
+/- 71-80 degrees	+8
+/- 81-90 degrees	+9
+/- 91-100 degrees	+10
+/- 101 + degrees	+11

7. Construction Material

8. Construction Crew

<u>Material</u>	<u>DC Modifier</u>	<u>Number of Helpers</u>	<u>DC Modifier</u>
Wood	+1	1-2 gnomes	+1

Metal	+2	3-5 gnomes	+2
Stone	+3	6-8 gnomes	+3
Rope	+1	9 + gnomes	+4
Hide	+2	1-10 kender	+3
Ice	+2	11 + kender	+5
Liquids	+3	1-10 any other race	+1
		11 + any other race	+2
		Gnomes are trained	-2
		Gnomes are untrained	+1

9. Parts

<u>Parts</u>	<u>DC Modifier</u>	<u>Parts</u>	<u>DC Modifier</u>
Pulleys	+1 per set	Counter weights	+2 per weight
Shafts	+1 per piece	Coiled or wound springs	+1 per spring
Gears	+1 per piece	Waterwheel	+2 per piece
Belts	+1 per piece	Windmill	+1 per piece
Screws	+1 per piece	Steam pipes	+1 per piece
Blades	+3 per piece	Sun mirror	+1 per piece
Fins	+1 per piece	Boiling tank	+2 per piece
Rods	+1 per piece	Extra chambers or valves	+1 per piece
Glass	+1 per pane or sheet	Steam engine	+4 per piece
Bellows	+1 per piece	Fuel tank	+2 per piece
Pumps	+2 per piece	Back-up parts	+1 per piece
Tuning forks	+2 per every two	Wheels	+2 per piece
Appendages	+1 per piece	Axles	+1 per piece

10. Conditional Modifiers

<u>Condition</u>	<u>DC Modifier</u>
Built device before	-2
Brand new device	+2
In a rush to complete	+2
Adequate or quality materials	-2
Poor or inadequate materials	+2
Improving previous versions	-1 per version
Working from non-gnomish design	-3

11. Time to Complete Device

<u>Construction DC</u>	<u>Time to Construct</u>
1-10	1d8 rounds
11-15	1d10 rounds
16-20	1d12 rounds
21-25	2d10 rounds
26-30	2d20 hours
31-35	4d20 hours

36-40	8d20 days
41-50	10d20 weeks
51 +	15d20 weeks

12. Size of Device

<u>Construction DC</u>	<u>Minimum Device Size</u>
1-10	Tiny
11-20	Small
21-25	Medium
26-35	Large
36-45	Huge
46-50	Gargantuan
51 +	Colossal

To operate device: Int check (Int modifier) vs. Construction DC, +2 for Tinkers, -1 for every gnome involved in construction.

To find the DC for the construction of a gnomish device, consult tables 1 through 10 in order. If the device would do anything from that table, note the DC Modifier from each listed function. If the device does multiple things that are listed on one table, add as many as necessary together. There is no limit to how many functions may be taken from any one table. Also, if the device does or is capable of doing the listed function more than once or has more than one of the parts or functions, add the DC Modifier for each time. Thus, a device with 4 arms (Appendages on Table 9. Parts) would add the +1 DC Modifier 4 times. After noting down all the features and functions, add all of the DC Modifiers together. Then consult tables 11 and 12 to find the time it will take to construct the device and the minimum size of the device. Take the total and divide it by 2, dropping any remainders. This number is the DC to successfully construct the device. Upon completion, the DM makes a **Craft** check keeping the result a secret. He uses the project designer's **Craft** skill to check against adding in a +1 bonus for every gnome involved in the construction or design process. If there is no clear project designer or leader, the DM takes the highest **Craft** skill to use on the check. In order to operate the device, the user makes an Intelligence check.

The DC to operate the device successfully is the Construction DC -1 for every gnome involved in the construction, +2 for Tinkers, -2 for Thinkers + any miscellaneous modifiers. If anyone operating the device fails the check by 5 or more points, a Mishap occurs. To discover the result of the mishap, consult the table below. The result is based on the Construction DC of the device. Find the original Construction DC of the object and roll 1d4. Then consult which of the mishaps occur.

Table 1-9: Device Mishaps

Construction DC	1d4 Result	Effect
1-10	1-3	Fails to function until repaired
	4	Reverse effect-if device deals damage, all those within Range of object must make a Reflex saving throw (DC = 15) or suffer damage equal to damage what device was supposed to deliver
11-20	1	Fails to function until repaired
	2	Object performs opposite of intended effect - if the device was supposed to block damage, it deals damage, if it was supposed to move, it doesn't-reverse Damage, Movement, and Temperature functions
	3	Reverse Movement, Temperature and lower Range by 4 categories
	4	Device loses Damage function if any, gains 2 Temperature categories and 1 Range category
21-30	1	Double Range and Movement, lose Temperature
	2	If device deals damage, all those within Range of object must make a Reflex saving throw (DC = 20) or suffer Damage equal to Damage what device was supposed to deliver, lose Block functions
	3	1d6 Parts break and must be replaced before device can function
	4	Reverse Block to Deal Damage, lose Movement, +5 categories to Temperature
31 +	1	Device collapses dealing Damage to all within Range, -5 categories to Temperature
	2	1d10 Parts break and must be replaced before device can function
	3	Increase Range by 4 categories, increase Temperature by 5 categories, Increase Number of Dice by 2 categories
	4	If device deals damage, all those within Range of object must make a Reflex saving throw (DC = 25) or suffer Damage equal to Damage double what device was supposed to deliver, Increase Temperature by 7 Categories, reverse Temperature, lose Block, double Movement, double Speed

Ex-Tinkers:

An ex-tinker retains all abilities, but suffers and additional +2 penalty to all Construction and Operation DCs of any devices built. They also lose the respect of their fellow tinkers. For gnomes who do not choose to ever be the tinker class, they do not receive the additional +2 penalty listed above.

Table 1-10: Tinker

<u>Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+0	+0	+0	+2	Build Gnomish device
2	+0	+0	+0	+3	
3	+1	+1	+1	+3	
4	+1	+1	+1	+4	
5	+2	+1	+1	+4	
6	+2	+2	+2	+5	
7	+3	+2	+2	+5	
8	+3	+2	+2	+6	
9	+4	+3	+3	+6	
10	+4	+3	+3	+7	
11	+5	+3	+3	+7	
12	+5	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+6/+1	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+7/+2	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+8/+3	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+9/+4	+6	+6	+12	

Prestige Classes

This chapter contains game information on the various Prestige Classes of the War of the Darklance campaign setting. While some of these are specifically tied to a class before it, others are free to pick just by meeting the requirements.

Knight of the Sword

Knights of the Sword are the warriors of the gods of good, following the tenets of Kiri-Jolith. A Knight who wishes to join the Order of the Sword must complete a quest after he reaches 3rd level in Crown Knight. After he completes that quest, he begins on a journey of heroic honor and worship of the True Gods.

Hit Die:

d10

Requirements

Race:

Civilized Human or Half-Elf

Alignment:

Lawful Good

Previous Order:

Must have been a Knight of the Crown previously

Base Attack Bonus:

+3

Ride:

2 ranks

Diplomacy:

2 ranks

Knowledge (Oath and The Measure):

2 ranks

Passed Test of Advancement:

A Knight of the Sword must have succeeded in his quest, as described under Knight of the Crown.

Class Skills: Diplomacy (Cha), Handle Animal (Cha), Ride (Dex), Swim (Strength), Knowledge (law) (Int), Knowledge (Oath and the Measure) (Int), Knowledge (religion) (Int), Craft (Int), Heal (Wis) Concentration (Con).

Skill Points at each additional level:

4 + Int modifier

Class Features:

Weapon and Armor proficiency:

Knights of Solamnia are proficient with all simple and martial weapons, with all types of armor and shields. Note that Armor Check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of gear carried.

Knightly Reputation (Su):

The Knights of Solamnia serve as the epitome of peace and justice for many of Ansalon's nations. When dealing with any individual, group of people, or creature that views the Knighthood as an ally or protector of any benevolent nature, the knight receives a +1 bonus at 1st level when making Diplomacy or Charisma checks. This bonus increases by +1 every 3 levels and stacks with any and all other modifiers and the Knight of the Crown ability Knightly Reputation.

Bravery (Su):

Knights of the Sword are renowned for their bravery, valor, honor and courage. Therefore, Knights of the Sword all receive a +2 bonus to any saving throws or checks made against fear at 1st level. This bonus increases by +1 every 3 levels. This includes magical effects, undead auras, dragonfear, etc.

Cast Spells:

Knights of the Crown are prohibited from learning any form of magic. However, upon becoming a 1st level Knight of the Sword, the Knight is granted spells by Kiri-Jolith, the patron deity of the Order of the Sword. Use the table below to discover the maximum number of spells the Knight may have memorized at any one time. A Sword Knight acquires his spells in exactly the same way a cleric does. However, a Knight of the Sword may not choose any domains or receive powers or extra spells from the domains as a cleric would.

Table 2-1: Sword Knight Spells per Day

Level	----Spells per Day----									
	0	1	2	3	4	5	6	7	8	9
1	4	2	1	-	-	-	-	-	-	-
2	5	3	2	-	-	-	-	-	-	-
3	5	3	2	1	-	-	-	-	-	-
4	5	3	3	2	-	-	-	-	-	-
5	5	4	3	2	1	-	-	-	-	-
6	5	4	3	3	2	-	-	-	-	-
7	5	4	4	3	2	1	-	-	-	-
8	5	4	4	3	3	2	-	-	-	-
9	6	5	4	4	3	2	1	-	-	-
10	6	5	4	4	3	3	2	-	-	-
11	6	5	5	4	4	3	2	1	-	-

12	6	5	5	4	4	3	3	2	-	-
13	6	5	5	5	4	4	3	2	1	-
14	6	5	5	5	4	4	3	3	2	-
15	6	5	5	5	5	4	4	3	2	1
16	6	5	5	5	5	4	4	3	3	2
17	6	5	5	5	5	5	4	4	3	2
18	6	5	5	5	5	5	4	4	3	3
19	6	5	5	5	5	5	5	4	4	3
20	6	5	5	5	5	5	5	4	4	3

Divine Resistance (Su):

Knights of the Sword are trained mind, body and soul in the ways of the Knighthood. This wholesome devotion Strengthens the Knight’s will and spirit. Thus, Knights of the Sword gain a +2 bonus to any saving throws made to resist the effects of Divine magic. This stacks with any and all other applicable modifiers.

Exemplary Leadership (Su):

Knights of the Sword are renowned for their courage and bravery. Thus, Knights of the Sword receive a +2 bonus to **Leadership** checks. In addition, they are always treated as being Fair and Generous from Table 2-26: Leadership Modifiers (see **Leadership** feat on page 45 of the Dungeon Master’s Guide).

Courageous Blow (Ex):

Knights of the Sword will never give up a fight unless absolutely necessary, and even then, only hesitantly. Thus, their courage, discipline and devotion to thwarting evil allow them to attempt an extra powerful blow in combat. Once per day, a Knight of the Sword may make a single attack roll, adding in his Cha modifier to attack and damage. This ability is stackable with all Strength and other applicable modifiers, and is usable with feats. This attack may not be made from horseback or while mounted; it must be made on foot.

Mounted Attack Proficiency (Ex):

As a knight’s familiarity increases in mounted combat, so does his skill. Knights of the Sword may coordinate their mount’s primary attacks as well as their own to deliver truly crippling blows to enemies in combat. At 1st level the knight may choose to take a full attack action against one enemy of his choice. The enemy must be within 5 feet of the mounted knight and the knight may only move the 5 feet as part of the attack. Upon the knight’s initiative count, the knight must succeed at a **Ride** check, DC 13. The knight may then roll for all of his mount’s primary attacks as well as his full allotment of attacks at the same time. For any attacks that hit, damage is rolled simultaneously as are critical hits. Thus a Knight of the Sword riding a heavy warhorse, who passed the **Ride** check, would be allowed to make 2 hoof attacks for the horse as well as the full attacks his Base Attack Bonus allows. The knight must be mounted on a combat trained mount to

take advantage of this ability, whether it is a warhorse, dragon or any other creature.

Weapon Specialization:

At 3rd level, a Knight of the Sword may choose to take Weapon Specialization in any weapon he has Weapon Focus in. Note that this stacks with the Weapon Specialization granted as a 3rd level Crown Knight and stacks with any and all applicable modifiers.

Turn Undead (Su):

A Knight of the Sword serves as a spiritual warrior of Kiri-Jolith. The undead, an affront to the pantheon of good, are viewed as a bane and pestilence upon the world of the living. At 3rd level, Knights of the Sword are granted the ability to turn undead. The knight may use this ability a number of times per day equal to 1 plus the knight's Charisma modifier. A Knight of the Sword turns undead as a cleric of 3 levels lower would. Knights of the Sword may not take the Extra Turning feat.

Stalwart Defense (Ex):

Knights of the Sword are fierce warriors trained in the ancient and modern ways of combat by the Solamnic Order. Thus Knights of the Sword may take up to 1 additional attack of opportunity starting at 4th level. This addition to attacks of opportunity increases by 1 extra attack of opportunity every 3 levels. However, just as with regular attacks of opportunity, only 1 attack of opportunity may be directed towards a single enemy. This stacks with any other extra attacks of opportunity that can be made.

Oath and The Measure:

The Knights of Solamnia are expected to live up to and uphold the rigorous and strict tenets of the Oath and The Measure. If any Knight has been found to have engaged in behavior considered inappropriate, unbecoming or contradictory to the Oath and The Measure, he may be brought up on charges and have his honor questioned. Such behavior includes acts such as spending the Order's wealth for personal gain or means outside of duties, dishonorably fleeing battle with an enemy, refusing assistance to the downtrodden, disloyalty to superiors or those to whom loyalty is earned, and any situation in which the Knight compromises the principles of the Measure for personal gain or safety. Those accused of such behavior are brought before a Knightly Council and forced to defend their honor. The trial may be role-played through with the end result being based on the merit of the player's role-playing. This is the most encouraged form of finding the results for transgressions as it allows the player to succeed based on the merit of role-playing. However, for those who wish to randomly determine the outcome or in the case in which there are many factors and randomness plays a great part in the outcome, use the tables below to calculate the result of the trial. The Character

must pass a Wisdom check to succeed and acquit himself of the charges before his honor, status, arms and property can be restored. The table below lists the DC of the check:

Table 2-2: Knightly Trials

DC	Severity	Example of transgression
10	Inconsequential Transgression	Alleged violation a rule of common conduct or courtesy, offending a fellow Knight, failing to carry out an urgent or important order or task through no fault of his own
14	Minor Transgression	Knight has supposedly shown a discourteous or inconsiderate behavior toward others, insulted a fellow or superior Knight, disobeyed a trivial order, or failed to execute an important order or mission due to inattention
18	Considerable Transgression	Accused of rude, cowardly, greedy or cruel behavior, willfully and knowingly disobeying a direct order, or failing to carry out orders or missions out of self-interest or self-preservation
21	Major Transgression	Accused of slaying or causing the death of a fellow Knight, telling an outright and damaging lie about an innocent person, or betraying the Knighthood in some grave way

The modifiers for this action are as follows:

Negative factors	Modifier	Special
Accuser is a Crown Knight	0	Half modifier (round up) if not present at trial
Accuser is a Sword Knight	-2	Half modifier (round up) if not present at trial
Accuser is a Rose Knight	-4	Half modifier (round up) if not present at trial
Accuser is a Lord Knight present at trial	-4	Half modifier (round up) if not present at trial
Accuser is a High Warrior, High Clerist, or High Justice	-5	Full modifier always
Accuser is a Superior or commander	-2	Half modifier (round up) if not present at trial
Physical evidence or witness	-1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	-2	

Positive factors	Modifier	Special
Sponsor or defender is a Crown Knight present at trial	0	Half modifier (round up) if not present at trial
Sponsor or defender is a Sword Knight	+2	Half modifier (round up) if not present at trial
Sponsor or defender is a Rose Knight	+4	Half modifier (round up) if not present at trial
Sponsor or defender is a Lord Knight	+4	Half modifier (round up) if not present at trial
Sponsor or defender is High Warrior, High Clerist, or High Justice	+5	Full modifier always
Sponsor or defender is a superior or	+2	Half modifier (round up) if not commander present at trial
Physical evidence or witness	+1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	+2	

The Punishments for failing this action differ on the severity of the transgression. The typical punishments for each grade of transgression are listed below.

Severity of Transgression	Punishment
Inconsequential Minor	Reprimand before the Council, advice and counsel given Stern lecture from Council and given an act of penance to complete else Knight remains in disgrace and may not draw funds or make requests to the Order.
Considerable	Immediate banishment from which a near impossible task is required to redeem oneself, cannot draw funds, receive assistance from the Order, or petition for advancement
Major	Immediate imprisonment, possible execution based on severity of charge, Knight will no longer be considered a Knight and will not receive proper services at burial.

Draw from Treasury:

Upon becoming a Knight of the Sword, the Knight may draw funds from the Order's treasury for modest needs and wants and to further the Order's aims and goals. The Knight is also allowed to access stores from any local Knight circle he may encounter if the circle can spare the stores.

Abandon or Refuse a Challenge:

The Knights of Solamnia stand as the champions of good and thus are always prepared to attack the Order's foes. When faced with the task of combating evil or an enemy of the Order, it is very difficult to flee, abandon or refuse the challenge of battle unless the Knight believes the fight to be foolish, impossible, useless or

dishonorable. Unnecessarily fleeing a battle may warrant being brought up on Transgression charges.

Owes 40 – 60 Days Service to the Order:

Each year, a Knight is assigned a mandatory period of duty within the Knighthood ranging from 40 to 60 days. During this time, the Knight is under the command of his superiors and is not free to travel on his own. His exact duty and charge is determined by his superiors and the needs of the Order and can range to anything from guard duty to finding a dragon's lair. This term of service is not negotiable and any Knight who breaks it is in clear violation of the Oath and The Measure and subject to a Considerable Transgression if brought up before a Knightly Council on charges (see above).

Loyalty to the Order:

A Knight may not multi-class while in the service of the Knighthood. The Order demands obedience and respect and while many of the Knights do not necessarily come from noble stock and therefore know and practice professions, the Order does not allow their Knights to pursue what they consider less noble careers or lifestyles.

Title:

Whenever a Knight merits himself in the face of battle, performs admirably, or accomplishes anything that may merit an increase in rank, the Knight's rank may increase. Examples of deeds that may merit an increase in a character's rank include exemplary bravery in battle, rescuing innocents from a life threatening situation, risking your life to save others, holding off the enemy while others retreat, facing 2 to 1 odds and surviving, discovering vital information on the Knighthood's enemies, or any other remarkable situation in which the Knight shows incredible bravery or courage. Note that the titles are not level dependent and that a 3rd level Crown Knight who becomes a Sword Knight bears the title Novice of the Swords just the same as a 10th level Crown Knight who becomes a Sword Knight. Only 1 High Warrior, High Clerist and High Justice may hold the title at any time.

Tithe:

A Knight is expected to donate much of his wealth to the Knighthood, including wealth acquired through personal questing or extra income from any estates or property owned. The amount is 50% of all wealth acquired from any quest, income, or source. This also applies to any starting money left after purchasing equipment following character creation. The Knight may still draw upon the Order's treasury if able, and the Order will always see to those and their families who have served honorably until the Knight's time on Krynn has ended.

Ex-Knights of the Sword:

Any knight who voluntarily leaves the order, is cast out, or is exiled retains all abilities except the ability to draw funds, cast spells, and access local circle stores. He is also forced to relinquish his sword and armor back to the knighthood. He no longer has to tithe, serve terms of service or uphold the Knighthood.

Table 2-3: Knight of the Sword

<u>Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+1	+2	+0	+2	Draw funds and access local stores from Knight circles, +2 to Leadership, Bravery +2, Courageous Blow once per day, Knightly Reputation, Mounted Attack Proficiency
2	+2	+3	+0	+3	
3	+3	+3	+1	+3	Weapon Specialization, Turn Undead
4	+4	+4	+1	+4	Knightly Reputation, Bravery +3, Stalwart Defense
5	+5	+4	+1	+4	
6	+6	+5	+2	+5	
7	+7	+5	+2	+5	Knightly Reputation, Bravery 4, Stalwart Defense
8	+8	+6	+2	+6	
9	+9	+6	+3	+6	
10	+10	+7	+3	+7	Knightly Reputation, Bravery +5, Stalwart Defense
11	+11	+7	+3	+7	
12	+12	+8	+4	+8	
13	+13	+8	+4	+8	Knightly Reputation, Bravery +6, Stalwart Defense
14	+14	+9	+4	+9	
15	+15	+9	+5	+9	
16	+16	+10	+5	+10	Knightly Reputation, Bravery +7, Stalwart Defense
17	+17	+10	+5	+10	
18	+18	+11	+6	+11	
19	+19	+11	+6	+11	Knightly Reputation, Bravery +8, Stalwart Defense
20	+20	+12	+6	+12	

Knight of the Rose

The Order of the Rose is the highest order that a Knight of Solamnia can reach. A character must undergo another quest to become a Rose Knight. Rose Knights are the epitome of all that is good and honorable in the Knights of Solamnia.

Hit Die:

d12

Requirements

Race:

Civilized Human or Half-Elf

Alignment:

Lawful Good

Previous Order:

Must have been a Knight of the Sword previously

Base Attack Bonus:

+6

Heal:

2 ranks

Ride:

4 ranks

Handle Animal:

4 ranks

Diplomacy:

6 ranks

Knowledge (Oath and The Measure):

6 ranks

Feats:

Leadership, Ride-by Attack

Passed Test of Advancement:

A Knight of the Rose must have succeeded in his quest, as described under Knight of the Crown.

Class Skills:

Diplomacy (Cha), Handle Animal (Cha), Ride (Dex), Swim (Str), Knowledge (law) (Int), Knowledge (Oath and the Measure) (Int), Knowledge (religion) (Int), Craft (Int), Heal (Wis) Concentration (Con), Spellcraft (Int).

Skill Points at each additional level:

6 + Int modifier

Class Features:

Weapon and Armor proficiency:

Knights of the Rose are proficient with all simple and martial weapons, with all types of armor and shields. Note that Armor Check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of gear carried.

Knightly Reputation (Su):

The Knights of Solamnia serve as the epitome of peace and justice for many of Ansalon's nations. When dealing with any individual, group of people, or creature that views the Knighthood as an ally or protector of any benevolent nature, the knight receives a +1 bonus at 1st level when making Diplomacy or Charisma checks. This bonus increases by +1 every 2 levels and stacks with any and all

other modifiers and the Knight of the Crown and Knight of the Sword ability

Knightly Reputation.

Bravery (Su):

Knights of the Rose are the epitome of bravery, valor, honor and courage. Therefore, Knights of the Rose are completely immune to fear, magical or otherwise. While this is not to say that Knights of the Rose are not afraid at times, they cannot be magically induced to fear by spells or spell like abilities. However, this ability does not extend to the frightful presence that dragons exude. This ability also negates the **Bravery** ability of the Knights of the Sword, as a bonus is no longer needed.

Cast Spells:

Upon becoming a 1st level Knight of the Rose, the Knight is granted more spells by Paladine, the patron deity of the Order of the Rose. Use the table below to discover the maximum number of spells the Knight may have memorized at any one time. A Rose Knight acquires his spells in exactly the same way a cleric does. However, a Knight of the Rose may not choose any domains or receive powers or extra spells from the domains as a cleric would. Note that the spells granted here are not stackable with the spells granted while a Knight of the Sword. Upon becoming a Knight of the Rose, the knight no longer receives the spells of a Knight of the Sword.

Table 2-4: Rose Knight Spells per Day

Level	----Spells per Day----									
	0	1	2	3	4	5	6	7	8	9
1	6	5	4	4	3	2	-	-	-	-
2	6	5	5	4	4	2	1	-	-	-
3	6	5	5	4	4	3	2	-	-	-
4	6	5	5	5	4	3	2	1	-	-
5	6	5	5	5	4	3	3	2	-	-
6	6	5	5	5	5	4	3	2	1	-
7	6	5	5	5	5	4	3	3	2	-
8	6	5	5	5	5	4	4	3	2	1
9	6	5	5	5	5	4	4	3	3	2
10	6	5	5	5	5	5	4	4	3	2
11	6	5	5	5	5	5	4	4	3	3
12	6	5	5	5	5	5	5	4	4	3
13	6	5	5	5	5	5	5	4	4	3
14	6	5	5	5	5	5	5	5	4	4
15	6	5	5	5	5	5	5	5	4	4
16	6	5	5	5	5	5	5	5	5	4
17	6	5	5	5	5	5	5	5	5	4
18	6	5	5	5	5	5	5	5	5	5
19	6	5	5	5	5	5	5	5	5	5
20	6	5	5	5	5	5	5	5	5	5

Arcane and Divine Resistance (Su):

Knights of the Rose are trained mind, body and soul in the ways of the Knighthood. This wholesome devotion Strengthens the knight's will and spirit. Thus, Knights of the Sword gain a +2 bonus to any saving throws made to resist the effects of Arcane and Divine magic. This stacks with any and all other applicable modifiers, and also stacks with the bonuses granted by the Divine Resistance ability gained as a Knight of the Sword.

Exemplary Leadership (Su):

Knights of the Rose are renowned for their courage and bravery. Thus, Knights of the Sword receive a +4 bonus to Leadership checks. In addition, they are always treated as being of Great Prestige from Table 2-26: Leadership Modifiers (see **Leadership** feat on page 45 of the Dungeon Master's Guide).

Courageous Blow (Ex):

Knights of the Rose will never give up a fight unless absolutely necessary, and even then, only hesitantly. Thus, their courage, discipline and devotion to thwarting evil allow them to attempt extra powerful blows in combat. Three times per day, a Knight of the Rose may make a single attack roll, adding in his Cha modifier to attack and damage. This ability is stackable with all Strength and other applicable modifiers, and is usable with feats. This attack may be made from foot or while mounted.

Mounted Attack Proficiency (Ex):

As a knight's familiarity increases in mounted combat, so does his skill. Knights of the Rose may coordinate their mount's primary attacks as well as their own to deliver truly crippling blows to enemies in combat. At 1st level the knight may choose to take a full attack action against one enemy of his choice. The enemy must be within 5 feet of the mounted knight and the knight may only move the 5 feet as part of the attack. Upon the knight's initiative count, the knight must succeed at a **Ride** check, DC 13. The knight may then roll for all of his mount's primary attacks as well as his full allotment of attacks at the same time. In addition, the mount's attacks are granted a +2 bonus to attack and damage. This bonus to the mount's attacks increases by +1 every 4 levels. For any attacks that hit, damage is rolled simultaneously as are critical hits. Thus a Knight of the Rose, riding a heavy warhorse who passed the **Ride** check would be allowed to make 2 hoof attacks for the horse as well as the full attacks his Base Attack Bonus allows. The knight must be mounted on a combat trained mount to take advantage of this ability, whether it is a warhorse or dragon or any other creature.

Stalwart Defense (Ex):

Knights of the Rose are fierce warriors trained in the ancient and modern ways of combat by the Solamnic Order. Thus Knights of the Rose may take up to 1 additional attack of opportunity at 1st level. This addition to attacks of opportunity increases every 3 levels. However, just as with regular attacks of opportunity, only

1 attack of opportunity may be directed towards a single enemy. Note that this bonus to the number of attacks of opportunity a Knight can make stacks with those earned as a Knight of the Sword and any other additional attacks of opportunity.

Turn Undead (Su):

A Knight of the Rose serves as the spiritual warriors of Paladine. The undead, an affront to the pantheon of good, are viewed as a bane and pestilence upon the world of the living. At 1st level, Knights of the Rose are granted the ability to turn undead. The knight may use this ability a number of times per day equal to 2 plus the knight's Charisma modifier. A Knight of the Rose turns undead as a cleric of 2 levels lower would. Knights of the Rose may not take the Extra Turning feat.

Acute Reflexes (Ex):

A Knight of the Rose is considered to be the fighting elite of the Solamnic forces. These brave warriors are ever alert and ever vigilant of their surroundings. Starting at 3rd level Knights of the Rose cannot be caught flat-footed. They never lose their Dex or dodge bonuses to AC.

Weapon Specialization:

At 3rd level, a Knight of the Rose may choose to take Weapon Specialization in any weapon he desires. Note that this stacks with the Weapon Specialization granted as a 3rd level Crown Knight and 3rd level Sword Knight.

Oath and The Measure:

The Knights of Solamnia are expected to live up to and uphold the rigorous and strict tenets of the Oath and The Measure. If any Knight has been found to have engaged in behavior considered inappropriate, unbecoming or contradictory to the Oath and The Measure, he may be brought up on charges and have his honor questioned. Such behavior includes acts such as spending the Order's wealth for personal gain or means outside of duties, dishonorably fleeing battle with an enemy, refusing assistance to the downtrodden, disloyalty to superiors or those to whom loyalty is earned, and any situation in which the Knight compromises the principles of the Measure for personal gain or safety. Those accused of such behavior are brought before a Knightly Council and forced to defend their honor. The trial may be role-played through with the end result being based on the merit of the player's role-playing. This is the most encouraged form of finding the results for transgressions as it allows the player to succeed based on the merit of role-playing. However, for those who wish to randomly determine the outcome or in the case in which many factors and randomness plays a great part in the outcome, use the tables below to calculate the result of the trial. The Character must pass a Wisdom check to succeed and acquit himself of the charges before his honor, status, arms and property can be restored. The table below lists the DC of the check:

Table 2-5: Knightly Trials

DC	Severity	Example of transgression
10	Inconsequential Transgression	Alleged violation a rule of common conduct or courtesy, offending a fellow Knight, failing to carry out an urgent or important order or task through no fault of his own
14	Minor Knight Transgression	has supposedly shown a discourteous or inconsiderate behavior toward others, insulted a fellow or superior Knight, disobeyed a trivial order, or failed to execute an important order or mission due to inattention
18	Considerable Transgression	Accused of rude, cowardly, greedy or cruel behavior, willfully and knowingly disobeying a direct order, or failing to carry out orders or missions out of self-interest or self-preservation
21	Major Transgression	Accused of slaying or causing the death of a fellow Knight, telling an outright and damaging lie about an innocent person, or betraying the Knighthood in some grave way

The modifiers for this action are as follows:

<u>Negative factors</u>	<u>Modifier</u>	<u>Special</u>
Accuser is a Crown Knight	0	Half modifier (round up) if not present at trial
Accuser is a Sword Knight	-2	Half modifier (round up) if not present at trial
Accuser is a Rose Knight	-4	Half modifier (round up) if not present at trial
Accuser is a Lord Knight	-4	Half modifier (round up) if not present at trial
Accuser is a High Warrior, High Clerist, or High Justice	-5	Full modifier always
Accuser is a Superior or commander	-2	Half modifier (round up) if not present at trial
Physical evidence or witness	-1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	-2	
<u>Positive factors</u>	<u>Modifier</u>	<u>Special</u>
Sponsor or defender is a Crown Knight	0	Half modifier (round up) if not present at trial
Sponsor or defender is a Sword Knight	+2	Half modifier (round up) if not present at trial

Sponsor or defender is a Rose Knight	+4	Half modifier (round up) if not present at trial
Sponsor or defender is a Lord Knight	+4	Half modifier (round up) if not present at trial
Sponsor or defender is High Warrior, High Clerist, or High Justice	+5	Full modifier always
Sponsor or defender is a superior or	+2	Half modifier (round up) if not commander present at trial
Physical evidence or witness	+1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	+2	

The Punishments for failing this action differ on the severity of the transgression. The typical punishments for each grade of transgression are listed below.

