



THE **Dragonlance**
MEXUS

TASLEHOFF'S POUCHES OF EVERYTHING

D&D 5E HOMEBREW

Uncle Tas guides your wanderlust for Dragonlance
Adventures in the world's greatest roleplaying game

CREDITS

Lead Designer: Chuck Martinell

Design: Timothy Shiflet, Ed Mekeel

Rules Development: Timothy Shiflet, Chuck Martinell, Ed Mekeel, John Rhyne

Writing: Timothy Shiflet, Chuck Martinell, Trampas Whiteman, John Rhyne, Weldon Chen, Ed Mekeel

Editing: Chuck Martinell, Timothy Shiflet, Ed Mekeel

Proofreader: Candice Evenson

Graphic Design & Layout: Ed Mekeel

Cover Illustrator: Elena Zambelli, <https://www.artstation.com/elenazambelli/profile>

Interior Artists: Larry Elmore, Elena Zambelli, Patrick E. Pullen, Candice Evenson, Nathanaël Roux <http://www.barkalotdesigns.com>, Jarry Darrin Scott, Ertac ALTINOZ

Interior Artists Cont: <https://www.artstation.com/ertacaltinoz>, Michael Bielaczyc (www.michaelbielaczyc.com), SilverGlass83 (<https://www.deviantart.com/silverglass83>), Jennifer Meyer, Daniel Bryce, Tithi Luadthong, Cola73

Lexicon Contributors: Ambro, Canlocu, Darcwulf, Heine Stick, Heron, Ben Jacobson, Joe Mashuga, Carteege Struve, Uziel, Zeppo Lindus

Playtesting: 150 fans of Dragonlance. Thank you!

A special Thank You to Tracy Hickman and Margaret Weis for their creation and development of the world of Dragonlance! Without their vision none of this would be possible.

Further Thank You's go to all those who previously worked to develop Krynn through numerous novels, game material, art and of course: behind the scenes.

Finally, thank you to EVERY fan of Dragonlance. You keep the light burning with hope for the future!

ON THE COVER

Uncle Tasslehoff Burfoot borrows a pouch from the death knight Lord Soth. He was surprised that someone with a deadly reputation carelessly dropped such a valuable item. He'll definitely return it at a later time.

Perhaps when the fearsome fellow isn't so dour? Honestly, Soth should take a break from brooding in his haunted castle. Those banshee wails make it really difficult to concentrate!



The world of Dragonlance, and Dungeons & Dragons are owned by Wizards of the Coast, LLC.

All content © 2001 - 2021 The Dragonlance Nexus: unofficial Dragonlance content, news, articles, artwork, and more—by the fans, for the fans. Dragonlance, Dungeons & Dragons, D&D, their logos, Wizards of the Coast are ©2021, Wizards of the Coast, LLC., a subsidiary of Hasbro Inc.

CONTENTS

Foreword.....	4	Other Divine Powers.....	59	Time of Knights.....	80
Kender Musings		Chap 6: Ambient Magic of Krynn		Age of Might.....	80
Using this Book.....	5	Primal Sorcery.....	61	Rise of Istar.....	80
Chap 1: Races of Ansalon.....	6	Realms of Sorcery.....	61	Fall of Istar.....	80
Dwarf.....	7	Power of the Heart.....	61	Age of Despair.....	80
Gully Dwarf.....	7	Spheres of Mysticism.....	62	Time of Darkness.....	80
Half-dwarf.....	7	Mysticism & Sorcery in D&D		Time of Dragons.....	81
Elves.....	8	5th Edition.....	62	War of the Lance.....	81
Half-elf.....	8	Chap 7: Magical Weapons & Items		Chaos War.....	82
Gnomes.....	9	Blue Crystal Staff.....	65	Age of Mortals.....	82
Half-gnome.....	9	The Brightblade.....	65	Rise of the Dragon Overlords.....	83
Goblins.....	10	Dagger of Magius.....	65	War of Souls.....	83
Humans.....	11	Frostreaver.....	66	Chap 10: Geography of Ansalon	
Kender.....	12	Ghost Blade.....	66	Abanasinia.....	85
Half-kender.....	12	Glasses of the Arcanist.....	66	Balifor.....	85
Minotaurs.....	14	Key of Quinari.....	66	Blöde.....	85
Half-ogre.....	14	Medallion of Faith.....	66	Estwilde.....	85
Irda.....	15	Rabbitslayer.....	66	Goodlund.....	86
Draconians.....	16	Statue of E'li.....	67	Ice Reach.....	86
Chap 2: Organizations of Ansalon		Staff of Magius.....	67	Khur.....	86
Dark Knights.....	21	Lesser Dragonlances.....	67	Nightlund.....	86
Knights of Solamnia.....	26	Chap 8: Creatures of Ansalon		Noordmar.....	86
Legion of Steel.....	31	Draconians.....	69	Northern Ergoth.....	87
Wizards of High Sorcery.....	34	Dragonspawn.....	72	Plains of Dust.....	87
Chap 3: Player Options		Hatori.....	74	Qualinesti.....	88
Background: Kender Handler.....	43	Ogre Titan.....	74	Sancrist.....	88
Pestilence Divine Domain.....	44	Skrit.....	76	Silvanesti.....	88
Feats.....	44	Spectral Minion.....	76	Solamnia.....	89
Warlock Patrons.....	45	Chap 9: The Time of Krynn		Southern Ergoth.....	89
Chap 4: Racial		Age of Starbirth.....	79	Taman Busuk.....	90
Weapons & Equipment		All Dragon's War.....	79	Teyr.....	90
Racial Weapons.....	49	All Saint's War.....	79	Thoradin.....	90
Chap 5: Pantheon of Krynn		The Graygem.....	79	Thorbardin.....	91
Gods of Light.....	53	Age of Dreams.....	79	Throtyl.....	91
Gods of Balance.....	55	Foundation.....	79	Map of Ansalon.....	92-93
Gods of Darkness.....	57	Time of Light.....	80		



FOREWORD - KENDER MUSINGS

A LONG TIME AGO, WELL, REALLY NOT THAT LONG ago (some folks call it the 90's), a teenager in the Midwest decided that someday he would be a part of a team writing for the world of Dragonlance. You see, this young boy was in love with the characters he read about and wanted to, one day, continue their tales. As time moved forward, the teen grew into an adult, and off to the real world he went, still armed with the passion to create. When opportunities to write in the world of Dragonlance came along, some of those were missed, but most were presented by the Dragonlance Nexus.

The Dragonlance Nexus has been a part of my life now for almost two full decades. Looking back at my start with the Nexus, I dreamed of being called up to the majors, to write for WotC in the Dragonlance setting. Perhaps it was the wishful thinking of a young man, but, like many folks, my phone didn't ring, the email didn't arrive, and no book bearing my name appeared on the shelves. While I would still love for that to happen, I'm a bit wiser and a couple of decades older, and, perhaps, a bit more realistic.

Wait, who is that? Really? Come on...why are you here? Don't you see I'm pouring out my heart to the fans of Dragonlance about this wonderful project we did at the Nexus. Put that down. I don't care if you are on the cover. Come on, Tas, put that down. It's my kids Lego that took two weeks to assemble.

Now, where was I? Oh yes. These pages contain a return to the world of Dragonlance, updated to the 5th edition of the world's greatest roleplaying game, by the Dragonlance Nexus team. Over the past two years we have been working on parts of this project, and, for some of us...wait what are you doing now? Tas, you realize that I can't type with your head right up next to the screen. Seriously, you are going to ruin your eyes. No, I don't want to hear about those magical glasses. Yes, I know you saw a dragon with them, and, no, this isn't a good time for the story.

Please, sit back, gather your gaming group, and prepare to embark into the world of Dragonlance. In this book you will find the work of several familiar Nexus writers, artists and Lexicon contributors. The countless hours that people have put into this book for the fans of the setting are simply amazing, and I want to thank them. But, more importantly I want to thank the fans of the setting who have journeyed with us over the years no matter where we were on the path.

Finally, I want to thank...no seriously, Tas, where did my cell phone go? What do you mean you don't know? It's right there in your hand. I'm not accusing you of stealing it. I would never think...Oh, you are just making a quick call to a couple of old friends? That's fine as I was just in the process of thanking Margaret Weis, Tracy Hickman, and all of those who had a hand in the creation of the world...Wait, you're calling Caramon next? Is that even possible?

Warmest Regards,
Chuck Martinell, Dragonlance Nexus



HI CHUCK. SHORT FOR CHARLES? CHUCK? CHARLES? OK CHUCK..AND THE DRAGONLANCE NEXUS!

I WAS LOOKING THROUGH MY MAP POUCH, AND FOR SOME REASON YOU LEFT YOUR GUIDE TO EVERYTHING. I HOPE YOU REALIZE THAT YOU HAVE TO BE CAREFUL WITH THESE THINGS. WHAT WOULD YOU DO IF THIS MANUSCRIPT FELL INTO THE HANDS OF A DARK KNIGHT? RIGHT? DON'T LEAVE THINGS LYING AROUND, LIKE IN MY MAP POUCH.

ANYWAY, I'M STILL REALLY HONORED THAT YOU INVITED ME TO YOUR HOME, FOR YOUR SPICED POTATOES, FOR THE GAME NIGHT, AND FOR NAMING YOUR GUIDE AFTER ME. TASSLEHOFF'S POUCHES OF EVERYTHING. EEEEEVVVVVVERRRRRYTHING! THAT DEFINITELY SOUNDS IMPRESSIVE, DOESN'T IT? I CAN'T WAIT TO SHOW IT TO FLINT. I'M SURE HE'D SAY: "YOU SILLY DOORKNOB. YOU THINK YOU KNOW EVERYTHING? HRRUMPH."

FLINT'S RIGHT, YOU KNOW. I DON'T KNOW EVERYTHING. SO A GUIDE TO EVERYTHING SHOULD BE COMPREHENSIVE.. COMPREHENSIVE! I HOPE YOU DON'T MIND ME PEEKING. ALSO, I HAVE A COUPLE OF NOTES.

ACTUALLY, A LOT OF NOTES. I HOPE YOU DON'T MIND. I FELT THERE NEEDED TO BE SOMETHING SAID. THIS NOTE FOR EXAMPLE: YOU NEED A LETTER GREETING YOUR READER. IT'S ONLY THE POLITE THING TO DO. HERE, LIKE THIS:

DEAR READER. THANK YOU FOR READING CHUCK AND THE NEXUS' BOOK. CHUCK AND A LOT OF FRIENDS AND FAMILY GOT TOGETHER AND WROTE DOWN ALL THE STUFF YOU WOULD'VE EVER WANT TO KNOW ABOUT KRYNN. WITHIN THESE PAGES, YOU'RE GOING TO GET A LOT OF FACTS ABOUT KRYNN. YOU'RE GOING TO SEE A LOT OF EXCITING STUFF ABOUT MAGIC! CREATURES OF ANSALON! DARK KNIGHTS! EVERYTHING!

I HOPE YOU ENJOY THIS BOOK!

-TASSLEHOFF BURRFOOT

PS: I'LL GET IT BACK TO YOU WHEN I FIGURE OUT HOW TO GET BACK TO YOUR WORLD. YOU REALLY SHOULD BE MORE CAREFUL ABOUT THIS SORT OF THING. AND SORRY FOR BORROWING YOUR PHONE. I HOPE YOU DON'T NEED IT SOON.

USING THIS BOOK

Tasslehoff's Pouches of Everything is your one-stop shop for all things Dragonlance and Krynn for D&D 5th Edition. During our journey through the people, organizations, monsters and magic of our favorite continent Ansalon; Uncle Tas will be your guide. Tas' life is easily one of the most storied of anyone from Krynn. He has traveled through time and space, and done things that defy even the wildest of kender tales. That's why we've recruited him to give us insight about every aspect of the world we love!

Written for players and dungeon masters, it's important to understand that at the very least you'll need some knowledge of the basic D&D 5th Edition rules. If that means logging on to the 5E SRD (<https://5thsrdr.org/>) or purchasing the *Player's Handbook* (https://dnd.wizards.com/products/tabletop-games/rpg-products/rpg_playershandbook), please make sure to review the rules before going any further. This book will make a lot more sense if you do.

WHAT YOU'LL FIND WITHIN

Chapter 1 details the major races that live on Ansalon, including their subraces and the traits needed to play in a campaign. There are even some you may not be able to easily identify. Check the Dragonlance Wiki (https://dragonlance.fandom.com/wiki/Main_Page) for those you may not know.

Chapter 2 deep dives into the organizations that make Ansalon so incredibly special! From the Solamnic Knights to the Wizards of High Sorcery, there's information for players wanting to join.

Chapter 3 offers players new options in terms of feats, backgrounds, and even Warlock Patrons.

Chapter 4 equips those with a need for weapons and equipment available based upon the character's racial heritage.

Chapter 5 enchants with the details of ambient magic on Krynn. Remember, though many will tell you differently, Krynn is not a low-magic setting! There are just a few years where clerics can't connect with their gods.

Chapter 6 astonishes with detailed magic items and artifacts available for players, and perhaps even NPCs.

Chapter 7 is an encyclopedia of the many monstrous denizens unique to Ansalon.

Chapter 8 chronicles the different ages and times dungeon masters and players might travel through during their time on Krynn.

Chapter 9 maps the many countries and cities of interest for a Dragonlance campaign.

RULES TO REMEMBER

Per the rules available in all D&D 5E books, the following is attributed via Wizards of the Coast:

THE DM ADJUDICATES THE RULES

The rules of D&D cover most of what comes up in play, but the possibilities are vast. If you're unsure how to interpret a rule, the DM decides how to proceed.

ADVANTAGE AND DISADVANTAGE

Even if more than one factor gives you advantage or disadvantage on a roll, you have it only once. If you have both on the same roll, it's cancelled out.

REACTION TIMING

Certain game features let you take a special action, called a reaction, in response to an event. If you're unsure when a reaction occurs in relation to its trigger, the reaction happens after its trigger unless the description of the reaction explicitly says otherwise.

PROFICIENCY BONUS

If your proficiency bonus applies to a roll, you can add the bonus only once to the roll, even if multiple things in the game say your bonus applies. You may also only double or halve your bonus once before applying it on any roll.

BONUS ACTION SPELLS

If you want to cast a spell that has a casting time of 1 bonus action, remember that you can't cast any other spells before or after on the same turn, except for cantrips with a casting time of 1 action.

CONCENTRATION

As soon as you start casting a spell or using a special ability that requires concentration, your concentration on another effect ends instantly.

TEMPORARY HIT POINTS

Temporary hit points aren't cumulative. If you have them and receive more, you don't add them together. Instead, you decide which temporary hit points to keep.

ROUND DOWN

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater.

HAVE FUN!

You don't need every rule to enjoy D&D. Each play group has its own style. Embrace what your group enjoys most!

DRAGONLANCE NEXUS

Much of the material in this book originally appeared on the Dragonlance Nexus website, in the 5E rules section. The Nexus staff has spent time editing and improving that section of the website thanks to the feedback from fans like you. We're proud to present the final product you see here!



CHAPTER 1: RACES OF ANSALON

DWARVES

The history of the dwarves is rich and filled with stories of creativity. Not only are dwarves famous craftsmen, but they are also known for founding lasting civilizations, from the legendary Kal-Thax to the Great Halls of Thorbardin. They are a people who have fought against countless foes and for endless causes. Unless otherwise noted, all dwarves use the racial features for dwarves found on page 20 of the *Player's Handbook*.

HILL DWARF (DWARF SUB-RACE)

Hill dwarves use the same racial features for hill dwarves found on page 20 of the *Player's Handbook*. Hill dwarves are comprised of the Neidar and Klar clans.

MOUNTAIN DWARF (DWARF SUB-RACE)

Mountain dwarves use the same racial features for mountain dwarves found on page 20 of the *Player's Handbook*. Mountain dwarves comprise the Hylar and Daewar clans.

DARK DWARF (DWARF SUB-RACE)

Dark dwarves use the same racial features for duergar dwarves found on page 81 of *Mordenkainen's Tome of Foes*. Dark Dwarves comprise three different dwarven clans: Daegar, Theiwar, and Zhakar.

GULLY DWARF

Gully dwarves have the following racial features rather than those for dwarves found in the *Player's Handbook*.

Ability Score Increase. Your Constitution score increases by 2, and your Dexterity score increases by 1.

Size. Gully dwarves average height is between 3 and 4 feet tall. Your size is small.

Speed. Your base walking speed is 25 feet.

Survival Instinct. You are driven to survive. Toward that end, you have advantage on all Dexterity (Stealth) checks when you take the Hide action.

Hardy. You are resistant to the effects of poison and disease. You have advantage on all Constitution saving throws made to resist these effects.

Pitiable. Gully dwarf diplomacy consists of begging, crying, groveling, and pleading, and you have honed this ability to a fine art. You have advantage on Charisma (Persuasion) checks made to convince an enemy not to harm you.

Cowardly. You have disadvantage on saving throws made to resist the effects of fear.

GULLIES GET A BAD
RAP! SOME OF MY
FRIENDS ARE GULLIES!
-TAS-

Languages. You can speak Common and Gullytalk. Gully dwarves cannot read.

HALF-DWARF

Half-dwarves have the following racial features rather than those for dwarves found in the *Player's Handbook*.

Ability Score Increase. Your Constitution score increases by 2, and two other ability scores of your choice increase by 1.

Size. Half-dwarves are slightly shorter than most humans, but inherit the stockiness of their dwarven parent. Your size is medium.

Speed. Your base walking speed is 30 feet.

Stability. You have advantage on any saving throws made to avoid being pushed back or knocked prone.

Dwarven Combat Training. You have proficiency with the battle-axe, hand-axe, throwing hammer, and warhammer.

Languages. You can speak, read, and write Common and Dwarvish.





ELVES

Firstborn of the gods of light, the elves of Ansalon are diverse. During the Age of Dreams, the high elven nation of Silvanesti was established but eventually split shortly after the Kinslayer War when the legendary general Kith-Kanan created the Qualinesti kingdom. Ansalon is also home to the wild Kagonesti, and the water-dwelling Dargonesti and Dimernesti. Unless otherwise noted, all elves use the racial features for elves found on page 23 of the *Player's Handbook*.

KAGONESTI ELF (ELF SUB-RACE)

Kagonesti elves use the same racial features for wood elves found on page 24 of the *Player's Handbook*.

QUALINESTI ELF (ELF SUB-RACE)

Qualinesti elves use the same racial features for high elves found on page 23-24 of the *Player's Handbook*.

SILVANESTI ELF (ELF SUB-RACE)

Silvanesti elves use the same racial features for high elves found on page 23-24 of the *Player's Handbook*.

DARGONESTI ELF (ELF SUB-RACE)

As a Dargonesti elf, or “deep” elf, you hale from the deepest, darkest parts of Krynn’s oceans, and have adapted to life below the surface. You have the following racial features in addition to the elven features found on page 23 of the *Player's Handbook*.

Ability Score Increase. Your Strength score increases by 1.

Aquatic. Dargonesti can breathe air and water, have advantage on Strength (Athletics) checks made while swimming, and never have to make Strength (Athletics) checks to move in water.

Alternate Form. You can assume the form of a porpoise as an action a number of times per day equal to your constitution bonus (minimum once). You regain all uses of this feature upon completing a long rest.

Surface Sensitivity. You suffer one level of exhaustion for each 24 hour period you spend without being fully submerged in water.

Sea Elf Training. You are proficient with light crossbows, spears, tridents, and nets.

Speed. Your base swimming speed is 30 feet.

DIMERNESTI ELF (ELF SUB-RACE)

Dimernesti, or “Shoal” elves, inhabit shallower waters of Krynn’s oceans, rivers, and lakes. Your body is specially suited for life in the shallows. You have the following racial features in addition to the elven features found on page 23 of the *Player's Handbook*.

Ability Score Increase. Your Strength score increases by 1.

Aquatic. Dimernesti elves can breathe both air and water, have advantage on Strength (Athletics) checks made while swimming, and never have to make Strength (Athletic) checks to move in water.

Alternate Form. You can assume the form of a sea otter as an action a number of times per day equal to your constitution modifier (minimum once). You regain all uses of this feature upon completing a long rest.

Speed. Your base swimming speed is 30 feet.

Surface Sensitivity. You suffer one level of exhaustion for each 24 hour period you spend without being fully submerged in water.

Sea Elf Training. You are proficient with light crossbows, spears, tridents, and nets.

HALF-ELF

Half-elves use the same racial features for half-elves found on page 39 of the *Player's Handbook*.

WINDRIDERS

Windriders are an ancient elven organization that exists among the Kagonesti Elves, Silvanesti Elves, and the Qualinesti Elves. Regardless of their national affiliation all Windriders are warriors that fight on Griffons.

GNOMES

Gnomes are the tinkerers of Krynn, designing grand machines for every imaginable task. Unless otherwise noted, all gnomes use the racial features for gnomes found on pages 36-37 of the *Player's Handbook*.

TINKER GNOME (GNOME SUB-RACE)

Pounding hammers, whirring machines, and belching steam, these are all music to your ears. You build fantastic machines, and, occasionally, some of them actually work.

Ability Score Increase. Your Constitution score increases by 1.

Guild Affiliation. You are affiliated with a guild of your choice. While there are hundreds or even thousands of guilds, they all fall under one of three major guild categories. Choose one of the following guild categories. You may add your proficiency bonus when working with any of the tool sets in that category. Furthermore, based on the guild category you choose, you may double your proficiency bonus when working with one set of artisan's tools of your choice.

Craft Guild: Weaver's tools, Painter's supplies, Potter's tools, Leatherworker's tools, Smith's tools, Woodcarver's tools

Technical Guild: Carpenter's tools, Glassblower's tools, Mason's tools, Tinker's tools, Cobbler's tools

Sage Guild: Alchemist's supplies, Brewer's supplies, Calligrapher's supplies, Cartographer's tools, Cook's utensils, Jeweler's tools

Life Quest. You have a life quest that has been handed down to you from previous generations. This life quest informs every major (and even some minor) decisions that you make. As a result of the all-consuming nature of your life quest, it's very difficult to dissuade you from whatever course of action you have decided upon. Therefore, you add your proficiency bonus on all Wisdom and Charisma saving throws made to resist attempts to change your mind, whether magical (as in the *charm* spell) or mundane (such as Charisma checks (Intimidation or Persuasion)).

MAD "THINKER" GNOME (GNOME SUB-RACE)

As a "thinker" gnome, you have forsaken the erratically ordered life of your fellows in Mount Nevermind and go your own way. You retain some of your kin's knack for machines, but your inventions, if you build machines at all, are often more efficiently designed and built on a much smaller scale.

Mad gnomes use the same racial features for Rock Gnomes found on page 37 of the *Player's Handbook*, except as follows:

Ability Score Increase. While you and your fellow gnomes often rub one another the wrong way, you find that you tend to get along with the "bigger" races better than your Tinker cousins. Your Charisma score increases by 1.



WILD GNOME (GNOME SUB-RACE)

Wild gnomes use the same racial features for Forest Gnomes found on page 37 of the *Player's Handbook*.

HALF-GNOME

Half-gnomes have the following racial features rather than the gnome racial features found in the *Player's Handbook*.

Ability Score Increase. Your Intelligence score increases by 2, and two other ability scores of your choice increase by 1.

Size. Half-gnomes range between 4 ½ and 5 ½ feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.

Jack-of-all-Trades. You are proficient in two skills of your choice or one skill and a set of tools of your choice.

Languages. You can speak, read, and write Common and Gnomish.

GOBLINS

The Goblin races of Krynn respect and cherish those who have power and are strong. They are ambitious, seeking power for themselves, but most never attain it. Goblinsk are composed of three different races: bugbears, goblins, and hobgoblins.

Goblins live in tribes when their larger cousins, bugbears and hobgoblins, are not dominating them. They are little, thin humanoids, standing no more than three and half feet in height.

Hobgoblins thrive on war, terror, and an impulse to oppose all other races. They are usually over six feet in height, can have a ruddy yellow, tan, dark red, or red-orange skin tone, brown-gray hair that covers their bodies, large pointed ears, and flattened, vaguely batlike faces.

Bugbears thrive on aggression, their rages reaching animal-like ferocity. They are large, muscular goblins, standing close to seven feet tall in height. Their skin tones vary greatly and are covered in coarse hair.

BUGBEAR

Bugbears use the same racial features found on page 119 of *Volo's Guide to Monsters*.

GOBLIN

Goblins use the same racial features found on page 119 of *Volo's Guide to Monsters*.

HOBGOBLIN

Hobgoblins use the same racial features found on page 119 of *Volo's Guide to Monsters*.

HUMANS

Created by the gods of neutrality, humans were one of the three original races. Due to their short lifespans, humans are viewed by the more long-lived peoples as a restless, impatient race that have come to live throughout Ansalon. While there are many different human cultures found throughout the continent, a distinction is made between "civilized" and nomadic societies.

The various human civilizations on Ansalon have vastly different cultures found throughout the continent. From the classical arenas in Gwynned, to the dusty streets of Khuri-Khan, or even the splendors of the tree top town of Solace, you will find very distinct locations. These locations not only vary in architecture, but also food, music, books, languages, and clothing.

Humans use the same racial features found on page 29 in the *Players Handbook*. In the Dragonlance setting many of these cultures are widely recognized but scores of smaller, less



well-known societies exist as well. Below is a sample list of various cultures:

ABANASINIANS

Following the Cataclysm, Abanasinia became home to refugees who brought their own distinct cultures and languages to the region. Quickly, these cultures combined into their own unique one. The humans of Abanasinia have retained the physical traits of their original cultures. The common language spoken is Abanasinian.

ABANASINIAN PLAINS

Found primarily on the Plains of Dust, Abanasinian Plainspeople are of moderate height and build. They are noted for their tawny skin, dark hair, and brown eyes. Most plainsfolk speak a variant of Abanasinian.

ERGOTHIANS

The Ergothians live on Northern Ergoth and are noted for their dark complexion, although it isn't uncommon for an Ergothian to be fair skinned as well. They typically have dark hair and eyes. Ergothians speak Ergot and Common.

ICE FOLK

The Ice Folk have fair skin, light colored hair (often red), and blue eyes. They are noted for their lean builds and typically stand around 6 feet in height. Most Ice Folk speak their own unique language, which outsiders simply call Ice Folk.

KHURIANS

Khurians are average in height and lean in build. They are noted for their bronze skin, black hair, and dark eyes. Most Khurians speak Khurish, which is a variant of the Istarian tongue and uses its alphabet, in addition to Common.

NERAKESE

Nerakese men tend to be shorter than the average human, and the women are somewhat taller than average. They tend to have tanned skin and dark hair and eyes. The Nerakese speak Nerakese and Common.

SOLAMNIC

Solamnics are a pale-skinned folk who tend to be taller than average. There is no standard hair or eye color primarily due to their ancestry. The most common language spoken is Solamnic, while a majority also speak Common.

TARMAK (HUMAN SUBRACE)

The Tarmak's native home lies far to the east of Ansalon on the isle of Ithn'carthia. Prior to the Chaos War, Ariakan discovered these people and recruited them into service, promising them slaughter and riches in his conquest of the continent. In the tumult following Father Chaos' rampage across Krynn, the Tarmak hordes were largely forgotten by their employers, leaving them to form tribes in remote regions of Ansalon.

Tarmak seem to be an offshoot of the human race, though most stand upward of seven feet tall and all have sharply pointed ears, indicating their divergence from typical humankind. Almost all Tarmak males sport long beards, ranging in color from a deep red to snowy white.

The Tarmak have a fierce warrior culture steeped in strange religious traditions and mysterious sacraments. Their language is filled with hard guttural sounds that scholars are only just starting to unravel. Perhaps the most distinguishing and frightening aspect of Tarmak culture is their blue war paint which seems to offer a mystical protection during combat. The recipe for this paint is a jealously guarded secret that no Tarmak would willingly reveal to outsiders.

Tarmak are a variant of the human race and have all of the traits of humans with the following exceptions.

Ability Score Your Strength and Constitution scores both increase by 1.

Age. Tarmak have the same life expectancy as humans

Alignment. Tarmak culture has a strong warrior tradition steeped in honor. Their alignment is often neutral, though it tends toward evil.

Size. Tarmak average around 7 feet tall. Your size is medium.

Speed. You have a base walking speed of 30 feet.

Brave. Tarmak culture values bravery above all other virtues. You have advantage on saving throws against being frightened.

War Paint. You know the secrets of crafting the specialized war paint unique to Tarmak culture and are considered proficient in alchemist supplies for these purposes.

Languages. You can speak, read, and write Common and Tarmak. The Tarmak language seems primitive to most native Ansalonians and is only just now becoming a subject of study among scholars.

TARMAK WAR PAINT

Crafting Tarmak war paint takes 1 hour and consumes 25 steel pieces worth of materials. Once these requirements are met you create 5 applications of war paint, which you can apply to your body as an action.

Once the war paint is applied, it grants you an armor class equal to 13 plus your Dexterity modifier and 20 temporary hit points. These temporary hit points last until consumed by damage or until you complete a long rest, at which point you must use an action to reapply the war paint again.





KENDER

Kender are the children of Krynn. They are an adventure-loving, curious, spontaneous race that embodies youthfulness and a lust for life. Their closest relation on other worlds would be halflings, but even halflings cannot compare to a kender's curiosity, fearlessness, or knack for finding trouble.

Ability Score Increase. Your Charisma score increases by 1.

Size. Kender can average between 3 and 4 feet tall and weigh around 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Kender Fighting. You are considered proficient in the use of improvised weapons.

Explorer. Whenever you make a Intelligence (History) check regarding geography, you may double your proficiency bonus for the check.

Languages. You can speak, read, and write Common and one other language of your choice. Through their wanderings kender pick up another language.

TRUE KENDER

Ability Score Increase. Your Dexterity score increases by 2.

Fearless. You are immune to the frightened condition.

Kender Pouches. As an action, you can make a roll on the Kender Pouches Table (page 13) to see what's in your pouches. You may use this ability a number of times equal to your dexterity modifier. You regain all expended uses upon completing a long rest.

Taunt. You have an uncanny insight into the motivations and sentiments of other races, and you can use this insight to infuriate them. As a bonus action, you can force a target to make a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a

failed save, the target becomes enraged with you. Until the start of your next turn, all attacks targeting anyone other than you are made with disadvantage. This anger also causes the target to move recklessly. If the target must move in order to attack you they may not take the disengage action until the start of your next turn. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the taunt effect ends on the target. You may use this feature a number of times equal to your Charisma modifier (minimum 1). You regain all expended uses of this feature upon completing a long rest.

AFFLICTED KENDER

Victims of Malys' devastating attack on Kendermore, these poor souls have lost the innocence normally associated with others of their kind. As an afflicted kender, you are not bothered by wanderlust and instead look at things through a different lens.

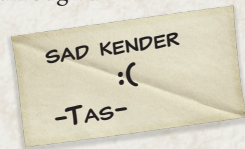
Ability Score Increase. Your Intelligence score increases by 2.

Desolation Survivor. The destruction of your homeland has forced you to learn new skills in order to make your way through the world. You gain proficiency in the survival skill and one of the following of your choice: calligraphers supplies, cartographer's tools, cobbler's tools, cook's utensils, leatherworker's tools, painter's supplies, potter's supplies, vehicles (land), vehicles (water), or woodcarver's tools.

Underestimated. You've learned to gain the upper hand on your foes by using your superior powers of observation to determine the weaknesses of your opponent. Choose a creature that you can see within 60 feet. That creature must make a Wisdom saving throw against a DC equal to 8 + your Intelligence modifier + your proficiency bonus. If the target fails the save they have disadvantage on all attack rolls and skill and ability checks made against you for 1 minute. Once you use this trait you may not do so again until you complete a short or long rest.

HALF-KENDER

Half-kender use the Stout Halfling racial features found on page 28 of the *Player's Handbook*.



KENDER POUCH GRAB

D100	Item
1	A hair comb crafted from a gold dragon's scale
2	A silver collar set with bloodstone
3	An electrum coin defaced with a fell symbol
4	A silver collar set with hematite
5	A copper coin bearing the image of an axe beneath three stars
6	A brass miniature of a tower trapped in the coils of a fell serpent
7	A small mirror etched with geometric patterns
8	A prism of smoky crystal through which elves appear to be formed of shifting shadows
9	A necklace of worn runestones on a brass chain
10	A broken dagger engraved with the symbol of a legendary wizard
11	Half of a map of a nearby castle
12	A glass bottle which contains a brass miniature of a ship
13	A bloodstone pawn which was given to you by your granduncle shortly before he disappeared
14	A brass miniature of a tree entombed in quartz
15	A working wooden miniature of a ballista
16	A white rose petal entombed in quartz
17	A pendant of blue stone engraved with an arcane symbol
18	A pewter pyramid engraved with fell symbols, which your family has kept secret for many generations
19	A white rose petal entombed in glass
20	Parts of a broken compass in a small leather bag
21	A tiny steel shield hanging from a leather cord
22	A spherical puzzle box which you've never been able to open
23	A tiny squid-like creature preserved in quartz
24	A four-sided die engraved with the alchemical symbols of the elements
25	A silk handkerchief embroidered with the initials I.H.
26	A bloodstone candlestick crafted in the form of a temple
27	A bronze gauntlet which fits you perfectly
28	A lodestone pawn engraved with an alien symbol
29	A small petrified rabbit
30	A small wooden box with an inlaid agate cameo of an earth god
31	An iron amulet with a tiny secret compartment
32	A pewter amulet set with a scarred moonstone
33	An iron figurine of a maiden with a scorpion's tail
34	A steel gauntlet which fits you perfectly
35	A six-sided die crafted in solid glass
36	A bracer crafted from strange green glass which is as strong and durable as steel
37	A crystalline bottle filled with wisps of golden smoke
38	A brass oil lamp engraved with a map of the City of Brass
39	A monstrous fingerbone inscribed with the word "Undying"
40	A silver dagger with two deliberate notches
41	A leather gauntlet which fits you perfectly
42	A crystalline flask etched with sylvan designs
43	A brass amulet with a tiny secret compartment
44	A stone figurine of a dwarf which shouts an alarm when anyone approaches
45	A wooden walking stick inlaid with sylvan designs in pewter
46	A monocle crafted from the lens of a fomorian's eye
47	A monocle crafted from the lens of a devil's eye
48	A bronze coin bearing the image of a broken moon
49	An iron oil lamp which is missing three gemstones
50	A four-sided die engraved with the symbols of the four winds
51	An ivory flute which seems to attract cats when played
52	A leather bracer with three matching rings attached by fine silver chains
53	A leather bracer decorated with beetle shells
54	An elven fingerbone inscribed with the word "Relent"
55	A loosely-bound folio filled with sketches of strange landscapes
56	A bronze torc which weighs less than it should
57	A brass chime etched with the image of five parallel arrows
58	An ivory plaque bearing the image of a ship surrounded by six stars
59	A bloodstone candlestick which was recently given to you by a wandering peddler
60	A wooden ocarina which was recently given to you by an old minstrel
61	A crystalline vial filled with a strange iridescent fluid, hanging from a pewter chain
62	A dragon's claw engraved with an evil symbol
63	A moonstone pyramid engraved with alchemical symbols
64	An obsidian candlestick which was recently given to you by a wandering peddler
65	A scarred pewter figurine of a troll warrior
66	A copper collar which was given to you to ward against a fell curse
67	An electrum coin defaced with a baleful symbol
68	A rock to wind a piece of string around
69	A carved wooden figurine of an elven warrior
70	A single silk glove with a strange symbol in the palm
71	A dragon's fang entombed in glass
72	A silk handkerchief printed with a pentagram surrounded by alien symbols
73	An ivory plaque bearing the image of crossed swords beneath three stars
74	A brass sphere with a strange keyhole
75	A small petrified mouse
76	A small mirror etched with dozens of eyes
77	A dwarven pint tankard carved with a map of a legendary dungeon
78	A strange green egg marked with arcane symbols
79	A bronze figurine of a winged serpent
80	An iron miniature of a castle set upon a base of flames carved from amber
81	A brass candlestick crafted in the form of a tower
82	A small leather pouch which conjures wisps of smoke when opened
83	A monstrous eye preserved in glass
84	A wooden shadow puppet of a wizard
85	A single silk glove with an alien symbol in the palm
86	An amulet crafted from a frost giant's arrowhead on a pewter chain
87	A dwarven pint tankard carved with a map of a legendary dungeon
88	A carved wooden figurine of an elven warrior
89	A small mirror with a leather wrist strap
90	A bronze pyramid which keeps appearing in your dreams
91	An eight-sided die carved from jade
92	A small leather pouch of bottle corks
93	A crumpled piece of parchment covered with strange glyphs
94	A pewter amulet inscribed with a divine prophecy
95	A small leather pouch which conjures an iron key every morning
96	A small leather pouch of broken clockwork
97	A single silk glove embroidered with the initials I.A.
98	A silver arrow with two deliberate notches
99	A small leather pouch of lodestone marbles
100	Roll on Magic Item Table A in the DMG page 144

MINOTAURS

Minotaurs are a race of bull-men hailing from the twin islands of Mithas and Kothas in the Blood Sea. They are the chosen of Sargas, the minotaur god of wrath and vengeance, whose form they emulate. Hailing from an honor-bound, warrior society; they are raised from birth to be battle ready both on land and at sea.

Ability Score Increase. Your Strength score increases by 2.

Conqueror's Virtue. From a young age, your training has focused on one of three virtues: strength, cunning, or intellect. Your choice of Constitution, Intelligence, or Wisdom score increases by 1 to a maximum of 20.

Age. Minotaurs enter adulthood at around the age of 17 and can live up to 150 years.

Alignment. Minotaurs believe in a strict code of honor, and thus tend toward law. They are loyal unto death and make implacable enemies, even as their brutal culture and disdain for weakness push them toward evil.

Size. Minotaurs typically stand well over 6 feet tall and weigh an average of 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Horns. Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Goring Rush. When you use the Dash action during your turn and move at least 20 feet, you can make a melee attack with your horns as a bonus action.

Hammering Horns. When you use the Attack action during your turn to make a melee attack, you can attempt to shove a creature with your horns as a bonus action. You cannot use this shove attempt to knock a creature prone. The



target must be no more than one size category larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a DC equal to $8 +$ your proficiency bonus $+$ your Strength modifier, you push it up to 10 feet away from you.

Imposing Presence. You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.

Labyrinthine Recall. You can perfectly recall any path you have traveled.

Languages. You can speak, read, and write Common and Kothian.

OGRES

Ogres are the firstborn of the gods of evil. The ogres were once the most beautiful and intelligent creatures of Kryn. They ruled a mighty empire and enslaved humans as their servants. Over time, the ogres were cast down and made as ugly and cruel as their dark souls were.

It will be apparent to most readers that while the half-ogre and Irda are included, the "fallen" ogre is not. Fallen ogres cannot be medium creatures and are, thus, not included as a playable race here.

HALF-OGRE

Half-Ogres are usually the product of violence and slavery. Considered savage by humans and weak by ogres, they rarely find a place for themselves in the world.



DON'T MOO
AT MINOTAURS
UNLESS YOU'RE
REALLY FAST!

-TAS-



Ability Score Increase. Your Constitution score increases by 2 and your Strength increases by one.

Age. Half-ogres typically age at the same rate as humans.

Alignment. Half-ogres will reflect the environment in which they were raised. Those born into ogre society often reflect the harsh cruelty of that environment and tend to be evil or neutral.

Size. Half-ogres can range anywhere between 6 to over 7 feet in height. Your size is medium.

Speed. Your base speed is 30 feet.

Darkvision. You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Tough Hide. When you're not wearing armor, your base armor class is 12 + your Dexterity modifier.

Languages. You can speak, read, and write Common and Ogre.

IRDA

First-born and the most beautiful of the races, you make even the long-lived elves feel plain by comparison.

Ability Score Increase. Your Charisma score increases by 2 and Intelligence increases by 1.

Age. Irda are an ancient and long-lived race. They reach maturity at the age of 30 and can live upward of 1000 years or more.

Alignment. Irda often seem aloof and cold. Their society is one of order and a place in which emotional extremes are seen as vulgar. Therefore, irda often have a lawful nature. Since they are adept at keeping their passions in check, they tend toward neutrality.

Size. Irda range between 6 and 7 feet in height. Your size is medium.

Speed. Your base speed is 30 feet.

Darkvision. You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.

Elder Legacy. You know the *prestidigitation* cantrip and can cast the *detect magic* spell once between long rests. At 5th level, you can cast the *daylight* spell once between long rests. Charisma is your spellcasting ability for these spells.

Shapechanger. As an action, you can transform your appearance. You revert to your natural form if you die or become incapacitated. Also, you may revert to your true form as a bonus action. You decide what you look like, including your height, weight, facial features, the sound of your voice, coloration, hair length, sex, and any other distinguishing characteristics. You can make yourself appear as a member of another race, though none of your game statistics change, and your basic shape stays the same. Your clothing and other equipment don't change in any way. Even to the most astute observers, your disguise is practically indiscernible. You have advantage on any Charisma (Deception) check you make to avoid detection.

Languages. You can speak, read, and write Common and High Ogre.





DOES NOT
LIKE "YOUR
MOM" TAUNTS!
DO DRACS
EVEN KNOW
THEIR MOMS?
OH I GET IT
NOW...

-TAS-

DRACONIANS

To prevent metallic dragons from entering the War of the Lance, Takhisis ordered her chromatic dragons to steal the good dragons' eggs with the promise to return them once the war ended. Hiding the eggs away in the mountain range known as The Lords of Doom, three of her followers enacted the strange and profane rituals that corrupted the unborn dragons and produced the first draconians.

Originally intended as disposable shock troops, the dragonarmies, soon discovered just how effective this new breed of warrior could be. After the war, it was assumed that the draconians would eventually die off, but they surprised the world once again at their ability to adapt and survive.

Across Ansalon, draconians began to band together serving as mercenary armies for warlords, powerful kingdoms, and even dragons. These bands of draconians could be found throughout Ansalon, time and again proving their value and effectiveness on and off the battlefield. Deep inside the caverns of Thorbardin, one such band discovered a hidden clutch of dragon eggs rumored to contain female draconians. With this new discovery, the draconians' decades long struggle for survival had finally become much easier.

Now with the ability to reproduce naturally, all that was left to ensure their survival was to find a relatively safe place to form a society of their own. Traveling east, the draconians eventually established the city-state of Teyr, once again proving to the other races that they were more than

the mindless brutes they were once thought to be. Today, draconians no longer simply survive but thrive within the relative safety of their walled city.

Your draconic heritage manifests itself in a variety of traits that you share with other draconians.

Ability Score Increase. Your Strength score increases by 2.

Age. Since they are a young race, no one knows how long a draconian lifespan is. It is currently assumed that they take after their dragon patrons and live for hundreds, if not, thousands of years. What is known is that a young draconian reaches maturity around age 15.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.

Dragon Wings. Except for auraks, all draconians have a set of leathery wings that allow them to glide. You can move up to four times the distance you fall, and you do not take damage from falling from any distance so long as you have room to spread your wings.

Additionally, when you take the dash action and have room to spread your wings, your base walking speed increases by an amount equal to your Dexterity modifier for the purpose of determining the distance you can cover.

Death Throes. Draconians are deadly foes even after they die and have a variety of death throes depending upon their draconic heritage. In every case, the DC to save against your death throe is 8 + your proficiency bonus + your Constitution modifier.

The violent nature of a draconian death leaves very little behind that can be used with spells such as *raise dead* and *gentle repose* and other effects that rely on a corpse being present. As a result, death for all draconians is considered permanent.

Superior Metabolism. Draconians can survive on far less food and water than other humanoids. You only need 1/5 the amount of water and 1/10 the amount of food to avoid any ill effects.

Languages. You can speak, read, and write Common and Draconic, the language of dragons.

AURAK DRACONIANS

Aurak draconians are the least common and most unpredictable draconians. You are more intelligent than the rest of your kin. Auraks most often become sorcerers and, occasionally, wizards.

Ability Score Increase. Your Intelligence score increases by 1.

Size. Aurak draconians range from 6 ½ to 7 feet tall and weigh around 300 pounds. Your size is medium.

Gold Dragon Heritage. You have resistance against fire damage.

Breath Weapon. As an action, you can breathe forth a 15-foot cone of poisonous gas. Any creature caught in the blast must succeed a Constitution saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus or take 2d6 points of acid damage and be blinded for 1d4 rounds. A successful save means the target takes only half damage but suffers no other effects.

Death Throe. When you die, you explode in a ball of magical energy, causing 3d6 points of fire damage to all creatures within 10 feet of you. A successful Dexterity save reduces that damage by half.

Draconic Magic. You know the *eldritch blast* cantrip. You can cast the *disguise self* and *misty step* spells once between long rests. At 5th level, you may cast these spells twice between long rests. At 9th level, you may use this feature three times between long rests. At 13th level, you gain the ability to cast the *dominate person* spell once between long rests. Charisma is your spellcasting ability for these spells.

Wingless. As an aurak, you do not gain the “Dragon Wings” feature.

BAAZ DRACONIANS

As a baaz draconian you were bred to be a tough soldier. Baaz draconians most often become fighters or barbarians.

Ability Score Increase. Your Constitution score increases by 1.

Size. Baaz draconians range between 5 ½ and 6 feet tall and weigh an average of 220 pounds. Your size is medium.

Brass Dragon Heritage. You are resistant to fire damage.

Death Throe. When you die, your body turns to stone, potentially trapping any piercing or slashing weapon that killed you. Your body turns to dust after 1d4 rounds. Creatures that successfully make a dexterity saving throw avoid getting their blades stuck.

Human Guise. You have proficiency with disguise kits and the Deception skill. When you disguise yourself to pass for human, you may apply double your proficiency bonus to any Charisma (deception) checks made to see through your disguise.



BOZAK DRACONIANS

As a bozak draconian you have an affinity for casting spells and are a natural leader on the battlefield. Bozaks often become sorcerers, fighters, or a combination thereof.

Ability Score Increase. Your Charisma score increases by 1.

Size. Bozak draconians average around 6 feet tall and 250 pounds. Your size is medium.

Bronze Dragon Heritage. You are resistant to lightning damage.

Death Throe. When you die, your flesh crumbles from your body exposing your skeleton. Your bones immediately explode causing 1d6 points of fire damage to all creatures within 10 feet of you. A successful dexterity saving throw reduces the damage taken by half.

Natural Spellcaster. You know the *shocking grasp* cantrip and can cast *magic missile* once per long rest as a first level spell. Once you reach 3rd level, you can also cast the *web* spell once per long rest as a second level spell. Charisma is your spellcasting ability for these spells.

KAPAK DRACONIAN

As a kapak draconian you are the most stealthy and sneaky of your dragonborn kin. Kapaks make excellent rogues, rangers, and assassins.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Kapaks range from 5 ½ to 6 feet tall and weigh around 190 pounds. Your size is medium.

Copper Dragon Heritage. You have resistance to acid damage.

Death Throe. When you die, your body dissolves into a pool of acid that spreads out affecting all creatures within 5 feet of you. Anyone caught in the pool must make a Dexterity saving throw or take 1d6 points of acid damage. A successful save reduces this damage by half.

Poisonous Saliva. Glands in your throat excrete a toxic venom. Once, as a bonus action, you may lick your bladed weapon, coating it with the poison. The next time you score a hit with that weapon your target must make a constitution saving throw or be paralyzed for 1d4 rounds. The DC for this save is 8 + your proficiency bonus + your constitution modifier. Once you score a hit, the venom is removed from the blade, and you can't use this ability again until you complete a long or short rest.

Variant Kapak: Healing Saliva. Some kapaks diverge from others in that their saliva can heal wounds rather than cause injury. As an action, you may lick the wounds of a creature, restoring a number of hitpoints equal to 1d6 + your Constitution modifier. Once you use this ability, you may not do so again until you complete a long or short rest.

SIVAK DRACONIAN

As a sivak draconian you were bred to be a spy and infiltrator, as well as a commander on the battlefield. Sivaks are often fighters or rangers.

Ability Score Increase. Your Charisma score increases by 1.

Size. Sivaks average 8 feet tall and weigh almost 300 pounds. Your size is medium.

Silver Dragon Heritage. You have resistance against cold damage.

Death Throe. When you die, if the creature that killed you was a humanoid of large size or smaller, your body changes shape to perfectly resemble that creature. If the creature that killed you was of a size greater than large or not a humanoid, then your body bursts into flame, causing 2d6 fire damage to all creatures within 5 feet of you. Creatures can attempt a dexterity saving throw to reduce the damage by half.



Shapeshifter. When you kill a humanoid creature of large size or smaller, you may assume the appearance of that creature as a reaction. You are visually indistinguishable from the creature, though a successful Intelligence (investigation) opposed by your Charisma (deception) roll reveals you to be a duplicate. Additionally, you retain all your own statistics. Once you use this trait, you may not use it again until you have killed another creature and completed a long rest.

TEYR

Teyr is a draconian nation located south of Nordmaar, north of Taman Busuk, and east of Estwilde. It is a mountainous region that has heavy forested lands, and some northern grasslands. Originally dwarven ruins destroyed by the ogres of Blöde, draconians led by Governor Kang came north and rebuilt the city.

The city is made completely of stone, with a large wall all the way around it. A civilian government, led by Governor Kang, runs it. Commander Slith is in charge of the military of Teyr. Governor Kang promoted him shortly after Kang became Governor. As the city has prospered and grown, it is rumored that the draconians are building a Flying Citadel for Teyr's defense.



OTHER RACES

CENTAUR

The powerful body of a horse combined with a humanoid torso, make centaurs a mysterious and formidable foe.

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score increases by 1.

Alignment. Not beholden to the ideals of civilization and morality common amongst many of the other races, centaurs tend to favor neutrality.

Size. Centaurs stand between 7 to 8 feet tall. Your size is medium.

Speed. You have a walking speed of 40 feet.

Charge. If you move 30 feet or more toward your target creature and hit them with a melee attack on the same turn, you can immediately make an attack with your hooves as a bonus action.

Equine Build. You count as one size larger when determining your carrying capacity and the weight you can push or drag. Additionally, any climb that requires hands and feet is especially difficult. Such climbs require you to use five extra feet of movement for each foot traveled.

Fey. Your creature type is fey rather than humanoid.

Hooves. As an action, you can attack with either your front or rear hooves, which, on a successful hit, inflict 1d4 + your Strength modifier points of bludgeoning damage to your target.

Languages. You can speak, read, and write Common and Sylvan.

PHAETHON

Phaethons are a reclusive, mountain-dwelling race with distant relation to elves. Legends speak of a common ancestor, a Kagonesti elf who claimed Habbakuk as his father. Fleeing persecution during the Kinslayer Wars, his descendants settled in the Khalkist Mountains; inheriting fiery wings from him. Considered a sacred power, Phaethons only reveal their wings when absolutely necessary.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Size. Phaethons stand between 5 and 5 1/2 feet tall and weigh an average of 120 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet, and you have a flying speed of 50 feet.

Child of the Flame. You have immunity to fire damage but are vulnerable to cold damage.

Darkvision. You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.

Fiery Wings. As a bonus action you can manifest a pair of fiery wings. These wings give you a flying speed of 50 feet. Alternatively, if you make an unarmed strike against a target with your wings, your attack deals 1d6 points of fire damage. You may not use your wings to attack and fly in the same round. If you are grappled, manifesting these wings damages the creature grappling you. The damage from your wings increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

Languages. You can speak, read, and write Common and Elven.

THE SWORDSHEATH SCROLL

The Swordsheath Scroll was the agreement to end the Kinslayer War and War of the Mountain, which had been extremely costly to the nations of Silvanesti, Thorbardin, and the Empire of Ergoth. It also stated that each nation must have a mutual recognition of each other's laws.



CHAPTER 2: ORGANIZATIONS



IN ANSALON, LARGE SECTIONS OF THE continent are filled with diverse races of people. And while most of the populace has incorporated into nations and countries, there are select cadres embodying higher ideals and beliefs than average citizens. Be they common freedom fighters, knights in shining armor, or even robed spellcasters; it's Ansalon's organizations that helps make Dragonlance such an engaging setting.

This chapter provides information about some of the major Organizations found across Ansalon. Detailed here are the groups' histories, tenets, rules for gaining Rank and Renown, and, of course, new class options for players and NPCs. Keep in mind, playing with these rules opens new complexities for players. It is advisable that players work with their dungeon master to integrate these options into the larger campaign, as many Organizations require tests or quests in order to be full-fledged members.

HOW RANK AND RENOWN WORK

Renown is an optional rule found in the *Dungeon Master's Guide* (pp. 22-23). If you choose to use this rule in your Dragonlance game, it provides structure for gaining rank and other benefits within factions and organizations, such as those detailed here.

A character's Renown is separate for each organization they may be affiliated with and typically starts at 0, increasing when characters perform tasks for the organization and earn favor from the leadership of the group. Typically, when you advance an organization's interests, your Renown increases by 1. If, on the other hand, you undertake a quest assigned by the group, or one that directly benefits the group, it can increase your Renown by 2. You can also use downtime to increase your Renown, as described in the DMG on page 129.

The dungeon master determines how the actions of a player affect their Rank and Renown.

DARK KNIGHTS

"Submit or die!"

-Blood Oath of the Dark Knights

Of all the knightly orders of Ansalon, none are as feared as the Dark Knights of Takhisis. Born from the vision of Ariakan, the Knights of Takhisis stand in the pages of history as the greatest organized force of Evil to ever walk the face of Krynn.

When Ariakan was imprisoned by the Knights of Solamnia, he envisioned a dark knighthood that would draw from the best aspects of the Knights of Solamnia without suffering from their failings. Ariakan began to see the flaw of his

father, Ariakas, and the Law of the Dark Queen, that Evil feeds on itself.

What if evil didn't turn upon itself? What if there was a group of dark knights committed to placing the knighthood ahead of personal gain? These questions stirred within Ariakan's mind until he met the Dark Warrior, an aspect of Takhisis. When she revealed her true identity to him, Ariakan laid out his plan. Takhisis gave it her blessing, and the Knights of Takhisis were born.

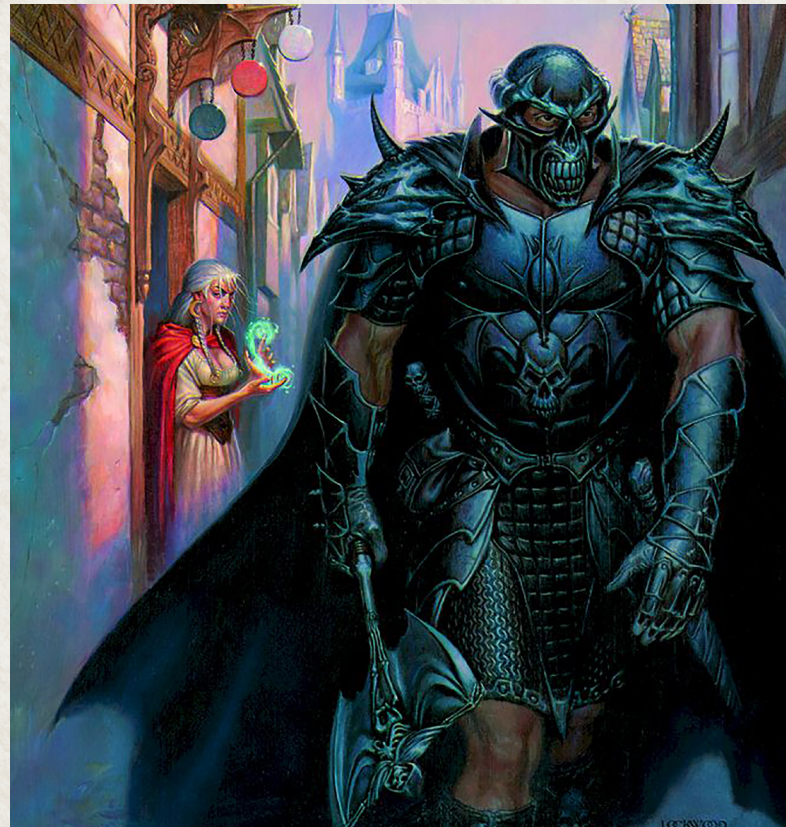
One of the tenets of the Knights of Takhisis was the Lesson of the Ironwood Tree, where the foundation of the knighthood would remain solid, while the branches would still sway in the wind. In other words, the knighthood would adapt to survive.

Throughout the years, the knighthood has had to evolve to survive, even going so far as to change their name to the Knights of Neraka. Adapting to new magic and new world circumstances, the knighthood persists, while still trying to remain true to its roots.

Yet the Law of the Dark Queen remains true. The knighthood has splintered into factions after the War of Souls. Some remain true to Ariakan's Vision, and some have become thugs. It remains to be seen whether a charismatic leader can unite them once again, or if they will, inevitably, turn upon themselves.

THE ORDER OF THE LILY

"Independence breeds chaos. Submit and be strong."





The Order of the Lily is the body of the Dark Knights. They are the strength by which order is maintained, providing unity through that strength.

THE ORDER OF THE SKULL

“Death is patient. It flows both from without and from within. Be vigilant in all and skeptical of all.”

The Order of the Skull is the soul of the Dark Knights, guiding them with the Vision and eliminating those who would seek to undo them.

THE ORDER OF THE THORN

“One who follows the heart finds it will bleed. Feel nothing but victory.”

The Order of the Thorn is the mind of the Dark Knights. Thorn Knights believe that intellect should always come before emotion. Intellect and knowledge provide the keys to victory, while the heart is nothing but a distraction.

OTHER DARK KNIGHT ORDERS

BLOOD OATH ARCHERS

While most Dark Knights seek to prove their martial prowess in hand-to-hand combat, there are those who excel at marksmanship with a bow. These are set apart early in their training to serve as a special force within the Order of the Lily. Blood Oath Archers are highly sought after by military leaders, not just for their mastery of the bow, but due to the terror they often leave in their wake.

CABAL OF THE CODE

The Cabal of the Code is a suborder of the Knights of the Skull that functions as “secret police” for the Knighthood.

Led by the mad Lord Adjudicator Galen Nemedi, the Cabal seeks out all violators of the Code.

THE SPIRITBORNE

The Spiritborne are a group of former Skull Knights who developed an affinity for communicating with and controlling incorporeal undead during the War of Souls. During the war, the River of Souls washed over an entire wing of Skull Knights, giving them a greater sensitivity to the spiritual world. The Spiritborne believe that intelligent spirits are far more dangerous than mindless corpses. They take great pride in enslaving these intelligent spirits, bending the minds of the incorporeal undead through willpower alone.

THE VISION, THE BLOOD OATH, AND THE CODE

THE VISION

The Vision is a statement of the ultimate goal of the Knighthood: One World Order. The goal is nothing short of the total and unquestioned domination of the world of Krynn. The Blood Oath and the Code were established to make the Vision manifest. Each Knight also experienced his own personal Vision, originally granted by Takhisis through the Knights of the Skull. This individual Vision showed each Knight his place within the Dark Knights.

In the years following the Chaos War, the Vision left the Knights of the Skull, along with Takhisis. During this time, the mystics of the Skull Knights claimed the Vision returned, but it was a False Vision. The Legion of Steel revealed this secret for what it was. Now, with the passing of the War of Souls, many Knights have abandoned the Vision altogether.

THE BLOOD OATH

The Blood Oath of the Dark Knights is quite simple: Submit or Die. The Blood Oath is part of the indoctrination process, teaching young aspirants into the Knighthood that they must be utterly dedicated, both in body and soul, to the cause. All thoughts of self are submerged, sublimated. This doesn't mean that the Dark Knights may not think for themselves, merely that the Knighthood comes before all self-interest.

THE CODE

The Code is the set of laws, crafted by Ariakan himself, that are designed to deal with both military situations and the lives of each knight within the Knighthood. The Code borrows from the Measure of the Knights of Solamnia, but it has been adapted to Ariakan's vision of the Knights of Takhisis.

KNIGHT OF NERAKA CHARACTERS

Alignment. Usually Lawful, Usually Evil, Sometimes Neutral

Suggested Races. Human, Half-elf, Minotaur; sometimes Elf, Dwarf, or Half-ogre

Requirements. Proficiency in at least one martial weapon, light and medium armor, and vehicles (land)

KNIGHT OF THE LILY

Suggested Classes. Fighter (Battle Master, Blood Oath Archer, Cavalier, or Champion), Ranger (Hunter), Rogue (Assassin, Inquisitive, Mastermind, Scout)

KNIGHT OF THE SKULL

Suggested Classes. Cleric (Adjudication Domain, Death Domain, War Domain), Paladin (Oath of Conquest, Oath of the Crown, Oath of Vengeance)

KNIGHT OF THE THORN

Suggested Classes. Warlock (Hexblade, The Fiend, or The Undying), Wizard (School of Divination, School of Evocation, or War Magic), Sorcerer (Divine Soul, Shadow Magic, or Storm Sorcery), Fighter (Eldritch Knight)

JOINING THE KNIGHTS OF NERAKA

Recruitment for a Dark Knight begins at a young age, typically around 12 - 14 years old. For the next three years, the young petitioner will undergo a program of rigorous physical training and indoctrination. The Knights of the Skull are responsible for their training, shaping the bodies, hearts, and minds of the young petitioners through harsh discipline. Petitioners quickly learn the values of honor and obedience and the tenets of the Vision, the Blood Oath, and the Code. Young petitioners who display a knack for magical talent may also gain additional training by the Knights of the Thorn.

After this three-year period, petitioners are ready to become squires within their chosen order, serving under a patron Knight. It is during this time, typically around a year, that their training and indoctrination are first put to practical use.

When a squire completes the Crucible of Darkness (formerly the Test of Takhisis), he typically serves a year of general service in his Order. As he rises in rank, he may choose specialized training.

CRUCIBLE OF DARKNESS (TEST OF TAKHISIS)

For all the Orders within the Knighthood, continuation past the level of squire requires that the Knight pass the Crucible of Darkness (formerly the Test of Takhisis), just as wizards must face the dread Test of High Sorcery. Failure in this test results in death. There has never been a case where a failed Knight has survived; even if a Knight manages to escape, the members of all three Orders use their powers to track the Knight down.

The Crucible of Darkness usually centers on the three themes of Vision, Order, and Obedience. As with the Test of High Sorcery, the Crucible of Darkness may be an illusion, though the tested Knights believe that what they are undergoing is real. In some instances, the Knights may be sent on missions or quests designed to prove their worthiness. The Crucible is

dangerous and often extremely cruel, but those who pass are as strong as steel forged in the fires of Neraka.

RANK AND RENOWN

You can gain renown within the Knights of Neraka in following ways:

- Successfully completing a quest that furthers the goals of the knighthood
- Distinguishing oneself in battle through acts of courage and self-sacrifice
- Recovery of powerful artifacts
- Comporting oneself with honor in the face of overwhelming odds
- Treating a defeated enemy with honor

You can lose renown through any of the following acts:

- Displays of cowardice
- Shirking one's duty
- Disobeying a direct order from a superior
- Overly harsh or cruel treatment of a defeated enemy

RANK 1: KNIGHT GUARDIAN

Prerequisite: *Renown of 3 or higher in the Knights of Neraka*

After earning three points of renown as an acolyte, you may petition your lord to gain the rank of Knight guardian. You've gained some authority over other soldiers. When you're sent on missions and quests of a military nature, you may request a company of up to 10 knights. These will be led by a **veteran** and comprise a mix of **guards**, **apprentice mages**, and **acolytes**, called a talon, who will follow your lawful orders without question. You may also requisition rations, supplies, and transportation as needed from nobility loyal to the Knights of Neraka.

RANK 2: KNIGHT WARDER

Prerequisite: *Rank 1 and renown of 10 or higher in the Knights of Neraka*

Upon gaining the rank of knight warder you are assigned charge over other knights of your order, called a wing, consisting of up to five talons. You're responsible for interpreting, strategizing, and executing the orders of your superiors. Often, knight warders are members of a group of knights assigned to a particular city or region. Occasionally, a knight warder will lead this group. In addition to the benefits of your previous rank, when embarking on a quest for the knighthood, you may requisition several uncommon or rare, consumable magic items equal to your Charisma modifier.

RANK 3: KNIGHT CHAMPION

Prerequisite: *Rank 2 and renown of 25 or higher in the Knights of Neraka*

You are the ranking member of a group of knights assigned to further the knighthood's goals in a particular city, state, or region. You are responsible for gathering intelligence pertaining to the Knights of Neraka and reporting your

group's progress to your superiors. In times of war, you are placed in command of a compgroup, consisting of up to 2000 soldiers and thirty to thirty-five wings from all three orders. In addition to the benefits gained from previous ranks, you gain the benefits of the Position of Privilege background feature on page 135 of the *Player's Handbook*.

RANK 4: MASTER KNIGHT

Prerequisite: Rank 3 and renown of 45 or higher in the *Knights of Neraka*

At this rank, you have direct access to the leader of your order (Lord of the Lily, Lord of the Skull, or Lord of the Thorn) and are considered a trusted advisor to them. In times of war, you command a quadron, consisting of up to twenty compgroups. Additionally, you have the right to requisition additional magic items, including artifacts, without being questioned by your superiors, unless your honor has come into question.

RANK 5: LORD KNIGHT

Prerequisite: Rank 4 and renown of 65 or higher in the *Knights of Neraka*

At this point, you've ascended to the highest rank in your order, Lord of the Lily, Lord of the Skull, or Lord of the Thorn. All other knights of your order answer to you. You answer only to the Lord of the Night himself.

KNIGHT OF NERAKA SUBCLASSES

ADJUDICATION (CLERIC DOMAIN)

Adjudicators of the Code are a special unit within the Knights of the Skull, also known as the Cabal of the Code, who are responsible for rooting out sedition within the ranks

of the knighthood. They are inquisitors who spend much of their time studying the Code, using what they learn to augment their power. Although they were originally clerics of Takhisis, most turned to Mysticism after the Summer of Chaos. Regardless, their devotion to the Code and their uncanny ability to delve into the minds of those they interrogate have given them a fearsome reputation, even among their fellow knights.

As per Chapter 5: Ambient Magic of Krynn, Mystics may be played using the Cleric class in the 5th Age of Krynn.

DOMAIN SPELLS

You gain bonus spells at the cleric levels listed in the Adjudicator of the Code Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

ADJUDICATION DOMAIN SPELLS

Spell Levels	Spells
1st	<i>command, comprehend languages</i>
3rd	<i>detect thoughts, hold person</i>
5th	<i>fear; tongues</i>
7th	<i>locate creature, banishment</i>
9th	<i>dream, dominate person</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

BLESSING OF THE SKULL

When you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Charisma (Intimidation) checks. This blessing lasts for one hour or until you use this feature again.

CHANNEL DIVINITY: REVEAL YOUR SECRETS



Beginning at 2nd level, you can use your Channel Divinity to call upon a malicious spirit's aid. As an action, you can manifest this spirit through your body, causing your face to appear as a skull. For 10 minutes you gain advantage on all Charisma-based skill checks.

INQUISITOR

At 6th level, you may double your proficiency bonus on Charisma (Intimidation) and Wisdom (Insight) skill checks while performing interrogations.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

DICTATOR

At 17th level, you gain the ability to use the Code to bolster your allies. When you spend your action encouraging your allies with lessons from the Code, each one within 60 feet, who can see and hear you, gains advantage on saving throws made to avoid the *frightened* and *charmed* conditions for the next minute.

Creatures already affected by either condition may immediately use their reaction to attempt a saving throw to end either conditions' effect.

BLOOD OATH ARCHER (MARTIAL ARCHETYPE)

The Blood Oath Archers are a special division within the Order of the Lily who've chosen to specialize in archery. They use the power of the Blood Oath to strike terror in the hearts of any who stand opposed to the goals of the Knights of Neraka.

BLOOD OATH ARCHERY

When you choose this archetype at 3rd level, your skill with a bow strikes terror into the heart of your enemies. When you score a critical hit, the target must succeed on a Wisdom saving throw equal to 8 + your Charisma modifier + your proficiency bonus or become *frightened* of you for 1 minute. The target may repeat the save on each of its turns to end the effect early.

AMBUSH

Beginning at 7th level, once per turn, you can deal an extra 1d6 damage to one creature you hit with a ranged attack if you have advantage on the attack roll. The attack must be made with a longbow or a shortbow.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't

incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 18th level.

ADDITIONAL TARGET

At 10th level, when you take the attack action on your turn, you may expend two arrows on your first attack, targeting the same creature or a second target within 10 feet of the first. You make one attack roll and compare the result against the AC of each target. If you score a critical hit while targeting two different creatures, both are subject to your Blood Oath Archery feature.

POINT BLANK SHOT

Starting at 15th level, you no longer suffer disadvantage on attacks made with a longbow or a shortbow against targets within 5 feet of you. Additionally, the first target you hit with an attack action has disadvantage on its next attack.

SUPERIOR MARKSMAN

Your accuracy with a bow has reached a point where cover becomes less of a concern. You treat a target with three-quarters cover as if it had half cover. Additionally, your targets gain no benefit from half cover against your ranged attacks.



ALL OF THEM
ARE STINKERS!
(EXCEPT STEEL)
-TAS-



KNIGHTS OF SOLAMNIA

Est sularus oth mithas. "My honor is my life."

The origins of the Knights of Solamnia lie in the Age of Dreams when Vinas Solamnus, praetor of the armies of the Ergothian Empire, was sent to quash a rebellion in the eastern province of Vingard. When Solamnus discovered the cause of the rebellion was just, he turned against the Empire and took command of the rebels, eventually liberating them and establishing the realm of Solamnia.

Solamnia became a beacon of honor and justice, eventually attracting other lands wishing to throw off the Empire's yoke. However, the disparate peoples, customs, and cultures led to new problems for the fledgling country, leading Solamnus to embark on his legendary Quest of Honor.

Solamnus, traveled to Sancrist Isle, finding a black granite monolith in an ancient glade deep in the heart of the island wilderness where he spent many days in fasting and prayer. At some point, Solamnus received visions from Paladine, Kiri-jolith, and Habbakuk instructing him to form a mighty knighthood which would endure through the ages, the Knights of Solamnia, and would serve to unite the disparate peoples of the land.

The knighthood would consist of three orders, each modeled after the tenants of one of the three patron deities of Solamnus' vision.

THE ORDER OF THE CROWN

The Order of the Crown's patron is Habbakuk and is dedicated to the ideals of loyalty and obedience.

THE ORDER OF THE SWORD

The order of the Sword honors Kiri-jolith. Knights of this order seek to exemplify courage and heroism.

THE ORDER OF THE ROSE

Paladine, himself, represents the Order of the Rose. As such, Rose Knights uphold the virtues of justice and wisdom. Even in the Age of Mortals, the Order of the Rose continues to honor Paladine, seeing the sacrifice of his godhood as the ultimate example of what it means to be a knight.

OTHER SOLAMNIC KNIGHT ORDERS

The Knights of Solamnia are not made up entirely of warriors. There are others dedicated to the cause of good who swear their allegiance to the Knighthood.

KNIGHT CLERISTS

A sub-order of the Knights of the Sword, Knight Clerists are warrior-clerics and paladins dedicated to Kiri-Jolith. While not officially members of the Holy Order of Kiri-Jolith, the patron of the Order of the Sword grants his blessings to these few who have proven their faith. They serve as the spiritual center of the Knighthood, and it is this order from which the High Clerist is chosen.

THE AUXILIARY ORDER OF KINGFISHERS

A relatively new addition to the Knights of Solamnia, the Order of Kingfishers is entirely composed of White Robe Wizards of High Sorcery who share in the Knighthood's values. Due to their split allegiance, Kingfishers rarely, if ever, hold rank over members of the other Solamnic orders.

JOINING THE KNIGHTS OF SOLAMNIA

To join the ranks of the Knights of Solamnia, an applicant must be sponsored by a knight in good standing with one of the three orders and submit to a trial, wherein the applicant's worthiness is questioned. Further, in order to advance in rank or to change from one order to another, knights must distinguish themselves by undertaking quests as laid out by the Measure.

KNIGHT'S TRIAL

An individual seeking to join the Knights of Solamnia may apply to any of the three orders within the knighthood, but they must first submit to an interrogation by a knightly council, in which the applicant's family, deeds, and honor are questioned. The focus of the interrogation will be different depending on the order the candidate is applying for. The Knights of the Crown will question a candidate's sense of duty and their willingness to follow the orders of their

THEY'RE ALWAYS STERN
AND SERIOUS. LORD
GUNTAR LET ME RIDE A
DRAGON ONCE!
-TAS-

superiors, while an applicant to the Knights of the Sword will be questioned about their faith and look for examples of the candidate's courage in the face of danger. The Knights of the Rose will typically examine the applicant's ability to make wise and just decisions, especially when those decisions are unpopular.

Prior to the War of the Lance, an applicant to the Order of the Rose would have their pedigree examined in order to prove they're descended from a noble line. However, while this is still a part of the examination and a factor in determining the candidate's suitability for the Order of the Rose, it is no longer considered a requirement if the hopeful can show that their honorable actions supersede any lack of noble lineage.

If it is evident that the applicant has lived an honorable life and shares the values of their chosen order, they are admitted as a squire under the direct supervision of a knight whose rank is that of Steward or higher. This knight is usually the one who sponsored the applicant but not always.

Once the squire's patron has determined their worthiness, the squire's deeds are, once again, scrutinized by the knight's council. If no question of their honor can be found and they've been shown to uphold the ideals of their chosen order, the applicant is accepted as a full Knight of Solamnia, with all rights and responsibilities inherent in that role.