Severity of Transgression	Punishment
Inconsequential Minor	Reprimand before the Council, advice and counsel given Stern lecture from Council and given an act of penance to complete else Knight remains in disgrace and may not draw funds or make requests to the Order.
Considerable	Immediate banishment from which a near impossible task is required to redeem oneself, cannot draw funds, receive assistance from the Order, or petition for advancement
Major	Immediate imprisonment, possible execution based on severity of charge, Knight will no longer be considered a Knight and will not receive proper services at burial.

Draw from Treasury:

Upon becoming a Knight of the Rose, the Knight may draw funds from the Order's treasury for modest needs and wants and to further the Order's aims and goals. The Knight is also allowed to access stores from any local Knight circle he may encounter if the circle can spare the stores.

Abandon or Refuse a Challenge:

The Knights of Solammia stand as the champions of good and thus are always prepared to attack the Order's foes. When faced with the task of combating evil or an enemy of the Order, it is very difficult to flee, abandon or refuse the challenge of battle unless the Knight believes the fight to be foolish, impossible, useless or dishonorable. Unnecessarily fleeing a battle may warrant being brought up on Transgression charges.

Owes 40 – 60 Days Service to the Order:

Each year, a Knight is assigned a mandatory period of duty within the Knighthood ranging from 40 to 60 days. During this time, the Knight is under the command of

his superiors and is not free to travel on his own. His exact duty and charge is determined by his superiors and the needs of the Order and can range to anything from guard duty to finding a dragon's lair. This term of service is not negotiable and any Knight who breaks it is in clear violation of the Oath and The Measure and subject to a Considerable Transgression if brought up before a Knightly Council on charges (see above).

Loyalty to the Order:

A Knight may not multi-class while in the service of the Knighthood. The Order demands obedience and respect and while many of the Knights do not necessarily come from noble stock and therefore know and practice professions, the Order does not allow their Knights to pursue what they consider less noble careers or lifestyles.

Title:

Whenever a Knight merits himself in the face of battle, performs admirably, or accomplishes anything that may merit an increase in rank, the Knight's rank may increase. Examples of deeds that may merit an increase a character's rank include exemplary bravery in battle, rescuing innocents from a life threatening situation, risking your life to save others, holding off the enemy while others retreat, facing 2 to 1 odds and surviving, discovering vital information on the Knighthood's enemies, or any other remarkable situation in which the Knight shows incredible bravery or courage. Note that the titles are not level dependent and that a 6th level Crown Knight who becomes a Sword Knight bears the title Novice of the Swords just the same as a 10th level Crown Knight who becomes a Sword Knight. Only 1 High Warrior, High Clerist and High Justice may hold the title at any time.

Tithe:

A Knight is expected to donate much of his wealth to the Knighthood, including wealth acquired through personal questing or extra income from any estates or property owned. The amount is 80% of all wealth acquired from any quest, income, or source. This also applies to any starting money left after purchasing equipment following character creation. The Knight may still draw upon the Order's treasury if able, and the Order will always see to those and their families who have served honorably until the Knight's time on Krynn has ended.

Ex-Knights of the Rose:

Any knight who voluntarily leaves the order, is cast out, or is exiled retains all abilities except the ability to draw funds, access local circle stores, cast spells, exemplary leadership, and turn undead. The ex-knight is also forced to relinquish his sword and armor back to the knighthood. The ex-knight no longer has to tithe, serve terms of service or uphold the Knighthood.

Table 2-6: Knight of the Rose

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Draw funds and access local stores from knight circles, Immune to fear, Knightly Reputation, Mounted Attack Proficiency +2, Arcane and Divine Resistance, Leadership +4, Courageous Blow thrice per day, Stalwart Defense, Turn Undead
2	+2	+3	+0	+3	
3	+3	+3	+1	+3	Knightly Reputation, Acute Reflexes
4	+4	+4	+1	+4	Stalwart Defense
5	+5	+4	+1	+4	Weapon Specialization, Knightly Reputation, Mounted Attack Proficiency +3
6	+6	+5	+2	+5	
7	+7	+5	+2	+5	Stalwart Defense, Knightly Reputation
8	+8	+6	+2	+6	
9	+9	+6	+3	+6	Knightly Reputation, Mounted Attack Proficiency +4
10	+10	+7	+3	+7	Stalwart Defense
11	+11	+7	+3	+7	Knightly Reputation
12	+12	+8	+4	+8	
13	+13	+8	+4	+8	Stalwart Defense, Knightly Reputation, Mounted Attack Proficiency +5
14	+14	+9	+4	+9	
15	+15	+9	+5	+9	Knightly Reputation
16	+16	+10	+5	+10	Stalwart Defense
17	+17	+10	+5	+10	Knightly Reputation, Mounted Attack Proficiency
18	+18	+11	+6	+11	
19	+19	+11	+6	+11	Stalwart Defense, Knightly Reputation
20	+20	+12	+6	+12	

Table 2-7: Knight Titles in Order of Entry

<u>Knights of the Crown</u>	<u>Knights of the Sword</u>	<u>Knights of the Rose</u>
Squire of Crown	Novice of Swords	Novice of Roses
Defender of Crown	Knight of Swords	Knight of Tears
Knight of Crown	Blade Knight	Knight of Mind
Scepter Knight	Knight Clerist	Knight of Heart
Shield Knight	Abbot of Swords	Knight of Roses
Shield of Crowns	Elder of Swords	Keeper of Roses
Lord of Shields	Lord Clerist	Lord of Justice
High Warrior (1 only)	High Clerist (1 only)	High Justice (1 only)

Knight of the Thorn

Knights of the Thorn are the warrior-wizards of the Knights of Takhis. Thorn Knights begin play as Knights of the Lily, as do all Knights of Takhis. In the ranks of the Lily, they train in the warrior arts. Thorn Knights are able to draw their power from all three moons, instead of just one. They have their own Tower of High Sorcery within Storm's Keep, headquarters of the Knights of Takhis. Thorn Knights are considered renegades by the Wizards of High Sorcery.

Hit Die:

d4

Requirements

Race:

Civilized Human or Half-Elf

Alignment:

Lawful Evil

Previous Order:

Must have been a Knight of the Lily or Skull previously

Base Attack Bonus:

+5

Knowledge (Code and Vision):

4 ranks

Passed Test of Advancement:

A Knight of the Thorn must have succeeded in his Test of Takhisis, as described under Knight of the Lily.

Class Skills:

Diplomacy (Cha), Handle Animal (Cha), Ride (Dex), Swim (Str), Knowledge (all skills, taken individually) (Int), Craft (Int), Alchemy (Int), Concentration (Con), Stry (Int, exclusive skill), Spellcraft (Int).

Skill Points at each additional level:

4 + Int modifier

Class Features:

Weapon and Armor proficiency:

Knights of the Thorn are proficient with all simple weapons. Knights of the Thorn are not proficient with any type of armor or shields. Note that Armor Check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of gear carried.

Receive Spellbook:

A 1st level, a Knight of the Thorn receives a spellbook, free of charge, containing as many spells as the Knight can cast for each level. The player may personally select what spells are contained in the book. In addition, the Knight may always receive additional spells, as he is able to cast them, from his fellow gray robes at Storm's Keep. The Knight may request and receive additional spellbooks for free from the gray robe's magical Bastion at Storm's Keep for free as needed.

Purchase Magic Items:

A Knight may purchase any magical items that are contained in Storm's Keep (DM's discretion) at one-half their market value. See the Dungeon Master's Guide for the market values of magic items.

Cast Spells:

Knights of the Lily are prohibited from learning any form of magic. However, upon becoming a Knight of the Thorn, the Knight may now draw from the power of all three moons and cast Arcane magic. Use the table below to discover the maximum number of spells the Knight may have memorized at any one time. A Thorn Knight acquires, memorizes, and casts his spells in exactly the same way as wizards from the Player's Handbook do.

Table 2-7: Thorn Knight Spells per Day

Level	----Spells per Day----									
	0	1	2	3	4	5	6	7	8	9
1	5	3	3	2	1	-	-	-	-	-
2	5	3	3	3	2	-	-	-	-	-
3	5	4	3	3	2	1	-	-	-	-
4	5	4	4	3	3	2	-	-	-	-
5	5	4	4	4	3	2	1	-	-	-
6	6	4	4	4	3	3	2	-	-	-
7	6	5	4	4	4	3	2	1	-	-
8	6	5	5	4	4	3	3	2	-	-
9	6	5	5	5	4	4	3	2	1	-
10	6	5	5	5	4	4	3	3	2	-
11	6	5	5	5	5	4	4	3	2	1
12	6	6	5	5	5	4	4	3	3	2
13	6	6	6	5	5	5	4	4	3	2
14	6	6	6	6	5	5	4	4	3	3
15	6	6	6	6	5	5	5	4	3	3
16	6	6	6	6	6	5	5	4	4	3
17	6	6	6	6	6	5	5	5	4	4
18	6	6	6	6	6	6	5	5	4	4
19	6	6	6	6	6	6	5	5	4	4
20	6	6	6	6	6	6	6	5	5	4

Lunar Effects:

Knights of the Thorn draw power from all three moons, not just one, and thus are more positively affected by the cycles of the Moons. To find the effect of lunar cycles on a Thorn Knight, consult the Moons of Krynn section.

Bonus Feats:

At 1st level, 4th level, 8th level, 12th level, 16th level, and 20th level a Knight of the Thorn gains a bonus feat in addition to those gained by advancing in levels. These bonus feats must be spent on metamagic, item creation, or spell mastery feats. Note that feats gained through any other means do not have to be spent on metamagic, item creation, or metamagic feats. If there are no more metamagic or item creation feats left to take, the feats must be spent on spell mastery.

The Vision (Sp):

Upon introduction into the Order of the Lily, all Knights receive the Vision. This Vision continues to guide the Knights of the Thorn. This is the first guiding principle of the Knighthood. The Vision helps the Knight to find his niche in the grand scheme of things and better understand what aids or hurts the Knighthood when away from his commanding officers. The Knight receives the Vision upon first entering the Knighthood and thereafter can consult it at will to better guide the knight when absent from commanding officers. The embodiment of the Vision can be summed up in the phrase, "One World Order".

In times of doubt and duress, the Knight can turn to the Vision for inspiration, comfort and guidance. Starting at 1st level, the knight can turn to the Vision for spiritual fortitude. To do this, the knight must spend 1 round taking no other actions. If the knight wishes or needs to take any other actions during the round of concentration, he must succeed at a Concentration check, DC 15. Failing the Concentration check means the knight has lost his concentration and must start again. Success in a full round of concentration enables the Knight to ignore 1 penalty point that the knight has suffered. Since this ability stacks with the bonuses of the Vision granted under the Order of the Lily or Skull, the total number of ignorable penalty points is equal to the last bonus gained from the previous Order plus the 1 from becoming a 1st level Skull Knight. These ignored penalty points can come from a single source, or multiple sources. These ignored penalty points may be used to negate any penalty, whether magical or otherwise. This ability lasts for a number of hours equal to the Knight's level, and is usable up to twice per day.

The knight may ignore an additional 1 penalty point at 3rd level, 6th level, 9th level, 12th level, 15th level and 18th level.

Improved Summon Familiar:

While the summoning of familiars is secret to most practitioners of magic, the Knights of the Thorn have acquired a great handle on the practice in a relatively short time. The Knights of the Thorn, with their tremendous pool of Arcane knowledge, mentorship, and ease of research have discovered ways of summoning superior familiars than many other practitioners of the art.

Summoning a regular familiar takes a 1 day and costs 100 steel pieces. A superior familiar takes 2 days to summon and 300 steel pieces. A familiar is a magical, unusually tough and intelligent version of a small animal. However, it is a magical beast, not an animal. The creature serves as companions and assistants. The Knight chooses the type of familiar he gets. As the Knight increases in level, the familiar also increases in power. If the familiar dies, or the Knight chooses to dismiss it, the Knight must attempt a Fortitude saving throw (DC 15 for a regular

familiar, DC 20 for a superior familiar). If the saving throw fails, the Knight loses 200 experience points per class level for a normal familiar and 400 experience points per character level for a superior familiar. A successful saving throw reduces the loss to half of that amount. A Knight's experience point total can never go below zero from this.

For example, Brethel is a 5th level Knight and a 2nd level Knight of the Thorn with 21,100 experience points when his superior snake familiar is killed by a mongoose. Brethel succeeds at his Fortitude saving throw, so he loses 400 experience points, dropping him below 21,000 experience points and back to 1st level Knight of the Thorn. See the Dungeon Master's Guide for rules on losing levels.

A slain or dismissed regular or superior familiar cannot be replaced until the next Night of the Eye, when all 3 moons align. To find the stats for familiars, consult the tables below.

Table 2-8: Familiars

<u>Familiar Type</u>	<u>Special Abilities</u>
Regular	
Bat	-
Cat	Master gains a +2 bonus to Move Silently checks
Hawk	-
Owl	Has low-light vision; master gains a +2 to Move Silently checks
Rat	Master gains a +2 bonus on Fortitude saves
Raven	Speak one language
Snake (Tiny)	Poisonous bite
Toad	Master gains a +2 to Constitution score
Weasel	Master gains a +2 bonus on Reflex saves
Superior	
Bat	Has darkvision; master gains a +2 on Listen checks
Cat	Has darkvision; master gains a +2 on Listen and Move Silently checks
Dog	Master gains a +2 to Listen checks
Hawk	Has darkvision; master gains a +2 on Scry checks
Lizard	Has low-light vision; master gains a +2 to Climb checks
Monkey (Tiny)	Understands one language; master gains a +2 to Climb checks
Owl	Has low-light vision; master gains a +2 to Move Silently checks
Rat	Master gains a +2 bonus on Fortitude saves
Raven	Speaks one language; master gains a +2 to Spot checks
Scorpion	Poisonous sting; master gains a +2 to Intimidate checks
Snake (Tiny)	Poisonous bite; master gains a +2 bonus to Hide checks

Spider (Tiny)	Poisonous bite; master gains a +2 bonus to Use Rope checks
Toad	Master gains a +2 to Constitution score
Weasel	Master gains a +2 bonus on Reflex saves

Use the basic statistics for a creature of its type, as given in the Monster Manual with the following changes:

- **Hit Dice:** Regular familiar's hit dice are treated as the master's total level for the number of hit dice received (for effects related to hit dice as well). Superior familiars add +2 hit dice. Both use the familiar's normal total if it is higher.
- **Hit Points:** Regular familiars receive one-half the master's total rounded down. Superior familiars receive the master's total.
- **Attacks:** Both types use the master's base attack bonus. Use the familiar's Dexterity or Strength modifiers, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Regular and superior familiars' damage equals that of a normal creature of that type. Superior familiars receive a +2 magical bonus to damage.
- **Saving Throws:** The familiar uses the master's base saving throw bonus if they're better than the familiar's (Regular familiars have Fort +2, Ref +2, Will +0; superior familiars have Fort +4, Ref +4, Will +2).
- **Skills:** Both types use the normal skills for an animal of that type or the master's - whichever is greater.

Table 2-9: Familiar Special Abilities

Master Class Level	Natural Armor	Int	Special
1-2	+1	6	Alertness, improved evasion, share spells, empathic link
3-4	+2	7	Touch
5-6	+3	8	Speak with master
7-8	+4	9	Speak with animals of its type
9-10	+5	10	
11-12	+6	11	Spell resistance
13-14	+7	12	Scry on familiar
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

The following descriptions explain the familiar abilities list above. Note that all abilities are cumulative and the familiar gains more abilities as the master advances in level:

- **Natural Armor:** This bonus is added to the familiar's ordinary AC.
- **Intelligence:** This is the familiar's Intelligence score.

- **Alertness:** When the familiar is within arm's reach, the master gains the benefits of the Alertness feat.
- **Improved Evasion:** If the familiar is subjected to an attack where a saving throw would normally cut the damage in half, a successful saving throw negates any damage, and a failed saving throw results in half damage. Improved evasion is an extraordinary ability.
- **Share Spells:** At the master's option he may have any spell he casts on himself affect the familiar as well. The familiar must be within 5 feet of the master. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar moves back within 5 feet of the master before the spell's duration would have ended. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. The master and familiar can share spells even if the spells do not normally affect creatures of the familiar's type (magical beast).
- **Empathic Link:** The master has an empathic link with the familiar out to a distance of one mile. The master cannot see through the familiar's eyes, but the two can communicate telepathically. Note that the low Intelligence of a low level master's familiar limits what it is able to understand or communicate, and even intelligent familiars see the world differently from most races. Because of the empathic link between the master and his familiar, the master has the same connection to an item or place the familiar does. For example, if a familiar has seen a room, the master can teleport to that room as if he had seen it himself. This is a supernatural ability.
- **Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for its master. When the master casts a touch spell he can designate the familiar as the "toucher" (the master and the familiar have to be in contact at the time of casting). The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell, the touch spell dissipates.
- **Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the conversation without magical help.
- **Speak with Animals of its Type:** The familiar can communicate with animals of approximately the same type as itself (including dire variants): bats and rats with rodents, cats with felines, dogs with canines, hawks and owls and ravens with birds, monkeys with simians, scorpions and spiders with insects, snakes and lizards with reptiles, toad with amphibians, weasels with creatures of the mustelidae family (weasels, minks, polecats, ermines, skunks, wolverines, and

badgers). The communication is limited by the Intelligence of the conversing creatures.

- **Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level +5. If another spellcaster tries to affect someone else's familiar with a spell, the caster must make a caster level check (1d20 + caster level) at least equal to the familiar's spell resistance.
- **Scry:** If the master is 13th level or higher, the master may scry on the familiar (as if casting the *Scry* spell) once per day. This is a spell like ability that requires no material component or focus.

School Mastery:

At 3rd level, a Knight of the Thorn may choose to become more powerful in a school of magic. Like a Wizard of High Sorcery, a Knight of the Thorn has the ability to become a more powerful type of specialist than any renegade. However, as the Knights of the Thorn draw their power from all three of Krynn's moons, they may become more potent in school expertise than even their High Sorcery adversaries. The Knight chooses to become a master of one or more schools of magic at the expense of not being able to learn other schools. Whenever a Knight specializes in a school, he must choose one school to give up. The restriction from school includes the use of wands, scrolls, and other magic items. Once mastery is chosen, it cannot be dropped without serious consequences to the Knight.

As a result of mastering a school or schools, the Knight may prepare 4 additional spells per day (these spells must be from the mastered schools). The Knight also gains a +4 bonus to Spellcraft checks to learn the spells or for counterspelling when dealing with mastered schools. In addition, the Knight may later take specialization in other schools of magic as well. An additional school of magic to be specialized in as well as an +1 additional bonus spells and Spellcraft bonus are granted at 6th, 9th, and 12th level.

If a Knight wishes to change schools mastered, there are several penalties the Knight must suffer. The Knight will not be able to continue to advance his spell progression, caster level, and will suffer a -2 penalty to any caster level checks when dealing with the previously restricted and mastered schools until the Knight gains 2 experience levels.

The Code:

A complex yet flexible and straightforward principle of the Knighthood, the Code is what governs a Knight's life in every way. Built to improve upon the rigidity of the Solamnic Measure, the Code's tenets differ slightly for each Order and help to delineate a Knight's goal in his Order. The Order Codes are as follows:

- **Order of the Lily:** Independence breeds chaos. Submit and be strengthened.

- Order of the Skull: Death is patient, flowing from without and within. Be vigilant in all things and skeptical of all.
- Order of the Thorn: One who follows the heart finds it will bleed. Feel nothing but victory.

If any Knight has been found to have engaged in behavior considered inappropriate, hindering to the advancement of the Knighthood or contradictory to the Code, he may be brought up on charges and have his honor questioned. Such behavior includes acts such as spending the Order’s wealth for personal gain or means outside of duties, dishonorably fleeing battle with an enemy, refusing or failing to achieve conquest in the advancement of the Knighthood, disloyalty to superiors or those to whom loyalty is earned, and any situation in which the Knight compromises the principles of the Code for personal gain or safety. Those accused of such behavior are brought before an Adjudicator of the Code and forced to defend their honor. The trial may be role-played through with the end result being based on the merit of the player’s role-playing. This is the most encouraged form of finding the results for transgressions as it allows the player to succeed based on the merit of role-playing. However, for those who wish to randomly determine the outcome or in the case in which a great many factors and randomness plays a great part in the outcome, use the tables below to calculate the result of the trial. The Character must pass a Wisdom check to succeed and acquit himself of the charges before his honor, status, arms and property can be restored. The table below lists the DC of the check:

Table 2-10: Knightly Trials

DC	Severity	Example of violation
10	Inconsequential Violation	Alleged violation of a rule of common conduct or courtesy, offending a fellow Knight, failing to carry out an urgent or important order or task through no fault of his own, striking a cowardly blow against an honorable opponent
14	Minor Knight Violation	has supposedly shown a discourteous or inconsiderate behavior toward others, insulted a fellow or superior Knight, disobeyed a trivial order, or failed to execute an important order or mission due to inattention
18	Considerable Violation	Accused of rude, cowardly, greedy or cruel behavior, a direct order, or failing to carry out orders or missions out of self-interest or self-preservation, lying to another Knight or superior officers.
21	Major	Accused of slaying or causing the death of a

Violation

fellow Knight, telling an outright and damaging lie about an innocent person, assisting a rogue knight to escape, willfully disobeying a direct order

The modifiers for this action are as follows:

Negative factors	Modifier	Special
Accuser is a member of the Order of Lords	-4	Half modifier (round up) if not present at trial
Accuser is the Lord of Night	-5	Full modifier always
Accuser is a Superior or Commander	-2	Half modifier (round up) if not present at trial
Physical evidence or witness	-1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	-2	
Positive factors	Modifier	Special
Sponsor or defender is a member of the Order of Lords	+4	Half modifier (round up) if not present at trial
Sponsor or defender is the Lord of Night	+5	Full modifier always
Sponsor or defender is a superior or Commander	+2	Half modifier (round up) if not present at trial
Physical evidence or witness	+1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	+2	

The punishment for failing this action results in death by execution at the soonest possible date.

Draw from Treasury:

Upon attaining the rank of Warrior in the Order of the Lily, or upon entering either the Order of the Thorn or Skull, the Knight may draw funds from the Order's treasury for modest needs and wants and to further the Order's aims and goals. The Knight is also allowed to access stores from any local Knight circle he may encounter if the circle can spare the stores.

Abandon or Refuse a Challenge:

The Knights of Takhisis stand as the champions of the Dark Queen and thus are always prepared to attack the Order's foes. When faced with the task of combating an enemy of the Order, it is very difficult to flee, abandon or refuse the challenge of battle unless the Knight believes the fight to be foolish, impossible, useless or

dishonorable. Unnecessarily fleeing a battle may warrant being brought up on Violation charges.

Owes 40 – 60 Days Service to the Order:

Each year, a Knight is assigned a mandatory period of duty within the Knighthood ranging from 40 to 60 days. During this time, the Knight is under the command of his superiors and is not free to travel on his own. His exact duty and charge is determined by his superiors and the needs of the Order, and can range to anything from guard duty to finding a dragon's lair. This term of service is not negotiable and any Knight who breaks it is in clear violation of the Code and subject to a Considerable Violation if brought up before an Adjudicator of the Code on charges (see above).

Title:

Whenever a Knight merits himself in the face of battle, performs admirably, or accomplishes anything that may merit an increase in rank, the Knight's rank may increase. Examples of deeds that may merit an increase a character's rank include exemplary bravery in battle, rescuing fellow Knights from a life threatening situation, risking your own life to further the Vision and the Code, holding off the enemy while others retreat, facing 2 to 1 odds and surviving, discovering vital information on the Knighthood's enemies, or any other remarkable situation in which the Knight shows incredible bravery or courage. Note that the titles are not level dependent and that a 6th level Knight of the Lily who become a Knight of the Thorn bears the title Blood Novice just the same as a 10th level Knight of the Lily who becomes a Knight of the Thorn. Only 1 Knight may hold the title of Lord of Night at any time.

Tithe:

A Knight is expected to donate much of his wealth to the Knighthood, including wealth acquired through personal questing or extra income from any estates or property owned. The amount is 50% of all wealth acquired from any quest, income, or source. The Knight may still draw upon the Order's treasury if applicable, and the Order will always see to those and their families who have served honorably until the Knight's time on Krynn has ended.

Ex-Knights of the Thorn:

Any knight who voluntarily leaves the order is considered a rogue knight and hunted to the end of his days. The Knights of Takhisis will alert all outposts as to the identity of the traitor and will send out search parties far and wide. Should the rogue knight be caught, the result is immediate execution. As a rogue knight, the character retains all abilities except the ability to draw on funds or access stores from local circles of knights, and may no longer draw power from all three moons. The rogue knight is now affected by the moons as renegades are. There is no way

to be cast out of the order. To do anything that would warrant such a punishment results in execution at the soonest possible date.

Table 2-11: Knight of the Thorn

<u>Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+1	+2	+0	+2	Bonus Feat, Improved Summon Familiar, Vision +1
2	+2	+3	+0	+3	
3	+3	+3	+1	+3	Vision +2, School Mastery +4
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	
6	+6	+5	+2	+5	Vision +3, School Mastery +5
7	+7	+5	+2	+5	
8	+8	+6	+2	+6	Bonus Feat
9	+9	+6	+3	+6	Vision +4, School Mastery +6
10	+10	+7	+3	+7	
11	+11	+7	+3	+7	
12	+12	+8	+4	+8	Bonus Feat, Vision +5, School Mastery +7
13	+13	+8	+4	+8	
14	+14	+9	+4	+9	
15	+15	+9	+5	+9	Vision +6
16	+16	+10	+5	+10	Bonus Feat
17	+17	+10	+5	+10	
18	+18	+11	+6	+11	Vision +7
19	+19	+11	+6	+11	
20	+20	+12	+6	+12	Bonus Feat

Knight of the Skull

Knights of the Skull are the warrior-clerics of the Knights of Takhisis. Like the Thorn Knights, the Skull Knights begin play as Knights of the Lily, where they train in the warrior arts. After this time, they begin their training in the clerical arts. These dark priests guide the Knights of Takhisis with their connection to the Dark Queen.

Hit Die:

d8

Requirements

Race:

Civilized Human or Half-Elf

Alignment:

Lawful Evil

Previous Order:

Must have been a Knight of the Lily or Thorn previously

Base Attack Bonus:

+5

Knowledge (Code and Vision):

4 ranks

Passed Test of Advancement:

A Knight of the Skull must have succeeded in his Test of Takhisis, as described under Knight of the Lily.

Class Skills:

Diplomacy (Cha), Handle Animal (Cha), Ride (Dex), Swim (Str), Knowledge (law) (Int), Knowledge (Code and Vision) (Int), Knowledge (religion) (Int), Craft (Int) Alchemy (Int), Concentration (Con), Diplomacy (Cha), Heal (Wis), Scry (Int, exclusive skill), Spellcraft (Int).

Skill Points at each additional level:

4 + Int modifier

Class Features:

Weapon and Armor proficiency:

Knights of Takhisis are proficient with all simple and martial weapons, with all types of armor but not shields. Note that Armor Check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of gear carried.

Cast Spells:

Upon becoming a Knight of the Skull, the Knight may now draw spells from Takhisis and cast Divine magic. Use the table below to discover the maximum number of spells the Knight may have memorized at any one time. A Skull Knight acquires and casts his spells in exactly the same way a member of the Holy Order of the Stars does.

Table 2-11: Skull Knight Spells per Day

Level	----Spells per Day----									
	0	1	2	3	4	5	6	7	8	9
1	6+1	4+1	3+1	2+1	1+1	-	-	-	-	-
2	6+1	4+1	3+1	3+1	2+1	-	-	-	-	-
3	6+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-
4	6+1	5+1	4+1	3+1	3+1	2+1	-	-	-	-
5	6+2	5+2	4+2	4+2	3+2	2+1	1+1	-	-	-
6	6+2	5+2	4+2	4+2	3+2	3+1	2+1	-	-	-
7	6+2	5+2	5+2	4+2	4+2	3+2	2+1	1+1	-	-
8	6+2	5+2	5+2	4+2	4+2	3+2	3+1	2+1	-	-
9	6+3	6+3	5+3	5+3	4+3	4+2	3+2	2+1	1+1	-
10	6+3	6+3	5+3	5+3	4+3	4+2	3+2	3+1	2+1	-
11	6+3	6+3	5+3	5+3	5+3	4+3	4+2	3+2	2+1	1+1
12	6+3	6+3	6+3	5+3	5+3	4+3	4+2	3+2	3+1	2+1

13	6+4	6+4	6+4	5+4	5+4	5+3	4+3	4+2	3+2	2+1
14	6+4	6+4	6+4	6+4	5+4	5+3	4+3	4+2	3+2	3+1
15	6+4	6+4	6+4	6+4	5+4	5+4	5+3	4+3	4+2	3+2
16	6+4	6+4	6+4	6+4	6+4	5+4	5+3	4+3	4+2	3+2
17	6+5	6+5	6+5	6+5	6+5	5+4	5+4	5+3	4+3	4+2
18	6+5	6+5	6+5	6+5	6+5	6+4	5+4	5+3	4+3	4+2
19	6+5	6+5	6+5	6+5	6+5	6+5	5+4	5+4	5+3	4+3
20	6+5	6+5	6+5	6+5	6+5	6+5	6+4	5+4	5+3	4+3

Improved Domain Powers:

A Knight of the Skull may choose all of the domains that Takhisis allows and receive powers from them just as a normal cleric of the Holy Order of the Stars does. However, a knight of the Skull's domain powers are augmented by the Knight's enrollment in the Knighthood, and thus a Knight of the Skull receives even better domain powers than a regular Knight of Takhisis. The following domain powers have been altered and listed below. A Knight of the Skull may have all of these basic domain powers starting at 1st level with any enhancements granted at appropriate intervals:

- **Evil Domain:** Cast evil spells at +1 caster level. This caster level bonus increases by +1 at 4th level, 8th level, 12th level, 16th level, and 20th level.
- **Destruction Domain:** Granted the supernatural smite ability to make a single attack with a +4 to attack and damage bonus equal to your Knight level. The smite must be declared before it can be done and counts as a standard action. At 1st level, it is usable once per day. The smite ability may be used +1 times per day at 5th level, 10th level, 15th level, and 20th level.
- **Law Domain:** Cast law spells at +1 caster level. This caster level bonus increases by +1 at 4th level, 8th level, 12th level, 16th level, and 20th level.
- **War Domain:** Free martial weapon proficiency and Weapon Focus feat in any weapon of the Knight's choosing.

Improved Domain Spells:

Like clerics of the Holy Orders, Knights of the Skull receive bonus spells from their domains. However, as the Knights of the Thorn have become a specialized priesthood wholly dedicated to Takhisis, she has seen fit to increase their number of bonus spells. Once a Knight of the Skull is able to cast a particular level of spells, the domain bonus spells increase in number every 4 categories on the spell progression chart. These spells may be chosen from any that may be cast off of the domain spell lists. Use the spell progression table above to determine how many bonus spells a Knight of the Skull receives.

The Vision (Sp):

Upon introduction into the Order of the Lily, all Knights receive the Vision. This Vision continues to guide the Knights of the Skull. This is the first guiding principle of the Knighthood. The Vision helps the Knight to find his niche in the

grand scheme of things and better understand what aids or hurts the Knighthood when away from his commanding officers. The Knight receives the Vision upon first entering the Knighthood and thereafter can consult it at will to better guide the knight when absent from commanding officers. The embodiment of the Vision can be summed up in the phrase, “One World Order”.

In times of doubt and duress, the Knight can turn to the Vision for inspiration, comfort and guidance. Starting at 1st level, the knight can turn to the Vision for spiritual fortitude. To do this, the knight must spend 1 round taking no other actions. If the knight wishes or needs to take any other actions during the round of concentration, he must succeed at a Concentration check, DC 15. Failing the Concentration check means the knight has lost his concentration and must start again. Success in a full round of concentration enables the Knight to ignore 1 penalty point that the knight has suffered. Since this ability stacks with the bonuses of the **Vision** granted under the Order of the Lily or Thorn, the total number of ignorable penalty points is equal to the last bonus gained from the previous Order plus the 1 from becoming a 1st level Skull Knight. These ignored penalty points can come from a single source, or multiple sources. These ignored penalty points may be used to negate any penalty, whether magical or otherwise. This ability lasts for a number of hours equal to the Knight’s level, and is usable up to twice per day.

The knight may ignore an additional 1 penalty point at 3rd level, 6th level, 9th level, 12th level, 15th level and 18th level.

The Code:

A complex yet flexible and straightforward principle of the Knighthood, the Code is what governs a young Knight’s life in every way. Built to improve upon the rigidity of the Solamnic Measure, the Code’s tenets differ slightly for each Order and help to delineate a Knight’s goal in his Order. The Order Codes are as follows:

- Order of the Lily: Independence breeds chaos. Submit and be strong.
- Order of the Skull: Death is patient, flowing from without and within. Be vigilant in all things and skeptical of all.
- Order of the Thorn: One who follows the heart finds it will bleed. Feel nothing but victory.

If any Knight has been found to have engaged in behavior considered inappropriate, hindering to the advancement of the Knighthood or contradictory to the Code, he may be brought up on charges and have his honor questioned. Such behavior includes acts such as spending the Order’s wealth for personal gain or means outside of duties, dishonorably fleeing battle with an enemy, refusing or failing to achieve conquest in the advancement of the Knighthood, disloyalty to superiors or those to whom loyalty is earned, and any situation in which the Knight

compromises the principles of the Code for personal gain or safety. Those accused of such behavior are brought before an Adjudicator of the Code and forced to defend their honor. The trial may be role-played through with the end result being based on the merit of the player's role-playing. This is the most encouraged form of finding the results for transgressions as it allows the player to succeed based on the merit of role-playing. However, for those who wish to randomly determine the outcome or in the case in which a great many factors and randomness plays a great part in the outcome, use the tables below to calculate the result of the trial. The Character must pass a Wisdom check to succeed and acquit himself of the charges before his honor, status, arms and property can be restored. The table below lists the DC of the check:

Table 2-12: Knightly Trials

DC	Severity	Example of violation
10	Inconsequential Violation	Alleged violation of a rule of common conduct or courtesy, offending a fellow Knight, failing to carry out an urgent or important order or task through no fault of his own, striking a cowardly blow against an honorable opponent
14	Minor Violation	Knight has supposedly shown a discourteous or inconsiderate behavior toward others, insulted a fellow or superior Knight, disobeyed a trivial order, or failed to execute an important order or mission due to inattention
18	Considerable Violation	Accused of rude, cowardly, greedy or cruel behavior, a direct order, or failing to carry out orders or missions out of self-interest or self-preservation, lying to another Knight or superior officers.
21	Major Violation	Accused of slaying or causing the death of a fellow Knight, telling an outright and damaging lie about an innocent person, assisting a rogue knight to escape, willfully disobeying a direct order

The modifiers for this action are as follows:

Negative factors	Modifier	Special
Accuser is a member of the Order of Lords	-4	Half modifier (round up) if not present at trial
Accuser is the Lord of Night	-5	Full modifier always
Accuser is a Superior or Commander	-2	Half modifier (round up) if not present at trial
Physical evidence or witness	-1 per piece	Evidence must be present at

	or witness	trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	-2	

Positive factors	Modifier	Special
Sponsor or defender is a member of the Order of Lords	+4	Half modifier (round up) if not present at trial
Sponsor or defender is the Lord of Night	+5	Full modifier always
Sponsor or defender is a superior or Commander	+2	Half modifier (round up) if not present at trial
Physical evidence or witness	+1 per piece or witness	Evidence must be present at trial or no modifier is applicable, witnesses give half modifier (round up) if not present at trial
Witness is royalty or nobility	+2	

The punishment for failing this action results in death by execution at the soonest possible date.

Draw from Treasury:

Upon attaining the rank of Warrior in the Order of the Lily, or upon entering either the Order of the Thorn or Skull, the Knight may draw funds from the Order’s treasury for modest needs and wants and to further the Order’s aims and goals. The Knight is also allowed to access stores from any local Knight circle he may encounter if the circle can spare the stores.

Abandon or Refuse a Challenge:

The Knights of Takhisis stand as the champions of the Dark Queen and thus are always prepared to attack the Order’s foes. When faced with the task of combating an enemy of the Order, it is very difficult to flee, abandon or refuse the challenge of battle unless the Knight believes the fight to be foolish, impossible, useless or dishonorable. Unnecessarily fleeing a battle may warrant being brought up on Violation charges.

Owes 40 – 60 Days Service to the Order:

Each year, a Knight is assigned a mandatory period of duty within the Knighthood ranging from 40 to 60 days. During this time, the Knight is under the command of his superiors and is not free to travel on his own. His exact duty and charge is determined by his superiors and the needs of the Order, and can range to anything from guard duty to finding a dragon’s lair. This term of service is not negotiable and any Knight who breaks it is in clear violation of the Code and subject to a Considerable Violation if brought up before an Adjudicator of the Code on charges (see above).

Title:

Whenever a Knight merits himself in the face of battle, performs admirably, or accomplishes anything that may merit an increase in rank, the Knight's rank may increase. Examples of deeds that may merit an increase a character's rank include exemplary bravery in battle, rescuing fellow Knights from a life threatening situation, risking your own life to further the Vision and the Code, holding off the enemy while others retreat, facing 2 to 1 odds and surviving, discovering vital information on the Knighthood's enemies, or any other remarkable situation in which the Knight shows incredible bravery or courage. Note that the titles are not level dependent and that a 6th level Knight of the Lily who become a Knight of the Thorn bears the title Blood Novice just the same as a 10th level Knight of the Lily who becomes a Knight of the Thorn. Only 1 Knight may hold the title of Lord of Night at any time.

Tithe:

A Knight is expected to donate much of his wealth to the Knighthood, including wealth acquired through personal questing or extra income from any estates or property owned. The amount is 50% of all wealth acquired from any quest, income, or source. The Knight may still draw upon the Order's treasury however, and the Order will always see to those and their families who have served honorably until the Knight's time on Krynn has ended.

Ex-Knights of the Skull:

Any knight who voluntarily leaves the order is considered a rogue knight and hunted to the end of his days. The Knights of Takhisis will alert all outposts as to the identity of the traitor and will send out search parties far and wide. Should the rogue knight be caught, the result is immediate execution. As a rogue knight, the character retains all abilities except the ability to draw on funds or access stores from local circles of knights. However, to retain the use of spell casting abilities, the Wizard of High Sorcery, Renegade Wizard or Holy Order of the Stars class must be taken. There is no way to be cast out of the order. To do anything that would warrant such a punishment results in execution at the soonest possible date.

Table 2-13: Knight of the Skull

<u>Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+1	+2	+0	+2	Improved Domain Powers, Improved Domain Spells, Vision +1
2	+2	+3	+0	+3	
3	+3	+3	+1	+3	Vision +2
4	+4	+4	+1	+4	Evil Domain, Law Domain
5	+5	+4	+1	+4	Destruction Domain,
6	+6	+5	+2	+5	Vision +3
7	+7	+5	+2	+5	
8	+8	+6	+2	+6	Evil Domain, Law Domain
9	+9	+6	+3	+6	Vision +4

10	+10	+7	+3	+7	Destruction Domain
11	+11	+7	+3	+7	
12	+12	+8	+4	+8	Evil Domain, Law Domain, Vision +5
13	+13	+8	+4	+8	
14	+14	+9	+4	+9	
15	+15	+9	+5	+9	Destruction Domain, Vision +6
16	+16	+10	+5	+10	Evil Domain, Law Domain
17	+17	+10	+5	+10	
18	+18	+11	+6	+11	Vision +7
19	+19	+11	+6	+11	
20	+20	+12	+6	+12	Destruction Domain, Evil Domain, Law Domain

Table 2-14: Knight Titles in order of entry

<u>Knights of the Lily</u>	<u>Knights of the Skull*</u>	<u>Knights of the Thorn*</u>
Petitioner	Bone Novice	Blood Novice
Supplicant	Bone Acolyte	Blood Acolyte
Follower	Bone Warrior	Blood Apprentice
Believer	Skull Abbot	Thorn Apprentice
Warrior	Skull Bishop	Sorcerer
Novice of Night	Skull Cardinal	Wizard
Night Acolyte	Skull Knight	Seer
Night Warrior	Skull Paladin	Master
Black Bard	Skull Champion	Nightlord
Dark Wanderer	Master of Skulls (147 only)	Master of Thorns (147 only)
Dark Warrior	Protector of Skulls (21 only)	Protector of Thorns (21 only)
Warrior of the Lily	Lord of Skulls (7 only)	Lord of Thorns (7 only)
Master of the Lily		
Champion of the Lily		
Master of the Lily (147 only)		
Protector of the Lily (21 only)		
Lord of the Lily (7 only)		
Lord of Night (1 only)		

*Note that there are fewer Titles for Knights of the Thorn and Skull due to rank limitations put in place by Ariakan.

Gladiator

Only the most highly trained, zealous warrior can become a gladiator. Whether trained in the Games of Mithas or Kothas, the goblin arenas of Throt, or a makeshift slave pen in the slums of Neraka, all gladiators share one thing in common: a keen sense of the art of combat that passes unnoticed by most. Gladiators aren't simply warriors. They are highly efficient warriors of the highest caliber capable of surviving and perhaps emerging victorious from situations that would mean the death of most other warriors. Gladiators are trained in most weapons, armors and combat styles as well as unarmed combat.

Most classes who become gladiators tend to come from a warrior background, though it has not been unknown for a spell-caster or rogue to become a gladiator of some renown.

Gladiators also perform admirably as military leaders. Their gladiator training includes as much strategy training as it does weapon training, thus they are able to anticipate and react to enemy maneuvers with incredible precision and tactfulness.

Hit Die:

d12

Requirements:

Base Attack Bonus:

+6

Feats:

Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Shield Proficiency, Simple Weapon Proficiency (gauntlet, dagger, punching dagger, spiked gauntlet, club, quarterstaff, javelin), Martial Weapon Proficiency (short sword, battleaxe, trident, greatclub), Exotic Weapon Proficiency (net), Cleave, Endurance, Power Attack

Class Skills:

Balance (Dex), Climb (Str), Jump (Str), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at each additional level:

2 + Int modifier

Class Features:

Weapon and Armor proficiency:

Gladiators are proficient with all simple and martial weapons, with all types of armor and shields. Note that Armor Check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of gear carried.

Weapon Specialization:

A gladiator may take weapon specialization, just as a fighter can, at 1st level. This stacks with any previous weapon specializations taken by the character. Under the gladiator class, this feat may only be taken once. See the Fighter class in the Player's Handbook for the complete description of weapon specialization.

Uncanny Dodge (Ex):

Starting at 3rd level, the gladiator cannot be flanked; he can fend off opponents on opposite sides of him as easily as the opponents right in front of him. This ability denies a rogue to use a flank attack to sneak attack a gladiator. The exception to this is if the rogue is at least 5 levels higher than the gladiator.

Innate Weapon Proficiency:

A gladiator experiments with almost all known weapons at one time or another, thus, if a gladiator uses a weapon with which he is not proficient, he suffers a –2 penalty instead of the normal –4 on attack rolls. This counts for exotic weapons as well.

Increased Weapon Proficiency:

Whenever a gladiator chooses to take any weapon proficiency, he may choose two weapons to become proficient with instead of the normal one.

Attack Accuracy (Ex):

A gladiator is taught to hone his strikes with weapons to an unprecedented level of accuracy and power. Using this ability, the gladiator may study his opponent for periods of time, determining the opponent's weaknesses and strengths, and strike when the best opportunity presents itself. At 1st level, the gladiator may study a single opponent for 2 rounds. The only actions the gladiator may take during those round are defensive actions at a –2 to AC. At the end of the rounds, the gladiator makes a Concentration check, DC15 to determine the opponent's weaknesses and strengths. If the Concentration check is successful, the gladiator may make any and all attacks on the next 2 rounds with a +2 bonus to attack and damage rolls. This bonus stacks with all other modifiers. This bonus increases by +2 every 4 levels, thus at 4th level, a gladiator may take 2 rounds of study and if the Concentration check is successful, may make 2 rounds worth of attacks with a +4 bonus to attack and damage. At 8th level, if the Concentration check is successful, the gladiator may make 2 rounds worth of attacks with a +6 bonus to attack and damage. At 12th level, if the Concentration check is successful, the gladiator may make 2 rounds worth of attacks with a +8 bonus to attack and damage. At 16th level, if the Concentration check is successful, the gladiator may make 2 rounds worth of attacks with a +10 bonus to attack and damage. At 20th level, if the Concentration check is successful, the gladiator may make 2 rounds worth of attacks with a +12 bonus to attack and damage.

Critical Strike (Ex):

Part of a gladiator's training is instruction on the vital areas of the body to strike. This training aids the gladiator in determining the best places to attack and the best ways to damage those areas. At 1st level, any time the gladiator scores a successful threat hit, he adds a +2 bonus to his actual critical roll. This bonus stacks with any and all other applicable modifiers. This bonus increases to +4 at level 5, +6 at level 10, +8 at level 15, and +10 at level 20.

Ex-Gladiators:

Ex-gladiators no longer receive additional bonuses from their gladiator abilities as they increase in level. However, they do keep all gladiator bonuses and abilities

Table 2-15: Gladiator

<u>Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+1	+2	+2	+0	Innate Weapon Proficiency, Increased Weapon Proficiency, Weapon Specialization, Attack Accuracy +2, Critical Strike +2
2	+2	+3	+3	+0	
3	+3	+3	+3	+1	Uncanny dodge (can't be flanked)
4	+4	+4	+4	+1	Attack Accuracy +4
5	+5	+4	+4	+1	Critical Strike +4
6	+6	+5	+5	+2	
7	+7	+5	+5	+2	
8	+8	+6	+6	+2	Attack Accuracy +6
9	+9	+6	+6	+3	
10	+10	+7	+7	+3	Critical Strike +6
11	+11	+7	+7	+3	
12	+12	+8	+8	+4	Attack Accuracy +8
13	+13	+8	+8	+4	
14	+14	+9	+9	+4	
15	+15	+9	+9	+5	Critical Strike +8
16	+16	+10	+10	+5	Attack Accuracy +10
17	+17	+10	+10	+5	
18	+18	+11	+11	+6	
19	+19	+11	+11	+6	
20	+20	+12	+12	+6	Attack Accuracy +12, Critical Strike +10

Kirath

The kirath are the elite of the Silvanesti army. Trained in stealth, combat, espionage and the ways of the forest, the kirath act as the primary scouts and expert light infantry of the Silvanesti. The kirath were used as the first units to be sent in to scout the remains of the Silvanesti forest following the end of the War of the Lance. Only Lorac's Nightmare remained to greet them. Needless to say, without the aid and sacrifice of the kirath, the homeland of the Silvanesti would never have been reclaimed.

Most often utilized for their ability to blend with and attune to the forest, the kirath's skills in stealth are near unparalleled. Most often, rangers, fighters and paladins make excellent candidates for the kirath. Rogues also find it feasible to meet the stringent requirements for entry, though the careful selection process of choosing kirath is known for weeding out those of less than upstanding moral behavior. Spell-casters, both arcane and divine, make excellent kirath, though their natural abilities at combat make their induction all the more difficult. Other

classes tend not to fit into the kirath mold very well, though there have been notable exceptions.

Hit Die:

d6

Requirements:

Alignment:

Any good

Race:

Silvanesti

Base Attack Bonus:

+6

Gather Information:

4 ranks

Handle Animal:

2 ranks

Hide:

4 ranks

Intuit Direction:

4 ranks

Knowledge (nature):

4 ranks

Listen:

4 ranks

Move Silently:

4 ranks

Spot:

4 ranks

Swim:

4 ranks

Use Rope:

2 ranks

Wilderness Lore:

6 ranks

Feats:

Alertness, Run, Track

Class Skills:

Animal Empathy (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (history) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), Wilderness Lore (Wis)

Skill points at each additional level:

6 + Int modifier

Class Features:

Weapon and Armor proficiency:

Kirath are proficient with all simple and martial weapons, with light armor, but not shields. Note that Armor Check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of gear carried.

Bonus Languages:

Kirath have access to languages that many others do not. The kirath are the heavily trained elite light scouts of the Silvanesti army. Thus, languages that would otherwise be unavailable are taught to the kirath. Upon becoming a kirath, the character may learn the languages of griffins, the ancient elven ally. Kirath may also learn the secret language of Silent Voice, a language consisting of hand signals and gestures employed by the kirath in times of stealth. Silent Voice is never taught to other races.

Kirath Equipment:

At 1st level, a kirath is given the standard equipment for his duties. He receives, for free, a soris, firebane cloak, greenmask, atrakha, elven cloak, and a pair of elven boots. This equipment is replaceable by the kirath's commander, but is not available outside Silvanesti.

Chameleon Grace (Ex):

Kirath are scouts first and foremost. Stealth is naturally important to them and they practice and hone their stealth abilities to a high degree. Starting at 1st level, a kirath may use his stealth training to better advantage. When in any forest setting, the kirath may attempt to blend in with the natural backdrop of the forest, effectively hiding himself, though he is still in plain sight. This is accomplished by successfully passing a **Hide** check. This ability will not work if someone is directly observing the kirath, but even the slightest distraction will give the kirath the opportunity he needs to blend with the forest as long as the kirath is within 10 feet of moderate density vegetation, such as a forest, briar patch, or heavy shrub growth.

At 5th level, the kirath gains a +2 bonus to the **Hide** check. This bonus increases by +1 at 10th level, 15th level, and 20th level.

Guardian Sense (Su):

Kirath are naturally attuned to the forests they inhabit and protect. They are naturally knowledgeable on the ebb and flow of life around them. The kirath are sensitive to the reactions of the forest's plant and animal life, to the point of being able to sense danger before it is upon him. Starting at 1st level, a kirath may focus his senses on the forest around him, concentrating for 2 rounds. At the end of 2 rounds, the kirath may make a Wisdom check (DC 15) to determine if anything has disturbed the general peace of the forest in a 100 foot radius. A disturbance can be any number of things, including a goblin patrol passing through the area, a stray draconian wandering in the forest, a group of hunters or trappers chasing prey, or a general disturbance made by the passing of any groups or individuals that do not take care to be stealthy or secretive. If the trespassers are attempting to move unnoticed, the Wisdom check's DC is 18. This ability is usable at will, but will not detect the presence of other kirath in the area. The ability will not reveal the alignments or motives of the trespassers, but it will give the kirath a presentiment as to exactly how far away the trespassers are, what the direction the trespassers are currently located, and which direction they are moving. Thus a successful check may reveal to the kirath that a group of creatures are 70 feet away and heading south through the forest.

The range at which the kirath may sense a disturbance increases every 2 levels by 50 feet. At 3rd level, the kirath may sense a disturbance in a 150-foot radius. At 5th level, the kirath may sense a disturbance in a 200-foot radius. At 7th level, the kirath may sense a disturbance in a 250-foot radius. At 9th level, the kirath may sense a disturbance in a 300-foot radius. At 11th level, the kirath may sense a disturbance in a 350-foot radius. At 13th level, the kirath may sense a disturbance in a 400-foot radius. At 15th level, the kirath may sense a disturbance in a 450-foot radius. At 17th level, the kirath may sense a disturbance in a 500-foot radius. At 19th level, the kirath may sense a disturbance in a 550-foot radius.

Trackless Step:

Starting at 3rd level, a kirath no longer leaves tracks in natural surroundings and cannot be tracked.

Swift Foot (Ex):

Kirath are trained in the ways of stealth and speed in their native forests. It is not difficult for a kirath to discern the best path through an overgrown forest, no matter how treacherous it may seem. Thus, starting at 4th level, all kirath may increase their speed by 10 feet when moving through forests, jungle, or heavy vegetative undergrowth of any kind except for heavy brambles, thorns or other impeding growth. In addition, the kirath suffers no damage or other impairment while moving through heavy brambles, thorns, and other impeding growth.

At 6th level, all kirath may increase their speed by 20 feet when moving through forests, jungle, or heavy vegetative undergrowth of any kind including heavy brambles, thorns or other impeding growth. In addition, the kirath suffers no damage or other impairment while moving through heavy brambles, thorns, and other impeding growth. This bonus to their speed is included in every category of their movements and so they receive the bonus when doubling or tripling their speed. This ability also stacks with the Run feat.

Illusion Immunity:

The kirath’s greatest challenge in history was the battle against Lorac’s nightmare that occurred shortly after the War of the Lance. Due to this, all kirath are trained in the ways of detecting illusions for what they really are. Starting at 6th level, all kirath are completely immune to illusion spells of 7th level or lower. The exception to this is if the spellcaster is 5 levels higher than the kirath’s total character level.

Silent Speed (Ex):

At 7th level, the kirath has honed his stealth skills so finely that normally absurd actions are now possible for him. A kirath may move his full base speed while using the **Hide** ability with a reduced penalty. When running or charging, the kirath only suffers a –15 to their **Hide** checks instead of the normal –20. This penalty decreases by –5 every 3 levels until the penalty is negated altogether.

Ex-Kirath:

A kirath may leave may retire honorably, though few ever do. The life of a kirath is fraught with peril and danger, and few live to an age old enough where they may retire peacefully. However, even fewer are ever cast out or exiled from the class. A kirath who is exiled keeps all benefits and abilities, but cannot acquire new ones through gaining levels.

Table 2-16: Kirath

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Chameleon Grace, Guardian Sense
2	+2	+0	+3	+0	
3	+3	+1	+3	+1	Guardian Sense, Trackless Step
4	+4	+1	+4	+1	Swift Foot
5	+5	+1	+4	+1	Chameleon Grace +2, Guardian Sense
6	+6	+2	+5	+2	Illusion Immunity, Swift Foot
7	+7	+2	+5	+2	Guardian Sense, Silent Speed
8	+8	+2	+6	+2	
9	+9	+3	+6	+3	Guardian Sense
10	+10	+3	+7	+3	Chameleon Grace +3, Silent Speed
11	+11	+3	+7	+3	Guardian Sense
12	+12	+4	+8	+4	
13	+13	+4	+8	+4	Guardian Sense, Silent Speed
14	+14	+4	+9	+4	
15	+15	+5	+9	+5	Chameleon Grace +4, Guardian Sense

16	+16	+5	+10	+5	Silent Speed
17	+17	+5	+10	+5	Guardian Sense
18	+18	+5	+11	+5	
19	+19	+6	+11	+6	Guardian Sense
20	+20	+6	+12	+6	Chameleon Grace +5

Wizard of High Sorcery

The Orders of High Sorcery date back to the Second Dragon War when the three gods of magic taught the first forms of arcane to the mortal races. The first magics unleashed in the chaos of the War were too wild and uncontrollable resulting in unprecedented destruction and death. As a result of this, the three gods refined the teachings of magic into High Sorcery – a more controlled and concentrated form of arcane. Thus the Orders of High Sorcery was born.

Though there were originally five Towers of High Sorcery, three have since been destroyed. Only the Towers in Palanthas and Wayreth remain. From the Tower of Wayreth, the Orders are governed and maintained by the Head of the Conclave.

The Orders of High Sorcery are wholly dedicated to the safeguarding and practice of magic on Krynn. For a Wizard of High Sorcery, magic is everything and nothing can be allowed to threaten the security of it's future on Krynn. Thus, the Orders are careful as to who they allow to practice the art of magic. A spellcaster who does not pose a threat to the stability or safety of magic, whether powerful or not, and who practices it in a safe and proper manner is not a concern to the Orders. However, the wild mage who hurls fireballs at every and any opponent or who abuses the art will quickly be hunted down by the Orders and given the option to take the Test of High Sorcery. To refuse the Test is not an option, and the result is immediate death. After all, the Orders have a responsibility to not allow those who abuse magic to use it to the detriment of the populace. All spellcasters, whether hunted or not, are considered renegades until they have passed the test. For more information on renegades, see the Renegade class.

The Test is perhaps the single most traumatic event of a spellcaster's life. Administered by the mages of the Tower, the Test is designed to test the intellectual, magical and physical limits of a mage to the very limits. Though mostly made of illusions, this is not readily perceivable by those engaged in it. The Test puts the mage through a series of trials, most of which revolve the creative uses of magic. However, no part of the Test is without a trial of the mage's ethics and morality. This is the most difficult part of the Test, and is determined by the way in which the mage deals with the situation. This also determines the mage's robe color.

Hit Die:

d4

Requirements

Race:

Barbarian Humans, Civilized Humans, Elves, Half-Elves, Gnomes, Minotaurs, Dwarves, Half-Kender

Concentration:

2 ranks

Knowledge (arcane):

4 ranks

Spellcraft:

4 ranks

Languages:

Magius

Spellcasting:

Must be able to cast 2nd level Arcane spells

Class Skills:

Alchemy (Int), Appraise (Int), Concentration (Con), Knowledge (all skills, taken individually) (Int), Scry (Int, exclusive skill), Spellcraft (Int)

Skill points at each additional level:

4 + Int modifier

Class Features:

Weapon and Armor Proficiencies:

A Wizard of High Sorcery is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Wizards of High Sorcery are not proficient with armor or shields. Note that Armor Check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of gear carried.

School Restriction:

The three Orders of High Sorcery practice specific kinds of magic. Some schools of Arcane magic are both more widely practiced and favored by specific Orders. For each Order, there are allowable and forbidden schools of Arcane magic. The schools of magic that are allowed and forbidden are listed below. However, you may still cast spells of up to 3rd level of a forbidden school. To cast a spell from a forbidden school of higher than 3rd level is a breach of the

Conclave's rules and may result in a reprimand, exile, death, or any punishment deemed suitable by the Conclave.

White Robes:

Allowed: Abjuration, Conjunction, Enchantment, Divination, Evocation.

Forbidden: Illusion, Necromancy, Transmutation

Red Robes:

Allowed: Abjuration, Conjunction, Enchantment, Illusion, Transmutation, Evocation

Forbidden: Necromancy, Divination

Black Robes:

Allowed: Abjuration, Conjunction, Enchantment, Evocation, Necromancy, Transmutation, Divination

Forbidden: Illusion

Arcane Lore:

By becoming a Wizard of High Sorcery, a character is also becoming a member of an organization rich with the knowledge of aracana through the ages. Starting at 1st level, Wizards of High Sorcery may make an arcane lore check to remember or discover information relevant to the arcane arts. With this ability, the Wizard's repertoire of knowledge spans spells, dweomers, magical items, wizard runes, magical languages and magical creatures. Unlike the lore abilities of other classes, a Wizard of High Sorcery can recall not only a magic item's name, but most if its primary powers as well as long as the Wizard is aware of the item being magical. This ability will not allow the Wizard to discern what is magical and what is not. A Wizard of High Sorcery makes an arcane lore knowledge check with a bonus equal to his level + his Intelligence modifier. The Wizard may not take 10 or 20 on this check. Use the tables below to find common Difficulty Classes for the ability:

Table 2-17: Arcane Lore

DC	Type of Knowledge	Examples
10	Common, known by a substantial minority of the Conclave or magic users, widely known national legends	Any of the works or items Raistlin Majere, Fistantantalus, Magius, etc; legendary items such as the Dragonlance, Dragon Orb, Hammer of Kharas
15	Uncommon, known by only a few mages, obscure local legends, powerful post-Cataclysm magic items or spells	Most wizard sigils, nations where prominent wizards dwell, powerful local wizards; Brightblade, post-Cataclysm item's most widely known abilities or powers in detail
20	Obscure, known by a small group of	Knowledge of the Master of the

	people, hard to come by	Tower, the personal life of Par-Salian, rare or personal wizard sigils; spells and items of the sea elves and dragons
25	Very Obscure, known only by a select few individuals, forgotten by most others, possibly known by those who do not understand the significance	A mighty wizard's childhood the secrets of Storm's Keep; the history and powers of powerful pre-Cataclysm magic items and minor magic items
30	Myth and legend, knowledge considered lost to history and time, known by virtually no one anymore	Methods employed by dragons to cast spells, the secrets of the Test, the rituals of the Thorn Knights, minor spells and wizards of the 1 st and 2 nd Dragonwars; powerful and minor magic items dating back to the 1 st Dragonwar

Spell Mastery:

A Wizard of High Sorcery may also purchase the Spell Mastery feat as per the Wizard class. This feat works in exactly the same fashion, but may not be of any use or benefit to Wizards of High Sorcery who were bards or sorcerers.

Arcane Mastery:

A Wizard of High Sorcery (and only a Wizard of High Sorcery) may take the special feat Arcane Mastery. Each time the Wizard takes this feat, the Wizard may choose a number of spells equal to his relevant casting ability modifier (Intelligence for wizards, Charisma for bards and sorcerers). The Wizard must then prepare these spells in two spell slots higher than their level. Doing so enables the Wizard to cast the spells with several benefits. The spell's effects are treated as if the caster were 2 levels higher than he is. Any **Concentration** checks made while casting the spell are made with a +4 bonus. Any and all metamagic feats that you have may be incorporated into the spell without raising the spell above the 2 spell slot parameter. If the Wizard's previous spell casting class was wizard, then the spells chosen may be prepared without referring to a spell book.