QUEST OF VIRTUE

A Knight of the Crown who wishes to join the Order of the Sword (or a Sword Knight wishing to join the Order of the Rose) must undertake a quest to prove their worthiness. These quests must be approved by a knightly council, though sometimes a council will just assign a quest to a knight if there is an immediate need.

Every Quest of Virtue must include a journey to a distant land and have a specific goal or task the knight must achieve. According to the Measure, the goal of a knight's Quest of Virtue can be among several things:

- Protecting the innocent from a powerful threat
- Defeating a powerful monster
- Negotiating a peace between warring factions
- Recovery of something that was lost

After the Quest is completed, the knight must present themselves before the knightly council and tell the tale of their journey. The knight must provide witnesses who will testify that the applicant's actions upheld the ideals of the knighthood they seek to join. The knight must, also, present material evidence of their claims. Once the council is satisfied that the knight has successfully completed the Quest, they are inducted into the new order.

KNIGHT OF SOLAMNIA CHARACTERS

Alignment: Usually Lawful Good

Suggested Races: Human, Half-elf, sometimes Half-Ogre, Half-Kender

Suggested Classes: Cleric, Fighter, Paladin, Ranger, sometimes Rogue (Crown, Sword, or Rose); Cleric, Paladin (Clerists); Wizard (Kingfisher)

Requirements: Proficiency in at least one martial weapon, light and medium armor, and vehicles (land)

RANK AND RENOWN

Upon proving themselves worthy during their trial, an applicant to the Knights of Solamnia must spend a certain amount of time as a squire in service to an elder knight. By earning renown, a knight can gain rank in their order. In order to gain a new rank, a knight must be approved by a knight of superior rank.

If you switch orders within the Knights of Solamnia you retain the benefits you gained in previous orders or you may replace one of the benefits of your previous order for one that you qualify for in your new order.

You can earn renown by acting in such a way that increases the reputation of "the" Knighthood. Here are a few examples:

- Recovery of something lost
- Facing a more powerful foe in single combat
- Acting in such a way that increases the reputation of Knighthood
- Disregarding one's own life to protect the innocent

You can also lose renown by acting in a dishonorable fashion. Some examples include:

- Refusing to aid the innocent
- Disobeying direct orders
- Seeking out wealth or fame for oneself
- Showing cowardice in the face of defeat
- Any act that brings dishonor to the knighthood

RANK 1: KNIGHT STEWARD

Prerequisite: Renown of 3 or higher in the Knights of Solamnia

After earning three points of renown as a squire, you may petition your lord to gain the rank of Knight Steward. You've gained some authority over other soldiers. When you're sent on missions and quests of a military nature, you may request a company of up to 10 **guards** who will follow your lawful orders without question. You may also requisition rations, supplies, and transportation as needed from nobility loyal to the Knights of Solamnia.

KNIGHT CLERIST (SPECIAL ROLE)

Prerequisite: Renown of 3 or higher in the Knights of Solamnia, A member in good standing with the Knights of the Sword

Clerics and Paladins dedicated to Kiri-Jolith, who've joined the Knights of Solamnia and have been inducted into the Order of the Sword, may also take on the role of Clerist. As a cleric, you have the responsibility of acting as the voice of wisdom within the knighthood. All High Clerists are chosen from the ranks of knight-clerists.

KINGFISHER (SPECIAL ROLE)

Prerequisite: Renown of 3 or higher in the Knights of Solamnia, Ability to cast arcane spells of 1st level or higher, At least 1 point of renown with the Order of White Robed Wizards of High Sorcery.

As with all wizards, your first commitment is to magic. However, you share the values of the Solamnic knights and have dedicated your talents and skills to aid them in pursuit of justice. The Order of Kingfishers is an auxiliary unit. While you hold the same ranks and the privileges that come with them within the knighthood as you gain renown, all other knights of Rank 1 and higher technically outrank you.

RANK 2: KNIGHT CAPTAIN

Prerequisite: Rank 1 and renown of 10 or higher in the Knights of Solamnia

Upon gaining the rank of knight captain you are assigned charge over other knights. You're responsible for interpreting, strategizing, and executing the orders of your superiors. Often, knight captains are members of a circle of knights assigned to a particular city or region. Occasionally, a Knight Captain will lead the circle. In times of war, you will command a wing, consisting of up to five companies each led by a Knight Steward who answers to you. In addition to the benefits of your previous rank, when embarking on a quest for the knighthood, you may requisition a number of uncommon or rare, consumable magic items equal to your Charisma modifier.

RANK 3: KNIGHT MARSHAL

Prerequisite: Rank 2 and renown of 25 or higher in the Knights of Solamnia

You are the ranking member of a circle of knights assigned to further the knighthood's goals in a particular city or region. You are responsible for gathering intelligence pertaining to the region and of interest to the Knights of Solamnia and reporting your circle's progress to your superiors. In times of war, you take on the role of battlefield commander and are placed in charge of a shield, consisting of up to 2000 soldiers and thirty to thirty-five wings. In addition to the benefits gained from previous ranks, you gain the benefits of the Position of Privilege background feature on page 135 of the *Player's Handbook*.

RANK 4: LORD KNIGHT

Prerequisite: Rank 3 and renown of 45 or higher in the Knights of Solamnia

At this rank, you become eligible for land and titles suitable for the nobility. You have direct access to the High Knight

of your order and are considered a trusted advisor to them. In times of war, you command a quadron, consisting of up to 4 shields. Additionally, you have the ability to requisition additional magic items, including weapons and gear, without the permission of your superiors, unless your honor has come into question.

RANK 5: HIGH KNIGHT

Prerequisite: Rank 4 and renown of 65 or higher in the Knights of Solamnia

At this point, you've ascended to the highest rank in your order (High Warrior, High Clerist, or High Justice) and have direct access to the Grand Master. All other knights of your order answer to you. You answer only to the Grand Master himself.

SUBCLASS OPTIONS

KNIGHT OF SOLMANIA (MARTIAL ARCHETYPE)

When you reach third level, you can choose one of the following Orders of the Knighthood to join.

A Knight of Solamnia joins one of the three branches of the Knighthood. Members who join the Order of the Crown are often focused on the development of their physical prowess and sense of justice. They continue to focus on upholding the highest physical standards as a way of life.

Knights of the Sword are often focused on the continual struggle against Evil and strive to learn more about how best



to combat it. While these knights often seek out knowledge or divine learning, they also have the courage and strength to resist the terrors and temptations of darkness.

The noble Knights of the Rose are the backbone of the orders. Often of noble birth, these knights are looked to as the leaders, lawgivers, and benefactors of the knighthood. This order strives to treat all people, no matter their birth or life choices, as if they were guided by the wisdom of the measure.

3RD LEVEL FEATURE

Strength of the Crown (Order of the Crown). When you join this order at 3rd level, you can add half of your proficiency bonus (rounded down) to all strength and dexterity skills that do not already benefit from your proficiency bonus.

Belief in the Sword (Order of the Sword). When you join this order at 3rd level, you gain advantage on saving throws against being *charmed* or *frightened*.

Rally Cry (Order of the Rose). When you join this order at 3rd level, you gain the ability to allow a number of allies up to your Charisma modifier who can see or hear you to reroll a failed saving throw. Once you use this feature, you may not do so again until you complete a short or long rest.

7TH LEVEL FEATURE

Horde Breaker (Order of the Crown). Once on each of your turns when you make a weapon attack, you can make an additional attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon as part of the same action.

Secrets of the Sword (Order of the Sword). Your studies and faith in Paladine or Kiri-Jolith have granted you limited access to his divine power. You learn two cantrips from the cleric spell list. Additionally, choose two spells from the cleric spell list that are third level or lower. You have the ability to cast each spell once at its lowest level. Once you cast them in this way you must finish a long rest before you are able to cast them again. When you gain a level in this class, you may exchange a spell you know for another spell that meets this feature's criteria.

The ability to cast these spells is considered a blessing from either Paladine or Kiri-Jolith (your choice), and manifests itself as a single weapon of your choice which bears the mark of the god you chose, called the Mark of the Patrons. This weapon can be used as a spellcasting focus for these spells.

Movement of the Rose (Order of the Rose). When you take the attack action on your turn, one ally of your choice who can see or hear you can move up to half their speed (rounded down) as a reaction without provoking an attack of opportunity.

10TH LEVEL FEATURE

Strike of the Crown (Order of the Crown). Your fighting skills have grown so that your weapon attacks deal additional

damage. When you take the attack action, you may choose to deal an additional 1d6 points of the same damage type to target. This damage increases when you reach certain levels: 1d8 at 15th level and 1d10 at 17th level. You may use this ability a number of times equal to your strength modifier. You regain all uses of this feature upon completing a short or long rest.

Spare the Sword (Order of the Sword). You have received the gift of healing from your patron. As an action, choose one ally that you can see. That ally regains a number of hit points equal to 4d4 + your wisdom modifier. You are able to use this feature a number of times equal to your Wisdom modifier (Minimum 1). You regain all uses of this feature upon completing a long rest.

Additionally, you gain proficiency in the Charisma (Persuasion) and Wisdom (Insight) skills.

Rose Tactics (Order of the Rose). If you are within 5 feet of an enemy and not incapacitated all allies have advantage on attacks made against that enemy.

15TH LEVEL FEATURE

Crush the Tide (Order of the Crown). When you take the attack action, you can make one melee attack against each creature within five feet of you.

Lost Secrets of the Sword (Order of the Sword). Your studies and faith in Kiri-jolith have granted you even more access to his divine power. You gain two additional cantrips as well as two additional spells that are sixth level or lower from the cleric spell list. You have the ability to cast each spell once at its lowest level. Once you cast them in this way, you must finish a long rest before you can cast them again. When you gain a level in this class, you may exchange a spell you know for another spell that meets this feature's criteria.

Icon of the Rose (Order of the Rose). When an ally who can see or hear you is reduced to 0 hit points, you may use your reaction to have them drop to 1 hit point instead. You may use this feature a number of times equal to your Charisma modifier (minimum once), and you regain all uses of this feature upon completing a long rest.

18TH LEVEL FEATURE

Strength of the Crown (Order of the Crown). You have learned how to keep your foes from taking action against you or your allies. Whenever you damage a creature with a critical hit, that creature must make a Dexterity saving throw against a DC equal to 8 + your Strength modifier + your proficiency bonus. On a failed save, the target is knocked prone and takes the stunned condition until the end of their next turn. The creature avoids being stunned on a successful save.

Divine Blessing of the Sword (Order of the Sword). Starting at 18th level, when you fail a Wisdom saving throw to maintain concentration on a cleric spell, you can use your reaction to unleash a wave of blinding, divine light,

forcing all hostile creatures within 30 feet of you to make a Constitution saving throw. On a failed save, each creature takes $3d8+5$ radiant damage or half as much on a success.

Defense of the Rose (Order of the Rose). At 18th level, you've learned to rally your allies in the midst of combat. When you use your action surge feature to take an additional action on your turn, you may choose a creature you can see within 60 feet. That creature can use their reaction to take an action as well.

KINGFISHER (WIZARD ARCANE TRADITION)

Kingfishers are White Robe wizards who have pledged to serve the Knighthood of Solamnia as part of the auxiliary unit. A Kingfisher's first commitment is to the magic, of course; but they share the same values that embody other Solamnic Knights. A strong belief in the Oath and Measure fuels a Kingfisher's magic, manifesting in powerful abilities.

RESTRICTION

This arcane tradition is reserved for those endeavoring to become White Robe Wizards of High Sorcery who also wish to serve the Knights of Solamnia. If you are using the faction rules (DMG, 21) you must have at minimum a renown of 1 in the Wizards of High Sorcery with the intention of becoming a White Robe. You must also earn renown to qualify for the Kingfisher rank within the Knights of Solamnia.

KNIGHTLY TRAINING

Your training with the Knighthood allows you mastery of a knight's weapons and horsemanship. At 2nd level, you gain proficiency with one martial weapon of your choice and with vehicles (land).

MAGIC OF LOYALTY

From the Order of the Crown, a Kingfisher learns the virtue of loyalty. When you take this arcane tradition at 2nd level, during combat you may use an action to choose a loyal ally to protect with your magic. By expending a spell slot of 1st level or higher, a magical aura surrounds your ally giving them a bonus to Armor Class and saving throws against spell effects equal to your proficiency bonus. The ally must always be within 30 feet of you to sustain these benefits. The aura lasts for 1 minute, or until you are incapacitated or die. Once you use this feature, you may not use it again until you finish a long or short rest.

MAGIC OF COURAGE

At 6th level, you've learned the virtue of courage from the Order of the Sword. You gain advantage on Wisdom saves against fear effects and may add half your proficiency bonus (rounded down) to initiative checks during combat.

MAGIC OF JUSTICE

At 10th level, you've mastered the virtue of justice from the Order of the Rose. During combat, you may designate an enemy that the Knighthood is seeking to bring to justice. For one minute, the target has disadvantage on saving throws against spells you cast. The target must be an enemy of the Knights of Solamnia. If not, the effect fails. Once you use this feature, you may not use it again until you finish a long rest.

STEWARD OF THE KINGFISHERS

At 14th level, your oath to the Measure and Knighthood manifests itself in your magic. When you use your Magic of Loyalty feature, you may use a spell slot of 5th level or higher to affect a number of allies equal to your Intelligence modifier. Additionally, each ally affected by your Magic of Loyalty features gains advantage on saving throws made to avoid spell effects and attacks made against them have disadvantage for 1 minute. The allies must be within 60 feet of you to sustain these benefits.



LEGION OF STEEL

“All we have is each other.”

The Legion of Steel is the youngest of Ansalon’s three knightly orders, which was founded by Sara Dunstan (Steel Brightblade’s adoptive mother) four years after the Summer of Chaos. They embody the virtues of courage, unity, and honor. The knighthood itself is dedicated to justice, based upon selflessness and mutual aid, in honor of the sacrifice made by Steel Brightblade in the Chaos War.

Steel Legionnaires are divided into two groups. Legion warriors are organized into centuries and serve as the public military face of the Legion of Steel. Legion scouts are organized into cells and work covertly.

In either case, Steel Legionnaires fight against tyranny and oppression, and strive to defend the common folk of Ansalon.

BELIEFS

The code of the Legion is known as the Legacy of Steel, and can be summarized as follows:

- Have the courage to do right.
- Know yourself.
- Respect virtue.
- Stay alert.
- Everyone deserves justice.
- Never give up.

GOALS

The goals of the Legion are to defend the well-being of the common folk of Ansalon, both through public and covert operations, to fight against tyranny and oppression in the search for justice, to teach commoners to defend themselves, and to teach the responsible use of ambient magic.

STEEL LEGIONNAIRE CHARACTERS

There are two main roles that most Legionnaires fall into: Scout and Warrior. These roles describe your function within the Legion, rather than your specific occupation. Most Legion Warriors are warriors in the traditional sense, just as most Legion Scouts are made up of rogues, bards, and rangers. However, mystics and sorcerers support both roles, even though, technically, they are neither warrior nor scout. Since most of the Legion’s existence has been in the period of the Age of Mortals before the War of Souls, most of the spellcasters in the Legion are sorcerers and mystics.

LEGION WARRIORS

Suggested Classes: Barbarian, fighter, paladin, ranger

Suggested Races: Any

Suggested Backgrounds: Folk hero, knight, noble, soldier

LEGION SCOUTS

Suggested Classes: Bard, ranger, rogue

Suggested Races: any

Suggested Backgrounds: Charlatan, criminal/spy, entertainer, folk hero, guild artisan, outlander, sage, sailor, urchin

LEGION SUPPORT ROLES

Suggested Classes: Bard, druid, sorcerer, mystic, wizard (except Black Robes or other evil spellcasters)

Suggested Races: any

Suggested Backgrounds: Acolyte, charlatan, criminal/spy, entertainer, folk hero, guild artisan, outlander, sage, sailor, urchin

JOINING THE LEGION OF STEEL

The Legion believes in mentoring initiates to their order. A character wishing to join the Legion must be apprenticed to a Legionnaire of rank 2 or higher, often of the same or similar class. During this time, the master will guide the apprentice and teach them to uphold the Legacy. Once the master is satisfied the apprentice is ready (typically upon attaining rank 2), they will present the new Legionnaire with their starjewel, signifying their acceptance into the order.

RANK AND RENOWN

Most ranks within the Legion are informal, except for the High Elder, Keepers, and Cohort Commander. Some ranks are temporary, and some are equivalent to others. The Renown listed for each rank is generally a minimum needed, although some holders of ranks have much more Renown than their current rank needs. This is done because experienced Legionnaires are needed at all levels of structure.

Most members speak of the ranks in the common tongue, but to make it known that these are not simply Knights



of Solamnia, they also have an Ergothian version of their names.

Offenses that jeopardize the Legion, directly violate the spirit of the Legacy, or put any of its members at risk can result in the reduction of an individual's Renown in the Legion, which can, in turn, result in the loss of rank. Any amount of Renown can be lost at one time, including reduction all the way down to 0 and expulsion from their ranks, depending on the severity of the infraction.

RANK 1: APPRENTICE

Prerequisites: Renown of 1 or more with the Legion and a willingness to submit to an interview and, if necessary, divination to assess your suitability, willingness to be mentored by an elder legionnaire.

During your apprenticeship, your mentor teaches you their role within the Legion, the traditions of the Legacy, and the skills necessary to fulfill your duty. You gain the following benefits:

- **Legion Knowledge.** Legionnaires collect knowledge from all over Ansalon through the sharing of information within the Legion. You may apply your proficiency bonus to any skill roll that uses your Intelligence modifier when it pertains to your assigned region.
- **Reputation.** You gain the benefits of the Rustic Hospitality feature from the Folk Hero background (PHB, 131).

RANK 2: LEGIONNAIRE (LEGEONARIOS)

Prerequisites: Rank one and renown of 5 or more with the Legion.

Upon achieving this rank, you receive your starjewel, the symbol of the Legion, and gain the title "Legionnaire." This is a general term for all members in the Legion. All members without another title are referred to as legionnaires. Some Legionnaires serve as warriors, not unlike knights of other orders. Others work within a clandestine cell in an inhospitable region of Ansalon. You gain the following benefits:

- **Starjewel.** Every legionnaire receives a starjewel like the Silvanesti starjewel Alhana Starbreeze gave to Sturm Brightblade. It is the symbol of the Legion and marks you as a member. These are non-magical, though they can hold enchantments if the legionnaire so chooses.
- **Apprentice.** You have the option of taking on an apprentice who faithfully follows your lawful orders. Use the sidekick rules (Tasha's, 142) for the statistics of your apprentice.

RANK 3: CENTURION/CELL COMMANDER (EKATONTARHOS/ANINEYSI)

Prerequisites: Rank two and renown of 25 or more with the Legion

Depending upon your skillset and your willingness to serve, you may take on the role of centurion or cell commander.

Centurions are elected from within the centuries in which they serve. You have command of 80-100 Legionnaires and Apprentices. Similarly, Cell Commanders are elected by those with whom they serve, whether the cell operates openly or in secret. You gain the following benefit:

- **Legion Access.** You may request several uncommon, consumable magic items (such as healing potions and low-level spell scrolls) equal to your Charisma modifier (minimum of 1) once per month per region you operate in.

RANK 4: COHORT COMMANDER/SCOUT CAPTAIN (PROSORINOS/AKROATIS)

Prerequisites: Rank three and renown of 50 or more with the Legion

Upon achieving this rank, you become eligible to be elected to lead a collection of centuries, called a cohort, or to oversee the operations of several cells, both open and clandestine, in a region. You may request uncommon or rare magic items equal to your Charisma modifier x2 (minimum of 2) once per month per region you operate in. You can also request to borrow an uncommon or rare magic item for a period of time, with the understanding that it will be returned to the Legion when the mission is completed. A DM decides if this item is available to you or not, or if it makes sense for the Legion to be in possession of such an item.

RANK 5: KEEPER OF THE LEGACY (FYLAKAS KODIKA)

Prerequisites: Rank four and renown of 65 or more with the Legion

Each Keeper is selected personally by the High Elder (Daskalos Agapi) and serves as their personal advisors. Once you've attained this rank, you are also eligible to be elected to the position of High Elder. Every member in good standing with the Legion from Legionnaire to Keeper is eligible to vote for the next High Elder. By the time you reach this level of respect and authority within the Legion, you have access to a great deal of information and potentially powerful magic items. These rewards are left for the DM to decide, as they have the potential to change much in a campaign.

LEGION SCOUT (RANGER ARCHETYPE)

Legion scouts act as clandestine operatives, collecting information on other governments and organizations whose actions oppress the common folk. Some Legion scouts protect trade routes in the wilderness, but most are based in large cities, gathering intelligence and searching for weaknesses that might be exploited. Often, a Legion scout will lead small parties on stealthy raids against these organizations to disrupt their operations.

REGION ASSIGNMENT

When you choose this archetype at 3rd level, you learn to use the benefits of your Natural Explorer feature in an urban environment. Additionally, you gain a bonus favored enemy. This favored enemy must be a faction (such as a government or other organization) opposed to the ideals of the Legion of

Steel that is currently operating in your Region Assignment. Additionally, you may choose one language commonly spoken in your Region Assignment. You can speak, read, and write that language.

LEGION MAGIC

Starting at 3rd level, you learn the *message* cantrip. You also learn additional spells when you reach certain levels in this class, as shown in the Legion Scout Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

LEGION SCOUT SPELLS

Spell Levels	Spells
3rd	<i>expeditious retreat</i> , <i>message</i>
5th	<i>locate object</i>
9th	<i>nondetection</i>
13th	<i>locate creature</i>
17th	<i>scrying</i>

FACE IN THE CROWD

Beginning at 7th level, your clandestine efforts in inhospitable lands make it necessary for you to hide your identity. You gain proficiency in the Charisma (Deception) skill and with disguise kits. While in your Region Assignment, you may double your proficiency bonus on checks that utilize either of these.

SAFE HOUSE

At 11th level, you've established a secure location within your assigned region that you and your allies can use as a base of operations. Work with the DM to determine the nature of your safe house, but it should include a secret room and a secret means of escape in case its location is discovered by enemies. Additionally, you learn the *pass without trace* spell if you don't already know it and can cast it with this feature without expending a spell slot or material components. You can cast it in this manner a number of times equal to your Wisdom modifier, and you regain all expended uses upon completing a long rest.

If your safe house is discovered, you can acquire a new one by spending 100 steel pieces and at least one week in your Region Assignment looking for a suitable location and outfitting it with the necessary features.

HIT AND RUN

Beginning at 15th level, you've learned to sow discord within an organization and to use that discord to your advantage while on missions. You can use the disengage action as a bonus action. Additionally, when you move at least 20 feet on your turn while engaged in combat with one of your favored enemies, the first attack made against you before the start of your next turn is made with disadvantage.





WIZARDS OF HIGH SORCERY

“The warrior has his blade. The wizard has his magic.”

In the Age of Dreams, magic was volatile and unpredictable, so the gods of magic established the Orders of High Sorcery. Wizards of High Sorcery have established themselves as the only group with approval from the gods to wield arcane magic and act as something of a guardian of access to powerful spells and potentially destructive magical devices.

The Wizards of High Sorcery are composed of three orders, each following one of the three gods of magic, represented by Krynn’s three moons, the sources of arcane magic in the world. The evil Black Robes follow Nuitari, the black moon. Red robes follow Lunitari, the red moon of neutrality. White Robes follow Solinari, represented by the white moon.

The Wizards of High Sorcery are made of three orders, each drawing their power from a different moon based upon their moral outlook.

ORDER OF THE WHITE ROBES

The Order of the White Robes draws its power from the moon Solinari. The members of this order follow the paths of knowledge, wisdom, and the magic of protection. Beyond magic, White Robe Wizards are focused on the cause of Good. Often, they will assist the forces of Good to defend against the darkness.

ORDER OF THE RED ROBES

The Order of the Red Robes draws its power from the moon Lunitari. The members of this order follow the paths of knowledge and illusion. The Red Robe Mages are said to have the ultimate loyalty to magic, having no tendencies to

lean either towards good or towards evil. Red Robes seek to maintain the Balance.

ORDER OF THE BLACK ROBES

The Order of the Black Robes draws its power from the moon Nuitari. While members of this order are evil-aligned, they do not cause random destruction for destruction’s sake (such as throwing random fireballs at an unsuspecting village). To do so would jeopardize the magic. Black Robe mages may be cruel, but they are also cunning. They tend to avoid open acts of violence if more subtle ways can be found. Black Robe Mages seek the quickest route to power possible to satisfy their hunger for magic.

GOALS OF THE WIZARDS OF HIGH SORCERY

Though each of the three orders may have moral conflicts with one another and pursue different agendas in the larger world, each order’s priority is to magic itself. When threats to magic exist, the orders set aside their differences and work together for the common good.

JOINING THE WIZARDS OF HIGH SORCERY

The first step in becoming a Wizard of High Sorcery is to gain a sponsor. This person is typically your first arcane teacher or a wizard who has taken an interest in your development as a sorcerer. Regardless, your sponsor must be a member in good standing with one of the three Orders of High Sorcery. Through your sponsor, the Conclave keeps track of your magical progress.

Once you’ve mastered a few cantrips and some rudimentary spells (typically when you begin learning 2nd-level spells),

A WIZARD GAVE ME
THE DEVICE OF TIME
JOURNEYING!
-TAS-

your sponsor may recommend you for the Test of High Sorcery. If you successfully complete the Test, you'll be invited by the conclave to join one of the three orders.

THE TEST OF HIGH SORCERY

The Test of High Sorcery is a rigorous trial that tests, not only your ability to cast spells, but your dedication to magic itself. Each Test is crafted in such a way as to be unique to each applicant. The Conclave investigates the minds of applicants, searching their thoughts and dreams to find out their desires, fears, loves, and obsessions. That knowledge is, then, used to challenge the applicant. Regardless of the individual, the following elements are part of every Test:

- Three challenges will test your knowledge of magic and require you to cast every spell you know.
- Three challenges will be presented that cannot be solved with magic to test your ingenuity.
- Your Test will be used to determine your dedication to magic above all else. You will be required to face an ally who opposes you and your magic.
- During your Test, you'll be required to face a more powerful foe.
- Failure means death.

Another element that is typically present in the Test is the concept of the trinity: twilight, night, dawn; past, present, and future; good, evil, and neutrality.

RENEGADES

Those who seek further power (usually those who learn spells of 3rd level or higher) without accepting an invitation to take the Test risk being identified as a renegade. If you are suspected by a Wizard of High Sorcery of being a renegade, you'll be reported to the Conclave and monitored. If it is confirmed that you've broken the Laws of Magic as set down by the Conclave of Wizards, you'll be deemed a renegade. The consequences of being a renegade depend on the order of the wizard who confronts you. Those determined by the Conclave to be an imminent threat to the Orders of High Sorcery risk death at the hands of an assassin dispatched by the Conclave who specializes in killing magic-users.

A Wizard of High Sorcery can be declared a renegade through any of the following actions:

- Casting a spell of 3rd level or higher without the aid of a spellbook* or without having taken and passed the Test of High Sorcery
- Meddling with the River of Time
- Attempting anything that is considered the purview of the gods, such as attempting to create new life.

* This is dependent upon which era the game takes place. For example, in the Age of Mortals, the Order is not strong enough to declare all practitioners of primal sorcery/wild

magic as renegades, so they will only intervene against those who present a potential threat to the Order or to the people of Krynn.

SWITCHING ALLEGIANCE

A Wizard of High Sorcery whose alignment has changed through their own choice of action will be given some method of atonement by their order. Alternatively, they may switch their allegiance to the order that fits their new alignment. A character who does this enters their new Order one rank lower than their previous order and their renown is reduced accordingly. The remaining renown represents the accomplishments that have garnered the respect of wizards from all Orders of High Sorcery.

The wizard keeps the order secrets they have already learned, or they may trade those for secrets from their new order so long as they qualify for them with their new, lower renown total.

WIZARDS OF HIGH SORCERY AND OTHER ARCANE SPELLCASTERS

During the Second Dragonwar, the elven wizards of Silvanesti used wild arcane magic to prevail over the destructive onslaught of the dragons. However, they lost control unleashing those primal energies, causing destruction and havoc of their own. The three gods of magic taught these mages to control magic through precise incantations, rituals, components, and hand movements. They established the orders of High Sorcery to safeguard the world from those who would pursue power beyond their ability to control it and established the Test to ensure only the most disciplined and dedicated mages were allowed access to it.

WIZARDS AND SORCERERS

For nearly fifty years after the Chaos War, the gods were separated from the world, and, as a result, the magic of the moons of Krynn vanished. It was during this time that many who once practiced High Sorcery rediscovered the same primal magic inherent in the world from its creation.

When the gods found and returned to the world of Krynn, the magic of the moons returned as well. Many who practiced primal sorcery sought to, once again, reestablish the Orders of High Sorcery and reassert its dominance. It was clear, however, that they were too few to police the use of magic as they once did.

Still, the Wizards of High Sorcery are overly concerned about the return of primal sorcery to the world and have been tasked by the gods of magic to keep an eye out for those who may become a threat using wild sorcery. The gods of magic bade their followers to observe and intervene only when they're convinced a clear danger is present. Only the Black Robes have been directed by their god to destroy a primal sorcerer when they can.

WIZARD OF HIGH SORCERY CHARACTERS

Wizards are present in nearly every aspect of life on Ansalon. However, there are wide and diverse beliefs and opinions of the common folk concerning the nature and morality of magic in general and arcane spellcasters specifically.

Alignment: Usually lawful

Suggested Races: Usually human, elf, or half-elf; sometimes dwarf, minotaur, irda

Suggested Classes: Always wizard

MOON MAGIC

All Wizards of High Sorcery draw strength directly from the moon aligned with their particular Order—White Robe wizards from Solinari, the White Moon; Red Robe wizards from Lunitari, the Red Moon; Black Robe wizards from Nuitari, the Black Moon (whose aspect only Black Robe wizards can see).

The waxing and waning of their respective moons influence the magic of Wizards of High Sorcery. When a moon is at High Sanction, wizards of that moon's order gain advantage on attack rolls with spells and gain a +1 bonus to their spell save DCs. When a moon is at Low Sanction, wizards of that moon's order gain disadvantage on attack rolls with spells and incur a -1 penalty to their spell save DCs. During the waxing and waning periods around the quarter moons, wizards of that moon's order cast their spells normally. The alignment of any two moons is beneficial for wizards who follow those moons, even if the moons are in Low Sanction. When two moons are in alignment, wizards of each order gain advantage on attack rolls with spells and gain a +1 bonus to their spell save DCs. The +1 bonus stacks with any other bonus already in place for a moon's phase. Thus, if two moons are in conjunction at Low Sanction, the bonuses cancel out the penalties and members of both orders cast their spells normally.

When all three moons come into alignment, all magic is amplified. Wizards of all three orders gain advantage on attack rolls with spells and gain a +2 bonus to their spell save DCs. These bonuses also stack with any other benefits or penalties that result from a moon's position. Therefore, if all three moons are in alignment at Low Sanction, all wizards gain a +1 bonus to spell attack rolls and spell save DCs. If they align at High Sanction, all wizards gain advantage on attack rolls and a +3 bonus to their spells save DCs. This event, known as the Night of the Eye, occurs once every year and a half.

RANK AND RENOWN

As you act in the service of your Order, you gain renown. The more renown you receive from your peers and teachers, the more you are invited to share in your Order's secrets.

You may gain renown within your Order through the following:

- Identifying a renegade magic-user who poses a threat to the Orders or the world.
- Defeating a renegade in battle
- Turning over potent or dangerous artifacts to the Conclave
- Acting in such a way that improves the reputation of the Wizards of High Sorcery
- Spending downtime teaching an apprentice or lower level wizards with the ultimate goal of them joining one of the Orders of High Sorcery.

You can lose renown through any of the following acts:

- Pursuing magic beyond your ability to control
- Aiding a renegade
- Keeping a potent or dangerous artifact for yourself

RANK 1: APPRENTICE

Prerequisite: Renown of 3 or higher within the Wizards of High Sorcery

You are taught one of your order's secrets of your choice.

RANK 2: MAGE

Prerequisite: Rank one and Renown of 10 or higher within one of the orders of High Sorcery

You are taught one additional secret of your choice from your order's list of order secrets.

RANK 3: WIZARD

Prerequisite: Rank two and Renown of 25 or higher within one of the orders of High Sorcery

You are taught one additional secret of your choice from your order's list of order secrets.

RANK 4: ARCHMAGE

Prerequisite: Rank three and Renown of 45 or higher within one of the orders of High Sorcery

You are taught one additional secret of your choice from your order's list of order secrets.

RANK 5: MASTER

Prerequisite: Rank four and Renown of 65 or higher within one of the orders of High Sorcery

You are taught one additional secret of your choice from your order's list of order secrets.

ORDER SECRETS

Each order of High Sorcery has very closely guarded secrets. As your renown increases, you're taught one of these secrets by a wizard of higher rank as a sign of the order's trust in you.

SECRETS OF THE BLACK ROBES

Secret of Betrayal. You've learned to power your magic with the life force of your allies. As a bonus action, you create a spell slot by siphoning the life force of one creature within 5 feet who is friendly to you. The spell slot must be of a level you can already cast and causes 1d6 points of necrotic damage per level of the spell slot created. The creature can

make a Constitution saving throw against your spell save DC to reduce the damage by half.

Secret of Darkness. You've learned to imbue your spells with necrotic energy. As a bonus action when you cast a spell that causes damage, the type of damage inflicted is necrotic in addition to the damage type normally inflicted by that spell.

Secret of Fear. As a bonus action when casting a necromancy or enchantment spell, you may force a creature within 30 feet of you that can see you make a Wisdom save against your spell save DC. On a failed save, that creature takes the frightened condition. As an action on each of their turns the target may repeat the saving throw. Once a save is successful, the target is immune to the secret of fear for 24 hours.

Secret of Hunger. As a bonus action, you create a spell slot by siphoning a bit of your own life force. The spell slot must be of a level you can already cast and causes 1d6 points of necrotic damage per level of the spell slot created. You can make a Constitution saving throw against your spell save DC to reduce the damage by half.

Secret of Pain. When casting a necromancy or enchantment spell, as a bonus action, you can attempt to cause your target great pain. The target must succeed on a Constitution saving throw or become wracked with pain. On a failed save, that creature has disadvantage on all attacks as well as ability and skill checks. As an action on each of their turns the target may repeat the saving throw. Once a save is successful, the target is immune to the secret of pain for 24 hours.

SECRETS OF THE RED ROBES

Secret of Change. When you cast a transmutation spell that has a duration of one minute or more, the duration for that spell is doubled up to a maximum duration of 24 hours. Also, if your spell forces one or more creatures to make a save against your spell save DC, you may pick a number of creatures equal to your Intelligence bonus who automatically succeed their save.

Secret of Deception. When you cast an illusion spell that has a duration of one minute or more, the duration for that spell is doubled up to a maximum duration of 24 hours. Also, if your spell forces one or more creatures to make a save against your spell save DC, you may pick a number of creatures equal to your intelligence bonus who automatically succeed their save.

Secret of Independence. Your transmutation spells are more difficult to dispel. Any creature attempting to dispel one of your transmutation spells must make an ability check, even if the spell is 1st through 3rd level. Furthermore, for spells of 4th level and higher, the creature attempting the dispel has disadvantage on the roll.

Secret of Mystery. You've learned how to make it more difficult for creatures to see through your illusions. Anyone

attempting to "disbelieve" or see through an illusion you've created has disadvantage on the attempt. Furthermore, if a creature attempts to use divination to see through your illusion (with a detect magic spell, for instance), they must make a Wisdom saving throw against your spell save DC.

Secret of Purity. You've learned to imbue your spells with pure magical energy. As a bonus action when you cast a spell that causes damage, the type of damage inflicted is force damage in addition to the damage type normally inflicted by that spell.

SECRETS OF THE WHITE ROBES

Secret of Defense. When you cast an abjuration spell that has a duration of one minute or more, the duration for that spell is doubled up to a maximum duration of 24 hours. Also, if your spell forces one or more creatures to make a save against your spell save DC, you may pick a number of creatures equal to your Intelligence bonus who automatically succeed their save.

Secret of Radiance. You've learned to imbue your spells with radiant energy. As a bonus action when you cast a spell that causes damage, the type of damage inflicted is radiant damage in addition to the damage type normally inflicted by that spell.

Secret of Resistance. Your abjuration and divination spells are more difficult to dispel. Any creature attempting to dispel one of your abjuration or divination spells must make an ability check, even if the spell is 1st through 3rd





level. Furthermore, the creature attempting the dispel has disadvantage on the roll.

Secret of Sustenance. You have learned to maintain your concentration on certain spells longer than your peers. If you take damage while concentrating on a spell you gain advantage on the constitution save.

Secret of Truth. When you cast a divination spell that has a duration of one minute or more, the duration for that spell is doubled up to a maximum duration of 24 hours. Also, if your spell forces one or more creatures to make a save against your spell save DC, you may pick a number of creatures equal to your intelligence bonus who automatically succeed their save.

WIZARD ARCANE TRADITIONS

There are several arcane traditions unique to the Dragonlance setting.

DARK DWARF SAVANT

Due to their reclusive nature, magic-wielding Theiwar and Daegar dwarves were largely ignored by the Conclave during the Age of Dreams. In the early years of the Age

of Mortals, dark dwarves showed great talent for primal sorcery, but, with the return of the gods, dark dwarf leaders have demanded their spellcasters return to the practice of High Sorcery in hopes of gaining powerful allies among the Black Robes. While some dark dwarves have ignored this mandate, it is now no longer unusual to see the occasional dwarven applicant at the gates of the Tower of High Sorcery in Wayreth.

Restriction: Daegar and Theiwar Dwarves Only

This arcane tradition is reserved for the reclusive dark dwarven clans who almost solely practice the arcane arts among their kind.

SECRET ARTIFICE

Dark dwarves are renowned for their ability to produce arcane devices. When you take this tradition at 2nd level, you gain proficiency in alchemist supplies and one other set of artisan tools of your choice. Additionally, the amount of gold and time required to produce a magic item is halved.

DARK TAINT

Dark dwarves continuously expose themselves to powerful arcane energies that twist and corrupt both body and mind. When you take this arcane tradition at 2nd level you choose two dark taint traits. You gain another dark taint at 6th and 10th levels.

DARK TAINT TRAITS

Odious Might. Your muscles begin to thicken and bulge in non-uniform ways. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Abhorrent Speed. Your arms and legs lengthen and take on a slightly bestial appearance. Your base walking speed increases by 5 feet.

Profane Vigor. Your belly becomes distended, and your torso broadens. You gain advantage on Constitution saving throws to avoid disease.

Malign Cunning. Your head begins to swell, growing to 1 ½ times its normal size. You gain proficiency in one Intelligence-based skill of your choice.

Pernicious Insight. Your eyes grow larger and begin to bulge. You gain advantage on Wisdom (Perception) skill checks that depend on sight.

Vile Aspect. Your facial features begin to bulge and become exaggerated. You gain proficiency in Charisma saving throws.

INNATE MAGIC

At 14th level, you are better than most wizards at specializing in low-level spells. Choose a 1st-level wizard spell that is in your spellbook. You can cast that spell at its lowest level without expending a spell slot when you have it prepared. If you want to cast it at a higher level, you must expend a

spell slot as normal. By spending 8 hours in study, you can exchange the spell you chose for a different spell of 1st level.

DREAMSHAPER

Dreamshapers learn to tap into the Ethereal Plane and the Plane of Dreams to empower their spells. Exclusively from the Order of Red Robes, these wizards are responsible for shaping the mind-bending effects of the Test of High Sorcery.

Restriction: Red Robe Wizards

Only wizards from the Order of Red Robes can become dreamshapers. Illusion magic and the dreams of mortals are Lunitari's domain.

ONEIRIC CIRCLE

As a dreamshaper, you've learned to tap into the arcane power of your allies. When you take this arcane tradition at 2nd level, you can spend 1 minute creating an oneiric circle up to ten feet in radius. When you stand in the middle of the circle and have at least one other arcane spellcaster standing outside of it, you may empower illusion spells you cast in one of the following ways of your choice:

- Your illusions are so lifelike that anyone who encounters it and fails your spell save DC treats the illusion as real. The illusion, which must be a spell of 1st level or higher, may move, interact with, and make attacks against a target so long as you are in the circle. Illusions have the abilities and statistics of whatever a real creature of that type would have, but any damage done to the illusion will cause it to vanish immediately and not reappear until you use an action to cast the spell again.
- While standing in the oneiric circle, illusion spells you cast can only be dispelled by a dispel magic spell or another ability that nullifies magic. These illusion spells function in all other ways as normal but disappear if you leave the circle for any reason.
- You can use the circle to project an illusion to any place you are familiar with within a five mile radius. When using this feature, the illusion will appear in a circle that matches the size of the one from which it was cast. The target circle remains imperceptible through a *detect magic* or *true seeing* spell and is only visible to the one who cast the spell.
- You can create a spell that will only be activated once someone enters your oneiric circle. The spell retains all of its regular spell features. A creature in the circle will move and act within the dimensions of the circle though they believe the dimensions of the illusion itself. A successful Intelligence (investigation) check against your spell save DC will reveal the circle and dispel the illusion.

Additionally, while you are standing within the circle, you may have a number of active illusion spells that require concentration equal to 1 + the number of arcane spellcasters assisting you outside the circle to a maximum number of illusion spells equal to half your wizard level rounded down.

LUCIDITY

When you take this arcane tradition at 2nd level, your ability to resist illusions and mind-affecting spells increases. You gain advantage on Wisdom saving throws against illusion and enchantment spells.

PHANTASMAL POTENCY

At 6th level, your knowledge of illusion magic increases to a point where it becomes almost second nature. When you cast a spell that deals psychic damage, the amount of psychic damage you deal increases by an additional 1d6 points of damage. At 10th level this additional damage increases to 2d6 and increases to 3d6 at 14th level.

ONEIRIC CIRCLE LEADER

At 10th level, you gain the ability to borrow power from those aiding you in your oneiric circle to cast spells at higher spell levels. When you cast spells at a higher spell level while in your oneiric circle, you may cast it at one spell level higher than the spell slot you expend.

GREATER ONEIRIC CIRCLE LEADER

At 14th level, you may apply your oneiric circle leader feature to a number spells equal to your intelligence modifier.

GRIFFON WIZARD

Elves have a long tradition of partnering with griffons. Elven windriders of House Protector are one such example. Over time, elven wizards have developed spells that strengthen the bond between themselves and their griffon mounts, allowing them to provide arcane support to the windriders in times of great need.

Restriction: White Robed Elven Wizards

The spells required to create the mystical bond between a griffon and its rider are secrets jealously guarded by the elven peoples of Krynn.

GRIFFON BOND

When you take this arcane tradition at 2nd level, you gain a griffon mount. Your mount has the following features:

- The bond you form with your griffon mount replaces and functions the same as that formed with a familiar. While you have a griffon mount, you may not have another familiar.
- The griffon obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the griffon where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.
- Your griffon adds your proficiency bonus to its attack rolls, damage rolls, and any saving throws with which it is proficient.
- Your griffon's intelligence increases to 4 and it understands one language that you also know of your choice, though it cannot speak.

- If the griffon dies, you can obtain another one by spending 8 hours magically bonding with another griffon that isn't hostile to you.

MOUNTED WIZARDRY

When you take this arcane tradition at 2nd level, you gain proficiency with vehicles (air). While maintaining spells that require concentration, you have advantage on saving throws made for that purpose while mounted.

ASPECTS OF THE LION

Beginning at 6th level, you may gain advantage on Strength saving throws for one minute. Once you use this feature, you may not do so again until you finish a long rest.

Additionally, your griffon's hit point maximum equals its normal hit point maximum plus four times your wizard level.

ASPECT OF THE EAGLE

Beginning at 10th level, you may gain advantage on Dexterity saving throws for one minute. Once you use this feature, you may not do so again until you finish a long rest. Additionally, you may use a bonus action to command your griffon to take the Attack, Dash, Disengage, Dodge, or Help action.

GREATER MOUNTED WIZARDRY

You no longer need to make concentration checks to maintain spells while controlling your griffon.

RENEGADE HUNTER

Those who would defy the Conclave risk being named a renegade. Those who are sent to locate and deal with these individuals are known as renegade hunters. They have an unmatched devotion to the gods of magic and follow the Conclave's direction with relentless and untiring zeal.

BONUS PROFICIENCIES

When you take this arcane tradition at 2nd level, you gain proficiency in the Intelligence (Arcana) and Intelligence (Investigation) skills. You also add the dispel magic spell to your spellbook if you don't already have it.

SYZGY

You have an advanced understanding of the moons of magic and their effects on wizards. As a bonus action, you can act as if the moon of your order was in alignment with one other moon of your choice for one minute. You may use this feature a number of times equal to your Intelligence modifier. You regain all uses of this feature upon completing a long rest.

LUNAR CENSURE

Beginning at 6th level, the connection you have to your patron moon increases. As an action, you may expend one use of your Syzygy feature to impose the effects of Low Sanction on one arcane spellcaster of your choice within 30 feet of you for one minute.

MAJOR SYZGY

Beginning at 10th level, you may expend a use of your Syzygy feature to gain bonuses as if your patron moon was in alignment with both other moons. If one of the other moons is in High Sanction you gain the effects of the Night of the Eye.

LUNAR INTERDICTION

At 14th level, your understanding of moon magic reaches its zenith. You may expend one use of your Syzygy feature to reduce a target's Intelligence. Choose a target within 30 feet of you. That creature must succeed on an Intelligence saving throw or have its Intelligence reduced by an amount equal to your proficiency bonus + ½ your Intelligence modifier. Additionally, the target cannot cast spells in which the spell level exceeds their new intelligence score -10. All active spell effects that require concentration immediately end if they are not of a level the spellcaster can currently cast. The target may use its subsequent actions to repeat the saving throw. When a successful save is made, the target's Intelligence score returns to normal, but they must prepare again any spells that were lost during the lunar interdiction.

SEA MAGE

The sea calls to folk from every walk of life. For those with an aptitude for magic, life aboard a sea-going vessel carries with it challenges and opportunities for which they are uniquely suited.

SEAMANSHIP

Your time spent at sea has trained your body for life aboard a ship. You gain proficiency with your choice of the Strength (Athletics) or Dexterity (Acrobatics) skills.

SEA MAGIC

You've learned to account for the unpredictable motion of the sea when casting spells that require concentration. When you follow this tradition at 2nd level, you gain advantage on saving throws made to maintain concentration on spells that require it.

IMBUE BOAT

Beginning at 6th level, when you cast a spell while on board a sea-going vessel no larger than 75 feet in length, you and the vessel are considered one for the purposes of determining the spell's range. As a result, touch spells may be delivered to any creature in contact with the vessel, and anywhere aboard the vessel can count as the point of origin for a spell.

IMBUE SHIP

Beginning at 10th level, you may imbue vessels with your magic that are larger than 75 feet.

MASTER OF WIND AND WATER

At 14th level, your mastery over the elements increases. Once per day, when you cast a water or wind spell, that spell may be twisted to suit your needs as per the metamagic ability from the Sorcerer class. You may choose from the following: Careful Spell, Distant Spell, Extended Spell,

Heightened Spell, Quicken Spell and Subtle Spell. This spell is cast at one level higher than the spell's level.

WINTERNORN

The winternorn arcane tradition originated among a small cabal of wizards in the frigid, southern reaches of Ansalon. Eventually, traveling wizards studied with these Ice Folk, spreading the tradition throughout the rest of the continent. In addition to mastering ice magic, a winternorn learns to catch small glimpses into the River of Time and use that knowledge to their benefit.

COLD RESISTANCE

Beginning at 2nd level, you have resistance to Cold Damage.

ICE MAGIC

At 2nd level, when you cast a spell that causes damage of a type other than cold, you may alter the spell so that it deals cold damage instead.

COLD SUMMONING

Beginning at 6th level, you add the *conjure animals* spell to your spellbook. It is a wizard spell for you. When you cast this spell, it has additional benefits:

- The creatures are still of the fey type but always hail from the winter court.

- When the conjured creatures deal damage to a target, the damage type is cold damage.
- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its damage rolls.

WYRD

A winternorn receives glimpses into the River of Time, which you use to your advantage. Starting at 10th level, you gain advantage on initiative rolls, intelligence-based skill checks, and Wisdom (Insight) rolls. You may use this feature a number of times equal to your Intelligence modifier. You regain all uses of this feature upon completing a long rest.

COLD APOTHEOSIS

At 14th level, you gain immunity to cold damage. Additionally, a winternorn will often experience changes to her outward appearance, such as white hair, icy-blue eyes, or a pale blue complexion.





MEYER

CHAPTER 3: PLAYER OPTIONS

THOUGH THE PLAYERS HANDBOOK, AND other books, provide you with a myriad of choices for your D&D character; when adventuring on Krynn there is a need for higher customization. The following are options to further realize a customized

Dragonlance experience. You can even combine these concepts with those in *Xanathar's Guide to Everything* and *Tasha's Cauldron of Everything* to further optimize your character, potentially creating the most ultimate of headaches for your dungeon master. However, the dungeon master may use these options against you as well. In any case, have fun!

HANDLER BACKGROUND

You grew up in a kender society with little to no concept of individual property rights. Upon reaching adulthood, your insatiable curiosity led you to explore the wider world. You soon discovered wonders you previously only dreamed of, some of which have ended up in your pockets without your knowledge.

Explaining things to the owners of these items seemed to only make things worse. Still, you liked that captain of the guard. Perhaps you should meet with him over dinner tonight to work out your differences. If things go well, maybe he'll let you hold that shiny badge again.

Skill Proficiencies: Sleight of Hand and Stealth.

Tool Proficiencies: Thieves' tools.

Languages: any one of your choice.

Equipment: a scroll case, a map handed down from a family member, a bag of marbles, a set of thieves' tools, a set of commoner's clothes, and a belt pouch containing 10 gp.

SPECIALTY

As a handler you have a wide range of interests and skills. Among kender, these skills are held in high esteem, though members of other races may look at your work with disdain. That rarely bothers you. In fact, it may escape your notice altogether since you have absolute confidence in your abilities. Besides, everyone knows the bigger races have strange ideas about the world. Choose two or three specialties or roll on the table below.

d10	Specialty	d10	Specialty
1	locksmith	6	acrobat
2	tour guide	7	actor
3	collector	8	freedom fighter
4	explorer	9	appraiser
5	treasure hunter	10	cartographer

FEATURE: HARD TO HOLD

As a handler, you are personally familiar with the finest jail cells throughout most of Ansalon. To you, the local jail is a good place to acquire needed rest, a place to socialize with fellow handlers, and receive a meal that is often an adventure in flavors all on its own. While these cells offer a cozy spot

in which to rest and recover from injuries and are quite good at keeping you safe from outside threats, they are not particularly good at keeping you inside of them. You are especially adept at leaving a jail cell anytime you wish, even if the local jailer doesn't wish it. Your companions, however, are another story.

SUGGESTED CHARACTERISTICS

Among kender, handlers are incredibly common. Members of other races who might have been raised in kender communities are far less common. Regardless, very few handlers would identify themselves in this way, preferring to focus on their current occupations. Handling is more of a cultural trait fueled by curiosity, and it is this curiosity that really defines who the handler is.

d8 Personality Trait

- 1 *I have a lot of trouble sitting still for too long.*
- 2 *I tend to run toward danger, mostly by mistake.*
- 3 *I'm not afraid, exactly. I just prefer not being eaten.*
- 4 *An evil archmage and an army of ogres? Let's go see them!*
- 5 *I want to experience the beauty in the world.*
- 6 *I have trouble considering all the potential consequences of my actions.*
- 7 *I'm just along for the fun.*
- 8 *Oops!*

d6 Ideal

- 1 *A lock insults the purpose of a door.*
- 2 *Never trust a human to do a kender's job.*
- 3 *I wanna see it!*
- 4 *I've no patience for thieves.*
- 5 *I have a map of that in here somewhere.*
- 6 *No need to thank me. I was afraid someone else might try to steal it.*

d6 Bond

- 1 *My friends always seem to get themselves into trouble when I'm not around.*
- 2 *I love making new friends and am always on the lookout for new ones.*
- 3 *If you need help, I'm happy to volunteer.*
- 4 *I may not be the most reliable, but I'm the most loyal.*
- 5 *Shiny things are my favorite!*
- 6 *All I want out of life is a trusty hoopak and an open road.*

d6 Flaw

- 1 *Never let the truth get in the way of telling a good story.*
- 2 *I don't abide rudeness. I don't care if you are a goblin.*
- 3 *I get bored very easily.*
- 4 *I tend to ask really personal questions.*
- 5 *I want to do what I want to do, and telling me no only makes me want it more.*
- 6 *I get sad when I think about all the people I've lost.*

HANDLER? I DID THIS ALL LAST WEEK.
-TAS-

PESTILENCE DIVINE DOMAIN

Morgion is the master of that which decays. The mind, the body, and the soul are all susceptible to corruption, and those devoted to this dark god are those that deal out corruption in any and all of that which makes a body whole. With a word, these clerics can cripple and infect opponents of their faith. Receiving dark blessings and summoning diseased creatures to spread sickness in order to strengthen the inhabitants of the world, worshippers of Morgion believe that only the strong must survive. Clerics of Morgion are in the world to test that strength.

RESTRICTION

Only clerics of Morgion's holy order may choose this domain.

DOMAIN SPELLS

You gain bonus spells at the cleric levels listed below. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

PESTILENCE DOMAIN SPELLS

Spell Levels	Spells
1st	<i>disguise self, ray of sickness</i>
3rd	<i>crown of madness, protection from poison</i>
5th	<i>dispel magic, stinking cloud</i>
7th	<i>blight, confusion</i>
9th	<i>modify memory, insect plague</i>

MASTER OF POISON

When you choose this domain at 1st level, you gain proficiency with poisoner's kits, and you double your proficiency bonus when using the kit. Additionally, you learn the *poison spray* cantrip.

CHANNEL DIVINITY: ABYSSAL CONJURATION

Beginning at 2nd level, you can use your Channel Divinity to summon fiendish spirits which take the form of either beasts or monstrosities (your choice). If the creature you summon is a swarm, it appears in an unoccupied space within 5 feet of you, seeming to pour forth from your clothing. Other creatures appear in an unoccupied space within 5 feet of you in a gout of green and black flame and smoke. Any creature summoned with this ability is considered friendly to you and your allies.

The total CR of creatures you summon can not exceed half your level rounded down. Summoned creatures remain for 1 minute, until they die, or until you dismiss them as a bonus action.

Summoned creatures must be of medium size or smaller and have all of the statistics listed in the *Monster Manual* except that the creature's type becomes fiend.

CHANNEL DIVINITY: INFECT THE WEAK

At 6th level, you can use your Channel Divinity to infect a creature within 10 ft. of you with a disease for 24 hours. The disease must be found in the *contagion* spell description.



At the end of each of its turns the target can make a Constitution saving throw against a DC equal to your spell save DC. On three successful saves the disease has no effect and the target is immune to that disease for 24 hours. On three failed saves the target experiences the effects of the disease for the next 24 hours.

PLAGUEBEARER

Beginning at 6th level, you have immunity to the effects of diseases, but you can still contract and spread disease in the normal fashion.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

HEART OF PESTILENCE

At 17th level, you gain immunity to poison damage. Additionally, when you force a saving throw against an effect that does poison damage, inflicts the **poisoned** condition, or infects a creature with a disease, the target has disadvantage on any saving throws related to the effect.

FEATS

CARAMON'S FIST

You have been trained to not only inflict pain but also to use it to weaken your target.

- Your unarmed strike critical hit range becomes 19-20.
- When you score a critical hit your target must make a Constitution saving throw against a DC equal to 8 + your Strength or Dexterity bonus (your choice) + your proficiency bonus. On a failed save the target

has disadvantage on their next attack and is knocked prone. A successful save indicates the target is just knocked **prone**.

KIT'S GRIN

You have a knack for using your natural charm to get out of bad situations.

- Your Charisma score increases by 1 to a maximum of 20.
- You have advantage on saving throws against the **charmed, frightened, paralyzed, petrified, poisoned, and stunned** conditions.

SOTH'S DARKNESS

Prerequisite Intelligence or Wisdom over 13

Your body has begun manifesting some of the darkness that consumed Lord Soth. While you do not serve the Death Knight, you have, at least, begun embracing his path.

- You learn one 1st level spell that inflicts necrotic damage and may cast that spell once without expending a spell slot. Once you do, you may not do so again until you complete a long rest. However, you may still use a spell slot to cast it again if you have one.
- You gain devil's sight with a range of 30 feet. If you already have devil's sight you gain no additional benefit.

TANIS'S WISE WORDS

You have the ability to always think of the right thing to say and to make others feel at ease around you

- Your Charisma score increases by 1 to a maximum of 20.
- You have advantage on your first charisma skill or ability check you make against a creature.
- You are immune to the **charmed** condition.

ROPE TRICKSTER

You've mastered the use of whips, ropes, and lassos. You gain the following benefits:

- You gain proficiency with whips if you aren't already proficient with them.
- Whips gain the light property for you.
- As an action, you can use a whip, rope, or lasso you are holding to attempt to **grapple** one target within 10 feet of you.
- Climbing costs 2 feet of movement rather than four for every foot you climb while using a rope, lasso or whip to aid you.
- * You can attempt to trip or disarm a target within 10 feet of you with a whip, rope, or lasso you are holding. The target must make a Dexterity or Strength saving throw (their choice) against a DC equal to 8 + your proficiency bonus + your Dexterity modifier. **Disarm.** On a failed save, one object worn or held by the target either drops to the ground in front of them, or you may choose to use a bonus action to pull the object to your hand so long as you have one free hand. **Trip.** On a failed save, you knock the target **prone**. The target has advantage on the save if it has more than two legs.

NEW WARLOCK PATRONS

Ansalon is host to several powerful entities that might serve as patrons, granting supernatural boons to adventuring parties or to individuals in exchange for favors that further the entity's goals. These beings might also serve as a warlock's otherworldly patron.

DRAGON OVERLORD

The great chromatic dragon overlords possess immense power, some of which is due to their skull totems. They have many servants that do their bidding, such as dragon vassals and dragonspawn, but none serve as willingly as their warlocks. The dragons impart power (and the power of their totems) to these spellcasters, who work at their behest. The dragon lords that have devoted warlocks are usually the primary overlords (Beryl, Malys, Frost, Khellendros, or Sable), but many minor dragon overlords have territories for themselves and use their own skull totems to shape the land around them. They can also be patrons for warlocks.

EXPANDED SPELL LIST

The Dragon Overlord lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DRAGON OVERLORD EXPANDED SPELLS

Spell Levels	Spells
1st	<i>absorb elements, chromatic orb</i>
2nd	<i>alter self, dragon's breath</i>
3rd	<i>elemental weapon, protection from energy</i>
4th	<i>freedom of movement, stonewall</i>
5th	<i>conjure elemental, dominate person</i>

DRACONIC ARCANE GIFT

Starting at 1st level you gain a cantrip that is added to your spell list, depending on the chromatic color of the dragon lord you serve: Black/Green-*acid splash*, Blue-*shocking grasp*, Red-*fire bolt*, White-*ray of frost*. This cantrip does not count against your number of cantrips known. Additionally, you also gain proficiency in the Perception skill.

MINOR DRACONIC GIFT

At 6th level, you gain advantage on Wisdom (Perception) checks. Also, as an action, you may manifest a dragon-like Frightful Presence. Choose a creature within 30 feet of you that can see you. That creature must succeed on a Wisdom saving throw against your spell save DC or become **frightened** of you for 1 minute. The affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself upon a success. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the warlock's Frightful Presence for the next 24 hours. Once you use this feature, you can't do so again until you finish a long rest.

MAJOR DRACONIC GIFT

Starting at 10th level, your prolonged exposure to the fear that your patron exudes grants you advantage on Wisdom saving throws made to avoid the frightened condition. Also,

you can telepathically communicate with your dragon patron so long as you are both on the same plane.

THE MASTER'S CALL

At 14th level, you may use your action to teleport to the location of your patron or your patron's skull totem as if they or it were an "associated object". Once you use this feature, you may not do so again for 7 days. However, the dragon overlord may teleport you to its side with no chance of failure at any time of its choosing.

Additionally, your Frightful Presence extends out to affect all creatures within 30 feet of you that can see you and you regain all uses of your Frightful Presence upon completing a long or short rest.

THE FALLEN TOWER

Even after the destruction of a Tower of High Sorcery parts of it live on. Outside these ruins you hear the whisper, the words of magic, still yearning for release. Sharing in the sense of loss, you have sworn an oath to these beautiful bastions of lost knowledge to bring vengeance against those that wronged it. The pain and the rage of the last few moments before the tower's destruction manifests inside you, but also sadness lingers over the loss. Visions of a robed figure, featureless, beckons for you to follow as the promise of power is given.

EXPANDED SPELLS

The Fallen Tower lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

FALLEN TOWER EXPANDED SPELLS

Spell Levels	Spells
1st	<i>cause fear, tasha's hideous laughter</i>
2nd	<i>crown of madness, tasha's mind whip</i>
3rd	<i>enemies abound, fast friends</i>
4th	<i>confusion, hallucinatory terrain</i>
5th	<i>dominate person, geas</i>

TOWER SECRETS

Starting at first level, your patron bestows upon you the ability to project the arcane magic of the guardian forest onto your foes. As an action, you can force a number of creatures up to your Charisma modifier to make a Wisdom saving throw against your spell save DC. Those that fail are **charmed** by you until the end of your next turn. Once you use this feature, you can't use it again until you finish a long or short rest.

WAYS OF THE TOWER

Beginning at 6th level, you have begun to understand how to manipulate the corridors of magic. When you are hit by a melee, ranged, or spell attack, you can use your reaction to open an interdimensional corridor effectively doubling the space between you and the attack's origin (though you do not actually move). If this change in distance would cause a ranged

attack to go from normal to long range, the attacker makes an additional roll and compares the result using the smaller number. Once you use this reaction you can't use it again until you complete a short or long rest.

GUARDIAN OF THE TOWER

At 10th level, you can harness energy from the guardian forest of the tower. You can cast the *confusion* spell once with this feature without expending a spell slot and without the need for material components. When you do, the spell functions normally except that it is centered on you (though you are not affected), and a creature that fails its saving throw does not get to repeat the save but must endure it for the full duration. Once you cast it with this feature, you may not do so again until you complete a long or short rest, though you may still expend a spell slot to cast it normally.

DESTRUCTION OF THE TOWER

At 14th level, your body is so infused with the energy of the Tower that you can project it onto others. As an action, you may make a ranged spell attack of magical force energy against a number of creatures equal to your Charisma modifier within 120 feet of you. Each success inflicts 3d8 points of force damage to each target. Additionally, the targets must make a Dexterity saving throw against your spell save DC or be knocked **prone**. The magic, then, returns to you, healing you for half of the total force damage dealt rounded down. Once you use this action you can't use it again until you complete a short or long rest.

THE FOREST MASTER

The Forest Master of Darken Wood is a being whose sole concern is for her forest domain and the creatures within it. Many believe her to be an expression of the life force of the wood itself, rather than an individual being. When she senses an outside threat to her home, the forest master will often recruit the aid of heroes who can venture beyond the bounds of the forest to confront the problem before it arrives. On rare occasions, she will act as an archfey otherworldly patron on a more permanent basis to an individual whom the Forest Master knows to be a trustworthy friend of nature and a stalwart foe of evil.

LORD SOTH

Prior to the War of Souls, Lord Soth's curse extended throughout the Solamnic province of Knightlund. Brooding in his ruined keep, Soth was cursed to hear the tale of his horrid crimes night after night, year after year, century upon century. Events would occasionally arise in the world that required his attention. Soth has a limited capacity to leave Dargaard Keep, so he occasionally enters into pacts with mortals in order to extend his reach. These mortals are often evil, though not always. Soth has preyed upon those in desperate situations, offering to save a loved one or dispatch an enemy. In return, Soth would act as their undead patron, granting them access to his dark power. On these occasions, the death knight acts as the Undead patron found in *Van Richten's Guide to Ravenloft*.



FULLEN
-18



Handwritten signature

CHAPTER 4: RACIAL WEAPONS & EQUIPMENT



ANSALON IS HOME TO DIVERSE PEOPLE GROUPS living in every type of region and climate. Thus, many groups have developed unique weapons, tools, and equipment to suit their needs. Typically a weapon specific to a particular culture is derived from a tool developed to suit the needs of common laborers. Over time, the tool is adapted for use in combat out of necessity. Swords, axes, and arrowheads require access to metals, such as steel, which are quite rare in many places throughout Ansalon at various times, and require time to manufacture. In times of great need, it is often far more efficient to protect one's community with whatever happens to be close at hand. Through trial and error, the tool is adapted for a more lethal use. In many cases, just being raised in a particular community is enough justification to assume your character is proficient in the use of its common tools and weapons. However, your DM will have final say on whether or not it makes sense that your character is proficient in any of the following equipment.

WEAPON PROPERTIES

Items with special properties are described below. If a saving throw is called for, the DC equals 8 + the attacker's appropriate ability modifier (Str or Dex) + its proficiency bonus unless otherwise specified.

Arrowheads. Elves make a number of different arrowheads for a variety of special uses.

- **Armor Piercing.** Arrows fitted with these heads grant a +1 bonus to hit when the target is wearing armor.
- **Blunt.** These arrowheads deal double the normal damage to material barriers. When targeting a creature they deal bludgeoning damage rather than piercing.
- **Forked.** These arrowheads allow the character to shoot ropes, banners, etc. without disadvantage.
- **Leaf.** These arrowheads increase the damage die of the bow they're shot from by one step.
- **Singing.** These arrowheads produce a high-pitched screech that can be heard up to a mile away. Alternatively, they can be filled with oil and used as flame arrows, inflicting an additional 1d6 points of fire damage.

Battak. A favorite among young kender, this small club features a wedge on the handle and a collapsible knife blade on the end. It also sports a chamber that holds small stones that can be batted at enemies.

Bear Claws. When using these to climb vertical surfaces, you gain advantage on Strength (Athletics) checks.

Belcher. When an attack roll results in a natural 1, the belcher's barrel explodes and is damaged, causing appropriate damage type to everyone within 10 feet. By spending a short rest making repairs with the appropriate tools, a gnome may fix the barrel. If an attack roll is attempted on a broken belcher, an explosion occurs on a natural roll of 1 to 5. The type of damage depends on the ammunition used.

DON'T GO LOOKING FOR
A FIGHT, BUT ALWAYS BE
PREPARED FOR ONE!
-TAS-

- **Acid.** Target makes a Constitution saving throw or becomes **incapacitated** for one minute.
 - **Chains.** Chain ammunition destroys any wooden materials in its path. Creatures make a Dexterity saving throw or become **grappled**.
 - **Cinders.** Every creature within a 5' radius must make a successful Dexterity save for half damage.
 - **Gas.** Gas ammunition causes no damage, but all creatures within a 10' radius must make a Constitution saving throw or become **unconscious**. The save may be repeated on each of the character's turns. The condition ends upon a success.
 - **Foam.** Foam ammunition causes no damage, but the target must make a successful Dexterity save or become **incapacitated**. The foam will extinguish fire in a 10 foot radius.
 - **Naphtha.** This liquid combusts on impact and covers a 10' radius. All creatures in the area must make a Dexterity save or take damage for 2 additional rounds.
 - **Oil.** Oil causes no damage unless ignited after being launched. It creates difficult terrain in a 10' radius.
 - **Pepper.** Pepper causes no damage, but all creatures in a 10' radius must make a Constitution save or become **incapacitated**. The save may be repeated on each of the character's turns. The condition ends on a success.
 - **Smoke.** Smoke causes no damage but visibility is reduced to 5' in every direction within a 20' radius.
 - **Thunder.** All creatures within a 10' radius take 2d6 force damage and must make a Constitution saving throw or be **stunned** for 1 minute.
 - **Water.** Water ammunition causes no damage but extinguishes fire in a 5' radius and ruins paper and parchment.
- Blunderbuss.** These miniature belchers fire small lead pellets. If an attack roll results in a natural 1, the blunderbuss misfires. The DM secretly rolls 1d10 and uses the Misfire Chart below to determine what happens.
- 1. Kickback: the attacker is **stunned** and takes 6 (1d10) bludgeoning damage.
 - 2-3. Flash: the ammunition rolls out of the barrel and lands 1d10' away.
 - 4-7. Black Smoke: The attacker must make a Constitution saving throw or take the **incapacitated** condition. The save may be repeated each round on the character's turn. The condition ends when the save succeeds.
 - 8-9. Snuffed: The wick goes out and nothing happens.
 - 10. Delayed Blast: The weapon fires 1d20 seconds later than intended.
- Bollik.** This weighted belt has three metal balls which hook to the buckle. It can be released with a simple tug and can be thrown to **grapple** enemies like a bola.
- Bolas.** When an attack with bolas scores a critical hit, the target takes the **grappled** and **prone** conditions.

Caff. This weapon combines the gaff hook and war pick. When climbing vertical surfaces, the caff grants advantage on Strength (Athletics) checks.

Chapak. The back half of this handaxe splits to form a slingshot. The haft is hollow with small holes running its length. It can store ammunition or be emptied and played like a fute.

Forpann. This trident is 8' long and features a weighted net connected to the end, used to subdue opponents prior to attacking them.

Gapper. Dwarven explorers use this 6' iron bar. It has metal cuffs and thumb screws at each end that can be combined with other gappers to form a makeshift bridge. It also grants advantage to Strength (Athletics) checks when attempting to climb down a shaft or cliff.

Garrotte. This thin, knotted material requires the attacker to make a Strength (Athletics) roll contested by either the target's Strength (Athletics) or Dexterity (Acrobatics). If the attacker is successful, the target is **grappled** and takes 3 (1d4) slashing damage until they are able to break free.

Gome Pick. These picks are made so that an industrious gnome proficient in tinker's tools may add attachments to its head, which can augment or add to its damage and functionality.

Hachak. This polearm can be used as an axe or hammer. It's segmented shaft separates into three rods and even sports a compartment that holds throwing darts.

Hookshaft. When using these to climb vertical surfaces, you gain advantage on Strength (Athletics) checks.

Hoopak. Popular with traveling kender, the hoopak can be used as a slingshot, javelin, and staff. If swung in a tight circle, the hoopak emits a high-pitched whine that can be heard from up to half a mile away.

Ice Crossbow. When used to fire icicles or large ice pellets, the ammunition shatters, flinging shards of ice that impact all creatures within 5 feet of the target.

Ice Flask. Filled with salt water, ash, and oil, these bone flasks shatter when they impact a target, causing cold damage. If ignited before the start of the attackers next turn, the burning oil will deal an additional 1d6 fire damage.

Ice Grenade. When exposed to subzero temperatures, these metal containers will burst open in one round, flinging

metal and ice shards that deal 1d4 piercing and cold damage to all creatures in a 5 foot radius.

Kausin. The kausin is composed of rods linked together. It functions like a metal whip and can be used to **grapple** the target. It also deals the maximum amount of damage when used to break down doors and other non-living obstacles.

Lasso. On a successful attack, the target must make a dexterity saving throw or take the **grappled** condition.

Lajang. If the wielder of this 7' polearm has a 16 or higher Strength score they may throw the lajang as a spear.

Mandoll. This weapon is a dagger mounted on a metal gauntlet. When worn properly it is immune to attempts to disarm the wearer during combat.

Polpak. Also known as a pole sword, the polpak has an eight foot long haft with a serrated shortsword at the end. The sword can be removed for close combat. Rings along the haft grant advantage on climbing checks, and caltrops are laced to the sword's crosspiece.

Prybar. When used to pry open a chest, door, etc., the pry bar grants advantage to the Strength (Athletics) check.

Sashik. This sash is typically worn across one shoulder and is weighted with numerous beads that can be easily detached and thrown or shot with a slingshot.

Sithak. This shortbow sports two scythes on either end and can be used as either a ranged or melee weapon. Additional strings allow the sithak to be played as a harp.

Soris. A soris grants the user advantage on Strength (Athletics) checks to climb.

War Pipe. This carved wooden pipe is banded in iron and can be used as a club. It may also be used as a blowgun to launch darts.

Weighted Sash. This silk sash has metal weights sewn into either end. By making a successful Dexterity check opposed by the target's Dexterity (acrobatics), the target takes the grappled condition.

Whippik. This short rod has a length of looped catgut at the end that can be used as a whip or to launch darts at a target. Additionally, the whippik can be used as a fishing rod or a stringed instrument.