School Mastery:

At 3rd level and only 3rd level, the Wizard of High Sorcery may choose to become a more powerful type of specialist. The Wizard chooses to become a master of one or more schools of magic at the expense of not being able to learn other schools. The restriction from certain schools includes the use of spells from the restricted schools in the use of wands, scrolls, and other magic items. Once mastery is chosen, it cannot be dropped without serious consequences to the Wizard. As a result of mastering a school or schools, the Wizard may prepare 2 additional spells per day (these spells must be from the mastered schools). The master also gains a +4 bonus to Spellcraft checks to learn the spells (if applicable), or for counterspelling when dealing with mastered schools. A +1 additional bonus spell

and Spellcraft bonus are granted at 6th, 9th, 12th, 15th, and 18th level. If a Wizard wishes to change schools mastered, there are several penalties the Wizard must suffer. The Wizard will not be able to continue to advance his spell progression, caster level, and will suffer a –2 penalty to any caster level checks when dealing with the previously restricted and mastered schools until the Wizard gains 2 experience levels. Note that this ability stacks with any School Specialization taken in a previous class.

Improved Summon Familiar:

While the summoning of familiars is secret to most practitioners of magic, the Wizards of High Sorcery have a unique advantage on the practice. The Orders of High Sorcery, with their tremendous pool of Arcane knowledge, mentorship, and ease of research have discovered ways of summoning superior familiars than other practitioners of the art.

A Wizard of High Sorcery can summon a familiar even if the wizard already owns a previous familiar. Summoning a regular familiar takes a 1 day and costs 100 steel pieces. A superior familiar takes 2 days to summon and 300 steel pieces. A familiar is a magical, unusually tough and intelligent version of a small animal. However, it is a magical beast, not an animal. The creatures serve as companions and assistants. The Wizard chooses the type of familiar he gets. As the Wizard increases in level, the familiar also increases in power. If the familiar dies, or the Wizard chooses to dismiss it, the Wizard must attempt a Fortitude saving throw (DC 15 for a regular familiar, DC 20 for a superior familiar). If the saving throw fails, the Wizard loses 200 experience points per class level for a normal familiar and 400 experience points per character level for a superior familiar. A successful saving throw reduces the loss to half of that amount. A Wizard's experience point total can never go below zero from this.

For example, Fakius is a 3rd level Wizard and a 2nd level Wizard of High Sorcery with 10,100 experience points when his superior mouse familiar is killed by a cat. Fakius succeeds at his Fortitude saving throw, so he loses 1000 experience points, dropping him below 10,000 experience points and back to 1st level Wizard of High Sorcery (if the familiar had been summoned by a different class's ability, that class would have dropped instead of the Wizard of High Sorcery class). See the Dungeon Master's Guide for rules on losing levels.

A slain or dismissed regular or superior familiar cannot be replaced until the next Night of the Eye, when all 3 moons align. Note that familiars summoned under other class's abilities may take longer to replace. To find the stats for familiars, consult the tables below.

Table 2-18: Familiars

Familiar Type	Special Abilities
Regular	
Bat	-
Cat	Master gains a +2 bonus to Move Silently checks
Hawk	-
Owl	Has low-light vision; master gains a +2 to Move Silently checks
Rat	Master gains a +2 bonus on Fortitude saves
Raven	Speak one language
Snake (Tiny)	Poisonous bite
Toad	Master gains a +2 to Constitution score
Weasel	Master gains a +2 bonus on Reflex saves
Superior	
Bat	Has darkvision; master gains a +2 on Listen checks
Cat	Has darkvision; master gains a +2 on Listen and Move Silently checks
Dog	Master gains a +2 to Listen checks
Hawk	Has darkvision; master gains a +2 on Scry checks
Lizard	Has low-light vision; master gains a +2 to Climb checks
Monkey (Tiny)	Understands one language; master gains a +2 to Climb checks
Owl	Has low-light vision; master gains a +2 to Move Silently checks
Rat	Master gains a +2 bonus on Fortitude saves
Raven	Speaks one language; master gains a +2 to Spot checks
Scorpion	Poisonous sting; master gains a +2 to Intimidate checks
Snake (Tiny)	Poisonous bite; master gains a +2 bonus to Hide checks
Spider (Tiny)	Poisonous bite; master gains a +2 bonus to Use Rope checks
Toad	Master gains a +2 to Constitution score
Weasel	Master gains a +2 bonus on Reflex saves

Use the basic statistics for a creature of its type, as given in the *Monster Manual* with the following changes:

- **Hit Dice:** Regular familiar's hit dice are treated as the master's total level for the number of hit dice received (for effects related to hit dice as well). Superior familiars add +2 hit dice. Both use the familiar's normal total if it is higher.
- **Hit Points:** Regular familiars receive one-half the master's total rounded down. Superior familiars receive the master's total.
- **Attacks:** Both types use the master's base attack bonus. Use the familiar's Dexterity or Strength modifiers, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Regular and superior familiars' damage equals that of a normal creature of that type. Superior familiars receive a +2 magical bonus to damage.

- **Saving Throws:** The familiar uses the master's base saving throw bonus if they're better than the familiar's (Regular familiars have Fort +2, Ref +2, Will +0; superior familiars have Fort +4, Ref +4, Will +2).
- **Skills:** Both types use the normal skills for an animal of that type or the master's, whichever is greater.

Table 2-19: Familiar Special Abilities

Master Class Level	Natural Armor	Int	Special
1-2	+1	6	Alertness, improved evasion, share spells, empathic link
3-4	+2	7	Touch
5-6	+3	8	Speak with master
7-8	+4	9	Speak with animals of its type
9-10	+5	10	
11-12	+6	11	Spell resistance
13-14	+7	12	Scry on familiar
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

The following descriptions explain the familiar abilities list above. Note that all abilities are cumulative and the familiar gains more abilities as the master advances in level:

- **Natural Armor:** This bonus is added to the familiar's ordinary AC.
- **Intelligence:** This is the familiar's Intelligence score.
- **Alertness:** When the familiar is within arm's reach, the master gains the benefits of the Alertness feat.
- **Improved Evasion:** If the familiar is subjected to an attack where a saving throw would normally cut the damage in half, a successful saving throw negates any damage, and a failed saving throw results in half damage. Improved evasion is an extraordinary ability.
- **Share Spells:** At the master's option he may have any spell he casts on himself affect the familiar as well. The familiar must be within 5 feet of the master. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar moves back within 5 feet of the master before the spell's duration would have ended. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. The master and familiar can share spells even if the spells do not normally affect creatures of the familiar's type (magical beast).
- **Empathic Link:** The master has an empathic link with the familiar out to a distance of one mile. The master cannot see through the familiar's eyes, but the

two can communicate telepathically. Note that the low Intelligence of a low level master's familiar limits what it is able to understand or communicate, and even intelligent familiars see the world differently from most races. Because of the empathic link between the master and his familiar, the master has the same connection to an item or place the familiar does. For example, if a familiar has seen a room, the master can teleport to that room as if he had seen it himself. This is a supernatural ability.

- **Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for its master. When the master casts a touch spell he can designate the familiar as the “toucher” (the master and the familiar have to be in contact at the time of casting). The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell, the touch spell dissipates.
- **Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the conversation without magical help.
- **Speak with Animals of its Type:** The familiar can communicate with animals of approximately the same type as itself (including dire variants): bats and rats with rodents, cats with felines, dogs with canines, hawks and owls and ravens with birds, monkeys with simians, scorpions and spiders with insects, snakes and lizards with reptiles, toad with amphibians, weasels with creatures of the mustelidae family (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). The communication is limited by the Intelligence of the conversing creatures.
- **Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level +5. If another spellcaster tries to affect someone else's familiar with a spell, the caster must make a caster level check (1d20 + caster level) at least equal to the familiar's spell resistance.
- **Scry:** If the master is 13th level or higher, the master may scry on the familiar (as if casting the *Scry* spell) once per day. This is a spell like ability that requires no material component or focus.

Bonus Feats:

At 1st level, 4th level, 8th level, 12th level, 16th level, and 20th level a Wizard of High Sorcery gains a bonus feat in addition to those gained by advancing in levels.

These bonus feats must be spent on metamagic, item creation, or spell mastery feats. Note that feats gained through any other means do not have to be spent on metamagic, item creation, or metamagic feats. If there are no more metamagic or item creation feats left to take, the feats must be spent on spell mastery.

Spells Per Day:

For each level that a Wizard of High Sorcery advances, the character gains additional spells per day as if the character had advanced a level in his previous

spellcasting class nor does the Wizard actually gain a level of the previous spellcasting class . No other benefits or abilities are gained from the previous class or classes. If there was more than one previous spellcasting class, use whichever was higher in level.

Spell Progression:

While a few different types of spell casters exist on Ansalon, many of them cast spells in different ways and with different natural progressions of understanding. By becoming a Wizard of High Sorcery, they are all become unified under the nurturing shadow of the Conclave and fellow magic users. However, each type of spell caster, bards, sorcerers and wizards, continue to cast and learn spells in different fashions. By becoming a Wizard of High Sorcery, these spell casters find their abilities enhanced by both the environment of the Orders and the Order’s patron deity’s sanction and acceptance of the magic user’s dedication.

The Wizard of High Sorcery, regardless of previous class, now has access to a different and more powerful spell progression. When a Wizard of High Sorcery level is gained, the character gains new spell progression as if the Wizard had also advanced in the previous spellcasting class. The Wizard does not gain any of the benefits of the previous class, nor does the Wizard actually gain a level of the previous spellcasting class. The bonus to the Wizard’s casting level simply stacks with the previous and current caster level. If there was more than one previous spellcasting class, use whichever was higher in level. This bonus only adds to Arcane spell progression, and applies universally to bards, sorcerers and wizards. Previous bards and sorcerers also advance in the number of spells known. As the Wizard grows in power and advances levels, his spell progression becomes larger, eventually allowing him to cast spells as if he were several levels higher than he is. The table below lists the progression of a Wizard of High Sorcery’s spell casting level progression.

Table 2-20: Wizard of High Sorcery Spell Progression

Level	Spell Casting Level
1-4	+1 spell casting level
5-8	+2 spell casting level
9-12	+3 spell casting level
13-16	+4 spell casting level
17-20	+5 spell casting level

From 1st level through 4th level the bonus is +1 spell casting level. From level 5th level through 8th level, the bonus increases to +2 spell casting level, meaning that the Wizard now casts spells at 2 levels higher than the previous class’s caster level. From 9th level through 12th level, the bonus increases to +3 spell casting level,

meaning that the Wizard now casts spells at 3 levels higher than the previous class's caster level. From 13th level through 16th level, the bonus increases to +4 spell casting level, meaning that the Wizard now casts spells at 4 levels higher than the previous class's caster level. From 17th level through 20th level, the bonus increases to +5 spell casting level, meaning that the Wizard now casts spells at 5 levels higher than the previous class's caster level.

The Test:

As a result of the Test of High Sorcery, no surviving wizards remain unscathed. Every person who has passed the Test carries some scar, whether mental or physical of the grueling labors of the Test. The resulting brand is different for every person and there is no uniformity in the type or severity of the results. It can be as simple as a pronounced limp, to as deeply scarring as heavy emotional trauma. After the Test, the DM is allowed to choose the resulting brand and the severity of it. This most often manifests itself as related to an incident during the Test, though the DM is not obligated to do so.

Lunar Effects:

As a result of the Test and the pledged allegiance to a specific Order of magic, a Wizard of High Sorcery is now heavily influenced by the position of the patron moon in the sky. To find the effect of lunar cycles on a Wizard of High Sorcery, consult the **Moons of Krynn** section.

Item Availability:

At 1st level a Wizard of High Sorcery is considered a brother in the magical arts. The Wizard now has access to the vast stores of magical knowledge available at the Tower of Wayreth, as well as the magical items within. New spells are easy to come by and are freely given to those who ask. Spell books may be purchased at a 50% discount from what is listed in the Player's Handbook. Other magical items may also be available for purchase (DM's discretion). If available, the item may be purchased at half its market price (see market prices for magic items in the Dungeon Master's Guide).

Strength of Will:

Due to the strains and sacrifices of the Test, all Wizards of High Sorcery receive a permanent +2 bonus to Will saves made against both Arcane and Divine spells and spell like effects starting at 1st level. This bonus stacks with any and all other modifiers.

Will of the Conclave:

To the Orders of High Sorcery the continuation and prosperity of magic is paramount. Nothing is allowed to hinder this, and that applies to members of the Order as well. Should a Wizard of High Sorcery ever do something that threatens the stability or prosperity of magic on Krynn, the Conclave may be summoned to meet out justice and punishment for the offender. While there are no specific rules

that govern what is deemed good and bad behavior, any wizard who passes the Test of High Sorcery receives advice on what is expected of him by his Order. The conclave will also assume that anyone strong enough to survive the Test is also wise enough to carefully nurture magic instead of endangering it's very survival. Needless to say, punishment is often swift and brutal, even for first time offenders.

Changing Orders:

Changing allegiance is not something taken lightly with the Wizards of high Sorcery. Nor is it taken lightly with the patron deities of the Orders. When a Wizard switches Orders from one robe to another, he suffers several penalties. First, the Wizard loses 2 levels, affecting spell progression, caster level, saves, base attack bonus and any other level relevant abilities. This drops the Wizard's experience points down to the amount needed to reach two levels lower than the current level. See the Dungeon Master's Guide for rules on level loss. Second, the Wizard is not affected by the moons for one month. After one month has passed, the new moon affects the mage and he is once again affected normally by the alignment of the moons. However, the loss of levels is permanent and can only be regained through gaining experience points

Ex-Wizards of High Sorcery:

A Wizard who is cast out is in dire straits indeed. To be cast out of the Order is to be labeled a Renegade wizard and the Conclave will stop at nothing to hunt the Renegade down and eradicate him. Regardless of the means of departure from the class, an ex-Wizard of high Sorcery loses all school restrictions, and all duties to the Conclave. However, all other abilities remain at their current level.

Table 2-21: Wizard of High Sorcery

<u>Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Spells Per Day</u>
1	+0	+0	+0	+2	Mage Lore, Improved Summon Familiar, Bonus Feat, Spell Progression +1, Strength of Will	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+3	School Mastery +2	+1 level of existing class
4	+2	+1	+1	+4	Bonus Feats	+1 level of existing class
5	+2	+1	+1	+4	Spell Progression +2	+1 level of existing class
6	+3	+2	+2	+5	School Mastery +3	+1 level of existing class
7	+3	+2	+2	+5		+1 level of existing class
8	+4	+2	+2	+6	Bonus Feat	+1 level of existing class
9	+4	+3	+3	+6	School Mastery +4, Spell Progression +3	+1 level of existing class
10	+5	+3	+3	+7		+1 level of existing class
11	+5	+3	+3	+7		+1 level of existing class
12	+6	+4	+4	+8	School Mastery +5, Bonus Feat	+1 level of existing class

13	+6	+4	+4	+8	Spell Progression +4	+1 level of existing class
14	+7	+4	+4	+9		+1 level of existing class
15	+7	+5	+5	+9	School Mastery +6	+1 level of existing class
16	+8	+5	+5	+10	Bonus Feat	+1 level of existing class
17	+8	+5	+5	+10	Spell Progression +5	+1 level of existing class
18	+9	+6	+6	+11	School Mastery +7	+1 level of existing class
19	+9	+6	+6	+11		+1 level of existing class
20	+10	+6	+6	+12	Bonus Feat	+1 level of existing class

Heroes And Villains

This chapter details some of the major hero and villain NPC's that play a role in the War of the Darklance campaign setting. Some are devious villains, bent on vengeance, bloodshed, conquest and glory. Others are valiant heroes struggling in a world where darkness seems complete and total. Still others are everyday people sucked into the War of the Darklance against their will. They struggle to survive and find some semblance of sanity in war-torn Ansalon. But whatever their motive, one thing is for certain: These are names that are destined to play a role in this dark and sorrowful saga.

Villains and Fiends

Lord Soth

Lord Soth, Death Knight of Krynn and Knight of the Black Rose. Lord Soth was once Loren Soth, Knight of Solamnia, and member of the prestigious Order of the Rose. Soth was given the chance to save Krynn from the Cataclysm, but he abandoned the quest to confront his wife, and preserve his "honor". He has been condemned to an existence of un-life for his crimes against humanity and especially his heartlessness towards his wife and child.

Most people who are Dragonlance fans know who Lord Soth is and how he became the most feared being on the face of Krynn. Although, we have not been told everything and not everything we have read is necessarily true. There are many holes in the story of Soth, like why can't he leave Dargaard Keep, or what does a Death Knight do with his unending time? These questions and more will be answered herein.

Lord Soth

Medium-size Male Death Knight (Undead) 23rd level
 Knight of the Crown 3rd level, Knight of the Sword 3rd level, Knight of the Rose 7th level, Death Knight (undead, Death Knight template) 10th level
 Chaotic Evil

Str – 18 (+4) Int – 13 (+1)
Dex – 14 (+2) Wis – 9 (-1)
Con – - (-) Cha – 17 (+3)

Speed:

20 feet

Initiative:

+2

A.C.:

25 (10 + 2 Dex + 4 natural + 9 Solamnic Plate), (26 against one opponent), (29 against attacks of opportunity)

H.P.:

217

Hit Dice:

3d10, 3d10, 7d12 (Knight of Crown, Sword and Rose), 10d10 (Death Knight)

Fortitude Save:

+15

Reflex Save:

+9

Will Save:

+14

Skills:

Knowledge (Oath and Measure) +11, Knowledge (religion) +11, Knowledge (history) +7, Craft (weapons) +5, Handle Animal +13, Intimidate +24, Jump +7, Listen +4, Ride +22, Spot +5, Swim +5, Wilderness Lore +3

Feats:

Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiency, Weapon Focus (bastard sword), Mounted Combat, Weapon Specialization (bastard sword), Weapon Specialization (longsword), Exotic Weapon Proficiency (bastard sword), Ride-by-Attack, Leadership, Combat Reflexes, Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack, Trample, Spirited Charge, Weapon Focus (longsword), Cleave, Power Attack, Great Cleave

Base Attack Bonus:

+23/+18/+13/+8/+3

Total Melee Bonus:

+27/+22/+17/+12/+7 (+3 with bastard sword and longsword)

Total Ranged Bonus:

+25/+20/+15/+10/+5

Weapons:

Bastard Sword +4, 1d10+4, crit 19-20/x2, 10 lbs., slashing

Armor:

Solamnic Plate

Special Abilities:

Spell Resistance 17, Fear Aura (as per the 4th level wizard spell except that instead of a cone the aura extends up to 10 feet, always active, functions at 20th caster level) Turn Resistance +5, *Detect Magic* (as per the 0 level wizard spell, at will, functions at 20th caster level, *Wall of Ice* (as per the 4th level wizard spell, three times per day, functions at 20th caster level), *Dispel Magic* (as per the 3rd level wizard spell, twice per day, functions at 20th caster level), *Power Word Kill or Power Word Stun or Power Word Blind* (as per the 9th, 7th, and 8th level wizard spells respectively, only one of the three once per day, functions at 20th caster level), *Symbol (Pain)* (as per the 8th level wizard spell, once per day, functions at 20th caster level), *Fireball* (as per the 3rd level wizard spell but with 20d6 instead of 10d6 maximum damage, once per day, functions at 20th caster level)

Special Items:

None

Challenge Rating:

15

Ebonfangus (“The Black Fang”)

Ebonfangus, or as she is more commonly known among non-dragons, “The Black Fang”, was once an ancient black dragon back even before the Cataclysm. She was the terror of Northern Ansalon, and took any chance she had to decimate land and villages alike. The origin of her name is quite obvious to even the most unobservant; her two front fangs are quite unique, being formed of the purest and blackest onyx. These fangs are huge, even compared to standards of dragons, reaching a length of nearly 3 feet.

After many years of collecting treasure throughout Krynn, the Cataclysm occurred and several of Ebonfangus’ lairs were collapsed. Needing a larger, more fitting place to call home, she went in search of such a lair. Eventually, after several years of searching, she discovered the defiled remains of Dargaard Keep, but more importantly she found what she sought at the bottom of the once pure moat. The darkness that overtook the keep also transformed the moat into a dark and gloomy swamp, the perfect place to call home.

Upon creating her new lair, Ebonfangus settled down to enjoy her newfound darkness. There suddenly came an aftershock of sorts that freed a boulder from overhead, which happened to directly above Ebonfangus. It fell and killed the black dragon, breaking off one of her fangs in the process. What happens to her next is soon to be told; “The Black Fang” shall find a way to live on. But surely, with the close proximity of Lord Soth, he will play a part in her rebirth.

Ebonfangus (“The Black Fang”)

Mature Adult Female Black Dragon Dracolich

Huge Black Dragon (Water)

Hit Dice:

22d12 + 110 (253)

Initiative:

+4

Speed:

60 feet, fly 150 feet (poor), swim 60 feet

A.C.:

29 (-2 size +21 natural)

Attacks:

1 bite +28, 2 claws +28, 2 wings +28, 1 tail slap +23, 1 crush +28

Damage:

bite 2d8 +8, claws 2d6 +4, wings 1d8 +4, tail slap 2d6 +12, crush 2d8 +12

Face/Reach:

10 foot by 20 foot/ 10 feet

Special Attacks:

Breath Weapon (100 foot long – 50 foot wide cone, 14d4 damage [DC 26 to save]), Spells (cast as a 5th level wizard), paralyzing gaze (the dracolich may gaze at one creature for a full round during which time the dracolich performs all other attacks or defensive actions at a –2 penalty unless directed at the subject of the gaze, at the end of the round, the subject who meets the dracolich’s gaze must make a Will save, DC equal to the Frightful Presence, or be paralyzed for 2d4 rounds – creatures with six hit dice or more receive a +3 to the saving throw, usable three times a day), paralyzing attack (claw and bite attacks force the victim to make a Fort saving throw, DC 15, or be paralyzed for 1d6 rounds, usable five times a day)

Special Qualities:

Frightful Presence, Keen Senses, Water Breathing, *Corrupt Water* (Sp, once per day the dragon can stagnate 10 cubic feet of water making it become still, foul and unable to support life, spoils containers containing water, magic potions and items must succeed at a Will save, DC equal to the Frightful Presence, or become fouled), *Charm Reptiles* (Sp, operates as a *Mass Charm* spell and enables the dragon to communicate with any charmed reptiles as though using an *Speak with Animals* spell, usable three times a day), *Darkness* (as per the 2nd level wizard spell, up to 70 feet, three times per day, functions at 5th caster level), *Insect Plague* (as per the 5th level cleric spell, once per day, functions at 5th caster level), *Plant*

Growth (as per the 3rd level druid spell, once per day, functions at 5th caster level),
Control Undead (as per the 7th level wizard spell, undead save at -2, usable once every three days, functions at 5th caster level)

Saves:

Fort +18, Ref +13, Will +15

Abilities:

Str 27, Dex 10, Con 21, Int 14, Wis 15, Cha 14

Skills:

Listen +29, Spot +29, Search +27, Spellcraft +24, Concentration +30, Scry +27,
Bluff +27, Diplomacy +27

Feats:

Flyby Attack, Hover, Snatch, Wingover, Improved Initiative, Alertness

Challenge Rating:

15

Alignment:

Chaotic Evil

Krystalice (cris-tal-iss) Frostfyre

The least common chromatic dragon on Krynn is the white dragon. Among the evil dragons, the white is normally the smallest and least powerful. However, with the changes that have occurred in Icewall over the last couple of years, the whites have become more powerful. One dragon in particular, a female who was the “runt” of her clutch, has been the most affected by the magical release.

The dragon’s name is Krystalice Frostfyre, also known as Krystalice, and she is a truly magnificent sight to behold. At a length of nearly 300-feet, with a wingspan to match, Krystalice is by far the largest white ever seen on Krynn. When she flies across the arctic, at speeds never seen in dragon of this immense size, she raises a cloud of snow and ice hundreds feet in the air. Sunlight reflects off of her nearly translucent, pristine white scales, creating a “snow blindness” effect in all those who look directly at her during daylight.

How a white dragon could grow to such humongous proportions is not known, but there is a story told by the lesser whites that follow Krystalice that may explain much. It is said that when Icewall Castle was transformed into a flying citadel, that some of the magic was infused into Krystalice, and she began to undergo some transformations.

When Krystalice was hatched, she was the smallest of her clutch mates and very nearly died. Some miracle saved her from death, and her mother coddled her and assisted her in growing to adolescence. However, her mother died in the War of the Lance, and Krystalice was forced to eek out an existence as best she could. She discovered a cave under Icewall Castle, where she had been living for nearly a

four decades, barely surviving because she was so fragile and slow. Her main source of sustenance was a type of glowing lichen that grew in abundance under the castle.

A short time ago the Knights of the Thorn and Skull took over Icewall Castle and began to perform their dark rituals to create the Darklances and transform the castle into a flying citadel. When these magics were released, Krystalice inevitably absorbed some of it. The immediate effects were strange to Krystalice; she began to feel very sick and was unable to eat, she assumed that her fragility was finally causing her to die. She went to sleep never planning on seeing the light of day again. However, she awoke a week later to find that she had grown to the size of an ancient dragon. Thinking that she was in the afterlife, she decided to venture forth in search of her mother. Upon emerging from her lair, Krystalice found that she was very much alive and actually growing larger out in the open tundra of Icereach. She immediately took flight, something nearly impossible before, and sated her enormous hunger by decimating an entire herd of caribou, also something she wouldn't normally be able to do, as she was never fast enough to catch them. Krystalice also found that she could out fly any other dragon on the glacier, leaving many in her wake. She was eventually approached by some of the other whites who wished to become her followers. Not used to being the object of such attention, she declined and returned to her lair.

Upon returning to her lair, she discovered Icewall Castle flying above her and knew exactly what it was from stories her mother had told her. So she flew up to investigate the castle. The draconians and knights on guard duty took one look at Krystalice and went into a panic, the dragonfear emanating from her was more powerful than even the largest red dragons, and affected even those creatures with an evil alignment.

Once word of the dragon was brought to Lord Arcticus, the white minotaur in command of the Citadel, he sought out Krystalice in an attempt to gain her assistance in world domination. Realizing that she was truly powerful now, she accepted and sought out the dragons who had approached her earlier to begin building her army of white death. She quickly chose two generals to be her first commanders and mates, Deathfreeze and Crynice, who are the largest males in Icewall.

Krystalice now leads all the white dragon forces of Icereach and has become the chosen mount of Lord Arcticus himself, she allows no one but the white minotaur to fly on her back. At the head of the newly formed white army, the inhabitants of Icewall Glacier have fallen under the control of the Knights of Takhisis. With the whole world being plunged into an ice age, the Knighthood has decided to use the whites to their fullest advantage. Krystalice's first mission was

to lead the attack on Tarsis in order to take over the city before the advancing glacier destroyed it.

In the coming battles, the white army will play a key role in the domination of Krynn. Krystalice Frostfyre couldn't be any happier, unless she was the one to rule this new ice covered world herself. She will definitely have to take advantage of that opportunity when the time is right. For now she will take what she can and enjoy the new life she has been given.

Krystalice Frostfyre

Great Wyrm Female White Dragon

Gargantuan White Dragon (Cold)

Hit Dice:

36d12 +300 (545)

Initiative:

+4

Speed:

60 feet, fly 250 feet (clumsy), swim 60 feet, burrow 30 feet

A.C.:

46 (-4 size, +40 natural)

Attacks:

1 bite +48, 2 claws +43, 2 wings +43, 1 tail slap +43, 1 crush +48, 1 tail sweep

Damage:

Bite 4d6 +13, claws 2d8 +6, wings 2d6 +6, tail slap 2d8 +19, crush +4d6 +19, tail sweep 2d6 +19

Face/Reach:

20 foot by 40 foot/15 feet

Special Attacks:

Breath Weapon, Spells

Special Qualities:

Cold Subtype, Icewalking, *Freezing Fog*, 3/day – *Gust of Wind* and *Fog Cloud*, 1/day – *Control Weather*, Damage Reduction 20/+3, Spell Resistance 27, Frightful Presence, Keen Senses, Blindsight

Saves:

Fort + 30, Ref +22, Will +26

Abilities:

Str 37, Dex 10, Con 27, Int 18, Wis 19, Cha 18

Skills:

Listen +44, Spot +64, Search +61, Concentration +39, Diplomacy +38, Knowledge (history) +16, Scry +30

Feats:

Alertness, Cleave, Improved Initiative, Flyby Attack, Hover, Quicken Spell-like Ability, Snatch, Wingover, Heighten Spell, Silent Spell

Challenge Rating:

20

Alignment:

Chaotic Evil

Silpheric

In an attempt to create the ultimate fighter to lead their forces in battle, the Knights of the Thorn and Knights of the Skull combined their magic to bring a new draconian into the world. This draconian is one of a kind due to the fact that the process used in the creation was so costly to the Dark Knights. Since the corrupt Darklances are in short supply, that an egg that would normally yield 6 or more draconians now produced only one, and that it takes multiple types of draconians to create this draconian, it was decided that the creation would never be duplicated. Thus there is but one of these truly powerful and dangerous draconians known as the Platak.

As corrupt as all draconians are, the Platak draconian is even more so. While researching the writings of Dracart, one of the original creators of the first draconians, it was discovered by an apprentice Skull Knight that it might be possible to combine the essences of multiple draconians to form one highly intelligent, resourceful, and extremely powerful draconian. The process was very complex, and took several attempts to perfect. The key to the whole transformation was the use of the Darklance. According to the notes, it took a truly powerful artifact for the forces of good that had been corrupted to serve evil. Now that the Dark Knights had the corrupt Dragonlances they had the power to complete the ritual started those many years ago. Once the proper procedure was found, the Knights realized that the end product didn't justify the use and loss of so many resources.

Beginning the corruption process of a silver dragon egg, which is used to produce Sivak draconians, is the first step in creating the Platak Draconian; halfway through the egg is pierced through the middle by a corrupt Darklance, the multiple Sivak draconians then combine into one body and the fetus absorbs the black magic of the lance, rendering it useless. As the body begins to grow and change, the very essences of an Aurak and Kapak are sucked from their body using Dracart's Heart, a powerful artifact named after the black-hearted mage, which was rescued from Neraka following its destruction. These essences are forced into the breach left by the Darklance and are fused with the soul of the growing Platak. As the merging nears completion the Platak draconian grows so large that he bursts

from the silver dragon egg and the transformation into the dreaded Platak Draconian is finished.

The Platak is a platinum draconian. It seems that the combination of the Sivak, Aurak and Kapak draconians caused the Platak to take on the coloring and traits of the highly prized metal, and, as platinum is the most rare metal on Krynn, this draconian truly rare.