WEAPONS

Name	Cost	Damage	Weight	Racial Type	Properties
<i>Simple Melee Weapons</i>					
Battack	1 gp	1d6 bludgeoning or piercing	3 lb	Kender	Ammunition, versatile (d8), ranged (20/60), special
Belaying Pin	1 sp	1d4 bludgeoning	2 lb	Barbarian, Sea	Light
Caff	5 gp	1d8 piercing	3 lb	Dwarf	Special
Chapak	6 gp	1d6 slashing or bludgeoning	5 lb	Kender	Ammunition, range (20/60), special
Gaff Hook	1 sp	1d4 piercing	2 lb	Barbarian, Sea	Light
Gapper	10 gp	1d6 bludgeoning	6 lb	Dwarf	Versatile (d8), special
Garrotte	1 sp	1d4 slashing	¼ lb	Barbarian, Desert	Light, two-handed, special
Hookshaft	5 gp	1d6 slashing	4 lb	Barbarian, Sea	Versatile, reach, special
Hoopak	5 sp	1d6 bludgeoning or piercing	2 lb	Kender	Ammunition, ranged (30/120), versatile (d8), special
Kala, Death's Tooth	1 gp	1d4 piercing	1 lb	Barbarian, Desert	Light
Lasso	1 sp	n/a	1 lb	Any	Reach, special

WEAPONS (CONT)

Name	Cost	Damage	Weight	Racial Type	Properties
<i>Simple Melee Weapons Cont.</i>					
Mandoll	15 gp	1d4 Piercing	1 lb	Minotaur	Special
Pick	10 gp	2d4 piercing or bludgeoning	5 lb	any	Special
Pry Bar	5 gp	1d4 bludgeoning	3 lb	Dwarf	Special
Throwing Blade	6 gp	1d6 slashing	4 lb	Barbarian, Desert	Light, thrown (20/60), finesse
War Pipe	1 gp	1d4 piercing or 1d4 bludgeoning	2 lb	Barbarian, Mountain	Ammunition (30/120), ranged, light
<i>Simple Ranged Weapons</i>					
Arrows, Elven (20)	10 gp	Var.	--	Elf	Special
Bear Claws	2 gp	1d4 slashing	1 lb	Barbarian, Mountain	Special
Crossbow, Ice	25 gp	1d6 piercing	5 lb	Barbarian, Ice	Ammo (40/160), loaded, two-handed, special
Flasks, Ice	1 sp	1d4 cold	2 lb	Barbarian, Ice	Thrown (20/60), special
Grenade, Ice	1 sp	1d4 cold, piercing	1 lb	Barbarian, Ice	Thrown (20/60), special
Pellet Bow	25 gp	1d4 bludgeoning	2 lb	Barbarian, Mountain	Ammo (80/320), two-handed
Whippik	2 gp	1d4 slashing or piercing	1 lb	Kender	Ammunition, range (30/120), finesse, special
<i>Martial Melee Weapons</i>					
Crook Blade	10 gp	1d8 slashing	2 lb	Barbarian, Mountain	Light
Forpann	7 gp	1d8 piercing	7 lb	Minotaur	Heavy, two-handed, reach, thrown (5/15), special
Hachak	20 gp	1d8 slashing or piercing	7 lb	Kender	Reach, two-handed, special
Kausin	15 gp	1d8 bludgeoning	2 lb	Minotaur	Special
Lajang	25 gp	1d10 slashing	4 lb	Minotaur	Versatile (d12), reach, range (20/60), special
Polpak	20 gp	1d8 piercing or slashing	7 lb	Kender	Reach, two-handed, special
Sabre	10 gp	1d8 slashing	2 lb	Barbarian, Sea	Light, finesse
Sashik	5 gp	1d8 bludgeoning	2 lb	Kender	Special
Soris	5 gp	1d6 bludgeoning or piercing	3 lb	Elf	Versatile (d8), special
Teeth Chains	1 gp	1d6 slashing	2 lb	Barbarian, Plains	Reach
Weighted Sash	2 gp	1d6 bludgeoning	4 lb	Barbarian, Desert	Finesse, special
Weighted Sword	15 gp	1d10 slashing	3 lb	Dwarf	
<i>Martial Ranged Weapons</i>					
Belcher	900 gp	3d6 var. type	500 lb	Gnome	Ammunition, loading, ranged (50/1080), heavy, special
Blunderbuss, Musket	500 gp	1d12 piercing	10 lb	Gnome	Ammunition, loading, ranged (40/120), two-handed, special
Blunderbuss, Pistol	250 gp	1d10 piercing	3 lb	Gnome	Ammunition, loading, ranged (30/90), special
Bolas	1 sp	1d4 bludgeoning	2 lb	Barbarian, Plains	Thrown (20/60), special
Bollik	1 gp	1d6 bludgeoning	1 lb	Kender	Ammunition, range (20/60), special
Sithak	27 gp	1d6 piercing or slashing	4 lb	Kender	Ammunition, range (80/320), two-handed, special



CHAPTER 5: PANTHEON OF KRYNN

GODS ARE FUNNY. SOMETIMES THEY'RE STARS IN THE SKY, AND OTHER TIMES THEY'RE WIZARDS WITH FUNNY HATS. -TAS-

THE GODS OF KRYNN ARE FORMLESS AND represent a particular aspect of creation. They periodically send messengers, omens, visions, and their own aspects to the world. The gods of Krynn never bring their full essence into the world.

The gods of Krynn are regularly active in the lives of the people of Krynn. Many of them frequently roam the mortal world in a variety of guises. They work to maintain the world, but all of them have different ways of going about it. There are two eras in the world when the gods were not active: the majority of the Age of Despair, and the early Age of Mortals.

THE GODS OF LIGHT

PALADINE

The Platinum Dragon, the Valiant Warrior, Draco Paladin

Paladine (PAL-uh-dine) was one of the first gods summoned by the High God from the Beyond and represents the divine power of majesty. He supports the soul's drive to strive for greatness, and to improve by leading others. He champions the ideal of redemption, striving to bring those who have fallen to darkness back into the light. Paladine also honors the victory of good over evil for the benefit of all.

As the leader of the gods of light, he is responsible for furthering the High God's plan of compassion and peace. As a believer in free will, Paladine does not directly intervene in the lives of mortals but rather works through other aspects. Over the course of time, Paladine has always led by example and utilizes his fellow gods in the ongoing struggle against the forces of evil.

Aspects. Paladine's most recognized aspect is the Platinum Dragon, but often he takes on the appearance of less obvious individuals such as a rotund balding priest, an ancient knight or a kender loving wizard.

Holy Day. Bormofan is considered the holiest day for followers of Paladine which celebrates Huma's victory over Takhisis. Other holy days are Monos, the day to honor the dead; Ucdon, which celebrates the return of life to the world; and Iulo, a day of brotherhood that is also called Yule.

BRANCHALA

The Bard King, Song of Life, Songmaster

Branchala (bran-cha-luh or bran-kah-luh) is one of the gods of light, and he represents the power of inspiration. It is believed that he sang the first song of creation, which was a bittersweet melody that continues to resonate in the hearts of all living creatures. His followers often look at creating greater works to express beauty and joy.

Branchala, the Bard King, is the patron to bards, performers, minstrels, and so forth. It is said he was born from the laughter of the infant Habbakuk at the beginning of time. Habbakuk and he have often worked together to strengthen the harmony of the world and those who live in it. He is also favored by the elves and is often considered a great influence on their culture.

Aspects. When Branchala manifests, he often chooses a form that blends in with the people of the area, often seen wearing green and yellow clothing, acting in a carefree manner.

Holy Day. Branchala's holy day is known as Brankal Enkorath, the Celebration of Branchala. This holy

THE GODS OF LIGHT

Name	Alignment	Province	Domains	Symbol
Paladine	LG	Kingship, guardianship, redemption, good dragons	Peace, Order	Silver triangle
Branchala	CG	Music, harmony, poetry, beauty	Light	Golden harp or a wooden flute
Habbakuk	NG	Animals, hunting, water, rebirth	Nature, Grave	Blue phoenix
Kiri-Jolith	LG	War, courage, honor, solidarity	War	Bison's horns
Majere	LG	Discipline, meditation, thought, industry	Knowledge, Order	Copper spider
Mishakal	NG	Healing, mercy, the home, compassion	Life, Twilight	Blue infinity sign
Solinari	LG	Good magic, abjuration, divination	No clerics	White circle or sphere

time has no exact date, but, instead, varies with local custom. However, it is always a grand display of Krynn's beauty and life.

HABBAKUK

The Fisher King, Skylord, the Blue Phoenix

Habbakuk (hab-buh-kuk) is the divine power of persistence, and often champions perseverance in the continual struggle against adversity. He is lord of the beasts, and patron of hunters, rangers, druids, sailors, and the natural cycle of life and death. Creatures that exist outside the natural cycle, such as undead and magical aberrations, are considered unnatural and are often sought out to be destroyed. Habbakuk is the twin brother to Kiri-Jolith and son of Paladine and Mishakal. He is closest to Branchala, works well with Chislev, and opposes Zeboim.

As one of the original patrons of the Knights of Solamnia, Habbakuk represented obedience and loyalty to the whole. He is also considered the patron of the Knights of the Crown, representing the virtue of loyalty. Following the War of Souls, Habbakuk stepped back to allow Kiri-Jolith to become the primary deity of the knighthood.

Aspects. Often Habbakuk takes on the form of animals rather than humanoids. While the kind of animal varies, he often takes on the form of winged or aquatic beasts. When he does manifest in humanoid form most often it is as a human or half-elf. In his manifestations, Habbakuk uses the color blue in his appearance.

Holy Day. The Feast of the Sea, Bran 13th, is celebrated primarily on coasts and lake regions. During this festival, the fishing fleets are blessed in the predawn and set off fishing. The fleet returns in the evening to a large feast that brings out entire communities. For inland areas they celebrate Habbakuk's Bounty instead. Clerics and druids take to fields at dawn, blessing the crops for a bountiful harvest.

KIRI-JOLITH

The Sword of Justice, the Bison of Heaven

Kiri-Jolith (Keer-ee-JOE-lith) represents the divine power of unity and encourages humanity to embrace the strength that comes from solidarity and brotherhood. He is often the patron to soldiers, mercenaries, and fighters, because he embodies the idea of unity to overcome obstacles. Followers of Kiri-Jolith embrace the idea of courage and honor to achieve their goals. Although often associated with battle, Kiri-Jolith often encourages violence only when all other solutions fail. Kiri-Jolith is the twin brother to Habbakuk, brother to Solinari, and son of Paladine and Mishakal.

Kiri-Jolith is the patron deity to the Knights of the Sword and assumed the role of primary patron of all orders of the Knights of Solamnia since the War of Souls. The spiritual blessing that he provides the knighthood is an essential core to the organization. Although his faith is strong among the knighthood, all races pay homage to him.

Aspects. Kiri-Jolith usually takes on the aspect of a Knight of Solamnia, to provide reassurance and support. At other times he takes on the appearance of an axe wielding minotaur who is filled with conviction and spirit.

Holy Day. The Day of Solidarity is celebrated with the turn of every new season. During this time, members of the clergy come together to rededicate themselves to the continuing struggle against evil.

MAJERE

Mantis of the Rose, Master of Mind, the Dreamsender

Majere (mah-JAIR-ee) represents the divine power of discipline, seeking to improve the soul through hard work, practice, and austerity. He works more as a mentor than a savior, teaching mortals to look within themselves for enlightenment. In his teachings he emphasizes that peace comes from an understanding of self and recognizing one's place in the order of all things.

Majere was called from Beyond by the High God to serve as counselor to Paladine and the other gods of Good. In this role he is often removed from the world and watches from afar. His faithful are few and are disciplined normally with one task versus a lifelong service of Majere's ideals. Even to his faithful who have embraced his teachings, Majere has remained a mysterious deity.

Aspects. Majere often prefers to take on the form of an insect or arachnid, usually a praying mantis. Rarely does Majere take on the appearance of a humanoid form. When he does, he appears as a stooped, balding man, or a young blind female oracle.

Holy Day. The Night of the Mantis, Winter Night 18th, commemorates the first Prophet of Majere, Denthalas. This day is spent fasting, chanting, and meditating to reconnect with Majere. The fast is held until the morning watch the following day.

MISHAKAL

The Light Bringer, the Healing Hand, the Blue Lady

Mishakal (mish-uh-kul) is goddess of healing and restoration, both in body and in the spirits of mortals. She is also a patron of motherhood and seeks to restore those things that are lost. She is also a goddess of compassion, healing, and love. Her followers often find themselves torn between her caring nature and the conflicts found throughout the world.

She was among the first gods of light to bring back faith during the War of the Lance and continues to act as the light in the time moving forward. Mishakal continues to offer her compassion and ability to protect, heal, and nurture the people of Krynn, even in the darkest of times. She is often the patron deity for midwives, healers, and peacemakers.

Aspects. The goddess Mishakal often manifests as a beautiful woman in sky blue robes. She also will take on the forms of a blue eyed, silver haired child or a grandmother wearing a faded blue smock.

Holy Day. Spring Dawning is often associated with Mishakal. During this time, the faithful of Mishakal are encouraged to reflect on the prior year before joining festivals.

SOLINARI

The Mighty Hand, the Ivory Disk, God's Eye

Solinari (so-lin-ah-ree) is the god of good magic, and represents those who use magic for compassion, stewardship, and foresight. It was Solinari, along with Luintari and Nuitari who created the laws governing the use of magic. He does so not to benefit magic users, but rather to protect those who cannot wield magic. Solinari is the son of Paladine and Mishakal, and brother to Kiri-Jolith and Habbakuk.

While Solinari did reside with the rest of the gods in their home plane at one time, he chose to exile himself to the mortal realm. He now resides on Krynn's silver moon to safeguard and protect mortal beings. One of Solinari's goals is to see magic used for the betterment of all souls in the world.

Aspects. Solinari often appears as a white robed mage, typically elven or human in appearance.

THE GODS OF BALANCE

GILEAN

The Book, the Sage, the Gray Voyager

Gilean (GILL-ee-en) is the chief deity of the gods of neutrality and the divine power of knowledge. His followers believe in the growth of the soul through the experience of knowledge given in many different forms. Gilean desires that all knowledge be respected and preserved. This makes him a popular patron of sages, scholars, and librarians.

Believing that freewill and individual choice are a part of being mortal, Gilean protects that freedom, even though he is very ordered.

The High God called Gilean out of time and made him a god of equal stature as Paladine and Takhisis. He was also given the Tobril, the great book of all knowledge. Speculation remains of whether Astinus of Palanthas is an aspect of Gilean, his mortal child, or simply a mortal scribe who ensures Gilean's existence. Gilean has only one child, the goddess Lunitari who sprang fully formed from him. The other neutral gods are those that he gathered to him from the Beyond, who aided in the order of Creation.

Aspects. Often appearing in the form of a human, Gilean is clothed in gray, muted colors. His aspects usually seem scholarly or sage like. At times, though, he can appear as a battlefield commander or a rogue.

Holy Day. The Month of the Book is an important period for the followers of Gilean. The month, which is chosen by a cleric of Gilean, is used to study a body of work, a place of learning, or a library. During this time, a cleric is unable to accept payment for services, while working on their dissertation.

CHISLEV

The Beast, Wild One, World Mother

Chislev (kiz-lev or chiz-lev) is nature incarnate and the divine power of instinct. She believes that one should trust their primal urges and let go of thought and reason. At one with Krynn's natural world, the beginning and ending of seasons flow through her. She has mixed feelings when dealing with mortals as they pose the greatest threat to the natural world but also are the biggest part of it.

Her complicated relationship with mortals is even more profound as she has been influential to the various cultures around the world. Chislev rewards those who have moved their cultures towards reverence of the land and the goddess, understanding they are one in the same. Chislev and Zivilyn

THE GODS OF BALANCE

Name	Alignment	Province	Domains	Symbol
<i>Gilean</i>	N	Knowledge, balance, watchfulness, freedom	Knowledge, Peace	Open book
Chislev	N	Nature, wilderness, beasts, the seasons	Nature, Twilight	A feather of brown, yellow, and green
Reorx	N	Creation, mountains, metal, luck, pride	Forge, Trickery	Forging hammer
Shinare	LN	Wealth, enterprise, communication, travel	Knowledge, Order	Griffon's wing
Sirriion	CN	Fire, creativity, passion, renewal	Light	Red and yellow flame
Zivilyn	N	Wisdom, foresight, prophecy, enlightenment	Knowledge	A stylized tree with branches above mirroring roots below
Lunitari	LN	Neutral magic, illusion, transmutation	No clerics	Red circle or sphere

love each other, and Chislev is allied with Habbakuk. She despises Zeboim and Morgion's cultists; and opposes Shinare, goddess of industry.

Aspects. Chislev very rarely takes on a humanoid or even an animal form. She most often appears as a force of nature, such as a howling wind, or a raging river.

Holy Day. Harrowing, on Chislmont the 4th, is important to the followers of Chislev. On this day, the druids of Chislev leave their groves and travel to settlements to bless the spring planting.

REORX

The Forge, the World Smith, Tamer of Chaos

Reorx (REE-orcs) is the divine power of creation. He believes that, for the soul to realize its potential, one must grow through craft, skill, and artifice. Often considered to be the patron of dwarves and gnomes, his faithful reach far beyond these races. Smiths and craftsmen often embrace Reorx because of their need to create. The believers of Reorx are not limited to tradespeople, as rogues and gamblers respect his influence on talent and skill.

With his forging hammer and at the direction of the High God, Reorx brought the world into existence. To do so he had to use the raw material of Chaos from which he crafted not only the world but the stars and souls. He works tirelessly to keep everything from returning to Chaos once again. Reorx hates and fears Chaos, who he calls the Father of All and Nothing, as he trapped a fragment of Chaos in the Graygem.

Aspects. Appearing as a dwarf in nearly all encounters, Reorx enjoys spending time among the mortals. When he takes on the aspect of the Forge, he appears as a deeply tanned blacksmith, with steel-gray hair, and a beard like rusted iron.

Holy Day. Forgeday, the 19th of Chislmont, is the holiest day for the followers of Reorx. On this day smiths of all races open their forges and invite the faithful of Reorx to bestow a blessing. This day is often used by smiths to finish great projects.

SHINARE

Winged Victory, the Silver Mistress, Walking Liberty

Shinare (Shih-NAR-ay) is the divine power of interaction, and goddess of wealth, industry, and commerce. She governs negotiations, contracts, enterprises, and partnerships. Shinare seeks to drive the world forward through the spirit of trade. Often the patron deity of merchants, she is sometimes considered a stingy goddess as she believes in balanced dealings. Because of this, Shinare, does not take a moral stance either for or against the practice of mercenary work as long as the trade is fair for all parties. However, those who take part in abuse, unfair practices, or theft will incur her wrath.

Called from the Beyond by Gilean to serve, Shinare has always fostered interaction and enterprise. It is through this that exploration and travel is fueled to unite the various cultures, towns, or nations. Her presence is still strong even in times of conflict, ensuring that negotiations are done in good faith. Shinare is the companion of SIRRION, even though it is a complicated relationship. She has remained on good terms with Reorx, Kiri-Jolith, and Majere. She does oppose any dealings involving Hiddukel.

Aspects. Shinare's aspects are not limited by race or gender. When she manifests, often the only indication of her is the appearance of a plump, older, and well-dressed individual. Most of the time her outfits incorporate precious metals.

Holy Day. The Day of Hearing, on the 8th of SIRRIMONT, is when the clergy of Shinare hear the various problems from the locals. On this day they also hear about new ventures that might be fruitful for the church.

SIRRION

The Flowing Flame, the Alchemist, the Firemaster

Sirrion (SEAR-ee-on) is the god of transformation and its aspects are alchemy, creativity, passion, and renewal. Followers of SIRRION are taught to embrace a passionate and creative life to evolve. With a strong emphasis on transformation, SIRRION has adopted fire as his trait. Fire represents warmth and love, but also brings about change and transformation. Although he is chaotic and unpredictable, SIRRION is opposed to needless destruction.

The High God brought SIRRION from the Beyond to stand with Gilean. It is said that SIRRION created Shinare from wondrous metals and provided the spark that Reorx needed to start the worldforge. His ability to transform has had a significant impact on Krynn throughout history, even though his faithful are few. Often it is the free spirits traveling the lands that have embraced his teachings.

Aspects. When SIRRION manifests he uses fire or the color of flame in his aspects, often taking on the appearance of smooth-talking individuals who are handsome and sporting red-blond hair.

Holy Day. On the Eternal Day, the 1st of SIRRIMONT, the clergy of SIRRION renew the eternal fire flare through the use of spells.

ZIVILYN

The World Tree, Wise One, the Tree of Life

Zivilyn (ZIV-ih-lin) is a deity of wisdom, enlightenment, and insight. His teachings seek to reinforce a mortal's desire to reach enlightenment. He is interested and aware of all times and places and is often sought out for insight. Zivilyn dwells within the River of Time, but at the same time exists outside of it.

The High God invited Zivilyn to serve as a counselor to Gilean and bear witness to the world. There have only been a few times when Zivilyn was unable to provide counsel on the future. Once, during the Chaos War, and the other when Krynn was stolen. Zivilyn opposes the ideals of some of his fellow gods but calls no god his enemy.

Aspects. Favoring the extremes of age, Zivilyn's aspects are similar. Zivilyn takes on either the appearance of a young child or an elderly man. While his aspects are present, time moves around him differently as if under either a *slow* or *haste* spell, affecting each person differently.

Holy Day. The Day of Reflection, the 25th of Mishamont, is the day when the clergy of Zivilyn spend time contemplating the River of Time. This day is marked by fasting and prayers, which lead to travel to a nearby waterway for six hours of meditation.

LUNITARI

The Veiled Maiden, Maid of Illusion, Night Candle
Lunitari (loo-nuh-tah-ree) is the goddess of neutral magic, and the patron to wizards who have chosen to use magic tempered by balance, freedom of expression, and curiosity. Like her cousins she promotes and defends the laws of the Orders of High Sorcery. Before joining her cousins, she was the divine power of mystery, but chose to live in planar exile in the Mortal Realm. With this change she has transformed her divine power into the specific mysteries of magic.

She has chosen Krynn's crimson moon as the object incarnated with her power. Her faithful are driven toward discovery of the secrets that magic holds. She is mercurial in nature and often seen in the company of her cousins Solinari and Nuitari. Lunitari is the daughter of Gilean, who, it is said, was born fully formed from his thoughts.

Aspects. Lunitari often appears as either a human or half elf woman. She is seen wearing red robes and has red hair.

THE GODS OF DARKNESS

TAKHISIS

Queen of Darkness, the Many-Headed Dragon, the Dark Warrior

Takhisis's (tah-kee-sis) realm is the divine power of control. She believes that a weaker mortal's soul must surrender to the domination of those who are greater and more influential, creating a chain of power leading directly to her. Takhisis believes that she alone has the divine right to rule all of Krynn.

The Queen of Darkness was called forth from the Beyond to serve as a custodian of the world with Paladine. She is the head of the gods of darkness and, throughout Krynn's history, has allied with chromatic dragons. Over the course of time, she has made numerous attempts to conquer Krynn, only to be thwarted by Paladine and the metallic dragons. She is the consort to Sargonnas and mother to the twin gods Nuitari and Zeboim.

Aspects. One of Takhisis's aspects is a multi-headed dragon, each head representing one of the chromatic dragons found on Krynn. Other aspects include the Dark Warrior, in which she is dressed in black scalemail; the Temptress, a seductive woman in silken robes; and a reflective surface surrounded by the five chromatic dragon heads.

Holy Day. Dark Day is celebrated on the third day of every new year. It is a quiet time for the church as its members engage in contemplation of old plots while considering their role in the Dark Queen's hierarchy.

CHEMOSH

Lord of Bones, Lifebane, the Black Goat

Chemosh (kee-mosh or chee-mosh) represents the divine power of fatalism and is the master of the undead. He believes that life was a gift wasted on mortals and that they are undeserving to pass into the Beyond. To that end, he tricks souls into the Abyss or promises them immortality as undead.

Chemosh was one of the first gods to leave the beyond to aid Takhisis in her goals. As the first souls passed on it was his job to sit in the Hall of Souls and witness the passage of the

THE GODS OF DARKNESS

Name	Alignment	Province	Domains	Symbol
Takhisis	LE	Domination, hatred, evil dragons, intrigue, night	Order, Trickery	Black crescent
Chemosh	NE	Death, the undead, murder, false hope	Death, Grave	Yellow skull
Hiddukel	CE	Greed, lies, thieves, secrets	Trickery	Broken merchant's scales
Morgion	NE	Disease, famine, poison, vermin, suffering, madness	Pestilence, Grave	Hood with two red eyes
Sargonnas	LE	Vengeance, war, conquest, rage	War	Stylized red condor
Zeboim	CE	Oceans, storms, jealousy, spite	Tempest	Turtle shell
Nuitari	LE	Evil magic, arcane secrets	No clerics	Black circle or sphere

dead. He looks for the souls who are unbound to other faiths and then binds them to himself in undeath. The other gods oppose Chemosh's theft of souls but do not interfere so long as the mortal soul makes the choice of its own free will.

Aspects. Chemosh appears most often as one of two aspects. One is a handsome man dressed in fine silks, while the other is a figure dressed in funeral robes.

Holy Day. Chemosh has one specific holy day: the autumnal equinox, known to the Chemoshites as Orkusnacht. On this night, the clerics of Chemosh conduct unspeakable rites, begging their master to keep them from death and renewing their unholy communion with the Lord of Bones.

HIDDUKEL

Prince of Lies, the Betrayer, the Broken Scales

Hiddukel (hid-doo-keel) is the god of exploitation. He lures souls with promises of greatness through the manipulation of others to gain an advantage. Hiddukel offers seductive promises, and the weak or greedy will turn to him to profit at the expense of others.

He was summoned from the Beyond by Takhisis to further her plans of conquest. By using his divine power, he has made every effort to convince the other Gods of the Pantheon of his rightful role as dealmaker. His lies have caused many mortals to carry out terrible acts through corruption and wickedness. Hiddukel is known to be a coward and has contingencies in place for when his latest plan is discovered.

Aspects. Hiddukel is quite clever in the ways in which he chooses to appear to others. These aspects often take the form of nondescript and innocuous people who work their clever tongues to manipulate other people, nations, and organizations.

Holy Day. The Church of Hiddukel has no holy days.

MORGION

The Black Wind, Master of the Bronze Tower, the Rat King

Morgion (mor-gee-un) is the divine source of the power of decay in all its various forms such as plague, pestilence, rust, and madness. His greatest desire is for all mortals of Krynn to leave the world as frail individuals, suffering and without peace. He is the god of diseases of the mind and body, and thrives for the decay of all, whether it be a person's relationship or the fall of a nation.

Called into the world from the Beyond by Takhisis, Morgion sought to aid her in the domination of the world. Morgion often works alone, isolating himself from even the other gods as he sends to the world his various plagues, rot, and decay. Even Morgion is not immune to his own madness and experiences bouts of illness both physical and mental.

He naturally opposes Habbakuk, Chislev, Majere, Mishakal, and Reorx, who he knows openly work against him.

Aspects. Morgion's aspects are grotesque and hideous in appearance. He manifests them only in dimly lit areas or at night to help hide his appearance. His aspects usually have a skeletal appearance or will appear as swarms of rats, insects, or other vile things.

Holy Day. The cult of Morgion keeps no holy days.

SARGONNAS

The Red Condor, the Firebringer, the Bull God

Sargonnas (sar-gon-us) is the divine power of wrath. He is a god without compassion or mercy, but because he is lawful, he makes use of mortal laws to hold others accountable. Wars fought over passion, anger, and broken promises are his domain as he champions vengeance and retribution. The minotaur race favors Sargonnas and has elevated him as their supreme deity.

Summoned from the Beyond as the consort to Takhisis, Sargonnas has maintained a complicated relationship with her. Over the course of history, Sargonnas has been the voice of doom for many, and his servants gather to carry out countless righteous wars. He is the father of the twin gods, Nuitari and Zeboim. Sargonnas despises the gods of light except for Kiri-Jolith for whom he holds respect.

Aspects. Sargonnas appears as a strong figure and takes on the form of minotaur, ogre, or human. Often armored in red and black, carrying iron tools and weapons, Sargonnas's figure is one that is impressive to gaze upon. The air around an aspect of Sargonnas is heated, causing mortal hearts to quicken in his presence.

Holy Day. On the first of Argon, Dakotas Hapterak takes place. This is the Day of Broken Shackles, which celebrates the minotaurs' freedom from enslavement and their subsequent prosperity.

ZEBOIM

The Sea Witch, the Darkling Sea, the Dragon Turtle

Zeboim (zuh-bo-im) is the divine power of strife. She manifests her unpredictable and impetuous nature into the seas and in storms. Sailors and mariners give her offerings in hopes of preventing hurricanes and ending up at the bottom of Krynn's oceans. It is her desire that by creating anguish she will prevent mortals from becoming stagnant and senseless.

The daughter of Takhisis and Sargonnas and twin sister of Nuitari, Zeboim has an unpredictable relationship with her family. Ariakas became the lover of Zeboim, and the two produced a son named Ariakan. Zeboim cherished her mortal son, and following his death, she sought to inflict pain on those responsible.

Aspects. Zeboim takes on many aspects but one of her most well-known is the form of a slender, beautiful woman with green-black hair. Often her aspects include themes relating to water, and she has even taken on the form of a dragon turtle.

Holy Day. The Sea Queen's Share is performed every nine months when the moon of Solinari is full. The faithful sacrifice most of the wealth they have acquired to Zeboim. If she is pleased with the offerings, they float back to the faithful. If not, they are lost.

NUITARI

The Devouring Dark, Nightreaver, Ungod

Nuitari (noo-uh-tah-ree) is the embodiment of the divine power of magic used for evil. He uses the laws of the Orders of High Sorcery to strengthen and ensure the power of his faithful. Prior to his leaving the Heavens he was the divine power of ambition, but he chose to enter planar exile with his magical cousins. He broadened his power to encompass the grasp magic has on the mind, body, and soul.

The son of Takhisis and Sargonnas, Nuitari resides on Krynn's black moon to control and hoard magic. He is also the twin brother of Zeboim and has been at odds with Takhisis, who stole his magic to bestow upon her followers. He often struggles against Chemosh, as both seek domination over necromancy.

Aspects. Nuitari appears primarily as a black robed wizard of either human or ogre ancestry. Most of his aspects are noted for their fleshy, moonlike appearance.

OTHER DIVINE POWERS OF KRYNN

CHAOS

The Father of All and of Nothing

Chaos is the embodiment of formless existence. Within Chaos, all potential is birthed, unhindered by design or purpose. Yet, by his own nature, Chaos seeks to undo all that exists. It was from Chaos that the gods were called and the world of Krynn was forged.

It was from Chaos that Reorx stole the pure essence of the Graygem, unknowingly bottling a fraction of Chaos' spirit. When the Irda opened the Graygem, that spark of divinity materialized in the form of a fiery giant. This aspect held enough power to challenge and threaten all of Krynn. The threat was so dire that the gods of Krynn united to defeat the aspect. When Chaos' aspect was defeated, it retreated into the timeless ocean of the Beyond from which it came, nothing more than a memory.

THE HIGH GOD

Architect of Creation

The High God is a super-divine being who embodies thought and being, order and creation. He is an eternal force that brought into being the gods of Krynn and set them to work creating the world and those mortals who dwelled within it. The High God's eternal plans, the Progression of Souls and the Doctrine of the Balance, are recorded in Gilean's book, the Tobril.

MINA

Goddess of Tears

Mina (mee-na) is a mysterious divine entity who does not stand with the other gods of Krynn. She is the embodiment of the sorrow of the gods in the face of Krynn's many tragedies. Mina was once the divine power of innocence. However, she was corrupted by (and subsequently liberated from) the plots of Takhisis and the other gods of darkness during the Age of Mortals.

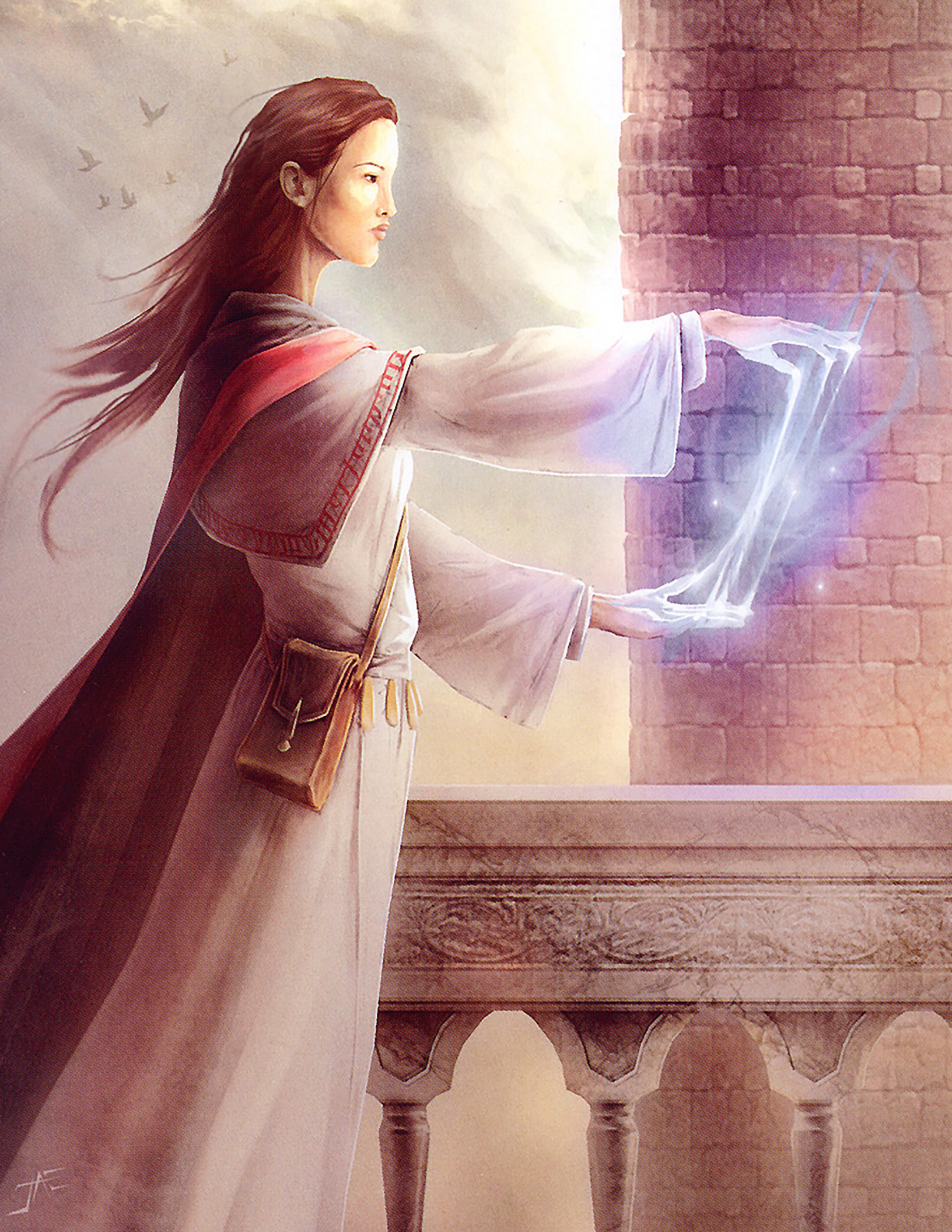
Now Mina stands as patron for the faithless, the hopeless, and those who have lost what they hold most dear. She brings comfort in the face of sorrow, yet she is a constant reminder to the grieving that pain is a real and necessary part of every mortal's existence.

Aspects. Mina has several aspects, characterized by their red hair and amber eyes. Her aspects are always female and usually human, though she will appear as other races if the need arises. She often appears as a six year-old girl or as a grown woman.

Holy Day. None.

OTHER DIVINE POWERS

Name	Alignment	Province	Domains	Symbol
Chaos	Chaotic	Chaos, Formless existence	No clerics	None
High God	Lawful	Order, Creation	No clerics	None
Mina	NG or NE	Grief, Loss, Mortality	Twilight	An amber teardrop



CHAPTER 6: AMBIENT MAGIC OF KRYNN



AT THE OUTSET OF DRAGONLANCE'S FIFTH AGE, Takhisis stole the world of Krynn away, hiding it from the gods. Both divine and arcane magic disappeared with the gods, leaving mortals to seek the magic that resides both in and around them.

At the end of the Chaos War, a being appeared to Palin Majere in the form of Fizban and told him the gods must abandon Krynn as part of their agreement with Chaos. The magic of the gods must, therefore, also vanish. If there is another kind of magic in the world, mortals must discover it for themselves, ushering in a new era in the world of Krynn: the Age of Mortals.

Palin went on to rediscover primal sorcery, the ambient, chaotic magic infused into the world. Around the same time, Goldmoon, former cleric of Mishakal, discovered the Power of the Heart, the divine spark that exists within all mortal beings. Through the efforts of these two heroes, something like the old god-given magic became accessible to the world once more.

After the War of Souls, the gods returned and, with them, the magic they traditionally supplied. However, mysticism and primal sorcery remained.

The ability to sense and manipulate Krynn's ambient magic is highly variable and depends greatly on the individual's talent as well as their dedication to fostering it. A few are able, through rigorous study, to achieve great power, matching that of either members of the Holy Orders or Wizards of High Sorcery, but most exhibit a minor affinity for manipulating ambient magic and only use it to supplement their other talents.

PRIMAL SORCERY

Primal Sorcery (also known as "sorcery", "wild magic", or "wild sorcery") is the ambient arcane magic of the world. Primal Sorcery is characterized by the manipulation of the natural creative and elemental energies used in the creation of the world. Primal Sorcery was once thought to only affect non-living things, though this limitation seems to have been overcome after the War of Souls.

The power of sorcery was discovered in the year 403 AC (20 SC) when a mysterious figure known as the Shadow Sorcerer came out of the Desolation with strange magical powers, which she taught to Palin Majere.

The power of sorcery is actually the oldest form of magic. The passing of the Greycem saturated the world with Primal arcane energies. Slowly, that power faded through the centuries until the Chaos War, when the power of Chaos

I REMEMBER MEETING GOLDMOON IN THE CITADEL OF LIGHT. SHE WAS YOUNG AND BEAUTIFUL AGAIN AND HELD A WONDERFUL BANQUET. THE TABLE HAD THIS INTERESTING PEPPER POT. -TAS-

infused the world again, bringing sorcery to a point in which it was, once more, accessible to mortals.

Primal Sorcery was largely taught at the Academy of Sorcery in Solace, though the Knights of the Thorn and Legion of Steel were also among those who studied its practice.

THE REALMS OF SORCERY

The Academy of Sorcery taught that primal arcane magic could be separated into categories known as "realms" (also referred to as "schools").

- **Aeromancy.** Magic of air, wind, vapors, and elemental creatures of air.
- **Cryomancy.** Magic of cold and ice.
- **Divination.** Magic that allows a sorcerer to gain knowledge of the past, present, or future. Also, allows a sorcerer to project his mind through time and space.
- **Electromancy.** Magic of electricity and lightning, creating anything from a lightning bolt to a mild shock. Also said to have magnetic powers.
- **Enhancement.** Enhancement (once known as "enchantment") is magic that imbues non-living objects with arcane energy.
- **Geomancy.** Elemental magic of the earth.
- **Hydromancy.** Elemental magic of water.
- **Pyromancy.** Elemental magic of fire.
- **Spectramancy.** Magic of light and color, allowing a sorcerer to create illusions, darken a room, or seem invisible.
- **Summoning.** Magic of folding space, allowing a sorcerer to cross great distances without moving or to bring an object or creature to the sorcerer's location.
- **Transmutation.** Manipulation of non-living matter, with which a sorcerer can turn lead into gold or water into wine.

THE POWER OF THE HEART

Mysticism is the magic of life itself, strengthened by an individual's heart and soul. Mysticism is the ambient form of divine magic, requiring faith in one's self. It was once believed that Mysticism only affected living things or the spirits of the departed. There has been evidence, since the end of the War of Souls, of mystics whose divine power affects non-living things as well.

Through meditation and careful introspection, mystics ponder the nature of truth and seek to unlock the mysteries of life. They ask themselves the difficult questions that most would rather keep unanswered.

They become self-aware in a way few others are, uncovering and exploring the deep and buried recesses of their own souls. Through intense self-examination, mystics have

discovered within themselves, at the very core of their being, an imprint left behind from the act of creation which they call the spark of life. By tapping into this spark, the mystic can coax it into a flame through which they are able to manifest powers previously only available through divine intervention.

The primary center for the study of Mysticism is the Citadel of Light on the Isle of Schallsea. The Citadel of Light was founded by Goldmoon, who discovered the power of Mysticism alongside the mysterious Sage in 388 AC.

Mysticism is also practiced by the Knights of the Skull, the Legion of Steel, and various minor individual centers of study.

THE SPHERES OF MYSTICISM

Goldmoon taught at the Citadel of Light that the Power of the Heart was divided into categories known as “spheres.”

The spheres are as follows:

- **Animism.** Magic of the natural world that affects plants and animals.
- **Alteration.** Shapes the form of living matter.
- **Channeling.** Increases the physical prowess of an individual by converting divine energy into strength, speed, endurance, etc.
- **Healing.** The Power of the Heart can heal wounds, cure diseases, neutralize poisons, and restore health.
- **Meditation.** Allows the mystic to increase his mental prowess.
- **Mentalism.** Read the thoughts of others, project thoughts, dominate another’s will, and other mind powers, typically telepathic in nature.
- **Necromancy.** Allows a mystic to affect corporeal undead.
- **Sensitivity.** Allows a mystic to see auras of living creatures and understand what they mean.
- **Spiritualism.** The counterpart to Necromancy, Spiritualism is the divine magic that affects the spirit world and incorporeal undead.

MYSTICISM AND SORCERY IN 5TH EDITION

What follows are suggestions on how to use officially published classes and subclasses to represent Primal Sorcery and the Power of the Heart in your D&D 5th Edition Dragonlance campaign.

SPELLCASTING BASE CLASSES

ARTIFICERS

Artificers are described as using arcane magic. Really, it seems the intent is that they replicate arcane effects using science. This class seems ideally suited for most tinker gnomes. Often, the effects created are indistinguishable from magic, but to you they’re simply the wonders of technology.

BARDS

In the Dragonlance setting, bards learn to utilize primal sorcery (and, perhaps some mysticism as well) to augment their performances.

CLERICS

The Holy Orders are an important aspect of the Dragonlance setting. However, the mechanics for clerics in 5th edition are similar to 3rd Edition’s Mystic class. A character who focuses in mysticism could easily choose the cleric class to represent their dedication to the Power of the Heart. This means their powers do not come from a god, and don’t require a Medallion of Faith or holy symbol as a spellcasting focus for their spells.

- **Arcana Domain.** It is well established that the gods of magic do not have clerics. Their followers are Wizards. However, some characters could have a great affinity for both mysticism and sorcery. In this case, the arcana domain can be of use in the Dragonlance setting.

DRUIDS, PALADINS, AND RANGERS

Druids, paladins, and rangers can each join a Holy Order, complete with all the benefits of that membership provides, including a medallion of faith. However, each class could also represent a being who has learned to access their inner divine spark through mysticism. In the case of druids and rangers, this could manifest itself as a connection to the natural world. A paladin could represent a guardian of the Citadel of Light.

SORCERERS

In the Dragonlance setting, sorcerers do not necessarily come to their power through an ancestor, though this could be one way to explain their affinity for primal magic. Each of the Sorcerous Origin descriptions should be reimagined for the setting since they were originally written with the Forgotten Realms in mind.

- **Wild Magic.** This sorcerous origin is the closest to the original design concept of primal sorcery in the Dragonlance setting. Most Dragonlance sorcerers are wild talents.
- **Draconic.** Dragonlance has several tales of ill-fated romances between mortals and dragons. Your character could be a descendant of one of these. However, it could be that a dragon taught you wild sorcery. Alternatively, you could actually be a dragon, trapped to live life as a mortal because of some cosmic crime you committed a thousand years ago.
- **Divine Soul.** Many players use the divine soul to simply represent a mystic. There’s certainly nothing wrong with that. However, it could also be used to represent a character who has a great aptitude for sorcery, but has a talent for mysticism as well. This subclass is essentially the inverse of using the arcana domain to represent a mystic who also has a talent for sorcery.
- **Storm.** Storm sorcery fits very well in the Dragonlance setting as it deals with the primal elements, each of which has representation as a realm of sorcery.

BASE CLASSES & SUBCLASSES

BARBARIAN

- **Totem Warrior.** (Animism & Spiritualism Spheres) Minor animal deities have long been established in the Dragonlance setting, even if they are not often mentioned. Many nomadic tribes have totemic traditions that give honor to nature, especially those among the Kagonesti elves.
- **Ancestral Guardian.** (Spiritualism Sphere) Ancestor worship was once common among the Plainsfolk of Abanasinia. In the decades immediately following the Chaos War, spirits of the dead were cut off from the River of Souls. Mystics who specialized in spiritualism were able to communicate with them. Even after the return of the gods, spiritualists can access the River.
- **Storm Herald.** (Pyromancy/Desert, Hydromancy & Electrocmancy/Sea, or Cryomancy/Tundra) The desert nomads of Khur, Saifumi sea barbarians, and the Icefolk all make ideal Storm Heralds. Their powers are manifested by their command of primal sorcery.
- **Zealot.** (Channeling Sphere) It's perfectly reasonable to play a Zealot barbarian as the Chosen of one of the gods. However, if you don't wish to serve a deity, perhaps this power is simply your character channeling the power of your inner flame into your strikes when you rage.

FIGHTER

- **Eldritch Knight.** (Various Realms of Sorcery) While not as powerful as one who specializes in sorcery, the eldritch knight picks spells that complement their martial prowess. Tips for creating an eldritch knight for Dragonlance can include choosing one or two elemental themes for your evocation spells. You can also flavor your abjuration spells to fit in with your elemental themes. When choosing spells at 8th, 14th, and 20th level, you should conform to the spirit of one of the other sorcerous realms. And finally, with your DM's permission, you might consider changing this subclass's spellcasting ability from Intelligence to Charisma.

- **Arcane Archer.** (Various Realms of Sorcery, or Necromancy & Mentalism Spheres of Mysticim) Each of the Arcane Shot options can be related to one or more of the sorcerous realms except *beguiling* and *enfeebling* arrow options. These are the purview of mysticism.

MONK

All monks specialize in the mystical sphere of channeling regardless of whether their order is dedicated to one of the gods.

- **Shadow.** (Spectramancy Realm) Often, these assassin monks are played as followers of Chemosh or Morgion. However, Shadow monks can also be represented as monks with a talent for sorcery, adept at bending light to conceal their presence.
- **Four Elements.** (Multiple Realms of Sorcery) These monks combine their natural mystical talents for channeling with minor sorcerous talent.
- **Sun Soul.** (Pyromancy & Spectramancy Realms) Sun Soul monks could be a cloister dedicated to Sirion, Sargonnas, or Habbakuk. However, they could just as easily be monks who've incorporated a couple of sorcerous realms.
- **Long Death.** (Channeling & Necromancy Spheres) Again, monks who focus on death could be portrayed as followers of Chemosh or Morgion. At the same time, they could be monks who've expanded their inner awareness beyond the Channeling sphere into the sphere of Necromancy as well.

ROGUE

- **Arcane Trickster.** (Enhancement & Spectramancy Realms, Mentalism Sphere) Similar to the Eldritch Knight, these rogues are not as powerful as those who specialize in primal sorcery. However, they supplement their shady skill set with sorcery. Perhaps, as with the Eldritch Knight, you might consider ditching Intelligence as your spellcasting ability. Rather, use Charisma for the enhancement and spectramancy realms and Wisdom for your mentalism spells.





FEMORE 35

CHAPTER 7: MAGICAL WEAPONS & ITEMS

Be they an unassuming trinket, or a weapon of divine magnitude, Krynn's magic items come in all shapes and sizes. Regardless of their appearance, great relics of magical power can be found in many places in your Dragonlance campaign. The following is a collection of the most notable artifacts, weapons and wondrous items found on Ansalon; including a few lesser-known ones from earlier published adventures. These entries adhere to the rarity and item rules in Chapter 7 of the *Dungeon Master's Guide*.

MAGIC ITEMS

BLUE CRYSTAL STAFF

Staff, artifact (requires attunement by a cleric of good alignment)

The Blue Crystal Staff is a holy artifact of Mishakal. The staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls and deals an additional 4d6 points of radiant damage to any creature of evil alignment with whom it comes into physical contact.

Spells. This staff has 20 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *command* (2 charges), *continual flame* (6 charges), *cure wounds* (2 charges per spell level, up to a maximum of 4th level), *detect poison and disease* (1 charge), *greater restoration* (14 charges), *lesser restoration* (6 charges), *mass cure wounds* (10 charges), *raise dead* (10 charges), *remove curse* (6 charges), *resurrection* (14 charges).

The staff regains 1d4 expended charges daily at dawn. However, if you place the staff into the hand of the statue of Mishakal in the temple in Xak Tsaroth, it instantly regains all expended charges.

THE BRIGHTBLADE

Weapon (longsword), legendary (requires attunement by a creature of lawful good alignment)

Forged in the Age of Dreams by a dwarven smith of legendary skill, the Brightblade was gifted to a young knight in the service of Vinas Solamnus during the Rose Rebellion, named Berthal, as a reward for his honor and courage against overwhelming odds. The knight would later adopt the sword's name as his own. Far larger than its weight and balance would suggest, dwarven runes run the length of its blade.

The Brightblade will never break unless used by a dishonorable creature or for a dishonorable purpose. According to rumor, this has happened only once, shortly after the end of the War of Lance. If true, it seems the Brightblade was repaired soon after.

You gain a +2 bonus to attack and damage rolls, and the sword deals 1d6 additional points of radiant damage on a successful hit.

SO MANY SHINIES!
CAN I BORROW THEM
ALL?!?!
-TAS-

Rune of Friendship. You gain advantage on Charisma (persuasion) skill checks.

Rune of Honor. So long as the Brightblade is wielded in honorable combat by a creature of good or lawful alignment it will never break. The first time a creature of evil or dishonorable intent makes a successful attack roll with the Brightblade it will shatter, causing no damage to the target. Only a cleric of Reorx can repair it with a DC 20 Strength or Intelligence check using smith's tools.

Rune of Warding. The Brightblade is immune to rust and corrosion, and it never loses its sharp edge. You may cast the *protection from evil and good* spell once with the sword. When cast, it sheds bright light in a 20 foot radius and dim light for an additional 20 feet. All creatures within 20 feet of the Brightblade gain the benefits of the spell. Once you use this property, you may not do so again until the next dawn.

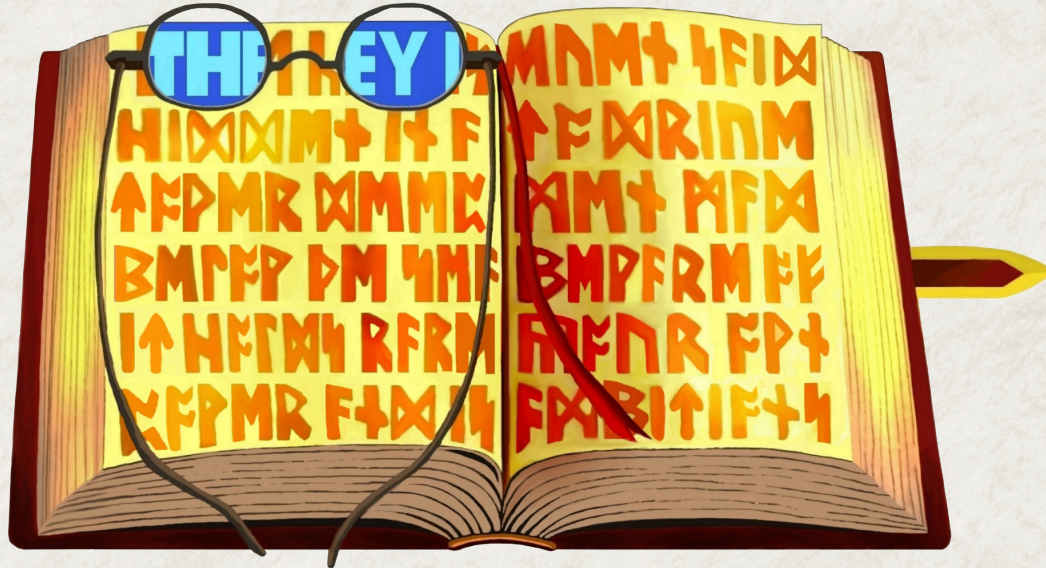
DAGGER OF MAGIUS

Weapon (dagger), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this silvered magic weapon.

This dagger cannot be detected by any searches (magical or mundane) when it is carried by a creature attuned to it.





FROSTREAYER

Weapon (greataxe), rare

In cold environments (40 degrees F or colder), the frostreaver is a +2 greataxe, granting a +2 to attack and damage rolls. In any warmer environment, the bonus is reduced to +1.

THE GHOST BLADE

Weapon (longsword), rare (requires attunement)

This sword, also known as Alurashaen by the Qualinesti elves, is a mottled silver and gray.

You gain a +1 bonus to attack and damage rolls made with this sword. When the blade is unsheathed, the wielder may use a bonus action to cause a flickering aura to surround them, causing them to appear shadowy and indistinct.

Additionally, sounds within the aura are muffled, granting advantage to any Dexterity (Stealth) skill rolls made to move silently or to hide. This aura only lasts as long as the wielder has not taken the attack action and has the blade unsheathed. Once the blade is used to make an attack (successful or not), this property can't be used again until the wielder has taken a long or short rest.

GLASSES OF THE ARCANIST

Wondrous item, rare

These enchanted lenses, usually set into platinum frames, enable the wearer to read any kind of written script and to perfectly translate the text into a language that is known to them. Magical writings can be deciphered in this way, although they do not grant the ability to cast spells to those who do not already possess the ability to do so.

Written words are the only communication that is affected by these glasses; they don't give the ability to speak an unknown language or to understand one that is heard.

THE KEY OF QUINARI

Wondrous item, rare

The physical vessel for the Key of Quinari is a wooden music box that plays a beautiful, haunting elven song when opened as the figure of an elven queen dances inside. The Key itself,

however, is the actual melody that the music box plays upon being opened.

The song, which used to be sung by the Dragonsinger, can open the Dragons' Graveyard. The music box also has other useful traits. It can mimic and capture other music as well. To do so, the user must open the box, speak the command word (which is "memory" in elven) and close the box when the recording is done. Up to 30 minutes of music, speech, or any other sound can be recorded in the box. The music box can also emulate sound-based effects such as the harpy's Luring Song. The box can even be used to record the verbal components of a spell, although it can't cast a spell on its own. A spellcaster who is unable to speak may still use the box as the verbal component of a spell.

The Key of Quinari can never be removed from the music box, but anytime a new recording is made, the previous recording is lost.

MEDALLION OF FAITH

Wondrous item, uncommon

These silver medallions, which bear the sign of a specific god, are holy symbols that can be used as a cleric's spell focus. They also have the additional properties. Any Medallion of Faith can be used to create other Medallions of Faith for a cleric of a true god. The new medallion does not have to be for the same god as the original medallion. For instance, a cleric of Shinare can use her Medallion of Faith to create a new medallion for a cleric of Gilean.

Additionally, if there is an attempt to forcibly remove a Medallion of Faith from its wearer, the person attempting to take it suffers 2d6 points of force damage. There is no saving throw against this damage, and it bypasses all resistances.

RABBITSLAYER

Weapon (dagger), legendary (requires attunement)

Rabbitlayer was reported to have been discovered in the ruins of Xak Tsaroth by Tasslehoff Burrfoot and was used in the battle against Chaos himself, inflicting the wound that drew a drop of blood from the toe of the Father of All and Nothing.

You gain a +2 to hit and damage rolls made with Rabbitlayer. If it is ever lost or stolen, the dagger returns to its attuned

owner within 1d20 hours and cannot be attuned to another person. If it is given away, however, it can be attuned to the new owner as normal until given away once more.

STATUE OF E'LI

Wondrous item, uncommon

These statues of divine energy are placed within shrines for pilgrims seeking guidance. When someone of good alignment touches one of these statues, the statue begins to glow with a flickering light (as a *continual flame* spell). Anything within the light produced by the *continual flame* spell is under the effects of a *protection from evil and good* spell, protecting them against aberrations, elemental, fey, fiends, and undead. This function of the Statue doesn't work in eras when the gods are absent or inactive. A creature of evil alignment touching the statue is burned by the flickering light, inflicting 1d8 radiant damage during times when the gods are inactive, or 2d8 radiant damage during periods when the gods are active.

The statues also grant a petitioner who truly wishes to become cleric of a god of Light a Medallion of Faith.

STAFF OF MAGIUS

Staff, artifact (requires attunement by a Wizard)

This staff of polished mahogany, topped by a bronze dragon claw clutching a crystal orb, is beyond ancient. It is a powerful artifact, although its appearances throughout history are rare.

The Staff of Magius functions as a quarterstaff +2. When held, it provides a +2 bonus to armor class, saving throws, and spell attack rolls. The staff can hold up to 12 charges and recharges 1d6+2 charges every evening. If two of the moons are aligned, it regains 1d6+3. If all three moons are aligned at high sanction (occurring during the Night of the Eye), the Staff regains 1d8+3 charges. If the Staff's last charge is expended, it cannot recharge until it has spent one full cycle in each of the moon's full phases. Once the Staff has absorbed the arcane energies from each of the full moons, on the last morning of whichever moon's phase it was on, it becomes fully charged. They can be used to activate the following properties:

Spells. While holding the staff, you can use an action to expend 1 or more charges to cast one of the following spells, using your spell save DC and spell Attack bonus: *feather fall* (1 charge), *light* (1 charge).

When used by a wizard that has passed a Test of High Sorcery as an Arcane Focus, the staff doubles spell durations, and adds +1 points of damage per damage die rolled for a spell.

Secrets. If a wizard of 6th level or higher uses the staff as an arcane focus for a spell, the DM should roll a d20. On a roll of 18-20, a random effect occurs (using the appropriate number of charges) from the list below. Once a random effect has occurred, the wizard may attempt a DC 15 Intelligence (Arcana) check to master the effect. Once mastered, the effect can be used by spending the appropriate charges and will not occur randomly again.

STAFF OF MAGIUS

Die Roll (1d12) Random effect

1	<i>daylight</i> (3 charges)
2	<i>darkness</i> (2 charges)
3	<i>detect magic</i> (1 charge)
4	<i>enlarge/reduce</i> (2 charges)
5	<i>protection from evil & good</i> (1 charge)
6	<i>magic missile</i> (1 charge)
7	<i>knock</i> (2 charges)
8	<i>levitate</i> (2 charges)
9	<i>gust of wind</i> (2 charges)
10	<i>dispel magic</i> (3 charges)
11	<i>invisibility</i> (2 charges)
12	<i>lightning bolt</i> (5th level version, 5 charges)

LESSER DRAGONLANCE

Weapon (Lance), artifact

During the Third Dragon War, it is said that the gods of light and the gods of balance gave the secrets to forging these great weapons to Huma Dragonbane. The lesser Dragonlances are those forged without one of the two legendary artifacts required to create them: the *Silver Arm of Ergoth* or the *Hammer of Kharas*. Lesser Dragonlances are considered +2 weapons that deal 1d12 points of piercing damage. There are two versions of Dragonlances that are used, the footman's dragonlance and mounted dragonlance.

FOOTMAN'S DRAGONLANCE

Melee weapon (martial, lance)

Damage 1d12+2

Damage Type: Piercing

Item Rarity: Legendary

Properties: Two-Handed

Weight: 7

Dragonbane. When a Dragonlance is used against an evil dragon, it becomes a +4 weapon. Attacks that target a dragon are made with advantage, and, if the weapon hits, it deals an extra 2d12 radiant damage (for a total of 6d12 damage on a critical hit). In addition, if an attack roll scores a critical hit, the dragon has disadvantage on all attack rolls against the wielder for 1 minute. It can make a DC 15 Wisdom saving throw at the end of each of its turns to end the effect early.

MOUNTED DRAGONLANCE

Melee weapon (martial, lance)

Damage: 3d6+2

Damage Type: Piercing

Item Rarity: Legendary

Properties: Mounted, Two-Handed

Weight 10

Aerial Dragonbane. When a Dragonlance is used against an evil dragon, it becomes a +4 weapon. Attacks that target a dragon are made with advantage, and, if the weapon hits, it deals an extra 6d6 damage (for a total of 18d6 damage on a critical hit). In addition, if an attack roll scores a critical hit, the dragon has disadvantage on all attack rolls against the wielder for 1 minute. It can make a DC 15 Wisdom saving throw at the end of each of its turns to end the effect early.



CHAPTER 8: CREATURES OF ANSALON



THE FOLLOWING ARE CREATURES THAT ARE native to Ansalon but are not currently found in any published 5e material. For more information on other Dragonlance creatures, such as chromatic dragons, please refer to the Monster Manual or other related material.

DRACONIANS

Draconians (occasionally referred to as dragonmen) were created in the years prior to the War of the Lance, during the Age of Despair. They were created from metallic dragon eggs, by using magic to corrupt the eggs. This newly created race was to serve as the shock troops for the dragonarmies in their conquest of Ansalon.

During the Chaos War, female draconian eggs were discovered and hatched. Prior to this, all draconians were males and the race was believed to be dying off at the start of the war. After this discovery, draconians marched to the abandoned dwarven fortress of Teyr establishing a new city state.

Dragon Wings. Except for auraks, all draconians have a set of leathery wings that allow them to glide. They can move up to four times the distance they fall, and do not take damage from falling from any distance so long as there is room to spread their wings. Additionally, when they can take

the dash action, if there is room to spread their wings, its speed increases by an amount equal to its Dexterity modifier for the purpose of determining the distance covered.

Death Throes. Draconians are deadly foes even after they die and have a variety of death throes depending upon their draconic heritage.

Disease Immunity. Draconians are immune to all diseases.

Draconic Heritage. Draconians have resistance to the damage type associated with their draconic ancestry.

Inspired by Dragons. Draconians were created to serve alongside evil dragons. When under the command of a dragon, draconians gain advantage on all attack rolls and saving throws.

DRACONIANS COME IN ALL COLORS AND SIZES. A LOT ARE BAD, BUT I HEAR SOME ARE OK. THEY EVEN HAVE THEIR OWN HOMELAND NOW! I WONDER IF THERE ARE ANY KENDER THERE...
-TAS-

AURAK DRACONIAN

Aurak draconians are the least common and most unpredictable draconians. They are tall and slender, with scales the color of tarnished gold. Auraks are more intelligent than the rest of their kin and often are spellcasters.

AURAK DRACONIAN

Medium dragon (draconian), usually lawful evil

Armor Class 18 (natural)

Hit Points 162 (25d8+50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Charisma +9, Intelligence +6

Skills Arcana +6, Intimidation +9, Perception +6, Persuasion +9

Damage Resistances fire

Condition Immunities disease

Senses darkvision 120 ft., can see through all illusions and can detect hidden and invisible creatures up to 40ft., passive Perception 16

Languages Common, Draconic, Nerakan

Challenge 10 (5,900 xp)

Alternate Form (3/day). An Aurak can assume the form of any Medium or Small sized animal. This ability functions as a *polymorph* spell cast on itself, except that it can only assume the forms of beasts.

Death Throes. When an Aurak dies, it explodes into a whizzing ball of green lightning. A creature within 10 ft. of the aurak must succeed on a DC 17 Constitution saving throw or take 11(3d6) lightning damage and 4 (1d6) fire damage and be *stunned* for 1d4 rounds. A successful saving throw reduces the damage by half and negates the stun effect.

Dimensional Step (3/day). The Aurak can transport itself and any items carried up to 60 ft.

Innate Spellcasting. The Aurak's innate Spellcasting ability is Charisma (spell save DC 17). The Aurak can innately cast the following spells, requiring no material components:

At will: *eldritch blast, greater invisibility, suggestion*

1/day: *dominate person*

3/day: *disguise self*

Spellcasting. An Aurak is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). An Aurak has the following sorcerer spells:

Cantrips (at will): *fire bolt, friends, mage hand, poison spray, true strike*

1st level (4 slots): *chromatic orb, magic missile, shield*

2nd level (3 slots): *mirror image, scorching ray*

3rd level (3 slots): *blink, lightning bolt, slow*

4th level (2 slots): *polymorph*

ACTIONS

Multiattack. An Aurak attacks with 2 claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Breath Weapon (Recharge 5-6). The aurak breathes a cloud of noxious gas in a 15-ft. cone. Any creature caught in the cloud must succeed on a DC 15 Constitution saving throw, or take 11 (2d10) poison damage and become *blinded* for 3 (1d4) rounds on a failed save. If the save is successful, the creature takes only half damage, and the target is not *blinded*.

BAAZ DRACONIAN

Baaz are the smallest, and are considered the foot soldiers of the draconians. Squat and typically self-serving, their brass scales have a greenish tint.

BAAZ DRACONIAN

Medium dragon (draconian), usually chaotic evil

Armor Class 17 (scale mail, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	13 (+1)	12 (+1)	8 (-1)	9 (-1)

Skills Deception +2, Intimidation +2

Damage Resistances fire

Condition Immunities disease

Senses darkvision 120 ft., passive Perception 9

Languages Common, Draconic, Nerakan

Challenge 2 (450 xp)

Death Throes. When a baaz dies, it turns to stone instantly. If an opponent dealt the killing blow with a piercing or slashing weapon, that opponent must succeed on a DC 11 Dexterity saving throw or the weapon that hit the baaz is stuck fast and can't be removed. The dead baaz remains *petrified* for 1d4 minutes, then crumbles to dust, freeing the weapon. Items that were in the baaz's possession are not affected by the sudden petrification and later dissolution.

Glide. Baaz can use their wings to glide, negating any falling damage from any height. They can travel horizontally up to four times the vertical distance they descend.

ACTIONS

Multiattack. The baaz makes two attacks: either two claw attacks (if the baaz is not wearing a shield) or a longsword attack and a bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) slashing damage.

BOZAK DRACONIAN

Bozak draconians are tall and stocky, making use of a deadly combination of magical talent and brute force. They have bronze scales and a pendant for warfare.

BOZAK DRACONIAN

Medium dragon (draconian), usually lawful evil

Armor Class 15 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Skills Arcana +3, Deception +4, Intimidation +4, Perception +2, Persuasion +4

Damage Resistances lightning

Condition Immunities disease

Senses darkvision 120 ft., passive Perception 12

Languages Common, Draconic, Nerakan

Challenge 5 (1,800 xp)

Death Throes. When a bozak dies, its flesh immediately shrivels and disintegrates, leaving behind just a skeleton and cloud of dust. The skeleton explodes, and each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 10 (3d6) points of slashing (piercing?) damage on a failed save or half as much on a successful one.

Glide. Bozaks can use their wings to glide, negating any falling damage from any height. They can travel horizontally up to four times the vertical distance they descend.

Spellcasting. A bozak is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following sorcerer spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *friends*, *mage hand*, *true strike*

1st level (4 slots): *magic missile*, *shield*, *sleep*

2nd level (3 slots): *invisibility*, *web*

ACTIONS

Multiattack. A bozak can make a bite and two claw attacks, two shortsword attacks, or two longbow attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one creature. *Hit:* 4 (1d8) piercing damage.

KAPAK DRACONIAN

Sleek and slender, the kapaks are the stealthiest of the draconians. Their dull copper scales blend easily with their environment, enabling them to easily hide. Kapaks also generate potent saliva: poison or a healing unguent.

KAPAK DRACONIAN

Medium dragon (draconian), usually lawful evil
Armor Class 16 (studded leather armor, shield)
Hit Points 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	11 (+0)

Skills Stealth +5

Damage Resistances acid

Condition Immunities disease

Senses darkvision 120 ft., passive Perception 9

Languages Common, Draconic, Nerakan

Challenge 3 (700 xp)

Death Throes. When a kapak dies, its body immediately dissolves into a 5-ft radius pool of acid, affecting all creatures in a 5 foot radius. Any creature that starts its turn in the affected area or enters it must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save or half as much damage on a successful one. The acid evaporates in 1d6 rounds.

Glide. Kapaks can use their wings to glide, negating any falling damage from any height. They can travel horizontally up to four times the vertical distance they descend.

Healing Saliva (Recharge 6). Some kapaks excrete saliva that is capable of curing wounds. As an action, a kapak can lick the wounds of a creature within 5 ft of her and the wounded creature heals 6 (2d6) hit points. A kapak may not have both this ability and **Poison**.

Poison (Recharge 6). Some kapaks can deliver poison via bite or by licking their weapons to coat them with the venom. It will usually lick its weapon before entering combat, but it can re-apply the poison as an action. A licked weapon remains poisoned until the weapon hits a target. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be paralyzed for 1d4 rounds. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sneak Attack (1/Turn). The kapak deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kapak that isn't incapacitated and the kapak doesn't have disadvantage on the attack roll.

Draconian Sniper. A kapak gains advantage on all Dexterity (Stealth) checks when wearing light or no armor. If a kapak makes a ranged attack while hidden and misses, it remains hidden after the attack.

ACTIONS

Multiattack. The kapak makes two attacks: either a short sword and a bite attack, or two short bow attacks.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

SIVAK DRACONIAN

Sivaks are the largest of the draconians, averaging eight feet in height. Their innate magical ability gives them an instant disguise, allowing them to serve as excellent infiltration troopers.

SIVAK DRACONIAN

Medium dragon (draconian), usually lawful evil
Armor Class 16 (half-plate)
Hit Points 124 (13d10 + 52)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	14 (+2)	10 (+0)	11 (+0)

Skills Deception +3, Intimidate +3, Perception +3, Stealth +3

Damage Resistances cold

Condition Immunities disease

Senses darkvision 120 ft., passive Perception 13

Languages Common, Draconic, Nerakan

Challenge 8 (3,900 xp)

Death Throes. When a male sivak dies, his body changes shape to match that of the being that killed him. The body remains in this form for three days before it disintegrates into black soot. If the sivak's slayer is huge or larger, or not of a humanoid shape, he instead bursts into flames. All creatures within 10 ft. must succeed on a DC 13 Dexterity saving throw or take 10 (4d4) fire damage on a failed save, or half as much damage on a successful one. When a female sivak dies, it bursts into flames as described above.

Shapeshift. Sivaks can take the form of any large or smaller humanoid that it has just killed as a bonus action. It has until the end of its next turn to perform this shapeshift. Its appearance and voice are perfectly imitated, but the sivak gains none of the target's abilities, memories, or mannerisms. It can remain in this form until it chooses to end the effect. It can't use this ability again until it takes the life of a new victim. A sivak can never assume the same form more than once.

Springing Attack. A sivak may make a leaping attack using its powerful wings to propel itself into battle. As a bonus action, a sivak may fly up to half of its fly speed before making a melee attack. It does not provoke attacks of opportunity for this movement. It must make an attack at the end of this movement.

ACTIONS

Multiattack. A sivak can make either two claw attacks and a bite attack, or two greatsword attacks and a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10+4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6+4) slashing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 18 (4d6+4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (2d4+4) bludgeoning damage and if the target is Large or smaller, it must make a DC 14 Strength saving throw. On a failed save, you knock the target prone.



DRAGONSPAWN

Dragonspawn are the creations of the Dragon Overlords who came to Ansalon following the Chaos War. The process to create a dragonspawn melds the mind and soul of a humanoid with a shard of a draconian. These spawn then become the loyal servants to the Dragon Overlords they serve. The color of the dragonspawn correlates with the dragon overlord that created it.

BLACK DRAGONSPAWN

Medium dragon (dragonspawn), usually chaotic evil

Armor Class 13 (natural armor)

Hit Points 32 (5d8+10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	8 (-1)	14 (+2)

Skills Stealth +4

Damage Resistance acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9

Languages Common, Draconic

Challenge 2 (450 xp)

Death Throes. When the black dragonspawn dies, its body immediately explodes into a 5-ft radius cloud of acidic vapor. Any creature in the area at the time of the explosion must make a DC 12 Dexterity saving throw, taking 5 (2d4) acid damage on a failed save, or half as much damage on a successful one.

ACTIONS:

Multiattack. The black dragonspawn makes a bite attack and a claw attack or a longsword attack and a bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) slashing damage.

Breath Weapon (Recharge 6). The black dragonspawn exhales a 30-foot line of acid. Any creature caught in the line must make a DC 12 Constitution saving throw, taking 10 (4d4) acid damage. If the save is successful, only half damage is taken.

BLUE DRAGONSPAWN

Medium dragon (dragonspawn), usually chaotic evil

Armor Class 13 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	9 (-1)	15 (+2)	16 (+3)

Skills Persuasion +6, Deception +6

Damage Resistance lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Challenge 5 (1800 xp)

Death Throes. When the blue dragonspawn dies, its body immediately explodes into a 10-ft radius sphere of lightning. Any creature in the area at the time of the explosion must make a DC 14 Dexterity saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one.

ACTIONS:

Multiattack. The blue dragonspawn makes either two claw attacks and a bite attack, or two longsword attacks and a bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.

Breath Weapon (Recharge 6). The blue dragonspawn exhales a 30-foot line of lightning. Any target caught in the line must make a DC 14 Constitution saving throw, taking 18 (4d8) lightning damage. If the save is successful, only half damage is taken.

GREEN DRAGONSPAWN

Medium dragon (dragonspawn), usually chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d8+18)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	9 (-1)	10 (+0)	14 (+2)

Skills Intimidation +4, Investigation +1

Damage Resistance poison

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10

Languages Common, Draconic

Challenge 3 (700 xp)

Death Throes. When the green dragonspawn dies, its body immediately explodes into a 5-ft radius sphere of poison gas. Any creature in the area at the time of the explosion must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

ACTIONS:

Multiattack. The green dragonspawn makes either two claw attacks and a bite attack or two longsword attacks and a bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) slashing damage.

Breath Weapon (recharge 6). The green dragonspawn exhales a 15-foot cone of poison gas. Any target caught in the cone must make a DC 13 Constitution saving throw, taking 10 (4d6) poison damage. If the save is successful, only half damage is taken.