The Platak stands 10 feet tall and has 11-foot wings that allow him to fly with great agility. Flying is not the only ability the Platak received from its combined lineage. He inherited the ability to shape-change like the Sivak, however it has been improved in this new form, he can take on any form at will up to three times a day with perfect accuracy. The Aurak essence gave him the ability to cast spells as a sorcerer. From the Kapak he has become a militaristic master, able to wield almost any weapon and his battlefield strategies are near perfection in their planning. Although, unlike the Kapak, the platinum draconian is a true leader of troops, his viciousness and intelligence has won over many companies. Men and draconians alike are willing to follow their commander into any confrontation confident they will emerge victorious.

The name given to this monstrous draconian was Silpheric, due to his silver-like coloring and the fact that when he is in battle he emits a sulfuric, almost noxious, smell. His combined leadership abilities, intelligence, cunning, resourcefulness and sheer power have endeared Silpheric to Lord Ariakan. The leader of the Knights of Takhisis has used the Platak for missions ranging from reconnaissance and infiltration to troop leadership and assassinations. Silpheric carries out his missions with extreme diligence, and nothing stands in his way. Silpheric was exactly the “weapon” Ariakan had been looking for to carry out missions of subterfuge and further the goals of the Knighthood.

The people of Krynn have finally gotten used to dealing with the draconians and fighting against them. When they meet this new threat, it will be more than any of them have faced before.

Silpheric

Large Adult Male Monstrous Humanoid Platak Draconian 14th level

Sorcerer 6th level, Fighter 4th level, Rogue 4th level

Lawful Evil

Str – 20 (+5) Int – 18 (+4)

Dex – 17 (+3) Wis – 15 (+2)

Con – 13 (+1) Cha – 11 (+0)

Speed:

30 feet, fly 60 feet (average)

Initiative:

+3

AC:

21

H.P.:

75

Hit Dice:

6d4 (Wizard), 4d10 (Fighter), 4d6 (Rogue)

Fortitude Save:

+7

Reflex Save:

+6

Will Save:

+4

Skills:

Alchemy +12, Concentration +7, Knowledge (arcane) +7, Knowledge (religion) +7, Knowledge (history) +7, Knowledge (geography) +7, Scry +12, Spellcraft +12, Climb +11, Jump +10, Swim +12, Balance +6, Bluff +5, Intimidate +3, Listen +5, Search +6, Spot +4

Feats:

Spell Mastery, Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Spell Penetration, Empower Spell, Enlarge Spell, Silent Spell, Alertness, Ambidexterity, Blind Fight, Hide + 14, Disguise +14, Move Silently +14

Base Attack Bonus:

+12/+7/+2

Total Melee Bonus:

+17/+12/+7

Total Ranged Bonus:

+15/+10/+5

Weapons:

Heavy mace, 1d8 +5, crit x2, 8 lbs., Bludgeoning; dagger, 1d4 +5, crit 19-20/x2, 10 feet, 1 lb., Piercing; Claws, 1d6 +5, Slashing; Bite, 1d10 +2, Piercing; Tail Slap, 1d6 +2, Bludgeoning

Armor:

None

Special Abilities:

Disease Immunity, Low Metabolism, Death Throe (Ex; upon reaching 0 or fewer hit points, Silpheric's scales begin to darken and corrode away and his form begins to release an aura of decay and corruption that lasts for 4d6 rounds causing all

normal items and creatures within a 15 foot radius to succeed a Fort save (DC 18 for creatures and normal items, DC 12 for magic items) or suffer 2d8 points of damage per round while in the radius) Glide, Keen Senses, Trip

Special Items:

None

Challenge Rating:

9

The Red Minotaur

The son of the prior Red Minotaur, the current Red Minotaur killed his father in honorable combat, taking his place as the champion of the games. The next day, as the Red Minotaur was brought before the emperor to be recognized as the new Red Minotaur, he dared to challenge the emperor as well.

History was changed that day, as the Red Minotaur stood triumphant over the dead body of Emperor Chot Es-Kalin. From that day, the title of Red Minotaur would also be the title of the Emperor.

The Red Minotaur has united Mithas and Kothas, and has formed a Blood Army that seeks to claim the Minotaur birthright, and conquer Ansalon. The Red Minotaur's plans were changed when his navy was frozen in their ports during the new age of ice. After hearing reports from his scouts, he found that the Blood Sea is frozen as well.

The Red Minotaur is now marching his forces across the Blood Sea in order to invade. He also thinks he can now reach the lost city of Istar, now that the Maelstrom is frozen. He hopes to find lost treasures, which will help him in his cause.

The Red Minotaur

Large Adult Male Minotaur 16th level

Fighter 6th level, Gladiator 10th level

Lawful Evil

Str – 21 (+5)

Int – 11 (+0)

Dex – 15 (+2)

Wis – 12 (+1)

Con – 18 (+4)

Cha – 14 (+2)

Speed:

30 feet

Initiative:

+2

AC:

16 (10 + 4 racial + 2 Dex), (17 against one opponent)

H.P.:

132

Hit Dice:

6d10 (Fighter), 10d12 (Gladiator)

Fortitude Save:

+16

Reflex Save:

+11

Will Save:

+5

Skills:

Balance +10, Climb +13, Jump +15, Ride +5, Swim +9, Tumble +8, Use Rope +9, Listen +3, Spot +3, Intimidate +3, Craft +2 (seafaring vessels)

Feats:

Simple Weapon Proficiency, Martial Weapon Proficiency, Exotic Weapon Proficiency (net), Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Cleave, Power Attack, Endurance, Alertness, Blind-Fight, Dodge, Great Cleave, Improved Bull Rush, Sunder

Base Attack Bonus:

+16/+11/+6/+1

Total Melee Bonus:

+21/+16/+11/+6

Total Ranged Bonus:

+18/+13/+8/+3

Weapons:

Clabbard +3, 2d6 +8/3d4 +8, crit 19-20/x2/18-20/x3, 18 lbs., Slashing; mandoll, 1d4 +5/1d4 +5, crit 19-20/x2/19-20/x2, 4 lbs., Slashing/Bludgeoning; short sword, 1d6 +5, crit 19-20/x2, 3 lbs., Piercing; javelin, 1d6 +5/1d6 +2, crit x2, 30 feet, 2 lbs., Piercing; net, 10 feet, 10 lbs.

Armor:

None

Special Abilities:

Innate Weapon Proficiency, Increased Weapon Proficiency, Uncanny Dodge (can't be flanked), Attack Accuracy +6, Critical Strike +6

Special Items:

None

Challenge Rating:

11

Lord Arcticus

The white-furred Arcticus was a gladiator in the games in Taladas. He never liked being under the control of someone else, preferring to be the conqueror instead of the conquered. Arcticus decided that the time had come to make his escape. After several months of planning, he managed to escape and take a small boat out into the sea. His plans of moving to another part of Taladas were cut short when a storm blew him off course and sent him towards Ansalon.

Arcticus washed up on the shore of Mithas. In his weakened state, he was captured by the minotaurs of Mithas and brought before Emperor Chot Es-Kalin. The Emperor knew immediately that Arcticus was a mighty warrior and had probably been a gladiator. It didn't take him long to figure out that Arcticus was from Taladas. Arcticus was once again a gladiator. His experience was evident, and he bested any gladiator he fought, save for one. Only the Red Minotaur was a match for Arcticus. The two were like polar opposites. The Red Minotaur was chaotic and bloodthirsty. Arcticus was cold and calculating.

Then, one day, the Red Minotaur challenged Emperor Chot Es-Kalin for the throne. Arcticus used the challenge as an opportunity to escape. This time, Arcticus made his way to the shores of the Ansalon mainland without trouble. He was free. After a short time, Arcticus met up with the Knights of Takhisis. He found that their sense of honor matched his own quite well – even more than Minotaur honor. Arcticus quickly rose through the ranks, and gained the station of the general at Icewall Castle. His fellow Knights thought it was a joke assignment. Arcticus loved it. The cold of Icewall matched the cold in his heart. It was reclusive. And while he still answers to Lord Ariakan and the Dark Queen, he is the master of all he surveyed.

Recently, the dragonlances were brought to Icewall to be corrupted. Lord Ariakan thought this place to be remote enough that it would not draw attention. Arcticus has also ordered that Icewall Castle be turned into a flying citadel, in case they needed to evacuate the Darklances quickly. Arcticus recently heard of the alliance between the Minotaurs and the Knights of Takhisis. While Arcticus is opposed to the alliance, he knows his place. He is preparing for the possibility that the Red Minotaur will turn on the Knights of Takhisis, as he is not honorable. Meanwhile, Icewall Glacier steadily moves forward, taking Ansalon one piece at a time.

Lord Arcticus, 1st Lord of the Lily

Large Adult Male Minotaur 14th level
Fighter 5th level, Knight of the Lily 9th level
Lawful Evil

Str – 20 (+5) Int – 16 (+3)
Dex – 13(+1) Wis – 9 (-1)
Con – 17 (+3) Cha – 13 (+1)

Speed:

30 feet

Initiative:

+5

AC:

24 (10 + 4 natural +1 Dex + 9 Nerakan Plate)

H.P.:

103

Hit Dice:

5d10 (Fighter), 9d10 (Knight of the Lily)

Fortitude Save:

+13

Reflex Save:

+8

Will Save:

+6

Skills:

Balance +3, Climb +11, Craft +15 (+17 seafaring vessels), Handle Animal +12, Jump +11, Ride +15, Swim +13, Diplomacy +9, Knowledge (Code and Vision) +12, Knowledge (law) +10, Knowledge (religion) +12, Intimidate +8, Sense Motive +6, Concentration +7, Use Rope +3,

Feats:

Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Blind-Fight, Weapon Specialization (battleaxe), Improved Initiative, Leadership, Weapon Focus (greatsword), Weapon Focus (battleaxe), Mounted Combat, Mobility, Power Attack, Cleave

Base Attack Bonus:

+14/+9/+4

Total Melee Bonus:

+19/+14/+9 (+1 to each with great sword or battle axe)

Total Ranged Bonus:

+16/+11/+6

Weapons:

Greatsword, 2d6 +5, crit 19-20/x2, 15 lbs., Slashing; Frost Brand Greataxe – “Fraeze”, 1d12 +7 +1d6, crit x3, 20 lbs., Slashing, Hammer of Darkness, 1d8 +9, crit 19-20/x3, 12 lbs., Bludgeoning

Armor:

Nerakan Plate

Special Abilities:

Leadership +4, Vision +3, Mounted Attack Proficiency +2,

Special Items:

Hammer of Darkness (see **Treasures** section), Fraise (*DMG, pg188* – treat as Frost Brand)

Challenge Rating:

12

Zilynn Morova

Zilynn was just a young girl when Lord Ariakan pulled her from the slave mines of Neraka and made a knight of her. No older than 9 years old when she began her tutelage under her mentors, Zilynn proved to be an apt and able pupil. Having been utterly abandoned by her parents as an infant and raised in the slave mines of Neraka, she quickly became accustomed and delighted at the strict, yet rewarding life that the knighthood offered. Having never known love or affection, she became the living embodiment of the Code, and has lived through it every day of her life since. By the time she was knighted at 16, she was already making her superiors proud.

However, though Zilynn has served with distinct loyalty and unswerving commitment, she has always been marked by a noticeable compassionate streak that she has concealed for the duration of her knighthood. Having never known love and compassion, Zilynn cannot help be curious about such emotions. Her own life has been consumed with loyalty and dedication to a knighthood serving the great goddess of evil, and though she has not regretted a single moment of it, and likely never will, she is still mystified by other's supposed belief in the ultimate victory of love and goodness. Without ever having known even so much as a close friend, Zilynn is utterly alone in her life. Now, at the age of 51, her curiosity has finally begun to surface. So strongly does it pull that at times she finds herself hesitating before carrying out orders due to the pondering that she puts into every act.

Standing five feet and eight inches tall, Zilynn is thin, though not gaunt, with gray-streaked copper hair and large, somewhat curious blue eyes. Her face, as thin and angular as it is, holds a peculiar attractiveness to it that many find pleasing. Her natural dexterity of the hands and devout spirituality made her a prime candidate for enrollment in the Order of the Skull, and she has never found reason to doubt her Queen. However, as old age approaches, Zilynn remains wholeheartedly dedicated to the knighthood, though the thoughts of what she may have missed in life begin to plague her.

Zilynn Morova, 1st Lord of Skulls

Medium-size Human Female 15th level

Knight of the Lily 5th level, Knight of the Skull 10th level

Lawful Evil

Str – 10 (+0)

Int – 15 (+2)

Dex – 12 (+1)

Wis – 18 (+4)

Con – 9 (-1)

Cha – 16 (+3)

Speed:

30 feet

Initiative:

+1

AC:

11 (10 + 1 Dex), 20 (10 + 1 Dex + 9 Nerakan Plate)

H.P.:

73

Hit Dice:

5d10 (Knight of the Lily), 10d8 (Knight of the Skull)

Fortitude Save:

+10

Reflex Save:

+5

Will Save:

+15

Skills:

Craft +9, Diplomacy +17, Handle Animal +9, Ride +5, Knowledge (Code and Vision) +12, Knowledge (religion) +17, Concentration +10, Spellcraft +12, Scry +9

Feats:

Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Weapon Focus (longsword), Mounted Combat, Leadership, Combat Casting, Iron Will, Extend Spell, Brew Potion, Craft Wand

Base Attack Bonus:

+15/+10/+5

Total Melee Bonus:

+15/+10/+5

Total Ranged Bonus:

+16/+11/+6

Weapons:

Dagger +2, 1d4 +2, crit 19-20/x2, 10 feet, 1 lb., Piercing

Armor:

None or Nerakan Plate

Special Abilities:

Leadership +3, Vision +5, Mounted Attack Proficiency, Improved Domain Powers, Improved Domain Spells

Special Items:

Altar of Takhisis (see **Treasures** section)

Challenge Rating:

13

Sorschalunattus (“Sorschal”) Evinwoe

If ever there was a mortal perfectly suited to the rank of 1st Lord of Thorns, it is Sorschal. Sorschal grew up in Qualinesti, a member of House Weaver, and part of a family in high standing with the various guilds of merchants who provided for the Speaker. A life of luxury, education and security was her life until the age of 92, when a simple journey to a border village in Qualinesti turned into a kidnapping by human bandits. The bandits were thwarted, however, by a young man of elven blood who, after freeing Sorschal and spiriting her by magical means to Storm’s Keep, intended to subject her to interrogation to discern information on Qualinost. The rough and disciplined life of the knighthood seemed exotic and inviting to the young elven maiden, and after her first meeting with Ariakan, her opinion of humans increased substantially. Here was a leader who seemed to inspire trust and loyalty.

It was not hard for Sorschal, after living a life of containment, subdued passions, and proper manners, to feel attracted to the darker ways of the Queen’s knights. Thus, after a time, the interrogations ceased and Sorschal freely confessed everything the knight’s wanted to hear. Swayed by the promises of glory and power, it was only another year before the elven woman was to stand before Ariakan and prepare to take her vows into the knighthood.

Sorschal stands five and a half feet tall. Her long mane of honey colored hair and piercing green eyes are almost kept carefully hidden by the cowl o her black robes. Her face, though beautiful, is marked by the cruelty that seems to come naturally to her. Though her blood is elven, Sorschal has absolutely no disdain for bloodshed or violence, and is known to be the most ruthless, honest, and dangerous Thorn Knight alive.

Sorschalunattus (“Sorschal”) Evinwoe, 1st Lord of Thorns

Medium-size Adult Qualinesti Female 15th level
Knight of the Lily 5th level, Knight of the Thorn 10th level

Lawful Evil

Str – 11 (+0)	Int – 18 (+4)
Dex – 13 (+1)	Wis – 16 (+3)
Con – 14 (+2)	Cha – 11 (+0)

Speed:

30 feet

Initiative:

+1

AC:

11 (10 + 1 Dex), 20 (Nerakan Plate)

H.P.: 62

Hit Dice:

5d10 (Knight of the Lily), 10d4 (Knight of the Thorn)

Fortitude Save:

+13

Reflex Save:

+7

Will Save:

+14

Skills:

Craft +12, Climb +5, Diplomacy +10, Handle Animal +8, Knowledge (Code and Vision) +22, Knowledge (religion) +11, Knowledge (law) +10, Ride +6, Alchemy +13, Concentration +17, Knowledge (arcane) +14, Spellcraft +17, Scry +11, Intimidate +5, Sense Motive +10, Search +8, Listen +7, Spot +7 (+2 to Move Silently, Wilderness Lore and Hide when in a forest)

Feats:

Simple Weapon proficiency, Martial Weapon Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Weapon Focus (longsword), Mounted Combat, Leadership, Alertness, Lightning Reflexes, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Rod, Still Spell, Silent Spell, Forge Ring

Base Attack Bonus:

+15/+10/+5

Total Melee Bonus:

+15/+10/+5

Total Ranged Bonus:

+16/+11/+6

Weapons:

Longsword, 1d8, crit 19-20/x2, 4 lbs., Slashing; Staff of Frost

Armor:

None or Nerakan Plate

Special Abilities:

Leadership +3, Vision +5, School Mastery +6, Improved Summon Familiar, Low-light vision, Immune to sleep spells and effects, +2 to saves against Enchantment school spells

Special Items:

Freedom of Movement Ring (*DMG, pg 194*), Wand of Corruption (see **Treasures** section), Staff of Frost (*DMG, pg 205*)

Challenge Rating:

14

Lord Ariakan

The son of Ariakas, the head of the Dark Queen's Dragonarmies during the War of the Lance, Lord Ariakan has not only equaled his father's reputation and accomplishments, he has rivaled them. As the founder of the Knights of Takhisis, Ariakan has come a long way from his youth as a captive of the Knights of Solamnia. He learned much from the Knights, and in studying both the strengths of weaknesses of the Solamnic Orders, Ariakan was able to perfect his vision for a superior organization.

If legend is to be believed, a visit from the Dark Queen and Ariakan's mother, Zeboim, inspired the young warrior to create a knighthood dedicated as strongly to the ideals of conquest, order, strength and dominance as the Solamnic Knights were dedicated to freedom, justice and protection. Thus were the Knights of Takhisis formed, and since their conception, they have not only survived, they have swollen quite beyond any estimation. With thousands of loyal knights swelling the ranks of his dark Orders, Ariakan, now approaching his middle age, is set to unleash the greatest conflict Ansalon has ever known. With the corruption of the dragonlances and the movement of Ice Wall glacier, the lands of Ansalon have more than a Knighthood of dark paladins to worry about, and Ariakan is the soul responsible for these dark tidings. For Ariakan, the future looks bright indeed.

Ariakan, Lord of the Night of the Knights of Takhisis

Medium-size Human Adult Male 18th level

Knight of the Lily 18th level

Lawful Evil

Str – 17 (+3)

Int – 16 (+3)

Dex – 11 (+0)

Wis – 15 (+2)

Con – 16 (+3)

Cha – 18 (+4)

Speed:

20 feet

Initiative:

+0

AC:

19 (10 + 9 Nerakan Plate)

H.P.:

149

Hit Dice:

18d10

Fortitude Save:

+14

Reflex Save:

+6

Will Save:

+15

Skills:

Craft +15, Diplomacy +25, Handle Animal +16, Knowledge (Code and Vision) +24, Knowledge (religion) +18, Knowledge (law) +18, Ride +15, Swim +13, Gather Information +10, Sense Motive +10, Intimidate +11, Listen +4, Spot +4

Feats:

Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Weapon Focus (longsword), Mounted Combat, Alertness, Blind-Fight, Leadership, Iron Will, Weapon Specialization (longsword), Trample, Ride-by-Attack, Spirited Charge

Base Attack Bonus:

+18/+13/+8/+3

Total Melee Bonus:

+21/+16/+11/+6 (+2 to each with longsword)

Total Ranged Bonus:

+18/+13/+8/+3

Weapons:

Longsword +4, 1d8 +7, crit 19-20/x2, 4 lbs., Slashing; dagger, 1d4 +7, crit 19-20/x2, 1 lb., Piercing

Armor:

Nerakan Plate

Special Abilities:

Mounted Attack Proficiency +4, Vision +6, Leadership +6

Special Items:

None

Challenge Rating:

13

Heroes and Champions

Merinda Uth Brishard

Merinda grew up in the city of Lytburg, in southern Solamnia, the daughter of a middle class family of merchants. The only child of the family, Merinda was always different than other girls her age. Even as a child, she was quiet, solitary, and often studious in her behavior, though deep within herself she bore a great anxiety for acceptance and close companionship that she bears still to this day.

As a teenager, her life was marked by an early fascination by the Knighthood, which she never let go of. Eventually, the Knighthood became her true goal in life and the culmination of all desires. Due to this dedication, Merinda has never known closer intimacy with another person to any great degree, and naturally closes herself off from others with the intention of protecting her from any pain others might cause her. Merinda's struggle is one of the heart as it is of the soul.

Merinda is tall standing nearly five feet eleven inches tall. Her long deeply brown hair is normally kept tightly braided. Her somewhat stern gray eyes seem to keep many secrets, and her face is passive, almost hard. Should her expression soften, her smile would be both attractive and simple – a beauty borne more from the spirit than the flesh.

Merinda Uth Brishard

Medium-size Female Adult Human 3rd level

Knight of the Crown 3rd level

Lawful Good

Str – 15 (+2) Int – 11 (+0)

Dex – 13 (+1) Wis – 16 (+3)

Con – 12 (+1) Cha – 16 (+3)

Speed:

20 feet

Initiative:

+1

AC:

19 (10 + 9 Solamnic Plate)

H.P.:

24

Hit Dice:

3d10

Fortitude Save:

+4

Reflex Save:

+2

Will Save:

+8

Skills:

Craft +5, Diplomacy +9, Handle Animal +6, Ride +5, Knowledge (Oath and the Measure) +3, Knowledge (law) +3

Feats:

Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Weapon Focus (longsword), Mounted Combat, Iron Will, Power Attack, Weapon Specialization (longsword)

Base Attack Bonus:

+3

Total Melee Bonus:

+5 (+7 with longsword)

Total Ranged Bonus:

+4

Weapons:

Longsword, 1d8 +2, crit 19-20/x2, 4 lbs., Slashing; light mace, 1d6 +2, crit x2, 6 lbs., Bludgeoning; light crossbow, 1d8, crit 19-20/x2, 80 feet, 6 lbs., Piercing

Armor:

Solamnic Plate

Special Abilities:

Knightly Reputation

Special Items:

None

Equipment:

Traveler's outfit, winter blanket, backpack, 2 belt pouches, 7 days rations, 1 waterskin, 1-pint flask of oil and spare rags, flint and steel, whetstone, 50 ft. hemp rope, 4 torches, 20 crossbow bolts, bolt quiver

Total Weight:

60 lbs.

Encumbrance:

Light load

Money:

12 steel, 15 silver, 20 gold, 23 copper

Experience Points:

Windheart of Kharolis

Born in a nameless village in the rocky plains of Kharolis, the man named Windheart was the only child to a Plains barbarian mother and a simple Kharolian father. The family's life was nomadic, much in the tradition of the mother's people, but Windheart adapted to it well. However, at the tender age of seven, his parents were slaughtered by a roving band of goblins and draconians making a clean sweep away from the destruction of the Temple in Neraka. With no one to watch after him, Windheart has pretty much taken care of himself, relying on others for very little.

Windheart cannot relate to other people. Though many other warriors have shared his path in life and druids, Windheart has never journeyed with them long. His fear of attachment and love of isolation prevent him from forming close relationships, and truthfully, as unfamiliar as he is with civilized races and their confusing ethics and laws, he does not feel comfortable around them.

Standing six feet two inches tall, Windheart has a long mane of dusky black/gray hair, though he is only twenty-seven years of age. His eyes are nearly coal black with flecks of brown, and his face is passive and clam, though at times it seems nearly amused or happy, this is simply the expression Windheart wears when deep in thought.

Windheart of Kharolis

Medium-size Male Adult Human 5th level

Ranger 5th level

Neutral Good

Str – 12 (+1)

Int – 13 (+1)

Dex – 18 (+4)

Wis – 15 (+2)

Con – 16 (+3)

Cha – 10(+0)

Speed:

30 feet

Initiative:

+4

AC:

14 (10 + 4 Dex)

H.P.:

49

Hit Dice:

5d10

Fortitude Save:

+7

Reflex Save:

+7

Will Save:

+3

Skills:

Animal Empathy +5, Concentration +5, Climb +3, Handle Animal +4, Heal +4, Hide +8, Intuit Direction +5, Jump +3, Knowledge (nature) +5, Listen +4, Move Silently +6, Search +2, Spot +4, Wilderness Lore +5

Feats:

Ambidexterity, Two-Weapon Fighting, Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armor Proficiency, Medium Weapon Proficiency, Shield Proficiency, Track, Run, Point Blank Shot, Lightning Reflexes

Base Attack Bonus:

+5

Total Melee Bonus:

+6

Total Ranged Bonus:

+9

Weapons:

Longbow, 1d8, crit x3, 100 feet, 3 lbs., Piercing; longsword, 1d8 +1, crit 19-20/x2, 4 lbs., Slashing;

Armor:

None

Special Abilities:

Spells, Favored Enemy (Hobgoblins), Favored Enemy (Draconians)

Special Items:

None

Equipment:

Traveler's outfit, backpack, winter blanket, 3 pieces of chalk, fishhook, flint and steel, 1-pint flask of oil, 5 pitons, 4 belt pouches, 2 days trail rations, 5 ft. hemp rope, 1 sack, signal whistle, waterskin, whetstone, 25 arrows, arrow quiver

Total Weight:

32 lbs.

Encumbrance:

Light load

Money:

7 steel, 2 silver, 43 copper

Experience Points:

11,241

Tobi Half-Kender

Tobi was born to an unusual pair of parents made up of a kender mother and a human father. Though Tobi's life has been fairly easy and his spirits in constant good cheer, the young half-kender has seen his fair share of grief and misery. Though now consumed by something akin to wanderlust, Tobi has been traveling for years trying to consume all the experiences life has to offer him. Though he makes friends easily, Tobi is careful to choose his friends wisely.

Tobi is only twenty-one years old with dark blonde hair and deep brown eyes. His face is more akin to his mother's side of the family, though when saddened or under stress, Tobi tends to look more like his father.

Tobi Half-Kender

Medium-size Young Adult Male Half-Kender 4th level

Rogue 4th level

Neutral Good

Str – 9 (-1)

Int – 13 (+1)

Dex – 17 (+3)

Wis – 11 (+0)

Con – 12 (+1)

Cha – 16 (+3)

Speed:

30 feet

Initiative:

+3

AC:

13 (10 + 3 Dex)

H.P.:

24

Hit Dice:

4d6

Fortitude Save:

+3

Reflex Save:

+8

Will Save:

+2

Skills:

Appraise +5, Balance +5, Bluff +5, Climb +3, Disable Device +6, Escape Artist +10, Gather Information +10, Hide +8, Listen +5, Move Silently +11, Open Lock +6, Pick Pocket +7, Search +3, Spot +5, Use Rope +7

Feats:

Proficient in light crossbow, dagger, dart, light mace, short bow, shortsword; Light Armor Proficiency, Quick Draw, Ambidexterity

Base Attack Bonus:

+3

Total Melee Bonus:

+2

Total Ranged Bonus:

+6

Weapons:

3 Daggers, 1d4 –1, crit 19-20/x2, 10 feet, 1 lb., Piercing; light mace, 1d6 –1, crit x2, 6 lbs., Bludgeoning

Armor:

None

Special Abilities:

Sneak Attack +1d6, Traps, Evasion, Uncanny Dodge (Dex bonus to AC), +2 fear resistance, Taunt

Special Items:

None

Equipment:

Traveler's outfit, winter blanket, caltrops, 2 candles, 1 sq. yd. Canvas, 4 pieces of chalk, crowbar, 3 fishhooks, 10 feet of hemp fishing line, 1 oz. vial of ink, 2 inkpens, good lock, small mirror, 10 belt pouches, 2 sacks, 1 stick of sealing wax, 4 signet rings, 1 ball of collected lint, 1 cat's paw, 1 rabbit's foot, 2 silver forks, 1 embroidered napkin, 4 days trail rations, waterskin, masterwork thieves tools, 1 magnifying glass, 1 red marble, 4 sets of pearl beads, 1 lead paper weight, 1 soap doll

Total Weight:

27 lbs.

Encumbrance:

Light load

Money:

16 steel, 22 silver, 12 iron, 2 bronze, 7 gold, 36 copper

Experience Points:

8,796

Denyon Mae-Algorus

Denyon was once the son of a wealthy patrician, a minotaur in the highest ranks of the Emperor's senate. He was once the Emperor's Wizard Councilor, a position that, though mostly powerless, was important to him nonetheless. He was once an honored and esteemed member of his society with a wife, a child, a home, and a future.

When the Red Minotaur took over, that all changed. Denyon had never been fond of the senseless bloodshed of his race, and the Red Minotaur's plan of conquest and apparent alliance with the Knights of Takhisis was simply too much. Denyon felt little sympathy for other races, but the thought of his people being lead to war and death on the false hopes and lies of The Dark Queen and her knights was too much for him to bear. He plotted for some way to stop the Red Minotaur, but was discovered before he was successful. Forced to flee to the mainland, Denyon has decided to reveal the Red Minotaur's plans to other races in the hopes of averting mass bloodshed for his race and people.

What Denyon never counted on was discovering friends amongst other races, or caring for their well being as well. Denyon must face the prejudices of his people as well as the darkness of the future.

Denyon stands seven feet five inches tall and at age thirty-one, he is muscular, though lean, and always dresses in his red robes. His dark black eyes show an incredible intelligence that is only reinforced by his eloquent, though deep voice.

Denyon Mae-Algorus

Large size Adult Male Minotaur 5th level
Wizard 3rd level, Red Robe Wizard of High Sorcery 2nd level

Neutral Good

Str – 16 (+2)	Int – 17 (+3)
Dex – 13 (+1)	Wis – 10 (+0)
Con – 12 (+1)	Cha – 15 (+2)

Speed:

30 feet

Initiative:

+1

AC:

15 (10 + 4 natural +1 Dex)

H.P.:

14

Hit Dice:

3d4 (Wizard), 2d4 (Wizard of High Sorcery)

Fortitude Save:

+5

Reflex Save:

+5

Will Save:

+6 (+8 against Arcane and Divine magic)

Skills:

Alchemy +8, Appraise +7, Concentration +6, Knowledge (arcane) +8, Knowledge (law) +8, Knowledge (history) +8, Knowledge (geography) +8, Knowledge (weather) +8, Knowledge (religion) +8, Scry +5, Spellcraft +8, Intimidate +4, Balance +3, Use Rope +3, Climb +4, Craft +3 (+5 sea faring vessels)

Feats:

Proficient in club, dagger, heavy crossbow, light crossbow, quarterstaff; Scribe Scroll, Heighten Spell, Brew Potion

Base Attack Bonus:

+2

Total Melee Bonus:

+4

Total Ranged Bonus:

+3

Weapons:

Quarterstaff, 1d6/1d6 +2, crit x2, 4 lbs., Bludgeoning

Armor:

None

Special Abilities:

Spells, Summon Familiar, Mage Lore, Improved Summon Familiar, Spell Progression +1, Strength of Will

Special Items:

Spell Book, *Arcane Lock* scroll, *Animate Rope* scroll, *Magic Weapon* scroll

Equipment:

Traveler's outfit, backpack, winter blanket, 5 candles, 5 scroll cases, 3 oz. vial of ink, common lamp, 10 ink pens, 12 days trail rations, 2 sacks, 1 lb. sealing wax, signet ring, spyglass, 2 waterskins

Total Weight:

32 lbs.