RED DRAGONSPAWN

Medium dragon (dragonspawn), usually chaotic evil

Armor Class 14 (natural armor)

Hit Points 90 (12d8+36)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	12 (+1)	3 (+2)	18 (+4)

Skills Athletics +8, Arcana +4, Deception +7, Insight +5, Survival +5

Damage Resistance fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Challenge 7 (2,900 xp)

Death Throes. When the red dragonspawn dies, its body immediately explodes into a 10-ft radius of fire. Any creature in the area at the time of the explosion must make a DC 15 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS:

Multiattack. The red dragonspawn makes either two claw attacks and a bite attack, or two greatsword attacks and a bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8+5) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8+5) slashing damage.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 19 (4d6+5) slashing damage.

Breath Weapon (recharge 6). The red dragonspawn exhales a 15-foot cone of fire. Any target caught in the cone must make a DC 15 Constitution saving throw, taking 22 (4d10) fire damage. If the save is successful, only half damage is taken.

WHITE DRAGONSPAWN

Medium dragon (dragonspawn), usually chaotic evil

Armor Class 15 (natural armor)

Hit Points 24 (4d8+8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14(+2)	15 (+2)	10 (+0)	8 (-1)	8 (-1)

Skills Acrobatics +4

Damage Resistance cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 xp)

Death Throes. When the white dragonspawn dies, its body immediately explodes into a 5-ft radius sphere of freezing vapor. Any creature in the area at the time of the explosion must make a DC 12 Dexterity saving throw, taking 3 (1d6) cold damage on a failed save, or half as much damage on a successful one.

ACTIONS:

Multiattack. The white dragonspawn makes one claw and one bite attack, or one shortsword and one bite attack.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) piercing damage.

Claw. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) slashing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) slashing damage.

Breath Weapon (recharge 6). The white dragonspawn exhales a 15-foot cone of icy frost. Any target caught in the line must make a DC 12 Constitution saving throw, taking 7 (2d6) cold damage. If the save is successful, only half damage is taken.



HATORI

Hatori, also known as sandwyms, look like a strange mix of dragon and large crocodile. They have an extremely tough hide that effectively protects them from most attacks. Their flipper shaped limbs allow them to swim under the surface of the desert. They also are known to occasionally mate with true dragons, producing tylor offspring

HATORI

Large dragon, unaligned

Armor Class 20 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 10 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +7, Survival +6

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons.

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages Draconic

Challenge 10 (5,900 xp)

Camouflage. The hatori has advantage on Dexterity (Stealth) checks made to hide in rocky or desert terrain if it remains still.

ACTIONS

Multiattack. The hatori makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the hatori can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Swallow. The hatori makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the hatori, and it takes 14 (4d6) acid damage at the start of each of the hatori's turns. The hatori can have only one target swallowed at a time. If the hatori dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.



OGRE TITAN

Ogre titans stand anywhere from 16 to 20 feet in height. Their skin ranges from an airy sky blue to a rich midnight. They have yellow eyes that seem to glow in darkness; pointed, shark-like teeth; and six-inch long bone spurs that protrude from their elbows. Ogre titans are universally, horrifyingly beautiful.

After the Chaos War ended, an ogre mage named Dauroth, upset by the loss of his magic, ventured deep into the deserts of Khur to search for something to give his life meaning. There he received a vision from his Dark Lady who taught him the foul ritual that allows an ogre or hill giant to transform into an ogre titan.

The ritual, known only to Dauroth, involves the ogre submerging themselves into an alchemical mixture, the key ingredient of which is elf blood. The transformation is almost immediate but intensely painful. However, when it emerges from this strange cocktail, the ogre finds that everything about itself is more powerful than before.

Though the transformation is sudden and drastic, it is not permanent. An ogre titan must consume a potion (also containing elf blood) each month or it will devolve into a creature more loathsome than the ogre it originally was. Dauroth is the only one who knows the ingredients and rituals necessary to create the potion, a secret he guards with extreme care, thus, ensuring his position of power.

While Dauroth would have his followers believe they have regained the legendary beauty, intelligence, and might of their ancient ancestors, this is a lie, one even Dauroth willingly believes.

OGRE TITAN

Huge giant, lawful evil

Armor Class 15 (18 with plate armor)

Hit Points 200 (15d12 + 95)

Speed 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	20 (+5)	22 (+6)	16 (+3)	25 (+7)

Skills Arcana +11, Athletics +12, History +11, Perception +13

Senses passive Perception 23

Languages Common, Giant, Ogre Titan

Challenge 10 (5,900 XP)

Awe-Inspiring Presence. Each creature of the ogre titan's choice within 120 feet of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ogre titan's Awe-Inspiring Presence for the next 24 hours. Additionally, ogres and other giant-kin friendly to the ogre titan gain advantage on all attacks and saving throws while within 120' of an ogre titan who they can both see and hear.

Destroy Undead. The ogre titan can attempt to destroy any undead creature with a challenge rating of 2 or lower. Each undead within 30' must make a Wisdom saving throw. If it fails the creature is immediately destroyed.

Inscrutable Intellect. The ogre titan has advantage on Wisdom and Intelligence saving throws made to avoid charms and attempts at reading the ogre titan's thoughts.

Legendary Resistance (3/day). If the ogre titan fails a saving throw, it can choose to succeed instead.

Shape Stone and Steel. Ogre titans can infuse their hands with magical energy allowing them to shape stone and steel. The work can be focused enough to allow an ogre titan to put a fine edge on a blade or carve intricate patterns in stone. The work takes a considerable amount of time and effort, however. This ability cannot be used in combat, and the ogre titan takes one level of exhaustion for each hour of work.

Spellcasting. The ogre titan is a 12th level spellcaster. It's spellcasting ability is Charisma (spell save DC 17). It can cast the following spells:

Cantrips (at will): *chill touch, friends, frostbite, message, prestidigitation, ray of frost*

1st level (4 slots): *comprehend languages, detect magic, fog cloud, inflict wounds, magic missile, ray of sickness, shield*

2nd level (3 slots): *hold person, see invisible, ray of enfeeblement, suggestion*

3rd level (3 slots): *animate dead, haste, sleet storm, slow, speak with dead*

4th level (3 slots): *blight, greater invisibility, ice storm, stonewall*

5th level (2 slots): *cloudkill, cone of cold, insect plague*

6th level (1 slot): *create undead, globe of invulnerability*

Undead Syphon. When the ogre titan uses its Destroy Undead feature, it regains a number of spell slots equal to half of the total undead creatures' hit points (rounded down) up to a maximum of 10 total spell slot levels. Often, an ogre titan will have 2d6 ogre or elf skeletons close at hand in case of emergencies.

ACTIONS

Multiattack. The ogre titan makes three greatsword attacks or one greatsword attack and two elbow spur attacks.

Elbow Spur. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 7) piercing damage.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 7) slashing damage.

LEGENDARY ACTIONS

The ogre titan can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ogre titan regains spent legendary actions at the start of its turn.

Cantrip. The ogre titan casts a cantrip.

Elbow Spur. The ogre titan makes one attack with its elbow spurs.

Soul Blast. By sacrificing 2 hit points, the ogre titan channels its own life force into a powerful blast of necrotic energy that unerringly strikes a target within 120 ft. The target creature takes 18 (3d8+3) points of necrotic damage.

SO AN OGRE WENT FROM BIG, DUMB
& UGLY TO SMART, TALL & SCARY.
AND I HEAR THEY BATHE IN ELF
BLOOD! THIS IS NOT OK. SOMEONE
NEEDS TO DO SOMETHING...
-TAS-



SKRIT

Skrits are giant desert beetles, with shells reaching 5 feet in height and their total body length reaching over 7 feet. They lay hidden in rocky desert areas, waiting to ambush prey passing by. After they die, other desert creatures commonly use skrit shells for shelter. Desert nomads occasionally craft armor from the shells.

SKRIT

Large beast, unaligned
Armor Class 18 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Dex +5
Skills Perception +3
Senses darkvision 60 ft., tremorsense 60 ft., passive perception 13
Languages None
Challenge 6 (2300 XP)

Camouflage. The skrit has advantage on Dexterity (Stealth) checks made to hide in rocky or desert terrain if it remains still.

Keen Smell. The skrit has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The skrit makes 3 attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or become poisoned until cured and its hit point maximum is reduced by 5 (1d10). While poisoned, the target is paralyzed. The target may repeat the saving throw once every hour as their internal organs, muscles, and bone slowly liquefy. On each failed save, the character's hit point maximum is reduced by an additional 5 (1d10). After three successful saves, the poisoned condition ends. A creature poisoned in this way doesn't suffer from the effects of this kind of poison cumulatively.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.



SPECTRAL MINION

Spectral minions are the lingering souls of individuals who died before fulfilling a vow they had sworn a sacred oath to in life, cursed to relive their last days over and over until their vow is fulfilled. The nature of their curse is such that they can not be turned as normal undead. Rather, only a *remove curse* or similar spell will release them. Alternatively, they can be released once their task is accomplished. However, depending on how much time has passed, this may prove impossible, often leading to a complete loss of rational thought on the part of the minion.

Spectral minions can not be slain permanently until their curse is lifted. A minion's incorporeal form will disperse if it drops to zero hit points but will reform at the start of the next day, beginning the cycle again.

Additionally, spectral minions retain much of their memory and identity even in death. However, some have been reliving their deaths for decades or even centuries, driving many to the brink of irrational madness. Spectral minions have all of the knowledge, skills, and abilities they had in life, except for any spellcasting abilities.

Depending on the nature of their deaths, some spectral minions are violent, but many are typically not aggressive unless they perceive someone or something intentionally standing between them and the fulfillment of their vow. Even then, a spectral minion can not inflict too much damage unless they died with a weapon in hand. When this happens the weapon becomes a part of the minion's spectral form and can not be separated from it. Spectral minions commonly fall within one of several categories.

GUARDIAN

Guardian minions failed in their sworn duty to protect an item from theft or to prevent entry into or the desecration of a significant location. They will not attack unless they perceive the item or place they guard to be under threat. Their curse is usually lifted after 100 years and a day of successful guardianship.

GUARDIAN SPECTRAL MINION

Medium undead, any alignment

Armor Class 16 (natural armor)

Hit Points 11 (2d8+2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (0)	11 (0)	10 (0)

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions. Additionally, the spectral minion is immune to the cleric's Turn Undead feature.

Damage Immunities cold, necrotic, and poison damage

Damage Resistances acid, fire, lightning, thunder; and bludgeoning, piercing, and slashing from non-magical weapons.

Skills Perception +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages any one language it knew in life (usually Common)

Challenge 1/2 (100 XP)

Incorporeal Movement. The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Obsessive. The spectral minion gains advantage on all attacks, saving throws, skill, and ability checks when it perceives some obstacle standing between it and the fulfillment of its vow.

ACTIONS

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20ft/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

PHILOSOPHER

Philosopher minions died before they could solve a puzzle, riddle, or some other intellectual problem. They are most often encountered in groups of two or more absorbed in heated debate with one another. They will not be released until the problem that plagued them in life is solved and will not attack unless threatened with violence or their honesty is called into question.

PHILOSOPHER SPECTRAL MINION

Medium undead, any alignment

Armor Class 10 (natural armor)

Hit Points 9 (2d8)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	16 (+3)	14 (+2)	11 (0)

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions. Additionally, the spectral minion is immune to the cleric's Turn Undead feature.

Damage Immunities cold, necrotic, and poison damage

Damage Resistances acid, fire, lightning, thunder; and bludgeoning, piercing, and slashing from non-magical weapons.

Skills Arcana +5, Medicine +5, Nature +5, Religion +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages any one language it knew in life (usually Common)

Challenge 1/4 (50 XP)

Incorporeal Movement. The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Obsessive. The spectral minion gains advantage on all attacks, saving throws, skill, and ability checks when it perceives some obstacle standing between it and the fulfillment of its vow.

ACTIONS

Unarmed Strike. Melee Weapon Attack, reach 5 ft. one target. *Hit:* 1 bludgeoning damage.

WE MET THESE SPOOKS IN DARKEN WOOD. ONE POSSESSED RAISTLIN! I WISH THEY DID IT TO ME...KIND OF. HOW WOULD IT FEEL? COLD? PRICKLY?
-TAS-



CHAPTER 9: THE TIME OF KRYNN

THIS TIME STUFF IS SO CONFUSING! AM I DEAD? AM I ALIVE? YOU BE THE JUDGE! ;) -TAS-

THE HISTORY OF KRYNN IS DIVIDED INTO FIVE ages: the Age of Starbirth, the Age of Dreams, the Age of Might, the Age of Despair, and the Age of Mortals. Astinus of Palanthas divides the years of Krynn into PC (Prae Cataclius or “before the Cataclysm”) and AC (Alt Cataclius or “after the Cataclysm”). After the Chaos War, the chronicler Nathal introduced an alternative reckoning, starting with the year 384 AC which he renamed 1 SC (Secundus Cataclius or “Second Cataclysm”). This system was abandoned shortly after the War of Souls and the reckoning returned to the Astinus model.

THE AGE OF STARBIRTH

The Age of Starbirth is the first of Krynn’s ages and is said to begin with the High God. The High God accepts the offers of Paladine, Gilean, and Takhisis, and lets the three gods select their companion deities. Paladine and his companions become the gods of Light. Takhisis and her companions become the gods of Darkness. Gilean and his companions become the gods of Balance. Reorx shapes Krynn and the first dragons under the guidance of Paladine and Takhisis. The other gods, excluding Chaos, aid in the creation of Krynn as a habitable world.

ALL-DRAGONS WAR

Takhisis corrupts the first dragons in her image, creating the first red, blue, black, green, and white dragons. A grief-stricken Paladine asks Reorx to craft monuments to his lost children. Paladine gives life to these monuments, thus creating the first gold, silver, copper, bronze, and brass dragons. Takhisis’s treachery causes a great war on Krynn known as the All-Dragons War. The gods withdraw from Krynn before their war destroys the world. The gods of Light build the Dome of Creation, the gods of Darkness create the Abyss, and the gods of Balance create the Hidden Vale.

ALL-SAINTS WAR

The three pantheons discover the potential of the stars, which are spirits, and the All-Saints War begins. The fighting is stopped by the High God, who proclaims that each pantheon may offer one gift to the spirits. The gods of Light provide the spirits with physical forms to enjoy Krynn’s pleasures. The gods of Darkness “gift” the spirits with ambition and desire. The gods of Balance give free will to the spirits. The spirits are born into the world of Krynn as ogres, elves, and humans. Each family of gods creates one god to honor the truce, and the gods of magic are born: good Solinari, neutral Lunitari, and evil Nunitari.

THE GRAYGEM

Reorx is persuaded to craft a powerful gemstone that will contain the essence of neutrality. Reorx tries to infuse the

gem with a portion of Chaos but entraps the god himself. Reorx gives the gem to Lunitari, who puts it in the red moon that shares her name. The gemstone becomes known as the Graygem.

THE AGE OF DREAMS

The Age of Dreams is often considered the beginning of recorded history and runs ca. 9000 PC - 960 PC. Three time periods collectively form the Age of Dreams: the Foundation (ca. 9000 PC - 5000 PC), the Time of Light (ca. 5000 PC - 2000 PC), sometimes referred to as the Age of Light, and the Time of Knights (ca. 2000 PC - 960 PC).

FOUNDATION

Ogres, elves, and humans establish homes and the beginnings of civilization. Reorx gathers a select few creative humans and teaches them his craft. Ogres begin enslaving humans. An ogre governor named Igraine learns compassion and is declared a traitor by his race. Igraine and his followers call themselves the Irda and move to a distant island. The ogre empire descends to barbarism as human slaves revolt and elven civilization comes into its own.

TIME OF LIGHT

Reorx creates the first gnomes by cursing human smiths who he had recruited for their creativity. Centuries later, a gnome is tricked by Hiddukel into retrieving the Graygem from the red moon. The Graygem escapes immediately after touching down on Krynn and brings wild magic into the world. The gem’s chaotic nature transforms animals, plants, and races across Krynn, resulting in the eventual creation of dwarves, kender, and many other races.

The First Dragon War begins when the elven king Silvanos brings his people to a forest inhabited by chromatic dragons. The dragons fight the elves for control of territory. The three gods of magic provide the elves with five dragon stones, which capture the spirits of the first dragons. The dragon stones are buried, stopping the war, but the other deities punish the gods of magic for their interference.

Dwarves and minotaurs suffer a series of conflicts as their new kingdoms of Kal-Thax and Mithrandus are being built. With Mithrandus destroyed the minotaurs are enslaved until a dwarven civil war causes the abandonment of Kal-Thax and the creation of Thorin. The kingdom of Ambeoutin is built in honor of the minotaur who led his fellows to freedom. As Balif leaves the elven kingdom of Silvanost to establish Balifor, the twin minotaur realms of Mithas and Kothas are formed when Ambeoutin’s sons fight to a draw for control of the empire.

Dwarves find the buried dragon stones and return them to the surface, ignorant of the stones’ history. The first

dragons are released from the stones and strike at Silvanesti, beginning the Second Dragon War. The war ends when three mages command the earth to swallow the dragons. Their magic is successful, but thousands of lives are lost in the backlash, and the gods of magic take the three mages into their tower. The three mages become the first Wizards of High Sorcery and help to found the Towers of High Sorcery. The dwarves, realizing the havoc they unleashed, close Thorin.

Ackal Ergot founds the Empire of Ergoth, while misplaced kender found the nation of Hylo. Ergoth's influence expands, and the empire opens trade with the elves. Sithel's mysterious death leads to the Kinslayer War, which pits Ergoth against Silvanesti. Dwarves leave Thorin to build Thorbardin and are drawn into the conflict. Thorin is renamed Thoradin after its decline. The lawless town of Bright Horizon is founded. The Kinslayer War ends with the signing of the Swordsheath Scroll and the founding of Qualinesti. Thorbardin dwarves forge the Hammer of Honor and present it to Ergoth as a peace offering.

TIME OF KNIGHTS

Kith-Kanan, king of the Qualinesti, convinces dwarves, elves, and humans to erect Pax Tharkas as a declaration of peace. The remaining dwarves of Thoradin disappear without cause. Ergoth bears witness to a succession of brutal kings looking to exploit the empire for their own ends. Vinas Solamnus rises to the rank of Praetor and marches on Vingaard to quell a rebellion. He becomes sympathetic to their plight and thus begins the Rose Rebellion. He marches on Ergoth with a mighty army, forcing the emperor to grant independence to many states. Shortly after the nation of Solamnia is founded, Vinas forms an order of knights dedicated to the cause of Good. This knighthood is known as the Knights of Solamnia.

Vinas brings order to Bright Horizon, which is renamed Palanthas. The High Clerist's Tower is built and Palanthas is redesigned by dwarves. The Great Library is built, and the historian Astinus makes his first known appearance. The nations of Istar and Sancrist are formed. Ergoth continues its decline as Silvanesti withdraws from the world. Takhisis begins the Third Dragon War by sending her dragons across Ansalon in massive numbers. The Wizards of High Sorcery create the dragon orbs to defend their towers. Huma Dragonbane and the silver dragon Heart sacrifice their lives to defeat Takhisis, who agrees to depart Krynn if the world is whole.

THE AGE OF MIGHT

The Age of Might focuses primarily on the rise and fall of the empire of Istar and runs ca. 1000 PC - 0 PC.

RISE OF ISTAR

A cleric of Paladine protects the city of Istar during the war, endearing the populace to the church. Dwarves return to Thoradin and open trade routes with Istar. Solamnia allies with Hylo and grants mining rights to the

dwarves of Thorbardin. The Thorbardin dwarves found the kingdoms of Kayolin and Hallow and begin work on the Tree of Life. As the elves continue their self-imposed isolation, the Ogre Wars occur as ogres attempt to drive the dwarves from Thoradin. Balifor begins a trade war with Istar over the empire's trade laws, and the kender tax is signed. Istar expands into Silvanesti naval routes and is blockaded. Shortly thereafter, Istar signs the Swordsheath Scroll. Thoradin follows suit after a second conflict with ogres. Barbarian raiders from Estwilde raid Istarian caravans and are confronted by Solamnia, which re-signs the Swordsheath Scroll.

FALL OF ISTAR

Istar's expansion continues until it becomes Ansalon's major power and claims itself the moral center of the world. The first Kingpriest takes power in 280 PC. The empire of Istar begins enforcing the Kingpriest's policies and repressing freedoms. Frustrated elves withdraw into their forests. The Kingpriest of 118 PC gives the Proclamation of Manifest Virtue and draws up a list of evil acts that result in execution or arena time. Istar's priests begin losing their clerical powers. The Kingpriest of 94 PC adds to the Proclamation by declaring that certain races are evil. The empire of Istar conquers the minotaurs and forces them into slavery. Istar becomes the religious center of Ansalon. Tensions mount between the Istarian clergy and the Wizards of High Sorcery, until Kingpriest Beldinas starts the Lost Battles by sending Istar to war with the Towers of High Sorcery in 19 PC. Two towers are destroyed but the wizards agree to exile themselves to the Tower of Wayreth, ending the conflict. Istar begins using mind readers to ensure that no one is thinking evil thoughts.

Ultimately, Kingpriest Beldinas prepares to ascend to godhood with the aid of the Disks of Mishakal. The people of Istar applaud the effort and are sent Thirteen Warnings by the gods to warn them of their folly. True clerics vanish, trees weep blood, and the city of Istar is battered by a continuous storm. The citizens of Istar and their Kingpriest mistake the signs as being the work of Evil. The Kingpriest continues his preparations, and on the third day of the new year, the Cataclysm occurs. On both Ansalon and Taladas, lands are torn asunder, new bodies of water form, and innumerable lives are lost. The empire of Istar is destroyed, Ergoth is separated from the mainland, Thoradin becomes Zhakar, and the New Sea is formed. Most clerical power vanishes from the world.

THE AGE OF DESPAIR

The Age of Despair begins with the Cataclysm, and runs ca. 1 AC - 383 AC. Two time periods form the Age of Despair: the Time of Darkness (ca. 1 AC - 331 AC) and the Time of Dragons (ca. 331 AC - 383 AC).

TIME OF DARKNESS

The fallout from the Cataclysm lasts for centuries. Plague and famine wrack the lands. Knights of Solamnia are unjustly persecuted as scapegoats. Lawlessness and banditry run



rampant. The Seeker movement begins as people look to new gods. Beleaguered hill dwarves and humans attempt to gain entry to Thorbardin for food and begin the Dwarfgate War. The archmage Fistandantilus destroys both armies as well as the fortress of Zhaman but disappears. The dwarven hero Kharas, sickened by the acts of his people, takes the Hammer of Honor, and departs Thorbardin. He leaves a prophecy saying that no dwarf will rule Thorbardin without the hammer, which becomes known as the Hammer of Kharas.

Takhisis brings the sunken Temple of Istar to the Abyss and takes the temple's Foundation Stone to Neraka to be used as a gateway for her and her forces. The Temple of Neraka is created as a result. She secretly awakens the chromatic dragons before returning to the Abyss to gather her might. While Takhisis is away, Berem and his sister Jasla find the Foundation Stone. Berem, covetous of the gems on the stone, accidentally kills his sister, whose spirit takes up residence in the stone. A green jewel from the Foundation Stone embeds itself in his chest, granting him immortality. Takhisis cannot reenter Krynn until the stone is whole and dispatches her forces to find it. The chromatic dragons steal the eggs of sleeping metallic dragons. Takhisis awakens the good dragons and secures a vow of noninterference in her war. In exchange, she promises to return their eggs at the war's conclusion.

TIME OF DRAGONS

Takhisis places her forces under the command of her Dragon Highlords. Evil creatures are drawn to the cause, and the Highlords ally with other nations to increase their might. Draconians are created from the captured metallic dragon eggs and used to bolster the Dragonarmies or to aid in finding Berem. As the Dragonarmies gather their might, the Companions pursue separate leads in search of the lost gods.

WAR OF THE LANCE

The Dragonarmies invade Balifor and Nordmaar in 348 AC, beginning the War of the Lance. Silvanesti is attacked; the elves flee to Southern Ergoth as elven king Lorac Caladon attempts to repel the invasion with a dragon orb. His failure results in the corruption known as Lorac's Nightmare. The Dragonarmies continue their expansion and control much of Ansalon by 351 AC. The reunited Companions meet Riverwind and Goldmoon, whose blue crystal staff proves the existence of the gods of Good. The Companions free refugees from Pax Tharkas, kill Dragon Highlord Verminaard, recover the Hammer of Kharas for the dwarves, and flee south.

The few remaining free nations send representatives to Whitestone Glade to discuss an alliance. The Companions rediscover dragonlances and retrieve the dragon orb from



Silvanesti, which slows the forest's corruption. Theros Ironfeld and the Companions help form the new alliance. The Golden General defends the High Clerist's Tower from the Blue Dragonarmy with the help of Sturm Brightblade, who dies in battle against Kitiara Uth Matar, Dragon Highlord and a former Companion. Gilthanas, D'Argent, and Cymbol infiltrate Sanction and discover the truth about the metallic dragon eggs. The good dragons, upon learning this information, enter the war with a vengeance. The Dragonarmies falter, and the armies of the Whitestone Council lay siege to Kalaman.

The Companions, now known as the Heroes of the Lance, discover Berem and head to Neraka to reunite him with Jasla and the Foundation Stone. Berem sacrifices himself to free Jasla and reunite the gem as Tanis Half-Elven kills Duulket Ariakas, leader of the Dragon Highlords. The Temple of Neraka explodes, and the dragonarmies fight for their own power. The War of the Lance ends.

Raistlin Majere enters the Tower of Palanthas and is declared the Master of Past and Present. Good and evil dragons withdraw from the fighting. The Dragonarmies occupy much of Ansalon but are swiftly driven back by the Whitestone armies. The Knights of Solamnia proclaim their first Grand Master since the Cataclysm. Raistlin, along with his twin brother Caramon Majere, the priestess Crysania, and kender Tasslehoff Burrfoot, travels to the final days of Istar to challenge Takhisis. Raistlin defeats Fistandantilus and, with Crysania, enters the Abyss. Kitiara Uth Matar, also known as the Blue Lady, rallies her forces and attacks northern Solamnia. Her army strikes at Palanthas with the aid of a flying citadel. The army is repelled and Kitiara is killed. Raistlin sacrifices himself to keep Takhisis from entering the Portal to the Abyss.

Lord Ariakan, a Dragonarmy prisoner of war, is released by the Knights of Solamnia. He receives a vision and begins forming the Knights of Takhisis. Two elves of different nations, Porthios Kanan and Alhana Starbreeze, marry in

hopes of creating peace between their nations. Goldmoon and Riverwind unite the tribes of Abanasinia. Tanis and Caramon visit Storm's Keep and meet Steel Brightblade, son of Sturm and Kitiara. Tanis fruitlessly tries to warn the Knights of Solamnia, the Temple of Paladine, and the Wizards of High Sorcery about the Knights of Takhisis. Years later, the Wizards of High Sorcery attempt to assault Storm's Keep and are soundly defeated. Porthios ends Lorac's Nightmare, but he and his wife Alhana are exiled from the elven realms.

CHAOS WAR

The Knights of Takhisis begin their conquest of Ansalon, which frightens the few remaining Irda. The Irda break the Graygem and free Chaos, who destroys their island before retreating to gather his strength. Silvanoshei, child of Porthios and Alhana, is born.

The Knights of Takhisis occupy most of Ansalon within a month but before they can secure their lands, the return of Chaos heralds the start of the Chaos War. Fire dragons, shadow wights, and other Chaos-spawned creatures attack the entirety of Krynn. Forces of good and evil alike are destroyed by the minions of Chaos. Lord Ariakan is slain and Takhisis withdraws her presence from Krynn. The Vision given to the Knights of Takhisis vanishes.

Reorx, with help from Palin Majere, Usha, and Tasslehoff, retrieves the broken pieces of the Graygem. The few remaining Knights of Takhisis join forces with their former Solamnic prisoners in mounting an attack against Chaos himself. Tasslehoff stabs Chaos in the toe, and Usha catches a drop of Chaos's blood in the Graygem. This is used as leverage to force Chaos to leave Krynn.

THE AGE OF MORTALS

The Age of Mortals begins with the fallout from the Chaos War and the theft of the world by Takhisis and continues to the present. This history runs ca. 384 AC - present. The

gods supposedly agree to leave Krynn as well, but this is nothing more than a trick by Takhisis. Using the gods' fight with Chaos as a diversion, Takhisis consolidates her power and at the right moment, moves the entire world to a place where she can be the only god. She takes the guise of Fizban, an avatar of Paladine, and explains to Palin and Usha that the gods had to agree to leave Krynn as well. Both clerical and wizardly magic is gone. Takhisis tells Palin that another type of magic exists and that the Age of Mortals has begun, then she retreats to gather her strength and await the next phase of her plan.

The Last Heroes' Tomb is built as a memorial to those lost in the Chaos War.

RISE OF THE DRAGON OVERLORDS

The Dragon Overlords appear on Krynn. Dalamar the Dark secretly moves the Tower of Palanthas to Nightlund before Khellendros, the blue overlord, can attack it. Malystrixx, the red overlord, kills thousands of kender at Kendermore before Riverwind distracts her; many of those kender near the destruction become afflicted kender. The Dragon Overlords learn how to absorb the spirits of slain dragons and the Dragon Purge begins. Sara Dunstan founds the Legion of Steel. Goldmoon discovers the Power of the Heart as Palin continues hunting for the new magic mentioned by Fizban, secretly Takhisis, in the Age of Despair.

The green overlord Beryllintranox attacks Qualinesti. Knights of Takhisis begin expanding out from Neraka as draconians form the nation of Teyr. The black overlord Onysablet turns New Coast and Blöde into swampland and begins experimenting on the creatures of her domain. Goldmoon founds the Citadel of Light on Schallsea. Silvanesti surrounds itself with a magical shield that prevents all entry. Gellidus, the white overlord, rules Southern Ergoth. More dragons control different territories of Ansalon.

Dark mystics reinstitute the Vision for the Knights of Takhisis. Takhisis makes her first appearance as the Shadow Sorcerer. Beryl controls Qualinesti as Brynseldimer, the sea dragon overlord, terrorizes the Dimernesti elves. At the Last Conclave, the Shadow Sorcerer teaches sorcery to Palin Majere - now Head of the Conclave - and the Master of the Tower. Palin disbands the Orders of High Sorcery. Beryl attempts to conquer Thorbardin, and the dwarves seal their gates, but some dwarves follow Severus Stonehand in leaving the mountain. Palin founds the Academy of Sorcery. Malys calls an end to the Dragon Purge. Severus cures Zhakar of a mold plague and restores its name of Thoradin.

Mina, a red-haired orphan girl, washes up on Schallsea and is raised at the Citadel of Light. The Heroes of the Heart bring hope to the people by killing Brynseldimer and thwarting Malys's plans to ascend to godhood. The magics of sorcery and mysticism begin to fade. Morham Targonne changes the Knights of Takhisis to the Knights of Neraka. Mina leaves the Citadel of Light. Beryl's forces apparently destroy the

Academy of Sorcery, though Ulin Majere is the true source of the academy's destruction. Palin is captured and tortured by Beryl's troops and later released.

WAR OF SOULS

A great storm sweeps over Ansalon, calling to the dragons, beginning the War of Souls. Goldmoon's body returns to its prime, much to her dismay. Metallic dragons who try to answer the call are imprisoned by Takhisis. Goldmoon sees the spirits of the dead. The minotaur emperor Chot es-Kalin is overthrown, and a new emperor is crowned with backing by the Forerunners. Out of the storm, Mina appears to a group of Knights of Neraka and proclaims her devotion to the One God. She begins gathering an army. Tasslehoff Burrfoot emerges from within the Last Heroes' Tomb with the Device of Time Journeying and a fantastic tale. He is brought to Palin, and the pair travel to the Citadel of Light. Iyesta and Stenndunuus, the brass and blue dragonlords, are both slain by Abyssal lances. Beryl attacks the Citadel of Light, seeking Tasslehoff and the device, but he escapes with Palin. Goldmoon follows the river of spirits. Mina's army penetrates the Silvanesti shield and enters Silvanesti. Cyan Bloodbane, creator of the shield, is killed and Silvanoshei uproots the Shield Tree, destroying it.

Gilthas, king of the Qualinesti, leads his people to safety as Laurana (the Golden General) and Marshal Medan lay a trap for Beryl. Beryl's death spasms level Qualinost and create the Nalis Aren, the lake of death. Goldmoon follows the spirits to the Tower of Nightlund where she meets Mina who reveals that Takhisis never abandoned the world and exists as the One God. Goldmoon dies, and Mina places her body within an amber cocoon. Mina then confronts Khellendros, who is killed as his breath weapon is turned back upon him.

Raistlin Majere uses Tasslehoff and his time-traveling device to form a link to Krynn so the other gods can return. The gods convene to determine Takhisis's punishment for her treachery. Mina's army captures Sanction, and Mina kills Malys with the aid of a dragonlance and a death dragon. A smitten Silvanoshei heads to Sanction after Mina, and Alhana leads the elves to Sanction to rescue her son. While the elves are away, minotaurs attack and seize Silvanesti. Tasslehoff and his allies journey to the single moon and free the captured metallic dragons. Tasslehoff returns to his own time and dies, completing the link between the old Krynn and the new. As Takhisis prepares to enter Krynn, the gods strip her of her godhood. Paladine is stripped as well to maintain the balance. Takhisis prepares to kill Mina but is herself slain by the love-struck Silvanoshei. Mina kills Silvanoshei, gathers the body of Takhisis in her arms and promises to hunt down the elven race. The War of Souls ends with the gods' return, and both clerical and wizardly magic return as well. The familiar triple moons and the old stars return to the sky, less the constellations of Paladine and Takhisis. The sorcerer Kalrakin acquires the Irda Stone from Nalis Aren and attempts to destroy the Tower of Wayreth. His attempts are thwarted by Dalamar, Jenna, and the young Coryn, who reestablish the Wizards Conclave.



CHAPTER 10: GEOGRAPHY OF ANSALON



THE FOLLOWING ARE WRITE-UPS FOR LOCATIONS around Ansalon to use in your 5E Dragonlance game. Most of this information was taken and improved upon from the Dragonlance Wiki (<https://dragonlance.fandom.com>), a site the Nexus is the custodian of, and continues to enhance.

ABANASINIA

Abanasinia found itself near the shores of the New Sea, created after the Fiery Mountain struck Krynn. Perhaps the most relaxed region of Ansalon, the plains are home to numerous tribes of plains barbarians, as well as the cities of Solace, Haven, Gateway and at least one hill dwarf community. While the region is best known for its wide and verdant plains, it also has a number of city states dotted throughout. Those from Abanasinia are called Abanasinian.

Though many of the villages and towns of Abanasinia were destroyed in the War of the Lance, and again following the Second Cataclysm, the inhabitants continue to rebuild their homes. The tree town of Solace is perhaps the most significant village in Abanasinia, for here the legendary Majere Family lives among the mighty vallenwood trees. Here also is the Inn of the Last Home, the most famous inn of any sort on Ansalon. North of Solace are the shores of Crystalmir Lake, and southwest of the lake are the boughs of Darken Wood, where the living dare not enter. Its borders are protected by a legion of undead soldiers, and the wood is governed by the mysterious Forestmaster.

To the east lie the grassy plains, home of the barbarian tribes. If one ventures eastward further, the plains gradually become a huge swamp, which houses the ruins of Xak Tsaroth. Abanasinia is perhaps the most sheltered of the many regions of Ansalon: with Thorbardin, the Kharolis Mountains and the Neidar Dwarf (hill dwarf) communities to its south, the swamps of Xak Tsaroth, the Eastwall Mountains and New Sea to the east, the Straits of Schallsea to the north and Qualinesti to the west, Abanasinia is well protected.

SOLACE

Solace is found in the middle of Abanasinia next to Crystalmir Lake. This town lies on the road to Haven. Before the Cataclysm, Solace was a crossroad to Istar as well. In the past it used to be a part of the Qualinesti elven realm. After a costly battle, the elves decided it was not worth it to keep that area, as it was far from their capital, Qualinost. The first settlement used to be frequently attacked by goblins, thus the inhabitants decided to build the houses in the branches of the gigantic Vallenwood trees in the area.

Even though the goblin raids lessened, the city grew in the trees, until all except the forge and the stables were

located above. The Inn of the Last Home is one of the most notable buildings, where the Heroes of the Lance started their adventure. It is also home to the Tomb of the Last Heroes, the final resting place for those individuals who fought Chaos.

BALIFOR

Balifor is located to the southeast of Khur and to the west of Goodlund, and is part of the Desolation. Nestled along the Bay of Balifor on its western and southern reaches, Balifor was once a land comprising large savannahs and harsh deserts, before the coming of the dragon Malystryx. Great farmlands were once located throughout the region, which was known for its rich soil. The barbarian tribes ruled the inland realm of Balifor, while civilized folk inhabited the port towns, of which Port Balifor was long considered a nominal capital of the region. When the Desolation took hold over Balifor, the inhabitants of the region changed, as goblins, half-ogres, and bandits became more noticeable throughout Balifor. The weather in 421 AC (38 SC) is that of a desolate wasteland with active volcanoes.

BLÖDE

Blöde is an ogre nation located in the southern Khalkist Mountains, south of Taman Busuk and Khur, northwest of Silvanesti, and north of the Plains of Dust. Once separated between the mountainous realm of the ogres of Blöde and the open plateaus of the human warlords of Blödehelm, the region is known for its over-populated cities and the swamplands that now dominate the Blödehelm territory following the arrival of the dragon Onysablet. The Blöde region is covered on its eastern portion by the Khalkist Mountains, and the western half is dominated by Sable's Swamp. A branch of the Thon-Thalas River runs along the southern border of the realm.

ESTWILDE

Estwilde is a nation composed mostly of human tribal peoples that covers a long and narrow region stretching from Kalaman Bay in the absolute northern reaches of Ansalon, spreading downwards and ending at the New Sea in the central part of the continent of Ansalon. The region is bordered by Lemish, Throt and Nightlund on its western border, Taman Busuk on its eastern side, and Nordmaar on its northeast border. The humans of Estwilde are split between the natives who hail from the Lor-Tai tribe, the cannibals of the Lahutian tribe, the wild mountain barbarians of Estwilde, and the civilized folk of the South Shore. Most outsiders deal with the mountain barbarians, who offer themselves as foot soldiers and mercenaries to those with enough money to hire their services.

Estwilde is a landlocked area that, in the Age of Mortals, is mostly swampy and mountainous. The Astivar Mountains and the Woods of Lahue are located in the northeastern part of the land, the Dargaard Mountains form the western border between Estwilde and Nightlund, the Singing Mountains are in the south, and the Khalkist Mountains are south and east. Estwilde is a land of stark terrain with many vast and desolate stretches and seldom rain.

GOODLUND

Goodlund is located east of Balifor, south of the Minotaur Empire, and southeast of Khur. The geographical features of the lands are the Blood Sea of Istar, which borders the northern coast and the Southern Courrain Ocean on the south and east. The forests of Wendle Woods and Beast's Run are located on the west and southern portion of the land, while the rivers Lifesbreath and Heartsblood lead out into The Maw. Furthermore, several prominent geographical features are located along the coastline, including the Writhing Wreck, Habbakuk's Necklace, the Restless Waters, Thunderhead, Boiler's Bay, Churning Reach, Mistlestraits, Land's End, and the Sombre Coast.

Goodlund was created following the Cataclysm. The lands that formed Goodlund were formerly the nations of Balifor and Dravinaar. These lands now comprise the Elian Isles, the Hollowlands, Kendermore, the Laughing Land, Northern Dairly Plains, Southern Dairly Plains, and the Misty Isle.

In 386 AC (3 SC), a Dragon Overlord by the name of Malystrix invaded Goodlund. Most of the people were killed or driven from the land, and Malystrix began reshaping the land to suit her draconic tastes. The land grew much hotter, with mountains that literally sprang out of the ground. The land formerly known as Goodlund came to be called the Desolation.

In 421 AC (38 SC), Malystrix was killed during the War of Souls. With Malys's death, it is uncertain what will become of her domain. Tribes of goblins, draconians, and ogres still wander the land, with a few human and kender settlements along the coastline. Kender have begun an attempt to reclaim Kendermore, and Chislev's agents have begun to reclaim the landscape.

ICEREACH

Icereach is located to the far south of Ansalon and is a desolate frozen region which is largely a monstrous glacier. The only point further to the south in all of Krynn, is the frigid realm of Chorane. The region is covered in ice and chilly winds, which constantly blow throughout the entire area. Long ago it was fought over between human barbarian tribes, thanoi, and a great force of ogres. However the ogre nation of Suderhold fell apart long ago, and the area has since been fought over between Thanoi (walrus men), ice barbarians, and white dragons. Dwellings are few and far between throughout all of Icereach. There are two human civilizations of Icereach. The most numerous and more

friendly of the two is the Arktos who are referred to as "Icefolk" by outsiders.

The region of Icereach was born out of the pre-Cataclysmic Kingdom of Icereach, and is all that is left of the once great and powerful nation. Before the Cataclysm, Icereach was not the frozen wasteland it became, but a barren and unforgiving land with short summers and long winters.

KHUR

Khur is a Human nomadic nation that is located southeast of Taman Busuk, northeast of Blöde, west of the OGRELANDS, north of Silvanesti, and east of Thoradin. It is a mountainous and desert region with scattered oases and shrubs that are usually controlled by one of the Khur tribes there. Geographical features include the Khalkist Mountains in the west and north, the Burning Lands in southern Khur, and the Khurman Sea on the southeastern border. The nation is led by the Khan of Khur and inhabited by the seven tribes which form the Nomads of Khur.

The people of Khur love their horses, and are known for breeding the best in all of Ansalon. Races are held between the tribes to prove which breeds the best and wagers are placed on the outcomes.

NIGHTLUND

Nightlund is a human land that shares its western border with Solamnia. Nightlund is north of both Lemish and Throt, west of Estwilde, and southwest of Nordmaar. Major geographical features include the Dargaard Mountains on the eastern border with Estwilde, and the Vingaard River which runs the length of Nightlund's western border and north to Kalaman. There is a large forested land of cypress trees west of the Dargaard Mountains called "The Grove". Heavily wooded and mountainous, the land was never suitable for farming. Even before the Cataclysm, it was only sparsely populated.

Following the Chaos War, Dalamar moved the Tower of High Sorcery in Palanthas to Nightlund. There he surrounded it in a forest of cypress trees to cover it from the prying eyes of the Dragon Overlords. Also, the borders of Nightlund were expanded north to Kalaman and south to Gaardlund by Takhisis, to keep the presence of Lord Soth a secret while she planned her attack on Krynn.

Since the War of Souls, the perpetual darkness that has covered Nightlund is no longer there, exposing the lands to bright sunlight.

NORDMAAR

Nordmaar is a human nomadic nation that is located northeast of Estwilde, north of Taman Busuk, in northeastern Ansalon. The north and east of the realm is bordered by the Northern Courrain Ocean with the Last Coast being on the northeastern side, while the Turbidus

Ocean lies on the western side of Nordmaar. A few of the major geographical features are The Great Moors, the Southern Wastes, the Sahket Jungle, the Emerald Peaks, The Horseman and the Fountain of Renewal. The northern part of the land is tropical with many rainforests and jungles, but as you go farther south towards Taman Busuk, it is more arid.

The humans of the realm are split between various tribes and are further factioned between the Nordmen of the cities who all offer fealty to a single king residing in North Keep and the Horselords who loyally serve the Khan of the Southern Wastes.

NORTHERN ERGOTH

Northern Ergoth is an island located west of Ansalon and north of Southern Ergoth that was created when the Cataclysm tore Ergoth in two. Northern Ergoth shares its northern border with the kender nation of Hylo and its southern border with the goblin province of Sikk'et Hul. The major geographical features of the island are the Sirrion Sea that surrounds the island, the Sentinel Mountains that serve as a border between Northern Ergoth and Hylo, and Raekel's Pit located in the southern crook of the Sentinel Mountains. The lands of Northern Ergoth are mostly grasslands and coastal plains with the province of Sikk'et Hul a desert of hills and scrubland.

The people of the land are usually dark-skinned seagoing people, with large fishing vessels. Rice paddies are common on the coasts. The island's armies are organized into legions.

GWYNNED

Gwynned - formerly known as Tuskanvil - has been the Imperial capital of Ergoth since the Cataclysm. It is located along the Dermount River, and is a port city where the river meets the Emperor's Bay on the Sirrion Sea. It is connected to Landfall to the northwest and Hillfort to the southeast by the Emperor's Road. The Emperor of Ergoth still rules from this city along with the Ergothian Senate.

The city was built overlooking the Sirrion Sea, with defenses to protect it from naval attack as well as sudden changes in the weather. When these sudden storms hit, alarms are sounded with different war horns. Four watchtowers guard the perimeter of the main portion of the city and one major harbor juts out into Emperor's Bay. The city also has many gladiatorial arenas, opera houses, and many centers for artistic and academic pursuits.

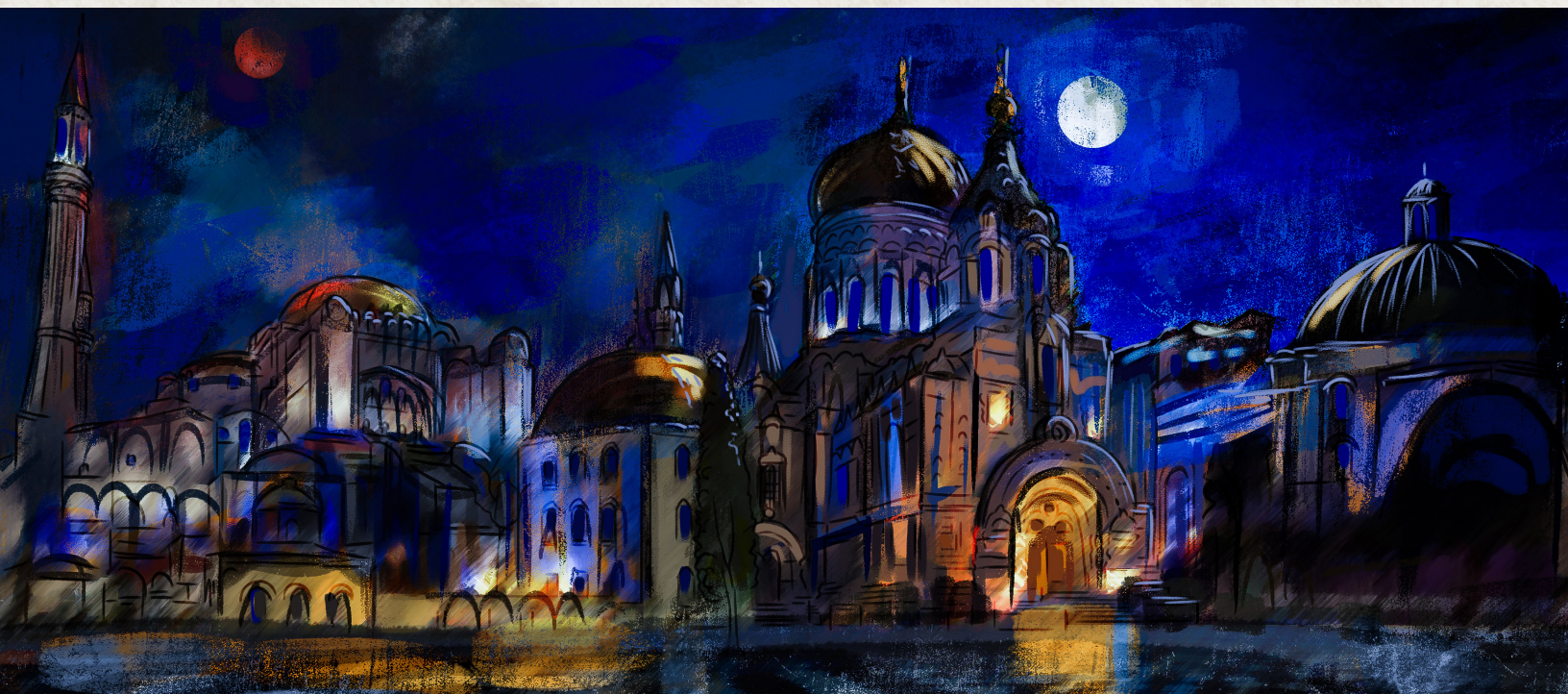
PLAINS OF DUST

The Plains of Dust are located east of Thorbardin, south of the ogre nation of Blode, and southwest of Silvanesti. The lands are nothing more than desolate deserts, plains, and badlands now that are very harsh to all who try to cross it. The center of the Plains of Dust has a blood-red clay that forms a sort of sea of rock. Due to Beryllintranox and Onysabet changing the landscape, the lands east of the Torath River have turned into savannahs, grasslands, trees, and creeks. Life is flourishing. Before that, the lands were commonly of tough, indomitable grasses, shrubs, and cold-hardy cacti. The Plains of Dust is known to have fierce warriors, having many centaur tribes in the north and plainsmen in the east.

TARSIS

The small nation of Tarsis is centered around the great trade city of the same name. Prior to the Cataclysm, Tarsis was a respected city, which was located in the forested region to the east of Kharolis and the west of the Silvanesti forest. The minor town and settlements around Tarsis all benefited from the large trade that the city had with the other nations. However following the Cataclysm the Lordcity of Tarsis became landlocked in the newly risen Plains of Dust. The nation once known as Tarsis ceased to exist, and the city of Tarsis became little more than a dusty husk of its former self.

In the Age of Mortals, the city of Tarsis experienced a resurgence, when, through the magic of the Dragon Overlord Beryl, the sands receded and the city and its surrounding towns were again consumed by forests. The



Dark Knights worked with the Tarsian nobles to work for the benefit of the city and its surrounding areas. Today the Dark Knights ensure the protection of the merchants through lands they control and revenue has begun to flow through the area once more. With a boom in prosperity for the region, Ansalon has seen a return of the nation of Tarsis in the area between Kharolis and the Plains of Dust.

QUALINESTI

The Qualinesti forest lies in western Abanasinia northwest of Thorbardin and the New Sea to the east. It is a heavily forested land with the White Rage River running along its northern boundary. During the War of Souls the Lake of Death was created when Beryllintranox was killed during the evacuation of the city of Qualinost, and her body crashed into the city causing the tunnels below it to flood.

Prior to the War of Souls this land was home to the Qualinesti elves following their departure from Silvanesti after the Kinslayer Wars. By working with the nations of Ergoth and Thorbardin, they were able to create a new kingdom and seal an alliance of peace between the three groups by building Pax Tharkas. The area remained independent until, following the Chaos War, the invading Knights of Neraka seized power over the land by placing their puppet king, Gilthanas, on the throne. Following the War of Souls, the land has remained in the control of bandits, outlaws, and ever increasing bands of goblins.

QUALINOST

The city of Qualinost served as the capital of Qualinesti until its destruction. Prior to that it had been the home of the royal family of the Speaker of the Sun. The city was built from its natural surroundings so that it blended seamlessly with the forest. Many of the buildings were made from rose quartz and aspen beams that were inlaid with gold and silver. In the center of the city was the Tower of the Sun,

a slender tower that threw off sunlight in a manner that made the tower seem to move. In the four corners of the city, four slender towers stood, with silver arches stretching to the Tower of the Sun. The city is considered small by human standards.

SANCRIST

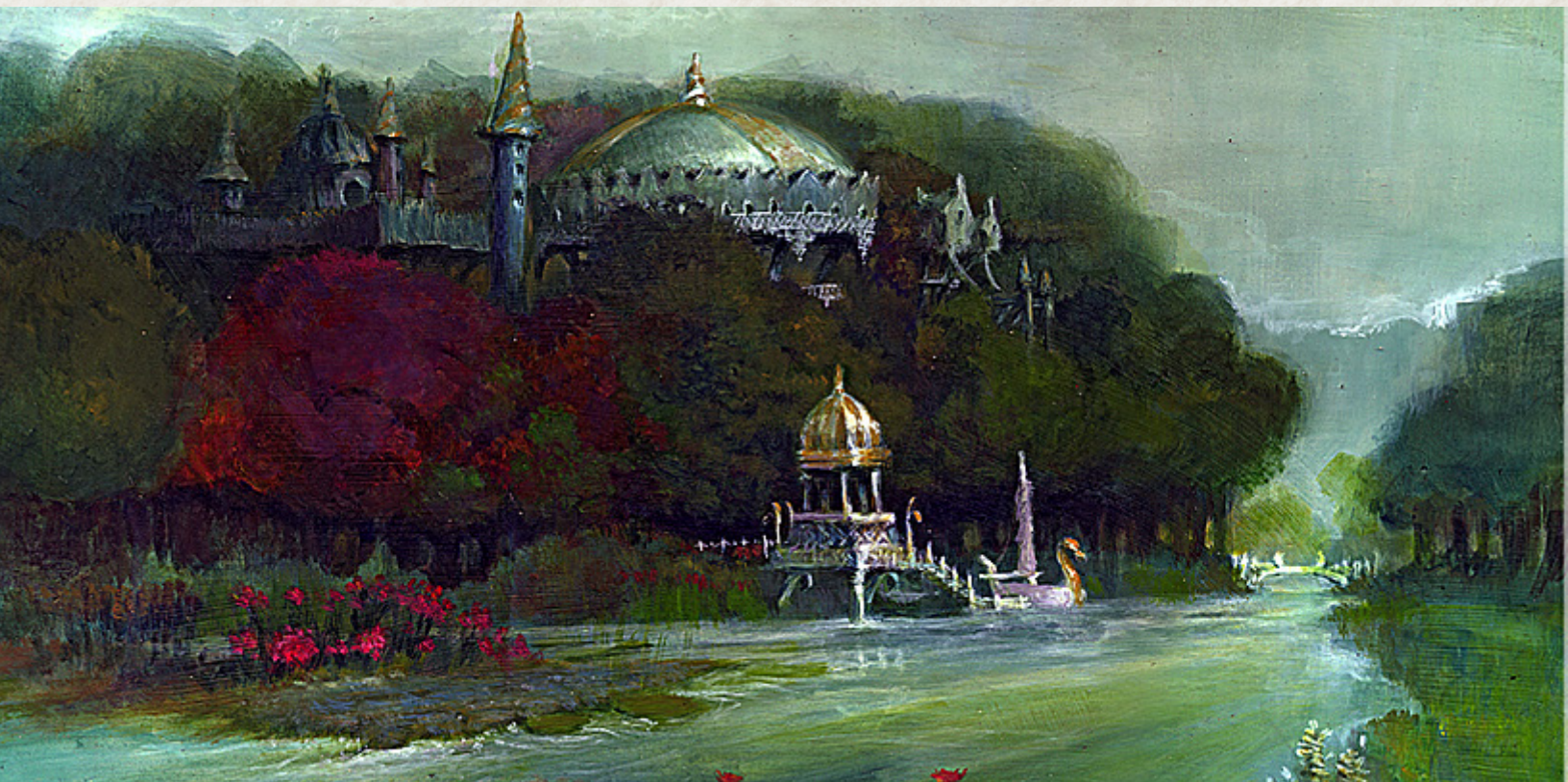
The Isle of Sancrist is the westernmost landmass of all of Ansalon. It is located west of Northern Ergoth and north and northwest of Cristyne in the Sirrion Sea. The isle has two sections: Gunthar and Sancrist. The Sancrist area has many mountain ranges, including the Gargath Mountains, the Majestic Mountains, the Numbered Mountains, the Skyfisher Range, the Sun Range, and the Caves of Pyrothraxus. The Gunthar section of Sancrist Isle has the Whitestone River which leads from Whitestone Glade to Thalan Bay. It is also home to the gnomes of Mount Nevermind. Prior to the Chaos War the mountain was whole and housed various levels of Gnomish Invention. Following the Chaos War the gnomes blew the top half off the mountain but the lower levels still remain habitable.

SILVANESTI

The original elven kingdom on Ansalon, this kingdom is famous for its marble buildings, garden-like forests and the towers of Eru at the mouths of the Thon-Thalas. At one time a nightmare-land during the rule of the Speaker Lorac, it is now abandoned, as the elves were driven away by ogres at the end of the War of Souls. The land was then settled by the Minotaurs establishing a new colony in the former elvish cities.

SILVANOST

Silvanost, also known as the City of a Thousand White Towers and Place of Spires by the Kagonesti, was the capital of the elven nation of Silvanesti, and regarded by many to



have been one of the most beautiful cities in the world. The city was named in honor of the great elven leader Silvanos Goldeneye. There was not a tree, rock, bush, or flower that wasn't sculpted as the city grew. Where Qualinost allowed for plants to grow wild, Silvanost did not. When taken over by the minotaur empire, it was originally renamed Hotakanti, then Ardnoranti, but was finally named Sargasanti.

Silvanost was located on Fallon Island, and surrounded by the Thon-Thalas. At one time, giant turtles were used to ferry elves from the main side of the river, to the island where the city was located. When approaching the city, silver gates led into the city through the walls. These gates were bound with magics that made them so powerful that no force on Krynn could break them. A highway led up to the island from the west, called the Old King's Road. At one time, a bridge crossed the Thon-Thalas, and the highway went right to the city gates, but this bridge no longer exists.

Once one entered the city, there were one thousand gleaming white towers, and all homes were built with the use of magic and made of wood, crystal, or white marble. They start as one or two story homes near the wall, gradually increasing in size, up to ten to twelve stories, closer the center of the city. The only straight streets in the city were in the cardinal directions of a compass. The city itself looked like a well tended garden, with all trees equally spaced, blooming flowers that were arranged in complex patterns, crystalline fountains, and all paths were made of cobblestone. At the heart of the city is the Tower of the Stars, along with all the major municipal towers and temples.

SOLAMNIA

Solamnia is a human nation in northwestern Ansalon. Solamnia has just about every geographical feature imaginable: fertile plains, three mountain ranges (the Vingaard Mountains, Dargaard Mountains and the Garnet Mountains), Ansalon's longest river, the Vingaard, and the Northern Wastes. Not a perfectly flat land, it has ridges, gullies, dry creek beds, small stands of trees, mostly a grassy steppe land. People from Solamnia are referred to as being Solamnic (or Solamnian), and they speak Solamnic, while some of the Knights speak Old Solamnic.

The provinces that make up Solamnia are Coastlund in the west, Palanthis east of that, and Hinterlund on the border with Nightlund. The Plains of Solamnia are also on the border with Nightlund, Elkhalm and Heartlund lie south of the Plains of Solamnia, and Southlund is southwest of Heartlund. In Southlund is the city of Caergoth, and is an area known for very violent thunderstorms. From Coastlund in the west, to Hinterlund in the east, a variety of people live and work—mostly humans, but small bands of ogres and draconians are far too common. Originally located in the center of the Ansalonian continent, Solamnia is now very much a sea-going state, since the Cataclysm dumped three oceans around its borders.

PALANTHAS

Palanthis, also called Palanthis the Ancient and Palanthis the Beautiful, is one of the largest cities in Ansalon. It lies nestled safely in the Bay of Branchala in the northwest corner of the Ansalon mainland, protected from the furious Turbidus Ocean. It is home to more than 32,000 citizens, most of whom are humans, the rest a mix of other races such as elves, dwarves, gnomes, and the occasional minotaur and kender. The city has long been the pride of Solamnia, hailed as one of the major beacons of light in the world, and, with its white marble buildings and magnificent villas, it is a beautiful sight indeed. The city relies heavily on trade with merchants from all over Ansalon. Even minotaur vessels are allowed through the Gates of Paladine.

Palanthis is arranged much like a wheel with roads forming a circular spiral and eight great avenues emerging from the Central Plaza serving as the spokes. The third road is followed by an immense wall which divides the city in two – Old City and New City. Old City is the heart of the city. This is where the Lord Regent and the members of the City Senate reside, and it is where most governmental buildings lie. On the other side of Old City Wall lies New City, covering the foothills of the Vingaard Mountains. The vast majority of Palanthis' citizens live in New City.

SOUTHERN ERGOTH

Southern Ergoth is an island located west of Ansalon and south of Northern Ergoth, created when the Cataclysm tore Ergoth in two. Southern Ergoth stretches about 250 miles from north to south. The major geographical features of Southern Ergoth are the Serrion Sea that surrounds the island; the Straits of Algoni that separate it from Ansalon; Morgash Lake, which is just north of the ogre city of Daltigoth; the Last Gaard Mountains, which run down its center, in which Foghaven Vale is located; Harkun Bay on the southern coastline; the Plains of Tothen, located in the southwestern coastline; the Plains of Kri, on the southern coastline; and the River Ergot, located in the northeast. Most of the central and eastern half of Southern Ergoth is now a frozen wasteland.

During the War of the Lance, the elves of Qualinesti and Silvanesti moved their people to Southern Ergoth to escape from the invading dragonarmies. They enslaved the Kagonesti, forcing them to build their cities while in exile. The dragonarmies invaded Southern Ergoth and gained control over much of the island during the war.

In the Age of Mortals, the Dragon Overlord Gellidus came to claim Southern Ergoth for his own. Some people were able to flee from the great white to Sancrist Isle and Cristyne, but many more did not. It took Gellidus mere months to change the land east of the Last Gaard Mountains into a frozen wasteland. Paralyzing temperatures and blizzards continued to blast the once lush land, along with huge storms in the Straits of Algoni, and icebergs afloat in the water.

Following the War of Souls, Southern Ergoth is one of the last realms held and reshaped by a dragon overlord. Gellidus no longer takes part in matters of his realm, preferring to stay in his caves, relying on his ogres and thanoi to oversee affairs.

TAMAN BUSUK (NERAKA)

Taman Busuk is the melting pot for all the so-called 'evil' races of Ansalon. This region contains three of the most important dark cities: Sanction, Neraka, and Gargath. Taman Busuk borders Estwilde and Kern in the north and Zhakar in the south.

For the most part, Taman Busuk is a mountainous region, with the exception of the wastelands located in the south. The Khalkists are broken in a few places, most notably Godshome and Gargath. As a state, Taman Busuk is very weak, leaving the cities within it holding much more power.

NERAKA

Neraka is the capital of Taman Busuk and the base of operations for the Dark Knights and their minions on Ansalon. Located almost in the exact middle of the Khalkist Mountains, southeast of Godshome, the city was built prior to the Cataclysm. The Hundred Mile Road leads south from Neraka to Sanction (about a 4 day journey), and the Nerakan Road leads north into Estwilde with two other roads leading east and another west. Outside the main gate is a broad open field.

Neraka is located in the Plains of Neraka in the Neraka Valley, and surrounding the city are mountains, with a few of them dormant volcanoes. The city is broken into three different sections with districts outside of the walls. In the heart of the city was the Temple of Darkness and a fortified inner keep, both surrounded by their own wall, and two additional sections, each with its own wall. In the heart where the Temple once stood, was a large hole where it sank into the ground following the War of the Lance. The Dark Knights began to search it in 386 AC.

Outside the heart of the city is the inner bailey. Here all kinds of buildings crowd together in a small area, and its own wall surrounds it with watchtowers spaced evenly throughout. The Outer bailey is literally jammed with buildings, such as stables and markets. It is a warren of brothels, bars, shops, slave pens, huts, and hovels on narrow streets. Stench and squalor are found everywhere, along with rowdy crowds in the streets. Outside the outer bailey are the neat and orderly barracks of the Dark Knights.

TEYR

Teyr is a draconian nation located south of Nordmaar, north of Busuk Taman, and east of Estwilde. The city was established on the ruins of a failed dwarven colony. It is a mountainous region that has heavy forested lands, and some northern grasslands. The Astivar Mountains are in Teyr, while the Woods of Lahue are west of it. The Great Moors

are to the east of it. Mount Brego is located west of the city of Teyr, in the Astivar Mountains, with the Peak of Destiny as the southernmost peak.

Draconians, led by Governor Kang came north and found the city ruins. Most of the city of Teyr had to be rebuilt again since no one had been living there in almost 400 years. The city is made completely of stone, with a large wall all the way around it. A civilian government led by Governor Kang runs it. Commander Slith is in charge of the military. Governor Kang promoted him shortly after he became governor.

There is a bastion in the center of the city where the local government works during the day. It was decreed by Governor Kang that no one will live inside of it, and that it will only be used as a place of defense should the outer walls fall. The old Hall of the Thane is located directly below it and would be a place where large meetings would likely take place, making it ideal for holding the entire city's population in case of emergencies. The city barracks are located inside the city walls, with the civilians' homes and businesses outside the walls.

THORADIN

Thoradin is a dwarven nation located south of Taman Busuk, southwest of Kern, west of Khur, and north of Blöde. The leader of the nation is called the High Thane of Thoradin. Thoradin was destroyed by an earthquake in 2009 PC and rebuilt nearly a thousand years later, only to be destroyed again in the Cataclysm. The nation became known as Zhakar until it was restored and rebuilt in the Age of Mortals. In 413 AC, the evil dwarven nation of Zhakar fell to the dwarven clans of Thorbardin. From this conquered nation, the new kingdom of Thoradin was formed. This new nation was said to be the second coming of ancient Thoradin. In reality, like Zhakar before it, this new nation of Thoradin was a dark shadow of its ancient namesake.

The new nation came about after war threatened the nation of Thorbardin. With Beryllintranox's expansion into Thorbardin, the Thanes opted to seal the mountain and protect the underground realm. Not wanting to hide beneath the mountains, the crazed prophet Severus Stonehand challenged the Thanes and was exiled. He believed they should return to the days when the dwarves were a formidable force.

Seeking to build his great nation, Severus opted to return to ancient Thoradin and rebuild out of the ruins of that former nation. After the Cataclysm, the dark dwarven nation of Zhakar had arisen out of the ashes of former Thoradin. Severus and his fanatical followers traveled to the Khalkist Mountains where they overthrew the Zhakar forces and took control of the realm. After dispatching the King of Zhakar, Severus was able to heal the population of a mold plague that had afflicted them for decades. With this act, he gained their undying loyalty. Seeking to return the nation to its former glory, King Severus changed the name of the realm from

Zhakar back to Thoradin. He immediately put his subjects to work repairing the nation and its delvings.

THORBARDIN

The dwarven kingdom of Thorbardin encompasses three hundred square miles beneath the Cloudseeker Mountain. There are six distinct clans (and cities) of dwarves who live here. Although each city seems distinct from one another, all are laid out in an orderly fashion. A traveler could go into any city in any part and know where to find homes, shops, and businesses on any level.

In the more populated areas, wagons riding on rails permit quick transport of goods and people between the locations. Large vertical holes, also called transport shafts, have been carved through each level. These allow goods and people to travel up and down many levels via buckets attached to huge chains.

Time within this underground world is kept by water-clocks that are set to the sun of the outside world. During the night, lights sparkle throughout the realm, these are usually from the Lanterns of Thorbardin.

HYBARDIN

Hybardin, also known as Hylarhome or the Life-Tree, is one of the wonders of Krynn. This city was built inside a giant stalactite that hangs over the Urkhan Sea. At the bottom of the stalactite is an island that serves as the city's waterfront. Sunlight is brought to the city from sheets of quartz and smokeless lamps. This is the heart of Thorbardin, where dwarves from all the clans go to do business. This is also the city of the Hylar, and where the Council of Thaness meets.

Hybardin is narrow at the bottom and wide at the top where it meets the ceiling. An iridescent coral grows up the outside in many branches that glows with a pulsing light that illuminates the great cavern as bright as day. Gardens of strange fungi grow along carved balconies that overlook the lake.

Water flows freely through and down the sides of the city. The water comes from countless natural springs found above the surface. The Hylar guide the water into canals, streams, and fountains throughout the city. With the abundance of water and light, nearly every family residence contains a garden that provides the city with many unusual smells. The buildings of the city line the streets and are neat and orderly. The city was connected to Theibardin, Theiwarin, New Daebardin, the Valley of the Thaness, the West Warrens, and Daerferge through a massive chain ferry of cable boats.

THROTL

Throtl is a Hobgoblin and Human land that is located east of Lemish, south of Nightlund, and west of Estwilde. Its major geographical features are the Southern Dargaard Mountains on the western border, the Northern Dargaard Mountains, the Forest of Throtl in the northeast, the Throtl Gap

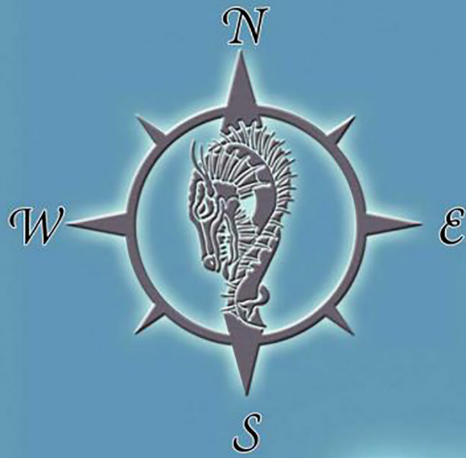


between the Northern and Southern Dargaard Mountains, and Newsea to the south. It is a grassy plain that experiences heavy rain all year round, creating many bog-lands.

Following the Chaos War, life and land in Throtl actually improved. The raiding by hobgoblins upon refugees increased, bringing much wealth into the hobgoblin nation. There are many nomadic tribes of goblinoids that owe allegiance to the hobgoblin King of Throtl. Also, the region of Qwalmish in Estwilde was added to the realm after the Dragon Overlord Lorrinar claimed it.

I'VE BEEN TO EVERY ONE OF THESE PLACES EXCEPT THORADIN. HUH. A LOST DWARF KINGDOM. GUESS I HAVE SOME MORE WANDERING TO DO!
-TAS-

THE CONTINENT



Sirion Sea

0 150
Miles




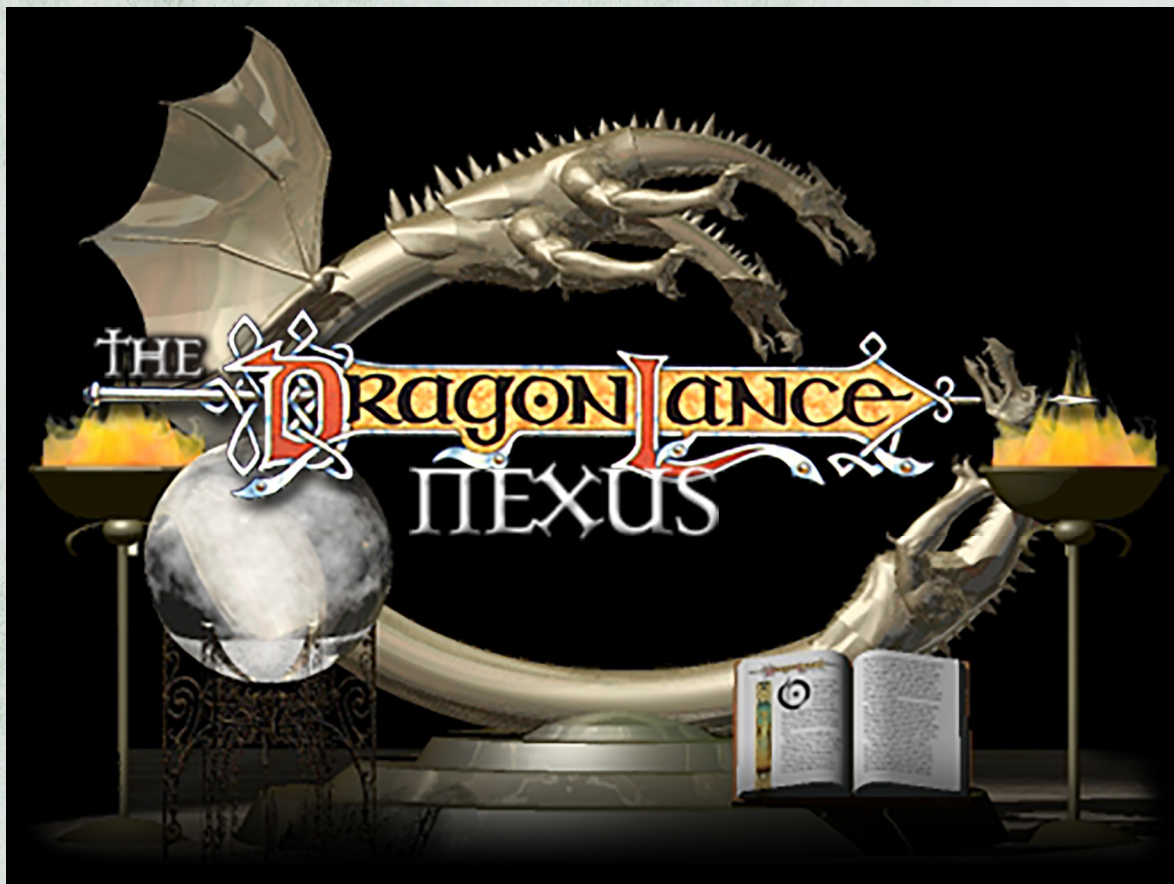
- Ice Folk Camp
- ⊙ Icewall Castle

NT OF ANSALON



LEGEND

-  Woodlands
-  Marsh/Swamps
-  Mountains
-  Volcano
-  Desert
-  Badlands
-  Plains
-  Border
-  Capital
-  City or Fortress
-  Town or Village
-  Tower
-  Ruin
-  Roads
-  River



PRODUCT SCHEDULE

CHAMPIONS OF KRYNN: THE MYSTERY OF THE MISSING PATROL.....FALL 2021

CHAMPIONS OF KRYNN: DESCENT INTO THE CRYPTS.....WINTER 2022

BESTIARY OF KRYNN.....SPRING 2022

CHAMPIONS OF KRYNN: THE TOWER OF GARGATH.....SUMMER 2022

CHAMPIONS OF KRYNN: THE ROSE OF JELEK.....FALL 2022