Encumbrance:

Light load

Money:

2 Platinum, 22 steel, 4 silver

Experience Points:

12,105

Kiala Stormfist

Kiala comes from the people of Nordmarr. Born of parents who abandoned her to the monasteries of Majere, Kiala has known nothing in life save for the devotion and discipline of the monasteries. The way of Majere, the study of martial arts, these have been her only companions since as far back as she can remember. Now Kiala travels outward, seeking answers to the mysterious weather changes and the rumors of war.

Standing five feet five inches tall, Kiala's most startling feature is her completely shaved head. Her piercing blue eyes are sharp and keen, and her face, though rigid, is undeniably beautiful.

Kiala StormfistMedium-size Adult Human Female 4th levelMonk 4th level

Lawful Neutral

Str – 14 (+2)

Int – 11 (+0)

Dex – 16 (+3)

Wis – 17 (+3)

Con – 14 (+2)

Cha – 9 (-1)

Speed:

30 feet

Initiative:

+3

AC:

16 (10 + 3 Dex + 3 Wis)

H.P.:

26

Hit Dice:

4d8

Fortitude Save:

+9

Reflex Save:

+8

Will Save:

+7

Skills:

Balance +4, Climb +5, Concentration +5, Diplomacy +1, Jump +4, Knowledge (religion) +6, Listen +5, Move Silently +6, Swim +4, Tumble +5,

Feats:

Proficient in club, light crossbow, dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, sling; Lightning Reflexes, Great Fortitude, Run, Deflect Arrows

Base Attack Bonus:

+3

Total Melee Bonus:

+5

Total Ranged Bonus:

+6

Weapons:

Quarterstaff, 1d6/1d6 +2, crit x2, 4 lbs., Bludgeoning; sling, 1d4, crit x2, 50 feet, 0 lbs., Bludgeoning

Armor:

None

Special Abilities:

Unarmed Strike, Stunning Attack, Evasion, Still Mind, Slow Fall (20 feet)

Special Items:

Equipment:

Monk's outfit, winter blanket, flint and steel, 4 days trail rations, 4 belt pouches, 1 sack, waterskin

Total Weight:

13

Encumbrance:

Light load

Money:

7 silver, 2 bronze, 7 gold

Experience Points:

7,292

Pantheon of Krynn

The gods and goddesses of Krynn are a complex and varied cast. Good and evil deities battle for dominance and influence while neutral deities struggle to maintain the balance between all three forces. Below, you will find different sections detailing some important information used in the running of a War of the Darklance game.

The Pantheon Above and Below

There are seven good, neutral and evil deities. Each is listed below along with crucial game information.

Good Deities

Paladine

Alignment:

Lawful Good

Worshipper's Alignment:

Any Good

Symbols:

Platinum dragon (Solamnic), silver triangle, pine tree (Silvanesti, Qualinesti), Anvil (Thorbardin), Bent Hat or Chicken Feather (Kendermore, Hylo).

Other Names:

Draco Paladin (Ergoth), Fizban (Kendermore and Hylo), Skyblade (Goodlund), Dragonlord (Mithas), E'li (Silvanesti and Qualinesti), Thak the Hammer (Thorbardin), Platinum Dragon (Solamnia)

Weapon Restrictions:

None

Armor Restrictions:

None

Domains:

Good, Protection, Healing, Law

Mishakal

Alignment:

Lawful Good

Worshipper's Alignment:

Any Good

Symbols:

Blue infinity symbol

Other Names:

Healer in the Home (Kharolis), Mesalax (Thorbardin), Meshal (Icewall), Mishas (Ergoth), Quenesti Pah (Silvanesti), Queen Illumini (Qualinesti), SkymiStrengthess (Goodlund), Blue Lady (Balifor and Hylo), Empress (Mithas), Bearer of Light, Light Bringer (Solmania)

Weapon Restrictions:

Clerics of Mishakal may only wield bludgeoning and slashing weapons

Armor Restrictions:

None

Domains:

Good, Healing, Protection, Sun

Majere**Alignment:**

Neutral Good

Worshipper's Alignment:

Any Good or Neutral– note that there are no clerics of Majere, only monks

Symbols:

Copper spider (Qualinesti), silver rose (Silvanesti), mantis (Solamnia)

Other Names:

Manthus (Ergoth), Mantis of the Rose (Qualinesti), Matheri (Silvanesti), Nadir the Dreamsender (Mithas)

Kiri-Jolith**Alignment:**

Lawful Good

Worshipper's Alignment:

Lawful Good

Symbols:

Bison's horns

Other Names:

Corji (Ergoth), Kijo the Blade (Thorbardin), Jolith (Kharolis and Tarsis), Emperor (Mithas)

Weapon Restrictions:

None

Armor Restrictions:

None

Domains:

Good, Law, Protection, Strength, War

Habbakuk

Alignment:

Neutral Good

Worshipper's Alignment:

Any non-evil

Symbols:

Blue phoenix (Ergoth and Silvanesti), kingfisher (universal, Solamnia)

Other Names: Blue Phoenix (Ergoth, Qualinesti and Silvanesti), Skylord (Balifor and Goodlund), Sea Lord (Mithas)

Weapon Restrictions:

Clerics of Habbakuk may not use weapons made of metal.

Armor Restrictions:

Clerics of Habbakuk may not wear armor made of metal.

Domains:

Good, War, Animal, Water, Air

Branchala

Alignment:

Neutral Good

Worshipper's Alignment:

Any non-evil

Symbols:

Bard's harp (Goodlund), flute (Silvanesti and Qualinesti)

Other Names:

Songmaster (Goodlund), AStrengtha (Qualinesti), Astarin (Silvanesti), Bran (Ergoth), Gardener (Mithas), Bardilun (Thorbardin)

Weapon Restrictions:

None

Armor Restrictions:

Clerics of Branchala may not wear armor.

Domains:

Good, Luck, Sun, Plant

Solinari

Alignment:

Lawful Good

Worshipper's Alignment:

Any Good – note that there are no clerics of Solinari.

Symbols:

White circle or sphere

Other Names:

Solin (Ergoth), White-Eye (Goodlund), God's Eye (Thorbardin), Ivory Disk (Hylo), Beacon (Mithas)

Neutral Deities

Gilean

Alignment:

Neutral

Worshipper's Alignment:

Any

Symbols:

Open book

Other Names:

Gilean the Book, Gray Voyager, Sage, Gate of Souls

Weapon Restrictions:

Clerics of Gilean may not use slashing or piercing weapons

Armor Restrictions:

None

Domains:

Knowledge, Law, Chaos

Sirrion

Alignment:

Neutral

Worshipper's Alignment:

Any

Symbols:

Multi-colored fire

Other Names:

Firemaster, the Alchemist, the Wizard (Mithas)

Weapon Restrictions:

None

Armor Restrictions:

None

Domains:

Fire, Knowledge, Sun

Reorx**Alignment:**

Neutral

Worshipper's Alignment:

Any

Symbols:

Forging hammer, dwarven hammer (Thorbardin)

Other Names:

Anvil (Elian), Weaponsmaster (Mithas), Reorx the Master (Gnomes), Reorx the Craftsman (Kender)

Weapon Restrictions:

Clerics of Reorx are required to be proficient in using the battleaxe, warhammer, light hammer, handaxe, light mace and heavy mace. These weapons are expected to be the primary weapon any cleric of Reorx uses. There are no restrictions as to what secondary weapons may be carried or used.

Armor Restrictions:

Clerics of Reorx may only wear armor made out of metal.

Domains:

Fire, Earth, Luck, Strength

Chislev**Alignment:**

Neutral

Worshipper's Alignment:

Any Neutral, non-evil – note that there are no clerics of Chislev, only druids.

Symbols:

A yellow, green and brown feather

Other Names:

Wild One (Mithas), the Wilds

Zivilyn**Alignment:**

Neutral

Worshipper's Alignment:

Any

Symbols:

A great green or gold tree, vallenwood

Other Names:

World Tree, Tree of Life (Qualinesti, Silvanesti), Wise One (Mithas)

Weapon Restrictions:

Clerics of Zivilyn may not use slashing or piercing weapons.

Armor Restrictions:

Clerics of Zivilyn are not permitted to wear armor

Domains:

Knowledge, Plant, Animal

Shinare**Alignment:**

Neutral

Worshipper's Alignment:

Any

Symbols:

Griffin's wing

Other Names:

Winged One (Silvanesti, Qualinesti), Silver Master (Thorbardin), Walking Liberty (Ergoth), Balance of the Scales (Mithas)

Weapon Restrictions:

Clerics of Shinare may not use slashing or piercing weapons

Armor Restrictions:

Clerics of Shinare may only wear armor that was crafted by other clerics of Shinare

Domains:

Luck, Travel, Protection

Lunitari**Alignment:**

Neutral

Worshipper's Alignment:

Any Neutral – note that there are no clerics of Lunitari

Symbols:

Red circle or sphere

Other Names:

Luin (Ergoth), Red-Eye (Goodlund), Night Candle (Thorbardin), Maid of Illusion (Mithas)

Evil Deities

Takhisis

Alignment:

Lawful Evil

Worshipper's Alignment:

Any Evil

Symbols:

Five headed dragon, black crescent

Other Names:

Dragon Queen (Ergoth, Silvanesti), Dragon of All Colors and of None (Solamnia), Dark Queen, She of Many Faces (Hylo), Mai-tat (Tarsis), Nilat the Corrupter (Icewall), Tamex the False Metal (Thorbardin), Lady Chaos (Mithas), Darklady (Ogre), Mwarg (Hobgoblin)

Weapon Restrictions:

None

Armor Restrictions:

None

Domain:

Evil, Law, War, Destruction

Sargonnas

Alignment:

Lawful Evil

Worshipper's Alignment:

Any Evil

Symbols:

Red condor, red fist (Thorbardin)

Other Names:

Argon (Ergoth), Firebringer (Hylo), Misal-Lasim (Tarsis), Gonnas the Willful (Icewall), Sargonax the Bender (Thorbardin), Kinthalas (Silvanesti), Kinis (Qualinesti), Sargas, DeStrengthoyer (Mithas)

Weapon Restrictions:

None

Armor Restrictions:

None

Domains:

Evil, Destruction, War, Fire

Morgion

Alignment:

Neutral Evil

Worshipper's Alignment:

Any Evil

Symbols:

Hood with two red eyes, upside-down axe (Thorbardin), a rat's claw (Hylo)

Other Names:

H'rar (Ergoth), Gormion (Tarsis), Morgoi (Icewall), Morgax the Rustlord (Thorbardin), Pestilence (Mithas), Anthrax Goatlord (Hobgoblin)

Weapon Restrictions:

Clerics of Morgion must be proficient with dagger, club, dart, sling, sap, shuriken and whip. These weapons are expected to be the primary weapon any cleric of Morgion uses. Clerics of Morgion may not use other weapons

Armor Restrictions:

Clerics of Morgion may only use armor made by other clerics of Morgion

Domains:

Evil, Death, Destruction

Chemosh

Alignment:

Lawful Evil

Worshipper's Alignment:

Any Evil

Symbols:

Yellow skull

Other Names:

Aeleth (Ergoth), Dron the Deep (Tarsis), Chemos Joton (Icewall), Khemax (Thorbardin), Lifebane (Mithas), Orkrust (Hobgoblin)

Weapon Restrictions:

Clerics of Chemosh must be proficient with the sickle and must use it as their primary weapon. There are no restrictions as to what secondary weapons may be carried

Armor Restrictions:

None

Domains:

Evil, Death, Trickery

Zeboim

Alignment:

Chaotic Evil

Worshipper's Alignment:

Any Evil

Symbols:

Turtle shell

Other Names:

Rann (Ergoth), Zyr (Tarsis), Zebir Jotun (Icewall), Bhezomiax (Thorbardin), Maelstrom (Mithas)

Weapon Restrictions:

Clerics of Zeboim must be proficient in dagger, javelin, and trident. These weapons are expected to be the primary weapon any cleric of Zeboim uses. There are no restrictions as to what secondary weapons may be carried or used.

Armor Restrictions:

Clerics of Zeboim may not wear armor

Domains:

Evil, Animal, Water, Travel

Hiddukel

Alignment:

Chaotic Evil

Worshipper's Alignment:

Any Evil

Symbols:

Broken merchant scales

Other Names:

Betrayer (Mithas), Usk-do (Hobgoblins), Hitax the Flaw (Thorbardin)

Weapon Restrictions:

Clerics of Hiddukel may not use slashing or piercing weapons

Armor Restrictions:

None

Domains:

Evil, Trickery, Chaos

Nuitari

Alignment:

Lawful Evil

Worshipper's Alignment:

Any Evil – note there are no clerics of Nuitari

Symbols:

Black sphere

Other Names:

Nightreaver (Mithas), Darkness (Elian), Black Hand (Balifor), Ungod (Thorbardin)

The Avatars of the War of the Darklance

Listed below are the stats for the avatar forms for Paladine and Takhisis. While all of the gods employ avatar forms, Paladine and Takhisis are the most pivotal and central gods in the Dragonlance Saga. If you'd like to have the stats for other gods, then there's only one solution: Make them up! It's not too hard. Just follow the guidelines for the two avatars listed here and work them however you see fit. After all, it's your campaign!

No god is allowed on the surface of Krynn in His or Her true form. There exists only a few ways to gain access and the gods all have agreed that any god who comes to Krynn is forced by the laws set in place by the High God to assume avatar form. No avatar can truly be "killed". The death or destruction of an avatar simply sends the god back to his or her home plane of existence where the god must wait a period of 24 hours before being able to assume a new avatar. Avatars are treated as regular, mortal NPC's. Their statistics are governed by class, level and other normal limitations. Though they do possess the intelligence and knowledge of their true selves, they are restricted to the confines of the laws of physics and nature that govern Krynn. These avatars are immortal though, and cannot truly die, as stated above.

Paladine's Avatar**Fizban the Fabulous**

Human, Male

Lawful Good

Wizard, 50th level

Str – 11 (+0) Int – 22 (+6)

Dex – 14 (+2) Wis – 20 (+5)

Con – 12 (+1) Cha – 9 (-1)

Speed:

30 feet

Initiative:

+6

A.C.:

18 (10 +2 Dex +6 staff bonus)

H.P.:

250

Hit Dice:

50d4

Fortitude Save:

+19

Reflex Save:

+20

Will Save:

+34

Skills:

Concentration +59 (+63 while on the defensive in combat), Spellcraft +59, Knowledge (history) +59, Scry +59, Knowledge (religion) +59, Knowledge (arcana) +40, Bluff +9, Climb +8, Gather Information +11, Heal +15, Hide +4, Innuendo +7, Listen +14, Search +12, Sense Motive +10, Spot +9

Feats:

Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell, Still Spell, Alertness, Combat Casting, Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Run, Spell Focus (Fireball), Spell Penetration, Track, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll

Base Attack Bonus:

+25/+20/+15/+10/+5

Total Melee Bonus:

+25/+20/+15/+10/+5

Total Ranged Bonus:

+27/+22/+17/+12/+7

Weapons:

Quarterstaff +10, 1d6+10/1d6+10, crit x2, 4 lbs., bludgeoning

Armor:

None

Special Items:

Fizban's Staff – AC bonus +6 (see item description in the Treasures section)

Familiars:

None

Takhisis' Avatar

The Dark Warrior

Medium-size Human, Female (???)

Lawful Evil

Knight of the Lily, 50th level

Str – 22 (+6) Int – 18 (+4)
Dex – 17 (+3) Wis – 10 (+0)
Con – 13 (+2) Cha – 10 (+0)

Speed:

30 feet

Initiative:

+7

A.C.:

22 (10 +3 Dex + 9 Nerakan Plate), (23 against one opponent)

H.P.:

600

Hit Dice:

50d10

Fortitude Save:

+29

Reflex Save:

+19

Will Save:

+27

Skills:

Ride +56, Swim +59, Knowledge (religion) +57, Knowledge (Code and Vision) +57, Handle Animal +53, Diplomacy +40, Balance +23, Bluff +7, Climb +12, Intimidate +12, Jump +11, Listen +7, Spot +7, Sense Motive +3

Feats:

Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armor Proficiency, Medium Armor proficiency, Heavy Armor Proficiency, Shield Proficiency, Weapon Focus (bastard sword), Mounted Combat, Weapon Specialization (bastard sword), Exotic Weapon Proficiency (bastard sword), Alertness, Blind-Fight, Combat Reflexes, Expertise, Improved Disarm, Improved Critical, Improved Initiative, Trample, Ride-By Attack, Spirited Charge, Power Attack, Cleave, Sunder, Great Cleave, Dodge, Mobility

Base Attack Bonus:

+50/+45/+39/+35/+30/+25/+20/+14/+10/+5

Total Melee Bonus:

+56/+51/+45/+41/+36/+31/+26/+20/+16/+11 (+3 for each attack when using bastard sword)

Total Ranged Bonus:

+53/+48/+42/+38/+33/+28/+23/+17/+13/+8

Weapons:

Bastard Sword +5, 1d10 +6, crit 17-20/x2, 10 lbs., slashing

Armor:

Nerakan Plate

Special Items:

None

Equipment

Currency

As gold is worth very little on Krynn, steel has become the prime metal used in minting coins. Use the following currency tables below when exchanging coin types.

Table 3-1: Currency

Coin	Copper	Gold	Exchange Values		Steel	Platinum
			Silver	Iron/Bronze		
Copper (cp)	1	2/5	1/5	1/50	1/100	1/500
Gold (gp)	2-1/2	1	1/2	1/20	1/40	1/200
Silver (sp)	5	2	1	1/10	1/20	1/100
Iron/bronze (ip/bp)	50	20	10	1	1/2	1/10
Steel (stl)	100	40	20	2	1	1/5
Platinum (pp)	500	200	100	10	5	1

When buying equipment from the Player's Handbook, count anything listed in gold pieces as steel pieces. Silver, platinum and copper remain the same. Regional variations do occur in some areas of Ansalon, and the DM should feel free to adjust these as needed.

Weapons

Racial Weapons

Listed below are the racial weapons of Ansalon. These weapons have long been used by the various races and peoples of Ansalon and thus any member of a particular race seeing a racial weapon in use would recognize it. All of the following weapons count as Exotic Weapon and must be learned by purchasing the Exotic Weapon Proficiency feat. Anyone not trained in the use of these weapons suffers the standard -4 penalty when wielding them.

Table 3-2: Racial Weapons

Plains Barbarian

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Ranged-Small						
Bolas	10 stl	1d4	x2	20 ft.	2 lbs.	Bludgeoning
Throwing Sticks	5 stl	1d6	x2	20 ft.	2 lbs.	Bludgeoning
Melee-Medium-size						
Teeth Chains	20 stl	1d8	x3	-	10 lbs.	Slashing

Ice Barbarians

<u>Weapon</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Ranged-small						
Crossbow, ice	25 stl	1d8	19-20 x2	50 ft.	7 lbs.	Piercing
Ice flask	20 stl	1d6	18-20 x2	20 ft.	5 lbs.	Bludgeoning
Throwing stones	-	1d6	x2	20 ft.	3 lbs.	Bludgeoning
Melee-Medium-size						
Frostreaver	-	1d10	x3	-	7 lbs.	Slashing

Mountain Barbarians

<u>Weapon</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Melee-Small						
Bear Claws	15 stl	1d4	x2	-	2 lbs.	Piercing
Crook Blade	20 stl	1d6	x3	-	4 lbs.	Slashing

Sea Barbarians

<u>Weapon</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Melee-Medium-size						
Sabre	15 stl	1d6	x2	-	5 lbs.	Slashing

Desert Barbarians

<u>Weapon</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Ranged-Small						
Throwing Blades	5 stl	1d4	19-20 x2	40 ft.	2 lbs.	Piercing
Melee-Small						
Weighted Sash	7 stl	1d6	x2	10 ft.	4 lbs.	Bludgeoning
Kala	5 stl	1d4	19-20 x2	20 ft.	2 lbs.	Piercing

Gnome

<u>Weapon</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Melee-Medium-size						
Gnome Pick	10 stl	1d6/1d4	x2/x2	-	5 lbs.	Bludgeoning/ Piercing

Kender

<u>Weapon</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Melee-Small						
Chapak	4 stl	1d6/1d4	x2/x3	-	4 lbs.	Slashing/ Bludgeoning
Whippik	5 stl	1d2/1d4/1d4	x2/x2/x3	15 ft.	4 lbs.	Slashing/ Piercing/ Bludgeoning
Bollik	10 stl	1d4	x2	15 ft.	3 lbs.	Bludgeoning
Melee-Medium-size						
Hoopak	7 stl	1d6/1d6/1d4	19-20 x2/x2	10 ft.	4 lbs.	Piercing/ Bludgeoning

Minotaur

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Melee-Small						
Mandoll	15 stl	1d4/1d4	19-20 x2/x2	-	4 lbs.	Slashing/ Bludgeoning
Melee-Large						
Sanguie	20 stl	1d8/1d8	19-20 x2/x3	-	9 lbs.	Piercing/ Slashing
Clabbard	18 stl	2d6/3d4	19-20 x2/ 18-20 x3	-	18 lbs.	Slashing
Lajang	12 stl	1d8/2d4	19-20 x3	-	13 lbs.	Piercing/ Slashing

Dwarves

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Melee-Medium-size						
Weighted Sword	15 stl	1d8	18-20 x3	-	17 lbs.	Slashing

Elves

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Melee-Small						
Mallet	-	1d4	x2	-	3 lbs.	Bludgeoning
Melee-Medium-size						
Soris	70 stl	1d6/1d6	x3/x2	25 ft.	4 lbs.	Piercing/ Bludgeoning
War Club	-	1d6	x2	-	6 lbs.	Bludgeoning

Weapon Descriptions:

Bolas:

Any small grouping of weights attached to a thin rope or cord is a Bola. Bolas are spun overhead by a small ring where all the cords meet. The bola is thrown toward a target with the intention of entangling the target. A successful thrown hit forces the target to make a Ref save at DC 15. If the save is successful, the bola has hit and caused damage but has not entangled the opponent. If the save is not successful, the bola hits, does damage and entangles the target. A snared victim must make a Strength check, DC 15, to successfully break the bonds and free himself.

Throwing Sticks:

These are flat, bent sticks with a beveled inside edge and a long, smooth straight end for grip. They are used in hunting by the Plainsmen and for attacking foes at a distance. If the attack misses within 5 numbers of the needed die roll, the stick returns to its thrower as per a boomerang. Catching the stick is a free action unless distracted.

Teeth Chains:

This 5-6 foot chain has a handle wrapped in rough leather on one end and a barbed metal or stone hook on the other. Each link of the chain is barbed with a small slashing hook, which tears and rents flesh. The end hook may also be used to disarm foes of weapons or items.

Crossbow, Ice:

This specially designed crossbow is well weighted and shoots hardened icicles and small ice pellets. Note that the weapons ammunition quickly become ineffective in warmer temperatures.

Ice Flask:

These are flasks of hollowed bone filled with salt water, ash and thanoi/whale oil. These flasks are normally carried beneath one's cloak to aid in keeping warm. However, when hurled at an opponent, the flask breaks on a successful hit and spills its contents all over the victim. The oil and ash may be lit ablaze to cause fire damage. Otherwise, the impact of the flask is bludgeoning damage.

Throwing Stones:

These hardened lumps of ice are formed and shaped into various shapes ideal for throwing. They are hurled through the air with great force to damage their opponents.

Frostreaver:

Though one would not readily relate the crafting of mighty weapons with the Ice Barbarians of Icereach and the Plains of Dust, these weapons are more than proof that their skill at weaponsmithing is easily on par with many a civilized race. Frostreavers are mighty battle axes carved and made of ice that is poured into a handmade mold after prayers and ritual processions. These axes are incredibly durable when kept in the colder climes and their blade is as sharp as elven steel.

Bear Claws:

These makeshift iron claws attach to the hand through a glove-like hand covering and hold tight to the arm from a metal strip that buckles around the forearm. On the palm are small, sharp spikes that aid the Mountain Barbarians in their climbing. Besides being useful in combat, these claws provide a +2 to any **Climb** checks made while wearing them.

Crook Blade:

This machete-like blade is curved towards the top and honed to razor sharpness. This blade is used primarily for hacking through undergrowth and felling prey.

Sabre:

A sword worth twice its weight in steel, the sabre has been a traditional Sea Barbarian weapon as long as the people of Saifhum can remember. This sword has a single honed edge and a curved 3-foot blade. The hilt is guarded by a hand guard, made of curved metal to protect the wielder's hand during combat.

Throwing Blades:

Desert Barbarians employ this weapon in combat and hunting. The common configuration for throwing blades are 3 curved blades, barbed on the back, and attached to a central pivoting ring that allows all three blades to collapse and expand as needed.

Weighted Sash:

This silken or leather sash appears to be little more than a commonplace garment. However, desert barbarians commonly place weights in both ends of the sash and use the sash as a garrote to grapple or strangle, to bludgeon foes as a flail, or to entangle them like a whip.

Kala:

This short handled, sickle-like weapon is used in harvesting and planting and doubles as a weapon of stealth and surprise.

Gnome Pick:

Gnome picks are 4-foot picks with heads topped by a hammer on one end and a curved pick hook on the other. The first listed damage is for the hammer end and the second is for the curved pick hook.

Chapak:

The Chapak (known as a snapper axe to kender) is both a hand axe and a slingshot. The head and blade as well as the sling fork rest atop a hollowed shaft of ironwood. The shaft is hollowed to be used as a flute with various pitch holes laced up and down the shaft. The first damage listed is for the slashing axe head and the second damage listed is for the slingshot.

Hoopak:

The most common and famous kender weapon is the Hoopak. This 4 to 5 foot ironwood staff is tipped on the bottom with a small metal spear tip and at the top with a slingshot between two wooden forks. The Hoopak can be used as a spear, slingshot or even a quarterstaff. In addition, whirling the Hoopak in the air creates a high-pitched whine that is often used as an alarm by the kender. The first damage listed is for using the Hoopak as a spear, the second is for using it as a quarterstaff and the third is for the sling.

Whippik:

The Whippik is a short wand of ironwood that is topped with a length of some strong rope, string or cord. Very popular among female kender, the Whippik can be used to shoot small darts as a bow, whip foes, snare opponents, play as a stringed instrument (bass in one key) and wielded as a light mace or club. The damage listed first is for using the Whippik as a whip, the second as a club and the third for firing small darts. Note that using the Whippik as a whip deals double damage instead of normal damage.

Bolik:

The Bolik is a webbed rope or net belt worn about the waist with a sash or buckle. It can be unfurled to use as a net (small creatures only), used as a bola (see Bola weapon description), and whirling as a wind instrument. In addition, the netting or rope can be used as a means of climbing giving a +1 bonus to **Climb** checks.

Mandoll:

This is a gauntlet of steel with a curved blade running along the back thumb that is used to slash at foes. The gauntlet causes normal bludgeoning damage if used to punch foes. The first damage listed is for using the Mandoll to slash foes and the second damage listed is for punching.

Sanguine:

This is a common gladiatorial weapon employed by the Minotaurs in their contests of strength. The sanguine is a 7-foot long polearm topped on both ends by serrated spearheads. In the middle of the shaft, a buckler topped with a crescent shaped blade protects the wielder's hand. The crescent blade can be used to slash at foes and the spear tips pierce. The first damage listed is for using the sanguine as a spear and the second damage listed is for using the bladed buckler to slash at foes. This weapon is a double weapon, thus you may fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons (page 124 of the Player's Handbook).

Clabbard:

Clabbards are 6-foot broadswords with serrated edges on one side and a razor sharp blade on the other. These destructive weapons have been known to cripple foes in a single blow. Some Minotaur warriors and gladiators have been known to wield 2 of these weapons at once. The first damage listed is for using the straight side of the blade and the second damage listed is for using the serrated side of the blade.

Lajang:

The Lajang is a 7-foot polearm that has inverted crescent blades on both ends. The blades can be used for slashing or piercing as well as disarm attacks and parrying. The first damage listed is for using the Lajang as a slashing weapon and the second is for using it as a piercing weapon. This weapon is a double weapon, thus you may fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons (page 124 of the Player's Handbook).

Weighted Sword:

Dwarven weighted swords are weighted at the tip of the blade to add leverage to a dwarf's swing. These blades come in many varieties and shapes though the dwarves seem to favor traditional styles over others.

Soris:

The genius of the Silvanesti Kirath produced the soris. The soris is a two-part jointed staff. The bottom end of the staff is tipped with a flush spear tip while the top has 2 small hooks and a length of lassoed silken cord protruding from it. The staff is 5 foot tall and may be released at the joint to be used as a flail or to lock the middle joint so the staff can be affixed in any direction. The soris may also be used as a spear, quarterstaff, lasso and a snare to catch or trip or disarm opponents. It also aids in climbing granting a +1 to **Climb** checks and a +1 to any disarm or trip maneuvers. The first damage listed is the damage used for the spear tip and the second is for using the soris as a flail or a staff.

War Club:

The Kagonesti have refined their weapons over time to be light, powerful and easily acquired. Using special treatments to the wood of their homelands, the Kagonesti craft war clubs. Heavy stones are set in the head of the club to add force to the impact. These clubs range from 1 to 3 feet long.

Mallet:

Kagonesti mallets are small hammers made from wood or stone and are used in both hunting and warfare. These mallets generally are no larger than 1 to 2 feet long.

Special Weapons

Listed below are the special weapons found throughout the world of Krynn. They are powerful weapons and many are enchanted. All of the following weapons count as Exotic Weapon and must be learned by purchasing the Exotic Weapon Proficiency feat. Anyone not trained in the use of these weapons suffers the standard -4 penalty when wielding them.

Table 3-3: Special Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Melee-Large						
Lesser Dragonlance						
Footman's Dragonlance	-	2d6	18-20 x4	-	8 lbs.	Piercing
Mounted Dragonlance	-	2d10	18-20 x4	-	22 lbs.	Piercing
True Dragonlance						
Footman's Dragonlance	-	2d8	18-20 x4	-	8 lbs.	Piercing
Mounted Dragonlance	-	2d12	18-20 x5	-	22 lbs.	Piercing
Lesser Darklances						
Footman's Lance	-	2d6	18-20 x4	-	8 lbs.	Piercing
Mounted Lance	-	2d10	18-20 x4	-	22 lbs.	Piercing
True Darklances						
Footman's Lance	-	2d8	18-20 x4	-	8 lbs.	Piercing
Mounted Lance	-	2d12	18-20 x5	-	22 lbs.	Piercing
Melee-Medium						
Skymace	-	1d10	x3	10 ft.	10 lbs.	Bludgeoning

Weapon Descriptions:**Lesser Dragonlances:**

These are Dragonlances that were forged with either the Silver Arm of Ergoth or the Hammer of Kharas, but not both. Most of these were created during the War of the Lance though a few may have dated back to time of Huma Dragonbane and the Third Dragon War.

These items carry a +5 enchantment to both attack and damage ratings and do double damage when used while mounted. The footman's lance is meant to be used on the ground by either mounted cavalry or infantry. It is 8 feet long with a shaft of smoothed, fire-hardened wood. The tip is 3 feet in length, crafted of pure dragonmetal, and is leaf-shaped with a honed tip, bladed sides, and barbed edges near the shaft. The mounted version is similar though it is 16 feet long with a larger shaft made of dragonmetal ending in a protective shield, which is in itself a separate piece. The mounted lance is too large to be used as a mounted lance unless mounted on a dragon. The lance is strapped and secured to a special dragon saddle, which allows the lance to be pivoted to better aim at the target. If used on foot, the mounted lance acts regularly.

When mounted on a good dragon, the mounted lance becomes an incredibly powerful weapon of good. If the lance is mounted on a good dragon when successfully striking an evil dragon, it not only inflicts regular double damage due to being used on a charging mount plus any applicable critical damage, it also inflicts extra damage equal to the remaining hit points of the lance wielder and mount. Thus, a Knight of Solamnia with 20 remaining hit points mounted on a silver dragon with 165 remaining hit points would deal 4d10 +5, + Knight's Strength bonuses, + any other applicable bonuses, +185 (Knight's + dragon's

remaining hit points). The lance also negates a dragon's damage reduction abilities. As these weapons are imbued with the blessings of the gods of good, they cause 3d4 points of damage to any character of evil alignment that touches them.

True Dragonlances:

These weapons resemble the lesser dragonlances in every way. However, these lances were created with the Silver Arm of Ergoth, the Hammer of Kharas and the blessings of the Head of the White Robes and the Chosen Prophet of Paladine. Legends speak of Paladine himself blessing these weapons that were created on the high waxing of Solinari.

True dragonlances carry a +10 bonus to attack and damage and do double damage when used while mounted. In addition they also have the same features as the lesser dragonlances. Thus, a Knight of Solamnia with 20 remaining hit points mounted on a silver dragon with 165 remaining hit points would deal 4d12 +10, + Knight's Strength bonuses, + any other applicable bonuses, +185 (Knight's + dragon's remaining hit points). The lance also negates a dragon's damage reduction abilities. As these weapons are imbued with the blessings of the gods of good, they cause 3d8 points of damage to any character of evil alignment that touches them.

Darklances:

The Darklances are corrupted dragonlances that are used to fight the forces of good. These lances are the epitome of the evil that has been growing in Ansalon. Due to the nature of a Darklance, a Darklance cannot be created from scratch. It must be made from a corrupted dragonlance. A Darklance is created in a dark ritual known only to the Knights of Takhisis. Using heavily enchanted items of evil to cement the spiritual corruption of the dragonlances, a Knight of the Lily wields the Hammer of Darkness, a Knight of the Thorn wields the Wand of Corruption, and a Knight of the Skull attends and activates the Altar of Takhisis. The corruption ritual can only be completed when members of all three Orders cooperate together to wield the items.

The footman's lance is 8 feet long and has a long fire-hardened shaft of wood that tapers to a wickedly barbed tip of steel. The mounted variety is similar, only longer, stretching up to 16 feet. Both are used in a similar fashion to the dragonlances above. The once gleaming dragonmetal of the lances now has a tarnished, almost rusted appearance that is hideous to behold. The lances radiate an unholy aura of evil. The lesser lances are the ones made from corrupted lesser dragonlances, and the true lances are made from true dragonlances.

Lesser lances have a +5 bonus to attack and damage. True lances have a +10 to attack and damage. They also have a shield that attaches to the lance and saddle that acts in exactly the same fashion as the dragonlance shield (see Darklance Shield under Armor). The Darklance negates a dragon's damage reduction abilities and causes double damage when mounted on a charging mount. As these weapons are imbued with the blessings of the gods of evil, they damage any character of good alignment that touches them. The lesser lances cause 3d4 points of damage and the true lances cause 3d8 points of damage. In addition, a bone-numbing chill accompanies the presence of a Darklance. The cold seeps through all clothing and armor and is said to feel like the numbing chill of despair and defeat.

Skymace:

A skymace is a flail head fastened by chain to a wooden handle, which is tethered to the wielder's wrist during combat. It can reach opponents up to 10 feet away by being swung at them in the sky on dragonback and as well as attack at normal melee ranges. This is done by gripping or un-gripping how much of the mace line to tether or un-tether. On the ground, without the momentum of flight to help swing it, the mace is too heavy to wield other than at normal melee ranges.

Armor

Table 3-4: New Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	-----Speed-----		Weight
						(30 ft.)	(20 ft.)	
Medium Armor								
Dragonscale	-	+6	+3	-4	15%	20 ft.	15 ft.	25 lbs.
Elven Chain	-	+5	+3	-3	10%	20 ft.	15 ft.	25 lbs.
Heavy Armor								
Solamnic Plate	-	+9	+1	-5	25%	20 ft.	15 ft.	50 lbs.
Nerakan Plate	-	+9	+1	-5	25%	20 ft.	15 ft.	50 lbs.
Shield								
Dragonlance Shield	-	+3	-	-2	-	-	-	25 lbs.
Darklance Shield	-	+3	-	-2	-	-	-	25 lbs.

Armor Descriptions

Dragonscale:

This armor is made from overlapping dragon's scales. Used extensively by the dragonarmies during the War Of The Lance, this form of armor has since fallen into disfavor. Though superior to ordinary scale mail, this armor carries one great disadvantage: Dragons do not take kindly to seeing you wear their kindred's skin.

To say the least, wearing such armor does not make a favorable impression upon dragons of any sort unless there is precedence or a special reason known to the dragon. Most dragonscale armor is made from the hides of evil dragons, red and blue being the most common. Armor of this type made from the scales of good dragons is extremely rare if indeed it has ever been made at all. Dragonscale armor also confers a +4 bonus to saving throws against the breath weapon of the type of dragon that the armor is made out of.

Elven Chain:

Known for their exquisite craftsmanship with steel and magic, the Qualinesti and Silvanesti have long produced this armor as a reward or trophy to be worn or given to the greatest heroes of their history. Elven chain mail is magically imbued with better protective qualities. The armor has many other features as well. The metal will never rust or tarnish. It is much lighter than normal chain mail. Special dweomers have been laid upon it that make casting arcane magic while wearing it much simpler than casting while wearing other types of armor. This armor is never sold to anyone and only given to non-elves under the most extraordinary circumstances.

Solamnic Plate:

Upon being admitted to the Order of the Crown, a young Solamnic Knight is awarded this suit of exquisite plate mail. This suit of full plate is engraved with the Order's symbols as well as many intricate patterns and designs much beloved of the Knights. It comes with everything a suit of full plate would and is specially built and tailored to the size of the wearer. It is considered a Masterwork suit of full plate.

Nerakan Plate:

Upon being admitted to the Order of the Lily, a young Knight of Takhisis is awarded this suit of exquisite plate mail. This suit of full plate is engraved with the Order's symbols as well as many intricate patterns and designs much beloved of the Knights. It comes with everything a suit of full plate would and is specially built and tailored to the size of the wearer. It is considered a Masterwork suit of full plate.

Dragonlance Shield:

This shield is designed to attach to the mounted Dragonlances. This large steel shield is 3 feet tall and shaped like a rounded triangle. The shield attaches to the lance just above the handle and swivels on the same pivot that the lance does. The shield is designed to protect the rider from dragon breath. To this extent, the shield

grants a +4 to any saving throws made against dragons breath and any successful saving throw means the rider takes no damage instead of half. This shield is awkward and heavy when not mounted on dragonback. On foot, the shield offers no AC Bonus just as a tower shield though it does provide half the cover a tower shield would and still provides all applicable saving throw bonuses against dragon breath.

Darklance Shield:

This shield is designed to attach to the mounted Darklances. This large steel shield 3 feet tall and shaped like a rounded triangle engraved with symbols of death. The shield attaches to the lance just above the handle and swivels on the same pivot that the lance does. The shield is designed to protect the rider from dragon breath. To this extent, the shield grants a +4 to any saving throws made against dragons breath and any successful saving throw means the rider takes no damage instead of half. This shield is awkward and heavy when not mounted on dragonback. On foot, the shield offers no AC Bonus just as a tower shield though it does provide half the cover a tower shield would and still provides all applicable saving throw bonuses against dragon breath.

Gear

Table 3-5: Gear

Item	Cost	Weight
Firebane Cloak	-	3 lbs
Greenmask	-	1 lb.
Atrakha	-	*
Elven Cloaks	-	2 lbs.
Elven Boots	-	*

* Means that the item weighs an inconsequential amount

Gear Descriptions

Firebane Cloak:

This elven made cloak is treated with heat absorbing oils from the elethas plant and can be found amongst the Qualinesti and Silvanesti though the Kagonesti have learned the ways of producing such cloaks as well. Wearing this cloak grants a +2 to **Hide** checks made in a forest. It also grants a +2 to any saving throws made against fire or fire based attacks and will not burn unless exposed to fire or flame for double the normal time that regular cloth cloaks can stand. This cloak, if wrapped around the body to carefully conceal the wearer, also blocks the heat seeing aspect of low-light vision. These cloak have a few internal secret pocket

and are never sold to non-elves. The cost of purchasing it depends on the circumstance, but the buyer must be elven.

Greenmask:

Primarily a Silvanesti tool used during the war against Lorac's nightmare after the War of the Lance, elven greenmasks are nonetheless valuable items in the Fifth Age. A greenmask is a mask carved of living aspen wood and mosses. It is used to filter various poisonous or toxic gases or vapors. The mask provides a +4 to any saving throws made to resist any type of gas or vapor. The masks are carved to resemble elven faces. The mouth is closed, rose crystal lenses cover the eye slits and leather straps tie the mask to the user's face. Wearing the mask causes the user to suffer a -2 penalty to **Listen**, **Spot**, **Read Lips**, and **Search** checks. This item is never sold to non-elves. The cost of purchasing it depends on the circumstance, but the buyer must be elven.

Atrakha:

This is a small 6-inch collapsible whistle that is used as an alarm or signal by the elves. The Qualinesti and the Kagonesti most commonly employ it, though Silvanesti kirath have used them as well. The whistle can imitate many animal calls and use of the whistle is handled by making Dexterity Checks. Note that these checks are not necessary unless the user is attempting an unusual call or sound with the whistle. This item is never sold to non-elves. The cost of purchasing it depends on the circumstance, but the buyer must be elven.

Elven Cloaks:

Elves are swift, stealthy people. Perhaps much of that legacy is owed to the masterful clothing they craft, which aids them in their movements. Elven cloaks are not commonplace, even amongst the elves and are generally only given to elven military units. These cloaks provide a +2 bonus to **Hide** checks if the wearer is not moving and a +1 if the wearer is moving. This item is never sold to non-elves. The cost of purchasing it depends on the circumstance, but the buyer must be elven.

Elven Boots:

Elves are swift, stealthy people. Perhaps much of that legacy is owed to the masterful clothing they craft that aid them in their movements. Elven boots are not commonplace, even amongst the elves and are generally only given to elven military units. These boots provide a +2 bonus to **Move Silently** checks. This item is never sold to non-elves. The cost of purchasing it depends on the circumstance, but the buyer must be elven.

Languages

When a character starts play, the languages that character knows must be determined. To find out what languages the character knows, use the rules as presented in the Player's Handbook. However, a character receives bonus languages based on the region or land they come from. Simply put, there is no hard and fast rule to discern what languages a character may know and not know. A 1st level Knight of the Crown knows Common and Solamnic just for being a civilized human. He also receives extra languages per his Intelligence modifier. The DM may rule that being inexperienced, the character could only choose from the languages of the regions immediately surrounding Solamnia, which would include some racial tongues as well. Or the DM may feel that the character cannot choose any bonus languages at 1st level and will have to learn them through play. However the DM rules on the matter, the lists below provide most of the racial and regional languages to be found on Ansalon.

Racial Languages:

Elven:

Silvanesti, Qualinesti, Kagonesti, Dimernesti, Dargonesti

Dwarven:

Hylar, Neidar, Klar, Theiwar, Daergar, Zhakar, Daewar, Aghar, Hammertalk

Barbarian Human:

Plains, Mountain, Desert, Sea, Ice

Gnomish:

Gnome

Kender:

Kenderspeak

Minotaurian:

Minotaur

Ogre:

Ogre, Irda

Goblin:

Goblin, Hobgoblin, Bugbear, Gnoll

Centaurian:

Centaur

Other Racial:

Slig, Draconian, Kyrie, Huldre, Naga, Bakali, Shadowpeople, Thanoi, Troll, Kobold, Wemic, Dragon

Regional or National Languages:

Solamnic, Common, Abanasinian, Khurish, Kalinese, Nordmarrian, Estwilde, Nerakese, Kharolian, Ergothian, Lemish, Kernen, Blode, Goodlund, Throtish

Magical Languages:

Magius

Special Languages:

Hand-Talk, Camp-Talk, Silent Voice

Treasures

This section is designed to detail some of the more mystical and magical items on Krynn during the War of the Darklance campaign setting. In here you'll find information on cleric's Medallions of Faith, strange artifacts, forgotten relics and other treasures.

The Treasures of Krynn

Medallions of Faith:

At 1st level, clerics of the Holy Order of the Stars receive their Medallion of Faith. This Medallion is both a symbol of faith and a symbol of trust between the deity and the cleric. Medallions of Faith have different powers depending on the alignment of the deity. The method by which the Medallion's powers are used is universal - all the cleric needs to do is utter a prayer and clasp the Medallion in his hands. This counts as a single action in a round and is treated just like any other action; it also provokes an attack of opportunity. Any spell like effects created by the Medallion function exactly the same as the spell description unless otherwise noted below. If the Medallion is dropped or cannot be held onto, the powers immediately cease to function. Unless otherwise noted, all powers function at the cleric's current level.

Good Medallions of Faith

Purify Food and Drink – once per day

Virtue – once per day

Light - unlimited times per day, duration lasts as long as the cleric holds the Medallion

This Medallion causes 1d6 points of damage if touched by anyone with any evil alignment.

Neutral Medallions of Faith

Detect Magic – once per day

Detect Poison – once per day

Light - unlimited times per day, duration lasts as long as the cleric holds the Medallion

Evil Medallions of Faith

Resistance – once per day

Inflict Minor Wounds – once per day

Light - unlimited times per day, duration lasts as long as the cleric holds the Medallion

This Medallion causes 1d6 points of damage if touched by anyone with any good alignment.

In addition to these powers, Medallions of Faith can create other Medallions of Faith of the same alignment. To do this, the Medallion must be wielded by a cleric in good standing with his deity, a Wisdom score of at least 15, and at least 2 ranks in Knowledge (religion). 1 round of concentration and prayer are required. Once this is completed, a new medallion is created.

Fizban's Staff:

Fizban's Staff is a relic that was supposedly "lost" by Fizban the Fabulous, the avatar of Paladine. The Staff is a plain looking, unadorned +10 quarterstaff, and has all the powers listed below. Any spell like effects created by the Staff function exactly the same as the spell description unless otherwise noted below. To activate the Staff's powers, all the user needs to do is utter a command word and hold the staff. If the Staff is dropped or cannot be held onto, the powers immediately cease to function. The command words for each power are listed in parentheses next to the spell name. Unless otherwise noted, all powers function at the user's current level:

- *AC Bonus +6* – as long as the staff is held or carried on the person of the user, the user receives this AC bonus
- *Daylight* as per the 2nd level wizard spell (shirak to activate, dulak to extinguish) – five times a day
- *Mage Hand* as per the 0 level wizard spell (up-orous) – twice a day
- *Prestidigitation* as per the 0 level wizard spell (karan-dulas) – three times a day
- *Feather Fall* as per the 1st level wizard spell (feather fall) – once per day

In addition to these powers, the Staff can never be lost. If it is misplaced, stolen, or separated from the current "user", it returns to the user within 3 rounds, either appearing in the user's hands, or, if the user's hands are occupied, in an immediate five foot vicinity of the user. The Staff identifies its user seemingly at random. It may stick with a particular user for years, only to be missing the very next day. Some users find the Staff and manage to keep it for some time. The Staff seemingly finds others, or perhaps it is simply that the Staff appears in the right place at the right time. Either way, the Staff has a way of helping its user when it is most needed – providing it has not found a different user! There are no

magical traps or wards that can imprison the staff – it is simply impervious to imprisonment. That is, unless the Staff wants to be trapped. It radiates a strong sense of good, but does not radiate magic unless magically detected.

The Staff can only be destroyed by +5 or better weapons, dragon breath, and powerful Arcane and Divine magics. The Staff has a hardness of 15 and can withstand 50 points of damage before breaking. Any character with an evil alignment that touches the Staff suffers 2d10 points of damage

Wand of Corruption:

The Wand of Corruption is one of the three items used in the corruption of the dragonlances into Darklances. The Wand is approximately 2 feet long, made of gleaming obsidian with a plain, nondescript surface tipped by a single, oval-shaped blood red ruby set in a silver holder. The Wand is a powerful artifact that radiates an extremely powerful aura of magic noticeable to anyone in a 30-foot radius as a throbbing, heated current of energy pulsating from the Wand. The Wand has very few powers beyond the corruption of dragonlances. It is this feature, however, that makes it so powerful. There are a few limitations to wielding the Wand of Corruption listed below:

- The Wand will only work for those who can use Arcane magic. The Magic user must be able to cast 5th level spells or better
- The user must have an Int or Cha (depending on the relevant casting ability) of 16 or higher
- The Wand may be used no more than three times in one day. After the third use, the Wand will not work until the next time the moons set.

The Knights of the Thorn created the Wand of Corruption for the sole purpose of corrupting the dragonlances. This item is one in a triad of artifacts that when used together, have the ability to corrupt a dragonlance, warping it into a Darklance. The Wand is the initiator of the ritual that corrupts the lances. The Wand is held over the lances to be transformed and when the command words are spoken, the Wand gives off a terrible black glow, noticeable only as a deeper shadow in an otherwise shadowy place. The Wand emits a beam of pure black light, a corrupting stream of energy that grasps at the magical essence of the dragonlances and renders them in a field of evil energy that prepares them for the final part of the ritual, the smiting of the Hammer of Darkness. This beam of magical energy will not extend more than 25 feet and will not harm anyone of evil alignment, however, those with any good or neutral alignment suffer 2d8 points of damage if caught in the path of the dark beam. The beam will travel through any surface of any thickness to reach a dragonlance, however, it cannot overreach its 25-foot limit. If the Hammer of Darkness does not strike the affected dragonlance within 1

hour of being touched by the black beam, the dragonlance will revert to normal, and the whole ritual must be repeated to corrupt the holy lance.

Any good aligned character who touches the Wand must make a Will saving throw, DC 15, or suffer 2d6 points of damage; half if the saving throw is successful. The Wand cannot be destroyed unless struck by any weapon of +2 enchantment, immersed in dragon breath, melted in a forge fed by the fires of Serrion, or unraveled with powerful Arcane magics. The Wand has a hardness of 10 can withstand 10 points of damage before breaking.

Hammer of Darkness:

The Hammer of Darkness is a fell weapon, crafted for its ability to complete the corruption of dragonlances into the hideous Darklances. However, the side effect of creating such a weapon was the creation of a terrifyingly powerful melee weapon capable of inspiring great awe, fear and respect in the enemies of its wielder. It is a 3 foot hammer made of glistening black steel with a black-leather wrapped handle grip and a double sided sledge chiseled and inscribed with runes of evil and the Knights of Takhisis' symbols of death.

The Hammer was created to finish the corruption of a dragonlance into a Darklance. The Hammer is the third and final artifact in the dark triumvirate of artifacts that is used to corrupt the holy lances. After the lance has been placed on the Altar of Takhisis and has been held in magical stasis by the Wand of Corruption, the lance is struck on the blade while the Thorn and Skull Knights complete their dark spells. This completes the corruption of the dragonlance and turns the weapon into a Darklance.

As a melee weapon, the Hammer is terrifying. It has all of the stats and abilities at an 8th level caster level:

- **Hammer of Darkness:** Medium-size, dmg 1d8 +4, crit 19-20 x3, 12 lbs., Bludgeoning
- The Hammer acts as a +4 warhammer, adding the +4 bonus to attack and damage
- The Hammer grants a +2 Will save bonus to its wielder
- The Hammer continually casts *Doom* on whomever is struck by it as per the 2nd level cleric spell
- Continually casts *Desecrate* as per the 2nd level cleric spell
- Casts *Glyph of Warding* as per the 3rd level cleric spell by slamming the Hammer into the target surface up to three times per day
- Continually casts *Death Ward* as per the 4th level cleric spell to its wielder
- Radiates an aura of evil granting anyone with an evil alignment in a 20 foot radius a +2 bonus on saving throws, attack, and damage rolls, and fear checks

- Causes corruption in anyone struck by the Hammer – anyone struck by the Hammer must make an immediate Will save, DC 10 + wielder's Cha bonus. If this save is successful, the victim of the strike suffers no ill effects other than ordinary damage. If the save fails, the victim begins to be corrupted in spirit. He will lose any actions planned for that round and find himself face to face with every demon, guilt and feeling of despair and negativity that he has buried or has lain dormant. The sudden revelations of everything the hero wishes wasn't true about himself deepens on the next round, in which he must succeed at another Will save, DC 15, or be struck helpless again (treated as flat-footed, no Dex or miscellaneous modifiers to AC). The character's dark revelations about the negative aspects of his very personality continue forcing the character to make a Will save every round for 5 rounds. During this time, the character suffers a
- -2 to ability scores, initiative and saving throws as doubt and indecision plague his every movement and thought. The character also loses any spells in preparation or being readied if the very first Will save is failed. However, this does not affect any other spells the character may have memorized. If the character fails 3 or more of the Will saving throws, he loses control of himself for 3d4 rounds and falls completely under the evil influence of the Hammer. During this time, he will obey commands from the wielder no matter how preposterous and life threatening, and will instantly regard anyone of known evil alignment as a friend while regarding his colleagues as enemies. The corrupted character loses all negative modifiers that were imposed while the Hammer was trying to take control. The corrupted character will attack and kill his colleagues unless stopped. There are only two ways to bring a corrupted character out of the dark trance before the hold fails. One is to destroy the Hammer, which is no small feat. The second is to plead to the inner goodness of the corrupted character and attempt to influence the good side of the character to fight and defeat the evil side. This can only be accomplished by speaking aloud to the corrupted character's better side attempting to instill a remembrance of the love and trust between friends that exist. The corrupted character must make a Will saving throw, DC 18. If the save succeeds, the character remains corrupted and continues in this fashion until the 3d4 round has ended. If the save fails, the character is freed from the influence of the Hammer and cannot be corrupted again for the rest of his life.

The Hammer can only be damaged by a +4 or better weapon, dragon breath, powerful Divine magics, and the blessing of pure, honest, and noble hero whose soul is untainted by the darkness (DM's discretion). The Hammer has a hardness of 15 and can sustain 30 points of damage before breaking.

The Altar of Takhisis:

The Altar of Takhisis was made to ready the dragonlances for corruption into Darklances. It is 4 foot tall, 7 foot long, 5 foot wide solid obsidian block etched with the symbols of the Orders of the Skull. It gleams with an almost unholy light and radiates a strong sense of evil and magic in a 50-foot radius. The Knights of the Thorn and the Skull created the Altar for the sole purpose of corrupting the dragonlances. It is an artifact of immense size and power. The ritual used to corrupt the dragonlances starts with the Altar. The dragonlances are placed on the Altar where their blessed forms begin to smoke against the evil-imbued obsidian of the altar. This begins to quell the magical energies in the dragonlances, readying them for their stasis, imbued by the Wand of Corruption, and finally, the smiting of the Hammer of Darkness. The Altar also conveys the following powers to any within a 30-foot radius:

- +1 caster level to Knights of the Skull and clerics of Takhisis, or any other evil deity
- Radiates an aura of despair that causes all good and neutral aligned characters to make a Will save, DC 15, or suffer –2 on all attack, damage, saving throw and skill rolls made while remaining in the aura's radius
- Radiates an aura of entropy that provides anyone of evil alignment a +2 bonus to all saving throws

The Altar weighs in at several thousand pounds and is immovable save by magic. It causes 3d6 points of damage to any good or neutral aligned character that touches it. The Altar can only be harmed by a +4 or better weapon of good alignment or blessing, powerful Arcane and Divine magics, or dragon breath. The Altar has a hardness of 20 and can withstand 150 points of damage before being destroyed.

The Skyblade:

This weapon, named in honor of Paladine, is a mighty weapon of good. Forged long ago by the elves of Silvanesti and tempered by the blessing of powerful elven clerics in the time before the Cataclysm, the Skyblade is a sword that instills awe upon any who know of weapon smithing or magic. The Skyblade is a longsword made of pure shining elven steel and honed by the finest smiths Silvanesti had to offer. Legend speaks of the Chosen Prophet of the Silvanesti clergy of Paladine calling down their god's blessing onto the sword in the hopes of using it in the Second Dragon War. Alas, the sword was never tested against dragon hide and the myths of the weapon vanished altogether by the time of the War of the Lance when the weapon was purportedly lost in the nightmare of Lorac's dream. The sword still exists though, and lies dormant, waiting for its chance to find a worthy wielder to fight the encroaching darkness.

The Skyblade has all of the stats and abilities listed below. All effects function at 10th level cleric caster level:

- **The Skybalde:** Medium-size, dmg 1d8 +4, crit 19-20 x3, 4 lbs., Slashing
- Skyblade acts as a longsword with a +4 bonus to attack and damage ratings
- Grants a 2 point damage reduction on any attack suffered by the wielder
- Continually emits a soft, pale blue light that reaches up to 10 feet
- Grants a magical +2 speed bonus to initiative checks
- Continually casts *Entropic Shield* as per the 1st level cleric spell
- Continually casts *Consecrate* as per the 2nd level cleric spell
- Wind Resistance – wielder suffers no ill effects from any type of windy element, no matter how severe the force of the wind. This includes, storms, tornadoes, hurricanes, and even squalls. As long as the sword is unsheathed and held in one hand, the wielder feels only a light wispy breeze, no matter how severe the elements around him. With this sword, a character could simply walk through a tornado completely unscathed and have no fear of being lifted off the ground or hurled about. However, while the sword does negate the power of wind over a character, it does not deflect other elements. A character untouched by wind in a storm will still get rained on and the sword will do nothing to discourage lightning. This power works against magical and non-magical winds, but applies only to the wielder of the blade. Even if others were to clutch onto the wielder, they would still feel the full effects of any winds, though the wielder would not. The wielder may, however, be brought down by such contact, and if the sword is dropped or sheathed, the power instantly dissipates and the sword's owner is once again fully affected by winds.

The Skyblade can only be harmed by +4 or better weapons, dragon breath, and powerful Arcane and Divine magics. The sword has a hardness of 15 and can withstand up to 50 points of damage before breaking. Any evil aligned character that touches the Skybalde suffers 2d8 points of damage.

Knight Flame:

Forged just before the Cataclysm, Knight Flame is a powerful and holy weapon of good. Crafted of fine steel by the dwarven smiths of Kayolin and the human craftsmen of Solanthus, Knight Flame is a beautifully tapered bastard sword. The crosspiece is wrapped steel, inlaid with platinum carved into the symbols of the Knights of Solamnia. A budding rose sits on the center of the crosspiece, just above the hilt which is fashioned of solid oak and mahogany and wrapped with seasoned leather, and is capped by an oval pommel inlaid on both sides with platinum carvings of the symbols of Paladine, Kiri-Jolith and Branchala. The sword was kept for a time in a family of knights whose names are lost to the dark times of post-Cataclysm Ansalon. The sword lay, lost to the world and time, deep

in the Garnet range where it lies still, awaiting a young knight to once again wield it with courage and passion.

Knight Flame has all of the statistics and abilities listed below. All effects function at 9th level cleric caster level:

- **Knight Flame:** Medium-size, dmg 1d10 +5, crit 19-20/x 2, 10 lbs., Slashing
- Knight Flame acts as a bastard sword with a +5 holy bonus to attack and damage ratings
- Grants a +2 magical bonus to Will saves
- Casts *Sanctuary* once per day as per the 1st level cleric spell
- **Silver Light** – Silver Light is the power given granted by Paladine to the sword. To use this power, the wielder must be a Knight of Solamnia in good standing with all three of the Knighthood’s patron deities. By focusing his will and hope on the blade, a Knight may cause the sword to shine with an unbelievably bright light. This concentration takes 1 round to complete, and if forced to take any other action during that time, the wielder must succeed at a Concentration check (DC 15) or lose concentration and be forced to start the focus all over again. This light fully illuminates an area in a 100-foot radius with a brightness rivaling a clear day. The light continues to well from the sword for 1 round per level of the wielder. To any of lawful good, chaotic good, or neutral good alignment, the light appears extraordinarily bright, but does not cause blindness, pain or any discomfort. Instead, the light radiates a sense of hope and courage, which bolsters the faithful and courageous. To those of neutral, lawful neutral, or chaotic neutral alignment, the light, though somewhat distracting, is not painful and causes no hindrance or penalty. To those of any evil alignment, the light is an enormously powerful bane. Evil aligned creatures caught in the radius of the light must immediately succeed at a Will save (DC17) or suffer 2d8 points of damage. A successful save halves the damage. Whether or not the save is successful, the affected creatures are blinded, as the light cannot be shut out by covering one’s face or closing one’s eyes. The light pierces the darkness of evil creature’s souls and forces them to face the void in their existences created by the perversion of evil. This power is usable once per day.
- **Song of the Harp** – Branchala grants this power to the sword. To use this power, the wielder must be a Knight of Solamnia in good standing with all three of the Knighthood’s patron deities. By smiting any object, wall, edifice or structure made of metal, stone, or wood, the blade will hum with a deep resonance. The wielder must utter a prayer to Branchala within three rounds of the beginning of the blade’s humming. This prayer is considered a free action and the smiting of the blade is a standard action. Once activated, the sword will continue to hum for up to 1 round per level of the wielder. To those of lawful

good, chaotic good, or neutral good, the humming is loud enough to block out all but shouts and screams, though it does not otherwise distract or bother those of good alignment. To those of neutral, lawful neutral, or chaotic neutral, the humming is loud enough to block out all but shouts and screams, though the sheer volume is enough to cause irritation, but not pain. To those of any evil alignment, the humming is a swell of noise, both cacophonous and grating in its sound and melody causing pain and irritation (-2 morale penalty to all Dexterity, Intelligence and Wisdom checks). The humming is actually loud enough to be heard for 500 feet in open space, -20 feet for every foot of material blocking its path. This humming instantly calms and soothes any wild, natural animals in the audible zone regardless of number, type or natural inclination. Natural animals under the influence of magic spell like effects are instantly freed of their domination and regain their complete free will. The animals cannot be controlled again by magical means for a period of 48 hours. In addition, any animals that come upon the wielder either during the humming or after it view and treat the wielder with respect and honor – no animal will attack the wielder or the wielder's companions. The animals will not, however, be able to communicate or understand the wielder unless magical or supernatural aid is obtained. Animals forced into servitude by magic will turn on their dominators if the alignment of the dominators is evil, and will attack and pursue the ex-controllers until the humming has ceased. This power may be used once per day.

- **Warrior's Trust** – Kiri-Jolith grants this power to the sword. To use this power, the wielder must be a Knight of Solamnia in good standing with all three of the Knighthood's patron deities. The wielder may, on a successful melee attack with the sword, make a Strength check (DC equal to the opponents Constitution score). If the Strength check is not successful, the sword does regular damage but no additional effects. Upon a successful Strength check, the wielder is able to embed the blade deeper into the body of the victim. By uttering a prayer to Kiri-Jolith, the wielder causes the blade to release an aura of holy power, further damaging the impaled victim. The sword then causes an additional 1d12 +5 points of damage every round the victim is impaled on the sword. The victim may make an opposed Strength check to dislodge himself of the blade each round. The sword will continue to cause damage for 1 round per level of the wielder. This power may be used once per day.

Knight Flame can only be harmed by +5 or better weapons, dragon breath, and powerful Arcane and Divine magics. The sword has a hardness of 15 and can withstand up to 55 points of damage before breaking. Any evil aligned character that touches the Skybalde suffers 2d10 points of damage.

Hope's Sojourn:

Hope's Sojourn is an artifact dating back to the time of the Second Dragon War. This Longbow was crafted by the finest elven bowyers and blessed by the elven priests of Branchala. It is made from the aspens that grace the ancient elven homeland and is smoothly sanded and polished to a bright, lustrous sheen. The string is made of a golden thread, which has never broken and will never break. Hope's Sojourn was lost to the elves following in the wake of destruction that wracked Silvanesti following the Second Dragon War. It has been missing since and its legend amongst the elves has quickly faded in the wake of the War of the Lance.

Hope's Sojourn has all of the stats and abilities listed below. All effects function at 8th level cleric caster level:

- **Hope's Sojourn:** Large-size, dmg 1d8 +2, crit 19-20 x3, range 130 feet, 3 lbs., Piercing
- Hope's Sojourn has a +2 bonus to attack and damage ratings
- Continually casts *Prayer* as per the 3rd level cleric spell
- Enchanted Arrows – Hope's Sojourn can enchant regular arrows to create different effects. Each different arrow enchantment can be used up to three times per day. The arrow used to create the magical enchantment cannot be a magical arrow and whatever regular arrow is used is consumed in the effect. The command word for each effect is listed in the entry.

1. Arrow of Alarm (alar-asalunai)– causes an arrow to emit a high-pitched shriek when fired audible up to 1 mile away. This shriek lasts until the arrow ceases its flight. The volume or inflection of the arrow does not differ with the speed the arrow is traveling at. This shriek is unmistakable and carries a magical resonance that creatures of evil alignment are especially vulnerable to. Any evil creature hearing the shriek at a maximum distance of 2000 feet must make an immediate Will save, DC 15, or be struck with a sudden sense of confusion and fear. This causes those affected to suffer a –1 to all attack, damage, skill, and saving throw rolls for 3 rounds.
2. Arrow of Light (shirak-dunasai)– causes an arrow to emit a bright light that functions exactly the same as the 3rd level cleric spell *Daylight*. The light is not extinguished until the duration of the spell effect ends. Thus, if the arrow strikes something, it continues to emit the Daylight spell.
3. Arrow of Tethering (krinas-elkonas)– causes an arrow to produce a magical rope during its flight. The rope extends from the exact place the arrow was shot and attaches itself to the end of the arrow. The rope, though only a few inches thick, is strong enough to hold up to 3000 lbs. before snapping. The arrow will remain tethered or affixed to whatever

object it was affixed to for 10 rounds and Strength check (DC 25) is required to dislodge the arrow any earlier. The rope cannot be cut, will not burn, and cannot be otherwise damaged.

- Arrow of Hope – Once per day, the user of the bow may enchant any ordinary, non-magical arrow to become the Arrow of Hope. To do this, the user of the bow must utter a prayer to Branchala, which is considered a free action. The Arrow of Hope turns a regular arrow with the +2 bow enchantment into a +4 arrow. The arrow also negates any damage reduction, changes the bow's range to 150 feet, does 1d10 damage and grants any good or neutral aligned character who views the arrow in flight a +2 bonus to attack, damage, skill, and saving throw rolls for 5 rounds. The Arrow of Hope is seen as a streak of silver light trailing the sound of chimes behind it as it flies. The Arrow of Hope can only be destroyed by +2 or better weapons, dragon breath, powerful Arcane or Divine magics, or if the Arrow does not strike a target immediately, 1d6 rounds pass.

Hope's Sojourn can only be destroyed by +4 or better weapons, dragon breath, molten lava, powerful Arcane and Divine magics, or the purposeful destruction by the user. Hope's Sojourn has a hardness of 10 and can withstand 30 damage points before breaking. Any evil aligned character that touches the bow suffers 1d6 points of damage.

Moons of Krynn

The three moons of Krynn have been a central part of the history of magic. The moons are the celestial bodies of the three gods of magic, Solinari, Lunitari, and Nuitari. Their cycles and movements are so tied to the practice of magic that those Wizards who have dedicated themselves to an Order of High Sorcery are affected both positively and negatively by the lunar cycles.

Lunar Cycles

Each cycle represents a moon's orbit around Krynn. There are 4 quarters per cycle. The types, lengths, and effects of quarters are described below. To find the effects of the moons on a Wizard of High Sorcery and Knights of the Thorn, consult the information below. First check the cycle time for each moon and determine the starting position for each moon. Then consult the tables below for the effects given to a Wizard of High Sorcery or Knight of the Thorn.

Solinari:

Solinari has a cycle of 36 days with 9 days per quarter of the cycle. Thus Solinari has 9 movements every quarter and takes 36 days to complete a cycle. To find the starting position for Solinari, roll 1d8. A result of 1 or 2 places Solinari in waning, 3 or 4 in high sanction, 5 or 6 in waxing, and 7 or 8 in low sanction. The exact day of the quarter is left to the DM to determine.

Lunitari:

Lunitari has a cycle of 28 days with 7 days per quarter of the cycle. Thus Lunitari has 7 movements every quarter and takes 28 days to complete a cycle. To find the starting position for Lunitari, roll 1d8. A result of 1 or 2 places Lunitari in waning, 3 or 4 in high sanction, 5 or 6 in waxing, and 7 or 8 in low sanction. The exact day of the quarter is left to the DM to determine.

Nuitari:

Nuitari has a cycle of 8 days with 2 days per quarter of the cycle. Thus Nuitari has 2 movements every quarter and takes 8 days to complete a cycle. To find the starting position for Nuitari, roll 1d8. A result of 1 or 2 places Nuitari in waning, 3 or 4 in high sanction, 5 or 6 in waxing, and 7 or 8 in low sanction. The exact day of the quarter is left to the DM to determine.

A spellcaster must meet specific requirements in order to receive benefits from the three moons of magic. First, the spellcaster receives no bonuses from the moons until he has acquired at least 4 ranks in Spellcraft, Concentration, Knowledge (arcana), is able to cast 2nd level spells, and has a relevant casting

ability of at least 11. However, only spellcasters with a relevant casting ability of 15 or greater can benefit from the bonuses of the moons at High Sanction. Otherwise, the bonuses for waxing replace those for High Sanction.

Note that renegades may not benefit from moon quarter effects. They may only receive the bonuses from moon alignment.

Knights of the Thorn benefit not from one, but all three of Krynns moons. They use separate tables below. However, they are still required to pass the same requirements to receive bonuses from the moons.

Table 4-1: Moon Quarter Effects

Moon Quarter	Will Save Bonus	Concentration Check Bonus	Casting Level
Waxing	0	+1	Normal
High Sanction	+1	+2	+1
Waning	0	0	Normal
Low Sanction	-1	0	-1

Table 4-2: Alignment Effects

Alignment	Will Save Bonus	Concentration Check Bonus	Casting Level
Solinari and Lunitari	+1	+1	+1
Nuitari and Lunitari	+1	+1	+1
Solinari and Nuitari	+1	+1	Normal
All Three Moons	+2	+2	+2

Table 4-3: Knight of the Thorn Moon Quarter Effects

Moon Quarter	Will Save Bonus	Concentration Check Bonus	Casting Level
Waxing	0	+2	Normal
High Sanction	+2	+3	+2
Waning	0	0	Normal
Low Sanction	-2	0	-2

Table 4-4: Knight of the Thorn Alignment Effects

Alignment	Will Save Bonus	Concentration Check Bonus	Casting Level
Solinari and Lunitari	+2	+2	+1
Nuitari and Lunitari	+2	+2	+1
Solinari and Nuitari	+2	+2	+1
All Three Moons	+4	+4	+4

Moon Quarter and Alignment Effects Explanations:

Will Save Bonus:

This bonus is applied to any and all Will saves made. It stacks with any other modifiers.

Concentration Check Bonus:

This bonus is applied to any and all Concentration checks made. It stacks with any other modifiers.

Casting Level:

This bonus increases or decreases a Wizard's effective casting level. Thus, a +1 bonus means a 5th level wizard casts spells as a 6th level wizard. This bonus only applies to casting spells from the allowable schools of magic, not forbidden schools. This modifier stacks with any other modifiers.

Determining Position:

To find out where the moons are roll 1d8 and consult the Lunar Cycles listing above. Then note down and inform all players of any modifiers because of Moon Quarter Effects and Alignment Effects. Note that both Quarter Effects and Alignment Effects stack with one another. As days pass, move each moon one spot in its cycles. When it reaches the end of a quarter, note the new modifiers from the tables and inform all of the players. The movement of the lunar cycles always follows the same formula: **High Sanction** leads to **Waxing** which leads to **Low Sanction** which leads to **Waning** which leads to **High Sanction**, etc.

For example: As the DM, I need to know the moon placements. I roll 1d8 for each moon. Solinari comes up with a 4, making it start in High Sanction. Since the exact choice of day in the quarter is up to me, the DM, I place it on day 4 of the High Sanction quarter. Lunitari comes up with a 7, so I place it on the 3rd day of Low Sanction. Nuitari comes up with a 5, so I place it in the 1st day of Waxing. Looking at the charts, I note down that none of the moons are currently in alignment, so there are no modifiers to note from the Alignment Effects table.

On the Quarter Effects table, I note that White Robed Wizards have +1 Will Save Bonus, +2 Concentration Check Bonus, and +1 Caster Level. Red Robed Wizards have a -1 Will Save Bonus, 0 Concentration Check Bonus, and -1 Caster Level. Black Robed Wizards have 0 Will Save bonus, +1 Concentration Check Bonus, and Normal Caster Level.

So as it stands, White Robes are in their peak of power, Red Robes are weakest and Black Robes are still receiving benefits, though they are approaching Low Sanction. As we play, I move the moons through their quarters and cycles and keep track of their position and alignment. However, from a cursory glance and making a few notes I can say with accuracy where the moons are going and how long it will take them to get there.

From my initial roll up above, Solinari has 5 days left in High Sanction until it goes in to Waning for 9 days, then to Low Sanction for 9 days, and then to

Waxing for 9 days, and finally back to High Sanction again where it continues in its cycle. Lunitari has 4 days left in Low Sanction until it goes in to Waxing for 7 days, then to High Sanction for 7 days, and then to Waxing for 7 days, and finally back to Low Sanction again where it continues in its cycle. Nunitari has 1 day left in Waxing until it goes in to Low Sanction for 2 days, then to Waning for 2 days, and then to High Sanction for 2 days, and finally back to Waxing again where it continues in its cycle.

Ansalonian Bestiary

Ansalon's flora and fauna are as varied and distinct as the peoples who have cultivated the continent. But there are races of creatures that bear worthy mention; creatures who for good or ill have become widely known across Ansalon. Some of these are monsters, fit for little more than being hero fodder. Or so the hero would like to think. Other races are more mysterious and perhaps not so widely known. Some may even be relegated to the pages of myth and legend. Whatever their status in the tomes of lore, the creatures and races provided in this chapter are integral to the running of a War of the Darklance campaign.

Draconians

Aurak

Medium-size Monstrous Humanoid

Hit Dice:

8d8 +20

Initiative:

+6 (+2 Dex, +4 Improved Initiative)

Speed:

40 feet

A.C.:

20 (+2 Dex, +8 natural)

Attacks:

2 energy rays +10 ranged touch; or 2 claws +12 melee; bite +7 melee; tail slap +4 melee

Damage:

1d8 +4 energy ray; claws 1d4 +4; bite 1d6 +2; tail slap 1d4 +2

Face/Reach:

5foot x 5 foot/5feet

Special Attacks:

Spells, spell-like abilities, mind control, breath weapon,

Special Qualities:

Spell Resistance 15, divine grace, keen senses, disease immunity, low metabolism, death throe

Saves:

Fort +9, Ref +12, Will +12

Abilities:

Str 18, Dex 15, Con 17, Int 18, Wis 15, Cha 18

Skills:

Alchemy +10, Bluff +9, Diplomacy +10, Forgery +10, Gather Information +10, Intimidate +10, Innuendo +8, Listen +2, Spot +4

Feats:

Alertness, Blind-Fight, Combat Casting, Improved Initiative, Multiattack, Spell Focus (Evocation), Spell Penetration

Climate/Terrain:

Any land

Organization:

Solitary, command (2-4), or council (5-12)

Challenge Rating:

8

Treasure:

50% coins, 30% items, 20% magical items

Alignment:

Usually lawful Evil

Advancement:

9-24 HD (Medium-size)

Combat**Energy Rays (Ex):**

An Aurak's preferred melee weapon, these rays of fiery energy are emitted from the Aurak's hands. They deal 1d8 plus the draconian's Cha modifier damage for every successful ranged touch attack and can strike targets up to 60 feet away. If the Aurak's physical shape has been altered, due to spells or circumstances such as a *Change Self* spell, the rays appear to be some natural form of the creature's attack, though in reality they are the Aurak's ray attacks. These rays are a supernatural ability.

Spells:

Auraks cast Arcane spells as 8th level sorcerers, preferring illusion and Evocation spells above all others.

Breath Weapon (Su):

An Aurak can breathe a noxious cloud in a five-foot cone three times per day. Victims caught in the cloud are allowed a Ref saving throw, DC 18. If the saving throw fails, the victims are dealt 20 points of damage and are blinded for 1d6 rounds. A successful saving throw reduces the damage by half and negates the blindness.

Spell-Like Abilities (Sp):

Auraks can use *Change Self* up to three times per day to perfectly resemble any individual humanoid. In this guise, the Aurak's voice will match the copied subject's. This power only lasts for 2d8 +2 minutes. An Aurak can also perform a limited short-range teleportation up to three times per day. This power functions exactly like the spell *Dimension Door* except that it has a range of 60 feet and only the Aurak and any carried equipment may be transported. Auraks can turn themselves invisible exactly like the *Invisible* spell once every ten minutes. Auraks can change their shape as per the *Polymorph Self* spell three times per day.

Mind Control (Su):

An Aurak's most devious and malignant power is its ability to control the minds of others. An Aurak's mind control works exactly like the *Suggestion* spell and can be used once every ten minutes. An Aurak may also use a mind control power exactly like the *Mind Control* spell once per day. They may use this power on creatures of 8 or fewer Hit Dice, lasting for 2d6 rounds. This power does require the active concentration of the Aurak and if forced to make any offensive or defensive actions, or if the Aurak takes any damage, the Aurak must succeed at a Concentration check, DC 15, or lose the mind control. The target of a mind control must succeed at a Will save, DC 18, or fall under the Aurak's control.

Death Throe (Ex):

On the round that an Aurak reaches 0 or fewer hit points, its flesh suddenly bursts into bright, raging green flames that give off an intense, scorching heat and sickening charred stench. This sets the Aurak into a berserker frenzy, during which the Aurak gains a +4 morale bonus to attack, damage and saving throw rolls. Anyone who comes within 5 feet of the draconian takes 1d6 + the Aurak's Cha modifier points of damage each round from the flames. A successful Ref saving throw will halve the damage. Six rounds later or when the Aurak reaches -10 hit points, it transforms into a whirling twister of green flames and lightning that strikes with a +15 attack bonus and deals 2d6 + the Aurak's Cha modifier points of damage. After spending three rounds in this form, the Aurak's whirling body will come to a sudden halt, and explode with a thunderclap and lightning flash stunning anyone within 10 feet for 1d4 rounds (2d4 if underwater) and dealing 3d6 points of lightning and concussive damage to all within 10 feet. A successful Ref save, DC 18, will negate the stunning effect and halve the damage. Any items carried by the draconian that were not consumed in the blaze are destroyed by the blast, though magical items may be able to survive depending on their hardness and hit points.

Disease Immunity (Ex):

Auraks are immune to all natural diseases.

Low Metabolism (Ex):

Auraks can survive on one-tenth of the food and water it takes to sustain and adult human.

Keen Senses (Ex):

Aurak's senses are honed by both their racial history and their magical nature. They possess low-light vision, and can detect hidden and invisible creatures within a 40-foot radius. Auraks can see through illusion spells of 6th level or lower.

Baaz

Medium-size Monstrous Humanoid

Hit Dice:

2d8 +4

Initiative:

+0

Speed:

30 feet

A.C.:

16 (+6 natural)

Attacks:

2 claws +2 melee; scimitar +2 melee; short sword +2 melee

Damage:

Claws 1d4 +1; scimitar 1d6 +1; short sword 1d6 +1

Face/Reach:

5 foot by 5 foot/5 foot

Special Attacks:

None

Special Qualities:

Death throee, disease immunity, glide, low metabolism

Saves:

Fort +2, Ref +23, Will +2

Abilities:

Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 10

Skills:

Bluff +5, Climb +4, Disguise +5, Jump +5, Listen +5, Spot +4

Feats:

Alertness, Multiattack, Run

Climate/Terrain:

Any land

Organization:

Band (2d4), scout (3d6), patrol (2d12)

Challenge Rating:

1

Treasure:

25% coins, 75% items

Alignment:

Usually neutral evil

Advancement:

3-6 HD (Medium-size)

Combat

Death Throe (Ex):

On the round that a Baaz reaches 0 hit points, its body turns to stone. The creature that struck the killing blow must roll a successful Ref save, DC 13, or have the weapon stuck fast in the stone body of the dead Baaz. This only applies to slashing or piercing weapons, not bludgeoning. The dead stone body of the Baaz dissolves after 1d4 minutes, releasing any stuck weapons. This death throe does not affect any items carried by the Baaz.

Glide (Ex):

A Baaz can use its wings to slow its descent from any height, negating any damage taken from falls. The Baaz may also use his gliding capability to move horizontally up to four times the vertical height fallen.

Disease Immunity (Ex):

Baaz are immune to all natural diseases.

Low Metabolism (Ex):

Baaz can survive on one-tenth of the food and water it takes to sustain an adult human.

Bozak

Medium-size Monstrous Humanoid

Hit Dice:

4d8 +8

Initiative:

+2 (Dex)

Speed:

30 feet

A.C.:

19 (+2 Dex, +7 natural)

Attacks:

2 claws +6 melee; bite +4 melee; tail slap +4 melee; heavy mace +6 melee; scimitar +6 melee

Damage:

Claws 1d4 +2; bite 1d6 +1; tail slap 1d4 +1; heavy mace 1d8 +2; scimitar 1d6 +2

Face/Reach:

5 foot by 5 foot/5 foot

Special Attacks:

Spells

Special Qualities:

Death throee, spell resistance 15, divine grace, glide, disease immunity, low metabolism

Saves:

Fort +5, Ref +8, Will +7

Abilities:

Str 15, Dex 15, Con 14, Int 15, Wis 12, Cha 17

Skills:

Bluff +9, Diplomacy +9*, Hide +8, Intimidate +5, Knowledge (religion) +6, Listen +3, Move Silently +7, Spot +9

Feats:

Alertness, Leadership, Combat Casting, Run

Climate/Terrain:

Any land

Organization:

Solitary, band (2d6), council (3d8)

Challenge Rating:

4

Treasure:

Standard

Alignment:

Usually lawful evil

Advancement:

5-12 HD (Medium-size)

Combat**Spells:**

Bozaks are naturally talented spell-casters. Bozaks can cast spells as a 5th level wizard, though a few more talented Bozaks can cast spells as an 8th level wizard.

Death Throe (Ex):

On the round that a Bozak reaches 0 or fewer hit points, his scales, flesh and muscles crumble from the bones of his skeleton. On the next round, at the Bozak's previous initiative order, the bones explode causing 2d6 points of damage to

anyone within a 10 foot radius. A successful Ref saving throw, DC 15, negates the damage.

Divine Grace (Ex):

Bozaks may add their Charisma modifiers to all saving throws (already included in the above stats).

Glide (Ex):

A Bozak can use its wings to slow its descent from any height, negating any damage taken from falls. The Bozak may also use his gliding capability to move horizontally up to four times the vertical height fallen.

Disease Immunity (Ex):

Bozaks are immune to all natural diseases.

Low Metabolism (Ex):

Bozaks can survive on one-tenth of the food and water it takes to sustain an adult human.

Skills:

Bozaks gain a +4 to Diplomacy checks when dealing with other draconians

Kapak

Medium-size Monstrous Humanoid

Hit Dice:

3d8 +6

Initiative:

+3 (Dex)

Speed:

30 feet

A.C.:

21 (+3 Dex, +7 natural)

Attacks:

2 claws +6 melee; bite +4 melee; tail slap +4 melee; light crossbow +3 ranged; dart +3 ranged; short sword +6 melee

Damage:

Claws 1d4 +3; bite 1d4 +1 plus poison; tail slap 1d4 +1; light crossbow 1d6; dart 1d4; short sword 1d6 +3

Face/Reach:

5 foot by 5 foot/5 feet

Special Attacks:

Poison

Special Qualities:

Death throes, spell resistance 14, disease immunity, low metabolism, glide

Saves:

Fort +3, Ref +6, Will +4

Abilities:

Str 16, Dex 17, Con 15, Int 12, Wis 12, Cha 10

Skills:

Disable Device +6, Hide +9, Listen +6, Move Silently +9, Open Lock +9

Feats:

Dodge, Multiattack, Run, Track

Climate/Terrain:

Any land

Organization:

Band (2d6), patrol (2d10)

Challenge Rating:

4

Treasure:

Standard

Alignment:

Usually neutral evil

Advancement:

4-9 HD (Medium-size)

Combat

Poison (Ex):

Kapakaks have developed a unique and deadly style of combat that clearly separates them from other draconians and marks them as the assassins of the draconian race. Their saliva is highly poisonous and Kapakaks use it to every advantage they can by coating their weapons in combat with it. Whether by bite or weapon exposure, any creature who receives even a small dosage of Kapak saliva in a wound must immediately make a Fort save, DC 13, or fall paralyzed for 2d6 minutes. When applied to a weapon tip, the saliva remains good for 3 rounds; after that it must be reapplied.

Death Throe (Ex):

On the round that a Kapak reaches 0 or fewer hit points, its body instantly dissolves into a pool of greenish acid covering a 5-foot radius. Anyone caught in the radius of the acid suffer 1d6 points of damage per round that they remain in the radius of the acid. The acid evaporates after 1d6 rounds. All items that were carried by the Kapak or caught in the acid's radius are destroyed.

Glide (Ex):

A Kapak can use its wings to slow its descent from any height, negating any damage taken from falls. The Kapak may also use his gliding capability to move horizontally up to four times the vertical height fallen.

Disease Immunity (Ex):

Kapak are immune to all natural diseases.

Low Metabolism (Ex):

Kapak can survive on one-tenth of the food and water it takes to sustain an adult human.

Sivak

Large Monstrous Humanoids

Hit Dice:

6d8 +24

Initiative:

+1 (-1 size, +2 Dex)

Speed:

30 feet, fly 60 feet (average)

A.C.:

19 (-1 size, +2 Dex, +8 natural)

Attacks:

2 claws +10 melee; bite +8 melee; tail slap +8 melee; longspear +10 melee; bastard sword +10 melee

Damage:

Claw 1d6 +5; bite 1d10 +2; tail slap 1d6 +2; longspear 1d8 +5; bastard sword 1d10 +5

Face/Reach:

5 foot by 5 foot/10 feet

Special Attacks:

Trip

Special Qualities:

Death throes, disease immunity, divine grace, low metabolism, spell resistance 15, shapeshift

Saves:

Fort +8, Ref +9, Will +8

Abilities:

Str 21, Dex 15, Con 19, Int 13, Wis 12, Cha 15

Skills:

Bluff +7, Diplomacy +7, Disguise +7, Gather Information +7, Intimidate +7, Listen +8, Spot +7

Feats:

Alertness, Cleave, Multiattack, Power Attack, Run

Climate/Terrain:

Any land

Organization:

Band (2d6), patrol (2d8)

Challenge Rating:

6

Treasure:

Standard

Alignment:

Usually neutral evil

Advancement:

7-18 HD (Large)

Combat

Trip (Ex):

A Sivak may substitute a trip attack instead of its normal attacks in a round. By using its tail, the Sivak attempts to trip its opponent using its full +10 attack bonus.

Shapeshift (Su):

Sivaks are capable of assuming the form of any humanoid their size or smaller upon the death of the victim. The Sivak does not gain the memories, spells, or skills of the copied victim, but the Sivak's appearance and voice are perfect matches. The Sivak may voluntarily shift back to his natural form at any time, though the Sivak cannot shapeshift again until a new victim is slain. Once shape shifted, the Sivak can remain in the new form indefinitely.

Divine Grace (Ex):

Sivaks may add their Charisma modifiers to all saving throws (already included in the above stats).

Death Throe (Ex):

A Sivak changes shape when it is slain so that its form perfectly resembles its killer as long as the killer was humanoid and the same size or smaller than the Sivak. His shape lasts for three days. After three days have passed, the body decomposes into black soot. If the killer was not humanoid or was any larger than the Sivak, the Sivak bursts into flame dealing 2d8 points of damage to anyone within a 10-foot radius. A successful Ref save, DC 17, negates any damage.

Disease Immunity (Ex):

Sivak are immune to all natural diseases.

Low Metabolism (Ex):

Sivak can survive on one-tenth of the food and water it takes to sustain an adult human.

Dragons

The drastic climate changes sweeping across Ansalon during the time of the War of the Darklance campaign have affected dragons just as much as every other creature. In particular, the smallest of the chromatic dragons, the whites, have benefited greatly from the onslaught of the never-ending winter. In the short time that the cold has been wracking Ansalon, white dragons have found their strength and dominance increased considerably. On the other hand, red dragons have suffered the most. Even the metallic dragons do not seem so affected, though some rumors indicate this is due to the evil nature of the winter affecting creatures of similar ilk more strongly.

Chromatic Dragons

White dragons are treated as being 2 age categories higher than they actually are. Red dragons are treated as 2 age categories lower than they are. Black and blue dragons are treated as one age category lower. Green dragons suffer no penalties.

Metallic Dragons

Gold dragons are treated as one age category lower than they actually are. Silver, bronze, brass and copper suffer no penalty.

Templates

This section details any templates used in the War of the Darklance campaign setting. These templates are overlapped onto a PC or NPC's statistics to transform them into something different. For more information on monster templates, see the *Monster Manual*.

Death Knight

Death Knights are the most accursed creatures ever to walk the face of Krynn. Thankfully, there are few of them. A death Knight is a creature who in life was a knight, cavalier, or some other noble archetype of honor and justice. By committing unspeakable acts and having the curse of the gods brought down upon them, these creatures have been transformed into Death Knights – powerful, horrifying leaders of the undead without equal on Krynn. Note that a character cannot set out to be a Death Knight. It is a curse given by the gods to those found

guilty of such incredible judgment that there is no worthy punishment. The gods of good and neutrality do not dole out such sentences. It is the gods of evil, particularly Chemosh and Takhisis who give such 'rewards' for such monstrous behavior. The most famous example of a Death Knight is Lord Soth.

Hit Dice:

d10

Speed:

Base speed is 30 feet

AC:

As per character AC

Damage:

As per character

Special Attacks:

Wall of Ice (Sp; as per the 4th level wizard spell, three times per day, functions at 20th caster level), *Power Word Kill or Power Word Stun or Power Word Blind* (Sp; as per the 9th, 7th, and 8th level wizard spells respectively, only one of the three once per day, functions at 20th caster level), *Symbol (Pain)* (Sp; as per the 8th level wizard spell, once per day, functions at 20th caster level), *Fireball* (Sp; as per the 3rd level wizard spell but with 20d6 instead of 10d6 maximum damage, once per day, functions at 20th caster level)

Special Qualities:

Spell Resistance 17, Fear Aura (as per the 4th level wizard spell except that instead of a cone the aura extends up to 10 feet, always active, functions at 20th caster level) Turn Resistance +5, *Detect Magic* (Sp; as per the 0 level wizard spell, at will, functions at 20th caster level), *Dispel Magic* (Sp; as per the 3rd level wizard spell, twice per day, functions at 20th caster level)

Saves:

As per class

Abilities:

Death Knights gain +2 to Strength, Intelligence and Wisdom. However, as undead, they have no Constitution score.

Skills:

Death Knights continue to gain skill points at the rate of 2 + Int modifier per level. They also gain a +4 bonus to Intimidate.

Feats:

Death Knights continue to gain feats every 3 levels in the same fashion as a normal character.

Climate/Terrain:

Any

Organization:

Solitary, though at times accompanied by similarly accursed undead or undead retainers, servants, or followers

Challenge Rating:

12

Treasure:

Magic items 50%, normal or cursed items 50%.

Alignment:

Any evil, though usually chaotic or lawful.

Advancement:

Standard experience template progression, Medium-size

Fall of The High Clerist's Tower
A Poem by Calvin Dreasler

A lance brought forth with awful power
Against defenders of High Clerist's Tower

A mighty shout, the dragon falls
Glints of gold smash the walls

Two armies fighting afoot
One fighting in air
High Clerist's Tower soon to fall
Lord Gunthar cries, "Away from there!"

"Retreat! Retreat!" The call goes out as darkness rules the day
"If we run now, we live to fight again somewhere else, some way."

On a mountain ridge in unmarked graves
Lie Heroes of the Fall
Look up! Look up! See the names!
They are written on the wall.

--Legion, Bard of Ansalon
Son of the Dragon